OttoMenu 3.7 Documentation

Function:
Provide quick access to programs and utilities under Windows 3.0 and 3.1. This is a menu only system - no file management facilities are provided.

Prerequisites:
WIN3.1 for full functionality, or WIN3.0 with the new commdlg.dll and shell.dll windows extensions added to your system.

Installation:
Copy *om.exe* and *omlogo.bmp* to any directory you wish. If this is your first outing with OttoMenu, copy the sample OM.INI to your main windows directory - this will give you some sample program items when you fire up OttoMenu for the first time. If you *already* use OttoMenu 3.0, skip this - your custom OM.INI file is already in place. Launch *om.exe* from the program manager, the file manager, or include it in the run= or load= line of your *win.ini* file.

Using OttoMenu
OM comes with slots for 10 icons across the top of the display window, a second row of 5 preconfigured icons underneath, a center box of 20 configurable radio buttons, and 4 page icons along the bottom of the window. At the center - left is space for a logo of your choice. A sample window looks like this:
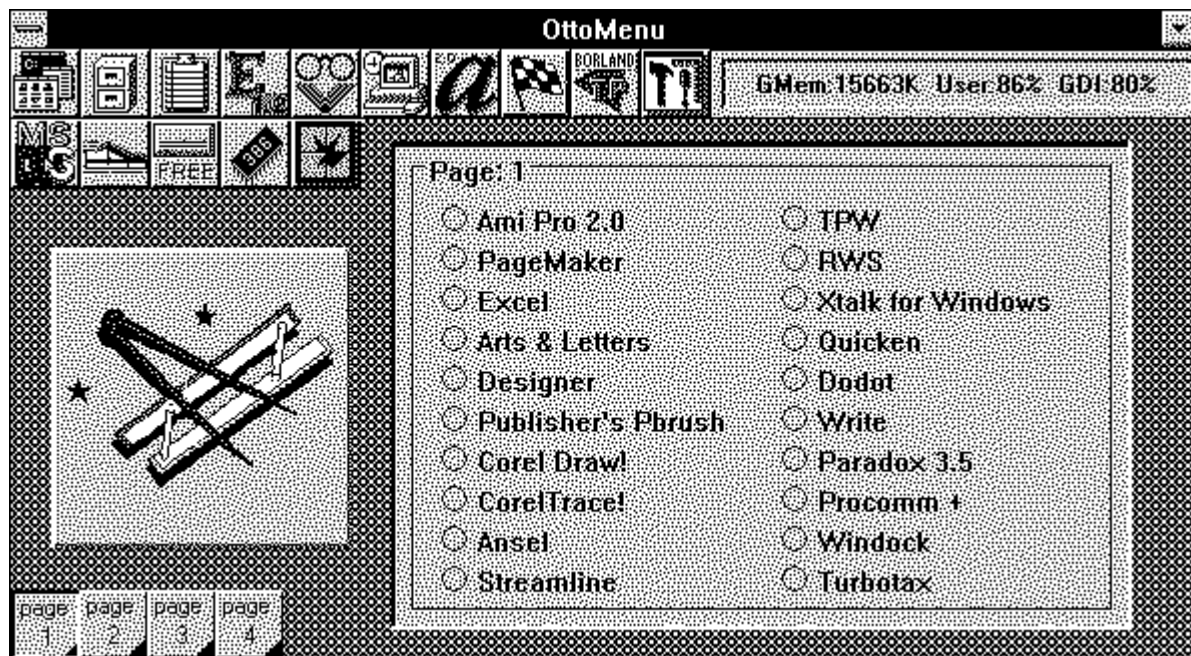

Use the top row of icons to access various Windows programs. You can configure the icons to launch any Windows programs you wish. If you use the sample **om.ini** file included with om35.zip, the first and second icons will launch the Program manager and File manager respectively along with other standard Window's utilities.

The second row of 5 icons represent preset functions:

* DOS prompt
* Run a program dialog
* See free drive space
* Refresh memory display
* Exit! Windows

To activate a function or program, just click the icon.

GMem:13052K User:53% GDI:71%
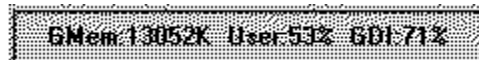
The sculpted box on the right displays either free memory or the current video mode. The memory display lists the free Global memory , %Free of User Segment , and % Free of GDI segment memory. You can update this display by clicking the chip icon. It is also recomputed whenever you click a page icon along the bottom of the window. To switch between memory and video mode displays, just click the sculpted box with the right mouse button.

