

LazyBench

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Contents

1	LazyBench	1
1.1	LazyBench.guide	1
1.2	Legal Issues	1
1.3	Product Distribution Information	1
1.4	Software License for LazyBench V1.20	2
1.5	No Warranty	3
1.6	Disclaimer of Responsibility	4
1.7	Introduction	4
1.8	System Requirements	5
1.9	Installation	5
1.10	ToolTypes	5
1.11	ToolTypes Basics	6
1.12	CX_POPKEY ToolType	6
1.13	CX_POPUP ToolType	6
1.14	CX_PRI ToolType	7
1.15	TOOLPRI ToolType	7
1.16	AUTOHIDE ToolType	7
1.17	DONOTWAIT ToolType	7
1.18	EDITOR ToolType	7
1.19	FONT ToolType	8
1.20	FONTSIZE ToolType	8
1.21	ITEMS ToolType	9
1.22	NOGADGTES ToolType	9
1.23	PUBSCREEN ToolType	10
1.24	SELFATTACH ToolType	10
1.25	SORT ToolType	10
1.26	Configuration	11
1.27	Utilization	11
1.28	ListView	12
1.29	Gadgets	13

1.30	'About...' Gadget	13
1.31	'Hide' Gadget	13
1.32	'Edit...' Gadget	14
1.33	'Project' Menu	14
1.34	'Edit...' Menu Item	14
1.35	'Hide' Menu Item	14
1.36	'Snapshot' Menu Item	15
1.37	'UnSnapshot' Menu Item	15
1.38	'About...' Menu Item	15
1.39	'Quit...' Menu Item	15
1.40	Troubleshooting	16
1.41	Acknowledgements	16
1.42	Documentation	17
1.43	Beta Testing	17
1.44	Translation	17
1.45	Feedback	18
1.46	Locale	18

Chapter 1

LazyBench

1.1 LazyBench.guide

LazyBench V1.20

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~Legal~Issues~
~Introduction~
~System~Requirements~
~Installation~
~Configuration~
~Utilization~
~Troubleshooting~
~Acknowledgments~
~Feedback~

1.2 Legal Issues

Legal Issues

~Product~Distribution~
~Software~License~
~Warranty~
~Disclaimer~of~Responsibility~

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The original distribution includes:

LazyBench	16472 bytes
LazyBench.info	726 bytes
LazyBench.guide	35759 bytes
Lazybench.guide.info	503 bytes

If one or more of the above is missing, then your distribution is incomplete, or altered; the possibility exists that this program has been altered, or could be infected with a virus. Please, remove it immediately and do a search on your favourite BBS or PD Library. If all else fails, you can get a complete distribution from me; more details can be found in the ~Feedback~ section.

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No Warranty

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1.7 Introduction

Introduction

LazyBench is the perfect solution for lazy people with a hard disk crammed full of goodies, which are too difficult to reach because they are buried away in drawers inside drawers, inside drawers, inside drawers... I could go on forever but... I'm too lazy! ;-)

Seriously speaking, LazyBench installs as a Commodity and quietly waits in the background. From then on, you can use its hot key to pop up its window and effortlessly launch your favourite applications (Tools or Projects) from a ~ListView~.

LazyBench is 100% OS compliant and has been extensively tested with tools like Enforcer and Mungwall, has a real font adaptative GUI with a dynamic layout engine, supports ~Locale~, virtual and public screens, third parties graphics boards, and is fully user configurable.

Usually these features come at a price, in terms of executable size, performance, or both, but not in this case: LazyBench is just 16472 bytes long, works well even with a plain 68000 CPU, and doesn't need any custom libraries, handlers or devices that aren't already a part of the Amiga's operating system.

1.8 System Requirements

System Requirements

LazyBench requires at least V37 (OS 2.04) of the Amiga Operating System but you'll need V38 (OS 2.1) for a fully localized LazyBench. Finally, if you're lucky enough to have V39 (OS 3.00) or later, LazyBench will use new look menus, the default wait pointer and other niceties such as an improved ~ListView~.

