

M2I

COLLABORATORS

	TITLE : M2I		
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Chapter 1

M2I

1.1 M2I version V

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M2I version V

Copyright (C) 1991-1998 par Thomas PIMMEL

Release : M2I 5.76

Needed : Kick 3.0+

Date : 17 March 1998

English version : Fabien HORY

Jean-Marc Boursot

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SUMMARY

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Author Author, legal notes, etc...

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1.2 Auteur

AUTHOR

M2I was written by Thomas PIMMEL.

OTHERS CONTRIBUTIONS

The Reqtool library is copyright Nico Francois.

Icons were designed "on the cave walls" by Thierry Schmitt.

The ScreenNotify library is copyright Stefan Becker.

I'd like to thank warmly Thierry and Fabien

(NDT: not too warmly pleaaaaaaase Tom)

for their ideas and tests. Without them M2I would not exist.

LEGAL NOTE

Despite a lot of tests, the author can not guarantee there's no bugs. YOU USE THIS SOFTWARE AT YOUR OWN RISKS.

No responsability is accepted for damages arising from the use of this program.

See Shareware

1.3 Shareware

SHAREWARE

M2I V is Shareware.

This mean you have to pay a contribution to the author if you want to use this program. This contribution amount to 10 US\$.

You can notice that there's no limitation, you have the full working version, that's the "Real Public Domain Spirit".

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1.4 Introduction

INTRODUCTION

M2I is my oldest program, it's the 3rd time I rewrite it completely. This last version is born when MagicWorbench arrived on my Amiga. It was 100% rethought.

WHAT IS IT MADE FOR ?

M2I is a programs (Shell, Worbench or ARexx) launcher which gives a graphical and powerful interface to the user.

M2I comes in the form of Menus or graphical windows, it uses Icons, Buttons or Texts.

With M2I you will now have a logical and not physical view of the content of your disks. M2I is the ideal complement of the Workbench.

M2I is highly configurable and very easy to use.

M2I gives a lot of possibilities to use the less memory as possible. For example, the sounds are played from the disk and so they are not resident in memory (See Playing sounds). The icons management is strict and economical.

AND WHAT ELSE ?

M2I can open a window in any Public Screen and place icons in this window to run AREXX Scripts for example.

M2I manages menus with no level limitation. Each menu can become a window and stay on your screen (like X11 Tear Off menus).

RELIABILITY

M2I uses no patches and no system tricks. It was written in assembler with Devpac 3.14, and it respects the OS developers guide. M2I gives no "Enforcer Hit" and no alerts of "Mungwall". M2I was tested with success under 68020, 68030, 68040, on different

platforms : A1200, A1200+4Mo, A1200+1230IV 50Mhz + 4Mo, A4000/030, A4000/040+Retina.

THE LOOK !

The windows of M2I can have : a texture, a border or not, a dragbar or not. Each window can be iconified. The windows positions are saved in the menu file.

AREXX

M2I has 51 AREXX commands, you can manage completely the program with AREXX. You also have internals commands and a lot of others. (See the M2IAREXX.guide)

1.5 Configuration

REQUIRED CONFIGURATION

An Amiga with Kickstart 3.0 minima is required.

A Motorola 680x0 processor, the higher the best.
MagiWB or NewIcons are pretty good (8 or more colors).
A Hard Disk is much much better to use M2I.

NOTE: The 68020 version was optimised to use the new addressing modes.

MEMORY OCCUPATION

It depends of the way you configure your menu.

MY CONFIG

M2I was developped on a A4000T, 68040, 16Mo RAM, 1Go HD
a 1538s monitor, a ZIP Drive, WBench 8 et 16 colors.

1.6 Install and start

INSTALLATION

You only have to copy the M2I Drawer on your hard drive to install M2I. You also have to copy the reqtools.library in your LIBS: drawer if it's not already present.

RUN

WBench : Click on the M2I icon, or on a Menu icon (.M2I).

SHELL : Type M2I followed by a menu name if you want.

You don't have to worry about the directory where you launch M2I, the program will find his PATH alone.

!M2I runs only if the WorkBench is on!

WBSTARTUP

You can drop an "M2I Menu" icon in your WBStartup (a Menu is a .M2I file)

M2I can so be launched when you turn your Amiga on.

If you use the WBStartup don't forget to add the DEFAULT TOOL : DONOTWAIT in the icon definition of your menu (use the WorkBench INFORMATION menu item to do this)

You can add DONOTWAIT in your Deficons/defproject.info by this way you'll not have to change it anytime you save your menu.

When M2I saves a menu, it includes the path in the icon.

M2IStartup

If you place Tools icon in the M2IStartup Drawer, they will be launched when you start M2I.

NOTE1 : the M2IStartup Drawer is a drawer of M2I and not a directory on your disk.

NOTE2: you cannot use tools which call the M2I internal command QUIT in the M2IStartup drawer.

FILES

The M2I directory contains differents sub-directories :

Prefs/M2iDefTexts Default Language used by M2I

DefIcons/defererror.info Default M2I Error icon (when M2I can't find an icon)

Those 2 files are obligatory.

The other files are optional (but you'd better not delete them).

See Files description

1.7 Files description

FILES DESCRIPTION

M2I Directory

M2I5 M2I program.
M2I5.info Its icon, used if iconified.

M2I5_020 68020 Version.
M2I5_020.info Icon used when you iconify it.

M2I.readme Last minute changes.

Catalogs directory

M2I.catalog (french)

PREFS Directory (M2I Prefs)

M2I5DSP.prefs Display Prefs
M2I5PENS.prefs Pens Prefs
M2ISND.prefs Sound Prefs
M2IMISC.prefs Misc. Prefs

M2IDefTexts Default language file (English)

DEFICONS Directory

defdrawer.info Default Drawer icon
deftool.info Default Tool icon
deferror.info Error icon (when M2I cannot load an icon)
defprefs.info M2I Prefs icon used when in the prefs windows
defproject.info Default "M2I Menu" icon

Two icons for the requester
gaderror.info Error messages
gadinfo.info Other messages

NEWICONS Directory

It contains some NewIcons Icons.