The middle of the window contains 20 radio buttons which launch Windows and DOS programs, or batch files. You will need to configure these items to suit your own needs. The page icons at the bottom let you access additional 'pages' of 20 items. There are 4 pages for a total of 80 possible program items. Here's a sample page
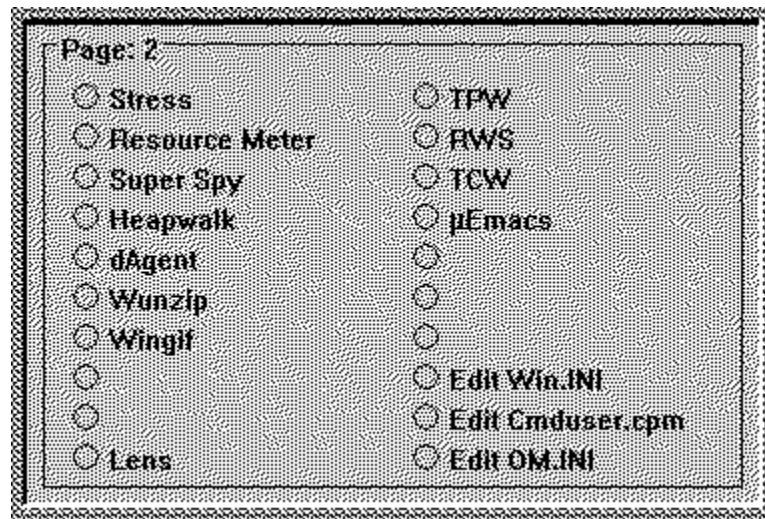
Configuring OttoMenu
OttoMenu lets you configure its various apects by setting the 'properties' of visible items on the screen. In general there are two ways to set these properties:

* you can click on the item with the right mouse button to activate a
        properties dialog, or (where it makes sense)
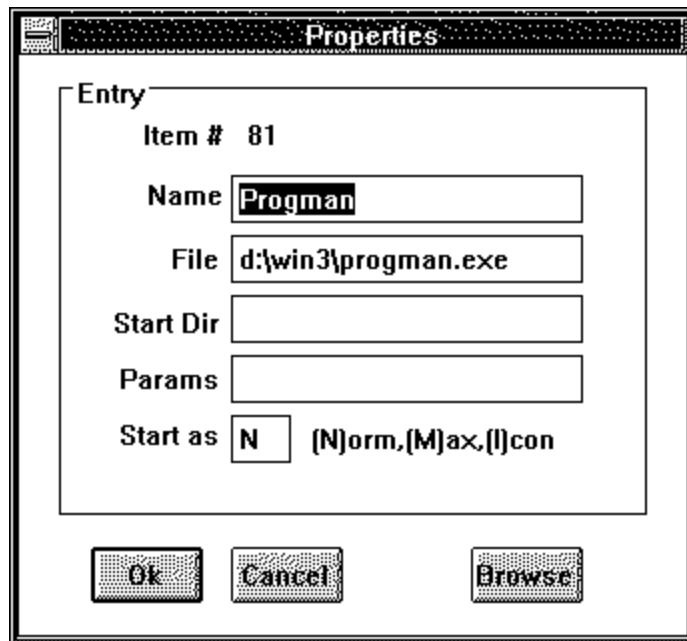* you can drag a file from the file manager window and 'drop' it on the item

you wish to set.

Using the Properties Dialog:
Click on the item you wish to set with the right mouse button to activate the properties dialog. What can you set? -- well, just about everything you see in the OM window will respond to a right mouse button click. Here's what you can configure:

   * 10 program icons along top
   * Program radio buttons (20 for each page)
   * DOS shell icon to specify dos shell program (command.com, 4DOS, or whatever)
   * Background color (try the custom color dialog for fun)
   * Center logo (must be a .BMP file.)
   * Sculpted text display - memory or video mode display
   * Autoiconize option (click the OttoMenu title bar!)

To set up program items right-click an icon or radio button, and answer the entries in the properties box. You'll see a dialog box with five fields for entry .

If an entry already exists for an item, the remaining fields will be filled with the existing data. In the *Name* field, enter the text you want displayed next to the radio button. Brevity is needed - no more than 20 charactes. In *File* and *Start Dir* enter respectively the filename of the program and the starting directory. If the .exe file is in the path, you can omit the path, otherwise give the complete pathname in the *File* box. The *Start Dir* is optional - OttoMenu will change to the *Start Dir* just before launching the program if you supply one. In *Params* enter any parameters you wish to pass to the program such as a filename or command switch. These depend upon the particular application you are using. The last entry , *Start As*, lets you request that the application start normal, maximized, or iconized. Whether this actually happens depends upon the application - it can choose to honor the request or not!

Browsing for applications - If you click the Browse Button, a file dialog box opens that lets you navigate the disk and locate the program file you wish to use. After you find it and select it, choose OK, and the full pathname will be entered into the *File* field (as well as a *Name* entry based on the filename). You may want to change the *Name*

field, but this is a quick way to find an application without memorizing the pathname.

