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## Introduction

*Toolbar* is intended to provide some features that I found lacking in the *Program Manager* and *File Manager* of the retail Windows 3.1. To start with, while working in *File Manager*, you can drag an item and drop it over some running programs. But if one of these programs is not running and you drop the item over its icon, the program is not started. Instead, the dropped item is added to the corresponding group of *Program manager*. Of course, sometimes this is just what you expected. One could say that the groups in *Program manager* are devoted more to organize programs than to run them. On the other hand, most programs still lack the ability to accept dropped files and you cannot use with them this drag and drop feature of *Program Manager*.

Since my screen tends to be cluttered with windows, I also wanted the possibility to locate (in a permanent and compact way) at a corner of the screen the utilities I use most often. *Program Manager* groups are nice but big and I do not need to see the names of my preferred utilities: I am able to recognize them by their icons. The utilities should be always at hand ready to be started by double-clicking at them (as in *Program Manager*) or by dropping an item on them. For instance, this is a nice way to provide the most important facility missing in *File Manager*: a file viewer.

*Toolbar* is the answer to these wishes. It provides an alternative to the groups of *Program Manager* with the following distinctive characteristics:

- It can be used either as a substitute for *Program Manager* (which, in turn, can be run from *Toolbar*), or as a normal application installed in *Program Manager* (or in the current shell program).
- It is more oriented to run programs than to organize them.
- All programs in a toolbar are always visible (as long as the whole window is on the screen). They are held together in a very compact way, to be as unobtrusive as possible. Optionally, you can force a toolbar to be always visible on top of other windows. In order to save space, even the title bar can be used to have at hand useful information.
- Items from *File Manager* can be dropped virtually on any program installed as a tool. It only needs to be able to accept file names in the command line. Most MS-DOS and Windows programs have this possibility. A program can also be started by double-clicking at it or by using the ENTER key or a user selected accelerator key.
- You can choose among one instance of the program for each dropped file or, instead, a single instance to deal with all the dropped files.
- Programs can be easily added, removed and reordered. The corresponding caption,

command line, working directory, icon and other options can be easily changed.

- You can implement a full tree of nested toolbars.

- Apart from these distinctive characteristics, *Toolbar* works much in the same way than *Program Manager*.

## Copyright

The program **TOOLBAR.EXE**, the help file **TOOLBAR.HLP** and the documentation file (**TOOLBAR.WRI**) are copyrighted:

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**All rights reserved**

However, you are granted the right to freely use and distribute it for *non-commercial* use, as long as the aforementioned three files are held together and unchanged.

You have to pay nothing for using the program, but if you like it you could consider spending some time in improving the spelling and writing in this documentation and in the help file. Since English is only a second language for me (well, you are right: only a fourth language), I would specially acknowledge any help in this job. Your work would be duly credited and you would receive future program updates as fast as possible.

## Commands

To save space, *Toolbar* does not have its own menu. It uses instead the system menu that can be accessed in the standard ways (typing ALT+SPACE or clicking at the symbol in the upper left corner of the window). After the standard entries (**Restore** , **Move**, etc.) it adds the following entries:

<b>Entry</b>	<b>Meaning</b>	<b>Accelerator key</b>
<b><u>New element...</u></b>	Add a tool or toolbar	INS
<b><u>Properties...</u></b>	Change current element attributes	ALT+ENTER
<b><u>Remove</u></b>	Delete the current element	DEL
<b><u>Options...</u></b>	Change program preferences	CTRL+O
<b><u>Run...</u></b>	Execute a program	CTRL+R
<b><u>Use as shell</u></b>	Use <i>toolbar</i> instead of <i>Program Manager</i>	
<b><u>Help</u></b>	Open help index window	F1
<b><u>About Toolbar...</u></b>	Version information	

# Procedures

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**Running programs**

**Using *Toolbar* instead of *Program Manager***

**Saving options and tools**

**Getting help**

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## ***Toolbar options dialog box***

This dialog box is started by using the **Options...** entry in the system menu, or the CTRL+O key combination. Apart from the self-explanatory **OK**, **Cancel** and **Help** buttons, you can use the following items to customize the toolbar:

**Rows**: Select here the number of rows used to display the elements. **Columns** will be automatically changed to reserve space to display all the elements.

