

Executor

COLLABORATORS

	<i>TITLE :</i> Executor		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Executor

1.1 Executor documentation

Executor 1.0

by Luca Carminati
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1.2 introduction

Introduction:

Executor consists of a selection menu for running up to 500 programs. For example it can be useful for starting games installed on hard disks.

1.3 system requirements

System requirements:

Executor requires Kickstart 2.04+, the diskfont.library in the LIBS: directory

and the DOS command Execute in the C: directory.

1.4 installation

Installation:

Just drag the Executor icon anywhere you want.

1.5 usage

Usage:

Before you start the program, you must edit the text file named Executor.menu (use your preferred text editor) which has to be in the S: directory and must have the following form:

```
<Label 1>
<Script 1>
<Label 2>
<Script 2>
"
"
"
"
```

Where <Label> is what you see in the menu and <Script> is an executable script which has to be in the S:Scripts/ directory (see the examples in the archive).

Executor can be started from Workbench or a Shell window.

After you start the program, the menu appears. Select a program name and click on the Execute button to execute it.

To quit Executor click on the Quit button.

1.6 guarantee

Guarantee:

The program has been tested several times, but its reliability is not guaranteed at 100%. I (the author) do not consider myself responsible for loss or damage of data as consequence of the use of the program. Use Executor at your own risk.

1.7 copyright

Copyright:

The program is CARDWARE, therefore it is freely distributable on condition that it is always accompanied by all the files in this archive. The whole archive must not be modified in any way. If you think Executor is useful, let me know by sending me a postcard or an E-mail message.

1.8 author

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If you have some suggestions or if you find some bugs in the program, contact me.

1.9 history

History:

1.0 - First release.