

# **PictureMenu**

Pawel 2P Pijanowski

**COLLABORATORS**

	<i>TITLE :</i> PictureMenu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Pawel 2P Pijanowski	July 20, 2024	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# PictureMenu

### 1.1 main

```
=====
P i c t u r e M e n u   v1.3
      (c) by Pawel Pijanowski
              8.04.1996
=====
```

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Here it's newlook Workbench menu during PictureMenu is running:  
Workbench    Window        Icons        Tools

### 1.2 roz1

```
=====
P i c t u r e M e n u   v1.3
      (c) by Pawel Pijanowski
              8.04.1996
=====
```

1. Copyright  
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PictureMenu v1.3 is "cardware".

If you use PictureMenu please, send me a postcard or your reyrtracing picture.

My address is:

Pawel Pijanowski  
ul. Piotrkowska 204/210 m.68  
90-369 Lodz  
POLAND/POLSKA

PictureMenu v1.3 was written in AmigaE v3.2a demo.

## 1.3 roz2

### 2. What is PictureMenu ?

-----  
There are very few good gfxs, symbols and icons in AmigaOS/Workbench,  
but we use MagicWB-style colors and icons, ToolMenager, MagicMenu, MUI etc  
for more attractive desktop. PictureMenu is next additional program  
to modernize WB menu.

-----  
PictureMenu adds ANIM icons to WB menu items  
(See Preview.iff)  
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Here it's newlook Workbench menu during PictureMenu is running:  
Workbench    Window        Icons        Tools

## 1.4 roz3

### 3. System Requirements

- \* Amiga (HD) :-)  
\* Multiscan Monitor (or Interlace Screen Mode)  
\* MagicWB  
\* (eventually) MagicMenu  
\* Kickstart 2.04+

## 1.5 roz4

### 4. How to install PictureMenu

-----  
Double-click Install icon.

Install script copy PictureMenu to WBStartup drawer and menu pictograms  
(in .font format) to FONTS:

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PictureMenu waits 3 seconds after start and modify WB menu when startup sequence is finished.

If you want a beautiful menu, run MagicMenu and PictureMenu together.

Menu pictograms (icons) were painted in Profesional Font Maker and saved as PicM\_WB.font. You can edit it or create own new one, (for example NewIcon-style pictogram). If you create new pictogram, send it to me. Height of my pictogram (font) is 20 but you may use also different size.

If you want use PictureMenu on Med-res screen (640x256), you must create pictograms (icons) in size 15.

## 1.6 roz7

7. How to quit PictureMenu ?

-----  
If you want to quit PictureMenu, select Tools/ResetWB in WB menu and press left mouse button (2 seconds). PictureMenu opens window with a text: bye! bye!

## 1.7 roz8

8. Thanks to:

- 
- \* Martin Huttenloher (MagicWB is great!!)
  - \* Stefan Stuntz (MUI is great!!)
  - \* Wouter van Oortmerssen (AmigaE)
  
  - \* Agnieszka Chrusciel for help in the translation of this guide file. :-)
  - \* Maciej Pawlowski first PictureMenu betatestera
  - \* Robert Ramiega
  
  - \* Stefan Becker (ToolMenagera)
  - \* Martin Korndörfer (MagicMenu)
  - \* all Amiga users...

Pawel Pijanowski

## 1.8 roz6

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```
ENV:PicM_Workbench.prefs:
```

```
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```

```
PicM_WB.font <== name of font where the pictograms are stored
20   <== font height; you may create own pictograms' size
    <== here must be one empty line
Backdrop <== text in menu
46   <== picture number (ASCII); one character = one pictogram
47   <== picture number in select position
    <== here must be one empty line
Execute <== next menu item; text in menu
34   <== etc.
35

Redraw
36
37

Update All
38
39

Last Message
40
41

About
42
43

Quit
44
45

New Drawer
48
49

...
...
...

ResetWB
86
87

Reset System <== my additional menu; If you use ToolsDemon
88   or ToolMenager you may add picture to your
89   menu

Clear Memory
90
91

About System User
92
```

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93

blee

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92

If you don't want to have a picture next to menu item, it is possible to omit suitable parts of definition in config file, but remember to not change the order of definitions (it should be the same order as in WB menu).

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