

Table Of Contents

[Introduction](#)

[New In This Version!](#)

[Your First Time](#)

[Getting Help](#)

[Adding Applications To The Bar](#)

[Launching Applications](#)

[Launching Applications With A Document](#)

[Customizing RipBAR](#)

[Minimizing RipBAR](#)

[Customizing RipBAR Items](#)

[Deleting RipBAR Items](#)

[Changing The Way RipBAR Looks](#)

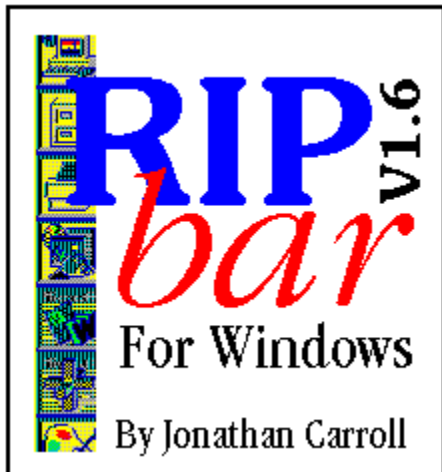
[System Information](#)

[Resource Display](#)

[Memory Display](#)

[Resource Tracker](#)

Introduction



RipBAR is designed to provide the user with system information, and the ability to launch applications. It does this in such a way as to remain as flexible as possible while consuming little screen "real estate".

RipBAR is available in separate files for both Windows 3.1 and Windows NT. While the two versions are similar in most respects, differences between the two will be pointed out whenever necessary. In some cases, pictures in this help file may differ slightly from what you actually see on the screen.

RipBAR is an icon bar that you may set up with applications of your choice. Configuration options include the ability to set up startup directory, and command line parameters. Additionally, files may be dropped onto the application icons sitting on the bar-- causing the application to launch and open that file automatically.

The Windows 3.1 version displays the time, memory information, and the remaining resources available to the system. The *Resource Tracker* (Windows 3.1 only) is included to allow you to monitor an application's use of memory and resources.

The Windows NT version displays the time, along with available physical and virtual RAM.



New In This Version



This is version 1.6 of RipBAR. The following is new or enhanced with respect to earlier versions

Preferences now include an additional option that lets you set the date format displayed in the Clock/Date pane.

When running under Windows NT, RipBAR now saves and loads its setting from the Registry rather than an .INI file.

When running under Windows NT, RipBAR will now read .ICO files in addition to the .EXE and .DLL files already supported when browsing icons for an application.

Minor display problem that occurred when adding an application to the bar that didn't have an icon is fixed.

The following was new in Version 1.5 :

RipBAR now includes *preference* or option settings that allow you to determine whether RipBAR stays on top of all other windows, and whether RipBAR minimizes itself when you run an application from it.

RipBAR now reports memory statistics in a more reliable fashion -- it will no longer be fooled by virtual memory.

RipBAR no longer has a *minimize* button. See *Minimizing RipBAR* for more info.

RipBAR is able to load up to 120 icons from icon files (EXEs & DLLs) -- up from 40 in previous versions.

The following was new in Version 1.2 :

RipBAR now makes use of threaded processes under Windows NT. If you're using RipBAR under Windows NT, executing an application will no longer make RipBAR "busy". In other words, you'll be able to launch many applications from the bar in quick succession.

RipBAR now sports a minimize box so that you can quickly and conveniently get it "out of the way".

Double clicking on the memory display will now cause a dialog to appear with more system information. See the section titled *System Information* for more information--the display depends on whether you're running Windows 3.1 or Windows NT.

The *Resource Tracker* is now available by double-clicking on the Resource Display pane.

Your First Time



The first time you run RipBAR, it will warn you that it can't find its setup file. It will then proceed to fill the bar with default applications that include Help, Control Panel, Notepad and PaintBrush. You may delete these from the bar if you don't want them.

