StartSetup

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StartSetup

1.1   StartSetup

StartSetup v2.0

This program allows you to completely customize StartMenu

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1.2   Welcome to StartSetup

StartSetup is the program you use to create/delete menus and menu-items for the StartMenu program. It is also used to customize just about every other aspect of StartMenu.

StartSetup was written by John Corigliano and is being placed in the public domain.

StartSetup requires MUI and OS 2.0+

Use this software at your own risk.

1.3 The Menu Tree

This Tree Thingy

When you run StartSetup, the menus are diplayed in a listview gadget in tree form. Menus (items which open up to other menus) are displayed in bold and have an arrow character next to them. Programs (items that launch programs) are displayed in normal type.

A tree can either be folded or unfolded. If it is folded, the arrow will point to the left, and none of its children will be dsiplayed. If it is unfolded, the arrow points down, and its children are visible.

An example will explain this. Every tree has the "Programs" menu as its root. Everything is added to the programs menu. Now, suppose we add a menu to the "Programs" menu - call it "Text Utils". Then we add two programs to the "Text Utils" menu - "More" and "Ed". If the tree were unfolded, it would look like this:

v Programs

v Text Utils

More

Ed

"Text Utils" is a child of "Programs". "More" and "Ed" are children of "Text Utils". "More" is a sibling of "Ed" and vice versa.

If we fold the "Text Utils" menu item (by double-clicking it), the tree would look like this:

v Programs

> Text Utils

"More" and "Ed" are still in the tree, they're just not visible.

If we saved this tree and started the StartMenu program, our menus would look like this:

```
+---------------------------------------+
| | Programs >| Text Utils >| More |
| | System Prefs >|-------------| Ed |
| | Screens >| +------+
| | Commodities >|
| | Edit Menu... |
| | Find... |
| ----------------- |
| | Quit |
+--------------------+
```

Now, let's add two siblings to "Text Utils" - "Clock" and "Calculator". If the tree were unfolded it would look like this:

v Programs

v Text Utils

More

Ed

Clock

Calculator

And our StartMenu looks like:

```
+--------------------+
```

```
| Text Utils >| More |
+-------------------| Clock | Ed |
| | Programs >| Calculator |------+
| | System Prefs >|-------------+
| | Screens >|
| | Commodities >|
| | Edit Menu |
| | Find... |
| ----------------- |
| | Quit |
+-------------------+
```

Lastly, let's add a sibling menu to "Ed" called "WP". Then add a child program to "WP" called "Final Writer". The unfolded tree is:

v Programs

v Text Utils

More

Ed

v WP

Final Writer

Clock

Calculator

And the StartMenu is:

```
+-------------------+
| Text Utils >| More |
+-------------------| Clock | Ed |-------------+
| | Programs >| Calculator | WP >| Final Writer |
| | System Prefs >|----------------------------------+
| | Screen >|
| | Commodities >|
| | Edit Menu |
| | Find... |
| ----------------- |
| | Quit |
+-------------------+
```

I hope this makes sense!

1.4   Adding Menus

To add a new menu to the tree, the first step is to make sure the "Add" page is the current page. Next, make sure the cycle gadget reads "Menu". The only string gadget that matters for menus is the one labeled "Name". Enter the name of the new menu in there. The last step is to decide where you want to new menu to go. To do this, hilight the menu or program in the tree that you want the new menu to be underneath. When adding to the tree, new items are always placed below the selected item.

If the selected item is a program, then the new menu is added directly below the program (it becomes a sibling of the program). For example, suppose we want to add a menu named "Graphics" to this tree:

v Programs

File1a

File2a

v Menu1

File1b

File2b

File3a

File4a

If we hilight "File3a", enter "Graphics" in the name string gadget, make sure the cycle gadget reads "Menu", and click the "Do It!" gadget, the tree becomes:

v Programs

File1a

File2a

v Menu1

File1b

File2b

File3a

> Graphics

File4a

If the hilighted item is a menu, we need to decide if the menu we are adding is going to be a child of the hilighted menu or a sibling. A requester will ask you this question when you try to add something to the tree and the hilighted item is a menu.

For example, using the tree above, suppose we want to make the new "Graphics" menu a child of "Menu1". We would hilight "Menu1", then after we click "Do It!" tell the requester that will appear that we want "Graphics" to be a child of "Menu1". The tree would then look like this.

v Programs

File1a

File2a

v Menu1

> Graphics

File1b

File2b

File3a

File4a

However, if we tell the requester to make "Graphics" a sibling, the tree will turn out like this:

v Programs

File1a

File2a

v Menu1

File1b

File2b

> Graphics

File3a

File4a

Do you see the difference?

NEW! As of v2.0 of StartMenu, menus can use custom brushes instead of the default menu icon. Just use the Brush gadget to select a brush to use when creating the menu.

1.5 Adding programs

Adding programs to the tree is very similar to adding menus, so you should read that section first.

