

# Program Manager Modifier

Program Manager Modifier (PMM©) is a *Windows 3.0* utility which allows you to add your own custom menu items to the *Windows 3.0* Program Manager, or any other shell used with *Windows* which has a menu. PMM allows frequently used applications to be quickly launched from the keyboard, without having to cycle and search through PM folders. This is especially useful for those who either prefer not, or in the case of some laptops, can not easily use a mouse. However even for mouse users it gives quick access to applications in a seamless fashion.

PMM as distributed is fully functional. However if you find PMM useful please register it. The registration fee for individuals is \$5.00. For businesses a \$50.00 registration fee gives an unlimited site license. Registered users will be informed of any updates and changes to PMM. Registration fees can be sent to:

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4911 Cecelia Ann Avenue  
Clarkston, MI 48346

PMM has been tested on a variety of machines with a variety of configurations, and has worked without any problems. However I make no guarantee about anything associated with this software. Use it at your own risk. If you do find something that does not work, please let me know. I can be contacted at the above address, or through CompuServe (Tim Walker 72010,3260).

## Installing PMM

1. Copy PMM.EXE into your windows directory, or a directory which is in the DOS PATH used when *Windows* is started.
2. Using an ASCII text editor (such as NOTEPAD ) create a PMM.INI file and put this in the Windows directory. The format of PMM.INI is shown below. (Note: do not add the dash ( - ) or any of the text following it to the actual PMM.INI file. These are simply comments for *this* document to help explain what each line is doing).

```
M Me&nu3          --- Third menu Item to be added to Program Manager
  P &Prog1=prog1.EXE          --- First menu choice under menu 3
  P P&rog2=prog2.EXE        --- Second Menu choice under menu 3

M M&enu2          --- Second menu to be added to Program Manager
  P &Prog3=prog3.pif          --- First menu choice under menu 2
  D                          --- Put dividing line between these menu items
  S &Submenu          --- Tile for cascading menu (submenu) under menu 2
    P &Prog4=prog4.com        --- First menu choice under submenu
    P P&rog5=prog5.EXE      --- Second menu choice under submenu
  E                          --- End of submenu
  P P&rog6=prog6.EXE        --- Third menu choice under menu 2
M &Menu1          --- First menu to be added to Program Manager
  P &Prog7=prog7.EXE        --- First Menu choice under menu 1
```

Each menu entry should be on it's own line. If more than one entry is on the line, the entire line will show up as menu text and no program will be associated with that menu item.

The first menu item in PMM.INI will be the last one added to the menu of Program Manager. The

new menu items will be added either before the Help menu item on menus where Help is the last menu item (To keep CUA compliance!). If no Help menu item is present, the new menu items will be appended to the end of the current menu. In the case of Program Manager this means the new menu items will appear after the Window menu item, and before Help. Thus if the PMM.INI from above was used, the menu of Program Manager would appear as:

```
File   Options   Window   Menu1     Menu2     Menu3     Help
      Prog7     Prog3     Prog1
                Prog4     Prog2
                Prog5
                Prog6
```

An '&' is used before the letter which is to be used as the keyboard activation key. In other words the &M on Menu1 will cause the M to be underlined on the menu entry, and pressing ALT-M from the keyboard will activate Menu1.

A 'P' is used to the text which is to be put on the menu and the program which is to be associated with that text. The format is "text=program". An equal sign is used to separate the displayed text from the program name. Just as with the menu text, an activation key can be given in the text by preceding the letter with an '&'.

An 'S' as the first letter on a line indicates the beginning of a cascading, or sub menu. All program lines ( lines starting with a 'P') following this will be placed under the submenu until an End Submenu line ( a line starting with an 'E' ) is reached. Each Submenu line should have a matching End Submenu line. In the example above Prog4 and Prog5 will only be seen when Submenu is selected under Menu2. Submenus can be nested up to six deep.

A 'D' is used to put a line (divider) into a menu

There is a limit of 20 main menu item which can be added, and no single line in the file should be more than 180 characters long.

3. Add PMM to a folder by opening the folder you want it in, selecting from Program Managers menu File, New, Program Item, typing PMM.EXE in the command line edit box, then pressing OK.
4. Add PMM.EXE to the load line of WIN.INI. ( i.e. load= pmm .EXE ) This will cause PMM to be run every time you start up windows.

### Removing PMM

If you want to remove PMM, returning the Program Manager menus back to their original, go to the shell's System box (the grey box in the upper left hand corner with a bar in it) and click once to bring up the system menu (if you are using the keyboard hit ALT-SPACEBAR). While PMM is running, the last entry on the system menu will be End PMM. Click on this choice and PMM will unload itself, returning the shell back to its original state.

### Using Shells other than Program Manager

By default PMM looks for Program Manager. However if you are using another shell, such as the Norton Desktop, then you can tell PMM to look for this shell in two ways. First by typing PMM and the title of the main window. For example, if you were using the *Norton Desktop for Windows* the title across the main desktop window is "Norton Desktop." To invoke PMM and have it add menu selections to the Norton Desktop the following command would be used:

## PMM Norton Desktop

This technique will work well when adding PMM to a folder. However it can cause some problems when trying to have PMM load by using the `load` line in WIN.INI. Unfortunately *Windows* does not allow command lines arguments to be used on the `load` line. To get around this limitation a Title line can be added to PMM.INI. Adding the following to PMM.INI would cause PMM to search for the Norton Desktop as the shell:

```
T Norton Desktop
```

Adding this line has the same effect as specifying the title on the command line. If this line is not present, and no title is given on the command line, PMM will search for Program Manager.

PMM tries to match the name given when it is invoked with the title of a window. The comparison is case sensitive, so make sure you type the name EXACTLY as it appears in the window's title bar.

### About PMM

Information about PMM can be found by using the "About PMM ..." option in the Help menu after the "About Program Manager..." option. If no help menu selection exists on the current shell, then there will be no About PMM available in your session.

### Summary of Key Characters in PMM.INI

D	-	Divider
E	-	End of Submenu
M	-	Main Menu (i.e. one placed on the Program Manager menu bar)
P	-	Program
S	-	Sub Menu (i.e. a cascading menu branching off the last menu )
T	-	Title for which to search

### PMM Packing List:

PMM.EXE  
PMM.INI  
PMM.WRI

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