Welcome to DropPop

Version 1.0

What is DropPop?

DropPop is a Windows utility that works with another utility, <u>Dropper</u>, to allow icons representing programs to permanently reside on your desktop and run the programs they represent.   The icons on your desktop can also be menus, containing other icons.

For more information, see one of the sections below:

For Dropper users...
For those who don't use Dropper...

Quick Start

1.   If you entered the DropPop Welcome screen by clicking on a DropPop <u>icon</u> that was dropped on the desktop (the Click Me icon), click Continue.   Otherwise, choose Cancel, and use the File Manager to drop DROPPOP.EXE onto the desktop.   Then, click on the resulting icon, and choose Continue.   (If you don't have Dropper, you can't do this; see below.)   No installation is required to use DropPop.

2.   Choose OK when prompted whether to kill Dropper, unless you have made changes to your icon settings that you don't want to save.

3.   Enter a name for the new menu, and choose a direction for the menu to expand when you click on it (toward the middle of the screen!).   If you don't want the default icon, enter the name of a program to get the menu's icon from.   Then choose OK.

4.   Dropper will reload, and the icon representing your menu will appear.   To use the menu, click on the menu's icon; the menu will appear (if you have not added any icons, you will only see the configuration icon).   To add icons to the menu, drop files from the File Manager onto the menu's icon.   To run a program, click on its icon.

For more information, see below.

Further information

Adding icons to a menu
Reconfiguring a menu
Help on dialog boxes
Advanced DropPop options

Support

Contacting the author of DropPop
If you don't have Dropper

Welcome (For Dropper users)

If you love <u>Dropper</u>, but have an addiction to filling your desktop with icons for every imaginable program, DropPop is the solution.   Dropper lets you drop icons all over your desktop, but only with DropPop can you organize these icons into popup menus containing other icons.

Leaving too many icons dropped on your desktop leads to the following problems:

n   Trouble finding the <u>icon</u> you want amid all the others

n   Extreme desktop clutter

n   Slow Windows startup and exit times

DropPop solves these problems by allowing a Dropper icon to represent a menu that contains up to 26 more icons that look and work just like those belonging to Dropper.

If you haven't done so already, drop a DropPop icon onto your desktop, then click on it to define your first menu and begin to benefit from DropPop!

Welcome (for those who don't use Dropper)

Dropper is a Windows utility that allows you to drop files from the File Manager onto the desktop and leave them there.

The programs that you drop onto the desktop appear as icons with a raised border, to distinguish themselves from minimized windows.   Clicking on an icon runs its associated program.   You can also drop documents onto the desktop; when you click on the icon, the document will load into its application program.

DropPop extends Dropper by allowing desktop icons to represent menus.   Clicking on a menu displays its contents: other icons.   This allows you to organize your icons into logical groups; it also cuts down on the amount of screen space your icons use.

See also: How to obtain Dropper

If you don't have Dropper

Without <u>Dropper</u>, DropPop is next to useless.   However, if the idea of dropping icons to your desktop intrigues you, you already have half the team: get a copy of Dropper!

I (the author of DropPop) didn't write Dropper, but you can obtain a copy of Dropper from me.

See: Contacting the author

Contacting the author

The author of DropPop can be contacted at:

Matt Ginzton
2135 Lakeshore Drive
Sagle, ID   83860

DropPop is free; however, I would appreciate any and all comments.   Send your opinion of DropPop and a blank disk, and get a free utility that will turn your Program Manager groups into DropPop menus!

Adding icons to a menu

There are several ways to add icons to a DropPop menu:

n   Drag the files from File Manager onto the <u>icon</u> represening the menu (when the menu is not displayed).   With recent versions of <u>Dropper</u>, the files will be added to the menu.   With Dropper versions 0.4 or previous, DropPop will be unable to detect which menu you dropped the files onto, and will have to ask you.

In any case, the icons will be added to the very end of the menu (closest to the menu icon).   You can add multiple icons at the same time.

n   Enter Configure mode (by displaying the menu and clicking on the Config icon), then drag files from the File Manager directly onto the menu.   This is the preferred method, because it works the same with any version of Dropper, and because you can choose where the icons appear on the menu.   The icons will appear on the menu wherever you dropped them.   You can add multiple icons at the same time.

n   Enter Configure mode, then choose the Add Icon... button.   You will be prompted for some information; at the minimum you must enter the filename of the program.   If you want, you can also enter a working directory for the program or a different file to obtain the icon from.

