

WELCOME to APP LAUNCHER

APP LAUNCHER provides a convenient way for organizing and starting up your programs and for opening the folders and documents which you frequently need to access. Your applications and documents can be arranged in categories, each of which contains fifty buttons. Each button can be used to launch a particular program or file, and displays the icon of the application or file associated with it. The result is a computer desktop which is free of clutter. APP LAUNCHER is very well behaved: you can drag and drop files or the shortcuts to them onto the buttons, but cannot accidentally drag them off -- they must be explicitly removed in a button deletion mode. The program is easy to customize: provisions exist for moving and copying buttons within or across categories, for changing the text which is displayed with each button, and for changing the icons which appear on the buttons. You may also use the program to fire up your web browser, e-mail utility, or screen saver.

Automatically Start APP LAUNCHER when WINDOWS Starts

It is convenient to have APP LAUNCHER start up automatically when you start up your computer. To make this happen, place a shortcut to the APP LAUNCHER executable file in the Start-up menu. On most machines, the Start-up menu is 'C:\Windows\Start Menu\Programs\Startup'.

One way to create the shortcut is as follows: Find the APP LAUNCHER executable ('App Launcher.exe'), left-click on the file's icon to highlight it, then press the right mouse button and hold it while dragging the icon to the Start-up menu folder, release the right mouse button when the icon is in the folder, and left-click on the 'Create Shortcut(s) Here' command in the menu which pops up.

Create a Button via Drag-and-Drop

Creating a button to fire up an application or to open a folder or document may be performed by dragging the icon for the application or file, or the icon for a shortcut to an application or file, and dropping it onto any blank button in APP LAUNCHER. To accomplish this, position the cursor on the icon, and press and hold the left mouse button while dragging. When the icon is dragged onto a button, it should change to a plus ('+') sign. Release the left mouse button to drop the icon onto the button. At this point, a copy of the icon should appear on the button, and the link to the application or document has been established. You can now launch the application or open the folder or document by left-clicking on the button.

You can change the text which appears in the tool tip when you pass the cursor over the button (the tool tip is a reminder as to what application or file the button launches) using the *Properties* command under the *Buttons* menu. You can also change the icon which is displayed on the button to any other icon on your system using that command.

Create a Button to an Application or Document via Browsing

Activating the Command

Menu Command: Buttons / Add Application or Document
or
Left-Click on an Empty Button

Creating a button to fire up an application or to open a document may be performed by searching for the application or document in a file selection menu. Use the *Add Application or Document* command in the *Buttons* menu to invoke the file selection menu. Select one or more applications (files with the extension 'exe') or documents by left-clicking to highlight them (hold down the 'Ctrl' button when making multiple selections). Then, press OK, and the icon(s) for the selected file(s) appear on the first available button(s) in the current category (the category which is on display). You can then launch the application or open the document by left-clicking on its button.

You may also left-click on any empty button in APP LAUNCHER in order to invoke the file selection box for choosing an application or document to associate with that button.

To create a button for opening a folder, use the *Add Folder* command in the *Buttons* menu.

You can change the text which appears in the tool tip when you pass the cursor over the button (the tool tip is a reminder as to what application or file the button launches) using the *Properties* command under the *Buttons* menu. You can also change the icon which is displayed on the button to any other icon on your system using that command.

Create a Button to a Folder via Browsing

Activating the Command

Menu Command: Buttons / Add Folder

Creating a button to open a folder may be performed by searching for the folder in a folder selection menu. Use the *Add Folder* command in the *Buttons* menu to invoke the folder selection menu. Select a folder from the menu by left-clicking to highlight it, then press OK, and its icon will appear in the first available button in the current category (the category which is on display). You can then open the folder by left-clicking on the button.

To create a button to fire up an application or document, use the *Add Application or Document* command in the *Buttons* menu.

You can change the text which appears in the tool tip when you pass the cursor over the button (the tool tip is a reminder as to what application or file the button launches) using the *Properties* command under the *Buttons* menu. You can also change the icon which is displayed on the button to any other icon on your system using that command.

