

StartBar v1.1 Guide

COLLABORATORS

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Chapter 1

StartBar v1.1 Guide

1.1 StartBar v1.1 Guide

StartBar v1.1

A simple program Launcher

Copyright	Distribution conditions
Overview	What is StartBar
Requirements	What is needed to run StartBar
Installation	How to install it
Configuration	How to edit the preferences
The Editor	Simple GUI to edit data file
How to use it	Function and options
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Hints, suggestions, bug reports, disclaimer...	
The author	How to contact me
Thanks...	As it says ...

1.2 Thank you for still being with me

As this section says, I would like to thank all those who sent me their ideas :) , bug reports :(, money (none yet,still waiting ;) For some of them, they gave me ideas I already had, but many others I had not. Here are some of the futur improvements :

- Translation in C, or more porbably in E
 - arguments passed to the applications (I am still wondering how to do that)
 - Menus that close automatically when something else is activated (not so easy).
 - font preferences (easy, but is it necessary ?)
 - etc...
-

1.3 Known bugs and how to correct them (eventually)

For the moment, I have seen only two real bugs :

- Some time ago, it used to be a problem with MCP, which caused the windows to appear a few hundred pixels higher than they should. This problem no longer exists with recent versions of MCP. If you still have this, you can either remove MCP or update it, and everything should be OK.
- If you need to launch a program which needs a lot of stack (like 20 Ko, or more) you might get a nice "Guru meditation". To avoid this "small" inconvenient, you can, for an example, create a text file with in it :

```
stack 25000
name_of_the_program_to_be_executed
```

and with the flags : script and executable (change the flags with the menu : icon/information of the workbench). Then just execute the script instead of the program itself.

Well, these are currently the only bugs I know. I am trying to correct the first one, but it seems it is due to the Blitz Basic.

1.4 Copyright notice

Well, there is absolutely NO copyright on this soft : you can do whatever you want with it. I even included the sources, in Blitz Basic.

In fact, this is only my second program with the Blitz, I did it to learn the use of the gadgets from the gadtools library, and also to test different means of launching an application from a program.

Now, if you use it and like it you have no obligations. But what you could do is to send me some nice ideas of implementations, ideas, your own creation, 1 million dollars, etc, or even an other icon, it should not be bad :-)

1.5 Overview

Every time I turned on my computer, when I decided to launch Imagine, the Blitz, a game, or anything, I was obliged to open successively 4, sometimes 5 drawers (I like things well organized). Even with a hard disk, I becomes a bit boring. So when I bought the Blitz, I decided to create an interface which would do the work for me.

To see what it looks like, you can just launch it and you will see. I wanted to do something between the Toolmanager and Windows95 : more configurable than the second, and less greedy than the first for the memory. I think I succeeded, since it eats up only 100 Ko of RAM (if I can find one day enough courage to learn C, I'll translate this commodity, and it should be even less greedy, at least I hope ...).

To launch it, it requires a config file, which should be placed in the drawer called "s" on your system disk. To create it, see the configuration part. I also may create a preference file in the same drawer, in case you changed the position of the bar (see the part : How to use it).

1.6 Requirements

StartBar requires Kickstart 2.0 or more (because of the gadtools).

I have tested it on my 1200, with and without my blizzard, and it worked fine. If you have a problem, send me a report, I'll try to answer it as soon as possible.

1.7 Installation

Installing StartBar is very simple :

If you want to start it every time you reboot your computer, just drop the executable (called StartBar) in your WBStartup drawer, and put the file "start.data" in the s drawer on your system disk.

Else, just double-click on it.

It will look for the data file first at s: then, if not found, in current ↔ directory.

To create/modify the data file, see the configuration.

1.8 Configuration

Here we are, and here begin the problems.

For a beginning, you should just try to launch the program with the sample file included in the archive, so that you could see what it looks like.

Done ? Ok ! Now, here are the explanations ...

