

SuperBar Contents

For a description of the terminology used in this on-line help, please see [Getting Started](#).

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Getting Started

The SuperBar program is a Windows program for creating and editing user configurable tool bars called SuperBars. A SuperBar consists of a gray area containing several buttons, each assigned to an application menu command. A SuperBar can be added to any Windows application that is compatible with the SuperBar program.

The following steps demonstrate how to add a SuperBar to the Windows Program Manager.

- 1 Run the SuperBar program.
- 2 Select **Program Manager** from the Application list.
- 3 Select **SuperBar** from the **Application** menu to add a new SuperBar to the application.
- 4 Select **SuperBar** from the **Application** menu to add a blank SuperBar.
- 5 Select **Edit...** from the **Application** menu. The SuperBar Properties dialog will be displayed.
- 6 Select the **Show Bar** option to cause the SuperBar to be created every time the application is executed.
- 7 Click the **Layout...** button. The SuperBar Layout dialog will be displayed.
- 8 Select **File|Exit Windows...** from the Available Menu Commands list.
- 9 Click the **Add** button. The menu command will be placed in the Current SuperBar Layout list.. A stop sign icon and 'Exit' caption will automatically be selected.
- 10 Click the **Ok** button. The SuperBar Layout dialog will close.
- 11 Click the **Ok** button. The SuperBar Properties dialog will close.
- 12 Select **Program Manager** from the application list.
- 13 Select **Switch** from the **Application** button. This will switch to the Windows Program Manager. The application will have a SuperBar along the top of the window with a single **Exit** button.

You can now use this button to exit Windows. To edit the SuperBar, double-click on the gray area to the right of the button to display the SuperBar Properties dialog. Click the **Help** button on this dialog for further information on editing the SuperBar.

Using the SuperBar Program

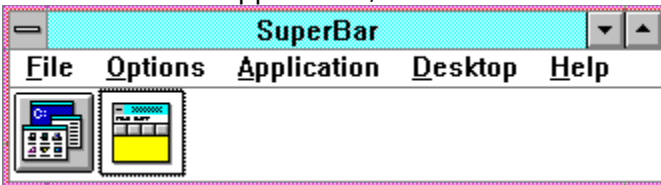
The SuperBar program main window consists of an application list and several action buttons. These options allow complete control over adding, removing and editing SuperBars.

Application List

The application list shows all Windows applications which are currently executing. You must run the desired application before it will be displayed in the application list and before you can add or modify its SuperBar. The list can display the icons as either text or icons. Use the Show as Icon or Show as Text menu commands to select the list type.

Icon Application List

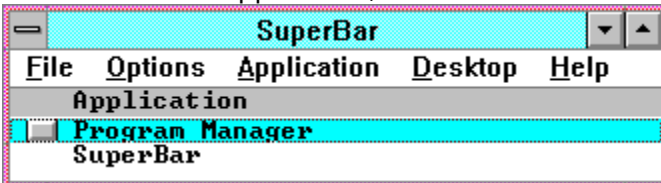
The Icon Application List shows each application as its corresponding icon. If a SuperBar is attached to an application, its icon is shown on a button.



This illustrates the Icon Application List and shows SuperBar and Program Manager active. The button under the Program Manager icon indicates it has a SuperBar attached to it.

Text Application List

The Text Application List shows each application as its Title Bar text. If a SuperBar is attached to an application, a small button is shown to the left of the text.



This illustrates the Text Application List and shows SuperBar and Program Manager active. The button to the left of the Program Manager text indicates it has a SuperBar attached to it.

To edit the application's properties or SuperBar layout, select the application and use the **Edit** command from the **Application** menu.

Double-clicking on an application in the list can perform one of four actions. The actions include Switch, Edit, Close and Hide. Use the Preferences dialog box to set the desired double-click action.

Using a SuperBar on an Application

Once a SuperBar has been added to an application, using it is very straight forward.

Invoking a Menu Command

To invoke a menu command, simply click on the assigned button. After the button is clicked, the menu command will be sent to the application.