To find out how to add your own applications to the bar, see [Adding Applications To The Bar](#)

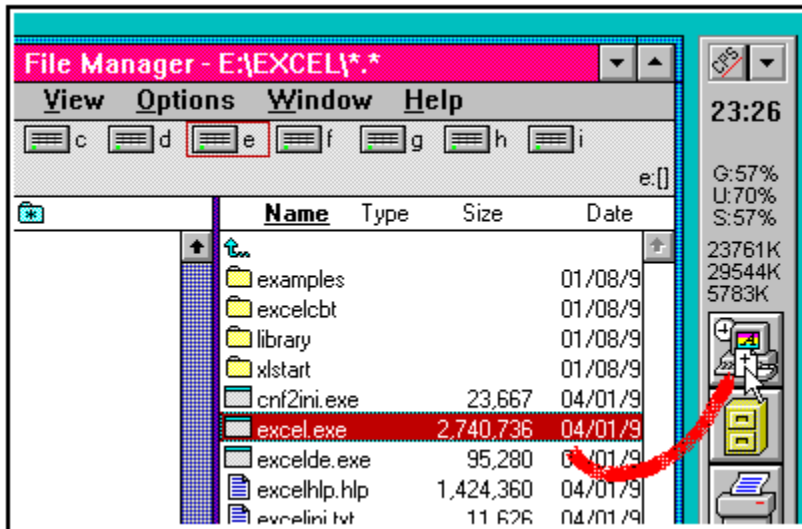
Getting Help



The first time you use RipBAR, a Help icon is installed. (The one with the yellow question mark.) If you remove this icon, you can display help at any time by double-clicking on the clock pane.



Adding Applications To The Bar

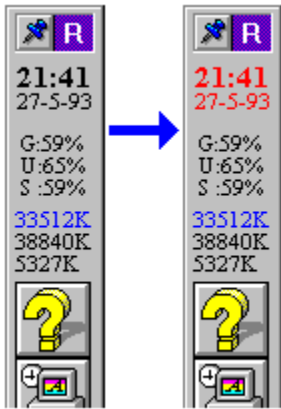


You can add applications to the bar by dragging program names to the bar from the File Manager or other programs that allow you to perform drag operations. (Such as Norton Desktop) Simply drag an application file on top of any of the other icons on the bar and let go.

RipBAR will accept files with EXE or PIF extensions as candidates for a spot on the bar.

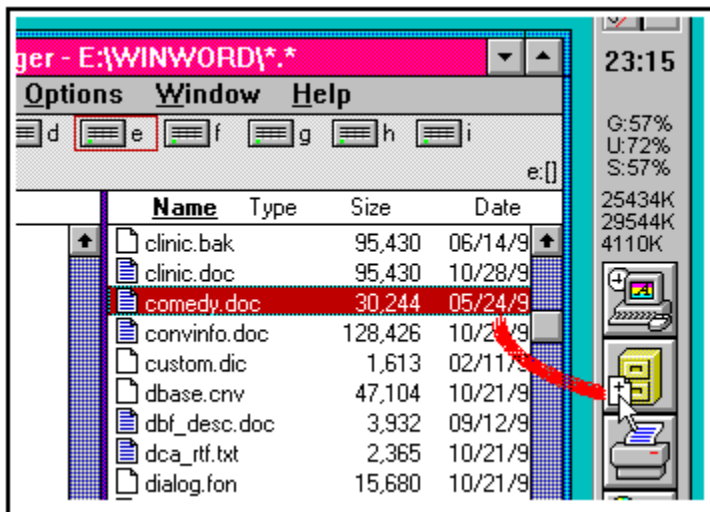
Launching Applications

To execute or launch an application on the bar, simply double click on it with the left mouse button.



RipBAR's clock pane will turn red to let you know it has begun launching the application. (See picture above.)

