

# **Sloop Manager**<sup>™</sup>

Version 1.0

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by Sloop Software

*a member of the ASP*

Sloop Manager is the complete graphical replacement for MS Windows Program Manager. It offers all the major features of Program Manager plus a host of new features.

Features include:

- the ability to create folders (groups) within folders
- move or copy items from folder to folder using drag/drop
- run command with browse button which stores last twelve commands
- associate command that allows multiple programs to be associated with a single extension
- customizable command lines for any item
- save location and size of folder as well as item positions
- use virtually any icon on the system to represent items
- tie two or more folders to the same subfolder
- display items as icons or just names in a listbox mode
- password protection
- multi-select capability in adding, deleting, moving or copying folder items

Sloop Manager supports up to two-hundred folders each containing up to two-hundred items. Note that only up to forty items may be displayed in a folder as icons. Over forty, the folder will allow only listbox display mode.

## **Registration**

Note that this is a shareware program. As such, you may use it on a trial basis for thirty days. After this time, the program should be registered if it is continued to be used. Two payment options are available. For \$35 you receive the latest version and a printed manual. For \$30 you receive only the latest version of the program. Please add \$2 for shipping and handling. The fee is payable to:

Sloop Software  
6457 Mesedge Lane  
Colorado Springs, CO 80919  
(719) 260-0433

Be sure and specify your name, address, name of the program and where you obtained the program when registering. Also, specify 3.5" or 5.25" disk. Colorado residents, please add 6% sales tax. Sorry, no credit cards.

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For information on availability and pricing of a Japanese version contact:

Personal Data Factory  
Shinjuku yubinkyoku dome  
160 Tokyo Japan

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### **Sloop Manager Commands:**

The following sections give detailed explanations on the commands available to Sloop Manager and its folders. It is suggested that you read the README.TXT file first and then install the program. Take a look at it and play around before reading thru this document. Most of the functions should be self-explanatory. Some commands will work with multiple items selected. In order to select multiple items, hold down the CTRL key while clicking on each item with the mouse. To de-select an item, click on it again while holding down the CTRL key.

### **File Menu**

**New** - This command create a new folder. These subfolders appear as icons in the folder currently opened. Note that you can create subfolders in subfolders with essentially no limit on nesting folders within folders. Be sure and give each folder an unique name. Changing the case of a letter will not make a name unique.

**Open** - This command allows you to open or activate, if already open, any folder on the system.. This allows you to open a specific folder without having to hunt it up.

**Save** - This command saves any changes made to the folder. Note that some commands will automatically perform a save when executed. They include delete subfolder, rename a subfolder, create a subfolder.

**Save Config** - The current configuration of a folder may be saved using this command. The configuration includes the size of the folder, the position of the folder and the location of the items in the folder. Exactly which of these quantities are saved can be set using the Preferences command under the Special menu. Note that this function also performs a standard Save when executed.

**Run** - Allows a command line to be entered and executed. The last twelve commands are stored for easy access. A browse button is provided for use in selecting a file to run.

**Exit** - Causes the current folder to be closed. If has not been saved, and changes have been made, you will be prompted on whether or not you want the folder saved.

### **Edit Menu**

**Add Item** - Adds items to the current folder. A dialog box is presented from which you may choose any file on the system. After choosing, a descriptive name for the item must be entered. This is the name that will show up under the item's icon. An icon will appear which represents the item just added. By double-clicking on this icon, the item may be executed. More than one item may be added at a time. Simply click on each file to be added. To de-select a file, click on it again.

## **Delete -**

**Item** - This command removes the selected item from the folder. It does not delete the file associated with the item. It simply removes it from the folder. If multiple items have been selected, a prompt to delete or not appears for each item selected.

**File and Item** - This command removes the item from the folder and deletes the file associated with the item. As such, use it only when you wish to remove the file completely from the disk. If you wish to only remove the item from the folder, use the Delete Item command. This command does not function with subfolders. If multiple items have been selected, a prompt will appear as to whether or not to delete it for each item selected.