Change a Button's Icon

Activating the Command

Menu Command: Buttons / Properties

An icon is displayed on a button in order to enable you to easily recognize what application is launched when the button is pressed. You can change the icon which is displayed on a button using the *Properties* command in the *Buttons* menu, which invokes the *Button Properties* dialog box. The 3rd text field in that dialog box shows the name of the current file which contains the button's icon - this file will have the extension 'exe', 'dll', or 'ico'. The button's icon is displayed just below that field in a square window. If the icon file contains more than one icon, the index of the icon which is used for the button will be displayed, along with up-down arrows and a slider bar. You can use the up-down arrows or the slider bar to view the other icons in the file.

To change the button's icon to another icon in the same icon file, use the up-down arrows or the slider bar to display the icon that you want to appear on the button, then press *Apply*.

To change the button's icon to an icon in another icon file, press the *Browse* button located just to the right of the icon file text field to invoke a file selection menu. Use that menu to select any 'exe', 'dll', or 'ico' file on your system. Then, if the file contains more than one icon, use the up-down arrows or the slider bar to display the icon that you want to appear on the button, and press *Apply*.

You may copy the icon from one button to another using the Copy Icon command in the *Buttons* menu.

Change a Button's Name (Tool Tip)

Activating the Command

Menu Command: Buttons / Properties

An icon is displayed on a button in order to enable you to easily recognize what application is launched when the button is pressed. When you place the cursor on the button, or slowly pass it over the button, a *name* is displayed – this is a short phrase which helps to identify the application which the button launches, or the name of the folder or document which the button opens. You can easily change the name using the *Properties* command in the *Buttons* menu, which invokes the *Button Properties* dialog box. The 2nd text field in that dialog box shows the name text.

To change the button's name, simply enter the new text in the *Name* field, then press *Apply*.

Copy a Button

Activating the Command

Menu Command: Buttons / Copy

A button may be easily copied to any other blank button in any category. To copy a button, follow these steps:

- 1) Press the *Copy* command in the *Buttons* menu to start the copying process.
- 2) Left-click on the button to copy.
- 3) Change to the category in which to copy the button (if different from the current category).
- 4) Left-click on a blank button.
- 5) Press the *Copy* command in the *Buttons* menu to end the copying process, or press the ESC or HOME keys.

The original button (the one selected in step 2) will remain, and a copy of it (including its icon and tool tip) will appear on the button selected in step 4.

Copy additional buttons by repeating steps 2 through 4 before ending the copying process in step 5.

You can deselect the button chosen in step 2 by pressing the ESC key if you decide not to copy the button after selecting it.

Note: If the application associated with a button has been scheduled for a launch, the schedule data will not be copied when the button is copied. If the schedule data was copied, then multiple instances of the application would end up being launched at the same time.

Copy a Button's Icon

Activating the Command

Menu Command: Buttons / Copy Icon

The icon associated with a button may be easily copied to any other button in any category. To copy a button's icon, follow these steps:

- 1) Press the *Copy Icon* command in the *Buttons* menu to start the icon copying process.
- 2) Left-click on the button whose icon is to be copied.
- 3) Change to the category which contains the button which is to receive the icon (if different from the current category).
- 4) Left-click on the button which is to receive a copy of the icon.
- 5) Press the *Copy Icon* command in the *Buttons* menu to end the copying process, or press the ESC or HOME keys.

The original button (the one selected in step 2) will remain unchanged, and a copy of its icon will appear on the button selected in step 4.

Copy additional icons by repeating steps 2 through 4 before ending the copying process in step 5.

You can deselect the button chosen in step 2 by pressing the ESC key if you decide not to copy the button's icon after selecting it.

Move a Button

Activating the Command

Menu Command: Buttons / Move

A button may be easily moved to a different location. It may be moved to a new location in the same category in which it currently exists, or may be moved into another category. Follow these steps to move a button:

- 1) Press the *Move* command in the *Buttons* menu to start the moving process.
- 2) Left-click on the button to move.
- 3) Change to the category in which to move the button (if different from the current category).
- 4) Left-click on a blank button.
- 5) Press the *Move* command in the *Buttons* menu to end the moving process, or press the ESC or HOME keys.