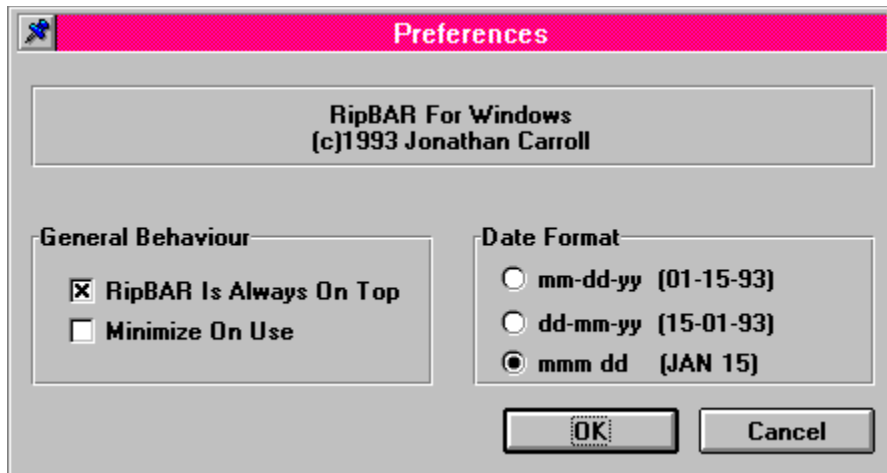
Launching Applications With A Document



To execute or launch an application with a document, simply drag a document from the File Manager, a *drop* it onto one of the application icons. The application will launch and open the document you dragged to the bar-- if the application supports this kind of operation.

Customizing RipBAR

Double-clicking with the *right* mouse button on the Clock pane, brings up the following dialog :



Always On Top (default is **Yes**)

When selected, this option causes RipBAR to always remain on top of any other windows on the screen.

Minimize On Use (default is **No**)

When selected, this option causes RipBAR to minimize itself when you launch an application off of the bar.

Date Formats

RipBAR lets you select from one of three different date formats to be displayed on the Clock/Date pane.

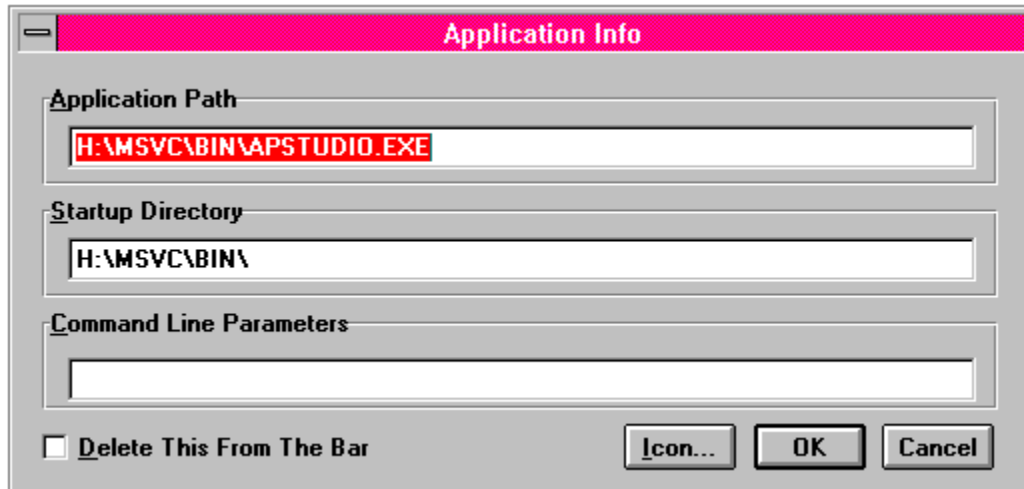
Minimizing RipBAR

To Minimize RipBAR, simply double-click with the *left* mouse button on the title bar.

Customizing RipBAR Items

General Options

To customize certain properties of an item on the bar, double click on it with the *right* mouse button. This will result in a dialog box that lets you set the startup directory, and any command line options you want to set.



Custom Icons

Click on the *Icon...* button to browse for an icon you'd like to use as a representation of the item on the bar. See [Custom Icons](#)

