

MinBar

Steve Bleasdale

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COLLABORATORS

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| | <i>TITLE :</i> MinBar | | |
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Contents

| | | |
|----------|--|----------|
| 1 | MinBar | 1 |
| 1.1 | MinBar | 1 |
| 1.2 | Motivation | 2 |
| 1.3 | Requirements | 2 |
| 1.4 | Enhancements and changes of version 2.00 | 2 |
| 1.5 | Changes/bugfixes since V1.00 | 2 |
| 1.6 | Installation | 4 |
| 1.7 | Keyboard-Switch | 4 |
| 1.8 | How to open the preferences ... | 4 |
| 1.9 | Description of the Menu Options | 5 |
| 1.10 | Important notes | 7 |
| 1.11 | Tool-Types | 7 |
| 1.12 | About MUI ... | 8 |
| 1.13 | Author | 9 |
| 1.14 | I wanna thank ... | 10 |
| 1.15 | Disclaimer | 10 |

Chapter 1

MinBar

1.1 MinBar

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M I N B A R

Version~1.20

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MAILWARE

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Introduction

Motivation

Requirements

Installation

The commodity ...

The preferences ...

Keyboard-Switch

~Opening/Closing...

Description

Important notes

Miscellaneous ...

About the program ...

Tool-Types

Author

History
~Acknowledgements
~About MUI ...
~Disclaimer

1.2 Motivation

Motivation

Basically I am a big fan of a (now older) program called WangiPad ©1994 Lee Kindness I liked using his program.. but it was too big and I hated configuring it.

It was also too large.. being split into two and I had been looking for something to write for a while....

1.3 Requirements

Requirements

minbar Should run on every Amiga equipped with Kickstart / Workbench 2.04 or higher.

MinBar itself requires MUI 3.

MinBarGTi doesn't need anything except KS2.04...

1.4 Enhancements and changes of version 2.00

To come..... in version 2.00

Single preferences file
Catalogs.. for other languages...
Send me your suggestions.....

1.5 Changes/bugfixes since V1.00

History.

1.20 Changed the prefs Gadget 'Quit' into a use Gadget.. this made more sense after I was told by two People that they didn't think it was right, and people thought it was just going to quit the prefs mode.. too confusing....

Also Added an install script.. and decided to release just the library from Wbstart.library, with the documentation included.. Once again my Thanks to Stefan becker....

- 1.17 Ironed out the last of the Enforcer hits (Hopefully the last anyway) Included an upgraded version of WbStart.library (Many thanks to Stefan Becker)....
- 1.16 Added a new tooltype.. CLOSEQUIT.. this makes the closewindow gadget Quit the program,this was a user request....
I also changed the version string to the proper format.
- 1.15 I have fixed several Enforcer hits.. And Put in a routine so's your prefs get saved to envarc: as well.. I should have put this in ages ago.. Thanks to the guy fro NZ who sent me an email for reminding me. (Please post it again later I'm having difficulty).

I have (Finally) updated several of the texts in MinBar and removed some Leftover Stdio stuff which made the code smaller.

If you wish to register this Software please either wait a week or two or mail my Fido address as my email isn't currently working.

Public Keys are aviliable on several UK BBS's if you have difficulty contacting me.

- 1.14 New safety checks on the Commodities code, in the past I've had reports that Certain keys were occasionally blocked off, I don't think it was MinBar, but now having installed a few safety procedure's if it Happens again I KNOW it isn't MinBar.. I hate Bugs that you can't reproduce..

Also, I have added a safety check to the Position saving of MinBarGti It Could cause some rather spactacular crashes once in a while, which had the unfortunate action of unvalidating your HD and making your HD Crash on bootup.. :(((Major bug now deleted..... :)))

MinBargGti has another Tooltype.. you can select the width of the Scroller bar on the right hand side, or turn it off (size = 0).

Several small 'tweaks' were added...

- 1.13 Gti Version changes yet again, the font code was re-written and Minbar now releases it's lock on the Workbench screen when its closed..
- 1.12 Gti version now has extra tooltypes to allow the user to select which font he'd like to use..
I am looking at a bug whereby the program appears to be keeping it's lock on he workbench screen when the window is closed. currently the only way to get around this is to quit MinBarGti.
- 1.11 ReVamped Gti versions commodities interface.. and optimized some code Upped Gti version number to 1.11 same as MUI version.. from now on Both versions will have the same version number embedded.