When you run StartBar, some buttons appear. And when you click on one of them, others appear, or disappear, a bit like a menu. And all this is configurable.

For this, you have to edit the file start.data and put it in the drawer : "s:" or in the current directory.

You will have to choose, for each button of the original bar :

- 1-Name of the button
- 2-Name of the first (or next) button which APEARS
- 3-The program to launch, if it is clicked
(with full path)
- 4-How to launch it :
 - n : no output, ie asynchronuous, and no cli window opened)
 - o : output enabled, idem but a cli window is opened for teh exits of the launched program.
 - s : this is a script. Make sure it has

```

        the flags "script" and "executable"
5-Go to 2 if you want one more button to appear
    else let a blank line, and design the next
    menu : go to 1

```

Note you are allowed to configure up to 7 buttons on the original bar, and up to 21 on each "menu".

Note also that you can use the StartEditor, instead of spending your night trying to understand how the config file should be created ;-)

1.9 How to use it ?

This is the easy part : click on a button on the menu bar, then choose an ↔ application.

- If you want to move the bar, choose in the menu the item "Position", move the bar and when finished click the close gadget.
- To save the current position, choose the item "Save Pos" in the menu.
- If you want to quit (what ?!), click on the thin gadget on the left of the bar, or choose the item "Quit" in the menu"
- Once configured (see configuration), when you click on a button of the menu bar, a kind of menu appears, with the applications you will have configured. If you click once again on the same button the "menu" disappears.

1.10 Problems

If you have a problem with this program, you can try to join me with my e-mail (see Contact me).

If you think you just found a bug, try to catch it then send it to me, I will then try to get rid of it.

If you think of anything to add to this program, tell me and I'll do my best.

BUT, I have to be honest with you, if one day, for any reason, this program crashes your hard disk, creates a virus of an unknown type (what ?!), makes your screen show strange things, wakes up the Guru, or ANYTHING unpleasant, I would NOT be liable for that. In other means, USE IT AT YOUR OWN RISKS.

Apart from that, I have been using it for some time now, and it has always worked fine. Try it, you'll see ...

1.11 Contact me

If you have problems, suggestions,etc., I can be reached via EMail :

ybetemps@gmc.insa-lyon.fr

or if it does not work :

betemps@cismsun.univ-lyon1.fr

1.12 StartBar GUI editor

For this new version of StartBar, I designed a GUI editor for the start.data file. It was really missing, since the config file is not very simple to create by hand.

To create a new GUI, you should first try startbar with the sample file, to see how it works. Then launch startedit. There are three windows, plus the menu.

Since the menu is very explicit, I won't explain it.

You can see that, instead of buttons, there are string gadgets for each choice of the menu bar and for each application.

To "open" a menu, select the string gadget with the mouse, and press "enter". Some new buttons should be available in the other windows.

In the "New:" window :

- The button "application" creates a new choice in the currently selected menu.
- The button "Menu Button" adds a new button in the menu bar.

In the "Button information" window, the informations on the currently selected button are displayed :

- Menu Name : Name of the menu, on the menu bar.
- Button name : Name of the button in then current menu

Note : you can change the names directly on the menu bar, or in these gadgets. It is the same thing.

- File path : Name and path of the program to launch.
- ? : Click here to use a filerequester to find the program to launch.
- Script... : Kind of file to launch : script, executable, with or without screen output (i.e. a window output will be open if necessary).
- Remove app : Remove current button from the menu
- Remove menu : Remove current menu from the menu bar.

Note : those two buttons can't be selectable at the same time.

- Swap with...: Allows you to swap 2 applications, or 2 menus, depending on what kind of thing was selected last. i.e. for an example : if you just opened a menu, you will swap two menus, and not two applications.

There are some limitations : you can have up to 7 choices in the menu bar, and up to 20 different applications per menu. This is due to the width and height of each button
But you can change this in those parameters in the sources, since I included them.