**Columns**: Select here the number of columns used to display the elements. **Rows** will be automatically changed to reserve space to display all the elements.

**Frame**: Select here the width, in pixels, of the frame to be drawn around each element. It can be 0 to display no frame and from 1 to 9 to display it with different widths.

**Button like**: If this entry is checked, *Toolbar* will display tool icons in the form of standard buttons.

**Auto save**: If this entry is checked, *Toolbar* will save the current options defined in this dialog box as the default to be used in the next session. If it is not set, only the installed elements are saved to the **INI** file.

**Minimize**: If this entry is checked, *Toolbar* will be shown as an icon when one of its elements is activated by either way. This is specially useful when implementing a full tree of toolbars.

**Quit**: If this entry is checked, *Toolbar* will exit when one of its elements is activated. This is specially useful when implementing a full tree of toolbars.

**Small font**: If this entry is checked, *Toolbar* will use a small but very readable font to display tool captions (this allows seeing larger titles). If it is unchecked, it will use the same font as *Program Manager*.

**Titles**: If this entry is checked, *Toolbar* will display a caption under each element. If it is unchecked, captions will not be displayed to save space, except for the elements without icon, which will have the caption displayed instead.

**Top window**: If this entry is checked, the *Toolbar* window will be always visible over other windows on the screen (well, at least over other not top windows). If it is unchecked, the window can be covered by the active window in the usual way. Note that the property of being a top window is hereditary in Windows: child windows will have it and will be displayed over other windows. This can be a little inconvenient when displaying a help window.

**Caption**: In this entry you can select the caption to be displayed in the title bar of *Toolbar*. You can select here an arbitrary string, but some pairs of characters will have a special meaning.

**Frequency**: In this entry you can select the frequency, in seconds, at which the caption defined in the previous entry is refreshed to display the current values of the above defined information.





## Rows

Select in this entry of the **Toolbar options dialog box** the number of rows used to display the elements. **Columns** will be automatically changed to reserve space to display all the elements.

## Columns

Select in this entry of the **Toolbar options dialog box** the number of columns used to display the elements. **Rows** will be automatically changed to reserve space to display all the elements.

## Frame

Select in this entry of the **Toolbar options dialog box** the width, in pixels, of the frame to be drawn around each element. It can be 0 to display no frame and from 1 to 9 to display it with different widths.

See also **Button like**

## Small font

If this entry of the **Toolbar options dialog box** is checked, *Toolbar* will use a small but very readable font to display element captions (this allows seeing larger titles). If it is unchecked, it will use the same font as *Program Manager*.

## Button like

If this entry of the **Toolbar options dialog box** is checked, *Toolbar* will display element icons in the form of standard buttons. But, remember that they are not buttons; for instance, to activate one of them you must double-click at it. (Clicking once will only select it.)

See also **Frame**

## **Titles**

If this entry of the **Toolbar options dialog box** is checked, *Toolbar* will display a caption under each element. If it is unchecked, captions will not be displayed to save space, except for the elements without icon, which will have the caption displayed instead.

## Top window

If this entry of the **Toolbar options dialog box** is checked, the *Toolbar* window will be always visible over other windows on the screen (well, at least over other not top windows). If it is unchecked, the window can be covered by the active window in the usual way. Note that the property of being a top window is hereditary in Windows: child windows will have it and will be displayed over other windows. This can be a little inconvenient when displaying a help window.

## Minimize

If this entry of the **Toolbar options dialog box** is checked, *Toolbar* will be shown as an icon when one of its elements is activated in either way. This is specially useful when implementing a full tree of toolbars (see **Procedures**).



## Quit

If this entry of the **Toolbar options dialog box** is checked, *Toolbar* will exit when one of its elements is activated. This is specially useful when implementing a full tree of toolbars (see **Procedures**).

