

BangerMenu

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COLLABORATORS

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

BangerMenu

1.1 BangerMenu Documentation

BangerMenu

BangerMenu 3.3 (4-Sep-96)

What is the use of BangerMenu?

A short introduction

BangerMenuDisk

A extra version for disk

BangerMonitorID

Get the IDNo. of any solution

Copyright

Copyright and other important things

System requirements

Everything you need to start BangerMenu

Installation

How to install manually

Commandline

commandos of BangerMenu

How to use BangerMenu

A short instruction manual

Keyboard control

How to control BangerMenu ?

How to setup a configuration

A short description how to setup a configuration file

An example configuration

For a closer look at such a file

Error description	Error ? Why ?
Histry	Versions and Bug report
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1.2 What is the use of BangerMenu?

What is the use of BangerMenu?

With BangerMenu 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 or the leftmousebotton 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 BangerMenuDisk

Why BangerMenuDisk ?

BangerMenuDisk come from BangerMenu 1.235.
It is extrem little and have no specialy GUI.

look at BangerMenuDisk.guide

BangerMenuDisk copyright by Andre` Trettin and is a part of BangerMenu paket.

1.4 BangerMonitorID

Get the IDNo. for the solution

BangerMonitorID get the number of the solution.
The number use BangerMenu, if you want a other solution as NTSC or PAL
(z.B. CyberVision 800*600).

BangerMonitorID start without any parameter. Chose the solution.
Note the number. Ready.

BangerMonitorID copyright by Andre` Trettin and is a part of BangerMenu paket.

1.5 Copyright

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.

1.6 System requirements

System requirements

To run BangerMenu 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.

1.7 Installation

Installation

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

To install BangerMenu onto your hard disc you should copy the every file of the program package into a directory, for example
"Work:Tools/BangerMenu"
or the same dirs like the discs

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, if you use BangerMenu without
a particular monitor

```
; $VER: startup-sequence 40.3 (4-Sep-96)           ;the versionnr. not important
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 BangerMenu
Assign >NIL: CLIPS: RAM:Clipboards

<Pfad>
BangerMenu                                         ;this will be copied to
IF ERROR THEN                                     ;startup-sequence
    NewShell
    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:
```

And this are the necessary changes, if you use BangerMenu with a
monitor like VGA or Euro72 (etc.)

```
; $VER: startup-sequence 40.3 (4-Sep-96)           ;the versionnr. not important
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 BangerMenu
Assign >NIL: CLIPS: RAM:Clipboards
C:SetPatch QUIET                                  ;this is necessary for the ←
    monitordriver
```

Copy >NIL: ENVARC: RAM:ENV ALL NOREQ

```
DEVS:Monitors/VGAOnly ;if VGAOnly in the Monitors-Dir ↔
, then you ;must add this line to startup- ↔
sequence
```

```
<Pfad>
BangerMenu MT=<Treiber> MONITORID=<IDNumber> ;look at
usage
IF ERROR THEN
NewShell
ENDCLI
ENDIF
```

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

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

```
Assign >NIL: REXX: S:
```

1.8 Commandline

Commandline

```
FN=PREFSFILENAME/K,MT=MONITORTREIBER/K,MONITORID/K/N,NOKEY/S
```

```
FN=PREFSFILENAME/K: the name of the config
if you give no filename then BangerMenu search for BangerMenu ↔
.prefs
in the active dir and the S: dir.
```

```
MT=MONITORTREIBER/K: give a name of the monitordriver for use a different solution ↔
.
Only with MONITORID.
```

```
MONITORID/K/N: A number of a screensolution in decimal. You can find the ↔
right
number with the program
BangerMonitorID
.
```

```
NOKEY/S: BangerMenu will appear every startup
```

1.9 How to use BangerMenu

How to use BangerMenu

BangerMenu 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 commando nokey in your

```
startup-sequence
```

```
. This is favourable for
```

floppy discs with more than one application or game.

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

BangerMenu can be cancelled by pressing the close gadget, escape or the q key. In this case your ordinary startup-sequence will be continued.

New at version 2.0 you can load a monitordriver.

