

# Launcher

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**COLLABORATORS**

	<i>TITLE :</i> Launcher		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

# Launcher

## 1.1 Launcher History Guide Documentation

The History of Launcher

By Chris Haynes  
(C)22-03-1999

Features List

---> Version 1.8 <---

Version 1.7

Version 1.6

Version 1.5

Version 1.4

Version 1.3

Version 1.2

Version 1.1

Version 1.0

## 1.2 Hmmm, What Have We Here?

FEATURES...

- 1.8 **\*NEW\*** FONTNAME and FONTSIZE tooltips let you use any font in menu lists!
  - \*NEW\*** GADGETLIMIT tooltip lets you specify a limit on the number of gadgets to deal with (saves memory)
  - \*NEW\*** DISPLAYMENU tooltip displays a small arrow on menu gadgets just to show you it's a menu
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- \*NEW\* MENUTITLE tooltype controls the titles in menu lists
  - \*NEW\* You can now have styled text (bold/underline/italic) on menu items!
- 1.7· \*NEW\* Launcher-Prefs lets you rearrange gadgets graphically, rather than having to change them manually! (not available in Menu List items)
- \*NEW\* Launcher-Prefs is now an AppWindow. Drag a file onto the window and Launcher-Prefs will use the details from that! (From a suggestion by Sune "Chivas" Storgaard)
  - \*NEW\* QUICK tooltype lets you turn off annoying requesters on startup
  - \*NEW\* CENTREITEMS tooltype to centre the names in menu lists!
  - \*NEW\* HIGHLIGHT tooltype to give three different item highlight options!
  - \*NEW\* WINDOWTOFRONT tooltype pops the window to the front when you press a gadget
  - \*NEW\* Tooltypes editor. Edit your tooltypes quicker and easier!
  - \*UPGRADE\* Launcher will now allow as many gadgets as will fit on your current Workbench screen (previously hard-coded at 50). Maximum of 9999 memory-permitting of course!
  - \*UPGRADE\* Menu gadgets can now have upto 20 items each. The minimum number of selectable programs/scripts that Launcher will handle is 1000! Cool eh?
- 1.6· \*NEW\* Now has 'Menu' gadgets which display a list of upto 9 items. This means that you can now have upto 450 selectable programs!
- \*NEW\* Recognises a program's tooltypes (requires C:WBRUN and parm.library)
  - \*NEW\* Can specify preferred Guide file viewer! (Set VIEWGUIDE tooltype)
  - \*NEW\* Can specify preferred file executer! (Set EXECUTE tooltype)
  - \*NEW\* Uses custom font for Launcher-Prefs (user-editable)
  - \*NEW\* Reboot from Launcher by setting up a gadget or menu item!
  - \*UPGRADE\* I've sorted the "spaces in filenames" problem!
- 1.5· \*NEW\* Now adapts the Prefs and Image windows to the size of your Screen Text (see your Prefs/Fonts program) (Thanks go to Robert Hutchinson)
- \*NEW\* Use Config file from anywhere on your system (Set PATH tooltype)
  - \*UPGRADE\* There are now 500 gadget images!
  - \*UPGRADE\* Launcher-Prefs now uses GadTools gadgets!
- 1.4· \*NEW\* Uses a palette of your choice! (Thanks go to Nick Bergquist)  
(Set PALETTE\_LOCATION tooltype)
- 1.3· \*NEW\* ToolHints feature
- \*NEW\* SmartHints feature
- 1.2· Upto 50 gadgets on-screen
- 1.1· Inbuilt prefs editor
- 1.0· Uses those lovely ReqTools requesters
- Extremely user-friendly
  - Returns ALL memory on exit
  - Uses about 0.02% CPU time! (Isn't the AMIGA cool!)

### 1.3 Launcher Version 1.8 - Current version

VERSION 1.8...

Compilation date: 22-03-1999

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Current version. Released on an Amiga Format CD.  
Please read sections 1.6 and 1.7 as these versions were never released but some major features were introduced and then built on in this version.

