

s k # Pegif Help Topics
Help file for Pegif version 2.940112

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K index;pegif;contents

main_index

s k # **What is it?**

Pegif is a tiny island on Ulithi Atoll in Yap State of the Federated States of Micronesia (Western Caroline Island in the South West Pacific Ocean). Pegif is also a simple user configurable Desktop Menuing program for Windows 3.1 (see **Editing Menu**). It is designed to be small and use minimum resources. You can have nested menus up to 10 levels deep. There are also some built in functions like ExitWindow, Runit, About, Reboot, RestartWindows, etc. (see **Built In Functions**). You can pop-up the menu up by selecting "Desktop Menu" from Pegif's system menu or assigning the menu to be popped-up by clicking the left, middle or right mouse buttons on the Window's Desktop or Pegif's Icon. (See **Setup** for more information).

\$ what is it?
K pegif;general info
what_is_it

S K # **Initialization File**

PEGIF.INI - is the only initialization file needed for pegif.exe, it should be located in the same directory as Windows itself. If PEGIF.INI does not exist, it will be created and placed in your windows directory by saving a Menu Entry or Setup Information. Pegif will not change the WIN.INI or SYSTEM.INI. With version 2.931130 and above the format in the PEGIF.INI has changed. You will need to reconfigure your menus from Pegif's new and improved Menu Editor (see [Editing Menu](#)).

\$ Initialization
K pegif.ini;initialization file
init_file

s k # **Accessing Pegif**

Pegif is a windows program which always stays iconic (or Hidden). Its features can be accessed by its system menu or by Holding Down the Right Mouse Button the Windows Desktop (this can be turned off or changed, see **Setup**). Pegif can be launched in the usual windows fashion (e.g. from the program manager, file manager, etc.).

(Also see **Menu Editor**, **Built In functions**)

\$ Accessing Pegif
K popup menu;user menu;desktop menu
accessing_pegif

S K # **Options Menu**

The Options Menu is where you access Pegif's setup information, build or edit your Desktop Menu, call up this help file or read the About Box.

\$ Options Menu
K setup;options
options_menu

S K # **Setup**

The Setup menu item will call up the Setup Dialogue box. You can set whether or not Pegif will pop-up the Desktop Menu if you click on the desktop with the right, left or middle mouse buttons as well as set the location of where the Desktop Menu will pop-up on the screen if you access it by keyboard stroke or through Clicking on Pegif's System Menu. The location for where Pegif will pop-up the Desktop Menu is in screen coordinates with (0,0) being in the upper left corner. You can also set wither or Not Pegif's Icon is visible the Next time you run Pegif. If you press the OK button the settings will be saved to the PEGIF.INI file in the Windows Directory (If it does not exist it will be created there).

(Also see **Built In Functions** for description of @Setup)

\$ Setup
K setup;menu location;mouse buttons
setup_menu

s k # **Menu Editor**

The Menu Editor entry will pop-up Pegif's menu editor. At this time there are four types of menu entries. You can have Pegif call up a program and run it. Pegif can call-up and run a built in function. You can start or end a sub-menu. You can add a Horizontal or Vertical Menu separator. All options besides running a program are shown in side the "Functions, Separator and Sub-Menus" pull down Edit Box. Adding Sub-menus, New Items, Duplicating Items can also be done by pressing the buttons at the bottom of the Menu Editor. If you change an Item you need to press the "Save-Entry" button to save the change. You can drag and drop to the Edit boxes for "Programs and Files" and "Work Directory" from the File Manager. There is also a "@group" function which can allow you to access the Program Managers groups. Below are the specifics.

The Title is what shows up on the Menu, the command is what the menu executes. Commands can be other programs, data files which have been associated under the windows environment or options or information used by Pegif's Built in Functions. Built in menu functions are available from the pull-down list box for "Functions, Separators and Sub-Menus". Programs can be started either iconic with out the input focus, maximized, minimized or normal.

Menu Entry List Box - Starting from the upper left corner of the menu editor you will see the menu entry list box. This is a list of all the menu entries including all sub-menu entries, separators, and built in functions. Sub-Menu entries will be indented between the Start of the Sub-Menu and the End of the Sub-Menu. To change or see the contents of a given menu entry simply scroll through the box and select the item you wish to view with you mouse. After selecting, the settings will appear in the Title Edit Box; Programs and Files Edit Box ; Functions, Separators and Sub-Menus Pull down list box; and with radio buttons showing the launch status.

Title Edit Box - The title is what shows up on the Menu. If you wish a character to give quick access to the Menu Entry then you should add an ampersand (&) before the letter it.