1. Setpatch must run before BangerMenu.
2. If VGAOnly in the DEVS:Monitors-Dir then must the program run before BangerMenu ← , too.
3. You must give the monitordriver name and the idnumber.

Look at example:

```
BangerMenu MT=DEVS:Monitors/VGA monitorid=233508
```

Here is a list of IDs and there solutions

MONITORID	MONITORDRIVER	SOLUTIONS
102400	DEVS:Monitors/NTSC	640*200 ;standard (USA)
167936	DEVS:Monitors/PAL	640*256 ;standard (Europe)
233508	DEVS:Monitors/Multiscan	640*480
430116	DEVS:Monitors/Euro72	640*400
561192	DEVS:Monitors/Super72	800*600
626688	DEVS:Monitors/DblNTSC	640*400
692224	DEVS:Monitors/DblPAL	640*512

This list is not complete. For more IDnumber you can look at the includes graphics/modeid.(i/h) or sent me

```
Mail
```

```
this the solution.
```

It is possible to represent the solution of a graphicboard like CyberVision on BangerMenu. You must only know the monitorID-number. To get the number look at the developersoftware.

New at version 2.01 you can use BangerMonitorID to get the ID-number of any ← solution you want.

1.10 Keyboard control

Keyboard control

During startup

```
CAPS-Lock-key: BangerMenu appear
```

```
Leftmousebotton: BangerMenu appear
```

BangerMenu Work

```

Cursor      Up: active the gadget before
              if this gadget the last one, then active the gadget in the
              next columnm
+ Shift: the first gadget in this columnm
              Down: active the next gadget, if this gadget the last one,
              then active the first gadget in the next columnm
+ Shift: the last gadget in this columnm
              Left: the next columnm will active is this the last columnm
              on this page the next page will represent
+ Shift: the first columnm of the page will active
+ Ctrl: the page before will active
              Right: the gadget in the next columnm will active, is this the
              last columnm on this page the next page will active
+ Shift: the last columnm of the page will active
+ Ctrl: the next page will active, if this the last
              page, the first one will represent

>          : a page to right
<          : a page to left

Return     : active gadget executing (equal mouseclick on gadget)

q,Q,ESC    : quit BangerMenu withou doing nothing, the normal
              Startup-sequence will executed (equal to click on CLOSE-
              Gadget of the window or QUIT in the Screen Menu)

```

1.11 How to setup a configuration

How to setup a configuration

New at version 3.3 you can give the config every name you want. If BangeMenu called without a configfile then BangeMenu search in active dir or S:-dir for BangeMenu.Prefs.

example:

```

MENU
  Entry1 MKEY 1
  Entry2 MKEY 2
  .
  .
ENDMENU

```

The MENU entry in the config make a Screen Menu.
 The Screen Menu will be define between MENU and ENDMENU.
 In this config Eintrag1 Eintrag2.
 MKEY is the shortcut for the Screen Menu entry.
 Here is Eintrag1 the key 1 and Eintrag2 the key 2.
 The end of the Screen Menu must be define by ENDMENU.
 You can define max. 50 Screen Menu entry.

```

Entry1
COLTITLE ColummTitle1

```

```

programname1
programpath1
programname2
programpath2 [C]
programname3
programpath3
.
.
COLTITLE ColumnTitle2
programname4
programpath4
programname5
programpath5
programname6
programpath6 [C]
.
.
END Entry1
Entry2
.
.

```

Every Screen Menu entry must be define Entry1 and END Entry1 !
 The COLTITLE give a column the title. The follow names are the gadgetsname with
 programpath. You can define 50 columns.
 At every Screen Menu you can define till 2560 gadget on till 10 pages
 The parameter [C] can you use by games,demos or programs to change
 the dir to programm.

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.
 For batchfiles without s-bit use EXECUTE <batchfile>.