Bugs discovered and squashed:

- If you clicked on the very left-hand side of a menu gadget (first pixel), the menu list was opened on the gadget before it. For example, if you clicked on the second gadget, the menu list was opened where the first one should be!
- Launcher left the menu description on the title bar when you moved off the menu list;
- Launcher-Prefs was checking the wrong variables when deciding whether to disable the Remove and Insert gadgets. Damn, thought I'd fixed this. Oh well, it is now;
- Launcher-Prefs wasn't updating the Current Setup window when you pressed one of the "<Image>" buttons. This was because I jumped out of the code before actually updating the window. The values were updated, but the graphics weren't;
- Launcher-Prefs updated the Current Setup window incorrectly when changing between one and two rows;
- Noticed that if you used a Workbench screen height of 256 and had a menu gadget with 20 items in, that the window could not be opened. This was because the code to decide where to place the window was slightly buggy;
- If you tried to use a file which wasn't a palette file, Launcher crashed. So, I've put a bit of code in there to display Error #39 and then quit Launcher cleanly instead. This also applies when Launcher hasn't enough memory.

Enhancements and new functionality:

- Added the ability to use ANY font for menu lists! Simply set the FONTNAME tooltype to the Path/Fontname of your chosen font. Note that you don't need to add ".font" to the end. You'll also need to set the FONTSIZE tooltype to the y-size of the font. For example use: "FONTNAME=XHelvetica" and "FONTSIZE=11". The only limitation is that you can't use a font smaller than 8 or greater than 128 points. I did this new functionality in about two hours! Wonder why I didn't try this before?
  - Changed the Tooltypes editor. Previously, it showed the text of the tooltype and then a small button to click on. Well, I thought, why not just make the text a button? So I did. This made the window a little smaller;
  - Changed the menu title text to have a shadow under it. Just makes it look a bit smarter?
  - Added the ability to display menu list items in different text styles (bold/underline/italic);
  - Added error checking functionality to remove attempts at styled text on normal gadgets (because you can't set the style of text you aren't going to
-

see, 'cos it's not in a menu list!);

- Updated Launcher-Prefs to incorporate the style changes allowed in menu list items. Added three checkbox gadgets to the Menu List editor;
- Added the GADGETLIMIT tooltip to limit the number of gadgets that Launcher will use. This basically saves a lot of memory by not reserving the memory for gadgets you aren't going to use;
- Updated Launcher-Prefs to cope with the GADGETLIMIT tooltip. Note that if you are able to fit more gadgets than you enter as your GADGETLIMIT tooltip then Launcher-Prefs still allows you to fit them across the screen before switching to Two Rows. E.g. before Max=50, switches to Two Rows at 26  $((50/2)+1)$ . Now, Max=50, Limit=30, switches at 26 and not 16  $((30/2)+1)$ ;
- Added the DISPLAYMENU tooltip to show a small down-arrow on menu gadgets. It's just a visual reference for you. Also updated Launcher-Prefs to show this arrow on the Image graphic (not implemented in Current Setup window);
- Added the MENUTITLE tooltip to control the display of the menu title in menu lists. Note that this will be used immediately. You don't have to quit and restart to use it;
- Updated the Launcher Tooltip Prefs code to cope with the new tooltips;
- Made the Current Setup window adapt to the largest number of gadgets (from the GADGETLIMIT tooltip). There's no sense in having a window bigger than you would ever need is there?

## 1.4 Launcher Version 1.7

VERSION 1.7...

Compilation date: 06-01-1999

Released to only a few special people... Wasn't released publically.

Please read the next section (

Version 1.6

) as it was never released but some

changes were made from 1.5 to 1.6 and then built on in this version.

Bugs discovered and squashed:

- Accidentally checked the width of the WB screen twice rather than once for the width and once for the height. On rare occasions, I managed to crash the system by trying to open Launcher in a position on the screen which didn't exist! (e.g. X=30, Y=-150);
- Noticed a large section of code within Launcher-Prefs which was never used. This has been removed, so has error #19 (as it'll never happen). The other errors have now been renumbered to account for this;
- Opening and closing Launcher-Prefs caused the gadgets to flicker as if they were being redrawn many times, e.g. run it five times, the gadgets are displayed five times! This was because I kept redefining the gadgetlist every time the window was created. This has now been fixed;

- In Launcher-Prefs, if you changed your config to just one gadget, then you inserted another, the 'Remove' gadget was still ghosted. This is now fixed;
- Error #13 can be encountered twice when loading the config file, however I forgot to amend the second call to the routine which resulted in slightly different error messages and a potentially dangerous crash as the system tried to use a gadget image which hadn't been defined;
- Removed some more redundant code from both Launcher and Launcher-Prefs. This reduced the overall file size by 3,028 bytes (although this saving was immediately negated by me adding more functionality!);
- Corrected the save config routine to automatically add ".Config" to the save file name if the file you chose didn't end in ".Config". This stops you from overwriting your Startup-Sequence file;
- Altered some parts of Launcher to use slightly optimised system routines.