1.9 Installation

Installation

- 1) Copy LazyBench and its icon to your SYS:WBStartup drawer.
- 2) Open the WBStartup drawer, then click on the LazyBench icon and select the item 'Information...' from the Workbench "Icons" menu to edit the ~ToolTypes~ according to your personal needs and tastes.
- 3) Click on the "Save" gadget to register your preferences.
- 4) Double-click on the LazyBench icon to activate it or reboot your Amiga. Since you've placed LazyBench in the WBStartup drawer, each time you reboot it will automatically be launched for you.
- 5) Enjoy!

1.10 ToolTypes

ToolTypes

~Basics~

Like any other Commodity, LazyBench deals with these standard ToolTypes:

~CX_POPKEY~
~CX_POPUP~
~CX_PRI~
~TOOLPRI~

Furthermore, you may want to experiment with these extra ToolTypes:

~AUTOHIDE~
~DONOTWAIT~
~EDITOR~
~FONT~
~FONTSIZE~
~ITEMS~
~NOGADGETS~

```
~PUBSCREEN~  
~SELFATTACH~  
~SORT~
```

1.11 ToolTypes Basics

Basics

Applications started from Workbench receive their arguments in the form of ToolTypes which usually take this form:

```
KEYWORD=argument
```

or simply:

```
KEYWORD
```

In the first example you specify an argument (either a number or a string) for the KEYWORD, while in the latter the KEYWORD is rather a toggle which activates or deactivates a particular feature, so you don't have to supply any number or string. Still, if you're unwilling to edit the ToolTypes, don't panic: LazyBench has its own internal defaults, that is, some preset values, so you can use it straight away!

NOTE 1: Case differences do not matter when you're entering the information.

NOTE 2: Do not use any spaces around the equal sign in a ToolType entry.

1.12 CX_POPKEY ToolType

CX_POPKEY (internal default: CX_POPKEY=ralt help)

This is the hot key to make the LazyBench window pop up. By default the combination is Right Alt Help. No matter which screen is in the foreground, this hot key is always active, so choose this one carefully to avoid any conflict with other Commodities or applications. Refer to your Workbench manual and read the chapter about Commodities for more details, and for key modifiers.

1.13 CX_POPUP ToolType

CX_POPUP (internal default: CX_POPUP=no)

Use CX_POPUP=yes if you want LazyBench to open its window as soon as it is launched, or use the hot key specified by the ~CX_POPKEY~ ToolType.

1.14 CX_PRI ToolType

CX_PRI (internal default: CX_PRI=0)

You can set the priority for the LazyBench priority by entering a value from -128 to 127. Zero, however, is fine and you probably won't need to experiment with it. If another commodity with the same hotkey is installed, the one with the higher priority will activate.

1.15 TOOLPRI ToolType

TOOLPRI (system default: TOOLPRI=0)

This tooltype, used by the Workbench when LazyBench, or any other program in the WBStartup drawer, is started, will tell the Workbench to set it to this priority. For an explanation of priorities, refer to your AmigaDOS manuals. Zero is a common default, and there is little need to change it.

1.16 AUTOHIDE ToolType

AUTOHIDE (toggle, no internal default)

When LazyBench launches an application its window stays open and it's up to you to close it if you really want to. On the other hand, you can use the AUTOHIDE Tool Type to make LazyBench automatically close its window as soon as an application is launched.

1.17 DONOTWAIT ToolType

DONOTWAIT (toggle, no internal default)

If you omit this ToolType you could have unwanted requesters during boot time. If you get messages that say "LazyBench has not returned", tell it not to wait and then go set this ToolType; it tells the Workbench that this application should not be "waited upon" to finish before launching the next program in the WBStartup drawer.

1.18 EDITOR ToolType

EDITOR (internal default: EDITOR=C:Ed)

LazyBench can invoke the editor of your choice so that you can add or remove items from the ~configuration~ file with the minimum of fuss. Just use something like:

```
EDITOR=SYS:Tools/Memacs
```

to choose the editor you feel most comfortable with and let LazyBench take care about the rest.

