

## AppLauncher Documentation

### What is AppLauncher?

AppLauncher is a floating button bar, with each button representing an application that can be started by pressing a button.

### What happens on startup?

- 1) If there is a .ini file present in the AppLauncher startup directory then AppLauncher will read the first configuration section that is not in use by another instance, determined by the "INUSE" field. If AppLauncher did not terminate normally the INUSE field will not be reset to 0, you will need to do this manually by editing the .ini file.
- 2) An application remover gadget (looks like a trash can) will be appened to the button bar. For additional details see below.

### Main Menu:

To access the main menu right mouse click over the title bar. After the menu has been brought up you can use either the left or right mouse button to choose a menu item.

#### Menu Items:

"Add Application(s)" : Brings up a dialog to enter the path of the application and the location of the application in the button bar. By default the location is at the end of the button bar. To add new application at a different location select the existing application, if any, to add before (existing application and others after it will be moved down).

"Remove Application(s)" : Brings up a pick list dialog were you can choose the applications to remove.

"Config Options" : Brings up AppLauncher configuration dialog. Things that can be changed include:

- \* Orientation (is button bar horizontal or vertical).
- \* Save settings on exit. Location of button bar and all applications will be saved to .ini file.
- \* Save settings now. Saves settings to .ini file now and close dialog.
- \* Prompt user for confirmation when an application is to be removed from AppLauncher.

"Read Configuration" : Brings up a pick list dialog with the names of the open (not in use) sections in the .ini file. If the pick list is empty then there are no sections available to be loaded.

"Help" : This file.

"Exit Program" : Exit AppLauncher. If 'save settings on exit' was set then settings will be saved. Current .ini section in use (if any) will be marked as not in use.

### Adding Applications:

You can add applications to the button bar in 2 ways: 1) Use the main menu or 2) Drag and drop the application on the button bar. You can drop the application anywhere on AppLauncher. If the drop point is on a button the new application will take its place with the application at that point and all others after it moved to accommodate the new application. If the drop point is the window's title bar or on the margin area the new

application will be added to the end.

#### Moving and Removing Applications:

To move an application to a new location simple click and hold down the left mouse button and drag the application to the new location. Remember, applications on the drop point are moved down to accommodate the application moved. Thus moving the first application to the "second" position will not result in a move. To remove an application move drop it onto the remove application gadget, which has a bitmap of a trash can on it (and is the last item in the button bar). To move application to end of button bar drop it on the margin area before or after any button or on the title bar.

#### Application Properties:

To access an application's properties right mouse click over the button that represents the application you want. Here are the properties that you can change:

- \* Program path: Path to application. Can't be left blank.
- \* Program arguments: Enter any arguments you would like.
- \* Icon path: Path to icon to use on button face.
- \* Prompt for input: If checked will prompt the user for addition parameters. These parameters will be appended to those in "Program arguments" field.
- \* Startup style: Specified how the application will be startup, either normal, maximized or minimized.