The original button (the one selected in step 2) will be moved to the button selected in step 4.

Move additional buttons by repeating steps 2 through 4 before ending the moving process in step 5.

You can deselect the button chosen in step 2 by pressing the ESC key if you decide not to move the button after selecting it.

Delete a Button

Activating the Command

Menu Command: Buttons / Delete

Follow these steps to delete a button:

- 1) Press the *Delete* command in the *Buttons* menu to start the deletion process.
- 2) Left-click on a button to delete it.
- 3) Press the *Delete* command in the *Buttons* menu to end the deletion process, or press the ESC or HOME keys.

Delete additional buttons by repeating step 2 before ending the deletion process in step 3.

Remove Gaps between Buttons

Activating the Command

Menu Command: Buttons / Remove Gaps

Execute this command to remove any empty buttons which exist before or between occupied buttons in the current category.

Automatically Remove Gaps

Activating the Command

Menu Command: Buttons / Automatically Remove Gaps

Execute this command to cause all gaps between buttons to be removed whenever buttons are added, deleted, moved, or copied. This function has the same effect as manually executing the *Remove Gaps Between Buttons* whenever a gap exists.

Undo Changes

Activating the Command

Menu Command: Buttons / Undo Changes

Use this command to invoke a dialog box which allows you to undo changes which you have made to the button arrangement during the current APP LAUNCHER session. This command is intended for undoing one or just a few of the recent changes made to the button layout. For example, the user may accidentally delete a button, and then can quickly restore it using this command. Changes which can be undone include the following: create a button (using any of the various methods), delete a button, copy a button or its icon, move a button, and remove gaps between buttons.

Execution of any of the commands in the 'Categories' menu will cause the list of changes which APP LAUNCHER keeps track of to be erased. This is done because the commands which change the categories cause numerous changes in APP LAUNCHER's internal database (especially if sorting is active), which would tend to generate confusion if later presented as changes to undo.

Press the *Undo Changes* command in the *Buttons* menu to activate a dialog box for undoing the recent changes to the button arrangement. The latest change will be displayed in the window, along with the original icon for the button which was associated with the change. For example, if a button was deleted, then the icon for that button will be displayed. Some changes effect more than one button, e.g. when a button is moved, other buttons may have to be shifted in order to make room for it. In that case, the icon for the button which was selected to be moved will be displayed. Press *Undo* in order to undo the latest change, and the next most recent change will be displayed in the dialog box once when the undo operation has been completed. You can also press the *Undo All* button in order to undo all of the changes (since the start of the session, or since the last time a command in the 'Categories' menu was executed, as explained above).

Reload Buttons at Start of Session

Activating the Command

Menu Command: Buttons / Reload Buttons at Start of Session

Use this command to restore the button arrangement to the way it was when you invoked APP LAUNCHER. Please note that if this command is executed, then the current button arrangement will be lost. An opportunity to abort the command will be given.

Where the Button Data is Stored

APP LAUNCHER stores all of the data which is needed to display the buttons in each category in the file 'Buttons.txt', which is located in the directory in which the APP LAUNCHER executable file ('App Launcher.exe') resides. This is an ordinary ASCII text file, which you can open and edit in any standard text editor, such as NotePad or WordPad. The data in the file for each button is self-explanatory - it includes the path to the application which is to be launched, or the folder or document which is to be opened, the tool tip text, the path to the icon file, and the index of the icon in that file. Although buttons may be created or modified by directly editing the button data file, it is not recommended for two reasons: a mistake may be made which could prevent APP LAUNCHER from reading and processing the file properly, and it is simply much easier and usually much faster to make the changes using the program's menus.

The button data file 'Buttons.txt' is copied to the file 'Buttons_Recent.txt' at the start of each APP LAUNCHER session. You may restore APP LAUNCHER to the way it was at the beginning of the session using the reload command.

Open Folders which Usually Contain Many Applications

Activating the Command

Menu Commands:

Buttons / Open the Start Menu Folder

or

Buttons / Open the Start Menu/Programs Folder

or

Buttons / Open the Windows Folder

Quite often, many of the applications on your machine, or shortcuts to them, are located in special folders on your system. The functions described in this section simply open those folders, allowing easy access to the applications. You can then use the drag-and-drop method to create buttons in APP LAUNCHER to fire up any of those applications.

