# New Menus for Windows 1.1

## What it is

**New Menus for Windows** has two aspects.
First it is a Windows-Tool to launch programmes, files, keyboard-macros and Windows-API-statements with a PopupMenu, which is also usable as Windows-Shell.
Second it is a enhangement to Windows. Selecting a Drop-Down-Menu of a Windows application with the right mousebutton, you can stick it with a pin on the desktop - like all Submenus of New Menus for Windows. For some Windows controls context-sensitive Popup-Menus with the right mousebutton are available, which enhance the functionality of the controls.

**New Menus for Windows as Desktop-Utility and Windows 3.1 Shell:**

You are bored about fishing the Program-Manager out of the overcrowded desktop and using the dialogue File / Open x-times the day gets on your nerves?
Then New Menus for Windows 1.1 may be a solution for you.
The Menus 1.1 is a Popup-Menu, which is always accessible via the right or middle mousebutton or with a key-combination, to launch programmes, Windows API-statements and keyboard macros. But a similarity to normal popup-menus of Windows can only be found in the basic principle of Menus. Automatically all applications and documents are represented with theire Icons and a describing line. You can choose the font of the Menuitems, you can choose between 3 sizes of the (animated) Icons (which are individual customisable, like in the Program-Manager) and between 4 graphical styles: the windows standard style, a simple 3-d style, a style, quite similar to the OpenLook-Menus, and an enhanced 3-d-style. But the Menus is not only friendly to your eyes. It has several functions, which are very useful to have a quick access to all your applications, files and tasks. Of course you can group your applications in submenus - as many and as deep as you like. But you do not have to configure each Menuitem by hand, because New Menus for Windows has some generic Menus, witch make a dynamic configuration of a Submenu-structure possible. You declare Menuitems with ambiguous filenames and the Menu lists all matching files as menuitems. You can include whole directories in your Menu-structure: The (sub...)subdirectories are accessible in (sub...)submenus and all programmes and documents are listed as menuitems. If a (sub)menu tends to become too long not fitting on the desktop, the Menu breaks automatically the list and continues in a new submenu. You can also include the Program-Manager or single Program-Manager groups in your menu-structure. There is also a Task-list for quick access to your windows.

A quick access to our submenus is guaranteed with Shortkeys to each submenu. You can also declare two individual (Sub-)Menus for the right and for the left mousebutton. You can also define global Hotkeys to each menuitem (programm, Win-API-statement, keyboard macro).

But not enough: The highlight of New Menus for Windows may be a little pin at the top of each submenu. Just click on it, the submenu is sticked on your desktop - and it still seems to be a popup-menu with submenus. But you can move this sticked menus around your desktop, hold it always on the top of the desktop, minimise it with a 'Roll-Up-Button', group it on the area of the title bar of a maximised windows and close it with another click on the pin. The sticked menus supports drag'n drop with the File-Manager to open one or more files with a program you configured as menuitem.

New Menus for Windows has also some special features running as Windows-Shell. Quite similar to the Program-Manager you can declare a submenu 'Autostart'. If you want to quit Windows in the evening and continue your work the next day, you can save your desktop. Restarting Windows, all applications are restored exactly at the same positions you left your computer last day.

There are also some special features, like running non-Windows-compatible DOS-Programmes, shooting down Windows immediately or rebooting your computer. Because the Menu has an interface to the Windows-API, you can also define 'special features' (f.e. 'Save all Documents in all application', 'Arrange Icons' etc.).

**New Menus for Windows 1.1 as Windows-Enhancement**

New Menus for Windows is not only usable as a Windows-Shell. It also enhances the functionality of other Windows programmes. Selecting a Drop-Down-Menu of a normal Windows Program with the right mousebutton, you get the Menu also with a pin to stick it on your desktop.

Some standard controls, like text-controls, scrollbars, list boxes or a DOS-box are enhanced with a context-sensitive popup menus. If you press the right mousebutton f.e. over a DOS-box, you get a Menu with items Mark, Copy and Insert.

This option to customise other programmes with a context-sensitive popup menu is also supported with an interface to the Windows-API (or to other DLL's) and keyboard macros.

To configure your own menu, you don't have to edit an INI-file by hand. Just highlight a menuitem, press an edit-key, to change, add or delete a Menuitem by filling out comfortable dialogues. You can also use Drag'n Drop with sticked Menus to configure new menuitems. For each dialogue and each action you can get an extensive and context-sensitive help. But remember, using generic menuitems reduces the time involved for configuration.

New Menus for Windows also considers several Windows configurations. The right and - if you have one - the middle mousebutton are supported. If you use Windows without a mouse, you can also use New Menus for Windows with the keyboard. It is also possible to install it on a file-server.

Now, some words about the costs:
First; our precious system resources:
Unlike other PopupMenu-WinShells (f.e. appdir, backmenu, dmenu, flash,

gdesk, hotpop, pegif or usher) New Menus for Windows is designed with a dynamically build menu-structure: A submenu will first be initiated, when you open it. This makes it possible, that the system resources are also allocated dynamically. Independent of the number of configured Submenus and Menuitems, New Menus for Windows the system resource requirements of New Menus for Windows are really low: ~ 2% of System resources and ~30 KB of non-discardable RAM.

Second; your patience:
Please be patient with my English in the help-files.