1.12 Example of an config file

Example of an config file

```

MENU
Tools MKEY T
Demos MKEY D
Spiele MKEY S
ENDMENU
Tools
ShapeShifter
S:Bat/ShapeShifter
Directory Opus
S:Bat/DOpus
VT 2.88
XE1:Util/Viruskiller/VT2.88 [C]
ReOrg
XE1:Disc/ReOrg/ReOrg [C]
CD32
XE1:Disc/CDRom/CD32/CD32 [C]

```

```
END Tools
Demos
COLTITLE GroßeDemos
  Analogy
  XE2:Grafik/Demos/GroßeDemos/analogy.exe [C]
  CrOnOs
  XE2:Grafik/Demos/GroßeDemos/CrOnOs [C]
  DarkSide !
  XE2:Grafik/Demos/GroßeDemos/DarkSide.exe [C]
  EternalMadness
  XE2:Grafik/Demos/GroßeDemos/EternalMadness [C]
  Faculty
  XE2:Grafik/Demos/GroßeDemos/Faculty [C]
  Ilyad
  XE2:Grafik/Demos/GroßeDemos/Ilyad [C]
  Manipulations
  XE2:Grafik/Demos/GroßeDemos/Manipulations [C]
  Odyssey
  XE2:Grafik/Demos/GroßeDemos/Odyssey [C]
COLTITLE Mittle
  Balance Syndrome
  XE2:Grafik/Demos/Par94/Balance_syndrome
  Blue-Moon
  XE2:Grafik/Demos/Par94/Blue-Moon-The-Demo.exe
  CCCP
  XE2:Grafik/Demos/Par94/cccp
  CDN-Models
  XE2:Grafik/Demos/Par94/CDN-Models_Inc
  Complex.Vector
  Execute XE2:Grafik/Demos/Par94/Complex.VectorPreview
  Dove
  XE2:Grafik/Demos/GfxDOpus/Dove.exe
  COOLAUNCH
  XE2:Grafik/Demos/Par94/COOLAUNCH.fast
  CP DELUSION
  XE2:Grafik/Demos/Par94/CP-DELUSION
  Cream
  XE2:Grafik/Demos/Par94/Cream
  ERM-STA
  XE2:Grafik/Demos/Par94/ERM-STA
  FatalMorgana
  Execute XE2:Grafik/Demos/FatalMorgana/FatalMorgana
  Final Condom
  XE2:Grafik/Demos/Par94/Final_Condom
  FullMoon
  XE2:Grafik/Demos/Par94/FullMoon
  Greenday
  XE2:Grafik/Demos/Greenday/Greenday.exe
  Hardday
  XE2:Grafik/Demos/Par94/hardday
  7-Heaven
  Execute XE2:Grafik/Demos/Heaven/7-Heaven.exe
  IllFlower
  XE2:Grafik/Demos/Par94/IllFlower
  INCARCERATED
  XE2:Grafik/Demos/Par94/INCARCERATED
  Ins Compo
```

```
Execute XE2:Grafik/Demos/Par94/Ins-Compo
Justice9
XE2:Grafik/Demos/Par94/justice9
Kefrens
XE2:Grafik/Demos/Par94/Kefrens
Love
Execute XE2:Grafik/Demos/Love/Love
Mindflow
XE2:Grafik/Demos/Par94/mindflow
Mindwarp
XE2:Grafik/Demos/Par94/Mindwarp
MMp3
XE2:Grafik/Demos/Par94/MMp3
Naxis
Execute XE2:Grafik/Demos/Par94/Naxis
Nexus7
XE2:Grafik/Demos/Par94/Nexus7
Orbital
XE2:Grafik/Demos/Par94/orbital.exe
Oxygene
XE2:Grafik/Demos/Par94/Oxygene
FridayAtEight
XE2:Grafik/Demos/Par94/PolkaB.FridayAtEight
Real
XE2:Grafik/Demos/Par94/Real
Real
XE2:Grafik/Demos/Par94/SwapAttack
Twisted Minds
XE2:Grafik/Demos/Par94/twisted_minds
Volcano
XE2:Grafik/Demos/Par94/Volcano
WorldOfAscii
XE2:Grafik/Demos/Par94/WorldOfAscii
Zinko
XE2:Grafik/Demos/Par94/zinko
Zootje
XE2:Grafik/Demos/Par94/Zootje
COLTITLE Intro
ROYBLACK
XE2:Grafik/Demos/Intro/!ROYBLACK!
AMONG_Th
Execute XE2:Grafik/Demos/Intro/AMONG_Th
DentAWolf
Execute XE2:Grafik/Demos/Intro/DentAWolf
Str+oasis
XE2:Grafik/Demos/Intro/Str+oasis
COLTITLE 40K
Atom
XE2:Grafik/Demos/40K/Atom
Blur
XE2:Grafik/Demos/40K/Blur
Craptors
XE2:Grafik/Demos/40K/Craptors
Eremation
XE2:Grafik/Demos/40K/Eremation
Fake
XE2:Grafik/Demos/40K/Fake
```