**Subfolder** - Use this command to delete a subfolder. Note that this command completely removes the subfolder. As such, if you have copied it to another folder and wish to be able to still access it from this other folder, use the Delete Item command to remove it from the current folder rather than this command. Also, any subfolders in this subfolder are NOT deleted. So be sure and delete these other subfolders, first.

**Move** - This command moves the currently selected item to the folder specified. In doing so, it is removed from the current folder. Note that if the folder you are moving the item to is open, it must be closed and reopened before the new item will appear. This commands will work on any item including subfolders. If multiple items are selected, all items selected are moved. Items may also be moved by selecting them and dragging them to the desired folder.

**Copy** - Works the same as move, but does not remove the item from the current folder. If multiple items are selected, all items selected are copied. Use this command to link two or more folders to the same subfolder. Simply create the desired subfolder using the File menu New command. Then copy the new folder item to whatever other folders you wish to be able to access it. Items may also be moved by selecting them and dragging them to the desired folder. Note that the right mouse button must be held down when the left button is released otherwise the items will be moved rather than copied.

**Command Line** - Allows you to customize a command line for an item. Note that this command line takes precedence over the file name. That is, if you have an item whose file is LETTER.TXT and TXT files are associated with Notepad, normally executing this item would cause Notepad to be ran using the file as the data file. However, if you specify the command line as WRITE.EXE LETTER.TXT, the program Write will be ran rather than notepad. By setting the command line to blank, the original functionality of the item will be returned. Note that any type of command may be specified on the command line.

**Filename** - Allows the file name of an item to be viewed or edited.

## **Special Menu**

**Item Name** - This command allows you to rename items and subfolders. When renaming subfolders, an automatic save will be performed, otherwise a save must be done to keep the new name.

**Item Icon** - Allows you to specify which icon is to be used to represent an item. Icons may be used located in ICO files, EXE files or ICL files (icon libraries).

**Set Default Icon** - This command allows you to set or change the icon associated with a specific file extension. Once an icon has been associated with a file extension, when an item with that file extension is added, it will automatically appear with the set icon.

**Arrange Icons** - Arranges the icons in an orderly manner.

**Preferences** - This command allow the folder to be customized. What aspects of a folder that are saved when using the Save Config command may be set from this command. Also, the folder

can be set to minimize or close on execution of an item in the folder. Auto arrange of icons can be turned on or off from this command. Note that if auto arrange is on, the icons will be re-arranged everytime the folder is resized or minimized. A password may be assigned to the folder and the display mode may be set to icons or listbox mode. Finally, if executed from the Sloop Manager main window, the icon to be used to represent folder may be set. Once a new icon is assigned to be the folder icon, all subfolders and minimized folders will appear using this icon.

### **Using Sloop Manager as the Windows shell**

Having Sloop Manager installed as the shell means that whenever Windows is started, Sloop Manager will startup in the same manner as Program Manager does in the default settings of Windows. To install Sloop Manager as the shell, the file SYSTEM.INI, located in your Windows directory needs to be edited. Open the file with a text editor like Notepad. On the first page will be a line which reads **shell=<program name>**, where <program name> is the name of the current shell. Unless you have already installed a program as the shell, <program name> would normally be progman.exe. Change <program name> to read sloopman.exe. Save and close the file and restart Windows. Sloop Manager should automatically startup. To remove Sloop Manager as the shell, simply edit SYSTEM.INI again and replace sloopman.exe with whatever program you wish to be the shell.

### **Notes on using icons**

Sloop Manager is capable of extracting and using icons from ICO's (icon description files), EXE's (executable programs) and ICL' (icon libraries created by a third party program). An icon library, SLOOPMAN.ICL is provided with the program for your use. It must be located in the Sloop Manager data directory specified upon installation for it to be used. Note that you may delete, copy over or edit (with the appropriate program) this file without impacting Sloop Manager operation.