Editing a SuperBar

To edit a SuperBar directly from its application, double-click on the gray background of the SuperBar. This will open the SuperBar Properties dialog box to edit the SuperBar.

Using the Macro Feature

The Macro Feature allows assigning an arbitrary sequence of mouse and keyboard actions to a button. This sequence is called a macro. Using macros is a two-step process. First, the macro must be recorded. This includes starting a macro recording session, performing the desired mouse and keyboard actions, and saving the macro to a file. Second, the macro must be assigned to a button. This includes assigning a macro button to a SuperBar, and associating a macro file to the button.

Although the Macro Feature fully supports mouse actions, it is recommended that the equivalent key strokes be used as much as possible. This includes using key strokes to invoke menus and navigate dialog boxes. Using keystrokes will ensure that the macros will perform correctly if windows are resized, or different video modes are used.

The following are step-by-step instructions to add a **Landscape** button to **Microsoft Write**. The process assumes that there is already a SuperBar with at least one button associated with **Write**. For instructions on setting up a SuperBar, see Getting Started.

Recording the Macro

- 1 Start **Write** and verify that a SuperBar is present.
- 2 Position the cursor anywhere over the SuperBar and click the right mouse button. This will bring up a pop-up menu.
- 3 Select the **Record Macro** command (Note: Under Windows 3.0, you must select this command with the left mouse button, under Windows 3.1, either button may be used).
- 4 The Record Macro dialog box is now displayed. For this example, only key strokes will be used. Choose **Ignore Mouse** from the **Record** list.
- 5 Click **OK** to begin the macro recording session.
- 6 Enter the following key stroke sequence: **<ALT+F> R <ALT+L> <ENTER>**. This will bring up the **Print Setup** dialog of **Write** and set **Landscape** mode.
- 7 Press **<CTRL+BREAK>** to stop the macro recording session. This will bring up the Save Macro File dialog box.
- 8 Type **LSCAPE** in the **File Name** box and click on **OK**. This will save the file as **LSCAPE.SBM** in the SuperBar directory. The macro is now recorded.

Associating the Macro File to a Button

- 1 Double-click on the gray background of the SuperBar to bring up the SuperBar Properties dialog box.
- 2 Click on **Layout** to bring up the SuperBar Layout dialog box.
- 3 Select **<Macro>** from the **Available Menu Commands** list and click on **Add**. This adds a macro button to the SuperBar.
- 4 Click on **Browse** to bring up the Select Macro File dialog box.
- 5 Select **LSCAPE.SBM** from the **File Name** list and click on **OK**.
- 6 Change the **Icon** to an appropriate icon.
- 7 Click on **OK** to close the **SuperBar Layout** dialog box.
- 8 Click on **OK** to close the **SuperBar Properties** dialog box. The macro button is now complete.

You can create a **Portrait** button by repeating the above steps changing **<ALT+L>** to **<ALT+P>** in step 6 of **Recording the Macro** and changing the file name from **LSCAPE** to **PORTRAIT**. All macros are created in a similar manner using the steps listed above.

Running SuperBar when Windows Starts Up

The SuperBar program works best when it is loaded as part of Windows start up. To automatically load SuperBar, perform the following steps depending on which version of Windows is used.

Note: The following steps assume that Windows is located in the `C:\WINDOWS` directory and SuperBar is located in the `C:\SUPERBAR` directory. If they are located elsewhere, change the steps accordingly.

Windows 3.0

To automatically load SuperBar, the Windows `WIN.INI` file must be modified. The following steps show how to make this change.

- 1 Run the Windows Notepad editor and open the file `C:\WINDOWS\WIN.INI`
- 2 Near the top of the file will be the following line:

```
Load=
```

If other programs are being automatically loaded, the line may be similar to the following:

```
Load=C:\DIR\PRG.EXE
```

This line consists of a list of Windows applications to be loaded each time Windows is started. Each application in the list is separated by a **space**.

- 3 The SuperBar program must be added to the beginning of this line. Change this line to resemble the following:

```
Load=C:\SUPERBAR\SUPERBAR.EXE
```

or

```
Load=C:\SUPERBAR\SUPERBAR.EXE C:\DIR\PRG.EXE
```

- 4 Exit and restart Windows.