**Registration:**
Last not least the financial aspect:
New Menus for Windows is FreeWare or ShareWare - ad libitum ;-) - but in no case for public domain.
I think it is neither worth to annoy the user with restrictions (like reminder screens or other limitations) nor to make the user a bad conscience using software illegally. You can 'test' New Menus for Windows as long as you wish. A difference in functionality of New Menus for Windows between unregistered and registered versions doesn't exist.
But if you want to appreciate the work of a 'poor student' with a fee, if you want to keep my nose to the grindstone for next releases, if you want a support regarding New Menus for Windows and/or if you want the actual version (if there is one), you can register New Menus for Windows for 30 $ US or 50 DM.
It would be the best to send it cash by normal mail to my surface adress, because the service charge for checks or bank transfer is over half of the sum! (Yes, they are real gangsters in pinstripe suit {:-( )

Inquiries, comments, and suggestions for new features regarding New Menus for Windows are also welcomed and can be sent to the author.

# How to Install:

Copy the file NMFW11x.ZIP (or NMFW11x.EXE) in a new directory and unzip the file (pkunzjr 2.04g). After doing that, you can remove the file NMFW11x.ZIP.
**Important**: The files RRKMNDLL.DLL and BWCC.DLL must be in the Windows directory. Otherwise you can't run the Menu as Win-Shell.
If you allready have a file BWCC.DLL look on its date. If the BWCC.DLL in your Windows Directory is older than March 1994, you **must** use the BWCC.DLL of the NMFW-package!

You can drag the RRKMENU.EXE from the File-Manager to a Group-Window in the Program-Manager.

The file RRKMENU.EXE is the program.
After starting the program, **push the right mousebutton**!!
I have pre-configured the menu. Probably You have a drive "c:\" and You have installed Windows at "c:\windows". Otherwise You have to change the

corresponding menuitems.

**How to uninstall:**
Delete the directory, in which you copy the NMFW11-package. You can also delete the file RRKMNDLL.DLL in your Windows-directory
That's it. (There isn't any entry in WIN.INI and any INI-file in Windows-directory or elsewhere.)

**UPDATE OF RRKMenu 0.9 and RRKMenu 0.09ec**
You need all new EXE and DLL (exepting 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.

**UPDATE OF RRKMenu 1.0g (+english Additional)**
See to Update of RRKMenu 0.9 and RRKMenu 0.9ec
It is important, to delete (or move to an other directory) the old RRKMENU.INI, otherwise the installation-routine doesn't function properly.

**DESCRIPTION OF NEW FEATURES**
Please look to the file HISTORY.WRI.

# Agreement for Using / Warranty

This software and the accompanying files are distributed "as is" and without warranties as to performance of merchantability or any other warranties whether expressed or implied.
Because of the various hardware and software environments into which New Menus for Windows may be put, no warranty of fitness for a particular purpose is offered.
The user must assume the entire risk of using the program.

**Shareware Distributors:**
You have my permission to distribute New Menus for Windows 1.1. Please keep all files listed below together in the archive, or in an archive format suitable for your library. Thank you!

**Availability**
Ther German Version NMFW11G and the Englisch Version NMFW11E is availible at anonymous FTP-Server:
ftp.hrz.uni-kassel.de:/pub/machines/intel/win3 (or /../incoming)

# The Files:

Comment to the versions of the Release 1.1:

The versions New Menus for Windows 1.1e, New Menus for Windows 1.1g and New Menus for Windows 1.1i are all the same Main-Release. They only differ in the language-resources. New Menus for Windows 1.1e has English resources, New Menus for Windows 1.1g has German resources and New Menus for Windows 1.1i has English and German resources.


| | |
|---|---|
| RRKMENU.EXE | The Program |
| RRKMNDLL.DLL | Hook-DLL |
| ADDONS.DLL: | DLL with Add-On-functions for context-sensitive menus. |
| BWCC.DLL: | English Dialogue-DLL from Borland International. |
| BWCCDEU.DLL: | German Dialogue-DLL from Borland International (origin file name is BWCC.DLL) (Only in version 1.1i) |
| RRKMENG.DLL | the English Resources (Only in version 1.1i and 1.1e) |
| RRKMGER.DLL | the German Resources (Only in version 1.1i and 1.1e) |
| RRKMENU.INI | The INI-file (Only in version 1.1e) |
| RRKMGER.INI | The German INI-file (Only in version 1.1i) |
| RRKMENG.INI | The English INI-file (Only in version 1.1i) |
| RRKMENG.HLP | English help-file (Only in version 1.1i and 1.1g) |
| RRKMGER.HLP | German help-file (Only in version 1.1i and 1.1g) |
| ZUSATZ.WRI: | German description of the Add Ons. (Only in version 1.1i and 1.1e) |
| ADDONS.WRI: | English description of the Add Ons. |
| HISTORY.WRI | Changes, To-do, and Questions. |
| HISTORYG.WRI | Changes, To-do, and Questions. (Only in version 1.1i and 1.1g) |
| LIESMICH.WRI | German README (Only in version 1.1i and 1.1g) |
| README.WRI | this file |

The program generate files like RRKDAT.xxx and RRKIDX.xxx (xxx is a number) in its own directory. (database for using Icons)

# Last Minute Changes:

In the MainMenu I have add an Submenu **Windows-Manager**:

**Save All**:
Simulate a shootdown of Windows. This causes, that all programmes are called to save the files.

**Save Wins DT.**
Saves the positions of all programmes. If the Menu restart, the positions are restored.

**Arrange Menus at Top**
All sticked Menus are arranged at the top of the desktop.

**Arrange Menus at Left**
All sticked Menus are arranged at the left of the desktop.

**Arrange Icons**
Arranges the iconsized windows on the desktop.

**Nebeneinander**
Arranges vertical all programm-windows, which are not iconsized.

**Übereinander**
Arranges horizontal all programm-windows, which are not iconsized.

**Cascade Windows**

Cascades all windows, which are not iconsized

**BTW...**

Please ignore my horrible Englisch!