IShotKurt
XE2:Grafik/Demos/40K/IShotKurt
KillingOfAnEgg
XE2:Grafik/Demos/40K/KillingOfAnEgg
Nitte
XE2:Grafik/Demos/40K/Nitte
Siesta
XE2:Grafik/Demos/40K/Siesta
END Demos
Spiele
COLTITLE Action
Lionheart
XE4:Action/Lionheart/Lionheart
NEMAC_4
XE4:Action/NEMAC_4/NEMAC_4
COLTITLE Adventure
HeartOfChina
XE4:Adventure/HeartOfChina/HeartOfChina
HeroQuest
XE4:Adventure/HeroQuest/HeroQuest
Hexuma
XE4:Adventure/Hexuma
RiseOfTheDragon
XE4:Adventure/RiseOfTheDragon/RiseOfTheDragon
Simon
XE4:Adventure/Simon/Simon
Zak
XE4:Adventure/Zak/Zak
COLTITLE Geschick
Croak2
Newshell from XE1:Misc/BangerMenu/Bat/Croak2
SpaceTaxi2
XE4:PD/SpaceTaxi2/SpaceTaxi2
COLTITLE Mix
Rules
XE4:Mix/Rules/Rules
DrMario
Newshell from XE1:Misc/BangerMenu/Bat/DrMario
COLTITLE Rolli
Avalon2
XE4:PD/Avalon2/Avalon2
DragonStrike
XE4:Rolli/DragonStrike/DragonStrike
Ishar I
Newshell from XE1:Misc/BangerMenu/Bat/Ishar1
COLTITLE Simlation
Frontier
XE4:Simlation/Frontier/Frontier
TP
XE4:Simlation/TP/TP
COLTITLE Strategie
Artillerus
XE4:PD/Artillerus/Artillerus
Brain
XE4:PD/Brain/Brain
Imperial
XE4:PD/Imperial/Imperial

```

Shanghai
XE4:PD/Shanghai/Shanghai
S_Tanks
XE4:PD/S_Tanks/S_Tanks
END Spiele

```

1.13 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  =
      BangerMenu.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
33  = to much gadgets (>2560)
34  = error to load monitordriver
35  = id number not found (false)
36  = couldn't open screen
37  = Preference Error
38  = Menu Error (Screen)

```

1.14 histroy

Version and Bug report

```

1.210  first aminet release

1.220  remove ENDE checkroutine 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 BangerMenu: 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
- 1.237 error by assembleren, fix column now
thanks again Steven Becker
- 2.0 new till 2560 gadgets
new till 10 pages
new can open the workbench in different solutions
can run on gfxborad like CyberVision
a new logcial keyboard control
- 3.05 new Screen Menu till 50 entry
new column title and till 50 columns
shortkey for Screen Menu
- 3.3 new Leftmousebotton can be use like as CAPS
new ChangeDir in Config add
new Asynchron program start
bugs fixed

test computer	A4000/30	FPU 82	25Mhz	14MB	Kick3.1	SCSI+AT	CyberVision	4MB
	A1200		28Mhz	6MB	Kick3.0	AT		
	A1200/30		50Mhz	24MB	Kick3.0	SCSI+AT		

1.15 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
Peppino Bellisario	for his postcard from the Italian
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
Lee Howard	sorry about your A500 ...
Martin Huttenloher	for the MagicWB-Standard

MCP-coder for they god program !!!
Mick Poole for his suggestions
Johan Sandberg hallo Swedish
Christian Schacht for his VGA suggestion and EMail
Skobar we talk on IRC

1.16 Author & Adress

Author & Address

Andre' Trettin
Duwockskamp 33
21029 Hamburg
Germany

040/7246861

EMail: tretti-a@rzbt.fh-hamburg.de

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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