

Quick Menu v3.0.1.17 - (C) Malcolm Pescod 2000

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Newest features are coloured red for easy viewing.

Disclaimer

This software product is under development so may appear incomplete in areas.
The documentation is quite sparse also so make best use of what you've got.

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If you do experience any problems then please report them to myself and I will
do my best to correct them within limits.

Description

Quick Menu is a freeware utility which allows you to quickly launch applications. You can
organise your favourite documents, projects or utilities into groups for easy access. You can
then expand or contract whichever groups are relevant to the type of work you are doing at the
time. e.g. Internet, Development, Games etc.

It works best with COMCTL32.DLL v5+ so download "50comupd.exe" from microsoft if you don't have
it.

It has been tested on Windows 95, Windows 98 and Windows NT Workstation 4.0 (SP6a). If you do
experience problems then let me know.

How to use it

Start off with the default menu "ExampleMenu.MNU" and customise this. Simply drag
"ExampleMenu.MNU" onto "Menu.exe" using explorer.

Running A QuickMenu Menu

By default, a menu with the same name as the executable will be loaded at startup unless you
specify a specific .MNU file to load by passing it as the first parameter to the EXE.

e.g. Menu MyMenu.MNU

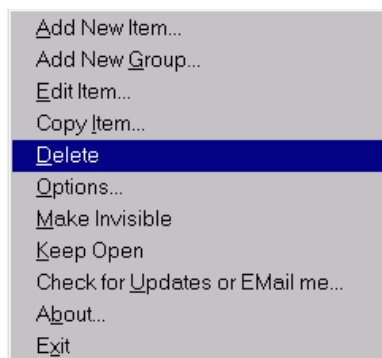
If you associate all .MNU files with Menu.exe then all you have to do is double click the .MNU
file to display the menu. You can associate .MNU files to QuickMenu in the options screen.

Multiple QuickMenu Menus

NOTE: You can now start up a second copy of QuickMenu which you can hide at the opposite side of
the screen so that you have two QuickMenu's.

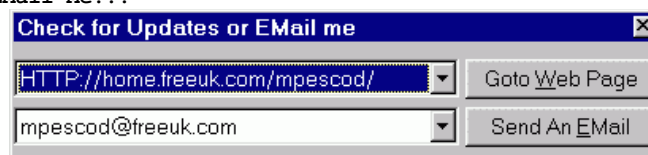
Also if you start up a number of QuickMenu menus then you can still get to them by clicking on
the relevant toolbar icon. The toolbar icon hint now displays the name of the menu which it was
started with. There is a flag on the options screen which will prevent more than one menu being
active at any one time so you can have it either way.

The Popup Menu



When you right click on QuickMenu you will be given a popup menu.
The options you cannot select will be disabled in the menu.

Add New Item...	Add a new launch item to the group under the cursor.
Add New Group...	Add a new group to the menu.
Edit Item...	Edit the highlighted item.
Copy Item...	Copy a menu item
Delete	Delete the highlighted item.
Options...	Change QuickMenu's options.
Make Invisible	Hide the menu.
Keep Open	You can then play games without interruptions. Toggle which stops the menu auto-hiding.
Check For Updates or EMail Me...	Allows drag n drop from explorer.



Goto Web Page

Visit my web site for updates.

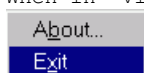
Send An EMail

Send me an email using your default mail client.

About
Exit

Version information.
What you would expect.

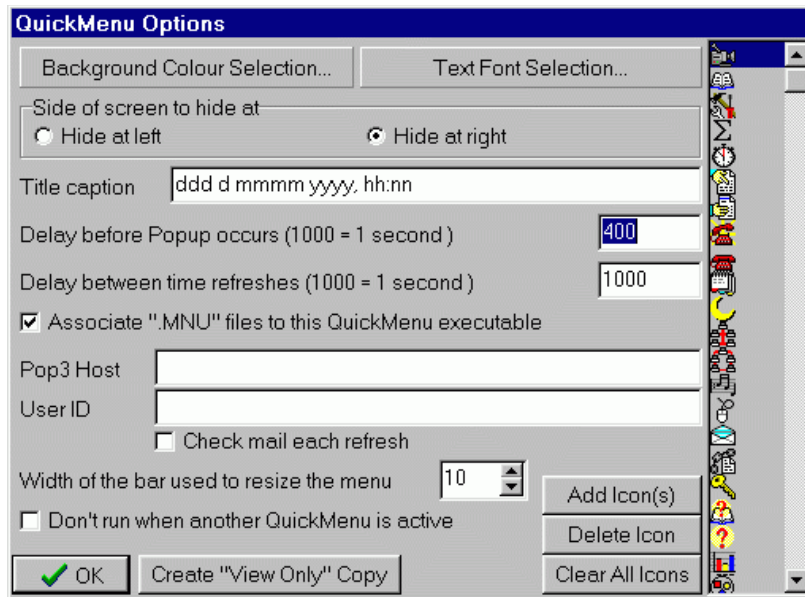
When in "View Only" mode the menu will look as follows ;



About
Exit

Version information.
What you would expect.