EXTRA Directory

It contains different icons for your DEFICONS, and some new MagicWB icons.

AREXX Directory

Contains different example Arexx files and an Arexx and Amigaguide demo.

1.8 Quick Start

QUICK START

This part is for the one of you who'd like to try rapidly M2I on their Workbench.

INSTALLATION

Move the M2I Directory from the source to your Hard Disk.

START

Double Click on the M2I5 icon.

TEST

A window opens on your Workbench screen.
Look at the menu to have an overview of the possibilities.
Watch the Display Prefs too.

Drag the icon of one of your program and Drop it in the M2I Window.
If everything's alright, you should have a copy of your icon in the window.

Push the "Help" Key et use the "Use" gadget.

Now double click on the icon of your program (the one in the M2I Window) and your program will be launched.

You now have seen 0.0001% of the possibilities.

HOW TO QUIT

If you close all the windows of M2I , it will not be quit, it's still present, you can wake it up by using the "Open M2I Root" item in the Tool Workbench Menu.

If you're in the Edition Mode you can quit with the Quit Item.

In the contrary press the "Help" key and push the "Edition" gadget. You can now quit with the menu.

Later you'll be able to add an icon and a keystroke to quit M2I if you want it.

MORE INFOS

Read the doc files, it's important to know all you can do with M2I and to see why M2I is better than a classical washing powder.

1.9 icons

ICONS

M2I uses icons or text to display its menus.

- Why icons?

With MagicWB and NewIcons, The Amiga has now real great icons, and you all have a lot of MagicWB .info files so why not using them.

I had a lot of thoses MagicWB icons but it was only files on my HD because i didn't like the use of the WorkBench, that's why i decided to use those nice icons with M2I.

- Why not "Brushes" ?

Icons are small brushes in fact, and it has a advantage: the alternative image, much more better than an ugly color change.

There's a lot of software to modify or to create icons, and they are able to load ... IFF brushes.

- Wich icons are M2I compatible ?

All icons with an alternative image, it means all MagicWB icons or NewIcons. The old icons are working too, but you don't always have the alternative image.

- Can I replace M2I deficons ?

Yes, no problems.

- Can I use another icon than the program's one with M2I ?

Yes, of course but M2I uses the program's icon TOOLTYPE.

- Does M2I lock the icons it uses ?

No, M2I search for an icon, load it et display it, if it can not be loaded, it displays an error request the 1st time and the DefError icon the next times.

- An icon makes M2I having some problems!

I had this problem with an old icon, but this icon was bugged !
Now M2I looks for this kind of bugs so if you have a problem
send me your icon and i'll see what's your icon problem.

1.10 Fonctionnement : Introduction

INTRODUCTION TO THE M2I CONCEPT

The 1st thing M2I is made for, is to launch DOS, WBench or ARexx programs. You have to built first your M2I Menu. The word of Menu is not really right because you can display your programs as : Menus, Gadgets pannels, or in windows like the WorkBench.

M2I has 3 ways of working:

EDITION : you can edit your menu, add drawers or tools.

USE : you use your menu to launch your programs.

AREXX : with Arexx you can use all M2I commands, add icons ...

Another guide file is present with M2I to explain the AREXX mode.

VOCABULARY

All M2I windows and tools are called MENU. And so we also call MENU the file created by M2I to save your configuration.

A program or a command is called a TOOL.

An icon which opens a new window is a DRAWER.

The use of drawers and tools gives you the possibility to create an arborescence. There's no limits in the arborescence. You can find in any drawer tools or another (or more) drawer and so on.

Let's see how to create your own menu.

1.11 M2I menu edition

M2I MENU EDITION

If you launch M2I with no parameters, it runs in "Edition" mode.

If you want edit an existing menu when this menu is running, you have to use the internal command EDIT (see Internal commands Index) or you can also use the "Help" key and "Edition" gadget.

In Edition mode, you can edit your menu !! Great ! It means adding or removing

tools or drawers.

TO ADD DRAWER

to add a drawer :

Select the window where your drawer should go and select in the menu the "Add Drawer" item. A window opens and you can now edit the new created drawer. ↵

(see Editing a Drawer)

Or drop a Workbench drawer icon in a an M2I window, the new created drawer ↵ will use the image and the name of the Workbench icon.

TO EDIT DRAWER

To change the parameters of a drawer you have to click once on this drawer, and then select the "Edit Icon" item of the menu

But you can either double-click on the drawer icon, if already opened.

(See Editing a Drawer).

TO OPEN DRAWER

Double-click on the drawer you want to open, a new window appears. Move this window where you want it to opens in use mode.

TO CLOSE DRAWER

Use the Close gadget of the window of the drawer or press the "ESC" key or click on the drawer icon again (if you selected this option in the Misc. Prefs

TO ICONIFY DRAWER

Use the iconify gadget of the window or press the "DEL" key.

TO MOVING DRAWER

Click on the icon of the drawer and move the icon without depressing the mouse button (Drag and Drop). The all arborescence of the drawer moves with it.

By th same drag and drop method you can move a drawer at the position you want it to be in a window, before or after one or another drawer or tool.

WARNING: you can't move a drawer inside himself or inside a "son" drawer.

TO DELETE DRAWER

Click on the drawer icon. Select the "Delete Icon" in the menu answer "Delete" in the requester. All the arborescence of the drawer is deleted.

TO ADD TOOL

To add a tool :

Select the window where your tool should go and select in the menu the "Add Tool" item. A window opens and you can now edit the new created tool. (see Editing a Tool)

or drop a Workbench tool icon in a an M2I window, the new created tool will use the image the name and the TOOLTYPE of the Workbench icon.

TO EDIT TOOL

To change the parameters of a tool, you have to click once on this tool, then select the item "Edit icon" of the menu.

Or Double click on the tool.

(see Editing a Tool).

