

# **BangerMenuDisk**

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**COLLABORATORS**

	<i>TITLE :</i> BangerMenuDisk		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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## Chapter 1

# BangerMenuDisk

### 1.1 BangerMenuDisk Documentation

BangerMenuDisk

BangerMenuDisk 1.4 (20-Feb-96)

What is the use of BangerMenuDisk?	A short introduction
Copyright	copyright and other important things
System requirements	Everything you need to start BangerMenuDisk
Installation	How to install manually
How to use BangerMenuDisk	A short instruction manual
How to setup a configuration configuration file	A short description how to setup a ↔
An example configuration	For a closer look at such a file
Error description	Error ? Why ?
Histry	Versions and Bug report
Contact	My adress

### 1.2 What is the use of BangerMenuDisk?

What is the use of BangerMenuDisk?

With BangerMenuDisk you can make a selection to execute batch files and to launch programs by using a graphical user interface. It is similar to MS-DOS Start menu.

If you press the Caps Lock key during the boot process a window will appear. This window contains buttons to execute batch files and to launch programs according to the programs configuration. To execute batch files or to launch programs select one of the gadgets. If you changed your mind and you wanted to go on with your startup-sequence then press Escape or the Q key to quit the program.

### 1.3 Copyright

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Copyright

This programm is GIFTWARE. If you like this programm and if you use it often you can send me an exciting postcard from you hometown or other things. contact .  
If you have some good idees to make this programm better or if you found some bugs (I hope not) I would be pleased about a postcard from you.  
If you are writing programms too I allow you to use my code (it`s in assembler) to copy programmparts for your own programm.

Use it at your own risk!

The Installer is copyright by Amiga Technologies (Divison by ESCOM)  
MagicWB is copyright 1992-1994 © by Martin Huttenloher.

## 1.4 System requirements

System requirements

To run BangerMenuDisk you need Kickstart 2.04 or a later version. The gadtools. ←  
library  
has to be in your "Libs:" directory. Since library is included in your  
"Libs:" directory since Kickstart 2.04.

## 1.5 Installation

Installation

To install BangerMenuDisk onto a separate disc you should copy the program ←  
BangerMenuDisk in your  
:c/ directory and the configuration file in your :s/ directory.

To install BangerMenuDisk onto your hard disc you should copy the every file of ←  
the  
program package into a directory, for example "Work:Tools/BangerMenuDisk".

This is the top of the original startup-sequence.

```
; $VER: startup-sequence 39.9 (9.8.92)
```

```
C:SetPatch QUIET
```

```
C:Version >NIL:
```

```
C:AddBuffers >NIL: DF0: 15
```

```
FailAt 21
```

```
C:MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys
```

```
C:Copy >NIL: ENVARC: RAM:ENV ALL NOREQ
```

```
Resident >NIL: C:Assign PURE
```

```
Resident >NIL: C:Execute PURE
```

---

```
Assign >NIL: ENV: RAM:ENV
Assign >NIL: T: RAM:T
Assign >NIL: CLIPS: RAM:Clipboards
Assign >NIL: REXX: S:
```

And this are the necessary changes

```
; $VER: startup-sequence 40.??? (30-Aug-95)
FailAt 21
C:
MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys ;to create the T-dirctory to ←
    ram
Assign >NIL: ENV: RAM:ENV ;this is needed to run
Assign >NIL: T: RAM:T ;skripts by BangerMenuDisk
Assign >NIL: CLIPS: RAM:Clipboards

<Pfad>
BangerMenuDisk ;this will be copied to
IF ERROR THEN ;startup-sequence
    ENDCLI
ENDIF

C:SetPatch QUIET
C:Version >NIL:
C:AddBuffers >NIL: DF0: 15

Resident >NIL: C:Assign PURE
Resident >NIL: C:Execute PURE

Assign >NIL: REXX: S:
```

## 1.6 How to use BangerMenuDisk

How to use BangerMenuDisk

BangerMenuDisk can only be started by using the shell.

If you would like to see the menu every time you boot then you have to add the parameter nokey in your startup-sequence. This is favourable for floppy discs with more than one application or game.

If you call BangerMenuDisk without any parameters you have to press the Caps Lock ← key to start the menu. If you did not press the Caps Lock key the ordinary startup-sequence will be executed.

You can select gadgets by using your mouse as well by using your cursor keys. With up and down you can select gadgets and by pressing return you press the selected button. If you use left/right cursor key you can jump to the top/bottom or if existing one column left/right.