To add a program use the file gadget labeled "File" to select a program or script from your hard disk. Once you select a file, all the other gadgets are filled in automatically. However, if you are not happy with the settings, you may change them. Here's what they are:

Name - the name that will appear in the tree

File - the program or script to run

Dir - the directory that will be the program's Current Directory

Brush - if this is suppiled, this is used instead of the program's icon

Args - arguments to be passed to the program

Output - the standard output for the program. Usually this is "NIL:"

but you can change it to a console or regular file.

Stack - amount of memory given to the program as its stack

Pri - the program's priority when it is run

Also, you need to make sure the cycle gadget is on the right setting:

Menu - that's for menus, not programs

WB Program - WorkBench programs

CLI Program - CLI programs

DOS Script - script files

ARexx Script - ARexx programs

Note: if you use the asl file requester, all these values will be set by the program.

After setting these values (or using the ones supplied), add the program just as you would add a menu.

If you are adding a WB Program, the Dir, Args, and Output entries are ignored. The program's "Current Directory" will be the directory in which it exists. NOTE: it is okay to run a WB Program as a CLI Program. However, if the program has any tool types, they will not be used.

Problem: Sometimes the File button is disabled and I can't add programs!

Sollution: This happens when the Type gadget is on "Menu". To get the File gadget enabled, just change the Type gadget to anything but "Menu".

Problem: Sometimes I can't set the Directory for a program!

Sollution: As mentioned above, when creating "WB Programs" only the Name, Brush, Priority, Stack, and File apply. All other information is taken from the program's icon - including the default directory.

1.6   Removing items

Removing items from the tree is very easy. Select the item to remove, go to the "Remove" page and click "Do It!".

NOTE: If you remove a menu, you remove ALL of its children, too.

1.7   Editing Items

Editing an item is very easy. First, select the item (menu or program) in the tree and click "Edit". Change whatever needs changing and then click the "Do It!" gadget to record the changes. If you decide you don't want to keep the changes, click the "Abort" gadget before clicking the "Do It! gadget.

NOTE: You cannot change a menu into a program and vice versa.

1.8   Moving Items

Once an item is i tree, you can alter its location with the "Up" and "Down" buttons. To move an item, first select it then press either "Up" or "Down". Pretty simple, eh?

Please note that you cannot move a program item out of its menu group. Also, when you move a menu, you move all of its children along with it.

1.9   The Misc Page

Window Geometry

Window Top Edge and Window Left Edge - these control the placement of the taskbar on the WB Screen. If you want to use the default values enter -1.

Window Width - this controls the width of the taskbar. If you want to use the default value enter -1.

Icon Multiplier - this controls the height of the icons in the menus. This value is a real number that is greater than 1.0. The default value is 1.25.

This value is multiplied by the font height. Then (for reasons known only to me :) the result is rounded to the nearest multiple of four (4). For example, suppose you enter 1.25 and are using a font that is 15 points high. The size of all the icons will be:

$1.25 * 15 = 18.75$

This is not a multiple of 4, so we round it to 20. All icons will be 20 pixels high and wide. You can use this information to create custom brushes of the exact size.

Options

Commodities - if this is checked, the "Commodities" menu will appear in the main menu.

Screens - if this is checked, the "Screens" menu will appear in the main menu.

System Prefs - if this is checked, the "System Prefs" menu will appear in the main menu.

Logo - if this is checked, a picture will be displayed in the main menu.

My Computer - if this is checked, the "My Computer" menu will be displayed in the main menu.

Quick Refresh - use this if you want StartMenu to use the regular Background Pen of your WorkBench for the menus. If you use this you cannot select the background color for the menus. This may be useful if you find the menus open too slowly.

For the clock, there are four (4) choices:

AM/PM - this will print a 12-hour clock with capital AM/PM. i.e. 1:50 PM

am/pm - this will print a 12-hour clock with lower case am/pm. i.e. 1:50 pm

24hr - this will printf a 24-hour clock. i.e. 13:50

None - choose this to turn off the clock.

The "Popup" cycle there are two (2) choices:

Auto - this will make child menus appear as soon as the cursor moves over the parent.

Click - with this, child menus will not popup until you click on the parent.

Font

This uses a standard ASL requester from which you can select a font/size for StartMenu to use.

Menu Hi-Lite

This is where you can select the type of hilighting used for the menus:

Bevel Box - a reccessed box

Rectangle - a regular old rectangle

Dotted Line - a dashed box

Complement - the colors are inverted

If you find menu operations are too slow, don't use "Bevel Box".

Spacing

This lets you control the amount of blank space between each menu item. Its purpose is purely asthetic.

1.10 The Prefs Page

This page lets you control which of the programs in the "Sys:Prefs" drawer show up in the "System Prefs" menu in the main menu. If you have disabled the "System Prefs" menu (by un-checking the "System Prefs Menu" check box in the "Misc" page) then this page will be disabled.

