

Launcher

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	<i>TITLE :</i> Launcher		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Launcher

1.1 Launcher Version 1.8 Guide Documentation

```

                                LAUNCHER!
                                Version 1.8
                                By Chris Haynes
                                (C)22-03-1999

                                »IF YOU'RE UPDATING«

                                Introduction

                                System Requirements

                                What Do I Do?

                                The Graphics

                                The Menu

                                Config File

                                Launcher-Prefs

                                Errors You Might See

                                History

                                The Future...

                                Disclaimer!

                                SHAREWARE!
```

1.2 introduction

INTRODUCTION...

Welcome to Launcher! This is a simple little program that displays a small window on your WB screen containing a number of gadgets. When you click on one of the gadgets, it will execute a certain program.

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
 - *NEW* MENUTITLE tooltip controls the titles in menu lists
 - *NEW* You can now have styled text (bold/underline/italic) on menu items!
 - *NEW* Errors displayed when reading in the config file now tell you which line the error occurred on!

There are more features listed in the Launcher_History.Guide file which is also included in this release.

- THIS IS THE
 »FULL« VERSION!

1.3 What Do I Need?

SYSTEM REQUIREMENTS...

- Any Amiga 2.04 and above
- The ReqTools library (by Nico Francois)
- DONOTWAIT tooltip set (to use Launcher in WBStartup) [Default: DONOTWAIT]
- ChrisHaynes.font size 8 in Fonts: assign (NECESSARY)

Launcher has been tested on all combinations of the following:

- A1200 - 020/14 - 030/40 - 060/50 - ROM 3.0/3.1 - 2MB Chip - 16MB Fast

If Launcher doesn't work on your system, write me.
Chris

1.4 Hey, Write Me!

MY ADDRESS...

Chris Haynes,
5 Trench Close,
Trench, Telford,
Shropshire.
TF2 6QY
ENGLAND

E-Mail: Chris@amig4.freemove.co.uk

I've tested Launcher thoroughly, and there don't appear to be any bugs, but if you do find one, write me and I'll squash it. Promise.

1.5 OK, So I've Got This Program, What Do I Do With It?

WHAT DO I DO?...

There really isn't much that you can do. The window opens and sits on the WB screen and waits until you press a gadget. Then it executes the file which is associated with that gadget. Whoopee! Unless you have specified that gadget as a menu gadget, in which case a new list of programs will appear by that gadget and you can choose one from there. To remove the list, press the right mouse button anywhere, press the same gadget again, or press a different gadget.

If you have the ToolHints feature enabled, when you click on a gadget, the title bar will show that gadget's description. If you use SmartHints, then the description is shown in a smart window instead. If you want to know the description for a gadget, simply press and hold the left mouse button on the gadget, then move off it and release the button.

You can drag the window to anywhere on the screen and snapshot it in that place by choosing the 'Move Window' and 'Save Config' options in the
Menu

.

You can also run Launcher from the CLI. Use Run <>NIL: Launcher or it won't detach from the CLI until you quit Launcher. This method WILL use the ".info" file if available, therefore using the tooltypes correctly (as long as it's in the program's directory).

1.6 Teeny Weeny Little Images And How To Use Them

THE GRAPHICS...

Included in this release are 500 images for the gadgets. They are in the MagicWB palette, so Launcher only really looks smart on a WB screen which uses the 8 MWB colours as the first 8 in the palette.

The PALETTE_LOCATION tooltype can be used to load a palette of your choice instead of using the default. Set this to NONE to disable this feature. Note that there is no remapping as yet. I'm hoping to put this feature in later.

1.7 Hold The Right Mouse Button Down And...

THE MENU...

To activate the window, simply press and hold the left mouse button over one of the gadgets, then move off the gadgets altogether and release the button.

The menu is called 'Main' and has 8 options as follows:

Edit Prefs - This will open a window with various pieces of information in. It is the config editor called 'Launcher-Prefs'.

Edit TTypes - This will open a window allowing you to change the tooltypes of Launcher's icon without having to do it manually.

Move Window - Simply move the mouse around the screen and the window will follow it. When you're finished, simply press the right mouse button. The window will remain there.

ToolHints - Choose either 'Yes' or 'No' to enable or disable ToolHints. The gadget description will appear on the title bar.