Windows 3.1

To automatically load SuperBar, perform the following steps:

- 1 Open the **StartUp** group in the Program Manager.
- 2 Select the **New...** command from the **File** menu.
- 3 Select **Program Item** and click the **Ok** button.
- 4 Enter **SuperBar** in the **Description** edit box and **c:\superbar\superbar.exe** in the **Command Line** edit box. Click the **Ok** button.

See the *Windows User's Guide* for more information on using the **StartUp** group.

All Versions

After completing these steps, the SuperBar program will automatically be loaded each time Windows is executed. The SuperBar program will appear as an icon near the bottom of the desktop (you may need to resize the Program Manager to see this icon). After the SuperBar program is loaded, any applications with the Show Bar option of the SuperBar Properties dialog box will display a SuperBar whenever they are executed.

Menu Commands

File Menu

Preferences...

Run Icon Manager...

Exit Windows...

Exit

Options Menu

Show as Icon

Show as Text

Status Bar

Quick Exit

Quick Windows Exit

Always on Top

Save Options

Application Menu

SuperBar

Hide

Switch to

Close

Edit

Add all

Remove all

Desktop Menu

Cascade

Tile

Arrange Icons

Minimize All

Initial Positions

Help Menu

Index

About

Preferences command (File menu)

This command opens the Preferences dialog box. It allows selection of different options for operating SuperBar. It includes options for hiding the SuperBar icon and displaying different information in the application list.

Run Icon Manager command (File menu)

This command runs the **SuperBar Icon Manager**. This program allows creating, editing and deleting user-defined icons. For further help on this program, select this menu command to execute it and press **F1** for complete on-line help.

Exit Windows command (File menu)

This command exits Windows. If the **Quick Exit Windows** option in the Preferences dialog box is selected, Windows will immediately terminate. If the option is not selected, a dialog box prompt will first be displayed.

Exit command (File menu)

This command terminates the SuperBar program. Any active SuperBars will be removed from all currently executing applications. Before exiting, close any SuperBar Properties or SuperBar Layout dialog boxes.

Show as Icon command (Options menu)

This command displays the available applications as icons. The icons are the same as those shown when the application is minimized.

Show as Text command (Options menu)

This command displays the available applications as lines of text. The text is the same as that shown in the title bar of the application.

Status Bar command (Options menu)

This command enables or disables the status bar. The status bar is located at the bottom of the SuperBar window and gives status information on the currently selected application.

Quick Exit command (Options menu)

This command enables or disables the Exit SuperBar dialog box. If the Exit command is selected and this option is checked, SuperBar will exit without any prompting.

Quick Windows Exit command (Options menu)

This command enables or disables the Exit Windows dialog box. If the Exit Windows command is selected and this option is checked, Windows will exit without any prompting.

Always on Top command (Options menu)

This command causes SuperBar to appear on top of other windows at all times.

Save Options command (Options menu)

This command saves the current setting of this menu. For these settings to be retained between SuperBar sessions, they must be saved whenever they are changed.

Show/Hide SuperBar command (Application menu)

This command shows or hides a SuperBar from the selected application. If no SuperBar has been previously defined, an empty SuperBar will be created. This menu option is only enabled for applications that have menus.

Show/Hide Window command (Application menu)

This command hides or restores an application's window. A hidden application is an application which is running but is not displayed on the desktop. Hiding an application helps to free space on the desktop. Selecting this menu command a second time restore the application and displays it on the desktop again.

Note: Hiding a window using this command is only temporary. The window will be visible the next time the application is executed. To hide an application's window every time it is executed, use the SuperBar Properties dialog box.

Switch To command (Application menu)

This command switches to the selected application.

Close command (Application menu)

This command closes an application. A close window command is sent to the application requesting the application to terminate. This command can be used to exit an application without needing to find it on the desktop.

Edit command (Application menu)

This command opens the SuperBar Properties dialog box to begin editing of the selected application's SuperBar.

