

Multitudinous

COLLABORATORS

	<i>TITLE :</i> Multitudinous		
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REVISION HISTORY

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Chapter 1

Multitudinous

1.1 MAIN

Multitudinous.

Version V6.0

K.Winspear 1995-96.

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What is Multitudinous
How to start Multitudinous
HD_Install
Disclaimer
Shareware!

Multitudinous Main Screen

Multitudinous Editor

Thanks To...

1.2 shareware!

Multitudinous V6.0 is Shareware, register and you will get a .Key File and no Shareware requesters/waiting time...

All upgrades will be FREE...

1.3 what_is_multitudinous

The following is available:-

- Multitudinous is a HD-Menu or Disk-Menu.
- With Multitudinous programs can be started with a click of the mouse.
- Displays the time date and memory at all times.
- Has Workbench support - starts program as double-clicked from WB.
- The Editor is a separate program.
- Full online Amigaguide Help.
- Each Menu holds 55 gadgets.
- Has it's own Palette.
- Each menu can have it's own colours.
- Each gadget has it's own colour and font.
- Five fonts.
- Appicon, drag an icon onto the Appicon to Read, Edit etc.
- Make new menus, the number of menus is endless, 55 gadgets to a menu.

When Multitudinous is run for the first time, it will search for it's own fonts, these are Topaz.font 8 & 11, GTBMenu.Font 8, 2001 8, Helvetica. If it can't find them, it will alert you to the fact and then abort.

It also looks for a file named 'M.config' in the MConfigs: Directory.

If 'M.Config' isn't found, it will alert you of the fact and abort. You can edit 'M.Config' BUT DO NOT RENAME IT!

But don't worry the Install program will install these for you.

You will now be presented with the main screen.

You are ready to use Multitudinous.

1.4 how_to_start_multitudinous

How to start Multitudinous:-

The easiest way to start Multitudinous is by putting it into the WBStartup-drawer on the boot-harddisk or WorkBench disk. It will be started automatically after each reset.

Or you can double-click on the Icon at any time to start Multitudinous.

1.5 hd_install

MANUAL TO HD:-

You can drag Multitudinous V6.0 and MConfigs directory into the Directory of your choice, Multitudinous V6.0 and the MConfigs directory MUST be in the same Directory, otherwise Multitudinous V6.0 won't find M.Config.

These four fonts must be copied to your SYS:Fonts directory:-

```
Topaz.font 8 & 11
GTBMenu.Font 8
2001 8
Helvetica.
```

Now copy the parm.library to your SYS:LIBS directory:-

You are ready to use Multitudinous.

1.6 disclaimer

Disclaimer:-

A Friend tells me I need this..

I, Kevin Winspear, take no responsibility for any thing that goes wrong with this program (although it shouldn't!), accidental or otherwise. Or, in other words, if any thing goes wrong, you can't sue me. If you have any problems contact me at the address at the bottom of this doc file.

The copyright does remain with me, so don't go creating a program called Multitudinous because if I find out, your dead (financially!)

The shareware version is freely distributable if distributed along the following guidelines:-

1. The files are not altered in anyway whatsoever.
2. The files are not to be crunched, apart from archiving with LHA or LZX (nice proggy! shame about the bugs in 1.20!).
3. The archive must contain the following:-

```
Multitudinous
Multitudinous.info
MConfigs/AppIcon.info
MConfigs/M.Config
MConfigs/M.GamesConfig
MConfigs/M.Grafixconfig
MConfigs/M.Musicsconfig
MConfigs/M.Prefsconfig
MConfigs/Utilsconfig
MConfigs/MHG
MConfigs/Multi.Key
MConfigs/Multiprefs
MConfigs/Multitudinous-Editor
```

4. Multitudinous is not allowed to be distributed for profit.
-

5. Permission is required to place this program on a coverdisk, or inclusion of a compilation (Fred Fish and Amiga Shopper don't need permission because I love them so much!), Also Aminet CD.