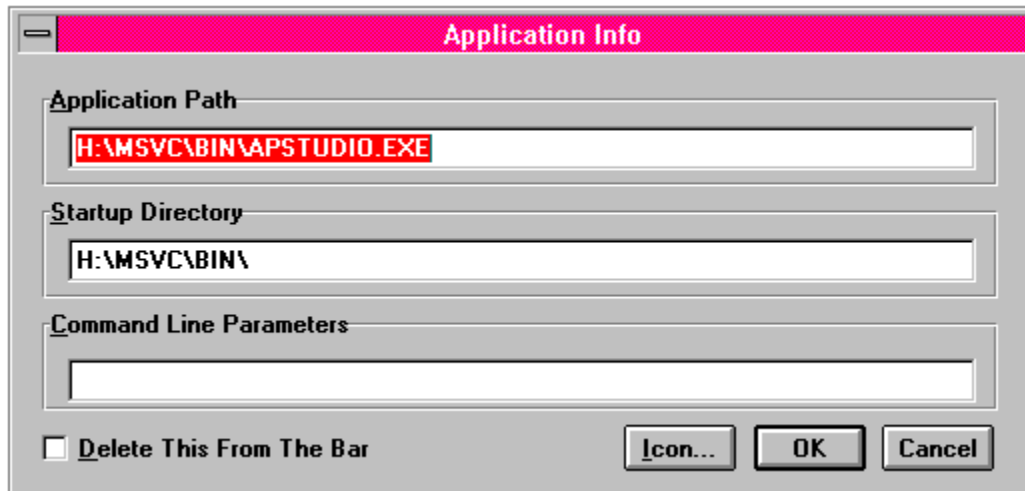
Deleting Entries

Click on the *Delete This From The Bar* checkbox and click on *OK*. The item will be deleted, and RipBAR will resize its window to display any remaining icons.

Deleting RipBAR Items

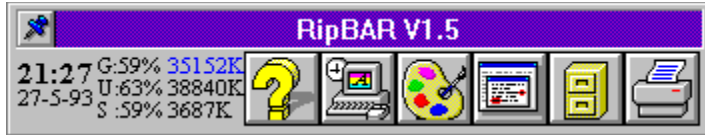
Deleting Entries

Bring up the customizer dialog for an item by double clicking with the *right* mouse button, on an icon. Click on the *Delete This From The Bar* checkbox in the dialog, and click on *OK*. The item will be deleted, and RipBAR will resize its window to display any remaining icons.



Changing The Way RipBAR Looks

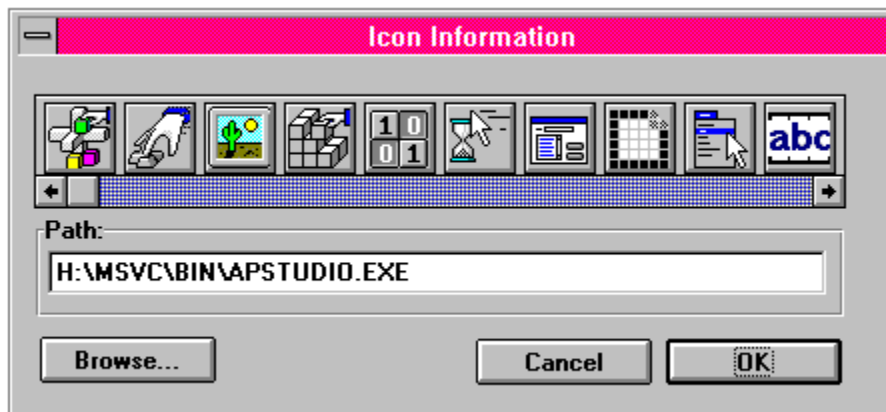
RipBAR is displayed by default, in a horizontal fashion. You can flip RipBAR vertical by double clicking with the *right* mouse button on RipBAR's title bar.



Custom Icons

There are times that you will want to change the icon RipBAR places on the bar when you add an application because you like something else better, or the application has no icon.

Bring up the Item Customizer, by double clicking with the *right* mouse button on an item icon. Click on the *Icon...* button in the dialog. The following dialog appears :



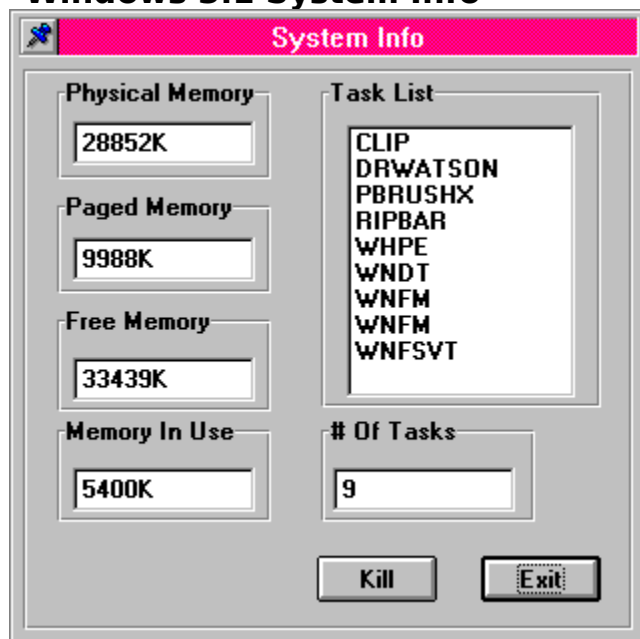
All icons for the current application are displayed. (Up to 120 icons) To choose one, just click on it. If you'd like to select an icon from another file, click on *Browse*. This will allow you to choose either an EXE or DLL file from which to display icons. RipBAR will save this information so that the application on the bar will always come up with the icon you choose.

