

# AppMore

1.0

by

NEVERnever Software 1992.

## What?

**AppMore** is a multiple instance launch utility for AppBar. **AppMore** allows users to have different settings of the buttons for different instances of **AppMore**. It works basically the same as AppBar, except that **AppMore** needs a parameter to specify the settings for each instance. So you when you start **AppMore** (from AppBar) you have to specify a commandline parameter which is called *SectionName* in this file. When no parameter is specified **AppMore** will show its aboutbox.

## Ini?

The ini file of **AppMore** looks very much the same as AppBar, except for the *SectionName* settings and the omission of some obvious settings.

```
[AppMore]
Initialized=1                (min - max, default)
                              (0 - 1)
IconDirectory=c:\temp        (any existing directory)
SoundDirectory=              (any existing directory)
NumberOfSessions=2          (0 - no maximum)
1= SectionName1
2=SectionName2

[SectionName_System]
Buttons=8                    ( 1 - 32, 8)
Columns=1                    ( 1 - Buttons, 1)
Left=-1                      (-1 - 1280, -1)
Top=-1                       (-1 - 1280, -1)
QuickExit=0                  ( 0 - 1, 0)
CloseAll=1                   ( 0 - 1, 1)
DoubleClick=0                ( 0 - 1, 0)
StayInFront=0                ( 0 - 1, 0)
OneLaunch=0                  ( 0 - 1, 0)

[SectionName_Sounds]
EnableSound=1                (0 - 1, 0)
ProgramStart=c:\windows\sound\himan.wav (any wav file,<none>)
ProgramClose=c:\windows\sound\thatsall.wav
DropFile=c:\windows\sound\droopy.wav
ErrorMessage=c:\windows\sound\glitch.wav

[SectionName_Buttons]
Icon1=c:\windows\appbar\cntrl.ico (*.icon, *.exe, *.dll filename)
Prog1=control.exe             (any executable filename)
Dir1=c:\temp                  (any directory)
Close1=0                      (0 - 1, 1)
ShowMode1=0                   (0 - 2, 0)
IconNumber1=0                 (any number, 0)
ButtonLook1=0                 (0 - 1, 1)

Icon2=c:\windows\appbar\winapps.dll
Prog2=c:\windows\winfile.exe
```

Dir2=  
Close2=1  
ShowMode2=0  
IconNumber2=12  
ButtonLook2=0

.  
.  
.

Up to 48 Buttonsettings.

But this isn't all, the inifile can be continued with similiar settings for *SectionName2*, like this:

[*SectionName2\_System*]

Buttons=4  
Columns=4  
Left=320  
Top=64  
QuickExit=0  
CloseAll=1  
DoubleClick=0  
StayInFront=0  
OneLaunch=1

[*SectionName2\_Sounds*]

EnableSound=1  
ProgramStart=<none>  
ProgramClose=<none>  
DropFile=<none>  
ErrorMessage=c:\windows\sound\glitch.wav

[*SectionName2\_Buttons*]

Icon1=c:\windows\write.exe  
Prog1=write.exe  
Dir1=c:\windows\docs  
Close1=0  
ShowMode1=0  
IconNumber1=0  
ButtonLook1=0

Icon2=c:\windows\appbar\winapps.dll

Prog2=c:\windows\winfile.exe

Dir2=  
Close2=1  
ShowMode2=0  
IconNumber2=12  
ButtonLook2=0

The number of different *SectionName* settings is unlimited.

Use **MorSetup** to setup and change you  
^^^^^^^^ your  
appMore.ini file.

### *OneLaunch?*

With the OneLaunch setting you can specify whether or not you want **AppMore** to close itself after one launch of a program from it.

## *Drag&Drop?*

**AppMore** supports Drag&Drop from Windows 3.1 FileManager. When a file is dropped on a program button, the executable program of that button will be launched with the dropped file as startup parameter. (To be precise, the dropped file will be added to the parameters specified for that button.) When multiple files are dropped on a button, multiple instances of the button's program will be launched, each with one file from the dropped list.

## *Icons?*

**AppMore** can use icons from \*.ico, \*.exe, \*.dll files to display icons on the buttonbar. This means that you can not only use the included iconfiles (appicons.zip) and iconlibraries (icondlls.zip), but also icons from executables themselves, and from Windows 3.1 own moricons.dll file. Use the ButtonLook option to make standard icons look like buttons. IconNumber specifies the number of the icons in an iconlibrary or \*.exe-file (for most \*.ico-files it is zero). (use the << and >> buttons beneath the icon editwindow in MorSetup to walk through the icons in one file).

## *Sound?*

If enabled, **AppMore** can play a .wav-file on four events: Program Start, Program Close (by AppMore), Dropping of a File, Error Message Display. (This feature is only tested with the internal speaker, if you encounter problems with other waveform audio hardware, please let me know.)

## *QuickLoad?*

QuickLoad is an onboard function of **AppMore** to quickly setup the buttonbar and to copy settings of one button to another. When the QuickLoad button is clicked a QL image is showed on the top button. Now it is possible to drop files from the FileManager on AppMore to load a button. This file will be used for the program and icon settings of that button. No optional parameters or a startup directory will be saved, but the close option will be turned on, and the dropped program will be launched as normal. If a button is clicked on (in QuickLoad mode), a special buttoncopy-cursor will be visible. Just click on any other button (except the two systembuttons) to copy the settings from the first button. After the QuickLoad button is clicked again AppMore will return to its normal Launch mode.

## *Buttons&Columns?*

With the Buttons statement you can specify how many buttons you want to have beside the two systembuttons which are always visible. The maximum of Buttons is 48, which would lead to an AppBar strip with 49 buttons (1 system button and 48 user-specified buttons).

Now the Columns setting. Here you have to specify how many vertical columns you want to have. So if you like to have an AppMore with 14 user-buttons in two vertical columns, you have to specify these settings:

Buttons = 14,

Columns = 2,

But if you want to have these 16 buttons in one horizontal strip, you would have to specify

Buttons = 14,

Columns = 15!!,

because putting 15 buttons in one horizontal row, would mean putting each button in a separate column, so you need 15 vertical columns. Of course the maximum value of Columns is 49 (which is the maximum of Buttons plus the systembutton), to have the maximum amount of buttons on one horizontal row.

If you want to have the 16 user-buttons on three horizontal rows, you need the settings:

Buttons = 14,

Columns = 5 (15/3),

Finally, if you want to have these 16 buttons in two horizontal rows, then you can specify

Buttons = 14,

Columns = 8,

*AppMore* will add one empty button, to have 16 buttons on two rows. (You could also have specified Columns = 9, which would have led to  $18-15=3$  empty buttons).

### *Ware?*

This Software is UserWare, no registration, no nothing, just a program to increase the joy of using Windows.

### *Contact?*

geert@ph.tn.tudelft.nl,  
and if you want to drink a (Hoegaarden) Beer with me:  
G.M.P. van Kempen,  
E. du Perronlaan 140,  
2624 NA Delft,  
Holland.

**NEVER***never Software 1992.*