

# MenuMaster 1.0

## Notes on performance :

MenuMaster is designed to edit all standard text menus that exist as MENU resources on disk. Fortunately, almost all menus are of this type.

When MenuMaster is opened, it scans the menu bar and disables all menus that contain nontext items. It also disables menus that are known not to be true MENU resources, such as those for Fonts and DAs. If an item from a nonstandard menu is selected, an Alert Box will inform you that it can not edit that item and MenuMaster will be reset.

Certain menus appear standard, yet don't exist as MENU resources on disk. Changes to such items will only be temporary and MenuMaster will inform you of that fact.

The style choices (bold,italic, ect.) only apply to the text of a menu item, not the title or command-key.

The shift key is ignored by the operating system for command-key equivalents, thus shift characters other than letters (eg. \*,^,%,#,+,:) are not available for command-key use. MenuMaster will only allow you to add valid key characters.

MenuMaster will inform you if you try to add a command-key that already exists (though not menu titles or items). You may choose to add that command key anyway. Be aware that the Mac searches menus from right to left, top to bottom. Only the first encountered command-key item will be invoked.

Also be aware that an application must be programmed to check for menu keys. Though MenuMaster will allow you to add menu keys to the menus of such an application, they will be nonfunctional.

Some menu item names are changed periodically during normal use (eg. Hide Clipboard often toggles with Show Clipboard). You may change these item names with MenuMaster, but this is not recommended since the application will eventually change them back. Command-key equivalents and style changes will be permanent.

Please send any comments, suggestions, or questions to the author, Fred Reed -on GENie (F.D.REED), CIS [76357,2530], or to IMI SoftWare directly -the address is in the about dialog.

Thank you, **IMI SoftWare**