## Caption

In this entry of the **Toolbar options dialog box** you can select the caption to be displayed in the title bar of *Toolbar*. You can select here an arbitrary string, but the following pairs of characters will have a special meaning and can be used to save space by using the title bar to display useful information:

<b>Char pair</b>	<b>will be replaced by</b>
<b>%d</b>	the current day (one or two digits)
<b>%D</b>	the current day (always two digits)
<b>%m</b>	the current month (one or two digits)
<b>%M</b>	the current month (always two digits)
<b>%y</b>	the current year (one or two digits)
<b>%Y</b>	the current year (always two digits)
<b>%h</b>	the current hour (one or two digits)
<b>%H</b>	the current hour (always two digits)
<b>%i</b>	the current minute (one or two digits)
<b>%I</b>	the current minute (always two digits)
<b>%s</b>	the current second (one or two digits)
<b>%S</b>	the current second (always two digits)
<b>%f</b>	the free memory in Mb
<b>%k</b>	the free memory in Kb
<b>%b</b>	the free memory in bytes
<b>%r</b>	the free resources percentage

For instance, **%h:%I - %fMb - %r%** will display a string in the title bar in the form **1:02 - 3Mb - 71%** indicating the current time, free memory and free resources.

The update rate of this information is defined in **Frequency**.

## Frequency

In this entry of the **Toolbar options dialog box** you can select the frequency, in seconds, at which the **Caption** in the *Toolbar* title bar is refreshed to display the current values of the displayed information.

## **Auto save**

If this entry of the **Toolbar options dialog box** is checked, *Toolbar* will save the current options defined in this dialog box as the default to be used in the next session. If it is not set, only the installed elements are saved to the **INI** file.

## ***Tool properties and Toolbar properties dialog boxes***

These dialog boxes are started when installing a new tool or toolbar (by using the **New element...** entry in the system menu, or the INS key) or customizing the selected tool or toolbar (by using the **Properties...** entry in the system menu, or the ALT+ENTER key combination). Apart from the self-explanatory **OK**, **Cancel** and **Help** buttons, you can use the following items to change the attributes of the element:

**Title**: The caption that will optionally be displayed to identify the element. **If you do not provide any title, the element will remain installed only during the current session of *Toolbar*!** (This can be useful to install a tool that will be used only during the current session.)

**Program**: This entry appears only in the *Tool properties* dialog box and contains the complete file specification of the program to be run, including optional parameters. You can enter directly the program specification or search for it through your disks and directory tree by using the **Browse...** button and the **Select program** dialog box that will be displayed. Instead of an executable file you can also specify here any (document) file whose extension is associated by the *Program Manager* to an executable file. For instance, using **file.wri** you will actually get **write file.wri**; i.e., the **write.exe** program with the **file.wri** file as parameter.

**File**: This entry appears only in the *Toolbar properties* dialog box and contains the complete file specification of the **INI** file used by the nested toolbar. You can enter directly the file specification or search for it through your disks and directory tree by using the **Browse...** button and the **Select INI file** dialog box that will be displayed.

**Directory**: The directory in which the program will be started. This entry is optional but highly recommended because many programs do not run properly if they did not started from the right directory.

**Icon**: This displays the icon that will represent the element in the toolbar. By default, the first icon in the executable file will be used, but you can select another icon by using the **Change...** button and the **Select Icon** dialog box that will be displayed.

**Minimized**: If the entry is checked, the element will start minimized. If it has not been selected, you can still run the element minimized if the SHIFT key is held down when the program is invoked.

**Multiple**: This entry controls the behavior of the tool when several files are simultaneously dropped on it. If the entry is checked, each dropped file will start its own instance of the program. If it is not checked, all the dropped files will be appended to the command line of a single instance of the program. Note that whatever this setting is, if different files are dropped at different times, each of them will get its own copy of the tool.

**Fast load key**: This optional entry lets you select an accelerator key that will start the element.

Exactly as happens in *Program Manager*, when an MS-DOS application is minimized the icon selected in this dialog will be used, but Windows applications have their own icon displayed. However, there is an exception when using a toolbar that has been installed as element of another toolbar. Though it is a Windows program, if an icon has been selected in the aforementioned **Icon** entry, it will be used instead of *Toolbar*'s icon and it will be displayed with a special look: as a button. A primary toolbar (i.e., a toolbar that has not been installed inside another toolbar) will use *Toolbar*'s icon, but a power user can change this by adding to the corresponding **INI** file two lines in the form:

```
Icon file=file  
Icon number=n
```

where ***file*** is the complete specification of the file containing the icon and ***n*** gives the order number (starting at 0) of the icon in the file. The second line can be omitted if the first icon will be used.