Enhancements and new functionality: (now this one's a biggy...)

- Made Launcher-Prefs an AppWindow so you can add gadgets or replace the details of a current gadget by dragging a program icon onto the window. Note that this functionality automatically ignores drawer icons or devices;
  - Added the "Current Setup" window to Launcher-Prefs. This window will be updated whenever you change a gadget image, remove/insert gadgets or change TwoRows. Note that this window and the "Swap Gadgets" button (below) will be unavailable if your Workbench screen isn't big enough (rare occasions, for example width=676 pixels);
  - Added the 'Swap Gadgets' button to Launcher-Prefs. You can swap gadgets around visually in the "Current Setup" window rather than having to type them in manually!
  - Added QUICK tooltip to "hide" some startup errors, like the one about the config file version and the window position being invalid. Launcher will use the default values rather than telling you;
  - Added CENTREITEMS tooltip to centre the items in menu gadgets;
  - Added HIGHLIGHT tooltip to give three different menu item highlight options. Set the tooltip to RECESS, EMBOSS or BACKFILL (default);
  - Added WINDOWTOFRONT tooltip to pop the window to the front when you click on a gadget (very useful);
  - Added MENUGAP tooltip to add a gap around menu items so it looks a bit smarter and not so squished up;
  - Added the "Edit TTypes" menu item and functionality. Now you can edit your tooltips with the new Launcher Tooltip Prefs program!
  - Updated the maximum limit of items you can have in a menu list. Rather than the previous 9 items, you can now have upto 20 items! That means a minimum of 1000 programs/scripts are now accommodated for in Launcher!
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- Updated the Menu List editor because of the increased menu item capacity and made it into an AppWindow too! Completely rewritten code - more efficient;
- Changed the default image number from 1 (the 3D image) to 389 (the blank image);
- Before, pressing a menu item meant either clicking off the list or pressing the right mouse button. Now, you can simply press the same gadget again, or a different one to get that list up;
- Changed the way of making a gadget into a menu gadget. Previously, you had to enter '---MENU---' as the executable filename. This was impractical and so I changed it to a simple checkbox gadget. Simply put a check in the box and Launcher will make that gadget a menu gadget. Much more user-friendly now.
- Changed the save requester you get when exiting Launcher-Prefs. It's a bit more user-friendly now.

#### Notes:

- CENTREITEMS, HIGHLIGHT, WINDOWTOFRONT and MENUGAP, when saved through the "Edit TTypes" menu option, will be used even without restarting Launcher. If you change them and return to Launcher, the changes will take immediate effect.
- I haven't been able to get Launcher to display error #03. Hmmm, maybe this error isn't needed anymore? I'll investigate...

## 1.5 Launcher Version 1.6

VERSION 1.6...

Compilation date: 27-09-1998

Not released because I went on holiday to Turkey!

Bugs discovered and squashed:

- Stopped updating the WindowX/Y and Gadgets values in Launcher-Prefs when you clicked on the TwoRows button.

Enhancements and new functionality:

- Added the "Registered To" section in the About requester. Register for £5.00 English Sterling and I'll send you a personalised version!
  - Added the Reboot functionality. Now you can reboot your Amiga from Launcher! Adapted from a suggestion by Craig Daines;
  - Solved the problem of not being able to use filenames and directories with spaces in them. It was REALLY simple! Thanks go to Craig Daines for his inspiration to fix it;
  - Optimised the code a bit to remove some "duplicated-but-slightly-altered" code within Launcher-Prefs;
-

- Added the Menu gadgets. You can have 9 items per menu gadget, meaning a total of 50 Gadgets \* 9 items = 450 selectable programs!
- Updated Launcher-Prefs to incorporate the new Menu gadgets and added the Menu List editor;
- Completely replaced the code in Launcher-Prefs that checks whether you've changed anything (much better now, and less prone to bugs) and I changed the TwoRows gadget to a checkbox instead;
- Updated the About requester. If the guide file cannot be found in PATH, or the viewer cannot be found then the requester adapts. This meant that the relevant error messages could be removed;
- Added VIEWGUIDE tootype so you can use your preferred guide file viewer. This will default to Sys:Utilities/MultiView if an error occurs;
- Added EXECUTE tootype so you can use your preferred file executer. This will default to C:Execute.

