

Chooser

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COLLABORATORS

	TITLE : Chooser		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

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Chapter 1

Chooser

1.1 Chooser

Chooser V1.0

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1.2 Introduction

Chooser was written to be a replacement for Nico François' menu program, Selector. This is because Selector didn't adapt to screens which didn't use the topaz 8 font. This meant that it didn't look that good when run on a lot of peoples Workbench screens.

Another problem with Selector was that it couldn't be run from the Workbench, only from the CLI which made it a bit awkward to use if you want to use it on a non autobooting disk. This would mean that you would have to write a script using IconX or some equivalent to run it.

1.3 Requirements

Chooser needs the reqtools.library (V38 or higher) installed in order to run. If you want to be able to run Chooser under Workbench 1.3 then you need gadtools.library V34 installed (supplied).

1.4 Installation

Workbench 2+

All you need to do to install Chooser under Workbench 2+ is copy the file `libs/reqtools.library` to your `LIBS:` directory and then put Chooser wherever you want to keep it.

Workbench 1.3

Under Workbench 1.3 you need to copy both the libraries in the `libs13` drawer to your `LIBS:` directory. The `reqtools.library` is the 1.3 compatible version and the `gadtools.library` is a 1.3 compatible version of the `gadtools.library` which is built into the Kickstart 2+ ROM, it was written by Massimo Tantignone. Then you can put Chooser wherever you want to keep it. Although this version of Chooser runs under Workbench 1.3, there is the obvious drawback of needing the 50k `gadtools.library` installed, also I can't guarantee that future versions of Chooser will be able to use every feature under Workbench 1.3. Also Nico François has stopped development of the Workbench 1.3 compatible version of `reqtools.library`.

1.5 Usage from the Shell

Chooser can be used from the Shell, here is a list of the different commands that it accepts:

FILE

This tells Chooser what menu file to load and use, if you don't specify it, Chooser will try to read a file called `'S:Chooser.programs'`.

-H=EVENUP/S

This tells Chooser to try to even up the lengths of the two columns. It has no effect if all of the gadgets are in a single column. For those of you who have previously used Nico François' Selector then you can also use the `-h` option instead of using `EVENUP` (they are both exactly the same). But if you are running Chooser under Workbench 1.3, only the `-h` argument will be recognised, the `EVENUP` argument will not be. But the `-h` argument works under Workbench 1.3 and 2+.

Chooser can also be made resident.

1.6 Usage from Workbench

This is probably the way quite a few people will use Chooser. You can use Chooser from the Workbench in a number of different ways, here they are:

You can just double click on Choosers icon, Chooser then looks for a menu file called `S:Chooser.programs`. If you include the `USETHISDISK` tooltype then Chooser won't look for `S:Chooser.programs`, but `:S/Chooser.programs` instead.

You can give your menu file a project icon and set Chooser as its default tool.

Here is a list of the tooltypes that Chooser supports:

EVENUP

If this tooltype is present and all of the buttons won't fit in a single column then two columns will be used (as usual) but instead of being very uneven

FILE

Using this tooltype you can tell Chooser what file to try to load, if you add a tooltype saying FILE=Work:AMenuFile, Chooser will try to load a menu file called Work:AMenuFile. This tooltype is only checked for when you run Chooser without any arguments and is checked for before the USETHISDISK tooltype.

USETHISDISK

This tooltype is only checked for if you run Chooser without any arguments. It causes Chooser to change the file that it looks for as the default. Usually the menu file that Chooser looks for is called S:Chooser.programs, but if you use this tooltype Chooser will look for a menu file called :S/Chooser.programs.

NOTE ABOUT TOOLTYPES UNDER WORKBENCH 1.3!

Under Workbench 1.3, you need to have an equals sign after a tooltypes name for it to be recognised, you don't under Workbench 2+ (but it still works with an equals sign as well) so if you want your tooltypes to work under both, just include an equals sign after the tooltypes.

1.7 Menu File Format

Chooser will read a script and interpret in this way:

line	description	example
1	Window title	Utilities Disk
2	text for 1st gadget (max 79 char)	EdWord Pro V5.0
3	command sequence (max 256 char)	*Work:EdWordPro
4	text for 2nd gadget	Heddley
5	2nd command sequence	*Work:Heddley
.

The command sequence consists of any number of commands seperated by ';'. The following characters all have a special meaning, use them as the first character of a command:

'*' : Put a '*' in front of the MAIN program if you want to multitask. If you don't want to be able to multitask a program don't put a '*' in front of the main program. (see RUN mode)

'#' : When there is a '#' in front of a program it will always be launched, even in EXEC or RUN mode. This is mainly useful for programs which need as much memory as possible or don't return to the CLI.

'!' : The prompt command. The string following the '!' isn't a command but instead is a prompt. A string gadget will appear and prompt you for the arguments to be passed to the next command. The '!' must be the command directly in front of the command you want the parameters to be passed to. One word of warning, if you are typing a filename which has spaces in it into the prompt requester, please put quotes around it otherwise it will not work.

'<' : Read new file list. The selector will read the file directly following the '<' and will use this to display a new file list. This is useful to implement sub-menus.

'@' : If you want to use a subtitle enter a '@' instead of the command sequence, the text will appear as a subtitle and can't be selected.

NOTE : - Include the path to avoid problems, e.g. 'Disk1:Program' instead of 'Program'. Be careful when you use spaces !

Example script:

```
UTILITIES
This program is the editor
!Edit what file ? ;*c:MicroEMACS
This is a subtitle
@
This program doesn't work with fast memory
c:Run SYS:System/NoFastMem;*:ProgramName
```

The number of gadgets that will appear in Choosers window is dependant on how large the users Workbench screen and default font is.

1.8 History

Chooser v1.0 (13 January 1995) 18888 bytes
Initial release

1.9 Future

Possible future improvements to Chooser

- Allow Chooser to have more than two columns of gadgets.
- Have multiple menus open on the screen at once.

Suggestions please.

1.10 Copyright

Chooser is © 1995 Simon Dick

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"AFD-COPYRIGHT" (Version 1 or higher).

Thanks to various members of Amigaholics International for their
suggestions. If you want more information about them, contact Kevin Bryan
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- reqtools.library is Copyright (c) Nico François.
- gadtools.library v34 is Copyright (c) Massimo Tantignone.
- Thanks to the authors of the AFD-Copyright text file!
- Thanks to Nico François for writing Selector in the first place.

1.11 Author

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Chooser was developed on an A1200 with 4MB of RAM, a 20MHz 68882, with an
80MB hard drive, running Workbench 3.0. Chooser was compiled using DICE
V3.0. The Chooser documentation was written using the Heddley AmigaGuide
authoring system.

If you have any suggestions, bug reports, questions, spare money, etc. then
feel free to write to me. I will do my best to reply as long as you supply
return postage (preferably IRC's unless you're in the UK).

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