## Title

This entry of Tool properties and Toolbar properties contains the caption that will optionally be displayed to identify the element. **If you do not provide any title, the element will remain installed only during the current session of *Toolbar!*** (This can be useful to install a tool that will be used only during the current session.)

Since the space used to display the title is so narrow, you can take advantage of the possibility of using two lines. Simply use the pair `\n` to indicate the line break. For example, `One\nTwo` will display **One** in the first line and **Two** in the second one.

## Program

This entry of **Tool properties** contains the complete file specification of the program to be run, including optional parameters. You can enter directly the program specification or search for it through your disks and directory tree by using the **Browse...** button and the **Select program** dialog box that will be displayed.

Instead of an executable file you can also specify here any (document) file whose extension is associated by the *Program Manager* to an executable file. For instance, using **file.wri** you will actually get **write file.wri**; i.e., the **write.exe** program with the **file.wri** file as parameter.



## File

This entry of **Toolbar properties** contains the complete file specification of the **INI** file for the options and installed elements of the nested toolbar. You can enter directly the file specification or search for it through your disks and directory tree by using the **Browse...** button and the **Select INI file** dialog box that will be displayed.

## Directory

This entry of Tool properties and Toolbar properties contains the directory in which the program will be started. Though this entry is optional you should consider filling it, because many programs will only work properly if they started from the corresponding directory (most often their own directory).

## Change

By default, the first icon in the executable file appearing in Program will be used to represent the element in the toolbar, but you can select a specific icon by using this button of Tool properties or Toolbar properties and the Select Icon dialog box that will be displayed.

## Minimized

If the entry of **Tool properties** or **Toolbar properties** is checked, the element will start minimized. If it has not been selected, you can still run the element minimized if the SHIFT key is held down when the program is invoked.

## Multiple

This entry of Tool properties or Toolbar properties controls the behavior of the element when several files are simultaneously dropped on it. If the entry is checked, each dropped file will start its own instance of the program. If it is not checked, all the dropped files will be appended to the command line of a single instance of the program. Note that whatever this setting is, if different files are dropped at different times, each of them will get its own copy of the tool.

Remember also that MS-DOS programs have very short command lines (less than 128 characters). As a consequence, they can receive only some of the dropped files and the last received file can have its file name truncated. Nothing of this can happen if this entry is not checked.

## Fast load key

This optional entry of Tool properties and Toolbar properties lets you select an accelerator key that will start the element.

## **Select icon dialog box**

This dialog box is started by using the **Change...** button in the **Tool properties** and **Toolbar properties** dialog boxes. Apart from the self-explanatory **OK**, **Cancel** and **Help** buttons, you can use the following items to change the element icon:

**File name:** The complete file specification of the file containing the icon. The default is the program file but you can enter directly a new file specification or search it through your disks and directory tree by using the **Browse...** button and the **Select icon file** dialog box that will be displayed.

**Current icon:** This list box lets you select the icon to be associated with the element. You can also select to have no icon.

## **File name**

This entry of the **Select icon dialog box** contains the complete file specification of the file containing the icon. The default is the program file but you can enter directly a new file specification or search it through your disks and directory tree by using the **Browse...** button and the **Select icon file** dialog box that will be displayed.



## Current icon

This list box of the Select icon dialog box lets you select the icon to be associated with the element. You can also select to have no icon.

## ***Select program, Select INI file and Select icon file dialog boxes***

These dialog boxes are invoked but not provided by *Toolbar*. They are three instances of the common dialog box that most Windows 3.1 programs use to find and open a file. You are surely familiar with it and you can find a description in your Windows manual.