1.7 main_part

Multitudinous's Main Screen:-

```
Main-Screen
Four Bottom Gadgets
Three Top Gadgets
Right Mouse button
```

1.8 main-screen

The Main-Screen:-

The main screen has 55 gadgets for the user to click on one of the gadgets to start a user - defined program.

1.9 four button gadgets

Four Button Gadgets:-

Along with normal gadgets there are four gadgets at the button right.

Quit:- Quit's Multitudinous, after asking you, are you sure?

Info:- For information about the Author.

Edit:- This now brings up a window with two Gadgets on, for you to select 'This Menu' or 'New Menu', selecting 'This Menu' will load the Editor with the menu you had displayed at the time you click on 'This Menu'.

The Editor is a separate program.

Clicking on 'New Menu' will bring up another window asking you for the name of the 'New Menu' (config) to be. After typing the new Menu name in it will save a new Menu to the Configs dir, and then load the new Menu into the Editor for you to edit it.

INSTRUCTION TO MAKE A NEW PAGE:

When booting up afresh and opening Multitudinous, the screen will default to the MAIN page which is named M.Config. The extreme right listview gadget column is best reserved for MENUS. I.E. names you wish to give to access other pages.

For instance, a menu name, Graphics, could be given to go to the M.GraphicsConfig page. Let's say you have just clicked on NEW MENU as you wish to make a new page. Type in the word Graphics (it may be preferable to add the word Config to all new page names).

As it is, Multitudinous will automatically prefix new page names with M. So you will see in the Mconfigs drawer the file i.e. M.GraphicsConfig. The new page will already have a gadget called MAIN MENU. Clicking on this will show the file path to the main page in the filename window:

This will be SYS:WBStartup/Mconfigs/M.Config

You can now add files to the listview columns as you are in edit mode. Regardless of adding files now or later you then have to SAVE the new page. Now click on MAIN MENU to take you to the main page.

*** The next stage is to enable access back to your new page when required. From the main page click on EDIT, then click on THIS MENU. Highlight a blank listview gadget in the MENUS column and type in the word Graphics in the GADGET NAME window. Now click on the highlighted blank and the name Graphics will appear. If you wish, you can apply a font style/colour to it. Now click on the filename gadget and follow the paths to access the Mconfigs drawer. Double click on M.GraphicsConfig to select it and take you back to the editor. Select MENU from the STARTMODE menu and finally SAVE.

You can now click on the GRAPHICS gadget to take you to the new page and after selecting listview files and saving the updated page you can then click on the MAIN MENU gadget to return to the MAIN page.

You may also, by the same technique, access any page from any other page as well as from the MAIN page.

INSTRUCTIONS TO DUPLICATE AN EXISTING PAGE:

Say for example, you had a page named M.MiscConfig which contained both text plus some misc files and you wished to duplicate this page with the aim of renaming it e.g. M.TextConfig and then deleting the misc files and likewise calling up the M.MiscConfig page and deleting the text files.

Using a file manager program such as DirWork, Directory Opus, etc. call up the M.MiscConfig page into the left window. Select a temporary destination in the right window. Copy the file across to the right window and rename it i.e. M.TextConfig. Now move the renamed file back into the M.Mconfigs drawer. Finally, carry out the same pattern of steps as per *** above. See the Swap/Copy/Delete section regarding deletion of files

App:- The App gadget will close the main part of Multitudinous and put an Appicon onto your Workbench for you to drag other icons to read, edit etc.

1.10 right mouse button

Right Mouse button:-

If the right mouse button is pressed, the screen closes and opens a window on the Workbench screen, to get back to the main screen click the

right mouse again, this will return you to the main screen.

1.11 three top gadgets

Three Top Gadgets:-

The far right is the Depth Gadget. Clicking on the DOWN pointer will scroll Multitudinous down, revealing the Workbench. Next to this is the UP pointer. Clicking on this will scroll Multitudinous back to the top.