MUI version Optimized slightly for smaller more efficient code.. Should Fragment memory a little less too.

added support for hotkey 'launching' of Links.. You may now define a hotkey to load a new set of preferences.

1.10 Added GadTools GUI for MUI Haters everywhere.. and fixed some out of date ← texts...

1.03 Some code Optimization....

1.02 Minor bugfixes.. and documentation changes...

1.01 added file XXXXX exists, Overwrite requester

1.00 Initial release

1.6 Installation

Installation

To start MinBar, you only have to doubleclick on its icon.

To install Minbar you need to unpack the WBStart.lha archive and copy the library to libs:

then copy MinBar and it's Icon to wherever (Sys:WBStartup)

also if you want to check out the example preferences you'll need to copy them to Env: (and to EnvArc: if you want to keep them)

Or if you like your WangiPad preferences use the converter to create a copy of them....

1.7 Keyboard-Switch

Keyboard-Switch

Pressing this will iconify / un-iconify the window... the window doesn't need to be active for one of the Hotkeys defined in you preferences file to work..

There is no Iconification for the gadtools version.. anyone wants me to add it I will, but I don't think its necessary.

1.8 How to open the preferences ...

How to open the preferences ...

Hit right amiga-P or choose the preferences menu item when the window is active (blue border) to make the preferences appear/dissappear

This doesn't apply to the Gti Version.. which has no preferences, but instead uses the prefs file generated by the MUI version... MinBar.

1.9 Description of the Menu Options

Description of the Menu Options

Project-Menu

- Show/Hide Preferences:

Toggles preferences on and off.. you may not launch anything while the preferences are on

- About:

Version number of the program and other information.

- Load:

Displays an ASL requester and allows you to choose a new set of preferences interactively

- Save:

The preferences are saved in the (Last loaded or Default (Env:Minbar.prefs)) prefs-file.

- Save as....:

Displays an ASL File requester so's you may save your preferences to a different file..

The saved file name becomes the current filename...

- Iconify:

Iconifies the program according to your MUI Preferences.. either/or/neither using an appicon/appmenu

See MUI Docs...

- Quit:

Quits the preferences program without changing anything.

- Snapshot:

Only available in the Gadtools version.

Whilst in preferences mode you may not launch anything from MinBar..

Basically up/down add and delete are self explanatory....

Save will save the preferences to whatever was previously Loaded/Saved
And quit preferences mode

Quit will kill off MinBar...

You may drag Icons into this window at any time (almost) and whatever you drag in will be given a set of 'standard' workbench attributes..(See options window)

The options window will be opened whenever you try to add or doubleclick on an item to edit its attributes..

Whenever you drag an Icon into this window The corresponding text will be placed in the 'command' string gadget (ie) dragging the WORK: disk icon will put 'WORK:' in the string gadget

Basically there are four 'types' of item in the list..

1.Workbench

These are programs that will be launched from WorkBench they MUST have an Icon..

2.Cli/Shell.. these programs do not need an Icon and are a little more flexible where the options are concerned...

Anything added using the Add button is given a standard set of Cli options...

3.AREXX.. These are arexx scripts... and will be run accordingly..

4. Links.. these are a special Item that point to another set of preferences their text will always appear in bold in the List

Options...

Item Text: this is the text that will appear in the List

NB: you may not have two Items with the same text..

(You could always Capitalise the first letter or change the case of the whole word)

Type: One of Workbench,Cli/Shell,Arexx or Link..
(See above)

Stack:The amount of memory declared for stack usage..

(Only applicable on Shell/Cli Items)

Command/Prefs:This is the filename/command to be run
in the case of Cli it is what you would type
at the cli prompt,Arexx it is the name of the script
and in a link.. it is the name of a new prefs file...

HotKey:This is a standardHotkey descriptor.. pressing this
key combination will cause the required item to be Executed

Priority: This is the Task Priority that items will be launched
at. only available for Workbench and Cli/Shell

Input/Output:these are basically filenames.. er before I confuse
any new users out there.. there are special filenames
'CONSOLE:', 'CON:', 'NIL:' which can be used to redirect the

input from and output to either a Console window a file or just make it dissappear.. also you can set the output to say 'RAM:Temp' any any output will go there...