Path Considerations: Although OttoMenu lets you specify a full pathname for the program file and a different starting directory, your application may not support that arrangement. Typically, programs that use link libraries need to be either in the DOS path (before Windows starts) or start in the directory that contains the link libraries. Under Windows 3.1 this requirement is mostly overcome - you may need to experiment however. To accommodate this, change the path or make sure that the *Start Dir* entry is set to the directory containing the program and link libraries.

Using Drag&Drop:

The icons, radio buttons, and the logo can also be configured using drag and drop. For this magic to work you need to have the Win 3.1 file manager running. To configure an item, find the file in question using the file manager, click and drag the 'filename' from the file manager window, and drop it on the target item in OttoMenu. OttoMenu will use the full pathname of the dropped file, construct a program item name from the root name, and store the info in **om.ini**. If you 'dropped' on an icon button, the button will redraw to reflect the new program; if you reconfigured a radio button, the text will change to the new program name. If you drop on the logo, the new bitmap image will be drawn.

If you need to set the starting directory, change the program item name, or any other property, use the right-click method to bring up the properties box.

Logo

OttoMenu will display a logo of your choice to the left of the program item radio buttons. The maximum visible area is approximately 200 by 200 pixels. If you configure a larger bitmap, it will be clipped on the right and bottom sides to 200 by 200. Since it takes time to load the image when OttoMenu starts up, you might want to limit your bitmap to approximately this size to minimize the delay.

OttoMenu can read only Win 3.0 (and 3.1) compatible .BMP files. It supports 2, 16, and 256 color bitmaps. OttoMenu looks for a default filename of OMLOGO.BMP in the startup directory.

How can I create my own Logo? There are many options here. Take your favorite wallpaper file, edit it using PaintBrush to the size you want, and you're ready to roll. Since PaintBrush also reads .PCX files, you can do the same with those too - just remember to save the file in .BMP format. If you use *WINGIF, ShowGIF, PanitShop , or DODOT* (among others), you can convert .GIF files to the .BMP format and perform your artistry. AND, of course, you can draw your own from scratch using PaintBrush, Corel Draw, Arts & Letters, or Designer. In the end, of course, you must produce a .BMP file - ideally one that is about 150 by 150 pixels. Take a look at the sample omlogo.bmp file using PaintBrush - and get to work on your own creation.!
  tip: set the background color of your logo to some color other than white - e.g. gray or black

MSDOS Icon

This icon starts up a DOS window. If you wish to specify the command shell program (command.com or 4DOS, for example) or the starting directory, use the right-mouse button to set the 'program' name to whatever shell you wish. The default is command.com.

Run Icon

The 'tennis shoe' icon lets you interactively run programs on an ad-hoc basis. You'll get a file dialog box which you can use to locate the program file. Select the program, click OK, and wait for the program to initialize.

Disk Size Icon

The Disk icon puts up a dialog box giving the total and free disk space for all hard drives on your system. This can take a couple of seconds, so don't panic.

Chip Icon:

Clicking the chip icon recomputes the free system memory resources and updates the display.

Custom Configuration Files
OttoMenu uses a default configuration file, **OM.INI**, located in your main Windows directory. This file contains all the properties and choices which you have setup. It can become fairly large, as OM supports 90 configurable program items as well as several other properties - all of which are stored in this file. Make sure you back up this file occasionally so that you don't have to rebuild your menu system from scratch if it becomes damaged. If you wish to use an alternate configuration file, just specify it on the command line that startsup up ottomenu (e.g. om.exe c:\sc\doug.ini would start Ottomenu using the configuration file doug.ini in c:\sc). This way you can have several versions of Ottomenu tailored to various users needs.

Upgrade Notes:
If you are upgrading from Ottomenu 3.0, you'll have to reconfigure some items. All the radio button program items will transfer to OM 3.5. However, you will need to setup the top row icon buttons, the background color, and select the display mode for the sculpted text box as these are new features.

Limitations/Notes: The class libraries used by OM are incompatible with the "Launch" feature of the original 1.0 release of Norton Desktop for Windows. A revised verion of NDW is available from Symantec. OM is written in Turbo Pascal for Windows - earlier verions were in C and Openscript. The 10 icon buttons build their images from the program files when OttoMenu starts up - there's some overhead involved which translates to a few seconds wait.

Copyright: OttoMenu is a copyrighted work of Doug Overmyer, San Pedro Graphics. He reserves all rights to the work, but grants to individuals a license to use it freely outside of a commercial or institutional setting. You can pass on copies of this program so long as you include this document file and the original program file.

Source Code:
The full source code is provided for whomever it may prove useful. I have learned much from studying other's code; perhaps some will find mine useful.

Disclaimer
OttoMenu comes with no warranties. You use it entirely at your own risk. It may or may not be suitable for your setup and needs.

Comments, Problems
Please drop me a note on Compuserve at 71021,2535 or IP: overmyer@netcom.com.

Author:Doug Overmyer. 4/26/92