TO MOVE TOOL

Use the drag and drop method to move a tool from a window to another or to place it where you want in a window.

TO DELETE TOOL

Click on the tool icon. Select the "Delete Icon" in the menu answer "Delete" in the requester.

NOTE : you can drop multiple icons in M2I windows, it recognize the type of the icons (drawer or tool). They will be installed in the selected window.

NOTE (2) : Online help

Each edit window has an online help. Just place your mouse on a gadget and press "Help".

See Menus Index

1.12 Editing a Drawer

EDITING A DRAWER

To change the parameters of a drawer you have to click once on this drawer, and then select the "Edit Icon" item of the menu, or double-click on the drawer icon, if already opened.

A window opens, in the top left corner you can see the image of the drawer and on the right you can read : Drawer Edition.

You can drop a Workbench icon in this window, it will use the image of this icon and its name too.

If you don't select any icon in a window and use the menu item "Edit Icon", you will edit the window drawer.

You can set with this window

- The window label

This is the text that will be written under the icon. It's not an obligation to give a name.

Arexx users, try to avoid the "*" "?" "/" characters and if you can the space character. Don't use labels which begin with a digit.

- The icon name

Name and complete path of the displayed icon, nothing if you want the deficon. "Choose" opens a file requester.

NOTE : You don't have to add the ".info" extension.

- The way to load icons

Load On First Use : icons will be loaded in memory at the first time you'll open the window.
(default option)

Load at Start : load the icons when you run m2I.
It's not very economical for the memory use but you'll not have to wait (may be good for a floppy use of M2I).

Load Every Time : Icons are flushed from memory when you close the window. It's the most economical choice and if your HD's speed is good it's OK.

- Display mode (windows contents)

Icons : you will see icons in the window.

Buttons : you will see buttons in the window,
which represent tools or drawers.

Texts : no icon in the windows, only labels
(don't forget to give a label to each icon).

- Icons (or buttons) set up

Horizontal : icons are put horizontally in the
window (see icons positions)

Vertical : icons are put vertically and centered
in the window.

- Icon position (only for horizontal lists)

Centered : icon are centered (default value).

Top : The top of each icon is displayed at the
top of the window.

Bottom : the bottom of each icon is displayed
at the bottom of the window.(useful for windows
with different size icons and labels)

- lines or columns number

You can choose the number of lines or columns used to
display the icons, the buttons or the texts.

Horizontal setup : number of lines
Verticale setup : number of columns

- Drawer Type (new 5.70)

Simple or AutoScan

- File Sorting

No, Alphabetical order, by Type (Drawer at the end), Type and
Alphabetical order.

- Files, added to AutoScan Menu

Icons : Only files with an icon will be added

All : All files will be added

Ignore : Icons will be ignored, and all files will
be added (quick method)

- Filter, for the files
- Directory to scan
- WB, the tool must be executed in Workbench Mode
- Default tool, used when a file doesn't have an icon or when a project icon doesn't have a tool. You can write "%" in this line (Ex : Multiview %s).
- Force, the default tool must be used in every case

Select OK to validate your changes.

Select Cancel to cancel your changes.

You can also use the Quit menu item of this window to cancel.

1.13 The AutoScan drawers

THE AUTOSCAN DRAWERS

PRINCIPLE

With the "AutoScan" type, you won't create the drawer content any more, but it will be done automatically.

Just create an empty drawer, then change its type to "AutoScan". In the "Drawer" gadget, type the name of a drawer of your harddisk, for example "SYS:Prefs".

Change also, the number of lines and columns, or M2I won't have place to put the icons.

Now, validate the changes: you created a new drawer. It will be empty till you double-click on its icon.

When doing that, M2I will examine the drawer on the harddisk, and will place the tools and drawers it will find.

This drawer will function as a simple drawer, except that its content will NEVER be saved in the menu.

A drawer created by M2I will have the same parameters as its parent drawer. It will have the type "AutoScan" and you'll be able to open it with the same method.

A tool will be created according to its icon if it has one, or by using the default tool if you defined it.

SORT

If you want to, M2I will place its tools and drawers in alphabetical order.

FILES

- Icons : only files or drawers with an icon will be added in the menu. The tools will automatically be launched in Workbench mode.
- All : all files will be added in the menu. Tools without icon will be launched in Shell mode, and their input/output stream will be the default one.
- Ignore : icons will be ignored, all tools will be launched in Shell mode, without input/output stream. It's the fastest method to create a menu.

NOTE : You can check the "WB" gadget to force all tools in Workbench Mode

DEFAULT TOOL

This tool will be used when a file isn't executable and when it doesn't have an icon with a default tool, or when launched in FORCE mode.

If you don't type any default tool, non-executable files without icons will be ignored. In "Ignore" mode, all non-executable files will be ignored.

FILTER

In this gadget, you can type any valid AmigaDos pattern (for example: #?.iff). You can also type more complicated commands after the pattern.

\pattern the amigados pattern (you can also type only the pattern without the \pattern command)

\nodrw no drawer will be created

\drw all drawers will be created, even if they don't follow the pattern or the date

\after <date> M2I will only select files that have been created after or at this date. The date is in the AmigaDos format (jj-mmm-aa, for example 7-nov-97)

\before <date> M2I will only select files that have been created before
or at this date

\today The today files

\day <xx> Files created for xx days max

\week <xx> The same for weeks

\month <xx> The same for months

\year <xx> The same for years

\century <xx> The same... I joke ;-)

Abréviations for the dates (AmigaDos format) :

Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec

Valid patterns examples

~(#?.bak) \nodrw \day 5 All files without .bak, created
in the past 5 days, without the
drawers

\drw \month 10 All drawers, and files created in
the past 10 months.

\after 10-oct-95 \before 25-oct-95 Files created between the two dates
(10th and 25th included)

Incorrect pattern example :

\drw \nodrw \day 5 \year 1 \drw and \nodrw are incompatible.
Only one date argument is allowed.