Applications in the Start Menu Folder

Press the *Open the Start Menu Folder* command in the *Buttons* menu to open up the start menu folder on your system. This folder is typically 'C:\Windows\Start Menu', and is the top level menu which you see when you click on the 'Start' button on the Windows 95 taskbar.

Applications in the Start Menu \ Programs Folder

Press the *Open the Start Menu\Programs Folder* command in the *Buttons* menu to open up the *programs* folder which is located in the start menu folder on your system. This folder is typically 'C:\Windows\Start Menu\Programs', and is the menu which you see when you click on the 'Start' button on the Windows 95 taskbar, and then click on 'Programs'.

Applications in the Windows Folder

Press the *Applications in the Windows Folder* command in the *Buttons* menu to invoke a file selection menu for selecting applications in the *Windows* folder which is located on your system. This folder is typically 'C:\Windows', and typically contains many of the applications which come with Windows 95.

There are many files of various types in the Windows folder, so finding applications in that folder by opening a window to that folder would probably be a bit cumbersome. That is why a file selection box, which displays only the applications ('exe' files) is used in this case.

Activate Your Screen Saver

Activating the Command

Menu Command: Options / Start Screen Saver

Press the *Start Screen Saver* button in the *Options* menu to activate your default screen saver.

If you wish to be able to easily activate different screen savers on different occasions, create a category called 'Screen Savers', use the Windows 95 'Find' utility under the Start Menu to search for the screen savers on your system (i.e. files with the extension 'scr'), then drag-and-drop the screen saver files onto buttons in the 'Screen Savers' category. Then, you can fire-up any of those screen savers by left-clicking on the appropriate button.

Arranging Your Applications in Categories

One of the most useful features in APP LAUNCHER is the ability to group your applications in categories and to assign logical names to those categories. For example, the author groups his applications into the following categories:

- Arcade Games
- Card Games
- Editors
- Entertainment
- Financial
- Folders
- Games
- Internet
- MS Office
- MS Reference
- Paint
- Tools
- Utilities
- Web Games

Each category can hold up to 50 buttons, and each button can be used to launch a specific application, or open a specific folder or document. For example, a category called 'Cards' might be used to fire-off the 'Solitaire', 'Hearts', and 'Free Cell' card games which come with Windows 95. The three buttons in the 'Cards' category might look like this:



The 'Cards' category:

Additional applications which are related to card games could be added to the blank buttons which follow the 'Free Cell' application.

Folders or documents may also be launched from buttons within APP LAUNCHER. For example, suppose the scores of bridge games and notes on game play were kept in an MS Word document called 'Bridge Scores.doc'. This document could be dragged-and-dropped onto any blank button in the 'Cards' category, and the button could then be used to open this document when new scores or data must be entered. The category might then look like this:



The modified 'Cards' category:

Changing Categories

To change from one category of buttons to another, place the cursor anywhere in the 'caption' area or 'title bar' of APP LAUNCHER - the horizontal strip at the top of the main window which contains the APP LAUNCHER icon (the space shuttle), the name of the current category, and the minimize and exit buttons. With the cursor in that region, press the right mouse button, and a list of the categories which you have created will be displayed. Move the cursor to the desired category, and press the left mouse button to change to that category - the buttons in that category will be displayed and the name of the category will be shown in the caption bar of the main window.

You can also change categories using the ARROW keys or the PAGE UP/DOWN keys. Press the down arrow or Page Down button to move to the next category in the list (the one after the current category). Press the up arrow or Page Up button to move to the category in the list that comes before the current category.

Create a New Category

Activating the Command

Menu Command: Categories / Create

Use the *Create* command in the *Categories* menu to invoke a dialog box for creating a new category. Enter a name for the new category in the text field in the dialog box, then press *OK*.

If the sort option in the *Categories* menu is checked, then the new category will be displayed in alphabetical order in the list of categories (this list is displayed when the user right-clicks in the caption area of the main window). Otherwise, the new category will be placed at the end of the category list. In that case, it may be repositioned in the list using the move command.