NOTE 1: You can use autodetaching editors as long as they don't make a backup copy of the file being saved. These editors put a lock on the configuration file, preventing LazyBench from reading it and causing a bit of confusion.

Either disable the backup feature or use an editor which doesn't autodetach.

NOTE 2: LazyBench uses the standard Notification System available from V37 and later of the Amiga Operating System, so changes to the configuration file can be made externally. That is, load your preferred text editor or word processor, edit the configuration file, save it as a simple ASCII file, and bingo! Changes are acknowledged immediately, even if they've not been made from within LazyBench.

1.19 FONT ToolType

FONT (internal default: FONT=topaz)

No matter which kind of font you select, the LazyBench window and its gadgets will always have the right size and ratio. You can use:

FONT=ICON to use the default Workbench icon font;

FONT=SYSTEM to use the default System font;

FONT=SCREEN to use the default Screen font;

FONT=fontname (no .font suffix) to use a different font altogether;

NOTE: Read the section about the ~FONTSIZE~ Tool Type for finer control over font support.

1.20 FONTSIZE ToolType

FONTSIZE (internal default: FONTSIZE=8)

This one is pretty obvious: once you've selected a font, you can specify it's point size. What's not so obvious though, is that this ToolType works even with one of the default icon/system/screen font. In the latter case, you can:

- * Omit the FONTSIZE ToolType to use the same point size as the default icon/system/screen font;

- * Specify a different size to use the default icon/system/screen font with a different point size;

Hint: This is especially useful with the default screen font. Since system requesters are displayed using this font, you could choose a small(ish) point size for the screen and select a bigger point size for LazyBench itself. On an interlaced 640 x 512 Workbench, a 15 point screen font and FONTSIZE=18 are quite nice.

NOTE 1: Be sure to ask for an existing point size or the OS will give you an algorithmically generated one. No big deal, but if the font was a bitmap font, and not an outline font (like the CompuGraphic fonts that are available and can be used), it'll look pretty ugly. That's because the system is trying to scale a bitmap, instead of a mathematical definition for a bitmap (which is what an outline font is).

NOTE 2: Don't ask for point sizes too large, or the LazyBench window won't fit on the screen and will be hideously clipped by the OS. Nonetheless, you could still quit LazyBench and experiment with a smaller point size.

1.21 ITEMS ToolType

ITEMS (internal default: ITEMS=5)

This Tool Types tells LazyBench how many items to display in the ~ListView~ at once. Also, you could find it useful to maintain a fixed ratio between the LazyBench window and the screen specified by the ~PUBSCREEN~ ToolType, especially with interlaced and/or bigger screens.

NOTE 1: You can't use a value smaller than 5.

NOTE 2: Don't use a value too big, or the LazyBench window won't fit on the screen and will be hideously clipped by the OS. However, you would still be able to quit LazyBench and experiment with a smaller value.

1.22 NOGADGETS ToolType

NOGADGETS (toggle, no internal default)

By default, LazyBench draws three gadgets at the bottom of the ~ListView~:

~About...~
~Hide~
~Edit...~

Since the same options (plus a few more) are available from the ~Project~ menu and its keyboard shortcuts, once you're comfortable enough with LazyBench you'll probably prefer a smaller window with no gadgets at all. Also, you could prefer a gadgetless window each time your localized LazyBench has very "wordy" gadgets and, consequentially, a very large window!

1.23 PUBSCREEN ToolType

PUBSCREEN (internal default: PUBSCREEN=Workbench)

This ToolType tells LazyBench where to pop up its window. The default is the Workbench screen, but you can choose any other public screen.

NOTE: LazyBench doesn't create the specified public screen for you. In other words, the public screen must already exist, or LazyBench won't be able to open its window there.

1.24 SELFATTACH ToolType

SELFATTACH (toggle, no internal default)

Tells LazyBench to attach an item named 'LazyBench...' under the Workbench "Tools" menu so, apart from using the LazyBench hotkey, you could select this item to display its window.

