IconBar: Help Index

<u>How To...</u>
Step by step directions on how to perform
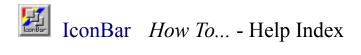simple and common tasks in IconBar.

<u>Menu Commands</u>
A guide to the available menu commands in
IconBar. Each section will give details on the
options and what they are for and how to use them.

<u>Miscellaneous Notes...</u>
Other information that is important when setting
up using and using IconBar. Here you will find
useful information about the author, and about
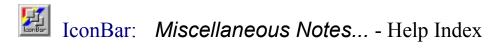the inner workings if IconBar.

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IconBar: *Menu Commands* - Help Index

Menu Commands

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Miscellaneous Notes...

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 Menu: Always On Top

The *Always On Top* feature allows the IconBar main icon and all of the the program icons to remain on top of all other windows at all times. To enable this feature simply choose this option from the menu. A check box next to the menu item indicates that the option is enabled.

See Also:
How to Bring up the menu

Menu: Options

Clicking on options brings up a dialog box containing some main program options. These options effect the entire programs behavior.

Use Hand Cursor On Move
If this option is enabled, the cursor will change to a hand when ever an icon is being moved.

Disable Align Property On Move
If an icon is moved, greater than the distance specified by threshhold, the the icons align property is disabled.

Center Dialogs
When enabled, dialog boxes are centered on the screen.

3D Effects
Enables and disables the 3D effects in Windows. This option only effects this application.

Drag Icon Outline
Enables the dragging of an icon outline instead of redrawing the entire icon. This speeds up the dragging process on slower computers.

Launch Program
Set this option to launch a prgram from the icon on neither a single click of the mouse or a double click.

Threshhold

The Disable Align Property depends on this value to know when to reset the icons align property. Often times, when double clicking on a button, it may inadvertently moved a few pixels. Setting this value informs IconBar how far an icon can move before it has been considered moved.

Grid

This is the value of the grid in pixels. When the icons Snap To Grid Property has been set, the icon will snap to a position every *n* pixels where *n* is this setting.

See Also:
How to Bring up the menu

Menu: Run

This command will allow you to run an application or program that has not been assigned an icon. Either type in the path and file name or select browse to see a file directory dialog box. The run dialog box shares Program Managers list of recently run programs for fast access.
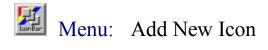
Run Minimized
Check this option to start the program minimized.

Run In Separate memory Space
Check this option to run a 16bit Windows app in its own memory space. See your Windows NT documentation for more information on this option.

See Also:

Run Windows 3.1 Apps In A Separate Memory Space

 Menu: Add New Icon

This command will place a new icon on the desktop. This icon will not have any properties associated with it. The icon will automatically be aligned as the last icon. To associate the new icon with a program file you must set its properties.

See Also:
How to Set Icon Properties
How to Add a new icon
How to Bring up the menu

 Menu: Delete Icon

When selected, a window with a list of all the current icons will appear. In the Delete Icon dialog box, choose the icon you wish to delete by clicking on it in the list. To see all available icons, it may be necessary to scroll the list up or down by using the scroll bar. After the icon is selected, press OK. You will be prompted before the program deletes the icon.
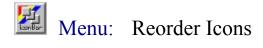
See Also:
How to Delete an icon
How to Bring up the menu

Menu: Arrange Icons

The icons may be align in one of four places: along the top, bottom, left or right. Only icons with the Align Icon box checked will be aligned. When the icons fill the entire row (or column), a new row (or column) will be started each time until all icons are arranged.
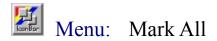
See Also:
How to <u>Arrange the icons</u>
How to <u>Set Icon Properties</u>
How to <u>Bring up the menu</u>

Menu: Reorder Icons

The reorder option allows you to changre the order the icons will align and load in. When open, you will see a list of all the icons by **name**. To move an icon simply click the icon name in the list, and then select the Move Up or Move Down buttons to move the icon. Once you have reordered all the icons, select OK to save their new positions. Select cancel to keep the original icon ordering.

See Also:
How to Bring up the menu .