Change a Category Name

Activating the Command

Menu Command: Categories / Edit

Use the *Edit* command in the *Categories* menu to invoke a dialog box for changing the name of a category. Make sure that the category which is to have its name changed is the current category (i.e. the buttons in it are on display); change to the category if necessary. Enter the new name for the category in the text field in the dialog box, then press *OK*.

If the sort option in the *Categories* menu is checked, then the category will be displayed in alphabetical order in the list of categories (this list is displayed when the user right-clicks in the caption area of the main window). Otherwise, the position of the category in the category list will remain unchanged. In that case, it may be repositioned in the list using the move command.

Move a Category in the Category List

Activating the Command

Menu Command: Categories / Move

Use the *Move* command in the *Categories* menu to invoke a dialog box for changing the display order of the categories in the category list. This list is displayed when the user right-clicks in the caption area of the main window. The dialog box contains a list box which displays the names of all of the categories in the current order. Select two of the categories, which are referred to in the dialog box as 'Category 1' and 'Category 2'. Press the *Put 1 Before 2* button to move Category 1 to the position just before Category 2 in the list, or press the *Put 1 After 2* button to move Category 1 to the position just after Category 2 in the list.

This function is not available for use if the sort command in the *Categories* menu is checked, indicating that the categories are placed in alphabetical order in the category list.

Delete a Category

Activating the Command

Menu Command: Categories / Delete

Use the *Delete* command in the *Categories* menu to delete the current category. Make sure that the category which is to be deleted is the current category (i.e. the buttons on it are on display); change to the category if necessary before invoking the delete command. An opportunity to abort the deletion process will be given.

Sort Categories Alphabetically

Activating the Command

Menu Command: Categories / Sort

Use the *Sort* command in the *Categories* menu to arrange the list of categories in alphabetical order. This list is displayed when the user right-clicks in the caption area of the main window. If the command is active, then a check will appear next to it, and anytime a category is created or edited (i.e. its name is changed), the list will automatically be sorted.

Set Category on Entry

Activating the Command

Menu Command: Categories / Set Category on Entry

Use this command to specify that the current category (the one which has its buttons currently on display) will be the initial category whenever APP LAUNCHER is started. If this command has been activated, it will have a check mark next to it and will specify the name of the initial category. Otherwise, when APP LAUNCHER is started up, the initial category will be set to the category which was active at the time when the last APP LAUNCHER session ended.

Save Window Size and Position

Activating the Command

Menu Command: Options / Save Window Size and Position

The *Save Window Size and Position* feature causes the current width, height, and position of the main window to be saved for use in future APP LAUNCHER sessions.

If the feature is checked in the pull-down menu, then it is active. To deactivate it, select the Use Default Window Size and Position command.

Use Default Window Size and Position

Activating the Command

Menu Command: Options / Use Default Window Size and Position

The *Use Default Window Size and Position* feature causes the width, height, and position of the main window to be automatically computed at the start of each APP LAUNCHER session. The computed values should set the width of the main window equal to the width of your computer screen, and it will be positioned at the top of the screen. When this command is executed, any size and position of the main window previously saved using the Save Window Size and Position command are lost.

If the feature is checked in the pull-down menu, then it is active.

Customize the Button Layout

Activating the Command

Menu Command: Buttons / Customize Button Layout

Use this command to invoke a dialog box for specifying the size of the buttons, and the spacing between them. The units for these dimensions are *pixels*, which have a size which is dependent on the resolution of your monitor. The default settings of 42 for the button size and 1 for the spacing between buttons is recommended. APP LAUNCHER will set the button size as specified, but uses the specified button spacing as an initial value only. The program will modify the spacing between buttons, and the spacing before the first button and after the last one in each row of buttons in order that the buttons are always centered within the main window.

Auto-Hide the Main Window

Activating the Command

Menu Command: Options / Auto-Hide the Main Window

Use this command to enable or disable the *auto hide* feature for the main window. If the command is checked, then the feature is enabled, otherwise it is disabled. When auto hide is enabled, all of the main window other than the caption bar will disappear whenever the user clicks on the desktop or any other non-APP LAUNCHER window or dialog box. To restore the main APP LAUNCHER window to its previous size, move the cursor onto the caption bar and left-click once.