Program and Files Edit Box - The program and files edit box is where you enter the program path and file name you wish to launch. Pegif will load data files which have been associated with a given file name extension. You can also enter command line style entries with program options and flags.

Work Directory Edit Box - This lets you set the Working directory.

Functions, Separators and Sub-Menus - This is where you can call a built in Pegif Function or set Separators and Stop and start of Sub-Menus. If you wish to start a sub-menu then enter the title in the Title box and press the "New Sub-Menu" button. This will automatically insert the start and finish of the Sub-Menu. You will also notice any New Item added after the Sub-Menu Title will be indented. This is just to give you a visual sense of the how deep your Sub-Menus are. If you choose a vertical or Horizontal Separator from the "Functions, Separators and Sub-Menus" list it will show up as a horizontal or vertical Line. If you are calling one of Pegif's built in functions which need Filenames and path information then you enter that information the "Programs and File" Edit box and the "Work Directory" Edit box. (Also see **Built In Functions**)

Maximize, Normal, Minimize and Iconic No Focus radio buttons - These radio buttons set the launch state of the program.

New Item Button - The add button will add a new menu entry below the current. The entry when added will say New Menu Item in the Entry List Box. The previous Title and Program and Files stay the same so you can use or change them as desired. The new changes will not be save to the empty entry until you

\$ Menu Editor
K building menus;defining menus;editing menus
menu_editor

press the **Save Button**.

New Sub-Menu Button - This button functions the same as the Add button but allows you to add an Sub-Menu. What every was previous in the Title Edit Box will become the New Sub-Menu title.

Delete Button - This button will delete the current menu entry. Because of the routines used by windows for saving settings to an initialization file if you delete many entries you should use the

Duplicate Button - will duplicate the current entry

Browse Button - The Browse button allows you to look for the file or program you wish the menu entry to access.

Save Entry Button - This saves the contents of the current entry. If you make a change you wish to keep you must press the Save Button to keep them.

Exit Button - This button exits the Menu Editor. It will also clear the Old menu from memory so the next time the Desktop Menu is accessed it will then be reloaded with any new changes.

(Also see **Built In Functions** for description of @MenuEditor)

s k # **Desktop Menu**

Pops up the Desktop Menu.
(Also see Setup, Editing Menu)

\$ Desktop Menu
K desktop menu;user menu;custom menu
#desktop_menu

s k # **Built In Functions**

@About - Pop-up the About Box

@ClearAllWindows - Close all Windows except Pegif, the program acting as the Window's Shell.

@Close - Close Pegif

@ExitWindows - Exit windows with a prompt

@ExitWindowsQuiet - Exit windows with out a prompt

@Group - this will pop-up the Program Manager's Group file listed in the "Program and Files" Edit Box.

@GroupRun - This will run all the items in the Program Manager Group file listed in the "Program and Files" Edit Box.

@GroupStartUp - This will run the Program Manager's StartUp Group.

@Help - Pop-up Help for the file listed in the "Program and Files" Edit Box

@InitWindows - This will run the Load and Run lines from the WIN.INI file.

@MaximizeAllWindows - This will Maximize all windows

@MenuEditor - Pop-up Pegif's Menu Editor

@MinimizeAllWindows - this will Minimize all windows to an icon.

@Progman - this will pop up all current Program Manager Groups in a List Box.

@Reboot - Reboot the computer

@RestartWindows - Close and Restart Windows

@RestoreAllWindows - this will Restore all windows to the "Restored" state.

@RunIt - Pop-up Run Box

@SaveScreen - this will call Windows 3.1 built in Screen Saver function.

@Setup - Pop-up the Setup Dialog box

@SystemSetup - Pop-up Small dialog box to Edit the "LOAD" and "RUN" lines in WIN.INI and "SHELL" and "TASKMAN" lines in SYSTEM.INI

\$ Pegif Functions

K functions;built in functions

pegif_functions

§ K # **Release, Usage and Distribution of Pegif.**

Pegif - Ulithian Software for the Masses By Robert Doiel 1992,1993

Pegif is supplied without any warranties of any kind. USE AT YOUR OWN RISK.

Pegif can be copied and distributed freely.

I, Robert Doiel, place Pegif version 2.940112 into the public domain.

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I would like to say a thank you to all those which have helped in testing and providing suggestions for Pegif. I would like to extend a special thanks to Reiner Hoenig for his suggestions and help testing Pegif in a network Environment.

\$ Release, Usage and Distribution
K release;usage;copying;about
release_notice