

## MENKIT - English Additional for MENU10G

is an additional for menu10g.exe with English dialogues, and English INI- and help-file.

### WHAT YOU NEED:

mengkit.exe self-extracting archive with English resources.  
menu10g.exe German release of RRKMenu 1.0  
(German only version needs only menu10g.exe)

With this two files you can build your own English version.

Copy both packages to one directory

Extract menu10g.exe

Delete the file rrkmgger.dll of menu10g

Delete the file rrkmgger.hlp of menu10g

Delete the file rrkmenu.ini of menu10g

and extract mengkit.exe

(I don't add the English version of BWCC.DLL. I hope, you already have this file.

In this case delete the BWCC.DLL of menu10g)

### WHAT IT IS

RRKMenu is a PopupMenu for Windows 3.1 usable as Windows-Shell

- with Submenus as many as you like
- with a icon representation of the application
  - supports 3 Icon-Sizes
  - 3 graphic Style are offered
- with several generic Menus
  - build in the Program Manager
  - supports ambiguous filenames
  - generate your hard-disk with all directories and application + documents as Submenus
  - a Task-list
- with a needle to stick the Menu and the Submenus on the desktop
  - Usable as Drag'n Drop panel
  - Support Drag'n Drop to install new Menuitems
  - Roll-Up-Button to minimise the sticked Menus
- with low System requirements
  - only ~ 30 KB needed at minimum
  - only ~2 % of system-resources are resistent needed - independent of your size of the structure of Submenus
- with a quick access to all your applications
  - really always accessible (full-screened windows doesn't matter)
  - Mice with 2, 3 and '0' buttons are supported
  - Hotkeys to your Submenus can be declared
  - Use the right and the middle Mousebutton for two different Menus
- with a comfortable Configuration
  - All editing of your Menu is supported with hotkeys and dialogues
  - extensive context-sensitive help for all actions and dialogues.

### UPDATE OF MENU09EC

You need all new EXE and DLL (excepting BWCC.DLL) files of the new package!

Changing your INI-file:

Save your old INI-file (f.e. rrkmenu.old)

Use the new INI-file rrkmenu.ini as Template.

Add all submenus below [MainMenu] of your old INI to the new INI-file (use notepad)

Use **insert** or **edit Item** to change the items in the MainMenu and make links to your old Submenus.

This way might be the best.

#### SHORT DESCRIPTION OF NEW FEATURES

- fixed a silly bug with the editmenu in sticked menu
- fixed a little bug with case and icon-database. ->have to change the rrkmenu.ini all `mnu_..` to `MNU_...`. Attention this is important! The lower case (in the old INI-files) will not function any more!
- I changed the menuitems **gener. Properties** to **Configuration**. I think it is now clearer.
- Reorganised the dialogues (Associate is via **Configuration** accessible)
- I add hotkeys to get Submenus by pressing a Ctrl-char while the menu is popped up (select **Configuration** and than **Hotkeys**. This dialogue is quite similar to the dialogue **Associate**)
- In the Edit-dialogue you can select an Icon (it will have only an effect in the current icon-size). Alternative you can copy an Icon `c:\yourdir\program.ico` to represent the corresponding program `c:\yourdir\program.exe`.
- add the possibility to popup a menu at the background of the desktop **and** on the window-title bars (press the Ctrl while selecting **Only desktop** and look at the icon representation of the menuitem).
- If you normally use the middle mousebutton to popup the menu, you can declare a second (sub-)menu for the right mousebutton (add the name of the submenu to `SpezialRightMouseButton=My SubMenu` in the section [General Properties]). This menu will popued with the right mousebutton, if the mousebutton is over the background of the desktop or over a title bar of a window.
- make the iconic representation of Programm-Manager Items a little bit more safety.
- Add a new style **beta** (select **F2**, or **F5** and **gen. Props** and look at **Style**. (Notice that a change to or from the style **standard** will delete all icon-database and the menu will be slow at the first time it analyse the Exe-files and extract the icon-information.)

If you have problems to create your English version of RRKMenu, please contact me

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