

BangerMenu

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COLLABORATORS

	<i>TITLE :</i> BangerMenu		
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REVISION HISTORY

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Chapter 1

BangerMenu

1.1 BangerMenu Documentation

BangerMenu

BangerMenu 1.210 (30-Aug-95)

What is the use of BangerMenu?	A short introduction
Copyright	copyright and other important things
System requirements	Everything you need to start BangerMenu
Installation	How to install manually
How to use BangerMenu	A short instruction manual
How to setup a configuration file	A short description how to setup a configuration ↔
An example configuration	For a closer look at such a file
Error description	Error ? Why ?
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1.2 What is the use of BangerMenu?

What is the use of BangerMenu?

With BangerMenu you can make a selection to execute batch files and to launch programs by using a graphical user interface. It is similar to MS-DOS Start menu.

If you press the Caps Lock key during the boot process a window will appear. This window contains buttons to execute batch files and to launch programs according to the programs configuration. To execute batch files or to launch programs select one of the gadgets. If you changed your mind and you wanted to go on with your startup-sequence then press Escape or the Q key to quit the program.

1.3 Copyright

Copyright

This program is GIFTWARE. If you like this program and if you use it often you can send me an exciting postcard from you hometown or other things. contact .

If you have some good ideas to make this program better or if you found some bugs (I hope not) I would be pleased about a postcard from you.

If you are writing programs too I allow you to use my code (it's in assembler) to copy program parts for your own program.

Use it at your own risk!

1.4 System requirements

System requirements

To run BangerMenu you need Kickstart 2.04 or a later version. The gadtools.library has to be in your "Libs:" directory. Since library is included in your "Libs:" directory since Kickstart 2.04.

1.5 Installation

Installation

To install BangerMenu onto a separate disc you should copy the program BangerMenu ↵ in your :c/ directory and the configuration file in your :s/ directory.

To install BangerMenu onto your hard disc you should copy the every file of the program package into a directory, for example "Work:Tools/BangerMenu".

This is the top of the original startup-sequence.

```
; $VER: startup-sequence 39.9 (9.8.92)
```

```
C:SetPatch QUIET
```

```
C:Version >NIL:
```

```
C:AddBuffers >NIL: DF0: 15
```

```
FailAt 21
```

```
C:MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys
```

```
C:Copy >NIL: ENVARC: RAM:ENV ALL NOREQ
```

```
Resident >NIL: C:Assign PURE
```

```
Resident >NIL: C:Execute PURE
```

```
Assign >NIL: ENV: RAM:ENV
```

```
Assign >NIL: T: RAM:T
```

```
Assign >NIL: CLIPS: RAM:Clipboards
```

```
Assign >NIL: REXX: S:
```

And this are the necessary changes

```
; $VER: startup-sequence 40.??? (30-Aug-95)
FailAt 21
C:
MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys ;to create the T-dirctory to ←
    ram
Assign >NIL: ENV: RAM:ENV ;this is needed to run
Assign >NIL: T: RAM:T ;skripts by BangerMenu
Assign >NIL: CLIPS: RAM:Clipboards

<Pfad>
BangerMenu ;this will be copied to
IF ERROR THEN ;startup-sequence
    ENDCLI
ENDIF

C:SetPatch QUIET
C:Version >NIL:
C:AddBuffers >NIL: DF0: 15

Resident >NIL: C:Assign PURE
Resident >NIL: C:Execute PURE

Assign >NIL: REXX: S:
```

1.6 How to use BangerMenu

How to use BangerMenu

BangerMenu can only be started by using the shell.

If you would like to see the menu every time you boot then you have to add the parameter nokey in your startup-sequence. This is favourable for floppy discs with more than one application or game.

If you call BangerMenu without any parameters you have to press the Caps Lock key to start the menu. If you did not press the Caps Lock key the ordinary startup-sequence will be executed.

You can select gadgets by using your mouse as well by using your cursor keys. With up and down you can select gadgets and by pressing return you press the selected button. If you use left/right cursor key you can jump to the top/bottom or if existing one column left/right.

BangerMenu can be cancelled by pressing the close gadget, escape or the q key. In this case your ordinary startup-sequence will be continued.

1.7 How to setup a configuration

How to setup a configuration

The configuration file has to be called BangeMenu.Prefs and needs to be stored either in the directory of the program or in your S: drawer.

```
example:  programname1
          programpath1
          programname2
          programpath2
          programname3
          programpath3
          .
          .
          .
          ENDE
```

Please note that the last line of this file has to be ENDE (the german word for end). For further information please have a look at the configuration file of the program package.

The programnames will be the titles of your gadgets. The longer they are the longer the gadget will be. In one column 17 gadget should fit. Depending on the programname up to 70 gadgets and more can be displayed.

Maybe you have to add to some programpaths a Run >NIL:.

1.8 Example of an config file

Example of an config file

CD32	1. Gadgetname
Newshell from HD1:Misc/BangerMenu/Bat/CD32	a batch to boot CD32-CD's
ShapeShifter	2. Gadgetname
Newshell from HD1:Misc/BangerMenu/Bat/ShapeShifter	there is a batch to start the ←
MAC-Emulator	
Directory Opus	3. Gadgetname
Newshell from HD1:Misc/BangerMenu/Bat/DOpus	a batch to run DOpus
ADPro	4. Gadgetname
Newshell from HD1:Misc/BangerMenu/Bat/ADPro	ADPro needs a lot of memory
VT 2.74	5. Gadgetname
Newshell from HD1:Misc/BangerMenu/Bat/VT2.74	a viruskiller for linkviren ←
checking	
Shell	6. Gadgetname
Newshell from HD1:Misc/BangerMenu/Bat/Shell	only a shell
Seelenturm	7. Gadgetname
Newshell from HD1:Misc/BangerMenu/Bat/Seelenturm	or a game
ENDE	

1.9 Error description

Error description

Returncodes description

- 10 = No errors. The program has been run without any mistakes and your selection has been executed. This returncode is for aborting your startup-sequence and executing a batch file.
- 21 = No memory
- 22 = Was not able to open library or libraries (dos, intuition, gadtools)
- 23 = GetVisualInfo error (Windowgraphic error)
- 24 = BangerMenu.Prefs could not be opened.
- 25 = During the creation of the gadget a mistake has happened.
- 26 = Could not open the window or could not find the task
- 27 = Preference are empty
- 28 = Preference are empty
- 29 = No MsgPort
- 30 = Could not use any IORequest
- 31 = Could not open input.device
- 32 = Error during the parsing of the parameters

1.10 Author & Adress

Author & Address

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1.11 Index of BangerMenu

Address
Author
BangerMenu.Prefs
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Close-Gadget
Cusorsteuerung
ESC-Key
Error
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Config
Q-Key
Startup-sequence