The Options Form



Background Colour Selection...

Change the background colour.

Text Font Selection...

Change the text font and colour.

Side of screen to hide at

Which side of the screen to hide at.

Title caption

What is displayed in QuickMenu's title.

Delay before PopUp occurs

Pause time before the menu pops across the screen.

Delay between time refreshes

Pause time before the Date/Time is next updated.

Associate ".MNU" files to this QuickMenu executable

Allows you to double click a .MNU to start it.

Pop3 Host

Specifies the host name of your POP3 mail server

User ID

Specifies your username for your mail server

Check mail each refresh

Tells QuickMenu to check for new e-mails every time the time is refreshed.

When mail has arrived a Mail icon will be displayed in the toolbar.

Click this icon to launch your default mail reader.

Add Icon(s)

Select bitmaps to include (any size bitmaps and as many as you want).

Be reasonable about the bitmap size as too large and it will look silly.

You can also select main icons from DLL, EXE and ICO files.

Delete Icon(s)

Delete selected icons from the list.

Clear All Icons

Delete all icons from the list.

You can get the defaults back by deleting "Menu.dat" and restarting.

You will be prompted and your old icon file will be backed up.

Width of the bar used to resize the menu

Change the width of the bar used to resize QuickMenu.

Don't run when another QuickMenu is active

Stops this menu loading when another QuickMenu is active.

Create "View Only" Copy

Save this menu into a new menu as "View Only".

The name is the same except with ".ViewOnly" added on the end e.g.

"Menu.MNU" becomes "Menu.MNU.ViewOnly"

Dragging And Dropping Items From Explorer

You can also drag items from explorer onto the menu and drop them onto a group or item or blank space.

The new item will be inserted at the same place that the highlighted item is or into the highlighted group. You can then drag the items to anywhere in the menu by simply holding the left mouse button on an item and dragging it to another position then letting go of the left mouse button.

Please note that when in "View Only" mode items cannot be dragged onto the menu.

NOTE : Use the Keep Open menu option to allow you to drag items from explorer without the menu auto-hiding.

Dragging Items Between Groups

You can also drag menu items between groups by holding down the left mouse button and dragging an item over another group or item. The icon will change to a white block behind the usual pointer to show you are dragging and then you can drop it by releasing the left mouse button. You can abort the drag by moving the mouse off the menu window and releasing the mouse button or by dropping the item onto itself.

Dragging will insert the item at the position of the highlight.

Dragging to the bottom of the menu will insert the item at the end of the list.

Please note that when in "View Only" mode items cannot be dragged or dropped.

NOTE : If you drag over an empty group and drop, it will be inserted into that group not above or below it.

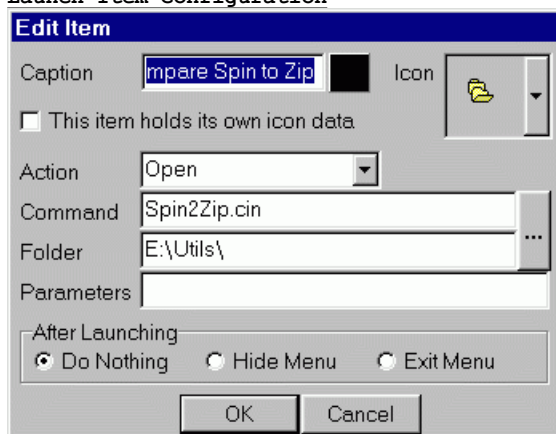
Group Configuration



For each group the following properties are held;

Caption	The text for this group. "..." is automatically added when needed.
Colour	The text colour to display this group in. Click the box to change the colour.
Icon	The image to display next to this group.
This item holds its own icon data	Tells the group to use its own copy of the icon.