## **Run dialog box**

This dialog box is started by using the **Run...** entry in the system menu or by using the CTRL+R accelerator key. Apart from the self-explanatory **OK**, **Cancel** and **Help** buttons, you can use the following items to select the program to be started:

**Command line:** The complete file specification of the executable file including optional parameters if necessary. You can enter directly a new file specification or search it through your disks and directory tree by using the **Browse...** button and the **Select program** dialog box that will be displayed. Instead of an executable file you can also specify here any (document) file whose extension is associated by the *Program Manager* to an executable file. For instance, using **file.wri** you will actually get **write file.wri**; i.e., the **write.exe** program with the **file.wri** file as parameter.

**Run minimized:** Check this button if you want the program started as an icon.

## Command line

This edit box of the **Run dialog box** lets you enter the complete file specification of the executable file including optional parameters if necessary. You can enter directly a new file specification or search it through your disks and directory tree by using the **Browse...** button and the **Select program** dialog box that will be displayed.

Instead of an executable file you can also specify here any (document) file whose extension is associated by the *Program Manager* to an executable file. For instance, using **file.wri** you will actually get **write file.wri**; i.e., the **write.exe** program with the **file.wri** file as parameter.

## Run minimized

This check box of the **Run dialog box** lets you specify if the program to be launched must start reduced to an icon.

## Installing *Toolbar*

To install *Toolbar*:

- Copy to the desired directory the executable file, **TOOLBAR.EXE**, the help file **TOOLBAR.HLP** and, optionally, the documentation file: **TOOLBAR.WRI**. When you execute it, *Toolbar* will install, in the same directory, the **TOOLBAR.INI** or the corresponding **INI** file.
- Install the program in a Windows group. You may want to install it in the **StartUp** group to have *Toolbar* automatically started at the beginning of each Windows session.
- You can use the dialog box of **Properties** (in *Program Manager*) to append to the command line the name of an **INI** file to be used instead of the default **TOOLBAR.INI**. In this way you can install and run simultaneously different copies of *Toolbar*. You can even install one or several trees of nested toolbars.

## Running *Toolbar*

You can run *Toolbar* exactly in the same way as any other Windows program: by double-clicking on it, by using the **Run** menu entry, etc. If you find yourself using *Toolbar* on every Windows session, you could install it in the **StartUp** group to have *Toolbar* automatically started each time Windows starts.

The first time you run the program it will create the **TOOLBAR.INI** (or the **INI** file you selected in the installation process). In this file the program will automatically save information on the window location and appearance and on the installed elements. In this way, the next time you run the program it will start exactly at the same screen location and with the same elements and options.

If the program is running and you try to re-run it, the already running instance will be activated and its size restored if it was minimized. This can help locating the program if it gets lost under other windows. You can only have a running instance of *Toolbar* for each **INI** file, because I cannot think of any advantage of having two exact copies of the program running at the same time. But, of course, by using different **INI** files, as described in the installation section, you can run simultaneously different toolbars. You can even nest them, (See Using nested toolbars.)

## Using nested toolbars

You can implement a full tree of toolbars by simply installing in the main toolbar (which, to be always visible and at hand, would probably have the attribute **Top window** set; see below) one or several secondary toolbars (each with a different **INI file** and, probably, with the attribute **Minimize** or **Quit** set). This can be nested to any depth to give a very complete and yet unobtrusive way of accessing your tools. You could even use *Toolbar* as Windows shell by using the **Use as shell** command.



## Installing elements (tools and toolbars)

To add an item (a tool or a secondary toolbar) to the current toolbar use the **New element...** entry in the system menu of *Toolbar*, or press the **INS** key. (Alternatively, if there is some space in the toolbar with no element, you can double-click there.) After having selected the type of element in the **New** dialog box, the **Tool properties** or **Toolbar properties** dialog box will appear to let you define the new element. You can also drag a file from the *Program Manager* and drop it on the title bar of *Toolbar*. In this case, the **Tool properties** dialog box will appear with default values for the **Title** and **Program** entries.

In any case, if you exit the **Tool properties** or **Toolbar properties** dialog box with **OK**, the new element will be installed and the *Toolbar* window will be resized to display it. You can change the appearance of this window by using the **Options...** menu entry.