Add All command (Application menu)

This command adds SuperBars to **all applications** which currently do not have a SuperBar. Any applications which do not have previously defined SuperBars will have empty SuperBars created.

Remove All command (Application menu)

This command removes SuperBars from all applications which currently have them.

Cascade command (Desktop menu)

This command rearranges all windows on the desktop so that they overlap with each title bar visible.

Tile command (Desktop menu)

This command rearranges all windows on the desktop to smaller sizes to fit on the desktop without overlapping.

Arrange Icons command (Desktop menu)

This command rearranges all icons evenly across the bottom of the desktop. Only windows shrunk to icons are affected.

Minimize All command (Desktop menu)

This command shrinks all windows to icons. Only windows with Minimize buttons are affected.

Initial Positions command (Desktop menu)

This command rearranges all windows to their initial positions on the desktop as defined in the SuperBar Properties dialog box. Only windows with the **Position** option checked are affected.

Contents command (Help menu)

This command displays the index of the SuperBar on-line help. From the index, you can jump to information on General Topics, Menu Commands or Defined Terms.

About SuperBar command (Help menu)

This command displays the About dialog box.

About Dialog

This dialog box displays information on this version of SuperBar. It displays the version number of the program. In addition, if the program is registered, a customer number will be displayed.

Dialog Options

Register

Opens the Register dialog box. for entering the Registration Code.

Ok

Closes the dialog box.

Register Dialog

This dialog box is used to enter the Registration Code. When the program is registered, the About SuperBar dialog box will no longer be displayed when the program is executed.

Dialog Options

Registration Code

Enter the Registration Code in this box.

Ok

Validates the Registration Code. If the code is valid, the dialog box will close and a Customer Number will be displayed on the About dialog box. A message will be displayed if the code is invalid. Close the message box to enter the Registration Code again.

Cancel

Closes the dialog box. The SuperBar program will remain unregistered.

SuperBar Properties Dialog

This dialog box is used to set the properties of a SuperBar. It allows setting the contents, style, location and options of the SuperBar.

Dialog Box Options

Style

Selects one of three button styles. They include Icon Only, Caption Only and Icon with Caption. The caption styles can be used to become familiar with the icons.

Bar Location

Selects the location of the SuperBar. The SuperBar can be located along the Top, Bottom, Left or Right edge of the application's window.

Options

- | | |
|----------|---|
| Show Bar | This option causes a SuperBar to appear on the selected <u>application</u> whenever it is executed. See also <u>Running SuperBar when Windows Starts Up</u> . |
| Position | This option causes the selected application to always be executed at the same location on the desktop. See Window Initial Position below for instructions on setting the initial position. |
| Wrap | This options causes SuperBars which are too large to fit within a window to be wrapped to multiple rows or columns. |

Window Initial Position

- | | |
|--------|---|
| Normal | Execute the application where it was located the last time the Current Pos button was clicked. |
| Max | Execute the application maximized (full screen). |
| Icon | Execute the application as an icon. |
| Hidden | Execute the application as a hidden window. The program will run but will not occupy any desktop space. |

Ok

Save all changes and close the dialog box.

Layout...

Edits the SuperBar Clicking this button opens the SuperBar Layout dialog box.

Help

Displays this help information.


SuperBar Layout Dialog

This dialog is used to edit the layout of a SuperBar. It allows setting the menu command, icon and caption for each button.

Dialog Box Options

Available Menu Commands

Lists all menu commands available to the application. It only lists the menu commands **currently** assigned to the menu. Many applications frequently change the layout of the menu. To select a menu command it must be available on the menu **before** opening this dialog box. The list also consists of the following special purpose buttons:

- <Space> A blank space the size of a button. This can be used to group related buttons together on the SuperBar.
- <HalfSpace> A blank space half the size of a button.
- <Wrap> Forces the next button to be placed in a new row/column.
- <Macro> A macro is assigned to the button.
- <System> Commands beginning with <System> represent menu commands from the System menu. 