Menu: Mark All

This option is used to mark all icons with certain properties at one time. The three options available are:

Align
Snap To Grid
Lock

As an example, if you would like to align all the icons on the desktop, but do not wish to change each icon individually, you may use this dialog box to mark all of the icons at once. Here is what the Mark All dialog box looks like:

When the dialog box first appears, each check box may be in one of three states. Empty indicates the option is deselected or set to *FALSE* for <u>ALL</u> icons. If the box has a check in it, the this option is set or *TRUE* for <u>ALL</u> icons. If the check box appears shaded, this indicates that some icons have this property set and some do not.

To select or deselect each option place a check, or remove the check (so the check box is empty), from each options check box. If the box is shaded grey, this option will not be changed when the the OK button is clicked. Therefore, you may change only one, two of the three, or all the options and one time.

See Also:
How to <u>Bring up the menu</u>

 Menu: Save

Selecting save from the menu will save all current icon properties to the registration database. When this option is selected, all icon properties and program settings are saved. This option may be selected by simultaneously pressing the control [Ctrl] key and double-clickling the main icon.
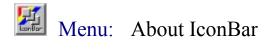
See Also:
How to Bring up the menu

 Menu: Help

This will bring this file up. The help file must be located in the same directory as the ICONBAR.EXE file.

See Also:
How to Bring up the menu

 Menu: About IconBar

The About IconBar window appears with information about the current version of IconBar running. This help file belongs with version 2.11 of IconBar. Also displayed is the amount of physical RAM and the amount of free disk space where IconBar is loaded. Double clicking on the main icon will also display the about dialog box.
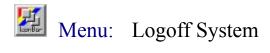
See Also:
About the author...
How to Bring up the menu

Menu: Unload IconBar

Unload IconBar will remove the application from memory. IconBar may be reloaded by selecting it's icon from Program Manager or using the File Run menu option in program manager. When Unload is chosen, the current icon properties are automatically written to the Registry Database.

See Also:
How to Bring up the menu

Menu: Logoff System
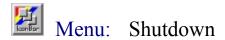
Select this menu item to log the current user off the Windows NT system. A message box will appear giving you a chance to change your mind This option performs the same shutdown procedure as does the Unload IconBar option.

See Also:
How to Bring up the menu

 Menu: Shutdown

This command will allow the user to shutdown the computer.

<u>Restart</u>
Check this option if you would like the computer to restart after the shutdown process is complete.

<u>Force</u>
Check this option to force programs to exit if they fail to respond to the close message. If this option is not selected, a dialog box will appear allowing a shutdown retry for applications that do not respond in a certain amount of time.

How To: Add a new icon

To add a new icon follow these steps:

1. With the right mouse button click on IconBar's main icon.

2. Choose **Add New Icon** from the menu. An icon will appear in the position of the last icon.

3. Fill in the appropriate information in the Icon Properties dialog window.

See Also:
How to Set Icon Properties

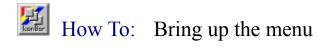 How To: Arrange the icons

To arrange the   icon's follow these steps:

    1. With the right mouse button click on IconBar's main icon.

    2. Choose **Arrange Icons** from the main menu.

    3. Select one of the four positions from the sub-menu.

All icons with its Align Icon propertiy set will be arranged in the position selected.

See Also:
Menu Item: Arrange Icons
How to Set Icon Properties

 How To: Bring up the menu

On The Main Icon
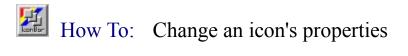Using the **right mouse button**, click on IconBar's main icon.

The main icon is shown above. Practice on it using the left mouse button, but remember, use the **right mouse button** on the real Main Icon.

On The App Icon
Using the right mouse button, click on the applicatiopn icon. This will bring up a menu with the following four items:
Parameters
Environment
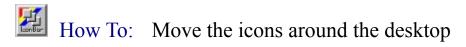App Startup
Icon Position
Cancel

 How To: Change an icon's properties

Using the right mouse button, click on any of the icons on the desktop.

See Also:
How to Set Icon Properties

 How To: Delete an icon

Select <u>Delete Icon</u> from the menu. A window with a list of all the current icons will appear. Choose the icon you wish to delete by clicking on it in the list. To see all available icons, it may be necessary to scroll the list up or down by using the scroll bar. After the icon is selected, press OK. You will be prompted before the icon is deleted.