Open Web Browser

Activating the Command

Menu Command: Options / Open Web Browser

If you have created a button in an APP LAUNCHER category which fires up your web browser, then you can use this command to launch your web browser without having to change to the category that its button is in. In order for this command to work, create a button in any category which launches your web browser. Then, activate the *Properties* command in the *Buttons* menu, which invokes the button properties dialog box. Enter 'Web Browser' (without the quotes) in the 'Tool Tip' text field (the 2nd text field) in that dialog box, and press *Apply*.

Open E-Mail Utility

Activating the Command

Menu Command: Options / Open E-Mail Utility

If you have created a button in an APP LAUNCHER category which fires up your E-mail utility, then you can use this command to launch your e-mail utility without having to change to the category that its button is in. In order for this command to work, create a button in any category which launches your e-mail utility. Then, activate the *Properties* command in the *Buttons* menu, which invokes the button properties dialog box. Enter 'E-Mail' (without the quotes) in the 'Tool Tip' text field (the 2nd text field) in that dialog box, and press *Apply*.

Create Some Buttons

Activating the Command

Menu Command: Buttons / Create Some Buttons

If there are no buttons in APP LAUNCHER, then executing this command will tell the program to attempt to create some buttons which launch some of the games and programs which typically come with Windows 95.

The following categories and buttons will be created if the applications or folders exist on your computer:

Category = 'Editors'

Windows Directory\NotePad.exe
C:\Program Files\WordPad.exe

Category = 'Folders'

Control Panel
Dial-up Networking
Printers
A:
C:

Category = 'Games'

Windows Directory\Sol.exe (Solitaire)
Windows Directory\MSHearts.exe (Hearts)
Windows Directory\FreeCell.exe (FreeCell)
Windows Directory\WinMine.exe (Minesweeper)

Category = 'System Tools'

Windows Directory\Scandiskw.exe (ScanDisk)
Windows Directory\Defrag.exe (Disk Defragmenter)
Windows Directory\Sysmon.exe (System Monitor)
Windows Directory\Rsrcmtr.exe (Resource Meter)

Category = 'Utilities'

C:\Program Files\MSPaint.exe (MS Paint)
Windows Directory\Calc.exe (Calculator)
Windows Directory\Dialer.exe (Phone Dialer)

Add Control Panel Folder

Activating the Command

Menu Command: Buttons / Add Control Panel Folder

Use this command to add a button in the current category which will open the Control Panel folder (this folder is normally accessed via a double-click on 'My Computer', followed by a double-click on 'Control Panel').

Add Dial-up Networking Folder

Activating the Command

Menu Command: Buttons / Add Dial-up Networking Folder

Use this command to add a button in the current category which will open the Dial-up Networking folder (this folder is normally accessed via a double-click on 'My Computer', followed by a double-click on 'Dial-up Networking').

Add Printers Folder

Activating the Command

Menu Command: Buttons / Add Printers Folder

Use this command to add a button in the current category which will open the Printers folder (this folder is normally accessed via a double-click on 'My Computer', followed by a double-click on 'Printers').

Schedule an Application Launch

Activating the Command

Menu Command: Schedule / Schedule a Launch

Use the *Schedule a Launch* command in the *Schedule* menu to instruct APP LAUNCHER to automatically launch one of your applications at a future time. The application must be a program executable file (i.e. the file to be launched must have the extension 'exe'). APP LAUNCHER checks every minute to see if scheduled application launches should occur.

You can specify how an application is to be launched in one of four ways:

- One-Time launch

The application will be launched once, and the schedule data will be deleted. For example, you can specify that the application be launched on 5/27/98 at 5:25 p.m.

- Daily launch

The application will be launched daily at the specified time. For example, you can specify that the application be launched daily at 12:01 p.m.

- Weekly launch

The application will be launched every week on the specified day of the week at the specified time. For example, you can specify that the application be launched every Monday at 7:00 a.m.

