

Default

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REVISION HISTORY

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Chapter 1

Default

1.1 XToolBox - Main

XTOOLBOX 1.1
released 30-October-1995 by
Dennis Doomen

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Introduction	What is it, and what can it do for you.
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Background	Why did I make this.
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1.2 XToolBox - Disclaimer

DISCLAIMER

I've released XToolBox under the concept of FREEWARE, so everyone may use it for whatever reasons they want. However, I am and will NOT be responsible for any damage to your environment and system as a result of the operation of XToolBox. Nevertheless, I cannot imagine any situation (except crashing) that could damage anything.

1.3 XToolBox - Introduction

INTRODUCTION

XToolBox is what I always wanted to have, a menutool like the WindowManager you've maybe have seen once on a UNIX-station with XWindows. But if you didn't, it consists of a window with a number of gadgets (BOOPSI objects). Whenever you press one of them, a menuwindow will pop up displaying a list of items. While holding down the left mousebutton you can move the mouse above one of these items (this will be indicated by a bevelbox). Release the button, and the command defined for that menuitem is executed.

Both the gadgets and the menuwindows are rendered in a nice 3D look and the number of menus and menuitems is only limited by the size of your screen. XToolBox uses a new BOOPSI gadgetclass that I have created for it (see Background).

1.4 XToolBox - Requirements

REQUIREMENTS

XToolBox requires the following resources:

- Any Amiga that is equiped with Kickstart 3.0 or higher
- The excellent Reqtools-library (c) Nico Francois (not included)
- A good texteditor to design the menus

I could have made it OS2.0 compatible, but using 3.0+ functions made it a little easier for me. However, if I get enough requests, I will try to alter the program in order to make it OS2.0+ compatible.

1.5 XToolBox - Background

BACKGROUND

The reason for creating another menu-utility, was that I was not satisfied with the current available ones. I was using ButtonMenu by Oliver Roberts till now, but I wanted to have something like the WindowManager on UNIX systems.

I previously was working on a music-database and I needed some custom designed gadgets, so I created a shared library with some extensions to Gadtools. I was aware of the BOOPSI concept, but I simply did not have any documentation, except for the RKRM-examples. But then I found some GUI-libraries and saw what can be done with BOOPSI, so I decided to reserve some time to study the concept. With the help of the RKRM-examples, information from the Amiga-magazines and help from the Internet-community, I succeeded in creating my first BOOPSI gadgetclass, the PopUpMenu-gadgetclass. If you've have looked at the buttons in the windowmenu, you should now that every button (including it's menu) is a BOOPSI object from that class. I will release the source for the class whenever I have finished it. The

reason for that is, that I want to add some extra features to it. But if you are interested though, feel free to contact me.

1.6 XToolBox - Getting Started

GETTING STARTED

USAGE

XToolBox is driven by a configuration file supplied as a plain ASCII textfile. This file contains keywords which define the various options of the XToolBox window. By default, XToolBox opens the file `s:XToolBox.menu`, but you may specify any other file at the command line by entering:

```
XToolBox <menufile>
```

(Note that it autodetaches from the command line.)

To make things a little bit clearer, I've included an example menufile in the package. I've also included a template which contains keywords only.

This configurationfile consists out of two parts, the environment definition and the actual menu definition.

ENVIRONMENT

The following keywords may (or must) be used in the first part of the configuration; keywords are caseinsensitive and all strings must be enclosed by quotes.

TITLE "title"	This keyword defines the title of the XToolBox window on the screen, e.g. TITLE "This is my ToolBox"
XPOS nnn	Defines the horizontal coordinate of the topleft edge of the window, e.g. XPOS 0
YPOS nnn	Defines the vertical coordinate of the topleft edge of the window, e.g. YPOS 14
WIDTH nnn	This keyword defines the width of the menugadgets used in the XToolBox window. The reason that you can't specify the actual width of the window, is that this will result in gadgets that sometimes are a little bit smaller and sometimes a little bit wider. Example: WIDTH 60
HEIGHT nnn	The height of the menugadgets, e.g. HEIGHT 16
SPACING nnn	Defines the number of pixels between every menuitem in a popup menu; defaults to 2.
FONT "name/size"	Specifies the font used for the gadgetlabel and the menuitems in the popupmenu, e.g. FONT "topaz/8"

The following keywords are used to specify the colors for the gadgets and the menus. They all must be supplied a hexadecimal number preceded by '0x'. The format is 0xRRGGBB, where RR specifies the 8bit red value, GG the green value and BB the blue value. For example 0xff03ff means red=255, green=3 and blue=255.

GADGETBACK	Defines the gadgets' backgroundcolor.
GADGETBRIGHT	Defines the color of the bright edges of the gadgets.
GADGETDARK	Defines the color of the dark edges of the gadgets.
MENUBACK	Defines the menus' backgroundcolor.
MENUBRIGHT	Defines the color of the bright edges of the menus.
MENUDARK	Defines the color of the dark edges of the menus.
TEXT	Defines the textcolor of both the gadgetlabels and the menuitems.

For example,

```
GADGETBACK 0xbbb0bb
```

Will make the gadgets' background light-grey.

MENU

The menus are defined by three keywords: MENU, ENTRY, CMD

The first one, MENU, creates a menugadget labeled with the argument of this keyword. For example,

```
MENU "Utilities"
```

will create one gadget labeled "Utilities". You may create as many menus as you want, as long as they fit on the screen.

