Jump Start!

Jump Start! eliminates the "Application not found" dialog box—the one that appears whenever you attempt to open a document created by an application you don't own. It does this by allowing you to substitute an application you do own for the one you lack. For example, with **Jump Start!**, you can double-click on a MacWrite file that's sitting on your Desktop, and your Mac will automatically start Microsoft Word and open the file. You can sit back and watch while Word then convert the file into its own internal format!

Jump Start! is <u>not</u> an INIT, so incompatibilities with applications and INITs are eliminated, and so are system slowdowns and unexpected bombs. Insanely Great Software GUARANTEES that **Jump Start!** will not cause any incompatibility problems on your Mac. No INIT-based product can boast that!

Jump Start! is fully-functional software! Try it—you have nothing to lose and everything to gain!

Restrictions on this version:

This version is fully functional. However, each time you use it, an annoying dialog box will be presented. When you register the program, this dialog box will magically disappear!

You can try out Jump Start! for 30 days. After that time, you must either upgrade to the commercial version—for a mere $14.99—or you must destroy all copies of Jump Start! that you possess, including any related files such as this documentation.

Version 1.4

Version 1.4 fixes some minor bugs in 1.3 that some users experienced. No features were added to 1.3.

Jump Start! and System 7!

Jump Start! 1.4 is now compatible with System 7. Unfortunately, Jump Start 1.2 did not work under the new system. Upgrade notices have been sent to all registered Jump Start! users. If you purchased Jump Start!, and did not receive an upgrade notice, please contact me as soon as possible.

Contents of the Jump Start! Package

- The Jump Start! CDEV (**C**ontrol panel **DEV**ice) is, of course, the primary item in the package. Instructions for installing it come a bit later in this file.
- The Jump Start! Folder is an empty folder which will be used to hold the "links" that connect documents with applications other than their creators.
- The "Jump Start! READ ME!" file is this document.
- The "Blurbs *f*" folder contains information about other programs available from Insanely Great Software.
- The "Jump Start! Order Form" is what you'll use when you register your copy of the program. Just print it out and send it in, along with your check or money order. It's a text file, and can be read and printed with TeachText or most other word processors. (Of course, it also makes a great practice document with which to learn about Jump Start!'s features!)

Distribution

You may freely distribute this version of Jump Start! to individuals or user groups as long as you include all the files that are listed above without any changes. This version may also be uploaded to any commercial or non-profit bulletin board, as long as all files are included. This version may <u>NOT</u> be included on disk-based or CD-ROM-based collections of software without explicit written permission from Insanely Great Software. Insanely Great Software reserves the right to change this policy in the future.

Upgrade and Ordering Information

Until you upgrade, Jump Start! will always display an annoying dialog box when you use it. This version gives you a great taste of what Jump Start! can do for you. We're confident that you'll want to upgrade to the real version!

We urge you to upgrade immediately to the commercial version, which eliminates the dialog-box restriction. You'll also get unbelievable technical support from the program's author, who will fix any problems you have and listen to everything you have to say.

To upgrade to the commercial version of Jump Start!, just send a check or money order, made payable to Adam Stein, in the amount of $14.99 to:

Adam Stein
Insanely Great Software
126 Calvert Ave. E.
Edison, NJ 08820

Checks should be made out to "Adam Stein".

If you'd like to see some other programs I've written, just include an additional $5, and I'll send you a disk full of more interesting programs with your order.

Jump Start! Pascal Source Code is Available!

The complete Pascal source code to Jump Start! is now available. The Jump Start! Pascal Source Code retails for $99.99. But I'll follow Apple's lead on this one. Who pays retail anymore? The Jump Start! Source Code, along with Jump Start! registration, is now only $64.95! I'm sure that all programmers will be interested in learning how Jump Start! **really** works.

How Does Jump Start! Work?

Jump Start! is a CDEV—a Control Panel Device. Like other CDEV files, it must be stored in your System Folder. When you open the Control Panel via the Apple Menu, the Control Panel DA will search the System Folder for CDEV files. It then displays the icons of these files in a column on the left side of the Control Panel's window, keeping the icons in alphabetical order by the name of the CDEV. Since Jump Start! starts with an 'J', it will be found near the middle of the list of CDEVs displayed by your Control Panel.