Launch Item Configuration



For each launch item the following properties are held;

Caption	The text to display for this item.
Colour	The text colour to display this item in. Click the box to change the colour.
Icon	The image to display next to this item. Holding CTRL while clicking an item will set it's icon to the last icon chosen here. This does not work for groups though.
This item holds its own icon data	Tells the item to use its own copy of the icon.
Action	The action to perform on the item e.g.

"Open"	Perform the default action on the item e.g. Execute.
"Dial"	Windows NT action to dial the specified connection.
"Hang Up"	Windows NT action to hang up a connection.
"Connect"	Windows 95 action to dial the specified connection.
"Explore"	Open the folder in windows explorer.
These are usually the same as what is available when you click the right mouse button on the item in explorer.	
There are also three special actions which can be performed.	
"(SYS) Log Off"	Log off the system.
"(SYS) Restart"	Restart the system.
"(SYS) Shutdown"	Shutdown the system.
"(SYS) E-Mail Client"	Launch the default e-mail client (taken from the registry).
Command	Holds the executable file name, document or folder.
Folder	Holds the folder name to start in.
Parameters	Any special parameters required.
After Launching	Determines what happens after the item has been launched.
Do Nothing	Act as normal.
Hide Menu	Hide the menu until the user brings it back up.
Exit Menu	Quit the menu

Expanding/Contracting Groups

Single clicking on a group will expand/contract it. Single clicking on a launch item will launch the relevant object.

Please note that when in "View Only" mode the groups expanded state will NOT be saved.

The Sizing/Activation Bar

To bring up the menu simply move the mouse to the right side of the screen and leave it there for half a second. The menu will pop out. To hide the menu again simply move the mouse off the menu window.


The bar on the inside edge of the menu will also allow you to adjust the width of the menu by dragging it left or right. You can only resize the menu when it is not hidden. This bar is divided into three sections;

Top	Can be resized by dragging the top silver bar when the cursor shows arrows pointing up and down.
Middle (Red)	This is the activation area. Only when the mouse is over here will QuickMenu be activated.
Bottom	Can be resized by dragging the bottom silver bar up/down.

So using the above you can get QuickMenu to activate just when you move the mouse to the lower quarter of the side it is hiding at. You can see where the activation area is because it is a thin red line at the side of your screen (unless another window is competing to stay on top, then you'll have to activate using the Toolbar icon).

Please note that when in "View Only" mode the sizing/activation bar positions will NOT be saved.

The Toolbar Icon (Bottom right hand side of the TaskBar)

The icon looks like this  as default.

Clicking the left mouse button on this will toggle the Keep Open state of the menu. If the menu is invisible then clicking once on this will make the menu visible again. You can change this icon by simply copying an icon into the same folder as Menu.exe and renaming it "Menu.ico".

The "MNU" File Format

The .MNU file is a special format binary file so you can not edit it in any way.

Also the images are saved in a file called "Menu.DAT" so this file must be copied with the .MNU file.

Planned Additions

If you find it usefull and would like extra features then let me know.

What I am planning to include soon;

Todo list showing a list of items that have to be done with buttons next to them.

An example of one item would look something like this

<input checked="" type="checkbox"/> Booking Confirmations...	
Development	Malcolm

Clicking the checkbox signals you working on the task

Clicking on the text will expand the second line to show the status of the item and what group it is assigned to

Therefore, Task A is currently in Development assigned to Malcolm.

Ability to define a progress tree and then select only the valid paths for each item e.g.
Analysis -> Development
Development -> Analysis, Testing
Testing -> Analysis, Development, Delivery

Task A is in Development so it can only progress to Analysis or Testing.

Right click menu to view historical items and modify them.
Menu option to add new ToDo item.
Configure item as having various stages e.g. Requirements, Analysis, Development, Testing, Support.

Calendar and reminder plugins (I already have the calendar elsewhere, just need to add it in).

A reminder will look something like this



Each reminder can be a recurring event meaning it can pop back based on certain criteria.
When you check the box it disappears and is entered into a log along with the date/time stamp.
A menu option will allow you to browse these events and re-activate them.

Other Information

I hope you find it as usefull as I do.

Also check out my other utilities, demo versions are on my web site;

CompFold	Compares two folders and allows you to synchronise them. Quick, efficient, easy to use and ideal for working from home.
FastOra	Analyse an Oracle database and run/optimize SQL.
TabShow	Allows you to examine the database in detail and store snapshots. View Oracle tables graphically and the links between tables. You can build a diagram of your tables for a clear concise view.