Clicking on the Close gadget at the top left will QUIT Multitudinous, after asking you, are you sure?

1.12 editor

Multitudinous's Editor.

Version V6.0

K.Winspear 1995-96.

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```

Four Column-titles
ListView Gadgets
Gadget Name
Filename
Password
Start-Mode
Test Gadget
Colour Gadgets
Palette
Preferences
App-Window
Fonts
Swap, Delete, Copy
About
Help
Re-Load
Save Gadget
Cancel
```

1.13 four_column_titles

Four Column-titles.

Can be changed by clicking in one of the four boxes and entering the new titles and then press return.

1.14 listview_gadgets

ListView Gadgets.

The four listview-gadgets represent the four gadget-columns. Clicking on one of the listview gadgets presses it in so you know you are editing that listview gadget. You can select the gadget to be edited in these by clicking on your left mouse button and a bar will highlight that name (gadget).

1.15 gadget_name

Gadget Name.

When a gadget is selected from one of the listview gadgets, it can be edited by using the GadgetName under the ListView Gadgets.

For example when you click on this gadget in the main part of Multitudinous you want to start Opus you would click in the Gadget Name box, (delete any existing name with the Del or back space key) and then type in Opus, then press return.

1.16 filename

Filename.

When a gadget is selected from one of the listview gadgets, it can be edited by using the Filename under the ListView Gadgets.

Clicking on the blue box next to Filename will bring up a File requester for you to look for a program, It's best to click on the right mouse button to get the full path of your program. Like most file requesters find the program you want then double-click on the program. This will put the full path and the name of your program in the string gadget next to the blue box.

So as for our example, we would click on the blue box to bring up the file requester then click on the right mouse button and go through the directories for Opus, once we've found opus we double-click on opus, this will put the full path and the name opus in the string gadget next to the blue box.

You can always click in the string gadget and type the full path and name of the program. BUT YOU MUST KNOW THE FULL PATH WHERE THE PROGRAM IS.

Whereas Multitudinous did not previously accept filenames with spaces, it will now do so.

1.17 password

Password.

You can add a password to a gadget, after selecting a gadget from the listview(s). Click in the Password string gadget and type in anything up to 10 characters. The password will have to be exactly the same as you type in this string-gadget. Example:- Typing 'PPP' in capital letters. When prompted to enter a password you must type in the password in capital letters. You can mix like so 'PpP' or 'P*P' etc.

1.18 start-mode

The Program start-mode:-

Now you have to select the Start-mode. After selecting Start-Mode six gadgets will drop down.

- Launch
- WBRun
- Execute
- CLI
- Options
- Script
- Menu

1.19 launch

Startmode Launch.

In the mode Launch the program will be started normally and Multitudinous quits.

1.20 wbrun

Startmode WBRun.

In the mode WBRun, the program will be started normally, Multitudinous closes the screen and iconifies.

WBRun will run all programs which support Workbench as double-clicked from Workbench.

If a program is not Workbench supported then a requester will alert you that the program is not a Workbench supported and try CLI as Startmode.

Please Note!! If you have erased a file from your hard drive but not from the listview then you will also get the try CLI as Startmode message.

1.21 execute

Startmode Execute.

In the mode Execute, the program will be started. Multitudinous screen stays open, other programs can be started by clicking on gadgets.

1.22 cli

Startmode CLI.

In this mode 'CLI' a requester pops up for you to enter a CLI command, for example if you entered in the Full-Path String-Gadget c:Ed and programstart- mode was CLI when the requester pops up and you type in S:Startup-Sequence it will Run 'Ed S:Startup-Sequence'.

1.23 options

Startmode Options.

After assigning this for your program startmode will bring up a window letting you choose from Cli, Run, Launch, Execute or None.

1.24 script

Startmode Script.

Selecting this will let you execute AmigaDos Scripts.

For example you could make a script like the following lines:-

```
c:cd work:mp
c:stack 40000
runback work:mp/mediapoint
```

1.25 menu

Startmode Menu.

In the Menu mode, a new configfile will be loaded after the gadget has been selected from the main part of Multitudinous. All gadgets, titles, colours, fonts and the entries specified in the new configfile will be loaded. Here is an example for an entry for a Gadget in the Editor.