System Information

Whether you are running RipBAR on Windows 3.1 or Windows NT, an overview of your system is presented. You gain access to this information by double-clicking on the Memory Display pane.

The information presented depends on the operating system you are running. We start with Windows 3.1 and Windows NT information follows.

Windows 3.1 System Info



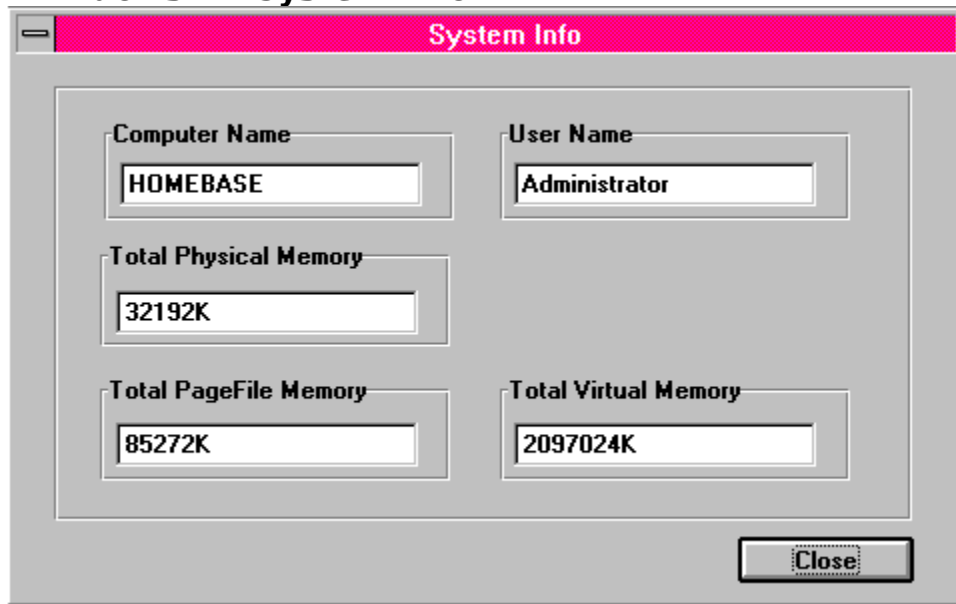
On the left of this dialog, there are important pieces of information concerning memory. In Windows Enhanced Mode, these readings include both physical and virtual RAM. You get **Physical Memory** (the amount of RAM Windows recognized at startup time), **Virtual Memory** (the amount of hard disk space Windows is using for virtual RAM), the **currently available RAM** (*Free Memory*), and the **total memory currently being used** by applications.

At the bottom on the right, the number of currently loaded/running tasks being serviced by Windows is displayed, with a list of these tasks, immediately above.

Tasks are running applications. This list will be different from what you see in the Windows Task Manager-- which displays a list of open windows on your desktop. Some applications spawn multiple tasks.

RipBAR lets you shut down a task simply by highlighting it, and clicking on the *Kill* button. This can be useful in situations where a program is crashed and has closed its window but has left remnants of itself in memory. Be careful shutting down tasks, it can sometimes lead to unpredictable behavior on Windows' part.

Windows NT System Info



The screenshot shows the 'System Info' dialog box from Windows NT. The title bar is pink and contains the text 'System Info'. The main area is grey and contains four text boxes arranged in a 2x2 grid. The top-left box is labeled 'Computer Name' and contains the text 'HOMEBASE'. The top-right box is labeled 'User Name' and contains the text 'Administrator'. The bottom-left box is labeled 'Total Physical Memory' and contains the text '32192K'. The bottom-right box is labeled 'Total Virtual Memory' and contains the text '2097024K'. A 'Close' button is located at the bottom right of the dialog box.