This filter will work this way:

\nodrw \year 1

WHY "AUTOSCAN" DRAWERS

To create a menu from your disk, without effort. Just change its
drawer type before saving it.

To have a view of one of your disk drawer that often changes.

To have several entries on a single drawer, according to file
names or dates.

Etc.

AREXX

ARexx has a new instruction to open this kind of drawers: AUTOSCAN (see ARexx.guide).

New parameters have also been added to the SET command to manage this new option.

1.14 Editing a tool

EDITING A TOOL

Double-click on the tool icon you want to modify (edit mode only).

A window is opened, with the tool icon in the top left corner, and the message "M2I V : Editing a tool" in the top right corner.

You can drop a Workbench icon in the window to set automatically some parameters.

In this window, you can define :

- the icon label

Text that will be put below the icon. You aren't obliged to type one, so you save place.

ARexx users : avoid chars like "*" "?" "/" "." and in some cases the spaces. Avoid also labels beginning with a digit. This can cause confusion in the ARexx commands.

- the icon name

Name and complete path to the displayed icon, or nothing to have the default icon. "Choose" will open a file requester.

Validate in the string gadget to load the new icon from the disk (or press TAB).

NOTE : M2I will use the parameters of the icon you load : Tool, arguments, stack, etc.

- the execution mode

SHELL : executes a program in a shell. It's the surest method to execute a program. Normally, you can execute all programs this way.

WBench : executes a program like the Workbench. The "Tooltypes" in the program icon will be read by your program (see the note)

AREXX : launches the ARexx script typed in the "Tool" gadget, without using RX. If ARexx isn't active, M2I will try to run the program defined in the misc preferences, (normally REXXMAST). The default extension for the scripts names is ".rexx", but you can change it in the misc preferences DIVERS

- Hotkey

Hotkey to execute the program directly, from any M2I window (in Use mode).

Qualifiers for the key can be:

CTRL / LSHIFT / RSHIFT
LCOMMAND / RCOMMAND
LALT / RALT,

followed by a char or a function key (F1-F10).

Or a combination of several qualifiers.

Example : LALT CTRL F9

NOTE : if the keys is already used by another tool, M2I propose to remove it from this other tool.

- check box "Super-hotkey"

By selecting this box, your hotkey is available even if no M2I window is selected (beware of conflicts with other applications).

- Tool

Internal command, program, or ARexx script to launch. To have a list of available internal commands, just type @ in this gadget, validate and read the error message. if you type a space in this line, M2I will automatically place the rest of it in the "Arguments" gadget.

see command line keywords.

- Arguments

Arguments to send to a program or an ARexx script. In WBench mode, you can just type one arg, that must be a file.

see command line keywords.

- Defaut path (Shell only)

It the "CD" for the command. The default is the program path. But you can define another path (for example, for a text editor, the path to the text files). Warning: some programs can't be executed outside their drawer.

- Input / Output

(default: NIL:)

Output stream for the program. If you define an interactive stream (for example CON:), this path will be used for input too. For example, if you execute the FORMAT command, it will ask you to press RETURN if you choose an interactive stream. Otherwise, it will ask nothing.

If you type "con:" and validate, M2I will write the default output defined in the misc preferences DIVERS "Default CON:".

No output in WBench mode.

- Stack size

(4000 mini)

A parameter that can crash lots of programs. The stack size must always be a 4 multiple (M2I does it for you).

- Priority (-128 to +127, default: 0)

Replace the Tooltype "PRI"

- Sound played

Sound to play when executing the program or the command.

see Playing sounds

Click OK to validate your changes (displayed immediatly).

Click Cancel to go back to previous settings.

Instead of clicking cancel, you can select the window menu, item "Quit".

IMPORTANT NOTE : you aren't obliged, even in WBench mode, to display the own icon of the program. However, the program lauched in WBench mode will only read its icon.

M2I doesn't manage the Tooltype "CLI" yet.

M2I doesn't manage "TOOLPRI" neither. Change priority in the provided gadget.

1.15 Keywords of the command line

THE KEY WORDS

in a command line (Tool + Argument), you can use some key words for more interactivity.

This option is available in Shell mode only.

For the moment there are 4 Key words

%reqf "file" (or "") is replaced by a file
selected by the user (You !)
with a file requester.

%reqm "path" (or "") is replaced by many files
selected by the user (still you !)
with a file requester.

%dir "path" (or "") is replaced by a path
selected by the user
with a requester.

%str "Message" is replaced by a string typed
in a string requester.

You can use as many Key Words as you want. "" (blank string)
is the last file or path selected by the user.

If the user select the cancel gadget, the tool is not launched.

Some examples of valid command lines :

***** 1st EXAMPLE *****

Tool Echo

Argument %str "Give me a message to write"

Possible result -> Echo Salut!

***** 2nd EXAMPLE *****

/* to be tested... */

Tool %reqf

Argument Ram:a_file

-> dh1:show/ViewTek Ram:a_file

```

*****

***** 3rd EXAMPLE *****
/* File archive */

Tool      lha

Argument  -r a %str "New archive name" %reqm ""

        -> lha -r a dh3:myarchive ram:t/pipol ram:t/pipo2

*****

***** 4th EXAMPLE *****
/* Extract an archive */

Tool      lha

Argument  x "%reqf "" "" %dir "ram:"

        -> lha x "Ram Disk:afile.lha" "DH3:TEMP/"

/* "%dir "ram:" Sets the doubles quotes around the result*/

*****

```

1.16 Opening and Saving Menus

LOAD

To open a menu you must be in Edition mode and select the "Open..." item of the Project menu, or you can use the "OPEN" internal command.

Later, you'll run M2I from the WBStartup or from the startup-sequence, and it will be launched in use mode with your menu loaded.

Remember : to switch in edition mode, use the help key in a window of m2i and select "Edition".

If you select the "Open" item of the Project menu, a file requester opens.

You're still in Edition mode when the file is loaded.

SAVE

To save your menu, select the "Save..." item of the Project menu, if your menu as no name, the save fonction acts as

the "Save as" fonction.

