



MenuShot[©] Desk Accessory
{Version 1.6}

Before I proceed further, I **must** especially applaud [Dave McWherter](#) of [Signature Software](#) for his genius and patience in teaching me the programmatic intricacies of Desk Accessories and [Marty Milrod](#) as well as [Dave Weikert](#) of the [Washington Apple Pi Users' Group](#). Marty deftly applied the "KISS" principle to the following treatise. Dave tirelessly debugged **MenuShot[©]** until it functioned better on Radius' black-and-white Full Page Display (FPD) monitor. The only rights that I wish to retain are those to the mistakes and to the ShareWare donations, of course. **Of course !!**

What is MenuShot[©] ??

MenuShot[©] is a Desk Accessory that permits you at any time to take a black-and-white "picture" of the entire screen of any Macintosh that has at least 128K ROM on-board. This "picture" or snapshot will include the image of a pulled-down Menu if there is one. "Pictures" are saved in either bit-mapped "paint" format or object-oriented "PICT" format. There is no practical limit to the number of successive "pictures" that can be taken, and they are automatically created for you in numerical order on the DeskTop. These files are named "menushotØ", "menushot1", "menushot2", "menushot3" etc. However, **MenuShot[©]** will allow you to change the name and location of the saved picture file if you wish.

Some history ...

In the “prehistoric” days of the original Macintosh {128K RAM} and the “Fat Mac” {512K RAM}, both with 64K ROM, as well as the initial versions of the then-new 128K ROM present on the Macintosh 512KE and the Mac Plus, one could get full screen dump files for loading into the application, “MacPaint[®]”. You generated these files by activating a Function Key (FKEY) when you pressed “CMD-Shift-3”. These “MacPaint[®]” files [“Screen Ø”, “Screen 1”, etc] would include an image of any Menu you had pulled down while you deftly pressed these keys. A small footnote is worth mentioning here ... you could successively save **only 1Ø** screen dumps, after which you could **not** save any more. The beep you’d hear indicated this happenstance. In addition, the Cursor would always show.

With subsequent changes to the 128K ROM, however, the image of this pulled-down Menu disappeared due to changes in the portion of the ToolBox Manager that handles Events. The widely-recognized “Camera” Desk Accessory (DA) came to the rescue.

Then came the Mac **SE** and the Mac **II** with their respective 256K ROM sets. As a direct result, the “Camera” DA was left in the lurch. Because of this happenstance, I wrote my **MenuShot[©]** DA.

- The first release of **MenuShot[©]**, Version **1.1**, caused problems with taking snapshots of pulled-down Menus of “MacWrite[®]”, or any application which dimmed some of its Menus when a DA was operational. Snapshots of this application’s pulled-down Menu(s) **remained** dimmed.
- This deficiency was corrected with the very next release of **MenuShot[©]**, Version **1.2**. Also, the “PICT” file format was added to the “PNTG” file format available in the first release.

- Then, Version **1.3** came along to correct a bug that occurred when my DA was installed on a Mac II ... a real **biggee**, folks !! In addition, by popular request, the ability to display or not display the Cursor was added.
- Still more Mac II bugs ... so Version **1.4** was born. I also corrected some compatibility problems with Microsoft's "Excel" and "Works". In addition, I allowed the user to change the name and location of the saved screen dump file if he or she wished. The defaults remain "menushotØ", "menushot1" etc. **and** saved on the DeskTop.
- Then, along came Version **1.5**. Under *MultiFinder*™, I finally eliminated that much-vocalized annoyance of having to keep the <Option> key pressed between successive saves so that my DA would **re-open** on top of your background application, vice the "DA Handler". ... and last, I effected some CMD-key equivalents to clicking on some of the Dialog Buttons.
- The **current** Version is #**1.6** ... many, many refinements with otherwise small additions and changes. The one real biggee is that **MenuShot[©]** is now closer to functioning properly with Radius' black-and-white **FPD** monitor.

On your mark, get set, go !!

Using the latest “Font/DA Mover” utility [or “Suitcase II [™]” or “Master Juggler [™]”], install **MenuShot[©]** under the Apple Menu.

When you open my DA, you will see the usual opening Dialog window that displays the time-honored credits. In the process of doing this, you will see an interesting screen dissolve effect thanks to Mike Morton.