You can also delete an icon by dragging the delete cursor (the red **X**) over the icon you wish to delete and dropping it.

How To: Move the icons around the desktop

Using the left mouse button, click and hold the button over the icon to be moved. Move the mouse to the desired location and release it. The icon will remain in this position until either it is moved again, or it's Align Icon property is set to true and the icons are re-aligned. The position of the icon is saved so that each time the application is run, the icon will be placed in the same location.

 How To: Set Icon Properties

To set icon properties, click on the icon with the right mouse button. The properties menu will then appear.

You will see the following options:
Parameters
Environment
App Startup
Icon Position
Cancel

How To: Run Windows 3.1 Apps In A Separate Memory Space

Implications of running a Windows 3.1 application in separate memory

When you start a Windows 3.1 application, by default it runs in the same memory space as other Windows 3.1 applications. However, you can choose to run it in its own memory space, to prevent it from affecting other Windows 3.1 applications if it hangs or crashes. Because this uses more memory, you should do this only for applications that hang or crash regularly.

To run a Windows 3.1 application in its own memory space

When you create the icon for the application, click the right mouse button on the icon. Choose App Startup and place a check in the *Run In Separate Memory Space* check box.

or

Or select the Run in Separate Memory Space check box when you start the application using the Run command from the main icon menu.

See Also
Run
Change an icon's properties

 Icon Settings Menu: Parameters

File Name
This is the name and path of the application executable file the icon is to launch when it is double-clicked. Choose Browse to get a file dialog box that will walk through the available drives directories, and executable files. After a filename is selected, the remaining information in the dialog box will be filled in. If an icon filename is already present, a prompt will appear before replacing it.

Startup Directory
This is the current directory set for the app when it is run. The default location is the name of the directory where the application filename is located. If you are launching a PIF file, this property will NOT override the value set in the PIF file. Do not set a value for in the PIF file if you want this property to be used.

Command Line
If any parameters need to be passed to the program place them in this box. For example, to open a file automatically in Notepad, place the full path of that file name in this box. When the app Notepad is started, the file name will be passed to it. See each applications manual for more details on the parameters that can be passed to them.

Icon File Name
Icons are resources that can be located in EXEC, DLL, or ICON files. The user can select the icon to be displayed on the IconBar button by changing this file name. When a file containing icons is selected, the icon will appear in the Icon section of the dialog box. The default file name is the application file name.

Icon Name
You can assign a name to the icon to help identify it in some of the dialog boxes that manipulate the icons.

Icon
More than one icon may be in each icon file. Select the desired icon using the scroll bar located in this section.

 Icon Settings Menu: Environment

<u>The Applications Environment</u>
This options allows you to set an separate environment table for each application associated with an icon.
See below to learn how to load and edit environment tables.

Application Environment Variables
This list box will list all of the variables in the icons environment.

Load Default
Click this button to load the default environment strings. The default table will be the table that the was owned by the application that started IconBar (most likely this is Program Manager).

Clear Table
Click this button to clear the environment table list.

<u>Setting Environment Variables</u>
To set or change an environment string click on the desired string in the list box (if editing) or see below to add a new string.

Variable
This is the name of the variable (left side of equal sign) you want to edit or change. Enter the name of a new variable here if you are adding a string. If you are editing a string leave this name the same.

Value
This is the value (right side of equal sign) of the environment string you are editing or adding. Type new text in this box if you are adding a string or change the text if you are editing the string.

Set
Once you have added the string or edited the string click here to add it to the list or to make the changes.

Delete
Click on this button to delete the string from the list.

Clear
Click here to clear the contents of the Variable and Value boxes only (does not delete the string from the table).

<u>Enabling The User Defined Environment</u>
Once this table has been edited, you have the option to use the modified version or use the default. This allows a table to be used disabled without rebuilding when you need it again.

User Environment Enabled
To enabled the modified table, check this option.

Icon Settings Menu: App Startup

Window State
It is possible to start an application with the main window state set in one of three ways. The application can be started with an initial window state of:

Normal
The main window starts in the same state is was when it was last run.

Minimized
The application is started in the minimized state (represented by an icon at the bottom of the desktop).