## Selecting an element

To select an element you click once at it with the mouse or use arrow keys to change the selection. When an element is selected you can change its properties with **ALT+ENTER**, delete it with **DEL** and run it by pressing the **ENTER** key (or **SHIFT+ENTER** if you want it to start minimized).

## Changing element properties

To change the properties of an element, select it and use the **Properties...** entry in the system menu, or the ALT+ENTER key combination. The **Tool properties** dialog box will appear to let you customize the element.

## **Changing elements order**

To change the position of an element, pick it with the mouse and holding down the left button move the pointer (whose appearance will change to show the operation in course) over the place where you want to locate it; then release the mouse button.

## Removing an element

To remove an element, select it and use the **Remove** entry in the system menu, or the DEL key. You will be prompted to confirm the deletion.

## Running an element

To run an element, you simply use the mouse to double-click at it. You can also select it as described above and use the ENTER key. The third way to start an element is by using the **Fast load key** selected in the **Tool properties** dialog box.

The program will start minimized if you have chosen it as the default behavior in the **Tool properties** dialog box or if the SHIFT key was held down when the program was invoked.

To start a tool with a data file, you drag the latter from the *Program Manager* and drop it over the tool icon.

## Changing program options

To change *Toolbar* options use the **Options...** entry in the system menu, or the CTRL+O key combination. The **Toolbar options** dialog box will appear.

## **New element...**

This entry of the system menu (or the equivalent INS key) let you add a new tool or toolbar to the current toolbar. After having selected the type of element in **New**, the **Tool properties** or **Toolbar properties** dialog box will appear to let you define the new element.



## **New dialog box**

This dialog box appears when installing a new tool or toolbar (with **New element...** in the system menu, or the INS key). Apart from the usual **OK**, **Cancel** and **Help**, there are only two radio buttons that let you select the kind of element, tool or toolbar, to be added. If **OK** is selected, the corresponding dialog box (**Tool properties** or **Toolbar properties**) will be opened.

## Properties...

This entry of the system menu (or the equivalent ALT+ENTER key combination) let you customize the current element of the toolbar. A Tool properties or Toolbar properties dialog box will be opened.

## **Remove**

This entry of the system menu (or the equivalent DEL key) let you remove the current element from the current toolbar. You will be prompted to confirm the deletion.

## Options...

This entry of the system menu (or the equivalent CTRL+O key combination) let you define some properties of the current toolbar. An Options dialog box will be opened .

## Shell

It is the program used to organize and launch other Windows programs. Very often the shell is the *Program Manager*, but it is possible to use other programs (including *Toolbar*) for this job.

## Run...

This entry of the system menu (which can also be accessed through the `SHIFT+R` key combination) lets you run from *Toolbar* any DOS or Windows program (and not just the installed tools as described in [Running an element](#)). The [Run dialog box](#) will be displayed.

## Running programs

You can run from *Toolbar* any DOS or Windows program (and not just the installed tools as described in **Running an element**) Simply use the **Run...** entry in the system menu (or use the SHIFT+R key combination). The **Run dialog box** will be displayed.

## Use as shell

You can access this entry in the system menu to install *Toolbar* as a replacement shell and to recover *Program Manager* for the same job.

In any case, you will be given the chance to immediately restart Windows with the new shell. If you do not accept this (or if Windows does not actually exits because some DOS box is running or some other application refuses to finish) the new shell will be used only in the next Windows session.

Since after the file specification of the Windows shell program no command line can be added, you can only install as shell an instance of *Toolbar* that uses the implicit **TOOLBAR.INI**. Only in this case will be available this menu entry.

Note also that you can also install *Program Manager* as a tool to be started from *Toolbar*, much in the same manner as you can install *Toolbar* in a *Program Manager* group. Toolbars can be nested to any deep, unlike *Program Manager* groups (See Using nested toolbars). You may take advantage of the features of both programs.

The auto-start facilities provided by the **StartUp** group of *Program Manager* appear in *Toolbar* in the form of the **STARTUP.INI** file, whose elements, after having being installed by *Toolbar*, will be automatically run when Windows starts if *Toolbar* is the current shell. The entries **[load]** and **[run]** of **WIN.INI** are also correctly started.