BangerMenuDisk can be cancelled by pressing the close gadget, escape or the q key. ←  
In

this case your ordinary startup-sequence will be continued.

## 1.7 How to setup a configuration

How to setup a configuration

The configuration file has to be called BangeMenu.Prefs and needs to be stored either in the directory of the program or in your S: drawer.

```
example:  programname1
          programpath1
          programname2
          programpath2
          programname3
          programpath3
          .
          .
          .
```

Don't use at the end of the config the word ENDE (the german word for end). I have remove it since version 1.220. Thanks goto canadian. For further information please have a look at the configuration file of the program package.

The programnames will be the titles of your gadgets. The longer they are the longer the gadget will be. In one column 17 gadget should fit. Depending on the programname up to 70 gadgets and more can be displayed.

Maybe you have to add to some programpaths a Run >NIL:.

## 1.8 Example of an config file

Example of an config file

CD32	1. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/CD32	a batch to boot CD32-CD's
ShapeShifter	2. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/ShapeShifter	there is a batch to start ↔
the MAC-Emulator	
Directory Opus	3. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/DOpus	a batch to run DOpus
ADPro	4. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/ADPro	ADPro needs a lot of ↔
memory	
VT 2.74	5. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/VT2.74	a viruskiller for ↔
linkviren checking	
Shell	6. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/Shell	only a shell
Seelenturm	7. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/Seelenturm	or a game

## 1.9 Error description

Error description

Returncodes description

```

10  = No errors. The program has been run without any mistakes and your
      selection has be executed. This returncode is for aborting your
      startup-sequence and executing a batch file.
21  = No memory
22  = Was not able to open library or libraries (dos, intuition,gadtools )
23  = GetVisualInfo error (Windowgraphic error)
24  = BangerMenuDisk.Prefs could not be opened.
25  = During the creation of the gadget a mistake has happened.
26  = Could not open the window or could not find the task
27  = Preference are empty
28  = Preference are empty
29  = No MsgPort
30  = Could not use any IORequest
31  = Could not open input.device
32  = Error during the parsing of the parameters

```

## 1.10 histroy

Version and Bug report

```
1.210  first aminet release
```

```
1.220  remove ENDE checkroutines from configfile;
        (for example: defender...)
        little bug in the screentitle
```

```

test CROAK2 (aminet/game/jump):
workbench: the frogsprite have a error
without startup-sequence: the same
with BangerMenuDisk: the frogsprite will be appear !
i don't know why !?!
thanks Steven Becker from canada

```

```
1.235  bug in layout (by more column)
        thanks Steven Becker
```

```
1.4    renamed BangerMenu to BangerMenuDisk
        bugfixed NOKEY
        bugfixed with colums
```

```

test computer A4000/30 FPU 82 25Mhz 14MB Kick3.1 SCSI+AT CyberVision 4MB
                A1200                28Mhz 6MB Kick3.0 AT

```

## 1.11 Thanks and greetings

Thanks and greetings in alphabetical list

Andreas                   for his ideas for BangerMenu 3.0

A-Team-Box               for the cheap daughterboard and the Banger-support

Michael Belter           for his idea on BangerMenu.

BEAViS                   for all his ideas, bugreport and Emails  
nice greetings from hamburg to canada

Eric                      for his program DSA-Util

Fireball                 for beta-testing, ideas, cheats, etc

Enriko Groen             for his first postcard from the netherlands

Martin Huttenloher      for the MagicWB-Standard

MCP-coder                for they god program !!!

Christian Schacht       for his VGA suggestion and EMail

Skobar                   we talk on IRC

## 1.12 Author & Adress

Author & Address

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Program advertising: BangerVersion 1.357     aminet/util/misc  
writes the versionstring as filecomment

BangerIsharIns           Aminet/game/patch  
install Ishar 1 on HD

BangerFileChc           the next time in Aminet  
A FileChecker for the mailbox is in a test  
phase. The checker can check on double,  
fakes and many filetypes. --> BangerFileChecker  
If you want to test the filechecker for the  
mailbox then send me a email  
I must write only the english guide still

BangerDSA-KS            Aminet/game/role

---

A plant search program for the german  
role playing game "DSA"

BangerKommKurz                    Aminet/dev/asm  
The comment will be cut in sourcecode  
and includes of assembly.

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