IconBar Version 1.6

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1. What's new?

     Drag and Drop function was implemented. You can drag any file from IconBar file launcher to an icon in IconBar and then the icon will be launched with the file you dragged. If you drag a file onto an unused(blank) icon, this is as same as adding a new icon here. Dragging is possible over different pages. By moving your icon to the top or bottom position of IconBar, function scrolling up or down was automatically invoked to let you drag an icon over this page to anotther. A pair of push buttons(Up/Down) in IconBar file launcher do the same thing. So you can scroll IconBar up and down in dialog box IconBar file launcher.

     Now You can move or arrange icons in IconBar by yourself. Moving an icon along IconBar is quite often to users daily. The way you move icons is as same as it in Windows. The only difference is that you can drag an icon into an unused position or an existing icon. In the first case, an icon was moved only. However, an array of icons was shifted in the latter case. In addition, "Arrange Icons" in menu now deleted the unused icons in IconBar instead of arranging minimized icons upon desktop. Those are all for users to manage your icons as handy as possiblle.

2. Why IconBar?

     When my friend tested the new version of IconBar and said that this is a pretty good thing for me who works under Windows, I believe it will fit every Windows user who wants to have a handy shareware which consists of a easy file launcher and a NeXT-like dock program. IconBar 1.5 gets rid of the inconvenient setup procedures of version 1.0 and adds a new **grasp & dock** feature to provide the easiest way to access icons in IconBar and to launch your programs. By using IconBar, you can forget all the setup stuff about searching the file names of programs or icon files. Simply do your own job as usual. Once you want to add a new icon to IconBar, choose the **grasp** function in the IconBar menu(you can do it by clicking the right-

mouse button at the top icon of IconBar) . Then you point the mouse cursor to the icon that is to be added and click on it. This icon will be grasped by IconBar and be put into the IconBar. That is what you need to collect your favorite icons in IconBar. No other clumsy steps needed is the reason why IconBar is produced!

I wish it is the shareware that can simplify your job and let you use Windows more comfortable. If you like it, register this shareware and enjoy it. I also welcome your comment and suggestion to help me figure out what is still not good enough. Thanks to use IconBar.

3. Features/Functions

-- IconBar file Launcher
-- Launch and Dock
-- Dock function
-- File viewer
-- IconBar modifier
-- **Grasp** function
-- Hide/Show
-- Arrange icons
-- Always on Top
-- Exit Windows
-- Icon-based file launcher
-- Execute a program which is not required to be an executable
-- Up to 50 icons in IconBar
-- Scroll the IconBar by mouse or keyboard
-- Easy Setup approach
-- Assign new icons to programs
-- Maximized, minimized or normal windows execution
-- Automatically save the setup as exit IconBar or Windows

4. Environment

MS-WIndows 3.1
DOS 3.3 or higher

5. How to install

Unzip the compressed file "ICONBAR.ZIP" and copy the following files into the directory of IconBar. For example: C:\IB ,

ICONBAR.EXE
IB.INI
IB.WRI
README.TXT

6. How to use

. BEGIN ICONBAR
Open the FILE menu from "PROGMAN.EXE" and add a file item
of IconBar to a group file. Double-click the IconBar icon to begin.

. OPEN ICONBAR AT STARUP
If you like to run IconBar as long as you enter the Windows, drag
your IconBar icon into the Windows 3.1's STARTUP group or
reopen a icon for startup group like the procedure of BEGIN
ICONBAR. **NOTE:** If you like to replace Windows3.1 program   manager by IconBar, chnage a line in section [boot] of "system.ini":
shell=progman.exe
        to
shell=c:\ib\iconbar.exe
and not forget to add the "progman.exe" icon into your IconBar.

. LAUNCH A PROGRAM
You can launch a program by double-clicking your left mouse
button at the icon you want to open. This is the same assignment as   in Windows.

. CHANGE ICON or DEFAULT DIR.

If you decide to change an icon of the IconBar, simply click the right
mouse button at the icon to be changed. A change dialog box will
be opened as you released your right mouse button. You can
change the icon file name or the default directory in this box.

. SCROLL THE ICONBAR

When the number of icons of IconBar is greater than
the default value which is the maximal number of icons can be
accommodated in your screen, IconBar generates a "SCROLL"
button at the bottom of bar. This button consists of four functions: About, Help, Scroll Up and Scroll Down.
You can click your left   mouse button on the Scroll Up(Down) icon to scroll IconBar.

. QUIT

You can choose the "Exit IconBar" function in menu to exit IconBar.
The contents of IconBar are automatically saved in the file "IB.INI"   after IconBar was closed.

NOTE: Please do not modify the contents of file "IB.INI". It is used by IconBar itself.

6.1. ICONBAR FILE LAUNCHER

You can open the "IconBar File Launcher" dialog box by double-   clicking your left mouse button on the top button of IconBar.