... speaking of interesting visual effects, pull down the **MenuShot[©]** Menu to its second item and notice the wristwatch Cursor while you’re at it.

... also pull down to its third item to display some info about my favorite 68000 Assembler.

How does it work ??{ besides "Well!" }

Then, click on the "Instructions" Button, or press <CR>/<Enter>, to display, of all things, the necessary "how to's". Since this dialog is self-explanatory, I won't repeat its words here. Still, a few more tidbits ...

- **MenuShot[©]** will work in all its glory *???* on any Macintosh with 128K / 256K ROM on board. If you accidentally install **MenuShot[©]** on a 64K ROM Mac, **MenuShot[©]** will open, but the appropriate warning dialog will show, thus allowing you to safely close my DA and then un-install it.

Switch-A-Roo

- For a Mac II, before you activate **MenuShot[©]**, be sure to first switch to "1-bit" color via the "Monitors" **cdev** on the *Control Panel* ... however, if you have the **FKEY**, **Switch-A-Roo[©]**, it's **so-o-o-o** much easier to implement this switching. I haven't cracked the color barrier yet ... but cut me some slack, folks !!

- After you make your selections of pic type, Cursor display and delay time specified via the "Instructions" dialog, return to the "Opening" dialog and then click on the "Proceed" button {or, press "CMD-P"}. At this juncture, you will see the standard "put file" dialog that permits the user to change the name and location of the saved "picture" file. For your very first snapshot, after your initial start-up of **MenuShot[©]**, the location is on the DeskTop, my default setting. Successive savings, before you finally close my DA, place you where you were during the previous save.

- When the Opening dialog re-appears after just taking a screen snapshot, thus allowing you to take another, the above-mentioned user-provided selections from the previous go-around remain intact. Please note that since I've already dazzled you with an opening screen dissolve effect during the initial start-up of **MenuShot[©]**, this hypnotizing visual display does not repeat itself during successive re-openings.

√√√ MultiFinder™

- After you open the application whose screen snapshot is of personal interest, when you then select **MenuShot[©]** under the Apple Menu, you **must** simultaneously press the <Option> key. In this manner, said application's window will remain in the background, vice the "DA Handler" coming up instead. If you forget, the DA will close itself properly when you click on "Save" in the _SFPutFile Dialog box that presents itself following your click on "Proceed". **However**, no screen snapshot will be taken **and** the DA will not re-open automatically. But, absolutely nothing is lost ... except the little time it takes for you to manually re-open **MenuShot[©]** via pulling-down the Apple Menu again. In short ... nothing is lost if you're senile and forget occasionally.

Let's see ... now where was I ???

- **Now** I remember ... under *MultiFinder*™, you no longer need to keep the <Option> key pressed during the saving process to make **MenuShot[©]** re-open on top of your background application, vice the "DA Handler". Oh yes ... take a gander at the Apple symbol while your pic is being taken. To tell you the truth, the Apple symbol will blink under *MultiFinder*™ **or** *Finder* so long as you're using a System file with a Version # ≥ 6.0.

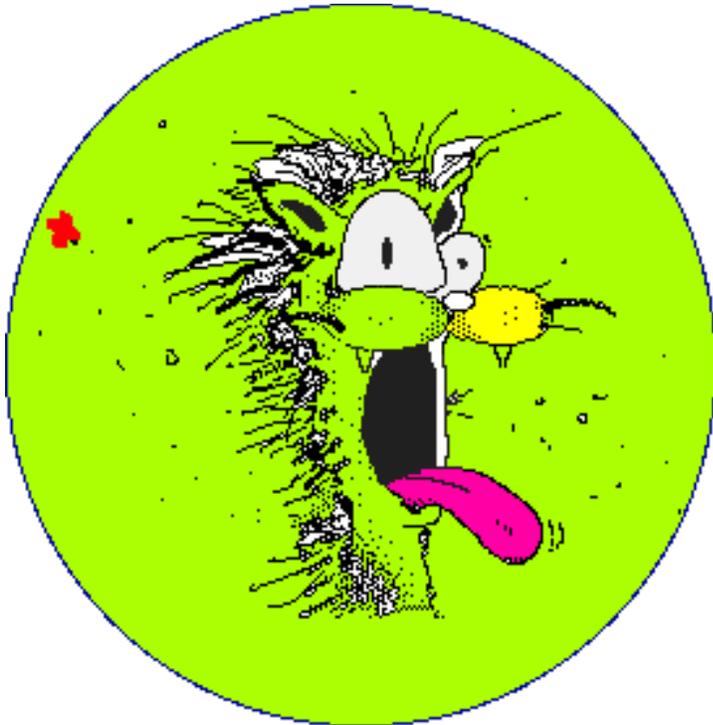
√√√ Finder

- When you're just operating under the *Finder*, pressing <Option> has absolutely no effect under **any** circumstance whatsoever. No harm is accomplished, but no good either.