SmartHints - With this option selected, when you click on a gadget a nice window will appear to show you the description of that gadget, rather than putting it on the title bar (which eats up memory). Needs ToolHints enabled to do this. Menu gadgets will not use SmartHints as they create a conflict when opening the menu list window.

Save Config - This will save all the details into the Launcher.Config file. See the Config section for a more detailed description. If you load an older config file in, this will save it as the latest version. This menu item is of primary use when you use the Move Window option. No confirmation is requested to save the config, nor given when the save is complete.

About - This shows a requester telling you who wrote it (that would be me ;) If Launcher_V1.8.Guide and your preferred guide file viewer could be found, then an extra button will appear which will allow you to read the guide.

Quit - Duh.

1.8 The Configuration File

THE CONFIG FILE...

The Config file is separated into two sections. The first section contains all the details about where the window should appear, the number of gadgets, etc. The second section contains the list of executables and image numbers to use for the gadgets.

```
LAUNCHER1.8CDH - required to check if it is a valid Launcher Config file
GADGETS=16      - number of gadgets (min=1, theoretically no maximum!)
TWOROWS=YES/NO - do you want two rows on the screen or not?
WINDOWX=485    - the X-position of the window on startup
WINDOWY=11     - the Y-position of the window on startup
TOOLHINTS=YES/NO - show the description of the gadget or not?
SMARTHINTS=YES/NO - display the description in a smart window?
```

```

TEXT          - the text to display for the first gadget
EXE           - the PATH AND FILENAME of the executable file to run when
               that gadget is clicked on
xx           - the image number to use (max=499)
...
...
...           - the above three lines repeated for each subsequent gadget
END-CONFIG    - simply tells Launcher to stop reading the file. Also acts
               as an error checker. Don't remove this!

```

MENU GADGETS...

To use a gadget as a Menu gadget, you need to change your config as follows. Remember that a menu gadget is only one gadget, irrespective of how many items you have in its list (maximum of 20).

```

|Utilities|03 - The 'bar' character tells Launcher that this is a Menu
               'Utilities' is the title of the gadget (max=30 characters)
               The next bar character tells Launcher that the next two
               characters are the number of items in this menu e.g. 03.
               It's important that this is a two digit number!
123          - The image number to display as the gadget
TEXT         - The title of this menu item
EXE         - The location and filename of the program to run
...
...         - The above two lines repeated for each subsequent item

```

Note that there are no images used in a Menu list (yet!). Items in a list can also be script files and can, if required, open a CON window as normal gadgets do.

REBOOT...

You can now reboot from Launcher by setting up a gadget. Simply enter the executable as REBOOT plus either NOCONFIRM or CONFIRM. If you've set it up as REBOOT CONFIRM then you'll be asked if you really want to perform a cold reboot or not. Set it to REBOOT NOCONFIRM and Launcher will immediately perform the reboot. Warning: Use this at your own risk -

```

DISCLAIMER!
ERRORS...

```

By entering incorrect numbers into the config file, you will see a variety of error requesters. For example, if you put 0 for the number of gadgets to display, then you'll see an error requester saying that the number is invalid.

Click

```

HERE
to see a list of all possible errors.

```

NOTES...

If you entered the number of gadgets in the config file incorrectly, and put the wrong number of filenames in, eg: 12 gadgets, put 13 filenames in - then you save the config, you will lose the 13th gadget. This is because Launcher

will only save however many you say there are, even if you put more in. If you don't put the correct number in the file, you lose them!

If you have more gadgets than will fit across your Workbench screen, then Launcher will automatically put them into two rows. If you have less, then you can choose whether they should be displayed in one or two rows. For one, by the 'TWOROWS=' section, type 'NO'. If you want two rows, then type 'YES' instead.

SCRIPT FILES...

To run script files, you need to add a special character to the description you put in the Config file. This character is either '#' (open a window) or '@' (don't open a window).

If you want to execute a script file which has commands such as 'Ask' or 'Echo' (in other words, commands which need a CLI/CON window open) then enter this in a slot in the config file:

```
#Sample Script                - # = Open Window
Work:Foo/FloobyDust-Script-File
21
```

This will open a console window ScreenWidthx245 at 0,11 on your Workbench. It may be a bit large for your needs, but there's a sizing gadget in the corner you can use to resize it if you want. Note that if for any reason, a window cannot be opened, you'll see an error message instead. If all is well, the script file is then executed.