Current SuperBar Layout

Lists the menu commands currently attached to buttons on the SuperBar. Select an entry from this list to allow editing, inserting or removing buttons on the SuperBar. The list only contains the names of menu commands **currently** assigned to the menu. If a button is assigned to a menu command not currently available, it will be displayed in the form: **[Unknown - ###]** where **###** is a unique identifier assigned to each menu command.

Caption

Selects the caption to be displayed on the button. The caption must fit in this box to fit on the button.

Icon

Selects the icon to be displayed on the button. Several general and special purpose icons are available. Large character icons are also available if a predefined icon cannot be found.

Macro Options

The following options are used to assign a macro to a button. They are only available if <Macro> is chosen from the **Available Menu Commands** list.

- Macro File** Indicates the name of the macro file to execute when the corresponding button is clicked.
- Normal** Play back the macro at the same speed as it was recorded.
- Fast** Play back the macro as fast as possible.
- Browse** Brings up the **Select Macro File** dialog box to choose the desired macro file.

Add

Adds the selected menu command to the end of the SuperBar.

Insert

Inserts the selected menu command **before** the selected SuperBar button.

Change

Changes the selected SuperBar button to the selected menu command.

Remove

Removes the selected SuperBar button.

Ok

Accepts all changes and closes the dialog box.

Cancel

Ignores all changes and closes the dialog box.

Help

Displays this help information.

Record Macro

This dialog defines how a macro will be recorded. The following setting may be selected.

Record	Description
Everything	Records all mouse movements, mouse clicks and key strokes. This is recommended if none of the following methods works correctly.
Clicks & Drags	Records all mouse clicks and key strokes. Mouse movements are only recorded while one of the mouse buttons is down. This is recommended for <i>Paint</i> type programs which require dragging and drawing.
Clicks	Records only mouse clicks and key strokes. This is recommended for use when dialog boxes do not have an key stroke equivalents.
Ignore Mouse	Records only key strokes. This is recommended if all actions can be accomplished using key strokes. This method also ensures compatibility if windows are resized or different video modes are used.

Relative to	Description
Window	All mouse actions are recorded relative to the active window. If the window is moved, the macro should work correctly. If the window is resized, the macro may not work correctly.
Screen	All mouse actions are recorded relative to the screen. If the window is moved or resized, the macro may not work correctly.

Save/Select Macro File Dialog

This dialog box is used to save or select a macro file. It allows browsing through the available macro files and selecting a new or existing file.

Dialog Box Options

File Name

Shows the currently selected macro file and a list of available files. To choose a file, enter a file name or click on a file from the list.

Directories

Shows the current directory path. This is initially the directory where SuperBar is installed. To change directories, double-click on a directory in the list. It is recommended that all macros be placed in the same directory as SuperBar.

Drives

Shows the currently selected drive. To change drives, click on the arrow and choose a new drive from the list.

OK

Accepts the file and closes the dialog box.

Cancel

Ignores the file and closes the dialog box. This option can also be used to abort a macro recording session.

Help

Displays this help information.

Preferences Dialog

This dialog box is used to select options for the SuperBar program. It includes several options for customizing the SuperBar program.

Dialog Box Options

Hide Icon

- | | |
|------------------|-----------------------------|
| Never | Never hide icon. |
| After 10 Seconds | Hide icon after 10 seconds. |
| Always | Always hide icon. |

Cache

- | | |
|------|---|
| Size | Defines the size of the SuperBar button cache. To improve drawing SuperBars, the images of recently used button icons are stored in memory. This option sets the number of icons to store. The value following this entry indicates the size of the cache in kilobytes. The Hit and Miss values indicate the number of icons read from memory and read from disk respectively. These counts are reset whenever the cache size is changed. If Windows is running low on memory, the cache size can be lowered. If the Miss count is large compared to the Hit count, the cache size can be raised to improve SuperBar drawing speed. |
|------|---|

Double Click

- | | |
|---------------|--|
| Switch To | Switches to the selected application when double clicking on the Application List . |
| Edit SuperBar | Opens the <u>SuperBar Properties</u> dialog box for the selected application when double clicking on the Application List . |
| Close | Terminates the selected application when double clicking on the Application List . |
| Hide | Hides the selected application when double clicking on the Application List . |

Ok

Accepts all changes and closes the dialog box.