-- **Launch**:
Launch a file you selected. If the file is associated with a
exectuable, executable file is launched first.
-- **Launch & Dock**:

Launch a file as well as add it to IconBar.

-- **Dock >>>**:

Not launch a file but add it to IconBar.

-- **View**:

View a selected file. If the file is associated with a executable, the executable file is used to load it. If not, Windows **notepad** is the default viewer.

-- **UP**:

Little PushButton to scroll IconBar up one page.

-- **Down**:

Little PushButton to scroll IconBar down one page.

-- **Close**:

Close the "IconBar File Launcher" dialog box.

NOTE: The default file type saved in IconBar is .EXE. If you want add any type of file to IconBar, check the radio box *Dock for any files*.

6.2. ICONBAR MENU

You can open the IconBar menu by clicking your right mouse button on the top button of the IconBar.

-- **About**:

About IconBar.

-- **Modify**:

Invoke the "iconBar Modifier" dialog. You can add, insert or delete items in this dialog box. When an item of IconBar list is selected, you can insert a new item at this position. Otherwise, you add a new item to the end of the IconBar list.

-- **Save**:

Save the current setting to file "IB.INI".

-- **Exit IconBar**:

Click it to exit IconBar.

-- **Grasp**:

When you click **grasp** menu item, the cursor

become a 'magic
stick'. Move this cursor to and click on the icon
you want to grasp.
-- **Hide/Show**:
You can hide or re-show IconBar by choosing this
menu item.
-- **Arrange Icons**:
Deleted unused blanks in IconBar.
-- **Always on Top**:
If this menu item is checked, IconBar is always
the
topmost window.
-- **Help**:
Read this file.
-- **Exit Windows**:
Exit the Windows operating system.

7. Keyboard

Key **Ins:**   Invoke the "IconBar File Launcher" dialog box
Key **Home:**   To the top of the IconBar
Key **End:**   To the bottom of the IconBar
Key **PgUp:**   Backward the IconBar by a page
Key **Pgdn:**   Forward the IconBar by a page
Key **Del:**   Quit the IconBar

8. To those who is new about IconBar

IconBar is a NeXT's dock-like application working on MS-
Windows 3.1. It allows you to setup your own applications as icons in
a bar and launches any program you like by double-clicking your left
mouse button. At this version of IconBar, you can setup up to 50

window applications, which are enough for usual usage. When icons

are too many to fit in one column, IconBar automatically generates a

pageup/pagedown icon for user to click. Therefore, you can easily

locate your icons through this facility without any efforts. The

keyboard interfaces are also included in it.

This application is designed for one who love icons. Not like
other screen-blocking programs, IconBar always keeps a clean
workplace on the right-most side of your monitor screen and popups
child-windows only on requests. So you are not busy to move or close
other windows to find more rooms on screen. It is also a tidy program
that takes about 50 KB memory to run. However, it is tidy but full-
functional. You will enjoy the way to do with it.

9. History

It might be a inconvenient routine for Windows users to
open an application either through MS-Windows "progman.exe" or
other menu-driven applications daily. Why don't we use icons in
Windows? Yes! There are several icon-based launcher available on the
market to give one to utilize the Window Graphic User Interface(GUI),
but most of them do not have the easy way to setup your own
programs or are hard to access these icons. To provide a more
transparent but not complicated way of controlling your icons is the
reason why IconBar is produced.

IconBar was developed and written in MSC/C++ 7.0 with
the Microsoft Windows 3.1 SDK. The main purpose of this application
is provide Windows user a better tool to run your frequently used
programs. With it, you don't have to remember which program is
inside which group file. Just following the principle of WYSIWYG
("What you see is what you get"), you point the mouse cursor to the
icon on IconBar and double-click on it, then you open the program you
want. Since the setup of IconBar is as easy as nothing, you can
organize your favorite applications on your own. Once they are built
up, they are ready for future usage.

With the facility of Windows operating system, the files that you added to the IconBar are not required to be Windows executable files. Iconbar will automatically launch the application associating with the file to be opened. For example, ".txt" files will be opened with "notepad.exe" by definition in "win.ini":

[Extension]
txt=notepad.exe ^.txt

Using the same method, you can define your own file types and their associating executable programs in file "win.ini". This is very useful to one who has lots of files associating with each others.

Version 1.0 is the first program which consists of limited functions. However, It works fine on IBM 386 and 486 compatible PCs and is an abstract of version 1.5.

Version 1.5 is the second version of the IconBar. Some bugs are fixed and more features are added. Those are for advanced WINDOWS users. Performance was improved, too.

Version 1.6 provided more convenient routines to setup or change contents of IconBar. You can drag and drop files between IconBar file launcher and Iconbar. A bug on dialog box Modifier was fixed.

10. Registration

To be a legal IconBar user, please register the IconBar and send a $10 dollars check or money order to the following address:

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