If you don't want a window opening, for example for scripts that mount a device, or ones that just make assigns, then use this instead:

```
@Sample Script                - @ = No Window
Work:Foo/FloobyDust-Script-File
21
```

This will not open a console window, but will just execute the script file.

NOTE: The EXECUTE tooltype is available for you to put your preferred file executer. Launcher will use this to execute your scripts, e.g:

```
Don't put "C:Execute Work:Foo" if EXECUTE=C:Execute. This will
make Launcher do the following command: "C:Execute C:Execute Work:Foo"
Do put "Work:Foo" because Launcher will perform this command:
"C:Execute Work:Foo". Clear?
```

See the enclosed scripts on how to mount a CD-ROM as CD0:, an MS-DOS disk as PC0: and how to open a CLI window.

MENU TEXT STYLES...

A new feature incorporated in version 1.8 is the ability to have the menu item text in a different style (plain/bold/underlined/italic). As with script files, a special character is added to the beginning of your item text in the config file. This character is "&" (ampersand) plus a number from 1 to 7. It is used as follows:

&1Mount CD0 - This will UNDERLINE the text "Mount CD0";
 &2Mount CD0 - This will make the text BOLD;
 &4Mount CD0 - This will make the text ITALIC;

You can combine any of these attributes by adding the vaues together. For example, putting "&5Mount CD0" will display the text in italics and underlined. The maximum number you can create is 7 (underline & bold & italic).

You can use styled text on script files in menu lists too. It doesn't matter whether the "&" is put before or after the "#" or "@". For example:

&4#Mount CD0 will do exactly the same as #&4Mount CD0.

1.9 An inbuilt Prefs editor? I mean here in the program?

LAUNCHER-PREFS...

Choose the menu option 'Edit Prefs' to run the inbuilt config editor program 'Launcher-Prefs'. Note that Launcher-Prefs and Tooltype Prefs require the ChrisHaynes.font size 8 in your FONTS: assign. A window will appear with various buttons and details on. A window called 'Current Setup' will also be displayed. This holds your current configuration and is used for the 'Swap Gadgets' feature. A description of each button follows:

- '< Prev' and 'Next >' - Simply move through the gadgets available. This is cyclic, so you can go from the last one to the first and from the first to the last.
- '1 OF 16' - (Or something to that effect). Click this button to go to a certain entry number. Saves you clicking away at the Prev and Next buttons.
- 'Desc' - Shows a requester asking for the new description for the current gadget. Maximum of thirty (30) characters.
- 'Exe.' - Brings up a file requester asking for the location and filename of what will happen when you click on that gadget. It can be either a script file, an executable program. To use this gadget/item to reboot your system, please see the Config section for more info.
- 'Gadgets' - Asks for the new number of gadgets. If you enter a number lower than the current total, then you are asked if you want to clear the details of all above that number. If you entered a higher number, then all gadgets after the current maximum total are created and cleared for you to start editing. Note that the image number will automatically default to 389 (the blank image).
- 'WindowX' - Asks for the new X-position of the Launcher window. A range is automatically calculated based on the number of gadgets and the width of your Workbench screen. If you click on the 'Cancel' button, then the new value becomes zero.
- 'WindowY' - As above, but the value is calculated for the height of your Workbench screen.

- '<' - Moves back two places through the currently available images. It moves two places because the even numbered images are the ones that display when you click on the gadget. The odd numbered are the ones that get displayed before you click the gadget. It is cyclic, so if you press this button on the first image, it moves to the last.
- '>' - Moves two places forward in the available images. Again, this is cyclic.
- 'Image' - If enabled, this button will open a new window with all available images in it. You can then simply click on one and the current gadget image is changed. To cancel, simply use the close gadget in the window border. I added this functionality for convenience. Because of the amount of images included in this release, this button will be ghosted unless your Workbench is 636 pixels or wider.
- 'Window' - Should the script file chosen open a window or not? You should open a window if the file has commands like Ask or Echo in it. Note that this button is 'ghosted' when the file type is not 'Script'.
- 'Type' - Is the file chosen a script file or an executable program? Choose the correct one so you don't get any errors. If it is a Script file, then the Window button is unghosted, allowing you to change the parameters for the script file.
- 'Remove' - This button will remove the current gadget from the list. You must confirm the action first via a requester.
- 'Insert' - Inserts a new gadget after the current one. If the number of gadgets is at the maximum then this button will be ghosted, and therefore unavailable. Again, you must confirm it.
- 'TwoRows' [Checkbox] - Determines whether you will have two rows of gadgets, or just the one. When the gadget is checked, you'll get two rows. If it's blank, you'll get just one row.
- 'Menu' [Checkbox] - When checked, this means that the current item is a Menu gadget. The 'Edit List' button will become enabled and the 'Exe.' one will be disabled. Note that if you change a gadget from being a menu into a normal gadget, but don't save the changes, you can change it back to a menu without losing the menu list details (i.e. don't exit Launcher-Prefs unless you're completely sure!).
- 'Swap Gadgets' - If enabled, this lets you exchange two gadgets within the 'Current Setup' window. Simply click the first gadget to swap and then the second. You'll be shown a requester to confirm the change. Press 'Yes' to exchange the gadgets, or 'No!' to cancel. This gadget will be ghosted if your Workbench screen fails to be as wide as the following calculation: $((\text{Maximum Gadgets}/2)*24)+8$ e.g: WB=676 (overscan), Maximum Gadgets=56 therefore... $((56/2)*24)+8=680$ (too big to fit on screen).