NOTE: Read the section about the ~CX_POPUP~ ToolType for more details about the LazyBench hot key.

1.25 SORT ToolType

SORT (internal default: no sort)

By default, LazyBench lists items from the ~configuration~ file in the same order you've entered them. Nonetheless, should you prefer a more organized listing, you could use:

SORT=A-Z to have entries listed in ascendant order

SORT=Z-A to have entries listed in descendant order

NOTE: Any other combination produces no sort at all.

1.26 Configuration

Configuration

Just create the file "ENVARC:LazyBench/LazyBench.menu". This is a plain text file, so you can use the editor you feel most comfortable with. LazyBench reads this file to know about the applications you would like to launch without opening drawers and rearranging windows.

Actually, you can use LazyBench itself to create this file. If you start LazyBench, and "ENVARC:LazyBench/LazyBench.menu" doesn't exist, it asks whether you want to create one or not. Clicking on the 'Yes' gadget will invoke the editor specified by the ~EDITOR~ ToolType.

Each line in this configuration file is the complete filename (path & name) for the application you want to launch from LazyBench. Each line can be up to 256 characters in length. Here's an example:

```
SYS:Utilities/Clock
SYS:Tools/Calculator
Work:FinalCopy_II/FinalCopy_II
Work:NComm/NComm
Work:Games/Amoeba Invaders
```

Please note the space in the filename from the last line. If a directory or an application name contains spaces, you don't have to use double quotes: just type the full filename as above.

Incidentally, in the ~ListView~ you'll see just the applications name, not the full filenames, so in this case you'll see items named "Clock", "Calculator", "FinalCopy_II", "NComm" and "Amoeba Invaders".

Also, you could also use a line like this:

```
Work:WriteStuff/Documents/Letter
```

where "Letter" is a document (a Project) rather than an application (a Tool). In this case, choosing the item named "Letter" from the LazyBench ~ListView~ would launch the word processor used to create such a document, which in turn would open the file named "Letter".

NOTE: You can have an unlimited number of applications listed in the configuration file. Well, as long as you have enough free RAM, that is!

1.27 Utilization

Utilization

As to start with, you must open the LazyBench window. This can be accomplished by:

- 1) Using its hotkey. No matter which screen is in the foreground, the hotkey causes the screen specified by the ~PUBSCREEN~ ToolType to come to the foreground and the LazyBench window to open. The default hotkey is the combination "Right Alt Help" (press the Right Alt key, hold it down and press the Help key) but you are free to pick up the one you prefer. Read the section about the ~CX_POPKEY~ ToolType for more details.
- 2) Select the item 'LazyBench...' from the Workbench "Tools" menu. This is handy if the Workbench screen is already in the foreground but is available only if you've specified the ~SELFATTACH~ ToolType.

Once the LazyBench window is displayed, you are presented with:

The ~ListView~
The ~Gadgets~
The ~Project~ menu

1.28 ListView

ListView

The ListView is much like a regular file requester but this time the items displayed in the view box are applications you can launch from LazyBench rather than files in a directory.

If the list is longer than can be accommodated by the view box, you can move through the list by:

- * Clicking on the scroll arrows;
- * Dragging the scroll bar;
- * Clicking on the scroll box;

If you hate mice, you could use the arrow keys instead:

- * Up to scroll up by one item;
- * Shift-Up to scroll up by one "page";
- * Down to scroll down by one item;
- * Shift-Down to scroll down by one "page";

Using this method, the currently selected item is displayed just at the bottom of the ListView or, if you are running OS 3.0 or later, the currently selected item becomes highlighted.

The simplest and quickest way to launch an application is to double-click on a ListView item or to press the ENTER key after you have made a selection.

1.29 Gadgets

Gadgets

Unless you've specified the `~NOGADGETS~` Tool Type, three gadgets are displayed at the bottom of the window:

```
~About...~  
~Hide~  
~Edit...~
```

You can click on these gadgets or you can use their single key equivalent denoted by the underscore (the `'_'` symbol) to perform the desired action.