The next two keywords define the menuitem and its commandline, for example,

```
ENTRY "XToolBox prefs"      CMD "edit s:XToolBox.menu"
```

will create a menuitem in the current menu with name "XToolBox prefs". When selected this will execute your favourite editor in order to change your default XToolBox configuration.

Make sure that all strings are enclosed by quotes and that every associating ENTRY and CMD keyword are placed on the same line. Also make sure that there is an empty line between the last ENTRY keyword and the next MENU keyword.

You may also insert a blank line in a menu by inserting the following line:

```
ENTRY ""
```

To summerize, another example:

```
MENU "menu 1"
ENTRY "item 1"      CMD "do something"
ENTRY "item 2"      CMD "do something"
ENTRY ""
ENTRY "item 3"      CMD "do something"
```

```
MENU "menu 2"  
ENTRY "item 1"      CMD "do something"  
ENTRY "item 2"      CMD "do something"  
ENTRY "item 3"      CMD "do something"  
ENTRY "item 4"      CMD "do something"
```

Please look at the example included in the package.

1.7 XToolBox - Bug Report

BUG REPORT

If you do find any bugs or you have any questions or problems, feel free to ↔
contact me.
In addition if you have any requests or suggestions don't hesitate to contact me ↔
also. This
will prevent me from adding features that aren't wanted actually (and saving a lot ↔
of my
time).

To contact me (e.g. to tell me that you are (happily) using my program) mail to

```
doomen@hsbos.nl or  
d.doomen@hsbos.nl
```

or write to:

```
Dennis Doomen  
Prinses Irenestraat 50  
6566 BR Millingen a/d Rijn  
The Netherlands
```

You can also find me when I am logged in, by entering:

```
finger doomen@client7.aixserv.hsbos.nl
```

This will tell you on which machine I'm working currently. To "talk" to me, enter

```
talk (or ntalk) doomen@machinename
```

1.8 XToolBox - About The Author

ABOUT THE AUTHOR

My name is Dennis Doomen and I am a 22 year old Dutch student in his last year of trying to get his degree and becoming an Electronic Engineer. This course consists of several directions and I have chosen for Computer Technology because that interests me the most. Therefore I should have chosen to study Informatics instead (software engineering).

I started my program career when the first C64 came out and I got the Power Cartridge which allowed me to program in assembly. On that machine I created some demos and a very fast formattingtool called SuperFormat. All of that using the alias Cyberdyne. The last thing I did was trying to create a C64 version of the popular Amiga program SoundTracker (yes, a friend of mine got one of them).

A short time later I got myself my first Amiga, the A500 (1.2) with 1MB memory, 2 external drives (I still have them next to my A1200) and a 1084 colourmonitor. The programmingstuff started when I purchased AsmOne and a lot of documentation. However, I did not release any software because it was either for personal use or I did not finish it at all. The only thing I finished, was a bootmenu for my utility disks which included a lot of copper work and a nice scrolling area controlled by the mouse. As a matter of fact I still do have it and it works too (except the scroller, it runs to fast). I released it using the alias Xyborg.

I now am the proud owner of a 33MHz 68030MMU equiped Amiga 1200 with a 28MHz 68881 FPU, 4MB Fast memory, a 130MB harddisk and a MicroVitec 1438 Multiscan monitor running a 896x600 WorkBench screen with 16 colours. As soon as Amiga Technologies release a new Amiga (RISC?) I will get it. I will surely not get myself any Intel based machines (I have these at school and I hate to work with them). I love my machine and I'm still able to impress all of the PC-freaks I know, so long live the Amiga and good luck to Amiga Technologies. But these days my live is quite filled up with tasks like studying, girls, going out and ←
listening

to German Rave music. Therefore I don't have a lot of spare time to put myself in front of my machine, which is the reason that I did not produce any reasonable ←
things

till now. Although I have put down a lot of C-code during my trainingperiod at Digital Equipment Corporation in Nijmegen, the Netherlands.

1.9 XToolBox - Thanks To

THANKS

Thanks go to the following people:

- Nico Francois, for his excellent Reqtools library.
- All people who answered my questions on USENET.
- And especially to a guy who helped me with the BOOPSI stuff, I couldn't recall his name, because I accidently killed my mailbox. Sorry for that, but you know who you are.

1.10 XToolBox - History

HISTORY

- 29-10-95 v1.1 - Added new colordefinition keywords.
- 27-10-95 v1.02 - BUGFIX: Moved the SystemTags() function out of the GetMsg.. ↔
ReplyMsg
loop. Hopefully does not crash anymore (still did).
- 25-10-95 v1.01 - XToolBox will open by default "s:XToolBox.menu", if no menufile
was supplied on the commandline
- BUGFIX: Replaced Execute() with SystemTags(). It seems that no ↔
files
crash anymore (I hope!)

1.11 XToolBox - To Do

FUTURE PLANS

- Probably a preferences program, although I find it quite easy to use a text editor.
 - PUBSCREEN command line keyword that specifies the public screen to open the window on.
 - XWindows like windowclass that contains sizedgadgets in all 8 directions.
 - Option to change the way the menu is opened (such as centered over the menubutton, or above it)
-