SAVE AS

To save your menu under a new name select the "Save As" item of the Project menu.

In use mode you can use the "Saveé internal command.

SAVE FROM THE WORBENCH

In the "Tool" menu of the WorBench, you'll find an item called "Save M2I Menu as "

This is very usefull if you want to save your configuration with no opened window.

WARNING : when you'll load your menu there will be no opened window.

WHAT DOES M2I SAVE

M2I saves :

- The windows position
- The windows state (if it's opened, closed, iconified ...)
- The window contents (drawers, tools, etc ...)
 - The look of the windows (normal, 3D, locked)
- The state of the "Sound task" See Playing sounds
- The content of the tools.

You'll will so find your menu in the same state as it was when you saved it.

M2I doesn't save :

- The prefs (they are saved in files)
- The image of each icon (but only the path to find it)

1.17 M2I Menu Use

USING A MENU

If you run M2I with an argument, or if you click on an M2I Menu file icon (.M2i), M2I starts in the Use mode.

You can switch in Use mode from the Edition mode by using

the Use Menu item from the Edit menu, or you can press the Help key and select the Use gadget.

In Use mode you can launch your Tools.

LAUNCHING A TOOL

To run a tool, double-click on its icon. The double-click value is the one of the system prefs.

You can also use the hotkey you've set to the tool.

You can see the arborescence of a drawer by using the right mouse button (RMB) on the drawer icon. You can move your mouse pointer and so use M2I as a normal menu. If you depress the right mouse button on a tool, this tool will be launched as it happens with normal menus. If you depress the RMB on another place than on a tool, the menu will get closed.

By clicking and depressing quickly the RMB on a drawer, if you had set the "Click Twice Menu" in the MISC Prefs, you can move your mouse on the menus without pressing the RMB. In that case you just have to press the RMB again on a tool to launch it.

THE "TEAR-OFF"

When you move your pointer on a menu, you just have to use the Left mouse Button (LMB) to transform this part of the menu as a window.

OPENING A DRAWER

You can open a drawer by the same way you do it in Edition mode, by double clicking on the drawer icon.

NOTE : an empty drawer doesn't open in Use mode.

An already open drawer get closed when you double click on its icon, if you had set the "Click & close" in the MISC Prefs.

An already open drawer (displayed as a window) doesn't open near its icon, but you can open any menu from a tear-off window.

THE WORKBENCH

You can drag and drop icons on an M2I Tool. The Tool will be launch with the dropped icon as parameter. This is very useful, for example with "Multiview" or an image viewer.

NOTE : this option works even if the file has no

associated icon, it means it works in the "See all files" mode of the Workbench.

THE LOOK OF THE WINDOWS

With the TAB key and the "`" key (the one upon the TAB key, you can first remove the dragbar of the windows and second remove the borders. Try this keys with the shift key too. See Index of the Keys

1.18 the requesters

THE REQUESTERS

The requesters are used to display a message or an error.

The keys :

"Return" can replace the left gadget selection.
(more often the "OK" gadget)

"ESC" can replace the right gadget selection.
(more often the "cancel" gadget)

The Help icons :

If you select the little icon (a world map) you'll have an help about the current message.

If you select the "error gadget" you'll have an help about the current error.

In most of the cases, the help message is the default one : it displays the last DOS error that occurs in M2I, and the quantity of free memory.

Menu changes :

If you've change something in your menu, M2I tells it to you, and it asks you if you want to save your changes.

Select "Save" to save it, and select "Lost" if you don't want to save it, "Cancel" if you don't want to quit M2I.

1.19 Playing sounds

METHODE

M2I sets an independant task which plays sounds from your disk, without loading the all sample in memory.

This option is useful if you don't want to waste memory, but it's not usable for the floppy disks.

With a hard drive, it's the best solution. A small disk access is enough to load one or more seconds.

PLAYING SOUNDS

To play sounds you need two things :

You must have set the "Sound Play." string gadget with a valid sample name in the Editing a Tool).

You must have set the "SoundTask" flag in the prefs menu. See Index of the Menus

This flag is saved for each menu you create.

The default value of this flag is on.

1.20 Dragging a borderless window

Dragging a borderless window

When you have a borderless M2I window, you don't have any dragbar. You can move this window in all cases, by selecting it and clicking the middle mouse button or SHIFT-left mouse button.

NOTE : this option is very useful, but isn't 100% system friendly. In this case, the window is moved by M2I itself and not by the system.

1.21 the prefs

THE PREFS

You can modify four kinds of prefs and save them in the PREFS directory of M2I.

I don't use the ENVARC: and ENV: assigns, it's a personnal choice, my ENV: (in the ram:) has already 180Kb so i don't want to add more bytes.

If you choose to "Use" a prefs, it will be used until

you quit M2I.

If you choose to save the prefs, you'll find it back everytime you use M2I.

The Display Prefs.

The Pen Prefs

The Sound Prefs

The Misc. Prefs

1.22 Display Prefs

THE DISPLAY PREFS

File saved : Prefs/M2I5DSP.prefs

Access : Prefs menu, item "Display prefs"
or the "PREFS" internal command.

THE PREFS WINDOW

Icon font :

- Use the "Select font" gadget to select a font for the icon label.
- Use the "Def. font" gadget to select the system default font.
- "Text only / Text & field"

if you want to have the background color behind the icon label (for the windows with pattern or ghost).

NOTE : the font of the labels is used in the requesters, and if possible, in the prefs windows. If the size is too high, M2I will use the default font in the prefs windows.

MagiWB users : the Xen.9 font is pretty good for M2I.

Background pattern :

You can choose between :

- Image
Select the IFF image file to fill your windows

- Clear
Background color in the windows.

- Ghost
grey pattern color : one pixel grey
and one pixel of the color.

NOTE : The picture palette doesn't need to be compatible with the Workbench one any more (new 5.64).

M2I displays the picture you have selected with the "Choose..." gadget so you can have an idea of the final windows aspect. Click "OK" in the requester that will open.