NOTE 1: Using the latter method, the action is performed only on the key release so, should you change your mind, it's possible to press any other key which has no meaning to LazyBench (including Control, Shift, Alt, Amiga and Caps Lock) to abort the operation.

NOTE 2: Single key equivalent is available only when the gadgets are displayed. That is, you can't use it if you've specified the `~NOGADGETS~` ToolType.

NOTE 3: The same functionalities are available through LazyBench `~Project~` menu and by the usual Right Amiga - key combination so, should you prefer a smaller window, you could specify the `~NOGADGTES~` ToolType and work with no gadgets at all.

1.30 'About...' Gadget

'About...' Gadget (single key equivalent: A)

Displays LazyBench version number, Copyright status and how to contact the Author of such a fine Commodity! :-)

1.31 'Hide' Gadget

'Hide' Gadget (single key equivalent: H)

Closes the window and let LazyBench running in the background. Same as clicking on the window close gadget.

To reopen the window just use the LazyBench hot key or, if you've specified the `~SELFATTACH~` ToolType, select 'LazyBench...' from the Workbench "Tools" menu.

NOTE: Read the section about the `~CX_POPKEY~` ToolType for more details about hot keys.

1.32 'Edit...' Gadget

'Edit...' Gadget (single key equivalent: E)

Invokes your editor, which in turn opens the ~configuration~ file.

Just edit the file to add or remove applications and save it as a simple ascii file: LazyBench will automatically update the ~ListView~ for you.

NOTE: Read the section about the ~EDITOR~ ToolType for more details.

1.33 'Project' Menu

'Project' Menu

This is the only LazyBench menu and the items available are:

~Edit...~ *
~Hide~ *
~Snapshot~
~UnSnapshot~
~About...~ *
~Quit...~

NOTE: The '*' symbol denotes menu items which, unless you specify the ~NOGADGETS~ ToolType, are also available in the form of gadgets which have single key equivalents.

1.34 'Edit...' Menu Item

'Edit...' Menu Item (keyboard shortcut: Right Amiga E)

Invokes your editor, which in turn opens the ~configuration~ file.

Just edit the file to add or remove applications and save it as a simple ascii file: LazyBench will automatically update the ~ListView~ for you.

NOTE: Read the section about the ~EDITOR~ ToolType for more details.

1.35 'Hide' Menu Item

'Hide' Menu Item (keyboard shortcut: Right Amiga H)

Closes the window and let LazyBench running in the background. Same as clicking on the window close gadget.

To reopen the window just use the LazyBench hotkey, or, if you've specified the ~SELFATTACH~ ToolType, select 'LazyBench...' from the Workbench "Tools" menu.

NOTE: Read the section about the ~CX_POPKEY~ ToolType for more details about hot keys.

1.36 'Snapshot' Menu Item

'Snapshot' Menu Item (keyboard shortcut: Right Amiga S)

By default, LazyBench displays its window in the upper left corner of the (visible portion of the) public screen specified by the ~PUBSCREEN~ ToolType.

Nonetheless, should you prefer to have the LazyBench window pop up at a fixed position, just drag it where you want it to open and select this menu item. From then on, until you select the ~UnSnapshot~ menu item, the window will pop up there.

1.37 'UnSnapshot' Menu Item

'UnSnapshot' Menu Item (keyboard shortcut: Right Amiga U)

This menu item deletes any position information saved by the ~Snapshot~ menu item and reverts the LazyBench window to its default behaviour. In other words, the LazyBench window will pop up in the upper left corner of the (visible portion of the) public screen specified by the ~PUBSCREEN~ ToolType.

1.38 'About...' Menu Item

'About...' Menu Item (keyboard shortcut: Right Amiga ?)