Reconfiguring a menu

Choose one of the below areas for more information:

[Adding icons to the menu](#)

[Removing icons from the menu](#)

[Moving icons around the menu](#)

[Changing the properties of your icons](#)

[Moving the menu itself](#)

[Changing the direction of menu expansion](#)

[Removing the menu entirely](#)

Removing icons from the menu

To remove icons from your menu, first enter Configure mode by displaying the menu and clicking on the Config icon.

Then, click on each icon you want to remove and drag it off of the menu.   The icon's border will turn green when you click on it, to show that it is selected; when you move the mouse cursor outside the menu the cursor will change indicating that the icon will be deleted.   When you see this cursor, release the mouse button to delete the icon.

You will be prompted whether it is OK to delete the icon(s) unless you have specified that you don't want to be asked.

See also: Preferences

Moving icons around the menu

To move icons on your menu, first enter Configure mode by displaying the menu and clicking on the Config icon.

Then, drag the icons from place to place on the menu to change their order.

When you click on an icon, its border will turn green to indicate that it is selected.   The cursor will change to indicate that the icon is to be moved, and any icon you move the cursor over will flash yellow to indicate that the moving icon will be placed at that position.

When the cursor is at the desired position for the icon, release the mouse button.   (Don't release the button outside the menu, or the icon will be removed from the menu.)

Changing icon properties

To change the properties of an <u>icon</u>, click on the icon with the right mouse button.   This works whether or not you are in Configure mode.

When you right-click on an icon, the DropPop Icon Properties dialog box will appear.   This dialog allows you to change the following properties of the icon:

n   Program filename: specifies the filename of the program that the icon represents.   When you click on the icon, this program will run.   If you specify the name of a document (such as C:\ WINDOWS\README.WRI), when you click on the icon the associated program will load along with your document.   This entry is required.

n   Arguments (optional):   Specifies the arguments, if any, to be passed on the command line to the program.   If you enable Accepts Dropped Files (below), the filenames of dropped files will be added to the Arguments string at the end; if you want the filenames to appear at a different spot, enter %s at that point in the Arguments string.

n   Working Directory (optional):   Specifies the directory to change to before running the program, so that when the program is loaded this directory will be the current directory.   If left blank, DropPop will change to the directory in which the program or document is located before loading the program.   If you absolutely do not want to change directories, enter a single period (.) here.

n   Icon From File (optional):   Specifies the filename of the program that contains the icon you want to be displayed.   The default is the filename of the program; if the Program Filename entry specifies a document, the icon of the associated program will be used.

DOS programs will have a generic MS-DOS icon, Windows programs that lack an icon will have a generic Windows icon, and documents that are not associated with an application will have a generic document icon unless you change the setting of Icon From File.   (Documents with the document icon cannot be loaded, as DropPop will be unable to know what application created the document.)   Documents that are associated with an application will bear the icon of that application.

Use the Prev and Next buttons to step through the icons in the file specified; these buttons won't work properly if the name of a document is specified.

n   Run minimized: If this option is checked, the program specified will be run as a minimized icon. If unchecked, the program will run as a normal window.

n   Accepts Dropped Files: If this option is checked, you will be able to drop documents from the File Manager onto this icon while the menu is displayed, and load the document and its application at the same time.   (To do this, you must enable Sticky Menus, so that the menu doesn't disappear as soon as you switch to File Manager.)

See also:

<u>Sticky Menus</u>
<u>Drag & Drop</u>

Sticky Menus

Sticky Menus cause DropPop menus to stay active even when you switch to another application.

When Sticky Menus are disabled (the default), if a DropPop menu is displayed it disappears as soon as you click on the desktop or on another application.   This makes it convenient to cancel the menu if you decide not to run any program in it.   The drawback to this is you cannot switch to File Manager to drop files onto DropPop icons.

Enabling Sticky Menus allows you to use File Manager to drop files onto DropPop icons, but makes it harder to cancel a menu.   If Sticky Menus are enabled, to make a menu disappear without running any program, you must press Escape or click the right mouse button on the menu's Config icon.   (To close the menu with Escape, DropPop must first be the active application; if another window is active use Alt+Tab or click on the menu and drag the mouse away from it before releasing the button to make it the active window, then press Escape.)