IMPORTANT : M2I allows you to see your brush. But don't forget that the previous picture pens are still locked. They will be freed when you will use or save the new prefs. So, the new brush will be reloaded, and the colors remapped.

Picture precision :

You are concerned if you use a brush in your M2I windows.

In this case, you can ask M2I to remap the picture colors, by allocating new pens if needed.

According to the option you choose, this function will be more or less successful.

With precision "None", the brush is displayed as it is.

From precision "Interface" to "Exact", your picture will be better displayed. The more precision you have, the more pens are allocated in the Workbench.

The default icons :

The default icons are used to display a tool or a drawer if no icon is set for this tool or drawer.

- Def. Icon Drawer
- Def. Icon Tool
- Def. Icon Error

NOTE : if M2I cannot find your "Def. Icon Error" it will search for Deficons/defererror.info

Size of the windows :

- Max. Width
Maximal Width of a window set in percentage of the visible screen.
- Max. Height
Maximal Height of a window set in percentage of the visible screen.
- Margin
Margin in number of pixels around the icons.

NOTE : M2I will arrange your icons in rows or columns if the size of the window becomes greater than the Max.

Transparency :

You are concerned if you use a brush in your M2I windows.

- Icons

In this case, the icons background color becomes transparent.
The icons display is a little bit slower.

- Texts

In this case, the texts background color becomes transparent.

- Buttons

In this case, the buttons background color becomes transparent.

Select "Save" to save your prefs on the disk.

Select "Use" to try your prefs.

Select "Cancel" to forget your changes.

NOTES : When you save your prefs, the position of the prefs window is also saved and is used for all the others prefs and edition windows.

All the changes are effective once you saved them, you don't need to quit and run again M2I.

1.23 The Pen Prefs

THE PEN Prefs

File saved : Prefs/M2I5PENS.prefs

Access : Prefs menu, item "Pen Prefs..."
ou internal command "PENPREFS"

THE PREFS WINDOW

Colors setting :

You can choose the color :

- For requesters and prefs (colors used for "ghost" backgrounds too)

Texts color
Background color

- For icons labels

Icons labels color
Fields color

- For buttons

Texts color
Background color

- For text menus

Texts color
Background color

- For selection (buttons and texts).

Texts color
Background color

Click "Save" to save your prefs on disk.

Click "Use" to test your prefs.

Click "Cancel" to keep your old prefs.

LIMITATION : since there was limitations with the gadget used to select a color, I had to limit the pen selection to the 32 first colors.

NOTE : since version 5.67, the RGB values for each pen are saved in the prefs file. When you will run M2I later, it will try to use the same pens if possible, not because they are in the same order but according to their RGB values. It's very useful when you change the screen depth: some colors are moved. M2I used the "ObtainBestPen" function with parameter

PRECISION_GUI.

1.24 Sound Prefs

SOUND TASK

You'd better activate the sound task before modifying the sound prefs. This is not an obligation.

For the moment, the changes are given to the sound task once you've quit the sound prefs.

M2I is able to play all MONO sound, Fibonacci compressed or not, IFF or RAW. M2I doesn't play STEREO sounds.

THE SOUND PREFS

File saved : Prefs/M2ISND.prefs

Access : Preferences Menu; item Sound prefs
or with the "SNDPREFS" internal command

THE PREFS WINDOW

- Buffer size (Kb)

Size of the buffer allocated to play a sound. The sound task requires 2 buffers, one for loading, the other for playing, and it requires 2,5 buffers for the Fibonacci compressed samples.

Suggested value : 10

NOTE : the memory is dynamically allocated, only when M2I plays a sample.

- Def. Period

period used to play the RAW samples.

- Delay (/50 second)

Delay before the task starts to play the sample.

- Volumes

- Priority

of the sound task. You'd better use a high priority, the CPU time of the task is ridiculous but it has to run immediately, in the contrary the sample will no be played correctly.

Suggested value : 50 minima

- Sound Queue

It defines the way how M2I handles a new sound if a sound is already playing and not finished..

Ignore New

Break Old

Wait Queue

- Filter

Filter yes or no

- Dsp. Errors

M2I always displays errors of the sound task if the sound could'nt be find.

M2I displays no error message if the audio chanel have already been allocated.

If you set this flag, M2I displays a message error if the sound task can't allocate enough memory for its buffers.

- Break when quit

If this flag is set, the sound task will be quit if you quit M2I. If the flag is not set, the sound task will be quit when it will have finished to play a sample.

- Sound Edited (Startup / Bye Bye / Information / Error)

This allow you to play a special sound for each of this 4 event.

- Clear : Clear the name of the edited sound

- Select : select the sample

NOTE : The 'Break when quit' flag is not compatible with the choice of a "Bye Bye" sample.

Select "Save" to save your prefs on the disk.

Select "Use" to try your prefs.

Select "Cancel" to come back to your old prefs.

NOTE : All the changes are effective once you select Use or Save.

1.25 Misc Prefs

THE MISCELLANEAOUS PREFS

Fiel saved : Prefs/M2IMISC.prefs

Access : Preferences menu, item "Misc. Prefs"
or the "MISCPREFS" internal command

THE PREFERENCES WINDOW

The Flags :

- Click & Close

If you set this flag, when you'll select an opened drawer, it will close it.

- Click Twice Menu

If you set this flag, once you press the RMB, you can depress it, and then you can move through the different menus, they will open without needing to press the RMB again. Click again on the RMB to execute a command.

- Auto-Active

If an M2I window is active, M2I will select automatically the next M2I window when you'll move to this window, it's very useful.

- Make ".bak"

Saves a ".bak" of your menu.

- Display Flush

When you use the "FLUSH" internal command, or the "Flush" menu, M2I will display a message to tell you how much memory was saved.

- Save Icons

If you set this flag, M2I saves icons with your menu and your prefs.

Execute Tool :

You can execute tools with a double-click or a simple-click, on an icon or a text.