'EDIT LIST'...

If enabled, this will open a new window with the current item's menu list details. This is a cut-down version of Launcher-Prefs which deals with just the

menu items. Also note that this window is an AppWindow (see below). The gadgets are as follows:

- 'Desc' - Allows you to enter a description for the item (max=30 characters).
- 'Exe.' - Shows a requester asking for the location and filename of the item.
- 'Type' - Shows either 'Script' or 'Executable' depending on the type of file. You should set this correctly so that you don't get any errors.
- 'Window' - Should the script file open a window or not? You should open a window if the file has commands like Ask or Echo in it.
- 'Clear' - Clear this menu item. Requires confirmation via a requester.
- 'Bold/Underline/Italic' [Checkbox] - Will toggle between the different styled text available.

The 'Prev', 'Next' and 'XX OF 20' gadgets are the same as Launcher-Prefs. However, note that there are always 20 items showing even though some may be blank. Launcher-Prefs will use only the items where both the "Desc" and "Exe." items are used. It does this by rearranging the items so that the ones which are populated are put first, followed by the blank ones.

DRAGGING AN ICON ONTO LAUNCHER-PREFS...

Please note that if Launcher couldn't make Launcher-Prefs an AppWindow, then "NoApp" will be displayed in the window name and you will not be able to drag icons onto the Launcher-Prefs windows.

When you drag an icon onto the windows, Launcher-Prefs doesn't recognise it until you activate the window again. Simply click the left mouse button inside the Launcher-Prefs window to activate it.

If the gadget that is currently displayed has anything in either the Desc or Exe. fields, then you will be asked if you want to replace the current gadget with the new details from the icon. Press 'Yes' to replace the details, or 'No!' to cancel. You have to change the Type and Window details manually, but the Image will stay the same. If the gadget is blank confirmation isn't needed.

TOOLTYPES...

Launcher now has a new Tooltypes editor. Use the menu option "Edit TTypes" to access it. You'll see thirteen buttons as follows:

- 'PALETTE' - This is the PALETTE_LOCATION tooltype. Press it to choose a palette file to use on startup. If you want to disable this feature, simply enter NONE as the filename. Note that the directory must be blank otherwise Launcher-Prefs will try to use the file NONE in that directory, e.g. ENVARC:NONE. [Default: NONE]
- 'PATH' - This is the directory where your Config file is stored. Press the button to choose a new directory. A path MUST be put into this tooltype. [Default: Sys:WBStartup/]

'VIEWGUIDE' - Press and choose the location and filename of your preferred guide file viewer. [Default: Sys:Utilities/MultiView]

'EXECUTE' - The location and filename of your script file executer. [Default: C:Execute]

Note that if a file or directory is not found, you'll see Error #17.

'QUICK' - Pressing this will toggle between 'YES' and 'NO'. This option turns the low-importance startup requesters on (NO) or off (YES).

'CENTREITEMS' - As above, but the option toggles between centering the items or not centering them. When saving the changes to the tooltypes, this change will be actioned "on-line", e.g. the items will become centred or uncentred without having to reload Launcher.

'HIGHLIGHT' - This will swap between RECESS, EMBOSS and BACKFILL. It will alter the way menu items appear when you press on the item.

'WINDOWTOFRONT' - Set to YES to pop the window to the front when you click on a gadget.

'MENUGAP' - This will allow you to "pad out" the menu items, making them look not so squished together.

'GADGETLIMIT' - This is the maximum number of gadgets you want Launcher to deal with. Previously, Launcher reserved memory for as many gadgets as would fit across your Workbench screen. However if you're only going to be using 12 gadgets, but can fit 60, Launcher would still reserve the memory for 60 gadgets. Changing this figure will limit the number of gadgets used to save memory. Note that this also affects Launcher-Prefs and that the minimum value is 10. Setting this to <10 will force Launcher to use ONLY 10 gadgets.

'DISPLAYMENU' - Setting this to 'YES' will display a small down-arrow on any menu gadgets. It's just a visual reference for you.

'MENUTITLE' - Setting this to 'YES' will display the menu titles in menu lists. Set it to 'NO' to remove the menu titles.

'FONT' - Sets the name and y-size of the font to use in menu lists. Displays a font requester for you to choose a font from.

And that's it! When you've finished editing, simply click on the close gadget in the top-left of the window. You will be shown a requester if you have changed anything in the config. Press one of the following (Confirm #23):

'Save Changes' to save the new config. You'll have to restart Launcher to use the new config (in most cases), and will be returned to Launcher.

'Lose Changes' to return to Launcher without saving the new config.
WARNING: it will be lost if you do this!

'Cancel' to continue editing the config.

If you've left a Menu item blank, you'll be shown Error #30.

1.10 Ahh, errors everywhere, fear not, I'll squish the blighters!

ERRORS I MIGHT SEE...

All errors in Launcher are numbered, so if you get an error and don't really know what it means, look for that error number in this guide file for a better description. Errors marked "F" are fatal errors and Launcher will end. Errors marked "Q" are not shown if you have set the QUICK tooltype to YES. Most errors concerning reading in the config file will display the line number in the file that the error occurred on. Hereafter, PATH refers to the directory you entered into the PATH tooltype:

```
01:'Cannot Save Configuration File!
    Is There Enough Diskspace Left?
    Is The File Write-Enabled?  '
```

You were attempting to save the config, but Launcher couldn't successfully do this. It is possible that you have run out of space on the drive where the 'Launcher.Config' file resides, or you may have write-protected the file accidentally. Open a shell and type:

```
Protect PATH:Launcher.Config +w or use D-Opus or a similar directory tool.
```

```
F02:'      Cannot Find ReqTools!
      Sorry, But Launcher Needs The
      ReqTools Library By Nico Francois'
```

Launcher uses various ReqTools requesters to show you what's happening. You need the ReqTools library by Nico Francois in your LIBS: assign on startup.

```
F03:'Your Workbench Screen Is Not In The Correct Resolution!'
```

Your config file suggests that the width of Launcher's window be bigger than your current Workbench screen. You must either reduce the number of gadgets you have, or increase the Workbench resolution.

```
Q04:'Couldn't Find Palette File:
     ENVARC:Sys/Palette.ilbm  ' (or whatever)
```

You have supplied a filename that doesn't exist. Check the filename and location and try again. Launcher will continue, but will not alter your palette. Set PALETTE_LOCATION=NONE to disable this feature.

```
F05:'  Cannot Load Configuration File!
     'Path:Launcher.Config' Does Not Exist!'
```

This is the heart and soul of the program, and must be present in PATH, otherwise Launcher WILL NOT run.

```
F06:'Configuration File Is Corrupt!'
```

You'll see this message if your Launcher.Config file is not as it should be. The first line must read: 'LAUNCHERX.XCDH' or similar, (where X.X is the version number) or the file is not the configuration file. You really shouldn't have any need to change this first line of text anyway. In fact, don't change it ever! Older config files will be updated to the new version

by choosing 'Save Config' from the menu.

07:'Cannot Find Path Given In ToolTypes!
PATH'

You have entered a path into the PATH tooltype, but it does not exist! You should edit the tooltypes and try again. This tooltype defaults to Sys:WBStartup/. Note that the trailing slash '/' IS necessary!

F08:'Number Of Gadgets Is <1 Or >9999 In Configuration File!'

Your configuration file has zero for the number of gadgets to display. Change it to above zero and enter the correct number of descriptions, filenames and image numbers for each gadget, then restart Launcher.

Q09:'Your Workbench Resolution Only Permits Launcher To Display 60 Gadgets!
Only The First 60 From Your Config Will Be Used!'

Your config file has more gadgets than will fit on your Workbench screen. Launcher will calculate how many gadgets it can have and will cater for only this number. Change it to >=1 and <=60 and restart Launcher. (60 is an example).

Q10:'X-Position Of Window Is Invalid
Defaulting To XXX'

You have entered a number which is too big to fit the window on the screen. Launcher will default to as far to the right as it can. You can now save the new Config with the
Save Config
menu option.

Q11:'Y-Position Of Window Is Invalid
Defaulting To YYY'

As above, but for the Y-position of the window.

F12:'Configuration File Suggests GG Gadgets, But There
Are Only ZZ Path And Name Entries
Check Your Config And Enter The Correct Number'

You have edited the config file and entered, for example 20 for the number of gadgets to display, but you have only entered 19 or less path and name entries. Launcher WILL NOT continue until you have edited the config and corrected the mistake. Either reduce the number of gadgets, or enter more paths and filenames.

F13:' Invalid Image Number In Configuration File!
Number Is Either Missing Or Out Of Valid Range!
Must Be An Odd Number Between 1 And 499'

Your config file has a missing image number or a number out of range for a gadget. Launcher is unable to default to a specific image number as this will cause problems when reading in the rest of the config file because Launcher only reads in three digits for the image number. You shouldn't put more than three digits (or any letters) in the config file for the image number. Please edit the config file manually and correct the error. Also, if you put more than 20

items in a menu list, Launcher cannot detect this because it doesn't know whether the item is in a menu list or just a normal gadget by the way the config file is arranged. In this situation, Launcher will report this error because the next image number would be wrong.

```
14:'Cannot Find The File Associated With That Gadget/Item!
    Pathname And Executable Filename'
```

You've just pressed a gadget or a menu item, but Launcher could not find the file specified in the config file. Click on:

```
'Cancel' to ignore it and continue;
'Find' to search for the correct file. You will be shown a requester asking
if the gadget/menu item should be an executable program or a script. Script
items execute an ASCII text file of commands. Executables simply run the file
you've set in the config. You will be shown a file requester asking for the
location and name of the executable/script file to use. If you chose a script
file you will be asked if it should open a window or not. If so press 'Yes', if
not press 'No'. You can now use this gadget correctly. Use the 'Save Config'
menu option to store this new config.
```

```
Q15:' Configuration File Is An Older Version!
    Choose 'Save Config' Menu Option To Update It'
```

This message will appear on startup if the version of the config file that is loaded is an older version. You can update the config by using the 'Save Config' menu option.

```
16:'Couldn't Open Suitable Console Window For Script File!'
```

Launcher could not create a CLI window to show the results of a script file gadget. You may not have the necessary console mounted (CON:, KCON: etc).

```
17:'That File/Path Does NOT Exist!'
```

You have entered a filename or directory that doesn't exist into a requester. Just click on 'Whoops!' and try again.

```
18:'You Have Entered A Number Lower Than The Current Config
    You Will Lose All Details After This Number
    Are You Sure This Is Correct?'
```

You wanted to alter the number of gadgets in the config, and have entered a lower number than is currently used. This will mean that you will lose all the details for the gadgets after that number. They cannot be brought back (unless you quit the prefs program without saving and start again). Click 'Yes' to accept the new number, or 'No!' to cancel.

```
19:'          This Gadget Is Currently Being Used!
    Are You Sure You Want To Configure This
    Gadget [Item] To The Details Of The Icon Supplied?
```

```
Description: Name of icon
Executable: Path and name of program'
```

You have dragged an icon onto the Launcher-Prefs window. The current gadget will be replaced by the chosen icon details if you press 'Yes'. Pressing 'No!'

will cancel the operation. If you replace the details, then the image number will remain the same, but the Type and Window values will alter. If the gadget was originally a Menu, then this data is lost also.

20: ' You Have Not Completed Gadget XX
Cannot Exit Launcher-Prefs If A Gadget Is Incomplete!'

You are trying to exit Launcher-Prefs, but you've forgotten to enter details for the gadget numbered XX. Click 'Whoops!' and either remove gadget XX, or put some details in for it.

21: 'Are You Sure You Want To Remove This Gadget?'

You have clicked on the 'Remove' button in Launcher-Prefs. You are being asked to confirm the removal of the current gadget from the list. Click on 'Yes' to remove it, or 'No!' to cancel.

22: 'Insert New Gadget After This One?'

You have clicked on the 'Insert' button in Launcher-Prefs. Click 'Yes' to add an extra gadget after the current one, or 'No!' to cancel.

23: 'You Have Changed The Configuration'

You are exiting Launcher-Prefs, but you have to do one of the following:

'Save Changes' - save the new config. You can save this as a different filename or into a different place rather than PATH: if you want. This is because you may want to have numerous configs to use in different situations.

'Lose Changes' - return to Launcher without the new config. Note: it will NOT be stored anywhere! You WILL lose whatever you changed in the prefs editor.

'Cancel' - continue editing the config with Launcher-Prefs.

24: 'That File Already Exists!
Overwrite It? '

You are saving the config and have chosen a file that already exists. This may very well be 'PATH:Launcher.Config' but acts as a simple failsafe, just in case you overwrite your Startup-Sequence, etc. ;)

25: 'You Must Restart Launcher To Use The New Config!'

You have just saved the new config through Launcher-Prefs or the Tooltype-Prefs, but in order to use the new details, you must restart Launcher so that it can read in the file/tooltypes again.

F26: 'Unsupported Launcher Configuration File!'

You are trying to load a configuration file which is not supported by the current version of Launcher, e.g. you're loading a V1.9 config file into V1.8. (V1.9 isn't ready yet, but the code is there to stop any errors).

F27: 'Menu Gadget XX Has An Invalid Number Of Items!'

You are loading Launcher but your config file has an invalid number of menu items for a specific menu (gadget XX). You have either forgotten to put the number of items in, or have entered an invalid number (or letter!). Valid numbers are 01 to 20 (note the two digits - VERY important!).

F28:'Unexpected End Of Config File!'

Launcher was reading in the config, but it came to the end of the file before it expected to. You may have put an incorrect value for the number of items in a menu list or haven't entered enough menu items for this number.

29:'Cannot Find PROGDIR:Launcher.info!
Could Not Get ToolTypes!'

The Launcher.info file contains a tooltype for the location of your palette file and the path of your config file. You must run Launcher from it's icon to be able to use these features. The tooltypes will default to:

```
PALETTE_LOCATION=NONE - PATH=Sys:WBStartup/ - EXECUTE=C:Execute  
VIEWGUIDE=Sys:Utilities/MultiView - QUICK=NO - CENTREITEMS=NO  
HIGHLIGHT=BACKFILL - WINDOWTOFRONT=NO - MENUGAP=0 - GADGETLIMIT=10  
DISPLAYMENU=NO - MENUTITLE=YES - FONTNAME=ChrisHaynes - FONTSIZE=8
```

30:' Menu Gadget XX Has No Items!
Add Some Items Or Remove The Gadget'

You're exiting Launcher-Prefs but you've forgotten to put some items into a menu list. Either add some items for the given gadget, or remove the gadget altogether.

F31:'Couldn't Find ChrisHaynes.font Size 8'

You were loading Launcher, but it couldn't find the font required for the Prefs programs. It needs to be in your FONTS: assign. It is included with this release, so copy it over from this archive.

32:'Launcher Is About To Reboot Your System
Are You Sure You Want To Do This?'

You've set up a gadget to reboot your Amiga and have requested that you confirm the action. Press 'Yes' to reboot, or 'No!' to cancel.

33:'Really Swap The Following Gadgets?
XX - Description of first gadget
YY - Description of second gadget'

You are attempting to swap two gadgets within Launcher-Prefs. You need to confirm/reject the action by pressing either the 'Yes' button or the 'No!' button.

34:'You Have Changed The Tooltypes'

You were editing the tooltypes and they differ from the current setup. Press 'Save Changes' to save the changes, 'Lose Changes' to discard them, or 'Cancel' to return to editing.

35:'Couldn't Save Launcher's Icon File!'

You had changed the tooltypes and were saving them, but Launcher encountered an error. Maybe the disk is full or the file is write-protected? Correct the error and try again.

36:'Couldn't Update 'PATH' Tooltype!' (for example)

Launcher couldn't update one or more of the tooltypes. Maybe you haven't got them set up correctly. There should be twelve tooltypes as described in Error #29 (above). Ensure they're in the icon and try again.

37:'Are You Sure You Want To Clear This Item?'

You're editing the menu items and have to confirm if you want the currently displayed item cleared or not. 'Yes' clears it, 'No!' cancels.

Q38:'Your Config Suggests More Gadgets Than The GADGETLIMIT Tooltype Will Allow Only The First 30 From Your Config Will Be Used!'

You are trying to save memory by restricting the number of gadgets Launcher will reserve memory for and have set the GADGETLIMIT tooltype. However, you have put more gadget entries in your config file. Launcher will only use those upto the GADGETLIMIT value. (30 is an example).

F39:' Unknown Error!
Possible Causes:'

Launcher encountered an internal error. Maybe you are trying to load an invalid palette file or have insufficient memory available to load all the config and gadgets. Correct the error and try again.

F40:'Menu Item 'Style' Error In Config File!'

You have incorrectly entered the style for a menu item. It needs to be in the format of any of the following (where X is a number from 1 to 7): &X, #&X,
Q41:' Styled Text Only Available In Menu Items

There Are 3 Style Errors In Your Config File' (for example)

As stated, you can only use styled text (bold/underline/italic) in menu items. You should edit your config to remove the errors, or use the 'Save Config' menu option to save it with these errors "filtered out". Launcher will automatically remove the styles when saving.

F42:'Cannot Find Font Given In Tooltypes!'

Launcher was unable to locate the FONTNAME and/or FONTSIZE tooltype values. You may have typed the name of the font incorrectly, or supplied an invalid font size. Change the tooltypes and try again.

43:''FONTSIZE' Tooltype Out Of Range (8-128)
Defaulting To 8

You've entered a value outside the above range for the font y-size. Launcher will default to a y-size of 8, but may error again as it searches for this size.

44:'Selected Font Y-Size Is Out Of Range (8-128)'

You're editing the tooltypes and have chosen a font, but the size is too large. It should be in the range of 8 to 128. Try again.

1.11 You Like It, You Buy It!

SHAREWARE

If you like Launcher V1.8 and intend to continue using it, please send me £5.00. Sorry, I can only accept English Sterling as cash or a cheque drawn on a British Sterling bank account. No foreign cheques accepted. £5.00 is what I think Launcher is worth to people.

What you'll get for your £5.00:

- The latest version of Launcher - Registered to you!
- As many of my other programs as will fit on a floppy disk!

Please support shareware. It's in your own interests!

Thanks...

Chris

1.12 I Didn't Do It, Nobody Saw Me Do It, Can't Prove Anything!

DISCLAIMER

-- YOU USE THIS PROGRAM AT YOUR OWN RISK --

I WILL NOT BE HELD RESPONSIBLE FOR ANY LOSS OF DATA
ON YOUR SYSTEM BECAUSE OF LAUNCHER
BY USING THIS PROGRAM YOU ASSUME ALL RESPONSIBILITY
FOR YOUR ACTIONS AND THE OPERATION OF THE PROGRAM

By distributing this software, I am not relinquishing the copyright of the program, nor am I implying any transfer of the rights to this software

This version MUST be distributed complete with no files missing
or altered in any way

This version of Launcher including the documentation is copyright
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Chris Haynes

1.13 If It's History You Want...

THE HISTORY OF LAUNCHER...

...can now be found in the Launcher_History.Guide included in this release.

1.14 And In The Future, There'll Be...

THE FUTURE...

I want to do the following things...

- Add more images! (send me some - 24x16 pixels including border)
- Make Launcher-Prefs fully window font-sensitive;
- Palette remapping (ideas people...);
- Separate the images from Launcher and only load those which are used.

Have you got an idea for something I could add or change in Launcher? If so, tell

me

. All constructive ideas will be considered.

1.15 So, You Have Seen This Somewhere Before...

UPDATING FROM VERSION 1.7...

- Edit your config file and change the first line to LAUNCHER1.8CDH or use the 'Save Config' menu option;
- There have been five changes to the icon tooltypes. Add the following:
GADGETLIMIT=XXX (please see the Launcher Tooltype Prefs section for info);
DISPLAYMENU=YES to display a small down-arrow on Menu gadgets;
MENUTITLE=YES to display menu titles in menu lists;
FONTNAME=Fontname for the font used in menu lists;
FONTSIZE=YY for the y-size of the chosen font;

Updating from previous versions has been removed from the guide file. Please see a previous version of this guide to update from versions 1.5 and 1.6.