Computer Name	HOMEBASE	User Name	Administrator
Total Physical Memory	32192K	Total Virtual Memory	2097024K
Total PageFile Memory	85272K		

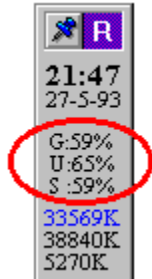
On the top left and right, you have the computer name and user name. The computer name was set when Windows NT was installed. The user name reflects who you are logged in as.

Next, total Physical memory and PageFile memory. Physical memory is the RAM you have installed in your computer. PageFile memory is the amount of virtual memory you have set in the Control Panel.

Total Virtual memory is the total virtual addressing space available to an application.

Resource Display

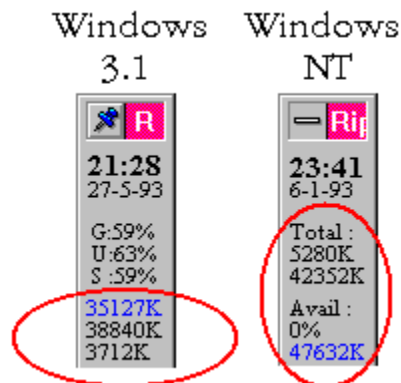
(Windows 3.1 only)



These numbers represent GDI, User, and System resources (in this order). The numbers are presented as *percentage remaining* -- i.e. when these hit 0, you're out of resources. Windows will begin displaying odd behavior when these numbers fall too far below 10%.

You can track an application's use of resources with the [Resource Tracker](#)

Memory Display



Windows 3.1

Relevant memory information is displayed. At the top (in highlighted colour) is the remaining free memory, still available for use by Windows. Second, is the total amount of memory in your machine Windows recognizes *plus* virtual memory. (Some memory, like that used by SmartDrive, is not included in this number.) Third, the amount of memory currently being used by Windows and running applications. (This number is the difference between the first two numbers.)

You may track an application's use of memory with the [Resource Tracker](#)

Windows NT

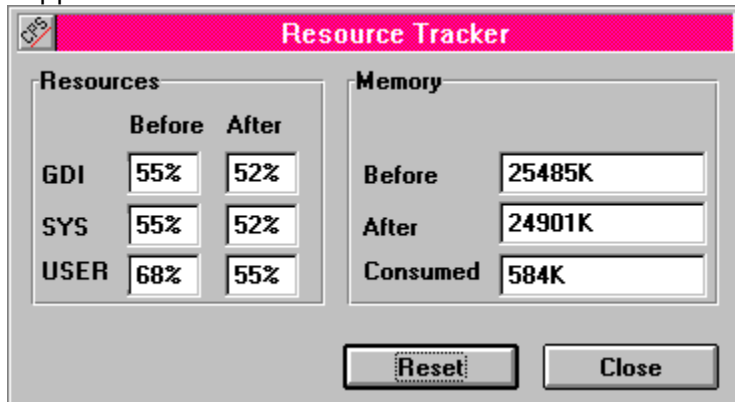
Relevant memory information is displayed. In the first pane, free Physical RAM and PageFile memory are displayed.

In the next pane, percentage of memory resources being used and total free memory are displayed.

Resource Tracker

(Windows 3.1 only)

You can access the Resource Tracker by double-clicking on the Resource Display pane. Use this feature to track memory and resource consumption by a single or multiple applications.



To use this utility, invoke the dialog whenever you want to begin tracking. Click on the *Reset* button so that resources and memory are updated to reflect current system information. Close the dialog, and start / finish whatever applications you're interested in tracking. Invoke the Resource Tracker dialog again and you'll get an immediate picture of the resources and memory used by the application(s) you just used.

Many applications are sources of memory and/or resource leaks-- in other words they don't always free up the resources and memory they used. To check for this, start tracking prior to launching one of these applications. Launch the application a number of times and then go back to the Resource Tracking dialog to verify that all resource and memory readings match. If they don't, you've found your leak.