## Using *Toolbar* instead of *Program Manager*

If you really like *Toolbar*, you could try using it as a replacement shell. To do that, simply check in the Use as shell entry in the system menu.

To recover *Program Manager* as shell, use again the same command.

In any case, you will be given the chance to immediately restart Windows with the new shell. If you do not accept this (or if Windows does not actually exits because some DOS box is running or some other application refuses to finish) the new shell will be used only in the next Windows session.

Since after the file specification of the Windows shell program no command line can be added, you can only install as shell an instance of *Toolbar* that uses the implicit **TOOLBAR.INI**.

Note also that you can also install *Program Manager* as a tool to be started from *Toolbar*, much in the same manner as you can install *Toolbar* in a *Program Manager* group. Toolbars can be nested to any depth, unlike *Program Manager* groups (See Using nested toolbars). You may take advantage of the features of both programs.

The auto-start facilities of the **StartUp** group are provided by the file **STARTUP.INI** whose elements, after having being installed by *Toolbar*, will be automatically run when Windows starts and *Toolbar* is the shell. The entries **[load]** y **[run]** of **WIN.INI** are also correctly started.

## Saving options and elements

To minimize disk access *Toolbar* usually saves the list of installed elements and the current options (the latter only if **Auto save** is On) only when the program exits. If the Windows session is ended abruptly (because some program crashes, for instance) you will lost the changes performed during the current session. To avoid this, you can save at any moment the current configuration without actually exiting by using the same trick that you can use in *Program Manager* and *File Manager*: simply try closing the program while holding down the SHIFT key. In consequence, it is enough to press SHIFT+ALT+F4 to have the configuration saved.

## **Error and warning messages**

The following messages are issued by *Toolbar* when necessary:

### **Could not create a window**

Improbable error that indicates that a window could not be created (perhaps by lack of memory).

### **Could not register**

Improbable error that happens if it was not possible to add *Toolbar* window class to the Windows database.

### **Could not run the program**

A tool refused to start. Perhaps there was not enough memory or the executable file was missing or incorrect.

### **Exit Windows?**

If your answer is affirmative, Windows session will finish. It is only possible if *Toolbar* is the current shell.

### **Missing or invalid file**

An **INI** file must be indicated for each toolbar installed as a tool inside another toolbar.

### **No timer available**

A kind of resource necessary to run *Toolbar* correctly is exhausted.

### **Not enough memory**

There is not enough memory to pass files to a tool (or to perform other tasks). Try closing other applications.

### **Remove *element name*?**

or

### **Remove the current element?**

Last opportunity before deleting a tool from the toolbar.

### **Restart Windows now?**

If your answer is affirmative, Windows will restart with the new shell.

**This element has no name  
It will not be available  
in the next Toolbar session**

Warning recalling you what will happen with nameless tools.

**This file has no icon  
Use icons in File Manager?**

If your answer is positive, *Toolbar* will show you the icons in **PROGMAN.EXE**.

**Toolbar has no element  
To add an element, press Ins  
To get help, F1**

Warning indicating that the current toolbar is void.

**Two elements have now the same name  
Only one of them will be available  
in the next Toolbar session**

Warning recalling you what will happen if tool names are repeated.

## Help

You can access the *Toolbar* help index by using the **Help** entry in the system menu of *Toolbar*, or the F1 key. From a dialog box the **Help** button gives access to the corresponding help topic.

You may want to consult the [Using Help](#) topic.

## **About *Toolbar*...**

This entry of the system menu let you know the current version of *Toolbar* and some copyright information.

## **Browse...**

This button of the **Tool properties**, **Toolbar properties** and **Select icon** dialog boxes lets you search through your disks and directory tree for a file containing a tool or an icon. A **Select program** or **Select INI file** or a **Select icon file** will be opened.

## Suggestions and bugs

The Author would highly appreciate receiving information about any bug or problem found in the program. Suggestions to improve *Toolbar* in future versions are also welcome. Write to:

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If you experience problems when minimizing non-Windows programs and are using an very low (CGA, EGA) or very high (8514, etc.) resolution card, try adding to the **[Options]** section of the **INI** file an entry in the form:

**Use DDE=0**