Double-Click : click twice on an icon or a text to execute tool

Simple-Click : one click is enough

Iconification :

Setting for the iconify windows gadget, for the windows with a border.

Public Screen :

You can open M2I windows on an other screen than the workbench screen. In that case, you'll not be able to move icons with your mouse. Watch the Arexx possibilities, it's very useful.

Public Screen

If you set this flag, M2I will open on a public screen.

Name

Give the name of the Public Screen or if you don't write anything, it will open on the default public screen.

NOTE : M2I will open on the Workbench screen if it cannot find the Public Screen given.

: If you use "NewIcons", the news icons won't be changed using the palette.

Default CON:

When you edit a tool, if you write "CON:" in the "Input/Output" field, it will write the values of the "Default CON:" you set in this field.

NOTE : You can modify this field, it will not modify the already edited tools.

M2I Hotkey :

Hotkey used to make M2I windows coming front of the others windows.

NOTE : For the moment, the Hotkey doesn't work if there's no opened M2I windows.

RexxMast :

Write in this field the full path and name of the Rexxmast program, this is useful if you want to use the Arexx possibilities of M2I .

Example : "sys:system/rexxmast"

Extension :

In this field, you can write the extension of your M2I Arexx scripts, the default value is REXX, you can for example set it to "M2I" your scripts will so have to be named : xxxx.M2I You'll not have to add the extension in the "Tool" field of the "Tool Edition". If you want to launch other kind of Arexx scripts, you'll just have to give the full name.

Example, if you set the extension to M2I :

MyScript (will launch MonScript.M2I)

MyScript.PIPO (will launch MonScript.PIPO)

Select "Save" to save your prefs on the disk.

Select "Use" to try your prefs.

Select "Cancel" to come back to your old prefs.

NOTE : All the changes are effective once you select Use or Save except for the "Public Screen". For this one, you'll have to quit and run M2I again.

1.26 to save memory

MEMORY SAVE

M2I doesn't load an already loaded icon.

For that reason, it can be useful to use the same icon for different tools or drawers (for example the default icon).

The sounds don't take a lot of memory because of the "direct from disk" method.

On a quick Hard disk, it can be useful to use the "Load Every Time" method. Once the window closed, the memory is liberated.

Make a tool called "FLUSH" which uses the FLUSH internal command.

1.27 Use AREXX

PORT AREXX

The AREXX Port name of M2I is : "M2IPort.Rexx"

Don't try to use the "M2IPort.private", the result would be a guru meditation.

USE AREXX!

AREXX is a perfect complement toe M2I.

AREXX is a very easy language.

With AREXX and M2I you can make a lot of great and incredible things.

Example : you can open a drawer of M2I on a public screen, you can create the content of a directory as an M2I Menu dynamically, each time you run M2I etc...

M2I has 51 AREXX commands.

For more informations, see the documentation (the guide file) about AREXX and M2I.

1.28 Index of internal commands

INTERNAL COMMANDS

When you edit a tool, you can write an internal command in the "Tool" field instead of program name.

You must begin the name of the internal command with a "@" character.

ABOUT	EDIT
FLUSH	ICONIFY
MAIN	PARENT
SNDBREAK	
SPY	WBINFO
QUIT	NEW
SAVE	
OPEN	[Menu name]

The following commands open the preferences windows :

PREFS	Display Prefs	(@prefs)
PENPREFS	Pens Prefs	(@penprefs)
SNDPREFS	Sound Prefs	(@sndprefs)
MISCPREFS	Misc. Prefs	(@miscprefs)

The commands are not case sensitive.

1.29 ABOUT

ABOUT

Displays the "About..." message

Syntax : @about

Arguments : None

1.30 EDIT

EDIT

With this command M2I turns in "Edition" mode

Syntax : @edit

Arguments : None

Note : Equivalent to "Help key / Gadget Edition"

See M2I menu edition

1.31 FLUSH

FLUSH

Close the icons of the opened windows (because of AREXX)
and liberate the memory of the unused icons.

Syntax : @flush

Arguments : None

Note : Displays a message if you want it.

See MISC. Prefs

1.32 ICONIFY

ICONIFY

Iconify all the M2I windows. Select the icon created in the workbench to redraw the M2I windows.

Syntax : @iconify

Arguments : None

Note : Equivalent to the "Iconify All" menu

ALTERNATIVE : select the iconify gadget of an M2I window with the shift key pressed.

1.33 MIN

MAIN

Open the "Root" window

Syntax : @main

Arguments : None

1.34 PARENT

PARENT

Open the parent window of the selected window.

Syntax : @parent

Arguments : None

Note : Useful if you set a hotkey for this command.

1.35 SNDBREAK

SNDBREAK

Stop the played sound.

Syntax : @sndbreak

Arguments : None

Note : Send a CTRL-C to the sound task
Equivalent to the "Miscellaneous / Break sound" menu item
in "edition" mode.

See Playing sounds

1.36 SPY

SPY

Displays informations on M2I

(Date, hour, tasks, memory, Sound task state...)

Syntax : @spy

Arguments : None

Note : Equivalent to "Miscellaneous / Spy..." menu item

1.37 WBINFO

WBINFO

Same as the 'information' from the Workbench
"icon / information" menu.

M2I verify the stack size when you use WBINFO.

Syntax : @wbinf

Arguments : None

Note : Useful if you set a hotkey for this command.

NOTE : be careful the informations are the informations
of the program icon, not of the icon displayed in M2I.

1.38 NEW

NEW

Equivalent to the menu "Project / New"

Syntax : @new

Arguments : None

1.39 SAVE

SAVE

Equivalent to the menu "Project / Save as..."

Syntax : @save

Arguments : None

See Load and Save

1.40 QUIT

QUIT

Use it to quit M2I.

Syntax : @quit

Arguments : None

1.41 OPEN

OPEN

Opens the menu given in the arguments or opens a file requester.

Open the "Parent" window of the selected window.