To enable Sticky Menus, enter Configure mode by clicking on the Config icon on any DropPop menu. Click the Preferences button, then choose make sure that the Sticky Menus check box is checked.

The setting of Sticky Menus can be temporarily reversed by holding down the right mouse button while you display the menu.   For example, if Sticky Menus is not enabled in the Preferences setting, but you want to display a menu and drop icons on it, hold down the right mouse button, then click the left button on the icon representing the menu.   As long as that menu is displayed, Sticky Menus will be enabled.   And if Sticky Menus is enabled, holding down the right mouse button while displaying the menu will temporarily disable the setting.

See also:

Drag & Drop
DropPop Preferences

Drag & Drop

DropPop allows you drop documents from File Manager onto applications on a DropPop menu, and load the document into the application.

To do this, you must first enable Sticky Menus.

Then, display a DropPop menu, switch to File Manager, and drop one or more documents onto an icon on the DropPop menu.   The application represented by the icon will load, and attempt to load the documents you dropped.

The filename(s) of the dropped documents(s) will be passed on the command line to the application, after whatever you specified for the Arguments string.   If you want to specify where in the Arguments string the filenames will appear, enter %s at that point in the Arguments string.

See also:

Sticky Menus
Icon properties

DropPop Preferences

The DropPop Preferences dialog controls several options for your DropPop menus.   The options here affect all your menus (you cannot set these options individually for each menu).

n   Confirm on add <u>icon</u>:   If this box is checked, DropPop will ask for your permission before adding any icons to any menu.

n   Confirm on remove icon: If this box is checked, DropPop will ask for permission before removing any icon from any menu.

n   Confirm on save <u>Dropper</u> settings: Before various options can be completed, DropPop must first force Dropper to save its icon settings.   If this box is checked, DropPop will obtain permission before saving Dropper settings.

n   Single click to launch: If this box is checked, a single click on an icon in a menu will launch the program represented by the icon.   If not checked, you have to double-click on an icon to run the program.

This option works identically to the same option in Dropper, and will default to the same setting as Dropper.

n   Sticky Menus (allow dropped files): If this box is checked, menus will not disappear as soon as you switch to another application, so that you can use File Manager to drop files onto DropPop icons.   However, this makes it difficult to cancel a menu without running any program.

See also: Sticky Menus

Moving the menu

To move your menu to any location you want, first enter Configure mode by displaying the menu and clicking on the Config <u>icon</u>.

Then, click again on the Config icon and drag the menu to the new position.   Release the mouse button when the menu is where you want it.

Alternatively, if the menu has come detached from the <u>Dropper</u> icon that represents it (this will happen if you move the menu's icon), enter Configure mode and click the Auto Position button.   The menu will find the icon that represents it and replace itself next to this icon.

Changing the direction of menu expansion

To change the direction in which a menu expands, first enter Configure mode by displaying the menu and clicking on the Config icon.

Then, in the Expand to: section, click on the direction in which you want the menu to expand: Left, Top, Right, or Bottom.

The menu will move to orient itself toward the chosen direction.

Note: it is possible to have the menu positioned so that the Config icon is off the screen and therefore not displayed.   If this happens, you will be unable to click on the Config icon and move the menu.   Display the menu and press Enter to enter Configure mode, then remove icons from the menu or move the menu until the Config icon is displayed.

Removing a DropPop menu

If you want to destroy a DropPop menu and all the icons it contains, enter Config mode by displaying the menu and clicking on the Config <u>icon</u>.   Then, choose Remove Menu.

WARNING: Once you have removed a menu, it is GONE!   This option CAN NOT BE UNDONE!

Because of the danger of this operation, a confirmation dialog will appear.   If you choose OK, the <u>Dropper</u> dialog will appear briefly, and then Dropper will disappear.   It will then reappear, without the menu.

Removing a menu in this manner will destroy the menu itself, as well as removing the icon that represents it from the Dropper desktop.

This method of removal is the best way to get rid of an unwanted menu, as simply deleting the icon from the Dropper desktop leaves the menu definition present in the DROPPOP.INI file.

DropPop dialog help:

[Welcome dialog](#)

[Setup dialog](#)

[Add file(s) to which menu?](#)

[DropPop menu configuration](#)

[DropPop Preferences](#)

[DropPop icon properties](#)

[Menu window](#)

DropPop setup

Before DropPop creates a new menu, it needs a few bits of information for you.