- Monthly launch

The application will be launched every month on the specified day of the month at the specified time. For example, you can specify that the application be launched on the 5th day of each month, or on the last day of each month.

Schedule a Launch

Set the toggle button on the right of the scheduling window to either One-Time, Daily, Weekly, or Monthly, and specify when the application is to be launched. Then, press the *Schedule* button.

Once the *Schedule* button has been pressed, none of the information regarding when to launch the application can be changed in the scheduling window. In order to make changes, press *Cancel*, enter the changes, and then press *Schedule*.

Cancel a Scheduled Launch

Press the *Cancel* button to cancel a scheduled application launch.

See Also:

[Show Schedule](#)

Show Scheduled Application Launches

Activating the Command

Menu Command: Schedule / Show Schedule

Use the *Show Schedule* command in the *Schedule* menu to invoke a window in which all scheduled application launches are displayed. Each scheduled application launch is listed, along with the details of how you specified it was to be launched (one-time, daily, etc.). In addition, the *Countdown* field displays the number of minutes until the next launch for each application. The applications are listed in order from the soonest to launch to the last to launch.

Change Launch Details

You can easily delete a scheduled application or change when it is to be launched by double-clicking on the schedule number in the '#' field at the left of the application name. This will invoke the window in which you entered the launch [schedule](#) information.

Enable/Disable All Scheduled Application Launches

If scheduled application launches are currently enabled, you can disable them by pressing the button marked *Disable* in the window in which the scheduled launches are displayed, or by clicking on the *Enable Scheduled Launches* command in the *Schedule* menu in order to remove the check mark to the menu item. The schedule data will not be deleted; the launches will simply not take place as scheduled. To enable scheduled application launches, either press the *Enable* button in the window, or click on the *Enable Scheduled Launches* command in the *Schedule* menu in order to add the check mark to the menu item.

Delete all Scheduled Application Launches

If you would like to delete all scheduled application launches, press the *Clear* button in the window in which the scheduled launches are displayed. You will be asked to confirm that you wish to do this, and if so, all scheduling data will be deleted.

See Also:

[Schedule a Launch](#)

Enable/Disable Scheduled Application Launches

Activating the Command

Menu Command: Schedule / Enable Scheduled Launches

If this menu item is checked, then scheduled application launches are currently enabled. Otherwise, they are disabled.

If scheduled application launches are currently enabled, you can disable them by clicking on the *Enable Scheduled Launches* command in the *Schedule* menu in order to remove the check mark to the menu item. The schedule data will not be deleted; the launches will simply not take place as scheduled. To enable scheduled application launches, click on the *Enable Scheduled Launches* command in the *Schedule* menu in order to add the check mark to the menu item.

See Also:

[Schedule a Launch](#)

[Show Schedule](#)

Shift Buttons Left

Activating the Command

Menu Command: Buttons / Shift Left

A group of buttons may be easily shifted to the left by one button using the *Shift Left* command in the *Buttons* menu. Follow these steps to shift the buttons:

- 1) Press the *Shift Left* command in the *Buttons* menu to start the shift process.
- 2) Left-click on the first button in the group to move.
- 3) Left-click on the last button in the group to move.
- 4) Repeat steps 2 and 3 for other button groups.
- 5) Press the *Shift Left* command in the *Buttons* menu to end the shift process, or press the ESC or HOME keys.

All of the buttons between the first and the last selected buttons (inclusive) will be shifted to the left by one button.

See Also:

[Shift Right](#)

Shift Buttons Right

Activating the Command

Menu Command: Buttons / Shift Right

A group of buttons may be easily shifted to the right by one button using the *Shift Right* command in the *Buttons* menu. Follow these steps to shift the buttons:

- 1) Press the *Shift Right* command in the *Buttons* menu to start the shift process.
- 2) Left-click on the first button in the group to move.
- 3) Left-click on the last button in the group to move.
- 4) Repeat steps 2 and 3 for other button groups.
- 5) Press the *Shift Right* command in the *Buttons* menu to end the shift process, or press the ESC or HOME keys.

All of the buttons between the first and the last selected buttons (inclusive) will be shifted to the right by one button.

See Also:

[Shift Left](#)

