

# **SpringReleases**

Daniel Balster

COLLABORATORS

	TITLE : SpringReleases		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Daniel Balster	March 26, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>SpringReleases</b>	<b>1</b>
1.1	main . . . . .	1
1.2	amitoolbar.node . . . . .	1
1.3	intro.atb . . . . .	2
1.4	install.atb . . . . .	2
1.5	usage.atb . . . . .	2
1.6	caveats.atb . . . . .	3
1.7	bugs.atb . . . . .	3
1.8	reqs.atb . . . . .	3

## Chapter 1

# SpringReleases

### 1.1 main

Welcome to this Archive!  
All this software is  
Copyrighted © 1995,96 by  
Daniel Balster

Amiga ToolBar            MUI application  
                          Your new Workbench® command center!

Workbench® is a registered trademark of ESCOM AG, Bochum  
MUI is a product of Stefan Stuntz

### 1.2 amitoolbar.node

\*\*\* Amiga ToolBar V2.0 \*\*\*  
Copyright ©1996 by Daniel Balster  
All Rights Reserved

Introduction  
Installation  
Usage  
Caveats  
Known Bugs  
Requirements

Special notes:

- you can re-balance and re-arrange the MemoryDisplay, TitleDisplay and DirectExecute objects via Drag'n'Drop

## 1.3 intro.atb

This is some kind of a toolmanager (© stefan becker ;-) using MUI (© stefan stuntz).

This my very personal idea of a workbench command center. It started with the idea of simulating the Windows95 TaskBar, but I do not like the Startmenu.

And after some days this MUI application was born. Btw.: this is my ever first MUI program written by hand, not using a builder! Really, MUI is a fine thing!

## 1.4 install.atb

Just launch it from the shell by typing "AmiToolBar" and its options.

You need to create a S:amitoolbar.prefs file, without it won't work.

Here is an example for the prefs file, learn and understand!

```
***BEGIN OF FILE*****
```

```
; $VER: AmiToolBar.prefs 1.0 - Copyright ©1996 by Daniel Balster
```

```
; Format: Buttontitle,Commandline,CurrentDir,Stacksize,Priority,Quiet,Bubblehelp
```

```
; (note: you can use MUI escape sequences with DIRECT escape-codes (not \33))
```

```
"NewShell" "newshell CON:50/450/700/100/AmigaShell" RAM: 4096 0 QUIET "Open a new shell"
```

```
"Most" "SYS:Utilities/Most" RAM: 4096 0 QUIET "Text Viewer"
```

```
"Multiview" "SYS:Utilities/Multiview" RAM: 4096 0 QUIET "Multimedia Viewer"
```

```
"Cyberview" "Work:Viewers/CyberView" RAM: 4096 1 "Picture Viewer"
```

```
***END OF FILE*****
```

All lines were parsed with ReadArgs(), that means all lines behave like command arguments.

All chars after a ";" are comments.

You can use MUI escape sequences by putting an ESC char (decimal 27) DIRECTLY into the text, like "?bthis is printed bold?n". To learn the MUI escape sequences, get the developers package and look for Text\_Contents and Image\_Spec!

Launch example:

```
run <>NIL: ATB ROWS=2 QUIET
```

## 1.5 usage.atb

Here are the commandline arguments:

QUIET:

do not print a copyright message

ROWS:

tell ATB how many button rows to be used

MemoryDisplay

---

Shows the actual memory state.

No virtual memory display, yet

TitleDisplay

for dudes with no screentitle, like me.

DirectExecute

A quick mini shell ;-)

Actually it has no review, no history, no drag'n'drop etc.

Buttons

- just click to start a program
- just drag files on a button to pass arguments

## **1.6 caveats.atb**

## **1.7 bugs.atb**

Iconify doesn't work properly, if called from Menu or Hotkey.

Disabled in this release.

## **1.8 reqs.atb**

MUI 3.2 (V12)

AmigaOS 3.0

68020 processor

---