√√√ Other Goodies ...

- When you're staring at the "Instructions" Dialog, press "CMD-T" or "CMD-R". Nifty stuff, huh !!
- Here's the time-honored exercise left to the student ... besides clicking on the Close Box in the "Opening" Dialog, how else can you **Quit** ??
- If you're using a Mac II or any Macintosh with a large monitor, you will discover that the saved *MacPaint*™ file is rotated counter-clockwise by 90°. This is required because the largest PNTG-format file supported by *MacPaint*™ is 576 pixels wide by 720 pixels tall. Without this rotation, the rightmost 64 pixels of the standard Mac II monitor's display would be chopped off. Try the **FKEY**, CMD-Shift-3, and you'll see that it effects the same rotation. By the way, if your monitor is a daggum monster, then all width-pixels > 720 will be sent to pixel heaven and ditto for all height-pixels > 576. {Come on, folks, do you **really** believe that I've reversed these last two #'s ??}.

- This last goodie(???) is dedicated to “The Grouch”, **all** grouches as a matter of fact -- those ungrateful souls who tire easily of the amazing, the truly amazing dissolve effect upon **MenuShot[©]** initially opening. It’s NOT enough that I’ve gone to great lengths to by-pass this dissolve when **MenuShot[©]** re-opens to take another snapshot of the screen. These inhabitants of another planet insist, **insist** mind you, that they have the capability to by-pass this dissolve even upon a fresh opening of my fantabulous DA. OKAY, hurt my feelings, see if I care !! Press the darn **Shift** key when you freshly open **MenuShot[©]**. Well, don’t just sit there ...



***** For you programming types ... *****

- For Version **1.1**, my DA was still active after you clicked “Proceed” because I placed an **invisible** DA dialog on the screen, one whose ID was in the required range: $-16000 < -15521$. If an application scans the WindowList, looking for IDs in this range, it will discover that my DA is **still** active and thus will **not** un-dim its Menus.

- For Versions **1.2 thru 1.6** ...

- √ my DA closes itself after you click “Proceed”. But, just before it does, it leading patches `_SystemTask` because all applications **should** call this Trap inside the Main Event Loop {idea by Jorg Langowski}.

- √ This patch is placed in the System Heap along with my Private Storage, a special “MenuHook” Procedure **and** my picture-taking routine.

- √ Before I call `_CloseDeskAcc`, I set a special flag so the Close Section of my DRVR does **not** dispose of my “dCtlStorage” Handle. When **MenuShot**[©] re-opens after the pic is “took”, we test this flag so the user settings of pic type, Cursor display and delay time are **not** changed.

- √ After the first part of my patch “clicks the shutter”, it restores the original address to `_SystemTask` and re-opens my DA, whose name is in my Private Storage area.

- √ If the user pulls down a Menu during the passage of the user-specified delay time, my “MenuHook” Procedure takes the pic instead. This Procedure then sets another special flag that my `_SystemTask` patch tests so a duplicate pic is **not** taken.

- √ Both of the above flags are cleared just prior to the very end of the DRVR’s Open Section so we start from scratch after each Open.

If some buzzard doesn't call `_SystemTask`, he's history !

One final thought ... as with all authors of ShareWare, I've busted my hump ... so, if you use my magnificent DA, please send your **\$15.00** to:

I•A•C•S Software
6413 Wyngate Drive
Springfield, VA. 22152

(703) 569-2294 {*your* nickel}

With warmest regards to everyone, I hope you find this Desk Accessory both useful **and** fun ...

John A. Love, III

GEnie: J.LOVE7

or
AppleLink: D3471

P.S. ~~

The eventual release of System version 7.0 will inevitably blow alot, a **real** lot of applications and desk accessories out of the water. I've tried my best to forestall that happenstance ... but if it does occur, I wish to assure you that **MenuShot[©]** will be updated.