🚀 **Launcher**

Welcome!

Launcher is a Microsoft *Windows* application where you can easily launch any application. Once you start *Launcher*, you only need to select the path and file name and choose *Run* to launch your application.

You can use *Launcher* instead of the   Program Manager's File Run dialog box. Since *Launcher* is a window not a dialog box, it is always available with the additional feature of being able to let you search for files. You can use wild cards in the command line box as well the list boxes to search directories for files.

Launcher also supports <u>file associations</u> so you can select a TXT file and *Notepad* automatically starts with that file open.

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🚀 Registration

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Launcher can be used on a 15-day trial-basis provided the user does not violate the protection afforded the licensed software by the copyright laws, and the user agrees to the terms of the license agreement. If the user continues to use *Launcher* past the 15-day evaluation period, the user is obligated to purchase a license.

Launcher can be used on a Local Area Network (LAN) provided that a license is obtained for the number of users that may concurrently use the software.

A single-user license for *Launcher* can be obtained by sending a $15 registration fee to:

Beacon Hill Software
Box 8494
Boston, MA 02114

Please specify disk size (3.5" or 5.25") when registering.

Title to the licensed software is **not** transferred to the end-user. The end-user is granted an exclusive license to use the software on one computer at any given time.

Limited Warranty
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Distribution

Users are granted a limited license to copy *Launcher* only for the trial use by others subject to the terms of this software license agreement described herein, and the conditions described below are met:

Launcher **must** be copied in and unmodified form and **must** contain the following files:

LAUNCHER.EXE
LAUNCHER.HLP
LAUNCHER.TXT
BHSCC.DLL

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Six-Pack For Windows

When you register this copy of *Launcher*, you'll automatically receive a free copy of *Six-Pack For Windows*, which contains the latest version of *Launcher*.

Six-Pack For Windows contains the following:

Red Button   *Red Button* lets you exit *Windows* quickly. *Red Button* runs as an icon that looks like a red button. When you double-click on the red button you will exit *Windows*. An optional warning dialog is available.

Launcher   An application launcher that allows you to easily traverse directories to find an application and run it.

Runner   *Runner* mimics the Program Manager's *File/Run* dialog box. Since *Runner* is not a dialog you can have *Runner* available at any time to launch applications.

Walker   A minimalist version of *Runner*. Walker uses an edit box where you enter the file and path name of an application you want to run.

PayOff   A loan payoff amount calculator for Windows.

SnapShot   *SnapShot* is an easy-to-use screen capture program for *Windows* that allows you to capture a window, the entire screen or any portion of the screen by enabling the right mouse button as a shutter for *SnapShot*'s screen capture function. Each captured image is automatically pasted to the *Clipboard*.

Menu Commands

Launcher has two menus, *File* and *Help*, described below:

File
    Add Item
    Duplicate *Launcher*
    Exit

Help
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Add Item

Adds the current program selected to run into the Program Manager's current Group. This is the same functionality as the File/New menu item in Program Manager.

Scenerio:
You just tried an application by launching it with Launcher. You'd like to set it up in a Program Manager Group.

Switch to Program Manager and select the group you wish to add the item to (create it if necessary). Go back to Launcher and select Add Item off of the File Menu. Add Item will tell Program Manager to add the application currently selected into Program Manager's currently active group.

Note: This menu item will be grayed and unselectable if Program Manager is not running on your system.

Duplicate *Launcher*

Runs another instance of *Launcher*. This is especially useful if you found a   program you wish to run again but want to use different copy of *Launcher* to launch another application.

Exit
Closes *Launcher*.

Index
Opens this *Windows* Help file.

About *Launcher*...
Displays the *Launcher About* dialog box.

Procedures

Launching Applications
It is simple to launch an application using *Launcher*. You find the application or file you want to launch, select it in the **Files:** list box and choose *Run*.

