Multi

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1.1   main

Multi Menu

V1.0

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Do not crunch MultiMenu with Power-Packer!

Doing so will cause MultiMenu to Crash!

1.2   Multi Menu - Introduction

After buying a CD ROM I got sick of searching through 100's of
Workbench directories for the program I wanted to run. So, I wrote
MultiMenu.
MultiMenu allows you to quickly create Menus for running your
favourite programs. Multi Menu decides which menu to load by looking
what CD is in your CD ROM drive. You simply run MultiMenu and it does
the rest.
MultiMenu can also be used to create Menus for your Hard-Drive, disks
or to put on bootable floppy disks.

1.3   Multi Menu - Disclaimer

Although every effort has been made to ensure that MultiMenu
functions as described in this document, it is provided with no
guarantee of it being free from errors, or suitable for every system
set up. No liability shall be accepted by the author, or any person
involved with the distribution of MultiMenu, for any loss or damage of
any nature suffered as a result of the use or mis-use of this program.
Your license to use this program is only valid if you accept all
liabilities for damage to any hardware or stored information caused by
the use of this program.

1.4   Multi Menu - Features

Here are the main features of MultiMenu.
* If run on it's own it will look at the name of the disc in your CD
ROM drive and attempt to load a Menu file that matches the name of
the disc.
* If run on it's own and you have no CD ROM, or MultiMenu can't find a
Menu file to match the inserted Disc then a default menu will be
loaded instead.
* You can create a Menu file and give it a Project Icon with the
Default Tool set to MultiMenu. Now you can select that menu whenever
you want by Double-Clicking on it's Project Icon.
* You may also select a Menu file to load by Clicking on the MultiMenu
icon, holding SHIFT and then Double-Clicking on a Menu file.
* MultiMenu can also be run from CLI, in which case you may specify the
name of the Menu file to load as a CLI parameter.
* The Menu file used by MultiMenu is very flexible with only a few
restrictions on it's format. This makes the creation of Menu files
both quick and easy.

1.5   Multi Menu - Menu File Format

The Menu file for MultiMenu is stored as plain ASCII text. You can

use your favourite text editor to edit this file. The file is split

into 2 main sections; The Menu Text & The Menu Commands

The Menu Text should come first, this is the text that is displayed

on MultiMenu's Screen. The text should be no more than 80 characters

wide or more than 32 lines long. (If you exceed these limits then the

extra text will simply be ignored by MultiMenu)

The Menu Text MUST NOT have any line starting with the '#' character.

Following the MenuText is the Menu Commands section. This consists

of a number of AmigaDos scripts, each assigned to a ASCII character.

The start of each script section is defined by a line starting with

the '#' character, immediately following this '#' should be the ASCII

character that must be typed for this script section to be executed.

Any other characters on this line will be ignored, so you can use the

rest of this line as a comment if you want.

Following this is a list of commands, these commands will be executed

as an AmigaDos script. This end of this list of commands is the next

line that starts with the '#' character.

A '#' character on it's own marks the end of the menu file, any lines

of text after this will be ignored by MultiMenu.

SHOW ME AN EXAMPLE

Upper/Lower Case

Normally you would want to recognise the press of a letter as the same

in both upper and lower case. Sometimes you may wish to have a seperate

option for an Upper case key press to a Lower case key press. To get

around this problem easily here is how MultiMenu treats Alpha-Keys..

#a - will recognise both Upper & Lower case 'a'

#A - will only recognise Uppercase A

This means that if you want to recognise 'a' & 'A' as seperate options

you should always put the upper case options first in the script list.

SHOW ME AN EXAMPLE

1.6   Multi Menu - Example Menu File

```
+----------------------------------------------------------------+
| Disk Format Menu |
| ¯¯¯¯¯¯¯¯¯¯¯¯¯ |
| (1) - Quick Format of disk in DF0: |
| |
| (2) - Full Format of disk in DF0: |
| |
| (3) - Quick Format of disk in DF1: |
| |
| (4) - Full Format of disk in DF1: |
| |
| (I) - Info |
|#1 |
|SYS:SYSTEM/FORMAT DRIVE DF0: NAME EMPTY QUICK |
|#2 |
|SYS:SYSTEM/FORMAT DRIVE DF0: NAME EMPTY |
|#3 |
|SYS:SYSTEM/FORMAT DRIVE DF1: NAME EMPTY QUICK |
|#4 |
|SYS:SYSTEM/FORMAT DRIVE DF1: NAME EMPTY |
|#i |
|Info |
+----------------------------------------------------------------+
```