```
Gadget Name:- Graphic
FileName:- DH0:MConfigs/M.graphicconfig
```

StartMode:- Menu

After this gadget has been selected, again from the main part of Multitudinous, the configfile "DH0:MConfigs/M.graphicconfig" will be loaded. All Gadgets will now become new functions, declared in the new-loaded configfile ("M.GraphicConfig"). If the configfile was not found it will not load and alert you what went wrong - Go back in the editor and check the full path of the configfile.

If you have clicked on Startmode and wish to cancel StartMode without selecting one, Press the right mouse button.

1.26 test_gadget

The Test-Gadget:-

When a file gadget button is highlighted the TEST gadget will show this name and allow you to alter its font/colour.

1.27 colour_gadgets

The Colour-Gadgets:-

With this, you can select the background colour for the selected gadget.

Upgarde V6.0 you now can change the text colour click on the gadget next to the example gadget, if it say's back, clicking on the colours will change the gadget colour, if it say's front, clicking on the colours will change the text.

1.28 palette

Colour Palette:-

You can change the Gadget colours to suit you. After clicking on this gadget will bring up a window containing the 8 Colours for the gadgets.

Click on the colour you want to change and then use the slider gadgets on the left to change the colours, if you want to reset to default click on the gadget at the top right of this window, named Reset or click on the gadget next to this called last saved to load the last saved colour palette.

1.29 preferences

Preferences:-

Please note that Preferences selections only apply to how Multitudinous behaves and does NOT control file gadget selections.

Clicking on Preferences will open a window, from here you tell Multitudinous how to start by clicking on the cycle gadget, Normal, AppIcon, Iconify.

Note that whichever start mode is selected, Multitudinous will default to that mode upon selecting a gadget button to run a file.

I.E. Start mode:AppIcon. Click on AppIcon to call up page.

Select file to run. Multitudinous will close down to AppIcon.

Independant of the start mode, Multitudinous will also close down to AppIcon if clicked on the App gadget when in page mode. Emphasis is made on Appicon as the next section will explain its use beside that of calling up pages.

AppIcon use and selection of default viewer/text reader:-

If a directory/file is drag n' dropped onto the AppIcon a requester will enable you to select a GRAPHIC and/or a TEXT file to show.

The default viewer is MULTIVIEW. If another viewer is chosen ensure it can show what you have selected.

To choose a different viewer carry out the following: Use the blue file gadget box to bring up the file requester to locate the new default viewer. This will put the full path into the string gadget for you.

Default placing of Iconify window:

At the bottom of this window you can type in the two string gadgets the X & Y of the iconify window, in other words where about on your Workbench you would like the Iconfiy window to open.

1.30 app-window

There are two ways of selecting a file: App-Window and file-requester.

App-Window:-

Select a blank listview gadget, or one you wish to overwrite, then click on the App-Window gadget. This will put an App-Window on the Workbench. Now you can click 'n' drag an icon (other than a Drawer) into this window. This will return you to the editor and everything will be set for you. All you have to do is select the gadget colour/font.

If you click on App-Window after making an initial selection, it will take you back to the directory previously selected, from where you can make further selections.

Of course, you can still select a different directory to choose files from.

You may find it preferable to make all your selections first and then alter font/colour/mode for each gadget button as required. Although using App-Window will automatically give the gadget button a name, you can alter

this if desired. If, whilst in AppIcon mode, you do not wish to select a file, clicking on the close gadget will close the App-Window and take you back to the editor.

Filename:-