Cancel

Ignores all changes and closes the dialog box.

Help

Displays this help information.

New Version Dialog

This dialog box is automatically displayed the first time SuperBar version 1.1 or higher is executed if a version 1.0 initialization file is found. It explains how to update from version 1.0 to the new version.

This update procedure is necessary because the version 1.0 initialization file has some incompatibilities which cannot be updated until each application is executed.

Dialog Box Options

Ok

Closes the dialog box.

Help

Displays this help information.

Update Dialog

This dialog box is automatically displayed the first time a SuperBar is edited under version 1.1 or higher if a version 1.0 layout is found. It presents the options for updating the version 1.0 layout to the new format.

Dialog Box Options

Update

Converts the version 1.0 layout to the new format and closes the dialog box.

Delete

Deletes the version 1.0 layout, creates an empty layout and closes the dialog box.

Help

Displays this help information.

Exit SuperBar Dialog Box

This dialog box is displayed whenever the Exit command is selected and the Quick Exit option is not selected in the **Options** menu.

Dialog Box Options

Ok

Exits SuperBar.

Cancel

Closes dialog box and returns to SuperBar.

Exit Windows Dialog Box

This dialog box is displayed whenever the Exit Windows command is selected and the Quick Exit Windows option is not selected in the **Options** menu.

Dialog Box Options

Ok

Exits Windows.

Cancel

Closes dialog box and returns to SuperBar.

Unable to Exit error

SuperBar is unable to exit because a SuperBar Properties dialog box is currently open. All edit sessions must be closed before exiting SuperBar.

Invalid Registration Code error

The Registration Code is invalid. Enter a valid Registration Code.

Can't Open Macro File error

SuperBar could not open the macro file attached to the button. Enter the SuperBar Layout dialog box for the application and correct the **Macro File** name.

Can't Create Macro File error

SuperBar could not create the macro file entered in the Save Macro File dialog box. This error can occur if the file path is invalid or if the destination disk is full. Record the macro again and save it to a valid file name.

Definitions

-A-

application

-B-

button

-C-

caption

-D-

desktop

-I-

icon

-M-

macro

menu command

-R-

Registration Code

-S-

SuperBar

Macro

The term *macro* refers to a series of mouse and keyboard events. Macros are recorded by clicking the right button anywhere within a SuperBar and selecting **Record Macro**. A macro is then assigned to a button using the **SuperBar Properties** dialog box. Once this is complete, the macro is executed by clicking on the appropriate button on the SuperBar.

Menu Command

The term *menu command* refers to any item of an application's menu that sends a command to the application. Any menu command can be assigned to a button.

Registration Code

The term *Registration Code* refers to the code which will be sent to registered users after sending in the registration fee. The code must be typed into the Registration dialog box. The code can be typed in either upper or lower case. Refer to the About dialog box or the other documentation included with this program for information on registering this program.

Application

The term *application* refers to a Microsoft Windows application which is compatible with SuperBar. To be compatible with SuperBar, the application must have a standard Windows Menu Bar.

Button

The term *button* refers to a single button on a SuperBar. Each SuperBar can contain up to 50 buttons. Each button corresponds to an application's menu command. Clicking on a button sends the corresponding menu command to the application.

Caption

The term *caption* refers to the caption text displayed on a button. The caption is user configurable. The caption is only displayed on certain button styles.

Desktop

The term *desktop* refers to the screen background for Windows. Each Windows application executes in a window on top of the desktop.

Icon

The term *icon* refers to the graphical picture displayed on a button. The icon is selected from a list of predefined graphic and character icons. The icon is only displayed on certain button styles.

SuperBar

The term *SuperBar* refers either to the SuperBar program itself, or the actual bar located on the application. A SuperBar is a gray bar containing several buttons, each assigned to an application menu command. Clicking on a button invokes the corresponding command. Double-clicking on the gray background of the bar allows editing of the SuperBar.