1.7   Multi Menu - Example Menu File 2

```
+----------------------------------------------------------------+
| Graphics Menu |
| ¯¯¯¯¯¯¯¯¯¯¯ |
| (A) - IFF Converter |
| |
| (B) - IFF Ripper |
| |
| (C) - IFF to Executable |
| |
| SHIFT & KEY to read the Document. |
| |
```

|#A |
|SYS:Utilities/MultiView DH0:GraphicTools/IffConv.doc |
|#B |
|SYS:Utilities/MultiView DH0:GraphicTools/IffRipper.doc |
|#C |
|SYS:Utilities/MultiView DH0:GraphicTools/Iff2exe.doc |
|#a |
|SYS:GraphicTools/IffConv |
|#b |
|SYS:GraphicTools/IffRipper |
|#c |
|SYS:GraphicTools/Iff2exe |
+--+

1.8   Multi Menu - CD ROM menus

As mentioned before MultiMenu can choose which menu to load according
to the CD in your CD ROM drive. When MultiMenu runs with no specific
Menu File to use it performs the following routine.
* Check that a device "CD0:" exists. If not use "Default" as name.
* Check that a disc is in the device. If not use "Default" as name.
* Get the name of the disc in the drive & Check the path "S:MultiMenu/"
for a Menu File with this name. If a File is found then use it. If no
Menu File is found then use "Default" as name.
So for each CD you want to access programs from you create a menu
file in the directory "S:MultiMenu/" called the same as the name of the
CD the menu is for.
You can now get a Menu for the CD inserted simply by Double-Clicking
on the MultiMenu program. However there are a couple of better options
available...
* Use a function such as AddTools to put MultiMenu on the Workbench
Toolbar.
* Use the FKey commodity to create a Hot-Key combination to run
MultiView.
* There are a number of utilities available that can execute a
specified command upon a disc change occuring in a specified device.
Set one of these utilities to run MultiMenu.
NOTE: If you do not want MultiMenu to load the "Default" menu when no
Menu file is found then simply make the very first character in
the "Default" file a '#'.
You can delete the "Default" file if you want, but an error will
occur when a CD has no menu file.

1.9   Multi Menu - Disk Menus

If you are creating a bootable disk, you can use MultiMenu to present
a menu upon booting. In such a case you don't need to create the usual
"S:MultiMenu" directory. You can simply name your Menu file as a
parameter.
For MultiMenu to function properly your bootable disk must also
contain the "EXECUTE" command, and the "T:" assignment should be made
to RAM:
Here is an example StartUp-Sequence to display a menu upon booting of
a disk....

```
+------------------------------------------------------------------+
|ASSIGN T: RAM: ;Ensure T: is assigned to RAM: device |
| |
|MULTIMENU S:MENU-FILE ;Display the menu file. |
| |
|ENDCLI |
+------------------------------------------------------------------+
```

1.10   Multi Menu - Using Multi Menu as a Default Tool

If you create a menu file and give it a Project Icon then you can set
the Default Tool for the Icon to MultiMenu. Then Double-Clicking on
the Project Icon will run MultiMenu and tell it to use that Menu File.
These Menu Files don't have to be in the "S:MultiMenu" directory,
they can be anywhere you want.
Here are a few example uses...
* You can create a menu for each of your floppy disks. To do this
create a menu file in the Root Directory of the disk and give it a
Project Icon. If this disk is to be used by other people except you
then put MultiMenu on this disk as well in the C directory. Now set
the Default Tool to ":C/MultiMenu". You can also use "Leave Out" on
the Icon and it will be displayed on your Workbench screen along with
the Disk Icon when the disk is inserted.
* If you have a Hard-Drive you can create a number of Menus for your
Hard-Drive, each for a different Suite of utilities. Give these
files Project Icons with MultiMenu as the Default Tool and use the
"Leave Out" option to put them on your workbench screen. Then you can
position them neatly and use "SnapShot" to store their positions. Now

whenever you boot your system you will have some menu icons all ready
for you to access your favourite utilities at speed.
NOTE: If you create a Menu File within a directory on your hard drive
then when MultiMenu is run as a Default Tool it changes the
current directory to the directory where the Menu File was before
it executes any of the Scripts in the Menu File. This means that
if you don't use full path names for commands in the same
directory as the Menu File you can move the Whole Directory to a
new location and the Scripts should still work.

1.11   Multi Menu - Extended Selecting

If you have a Menu File and it has no Default Tool or No Icon but is
being display because you chose the "Show All Files" option on
Workbench you can still get it up as a Menu without having to resort to
the CLI.
To do this simply Click on MultiMenu hold down the SHIFT key and then
Double-Click on the Menu File.
NOTE: Some programs that allow file selection in this method allow you
to select more than one file to load while SHIFT is held. I
haven't included this feature in MultiMenu because I simply
couldn't think of a reason why you would want to load more than
one menu simultaneously. If you can think of a reason, write and
tell me and the next MultiMenu will include such a feature.
As it stands if you select more than one file while shift is held
MultiMenu will simply load the one that is first in the list of
files that is passed to it from Workbench.