There may be cases where, for some reason, Sloop Manager cannot extract the icon in the specified file (eg. WINWORD). In order to use such an icon, you will need to convert it into an ICO file using some utility such as Icon Manager. Once this is done, it may be used by simply specifying the ICO file.

Some 256 color displays may not display the icons properly when in 256 color mode. If this occurs, try this fix. Open the sloopman.ini file using an editor like Notepad. Under the section [Defaults] will be line which reads 'Color mode=0'. Change the 0 to 256. This tells Sloop Manager that you are using a 256 color display. Note that the program will not function in 16 color mode with this setting made. To operate in 16 color mode, change the 256 to 0 or 16.

### **Hierarchy of icons**

There is a hierarchy involved in Sloop Manager deciding which icon should be used to represent an item. At the top-level, if an item has had an icon explicitly set for it using the Item Icon command, this icon will always be used regardless of any other settings made. Next, if the item does not have an icon set for it, but does have an icon associated with its extension, this icon will be used. Finally, if neither of the above is true, if the item is an executable or is associated with an executable, the icon for that executable will be used. If none of the above holds, the item will appear using the default icon, which is the DOS icon.

### **Sloop Manager File Structure**

Sloop Manager creates and maintains a data file for each folder created. These files end in a FL1 extension. It is suggested you allow the install procedure create a separate directory for these data files, simply to avoid cluttering up the Windows directory any more than it probably is already. This is not necessary, though, as the files can be maintained anywhere as long as the directory is correctly specified during the install process.

An association is created between FL1files and the Sloop Manager executive. When you click on a folder icon, the exec is ran with the appropriate data file. The exec itself cannot be ran without a data file being specified.

### **Sloop Manager Getting Confused**

Should the SLOOPMAN.INI file get messed up, as will happen if you delete a folder without first deleting its subfolders , it can be repaired. Open SLOOPMAN.INI with a text editor like Notepad. Under the section [Folders List] the name of every folder with its corresponding DOS filename is listed. Make note of the DOS filenames of the folders that should be deleted. Delete those lines. Close the INI file and go to your Sloop Manager directory. Delete those files whose names you made note of in the INI file. If you want to save these subfolders, instead of deleting anything, add the file whose name you found to a folder naming it with the subfolder name.

### **Manual Installation Process**

Should the automatic install process fail for some reason, the following process may be followed to install the program.

1. Copy SLOOPMAN.EXE, SLOOPMAN.INI, SLOOPMAN.HLP to the windows directory.
2. Create a subdirectory of your windows directory called SLOOPMAN. Note this step may be skipped. Any existing directory may be used instead.
3. Copy the files SLOOPMAN.FL1 and SLOOPMAN.ICL to your Sloop Manager directory.
4. Edit the file SLOOPMAN.INI in the following manner using a text editor such as Notepad. Under the section name [Folders Directory] add the line: **path = <directory>\** where <directory> is whatever directory you want the data files placed in. Note the backslash at the end of the name. An example line would be: **path = c:\windows\sloopman\**
5. If you want to use Sloop Manager as the shell, follow the instructions under Using Sloop Manager as the Windows Shell.
6. Finally, from the File Manager, using the associate command under the File menu, associate SLOOPMAN.EXE with FL1 files.
7. That's it. You should now be able to run Sloop Manager as you would any program. Or, if installed as the shell, simply restart Windows.

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SLOOPMAN.EXE	- the Windows executable program (shareware version only)
SLOOPMAN.WRI	- this file
SLOOPMAN.INI	- Sloop Manager initialization file
SLOOPMAN.HLP	- Sloop Manager help file
SLOOPMAN.ICL	- icon library
SLOOPMAN.FL1	- file for manual install
SMINSTLL.EXE	- Sloop Manager install program
README.TXT	- installation information
ORDERFRM.TXT	- Sloop Manager order form
VENDOR.DOC	- shareware vendor information

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