NewMenu

David Kinder

COLLABORATORS

	TITLE : NewMenu		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	David Kinder	January 31, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

NewMenu

1.1   NewMenu Guide

```
                    NewMenu 1.0
      © 1995 David Kinder


              Introduction

              Requirements

              Running NewMenu

              Selection Window

              Menu Options

              Technical Details
```

1.2   Introduction

With Workbench 3.0, NewLook menus were introduced, with
black text on a white background and scalable check marks
and amiga key symbols. NewMenu allows the user to force any
program which uses GadTools menus (as most recent programs
do) to use the NewLook menus. NewMenu uses a user defined
list of program names to decide which tasks are to be
affected.

1.3   Requirements

NewMenu requires at least Workbench 3.0, and also that the
following libraries are in LIBS: (all must be version 37 or
better):

   asl.library

```
bgui.library
commodities.library
amigaguide.library (optional, for online help)
```

1.4 Running NewMenu

NewMenu is a commodity, so accepts the following standard
arguments from either the Shell or Workbench:

CX_PRIORITY=<priority>   Sets the priority of NewMenu as a
          commodity. If there is another
          commodity with a higher priority
          and the same hotkey, then when
          the hotkey is pressed it will be
          called in preference to NewMenu.

CX_POPKEY=<hotkey>   Sets the hotkey for NewMenu,
          over-riding the default hotkey of
          "control lalt m".

CX_POPUP=<YES|NO>   Determines whether or not the

               selection window
                opens on
          startup.

1.5 Selection Window

This window determines which programs NewMenu is to affect.
The main element of the window is selection list; if a
program's name appears in the list, then NewMenu will patch
it.

Clicking on an entry in the list allows it to be edited in
the string gadget below the list. Clicking on the folder
gadget to the right of the string gadget allows the user
to change the contents of the string gadget with a file
requester. No change is made to the entry in the list until
the return key is pressed with the string gadet active.

The Add and Delete gadgets add a new entry and delete the
selected entry from the list, respectively. A new entry may
also be made by dropping an icon on the selection window.

Below this are three gadgets perform the same action as
their menu equivalents:
          Save
          ,
          Hide
           and
          Quit
          .

1.6 Menu Options

```
              Project Menu


         Processes

         Save

         About

         Hide

         Quit
```

1.7 Processes

```
This opens a window with a list of all currently running
processes. Clicking on an entry in the list adds it to the
selection list. This is useful for programs which change
their process name or spawn sub-processes which then go on
to create menus, as in these circumstances it can be
difficult to find the process name by any other method.
```

1.8 Save

```
This saves the contents of the selection list to the file
"S:NewMenu.config". This file is automatically loaded in
when NewMenu is started.
```

1.9 About

```
This shows the version number and copyright for NewMenu.
```

1.10 Hide

```
This closes the selection window but leaves NewMenu running
in the background. The window can be made to reappear using
Exchange, or by pressing NewMenu's hotkey.
```

1.11 Quit

```
This quits NewMenu, removing the patches it has installed
to force NewLook menus.
```

1.12 Technical Details

NewMenu patches the functions listed below. If the calling
task appears on the selection list, the following actions
are taken:

```
intuition.library/OpenWindow()
  Set WFLG_NEWLOOKMENUS

intuition.library/OpenWindowTagList()
  Send tag WA_NewLookMenus (this is the
  same as setting WFLG_NEWLOOKMENUS).

gadtools.library/CreateMenusA()
gadtools.library/LayoutMenusA()
gadtools.library/LayoutMenuItemsA()
  Send tag GTMN_NewLookMenus.
```