On this page there are two listviews. The one labeled "All Prefs" is a list of all the programs in your "Sys:Prefs" drawer. The other one, labeled "Start Prefs" is a list of the programs that will appear in the "System Prefs" menu.

Below the "All Prefs" listview is a button labeled Add->. This takes the selected item and moves it to the "Start Prefs" listview.

Below the "Start Prefs" listview are three (3) buttons:

Remove - removes the selected item

Up - moves the selected item up in the list

Down - moves the selected item down in the list

1.11 The Colors Page

There are actually two (2) Colors pages: one for OS 2.0 users and one for OS 3.0 users.

However, both share the "Objects" group which contains a bunch of radio buttons. To change the color of a certain object, select that object in the "Objects" group and then change the color. The new value is automatically recorded.

The Objects are :

TaskBar - The main window's color

StartButton Text - The text (if any) in the Start Button

StartButtonBG - The color of the StartButton

Menu Title - Text in menus

Menu Title Select - Text that is hilighted in menus (only if using "Bevel" hilighting)

Menu BG - Background of the menus (ignored if using "Quick Refresh")

Menu BG Select - Background color of hilighted menu items (only if using "Bevel" hilighting)

Clock - The digits in the clock

Clock BG - The background of the clock

Taskbar Button Text - The text in buttons added to the taskbar

TaskBar Button BG - the color of buttons added to the taskbar

Colors Page for 2.0

Colors Page for 3.0

Notez Bien: For some unknown reason (I blame MUI :) I mean, it can't possibly be a bug in my program!), when you first go to the Colors page, the colorfield for the selected item (which will be the "Taskbar" object) will display the wrong color even though the silder(s) is in the right position. Just select any other object then go back to the "Taskbar" object and the colorfield will be correct.

1.12 2.0 Colors Page

If you are using 2.0 you get a slider that goes from 0 to (n - 1), where n is the number of colors of your WB screen. Below the slider is a colorfield that displays the selected color.

To change the color of an object, select that object then use the slider to select which color it will be.

Example: To make the Clock's text appear in WB color #3 :

1. Select "Clock" from the "Objects" group.

2. Move the slider until it reads "3"

1.13 3.0 Colors Page

If you have 3.0+ (hurray!) you get three sliders labeled "R", "G", and "B". You also get a colorfield below the three sliders that diplays the current color.

To change the color of an object, select that object, then move the R, G, and B sliders until the colorfield object displays the color you want.

Example: To make the Clock's text appear in Yellow :

1. Select "Clock" from the "Objects" group.

2. Move the "R" slider to "255"

3. Move the "G" slider to "255"

4. Move the "B" slider to "0"

WARNING: "Danger, Will Robinson". You have the ability to set any object to any one of 16 million colors. However, if your WB screen is not "deep" enough (that is, only has 2 - 4 planes [4 - 16 colors]) StartMenu might not be able to allocate all the colors it needs. On a "deep" WB (5 - 8 bitplanes = 32 - 256 colors) this won't be a problem.

1.14 The Locale Page

Ok, so StartMenu is really localized yet. But this will do for now...

This page is where you change the miscelaneous texts that appear in StartMenu.

First we have Start Button. There is a cycle gadget with three (3) choices :

Text & Icon - Both Text and an Icon are displayed in the "Start" button.

Text - Only Text is displayed in the "Start" button.

Icon - Only an Icon is displayed in the "Start" button.

Next to that is a string gadget where you can enter the text that will be dsiplayed in the "Start" button (if you choose a text option).

The next four things are places for you to replace certain other text items:

System Prefs - The label of the "System Prefs" menu

Screens - The label of the "Screens" menu

Programs - The label of the "Programs" menu

Shut Down - The label of the "Quit" menu-item

Lastly, there is the "Commodities Menu" group which is where you can change the various labels associated with the "Commodities" menus.

1.15 When you're all done

At the bottom of the window are two (2) buttons:

Save - this will save any changes made an then if StartMenu is running, it will notify it that there have been some changes made and StartMenu will reset itself.

Quit - this terminates StartSetup without saving anything. (Any saves made previously will still be recorded).

1.16 Using more than one prefs dir

Some people like to keep all the system files on one partition and everything else on another. This is not such a bad idea. Well, you can now specify more than one Prefs drawer for StartSetup to search.

To do this use the PREFS? tooltype. NOTE: You should replace the question mark ('?') with a number. This allows you to have as many directories searched as you like.

For example, suppose you have a prefs drawer called "Work:PrefsBackup" and one called "Misc:bin/OtherPrefs" and you would like StartSetup to search these drawers (along with "Sys:Prefs") for prefs files. Then add these two (2) tooltypes to the StartSetup icon:

PREFS1=Work:PrefsBackup

PREFS2=Misc:bin/OtherPrefs

DO NOT enter a tooltype for "Sys:Prefs".

That's all there is to it!