## 1.6 Launcher Version 1.5

VERSION 1.5...

Compilation date: 17-07-1998  
Released on Amiga Format CD33.

Bugs discovered and squashed:

- As a result of changing to GadTools gadgets within Launcher-Prefs, I spelt the name of a variable wrongly which caused the WindowY position to be displayed incorrectly. Have now fixed this.

Enhancements and new functionality:

- Incorporated the Launcher.Gadgets file into Launcher. This reduced the combined file size and removed some error messages from the code;
  - Made the Launcher-Prefs window smaller;
  - Managed to reduce memory usage by 35984 bytes (my system with 24 gadgets); (This is a secret method only I shall know...);
  - Added the ability to adapt to your Screen Text font (see your Prefs/Fonts program. Before, gadgets would be drawn over the title bar of the Prefs and Image windows. Thanks go to Robert Hutchinson;
  - Added the ability to use a config file from any place on your system. It lets you use more than one copy of Launcher by specifying a different PATH.
  - Added 110 more images! Now has 500 images!
-

## 1.7 Launcher Version 1.4

VERSION 1.4...

Compilation date: 19-06-1998

Released on Amiga Format CD30.

Bugs discovered and squashed:

- Fixed a bug in Launcher-Prefs. When you only had one gadget, you could still use the Remove button! This was a bit silly, and has now been fixed;
- Fixed bug with the SmartHints feature. It now doesn't leave the smart window open when you exit the program. It also decides whether to show the description or not.

Enhancements and new functionality:

- Added the palette feature. Now, the colours won't look stupid on a screen with more than 8 colours. Sorry about this, I never checked. Thanks go to Nick Bergquist;
- Changed the gadget images very slightly. Sorted the borders out;
- Updated Launcher-Prefs. Now uses GadTools gadgets, instead of the Blitz internal versions!
- Added the 'Image' button. Allows you to see all of the images at once and pick one from there, instead of using the '<' and '>' buttons. Note that this option is only available if your Workbench screen is 636 pixels or wider;
- Added SmartHints function. Shows the gadget description in a smart window; (Showing it on the title bar eats up memory each time - it's a bug in Blitz!);
- Updated the graphics to include 390 images.

## 1.8 Launcher Version 1.3

VERSION 1.3...

Compilation date: 02-05-1998

Released on Amiga Format CD28.

Bugs discovered and squashed:

- Fixed minor bugs in Launcher-Prefs.

Enhancements and new functionality:

- Removed the window border because IMHO it looked silly;
  - Removed the Close and Depth gadgets, so you have to use the menus;
-

- Added 'Move Window' menu option because there's no border now ;)
- Added functionality to automagically update the configuration;
- Added ToolHints function. Displays the gadget description in a window instead of on the title bar;
- Added menu shortcuts (because I forgot to put them in before!);
- Updated the graphics to include 260 images;
- Added new E-Mail address in the About requester. Please contact me.
- All errors are now numbered. When you get an error you can look in the guide file for a more detailed description.

## 1.9 Launcher Version 1.2

VERSION 1.2...

Compilation date: 01-01-1998 during a MAJOR hangover!  
Released on Amiga Format CD24.

Bugs discovered and squashed:

- Fixed minor bugs and quirks.

Enhancements and new functionality:

- Added the TWOROWS feature;
- Updated the graphics to include 140 images.

## 1.10 Launcher Version 1.1

VERSION 1.1...

Compilation date: 25-11-1997  
Internal release.

Bugs discovered and squashed:

- Fixed some major bugs;
- Stopped it crashing when you clicked on the title bar.

Enhancements and new functionality:

- Added the preferences editor;
  - Wrote the documentation.
-

## 1.11 Launcher Version 1.0

VERSION 1.0...

Compilation date: 23-11-1997  
Internal release.

- Very first idea;
  - Had no preferences editor;
  - Had loads of bugs!
  - Included only 86 images.
-