There are three ways you can find an application or an <u>associated file</u>. You can:

<u>Use wild cards</u>
<u>Search for files manually</u>
<u>Enter file names directly</u>

Other Procedures
<u>Clearing the Filename list box</u>
<u>Making File Associations</u>
<u>Replacing the Program Manager with *Launcher*</u>
<u>Exiting</u>

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Use wild cards

It is easy to use wild cards to display the applications or files you want to launch. You type them in the command line as if you were at the DOS prompt and press the Enter key. *Launcher* will update the list boxes to reflect your wild card selection.

For example, to display the files with the extension EXE in the directory C:\WORD, you would enter the following information in the **Filename:** label: C:\WORD*.EXE and press the Enter key. The **Files:** list box would be updated and any files with the EXE extension in that directory would appear. To launch a file, you would select the file you want to launch and choose *Run*.

You can also enter the complete path and filename for the application or file you want to launch in the **Filename:** list box and choose *Run*.

Search for files manually

Use the **Directories:** list box to search for files. The **Directories:** list box lets you change drives as well as directories. The current drive and path is displayed next to the **Drive:\Path:** label.

The **Files:** list box lets you select a file in the directory you selected.

To change the type of files shown in the **Files:** list box, enter a wild card combination in the label. For example, type *.EXE to display only EXE files in the **Files:** list box.

You can also enter the complete path and filename for the application or file you want to launch in the **Filename:** list box and choose *Run*.

Enter file names directly

You can enter a file name if *Launcher* is currently displaying the path where the file is located, if the file is in your *Windows* directory or if it is along your path.

You can also enter the complete path and filename for the application or file you want to launch in the **Filename:** list box and choose *Run*.

Making File Associations
You can make file associations using the *Associate* command from the File menu of the File Manager. Once you have established an association between a file and an application with the File Manager, you can select the file with *Launcher* and start the application at the same time (with the selected file open).

You can easily examine and or edit your WIN.INI file using the Windows supplied program SYSEDIT to add associated file types other than the standard EXE, BAT, COM, TXT and other files. For more information see your *Window's* User Guide.

Replacing the Program Manager with *Launcher*
To replace the Program Manager with *Launcher* as your *Windows* shell, edit your SYSTEM.INI file. Search for the line "SHELL=PROGMAN.EXE" and replace PROGMAN.EXE with LAUNCHER.EXE. Make sure LAUNCHER.EXE and LAUNCHER.HLP are in your *Windows* directory. When you restart *Windows*, *Launcher* will be your shell.

If you use *Launcher* as your shell, your applications will have a chance to properly shut-down before *Launcher* exits *Windows*, just as they would if the Program Manager was your shell.

Clearing the Filename list box

Press the *Clear* button to clear the file listed in the Filename list box.

Exiting

You have a few ways to exit from *Launcher*.

You can choose the Exit button, pull down the File menu and choose Exit or you can choose *Close* (Alt+F4) from the control menu.

When you quit *Launcher*, the application you started remains active. If you want to quit an application you launched, exit from that application.
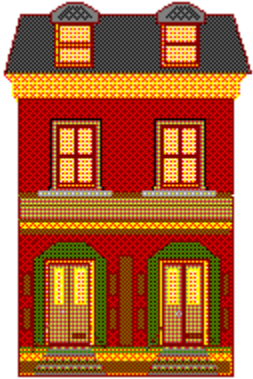
About this Version

This version of *Launcher* was created especially for Ziff-Davis Publishing Co. It has only been slightly modified from the commercially available version of *Launcher*.

This program is distributed by Windows Sources magazine.

🚀 About the Author

We hope you find this software easy to use and helpful. If you have any questions, comments, or suggestions please send them to:

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About On-Line Help

About the Help Author

This help file was written and created by John R. Melson of *Computer Creations* for Beacon Hill Software.

If you need a help file, on-line documentation, or a printed manual for your Microsoft *Windows* application, please contact John R. Melson at one of the following addresses:

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Thanks!

Associated File

Associated files are listed in the [Extensions] section of the WIN.INI file and, when run in *Launcher* (or selected in the File Manager), automatically start their parent application with the selected file open.

You can also use the File Manager to associate files with applications.