Syntax : @open

Arguments : Name of a menu or nothing

See Load and Save

1.42 Index des menus

MENUS INDEX

You can use the menu when you're in Edition mode.

/Project/	
New	Clear all
Open...	See Load and Save
Save	See Load and Save

```

Save as...      See Load and Save
About...        Displays the "About ..." message
Quit            Quit M2I

/Edit/          See M2I menu Edition
Add Drawer...   Add and edit a drawer
Add Tool...     Add and edit a tool
Duplicate Tool   Duplicate the selected tool
Edit Icon...    Edit the selected icon
Delete Icon     Delete the selected icon
Use Menu        Turn to the Use mode

/icons/
Flush...        Flush the memory of the unused icons.
WB Info
Iconify Window   Iconify the selected window
Iconify All      Iconify all the windows

/Preferences/   See   The preferences
Sound Task       Activate / Deactivate the Sound Task
Display Prefs...
Pens Prefs...
Sound Prefs...
Misc Prefs...

/Miscellaneous/
Edit Root        Edit the Root window
Open Root        Open the Root window
Open Parent      Open the parent window of the selected window

Spy...           Display informations about the system
Break sound      Stop the sound played by the sound task

```

1.43 Index of the Keys

You can use these keys on every M2I windows.

Keys :

```

HELP            Quick view of the keys
                Allow you to swap between "Use"/"Edition" mode.

DEL            Iconify the window.

Shift-DEL       Iconify All.

ESC             Close the window (= the close gadget).

Shift-ESC       Close the window and its arborescence.

`(upon the TAB) Remove or add borders if the window is a
                "fixed" window.

TAB            Remove or add the dragbar of the window

```

With no dragbar the window becomes a "fixed" window. The window is fixed at the upper-left position.

Shift-TAB Fixes the window at the lower-right position.

Arrows In edition Mode only, you can move icons, texts and buttons.

1.44 Errors and problems

ERRORS AND PROBLEMS

Did you read the guide ?
Did you install correctly M2I ?

M2I doesn't run
A tool doesn't run
A sound doesn't play or plays bad

Your window brush hasn't correct colors :

in the menu Display Prefs, select a better picture precision.

See icons too for all the problems concerning icons.

1.45 A sound doesn't play or plays bad

A SOUND DOESN'T PLAY OR PLAYS BAD

Is the sound task priority high enough ?
Is the buffer big enough ?
Is the volume higher than Zero ?

- M2I displays an error and doesn't play

 M2I can't find the file or it has not enough free memory.

- Nothing happens and the sound is not played

 The audio channels 0 & 1 are already allocated.

- The sound "spits" at the beginning.

 The sample is not an IFF 8SVX nor a RAW.

- The sound always "spits"

The sample was compressed in a way M2I doesn't know.

- The "Bye Bye" sound doesn't work

You've set the flag "Break when quit"

- The sound is too quick or too slow

Modify the "Period" field or save your sample at the IFF 8SVX format with a correct value.

See Playing sounds

1.46 A tool doesn't run

A TOOL DOESN'T RUN

Are you in "Use" mode ?

- M2I displays no error

The launched program may have quit without sending any error. Add a CON: output in the "Input/Output" field, for example : "CON:0/0/400/200//CLOSE" and now watch in this window if your program sends any error message.

- M2I displays an error

M2I seems to be unable to find your program, verify the path.

- Your computer reboot or is blocked

Maybe you've try to launch a Workbench command in "Shell" mode or a shell command in "Workbench" mode.

Verify the size of the stack, it may be too small.

1.47 M2I doesn't run

M2I DOESN'T RUN

- The Workbench displays an error "Impossible to open the tool ..."
-

You've selected an icon of the menu in which the path is not correct for M2I. Select the workbench menu "icon/information" and set the right PATH of M2I in the "Default Tool" of the icon.

- No error message, the disk is OK but nothing happen .

Maybe you've run a menu which windows are invisible. Select the workbench menu item "Tool / Open M2I Root"

- M2I displays an error message.

Library xxx Version xxx not found!
A library miss you !
It's certainly the reqtools.library
Make a copy of this library in your LIBS: directory.

Out of memory!
Not enough free memory in your system !

Can't get Screen info! (??????)

File xxxx not found!
A file couldn't be found in the M2I directory
(certainly the Prefs/M2IDefCatalog)

Requires version 39 libraries!
Sorry guy, but you need the Kickstart 3.0
minima to use M2I.

- M2I displays an error message "Sorry,M2I V has been Already Launched."

Another M2I is already running. You can't run twice M2I. Quit the first one before running it.
Watch the Workbench "Tool" menu, maybe you closed all your M2I windows, in that case select the "Tool / Open M2I Root" item .

- M2I tells you it can't load a file and quit.

In the M2I directory; you must have a "DefIcons" directory. There are some very important files in this directory.

- Other problems

It's certainly a memory problem, and M2I can't display an error.

1.48 History

HISTORY

5.76

- ScreenNotify library (c) Stefan Becker used, if present.
- "Auto-Active" routine rewritten
- English language and guide corrected (big bug!)
- Bug under cybergraphics corrected (wb screen < 256 colors)

5.75b Official Beta release

- Tool execution by simple-click/double-click

5.75

- Move icons with arrows

5.74

- New cybergraphics routine
- Bug of the function "Load At Start" removed

5.73

- Small bugg removed

5.72

- bug in the "edit root" window removed
- new flag "WB" (autoscan)
- Iconify Gadget created only if there is space for it

5.71

- bug in the "background pattern" gadget removed.
- mouse position manager improved.

5.70

- new drawer type added "AutoScan".
- new ARexx command and new args for the SET command.

5.69

- First English release

1.49 The last word

THE LAST WORDS

M2I has already been adopted around me by very demanding users. I hope you'll do the same thing.

Don't hesitate to write me, and to give me your suggestions. M2I advance with its users ideas.

In the coming months, M2I should evolve, it depends of the ideas i'll receive and it depends of the shareware too ...

Thomas.