Maximized
The application is started with it's main window maximized.

Please note that some applications may override this value when they are started.

Window Size/Position
An application may also be started and have its initial position and size preset by IconBar.

Top/Left/Enable
Set the value in pixels of the top position and left position of the applications main window. To enable this setting place a check in the enable check box directly below these settings.

Height/Width/Enable
Set the value in pixels of the height and width of the applications main window. To enable this setting place a check in the enable check box directly below these settings.

Use Icon Name As Caption
If you wish to use the icon name as the caption in the applications main window, place a check in this box.

Drag To Find Window
An easy way to fill in the top, left, height, and width properties is to start the application and move and size it as desired. Then drag the Find Window icon over the window and release it. This willfill these values with the current window values.

Application Memory
Choose the *Run In Separate Memory Space* option to run this application in its own memory space. See Run Windows 3.1 Apps In A Separate Memory Space for more information on this option.

Icon Settings Menu: Icon Position

Lock Position On
Left
Right
Top
Bottom
None

Position
Align Icon

When the icons are arranged, only the icons with their **Align Icon** property set to True (represented by an X in the check box) are aligned. When an icon is moved, this property is automatically set to False. To align an icon that has not been previously aligned, set the **Align Icon** property to True.

Snap To Grid

Lock
This option will lock the position of the icon on the desktop. When this property is set, the icon will not be able to be moved using the mouse. This will keep the icon from being inadvertently moved when double clicking on it. Not however, that this will not affect the Align Icon property. If both of these properties are set, the icon will move during the Arrange menu command.

Icon Settings Menu: Cancel

The options provides a convenient way to close the menu if you decide you do not want to select an option. Selecting this menu item will simply close the menu.

IconBar: About the Author...

I originally wrote this program for my own use. I like to have my apps within a one or two-click reach. Starting programs from the Program Manager always takes too long, not too mention having to maximize it and minimize it each time I need a program. I designed this app to be like the NeXTs docking bar. I liked the ability to move the icons anywhere on the screen.

I decided to share this program with others so I hope you find it as useful as I do. If you discover any bugs (which Im sure there are plenty of) please contact me so I can fix them. Also, if you dislike a feature or something about the program, let me know and Ill consider changing it. I would also consider adding features. I can be reached via E-Mail on the Internet.By the way, my name is Dan Porrey.

If you find any errors, typos, ect... in the help file, please let me know. Thanks!

IconBar: Registration

I cannot say I like programs that have registration windows that pop up every couple of seconds and let you know you havent registered. Therefore, I didnt do that to this program. Registration is not required for this program, use it as much as you like for ever. I cannot not promise that I will not require registration in future versions, or that the registration price will not change (that depends on how much this program is liked). I plan to add a lot of features in release 3.0. I will require registration for version 3.0! (I might even add an annoying registration screen   ).

If you really like it, you can register your copy with me for *$15.00*. If you register:

1. You will get new versions sent to you directly.
2. I will also give your requests for new features and bug fixes higher priority.
3. I will guarantee that you will not be charged for any new releases.
4. Registering this copy automatically registers you on all future versions.

As I have stated in the previous versions, if you registered any previous version, you are automatically registered for this version. Unfortunately, I lost the e-mail addresses of those who have registered (hard drive crash - somehow they got missed in the backup). If you have previously registered this program, and are using this latest version (*2.11*), please send me your e-mail address and let me know your using it. This way I can make sure you get version 3.0 when it is available.

Please send a check or money order to:

Expert Systems
9810 W. 153rd St. 1W
Orland Park, Il. 60462-3625

Make checks and/or money orders payable to *Expert Systems*. Please put your name and address, along with your Internet address in the envelope.

Thanks for using this program. Hope you get some good use of it!

Click here for my Internet E-mail address

See Also:
About The Author

IconBar   Version 2.11

Anyone who has developed a program for Windows and then had to write a help file knows the amount of work involved. After spending a lot of time on the application you like to get the program out to the users. The help file can delay the release time of any app.

In order to get this version released as soon as possible, I wrote this help file in a less detailed manner as the first help file. I apologize for this and promise that version 3.0 of IconBar will have a very detailed help file.

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