ADVANCED Options

These options were designed specifically for Games...

if anything of these options are not in the default setting (ie) they are shown in Italics...

They will be run Synchronously.. this was necessary to facilitate certain aspects of the advanced options..

Synchronously: means you won't be able to use MinBar until you have quit the program yu hae just run

As we all know the move to AGA made a lot of older games crash...

these options are here (hopefully) to make these games work. It basically imitates the actions of several 'degraders'

You may turn off the caches on your '020's and above (up to 040 I don't have any docs on '060s)

You may make the display reset itself before running the game.. this will allow The game to open it's screen properly...

And you may Reset the VBR (Vertical blank register) to chipram/fastram (only availiable above 68000's)

1.10 Important notes

Important notes

Options

Options are passed as

Tool-Types
/Cli Arguments...

The Cli args are very basic as MinBar and MinBarGti are designed specifically for Workbench use

1.11 Tool-Types

Tool-Types

Although most of the tool-types can be configured by the preferences program, you can certainly change them by hand, too.

These tooltypes are standard for WbStartup-Type apps

CX_PRIORITY [Default-Value: 0]

With CX_PRIORITY you can influence the message hierarchy of the running commodities. If this value is high, MinBar gets the incoming messages (like mouse clicks, pressed keys ...) at first.

CX_POPKEY [Default value: F10]

ie CX_POPKEY=F10 ...

makes the window appear/disappear

DONOTWAIT [Default :Off]

Causes workbench to not wait for the program to return...

These ToolTypes are specific to MinBar & MinBarGti

WBTOFRONT [Default :Off]

Will force the workbench screen to the front upon un-iconifying (HotKey activation ←)

BACKDROP [Default :Off]

this will make the window borderless and backdrop...

Looks nice.. but you can't move it around or to the front of other windows... (not used in MinBarGti)

For MinBarGti

FONTNAME [Default :Off]

the font to use in the listview.. ie FONTNAME=TOPAZ or FONTNAME=Times.font

FONTSIZE [Default :Off]

The size of the font to use FONTSIZE=9

SCROLLERSIZE [Default :Off]

defines the width of the scrollbar on the right hand side..

ie.. SCROLLERSIZE=16 16 pixel scrollbar (standard)

ie.. SCROLLERSIZE=32 32 pixel scrollbar For strange shaped screens like mine ;)

ie.. SCROLLERSIZE=0 will remove the scroll bar entirely.

1.12 About MUI ...

About MUI ...

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

Please support MUI...

1.13 Author

Author

If you want to send me

- bug-reports
- criticism, improvement proposals or questions
- postcards, greetings, money ...

then here are my addresses:

- EMail: Steve@eateggs.demon.co.uk
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-

1.14 I wanna thank ...

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And for WBStart.library

And also for his help...

- Dietmar Eilert for GoldED

The support of all the Points/Sysops on Babylon5 BBS
Farside BBS

'Thanks for putting up with me'

Mike Dodd for his suggestions/remarks/help in debugging
and telling me that I Should use ActiView instead of ViewLord <GRRRRR>. ;)

And for reporting The only two REAL bugs... :)

And thanks for letting me use his 'net account for forwarded E-Mail
no longer necessary cos' I've got me own account now.

Ste Davies for still having an '020 for me to test it on.... ;)
and for letting me win at snooker... :)

Lee Kindness for his help and support...

even though I was copying his Ideas like mad! :)

All the Guys on #frostfree who have annoyed me :)

1.15 Disclaimer

Disclaimer

This program Is ©1996 S.Bleasdale...

This program is supplied with no warrantee or guarantee of any kind
and I cannot be held responsible for damage resulting in its use

Use this program at your own risk!

It is MAILWARE...

I've invested rather much time and work in MinBar and I really think
it's worth using. So I've decided to ask something from the users.

You don't have to send me money. I think, this should be reserved to such
great programs like MUI or GoldED.

But if you like this program and use it regularly, send
me

A netmail.. or a gift of some kind (send me your spare '060s)

And you'll receive a keyfile..

LIMITATIONS on unregistered versions are no more than five Hotkeys in any set of ←
prefs