1.12   Multi Menu - Installation

There should be a DemoMenu with MultiMenu containing the option to
install MultiMenu on your system. If this file is missing, or you just
prefer to do it manually, then here is how..
* Create a directory called "MultiMenu" in your "S:" directory. This
is where MultiMenu expects to find it's Menu files.
* Copy the 'Default' menu file to "S:MultiMenu/" this is the file that
is loaded when MultiMenu can't find another menu to load. You may
change this file as much as you want, just keep it's name as Default.
* Copy the MultiMenu program to where you want it. This can be
absolutely anywhere, but if you are running it from CLI or using it
as a Default Tool then remember that your system has to find it. I
suggest "SYS:Utilities" as a good location.
You are now ready to use MultiMenu, have fun!

1.13 Multi Menu - Output from commands

When the user selects a menu option and the Script is executed for
that option. If any of the commands produce text output then the
following action will be taken...
* If MultiMenu was executed from CLI then the output will be sent to
the CLI window where it was run from.
* If MultiMenu was executed from WorkBench a new Console window will be
opened this window is actually opened before executing the Script but
it is opened with the options AUTO and WAIT. This means that it won't
be opened unless Output occurs and if it is opened then it wait wait
for the user to close the window with the close gadget once the
script finishes running.
If you are using Workbench 1.3 or less then AUTO is not supported and
an output window will open every time a menu item is selected even if
no output is produced. If you don't like this, there is only one real
solution, upgrade your machine!!!
* If you are running FKey to launch MultiMenu then FKey provides
MultiMenu with a console window for it's output. MultiMenu senses
this and uses this Window for any Output from the Script too.

1.14 Multi Menu - The Menu Bar

When MultiMenu displays a Menu you will notice a little Menu Bar if
you press the Right Mouse Button. This contains only 3 simple options
which are...
EDIT : This menu runs the command "ED" with a parameter of the name of
the current menu. This provides you with a quick way of editing
a menu. If your text editor isn't called ED then this option
won't work.
When this option is selected MultiMenu will Exit too. This is
because many text editors set themselves up as a new background
task when run and hence MultiMenu can't wait for you to finish
editing the file. Just run MultiMenu again when you have
changed the menu file.
ABOUT : This displays a little requestor with the Version Number.
QUIT : Exits without running any scripts at all. This is the exact
same as pressing the ESC key.

1.15   Multi Menu - Distribution

This program is Freeware. This means that Copyright to this program

remains with the Author at all times. However, as long as it remains

unchanged and this document stays with it at all times, you may

distribute MultiMenu in any way you please.

If you are going to include MultiMenu on a CD-Rom then it would be a

good idea to contact the author first to check you have the latest

version. (But you don't have to if you don't want to!)

1.16   Multi Menu - About the Author

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If you are a distributor and require the latest version of MultiMenu

then please send a SAE & 3.5" Diskette to the above address.

If you have any comments on MultiMenu, Suggestions for Improvements,

or Bug Reports then write to me at the above address too.

1.17   Multi Menu - Known bugs

I don't know of any bugs in MultiMenu, but if you find one please let

me know.

1.18   Multi Menu - Trouble Shooting

PROBLEM: My CD drive isn't called CD0:

SOLUTION: The most obvious solution is to call your CD drive CD0:

However if this is not possible then you could create a defered

assign to your cd drive. EG:ASSIGN CD0: drive-name: DEFER

PROBLEM: I Don't have a CD ROM but I would like to use MultiMenu in the

same way on a different device. (ZipDrive, FloppyDrive, etc..)

SOLUTION: The best way to do this is to create a defered assign to the

device. EG:ASSIGN CD0: device-name: DEFER

Or you could use a file editor such as ZAP or NEWZAP to change

all the occurences in the MultiMenu executable of CD0: to the

name of your device. (Your device name must be 3 characters

though or you've got problems)

If you do change MultiMenu with a file editor, please don't

copy your mutilated version for anybody else, apart from

confusing anyone unfortunate enough to receive your copy it's

against the distribution licence.

PROBLEM: When I set MultiMenu as a Default Tool in a Project Icon

workbench gives the error "Unable to open your tool 'MultiMenu'"

SOLUTION: The location you have put MultiMenu isn't searched by Workbench

if you don't want to move MultiMenu then make an extra copy of

it in your C: directory (It is less than 7k!) or if you have a

Newer machine you can use the MakeLink command to create a

MultiMenu in the C: directory that is linked to actual

MultiMenu program.

PROBLEM: MultiMenu fails to run programs I know I have.

SOLUTION: When the Script is run for the Menu Option you selected the

Current Directory is the Directory that the Menu File was

stored in. You are best referring to commands with their full

path name to ensure that they are found. (Or make the CD

command the first command in your Script)

I can't think of any other problems you might encounter, if you have one

then write to me. (A SAE would be nice too!)