History

1.0.0.4
Swapped from a Listbox control to a treeview control (big improvement).

2.0.0.0
Major change from draggable window to hide at right panel.

2.0.0.18
Added change font capability.
Also you can pass a .MNU file as a first parameter to Menu.exe.
Lets you associate .MNU files with Menu.exe and then double click them.

2.0.0.19
Oops. Font capability was accidentally disabled in the previous version.

2.0.1.1
Added Action to allow dialling RAS connections.
Added drag and drop of menu items and "Copy Item" menu option.
Fixed bug where group would lose its expanded property.

2.0.1.3
Added the following
Change width by dragging a size bar
Hide on the left or right
Icons can be associated with each menu item/group
Date and time at top of menu
Multiple copies of QuickMenu can now be run
Taskbar caption now shows the name of the MNU file used
Popup and refresh periods can be changed

2.1.0.0
Added the following
Icons can be user defined and are stored in "Menu.dat".
User can define the activation area.
User can change the title caption.
Options are now on their own form (looks better).
"Delete" now shows what it will delete.
"Copy" allows editing before inserting the item.

2.1.0.1
Oops. Icons could be blanked when you delete them.
I now reassign icons after deletions so they all stay correct.

2.1.0.3
Shutdown/restart don't flicker the QuickMenu when shutting down.
QuickMenu will keep checking that it is on top when it updates the time.
Stops explorer and others from hiding the activation area.
Can now extract the main icon from EXE and DLL files.

Can also load .ICO files as well.
 Added associate .MNU files option in the configuration screen.

2.1.0.7
 Mail button to start the default Mail client.
 Shutdown, restart and logoff buttons added.
 Facility to automatically check your e-mail to tell you if any has arrived.

3.0.0.2
 Removed the MicroSoft Treeview component and replaced with my own.
 Can now have any number of images without problems.
 Better handling of drag and drop operations.
 MNU format now copes with multi-level menus.
 Almost completely got rid of references to COMCTL32.DLL.
 Moved E-Mail and shutdown functionality to items instead of buttons.
 Fixed problem with the shutdown process hanging sometimes.

3.0.1.0
 Fixed problem with Win98 not activating application properly.
 Autohide feature is far better.
 Scrolling using a wheel mouse.
 Moved Icon and Color selection onto the Edit Form.
 Added width of resize bar to cope with heavy handed people.
 Dragging items is made much easier.

3.0.1.1
 Couldn't drag items into an empty group.
 (Without dragging one from explorer first).
 Dragging items now works more sensibly.
 (It will be placed where the highlight is).
 Exception raised when adding a new item to a blank menu.
 Right mouse button now allows you to scroll the menu up and down.
 Left click and drag would execute item if you dropped it back onto itself.
 Could still drop when mouse was off the window.
 Disables irrelevant popup menu items.
 Commented out old v1 menu file support to save space.
 (It should no longer be required by anyone).
 Changed to toolbar icon instead of toolbar window.
 Had to add Make Invisible and Keep Open menu options to compensate.
 Clicking on toolbar icon toggles the Keep Open state of the Menu.
 Added Keep Open functionality to allow drag and drop from explorer.
 Fixed problems with shutdown hanging if menu not closed first.

3.0.1.9
 Problems with older versions of Win95 which are now fixed.
 Adding a new item would stop menu operation until mouse is moved off the menu.
 General tweaks to make more stable. Next version should be 3.1.0.0

3.0.1.12
 A few more minor fixes/enhancements at users request.
 (You can't say I don't listen).
 Only allow resizing when the menu is not hidden.
 Stops resizing to zero width accidentally.
 Icon selection on adding icons is greatly improved.
 Clearing all icons now has a prompt and backs up the old Menu.dat file.
 Icon drop down limited to twenty at a time so it fits on the screen.
 Other icons can be chosen using the scrollbar or the mouse wheel.
 Unlock exe included which unlocks a ZIP drive to allow ejection
 (mainly used for NT).

3.0.1.14
 New contact screen which I can easily update via an INI file.
 Item now has ability to keep a copy of its icon image.
 "View Only" capability to stop people fiddling with your menus.
 "Hide on Launch" and "Exit on Launch" flags for each launch item.
 Complete rework of how items work in the background necessary for ToDo items.

3.0.1.15
 Added "Don't run when another QuickMenu is active" to options.
 Added local icons to groups as well.
 Updated document with extra screenshots.

3.0.1.17
 Mainly a bug fix for View Only mode.
 Starting to change it ready for multi-language capability and ToDo items.