The first entry is Menu name.   This entry is required.   Enter a name of up to 32 characters; all characters except for quotation marks are legal in menu names.   The menu name is used internally by DropPop when referring to the menu, as well as in certain dialog boxes.

Below this, you can enter the name of any file that contains an <u>icon</u> to use to represent your menu. Enter the name of any file that contains icons, and use the Prev and Next buttons to step through the icons in the file.   (Hint: good sources of icons are the files PROGMAN.EXE and MORICONS.DLL, both located in your Windows directory.)

In the Expand To: section of the dialog, choose the direction in which you want your menu to appear when you click on it.   Choose a direction toward the center of the screen if the menu starts at the edge; otherwise you will be unable to see the menu when it expands.   (If this should happen, click the menu's icon to display the menu, then press Enter to display the menu configuration dialog box.)

Choose OK when you have entered all desired information.   (At the minimum, you must enter a name for the menu.)

Choose Cancel if you do not want to create a new menu.

Add to which menu?

This dialog appears when you have dropped one or more icons from the File Manager onto any Dropper icon that represents a DropPop menu.

This situation only occurs when using an older version of Dropper.   In such cases, DropPop is unable to detect which menu the file(s) were dropped upon, so it has to ask.

Choose the desired menu from the list box, and choose OK or double-click the name of the menu.

Chooose Cancel to avoid adding the file(s) to any menu.

The space at the top of the dialog box is used to show the names of the files that will be added to the menu.

To avoid having to go through this process, upgrade your version of Dropper to a version more recent than 0.4.

DropPop menu configuration

This dialog appears when you are in Configure mode.   While this dialog is active, you can move the menu, and rearrange, add and delete icons.

This dialog contains the following options:

n   Done: exits Configure mode and hides the menu.

n   Add Icon: allows you to add an <u>icon</u> to the end of the menu by specifying the filename of a program.   However, it is easier to drag and drop files from the File Manager onto the menu to add them.

n   Remove menu: completely removes a menu and all the icons it contains.

n   Auto Position: moves the menu next to the <u>Dropper</u> icon that represents it, if it is not there already.

n   Preferences: displays the DropPop Preferences dialog, and allows you to change global settings.

n   About...: displays the copyright screen.

n   Expand to: allows you to change the direction in which the menu expands when you click on it or add icons to it.

See also:

Reconfiguring a menu
DropPop Preferences

Menu window help

From a DropPop menu, you can do one of several things:

n   Run a program, or load a document into its associated program, by clicking on its <u>icon</u> with the left button.

n   Load a document into an application, by dropping the document from File Manger onto a DropPop icon while the menu is displayed.   For this to be possible, Sticky Menus must first be enabled.

n   Change the properties of an icon (filename, arguments, working directory, icon file, etc.) by clicking the right button on the icon.

n   Enter Configure mode and change your menu (add and delete icons, move icons or the whole menu, etc.) by clicking on the Config icon.

To cancel the menu without running a program, click outside the menu.   If you have enabled Sticky Menus, click the Config icon with the right mouse button, or press Escape.

Note: if the Config icon is not displayed because there are too many icons in the menu and it went off the screen, press Enter to enter Configure mode, at which point you can remove icons from the menu or move the menu.

See also:

Changing icon properties
Reconfiguring a menu
Sticky Menus

Advanced Options

The following options require a bit more explanation than most DropPop features, but allow you to get the most out of DropPop by customizing it to the form that best suits your needs.

See also:

[Drag & Drop](#)
[Sticky Menus](#)
[Multiple-Run](#)

Multiple-Run

If you hold down the Shift key while clicking on a DropPop <u>icon</u>, the program represented by the icon is launched but the menu does not disappear.   This allows you to run several programs from the menu without having to redisplay it each time.

Running a program in this manner switches DropPop over to Sticky Menus as long as that menu is displayed.

This feature comes in handy if you want to successively run several programs that are all contained in a single DropPop menu.   Display the menu, then hold down Shift while you click on each of the programs you want to run.   Release Shift before clicking on the last icon, and the menu will then disappear.

See also:

Sticky Menus

Dropper

A separate program required by DropPop that allows you to drop your applications and documents onto your desktop, where they will be represented by icons for easy access.

icon

An icon is a visual representation of an object.   Both Dropper and DropPop use icons to represent applications or documents (files), similar to Program Manager.