

# **ToolMenu**

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<b>COLLABORATORS</b>
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# Chapter 1

## ToolMenu

### 1.1 ToolMenu Guide

ToolMenu Guide

Guide Version 1.00 ToolMenu Version 1.09

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Read This First!

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DPaint is copyrighted (c) by Electronic Arts.

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### 1.3 About ToolMenu

This workbench application creates the Amiga counterpart of the Macintosh "Apple Drawer", the "ToolMenu".

With "ToolMenu", all icons dropped into a specific drawer will appear as an item in the "Tools" menu of the Workbench. Selecting an item there will run the appropriate program, together with all selected icons as arguments.

For example, it is very convenient to keep "MultiView" in this drawer: To view an object, just click its icon first and select "MultiView" from the "Tools" menu. Other programs that must be available quickly can be kept there, too.

For more complex tasks, you should download [CLICon](#) as well.

Last but not least: IT'S FREE! (But please read the [licence](#)!)

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This is my second program that emulates parts of the Mac "Finder". If you like ToolMenu, you should probably try "BenchTrash" as well.

### 1.4 About CLICon

A very useful extension for ToolMenu is the "CLICon" program. It runs shell scripts with arguments supplied for its icon on the workbench, and is able to do the necessary assigns needed by some larger projects.

"CLICon" is available from the AmiNet or directly from [me](#).

### 1.5 Installing ToolMenu

The installation procedure is quite simple, and that's the reason why I don't supply an installer script: Drag the "ToolMenu" icon in your "WBStartup" drawer of your startup volume, and copy the guide, i.e. THIS file, wherever you like. Then, create a new drawer on your boot drive, and name it "ToolMenu". This is the drawer where the icons to appear in the "Tools" menu are kept.

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To setup the ToolMenu, copy all programs you want to run by menu selection to this drawer, or copy the icon and create a link to the original file. Read [here](#) to find a couple of tricks.

If you want to run shell scripts or have to create assigns prior to launching a tool, [CLICon](#) is the perfect extension for this job.

## 1.6 Contacting the Author

Here's my EMail address:

thor@einstein.math.tu-berlin.de

Thomas Richter

You may also want to visit my web page, latest versions of all my programs (plus more) are available there:

WWW: <http://www.math.tu-berlin.de/~thor/thor/index.html>

The selection is quickly expanding, check in monthly!

## 1.7 Hints and Tips for creating a Tool Menu

The easiest, but still important:

0) Keep it short! Put only important stuff into the "ToolMenu" drawer.

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If you don't want to keep programs in the "ToolMenu", create links! In the current version of the workbench, this must be done from the shell, sorry.

Open the shell, then:

1) Copy the icon of the program to the ToolMenu. I recommend not to create a link to the original icon itself, since you can't snapshot the two icons separately.

copy foo.info to SYS:ToolMenu/foo.info

2) Create a link to the original program, like

makelink SYS:ToolMenu/foo to foo

For a reason beyond my understanding, the ordering of the arguments to "makelink" are different from that of "copy".

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If you want to run a shell script, you should download [CLICon.lha](#) as well. Add the shell commands to a "CLICon" script icon and consult the [CLICon.guide](#) how to setup a script icon.

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Some programs must be started from a special drawer, or need a huge set of assigns (Dear authors, don't do that!). In these cases it might be impossible to run the programs directly from the "ToolMenu" drawer.

Again, [CLICon](#) and the [WBLoad](#) program supplied in the [CLICon](#) archive are the solution in this problem. A small script in the [CLICon](#) icon will do the necessary assigns and changes of the directory, then use [WBLoad](#) to run the main program from its drawer. The sample icon "DPaint" in the [CLICon](#) archive was constructed for this purpose.

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The "ToolMenu" program supplies arguments to the programs under its control:

Activate the argument icons, then select the menu item. This is most useful for the "MultiView" or "PrintFiles" programs, since then you can easily view or print files from the workbench menu.

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