Displays LazyBench version number, Copyright status and how to contact the Author of such a fine Commodity! :-)

1.39 'Quit...' Menu Item

'Quit...' Menu Item (keyboard shortcut: Right Amiga Q)

This menu item represents the only way to quit LazyBench.

NOTE 1: You need to quit LazyBench if you've changed one or more of its ~ToolTypes~ and want the modifications to have any effect!

NOTE 2: This item is ghosted (you can't select it) as long as applications launched by LazyBench are still running.

1.40 Troubleshooting

Troubleshooting

Due to its simplicity, LazyBench shouldn't need any troubleshooting at all. Nonetheless, if one or more items are present in the ~configuration~ file but are not displayed in the ~ListView~, you may want to look for one of the following:

- 1) Either you've made a typo or you have gotten the filename for one or more applications wrong;
- 2) The filename is correct but doesn't belong to a Tool or to a Project. A directory perhaps?!?
- 3) The filename is right and the application is really a tool or a project but has no icon. LazyBench purpose is to launch an application without having to double-click on its icon, so you're definitely out of luck: how can you double-click on something with no icon at all?!? :-)

Furthermore, if LazyBench quits with the message "Cannot install LazyBench as a Commodity" either you've entered a hotkey already in use by another Commodity or you've entered an illegal hotkey. Please check the ~CX_POPKEY~ ToolType and refer to your Workbench manual for more details about Commodities.

1.41 Acknowledgements

Aknowledgements

LazyBench isn't a one man team product anymore. Thanks to UseNet, I've been able to get in touch with other Amiga enthusiasts who spent part of their valuable time giving useful suggestions, hunting obscure bugs, translating this doc file and creating the catalogs needed for Locale support.

As a net result, LazyBench has drastically improved since its last

official incarnation (V1.14), so the least I can do is give credit where credit's due:

~Documentation~

~Beta~Testing~

~Translation~

1.42 Documentation

Documentation

I wrote the original doc file in AmigaGuide format, but, since English is not my native language, Gregory Block took the time (and selfless courage!) to proofread, edit and even rewrite the more ambiguous sections. In other words, thanks a 1,000,000 Greg!

Note from the Editor:

No, I did NOT add this just to feed my ego; I just filled my name in. And thanks to Werther for LazyBench, and for those neat little candies he makes!

1.43 Beta Testing

Beta Testing

The following people didn't just beta test LazyBench: they put it through real torture tests! :-)
Furthermore, they provided very useful suggestions, most of which have made their way into this LazyBench release, so I really want to thank:

Gregory R Block
Herb Brown
Nicolas Dade
Maxwell Daymon
Gib Gilbertson
Karsten Klump
Michael Wiedmer

It's been a pleasure to work with you!

1.44 Translation

Translation

The following people gave their contribution with the creation of localized guides and catalogs, which are available at NO EXTRA COST either by e-mail or snail mail. See ~Feedback~ for details.

dansk	Peter Andresen
deutsch	Wolfgang Finkenzeller, Karsten Klump
français	Philippe Brand
nederlands	Michiel Willems
norsk	Andreas Dobloug
suomi	Lauri Aalto
svenska	Erik Bystrom

As promised in comp.sys.amiga.* when I was looking for translators, you *REALLY* have my eternal gratitude! :-)

1.45 Feedback

Feedback

LazyBench is freely distributable, so I'm not asking for money. Anyway, if you are using LazyBench I'd really appreciate if you just let me know it. Also, suggestions, bug reports, positive criticism and contributions are welcomed at the following addresses:

e-mail: werther@karunko.nervous.com

If all else fails, you can always reach me by snail mail (even a simple postcard will do):

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1.46 Locale

Locale

Although LazyBench V1.20 supports Locale, this distribution archive doesn't contain any translated guide or catalog -- and the reason is two-fold:

- 1) I didn't want this archive to become another 500K monster;
- 2) I don't know how many people are actually interested in using localized docs and applications and I'd like to gauge the situation by myself.

However, since quite a lot of people gave their cotributions for a localized LazyBench, many languages are supported at NO EXTRA COST. See Translation for details.