Select a blank listview gadget, or one you wish to overwrite, then click on the filename gadget. This brings up a file requester in which you MUST select all the paths leading to the file you wish to allocate. Selecting a file will return you to the editor. The gadget name window will be empty so you will have to enter an appropriate name. Gadget font/colour application applies as normal.

1.31 fonts

You can assign one of the five Fonts to each gadget. Select one of the gadgets from one of the listview gadget then select a font by clicking on it, if you can not see the font you want then use the scroll bar at the right.

1.32 copy&delete

Swap/Delete/Copy-Gadget:-

With these gadgets you can Swap/Delete/Copy files

Swap:- Select the Gadget to be copied - Click on the Swap gadget - Select the destination Gadget (either blank or named).

Delete:- Select the Gadget to be deleted - Click on the Delete Gadget. You will be asked to confirm if you want to delete the selected gadget.

A tip: Say for example, you had a page named M.MiscConfig which contained both text plus some misc files and you wished to duplicate (explained elsewhere) this page with the aim of renaming it e.g. M.TextConfig and then deleting the misc files and likewise calling up the M.MiscConfig page and deleting the text files.

This will entail three mouse movements for each file:

1. Select file. 2. Click on Delete gadget. 3. Click OK

Pressing the RETURN key instead of click OK will save a mouse movement.

Copy:- Select the Gadget to be copied - Click on Copy - Select destination.

You cannot carry out a bulk Swap/Delete/Copy function but must click on the appropriate gadget each time.

Off:- If after selecting either Swap/Delete/Copy you change your mind then just click the OFF button to deselect.

Status window:- Lets you know what is happening by indicating Swapping.... Deleting.... Copying... or Waiting... If you do make a mess

and delete a wrong file click on Re-Load, explained later.

1.33 about

About:-

This will display information about the Author and Version number.

1.34 help

The Help Gadget:-

This is the Online-Help. When this help is activated a requester will pop up letting you know Help is now activated.

The gadget will be pressed down until you click on the help again to turn it off.

Any gadget can now be selected and the appropriate help-message will be displayed in full Amigaguide. Once the amigaguide comes up you can always brows through the guide, or you can click on the amigaguide's close gadget and then click on another Multitudinous gadget you need help on and again the amigaguide will come up.

To quit the help-mode, click onto the Help-Gadget again.

1.35 re-load

Re-Load:-

This re-loads the configfile you are editing, first it will ask you to confirm this.

All changes will be lost.

1.36 save_gadget

The Save Gadget:-

All changes are saved. Then the EDITOR quits and the main part of Multitudinous Re-Loads the configfile.

1.37 cancel

Cancel:-

Clicking on this will quit the EDITOR and all changes will be lost and the main part of Multitudinous will Re-Load the configfile.

A requester will come up and ask you to confirm this option.

1.38 thanks

A big THANKS to..

All the people who registered their copies of Multitudinous
...Thank you....

And my wife and daughter for putting up with me after spending hundreds of hours on the Computer compiling this program.

Lee Packham, The cool programmer 'ere Down South', For his help and support. Thanks Lee...

Matthew Tillett, For trying to get people to support BLITZ BASIC II...

Bill Duxbury, For Beta testing verion 6.0 and all the ways to improve Multitudinous, which makes Multitudinous what it is to date, Thank's Bill.

Anyone I've forgotten..

The End:-

Well, that's it. I hope that you enjoy using Multitudinous and get some use out of it. Don't worry if it seems a little complicated at first, it really is quite simple to use once you've got the hang of it. Practice makes perfect

If you are having trouble with Multitudinous or wish to contact me in regard to suggestions, general enquiries etc. then you can do so by writing to me at this address.

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TS26 9BD
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With all correspondence, please enclose a pre-paid self addressed envelope, and a blank disk if you require any code.

Would you please also include the following details about your Amiga.

Model:
Processor:
Memory:
Hard Disk?:
OS Version: