

amigaguide

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REVISION HISTORY

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Chapter 1

amigaguide

1.1 MagicBar v1.2

MagicBar v1.2 by Matthew Briggs, (C)ENGINE NiNE DESiGN 1998/99.

Disclaimer

System requirements

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Important Notice

What is it?

Usage

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Credits

Contacting ENGINE NiNE DESiGN

1.2 Disclaimer

disclaimer

`MagicBar v1.2' has been released as shareware, and is not a commercial product. You may freely distribute this program as long as the `MagicBar v1.2' archive REMAINS intact. no files may be altered, deleted or added without prior permission from Matthew Briggs.

Matthew Briggs and anyone else related with ENGINE NiNE DESiGN are in no way responsible for any damage caused to your system or health due to usage of this program.

If you do not agree with these conditions then DO NOT use this software.

1.3 System Requirements

system requirements

MagicBar requires an Amiga with the following system specification:

OS 3.0 or higher

1.4 History/Plans

MagicBar history

v1.0. - Originally named `WorkBar`, however due to lots of bugs this was only available as a BETA version. Never released.

v1.1 + All known major bugs fixed

+ Code more optimized

+ Renamed to MagicBar

- No colour remapping :(

v1.2 * First release to the public

+ Bitmap remapping

+ Autohide added

+ GlowIcon gadget set added

Future plans

* Transparent gadgets

* Smooooooth autohide function

* New-NewIcon gadget set :)

* Config editor program :))

* Lower and Upper positions (Not just left and right)

1.5 Shareware notice

shareware notice

Please note that this software IS shareware. This means that if you like this program AND/OR any of our other programs you are kindly requested to consider sending us a donation for our efforts. By registering our software you are giving us the incentive to CONTINUE developing software for the Amiga.

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If we receive a donation from you for £5.00 or over, we will send you our latest software productions. If sending cheques please make them payable to

Matthew Briggs.

Please make sure that you give us details about:

Your name,

Address,

Day time phone number (if available)

& your system spec and configuration.

Thanks for taking the time to read this. Long Live Amiga!

1.6 Important Notices

important notices

1.7 What is it?

what is it?

I first started writing this program a few months ago, mainly because I was extremely jealous of the Microsoft Office bar which is found on most PCees. MagicBar is a small desktop commodity that hooks itself onto your Workbench, Scalos or DOpus screen and can be used to launch CLI programs by clicking on your own custom gadgets.

MagicBar offers:

- + Custom background textures
 - + Custom gadget support
 - + Custom layout
 - + Left or Right aligned bar
 - + Background or OnTop options
 - + FastIPrefs `Full Workbench` compatible
 - + AutoHide facility
 - + Custom title bar name
 - + Custom `tools` menu
 - + Font sensitive
 - + The colours and styles of MagicWB
 - + Super low CPU eater!
 - + It's a commodity! and so can be removed via exchange! :)
-

1.8 Usage

usage

To run MagicBar - double click on it's icon or add it to your startup-sequence AFTER the loadwb command.

When MagicBar loads it will look for a file called `MagicBar.CFG` in the directory that MagicBar was executed from. In order to customize MagicBar to your liking - you will need to use a text editor such as ED to edit this config file.

The MagicBar.CFG file contains two different types of information. These are: 1. The MagicBar configuration and 2. The Gadget and Program launch information.

1. Configuration

All options in the config file start with a hash (#). The following options are available to you in order to personalize your MagicBar:-

`#View=[0/1/2/3/4]`

The command `View` enables you to set shadows etc on the Bar.

`#AutoHide=[True/False]`

Auto hide will cause the MagicBar to disappear if your mouse pointer is away from the bar. In order to bring to bar back, simply shift your mouse to the left or right most side of the screen.

`#Align=[Left/Right]`

Sets the position of the MagicBar.

`#Delay=[(Time)]`

Gives a delay before the MagicBar window appears.

`#Back=[(ILBM)]`

Changes the background texture of the bar.

`#OnTop=[True/False]`

Sets the position of the bar (Ontop or behind all windows)

`#Title=[Title]`

Sets the screen title of MagicBar

`#Sound=[IFF Sound File]`

Causes MagicBar to play the specified sound file when a gadget is pressed. [Requires the command `Play16` in your C: directory]

`#Welcome=[True/False]`

Enables/Disables the MagicBar start-up progress bar.

2. Gadget options

To add a gadget and launch details to the MagicBar, begin with the AT symbol (@), followed by a command and it's arguments and then a comma followed by the location of the gadget ILBM.

Example: `@Sys:Tools/Calculator,E9:MagicBar/GADGETS/Calc.IFF`

1.9 Feed Back

feed back

No feed back yet! So send us your comments!!!

1.10 Credits

credits

Programming,

Design : Matt Briggs (ENGiNE9)

Testin' and stuff : Robert Livesey (MrImac / Scalos)

: Andy Pandy (Boom^)

: MickMan

(*) IRC Nicks (Dalnet/Undernet)

1.11 Contacting ENGiNE NiNE DESiGN

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