[NOTE: If your System Folder contains a large number of CDEV files, the Control Panel can be somewhat slow in appearing after you select it. If that's the case, you might want to

check your local user's group or bbs for a public-domain program called WaitLess, which replaces the Control Panel and is much faster.]

CDEVs are often confused with INITs, because both are kept in the System Folder. INITs are programs that are executed when you first start up your Mac, and also whenever you select the Restart option from the Special menu in the Finder. Many commercial and public-domain software programs are INITs. When you display the contents of your System Folder in text format, each CDEV will be listed as a "Control Panel Document" and each INIT will be listed as a "StartUp Document".

INITs are used to change the way your Macintosh system software operates. They do this by making sure they get called when your Mac begins specific tasks. For instance, an INIT that acts as a print spooler will "intercept" a printing request sent by an application to the system software, and will then replace the system's processing of the request with its own program. This interception is done by "patching" the code in the Macintosh ROMs and System. The patching must be done at start-up time, before you actually get to see the Desktop and begin to use your Mac, which is why INITs are also called "StartUp Documents".

Because INITs can alter the way your Macintosh system software operates, they are often the cause of system failures, as evidenced by those annoying "bomb" dialog boxes. This is especially true when you use a lot of INITs that have similar functions—each of them wants to make its own special changes, but these changes aren't always compatible with each other.

When a Mac "Power User" has problems, the first thing he or she checks are the INITs. INITs have developed a nasty reputation, both for causing system bombs and for slowing your system down considerably. INITs can be incompatible with each other, and also with some application programs. Not all INITs cause problems, but all of them have the potential to do so. The fact that there have been a number of revisions to Apple's System Software since the days of the original 128K Mac hasn't helped, either—often, INITs are only compatible with certain releases of this software.

Making things even more confusing, a lot of programs are simultaneously INITs _and_ CDEVs. Why? It's simple: an INIT doesn't allow the user to have any control its activities, while a CDEV gives the user control via the Control Panel. The CDEV acts as the user interface for the INIT, allowing the user to change certain settings, turn the INIT's operation on or off, display the programmer's credits, and so on. The INIT still does all the work at startup time.

Now, you might be wondering why we're telling you about all this. It's so that you'll know why we intentionally designed Jump Start! so it wouldn't be an INIT, just a CDEV. Jump Start! will NOT cause any of the problems that are associated with INITs. After all, what good would Jump Start! be if your increased productivity was destroyed by system bombs? Well, you, the Macintosh community, and the entire world can sleep easier knowing that Jump Start! will not cause any such problems. Jump Start! will give you more productivity, without any strings attached!

The Golden Rule of Jump Start! Use

There is one important thing to remember about Jump Start!: it does not convert your documents from one application's format to another. (For instance, you cannot read a PageMaker file with most word processors.) If an application cannot read a document you've assigned to it with Jump Start!, the program will either display an error dialog alerting you to that fact or it will simply ignore the file and open a blank document.

However, most word processors can read each other's files to some extent, and will perform

automatic conversions when they open a "foreign" file. (Many "art" and "drawing" programs have similar abilities.) Just about all word processors can read MacWrite and text files. So, you could assign a MacWrite file to be opened by Microsoft Word, and Word will convert the file into its internal format for you. This would work perfectly. However, if you try assigning a PageMaker file to automatically launch Microsoft Word, the program can't understand the PageMaker file.

In general, Jump Start! will let you assign any file to any application, but it's still your responsibility to be certain that the application you've selected can handle the file. If you're unsure whether this is possible for a specific application-file pair, try it and see if it works, but use a copy of the file for safety.

Jump Start! Installation

Place both the Jump Start! CDEV and the Jump Start! Folder in your System Folder. If you don't put the Jump Start! Folder in your System Folder, Jump Start! will create this folder automatically the first time it's used.

Using Jump Start!: An Example

As a demonstration, let's reassign all MacWrite files to Microsoft Word. At Insanely Great Software, we do not own MacWrite, but we still receive a lot of MacWrite files. What we did was to use Jump Start! to to automatically launch Microsoft Word for us whenever we double-click on a MacWrite file. Note that this only needed to be done once—after we initially told Jump Start! about the link we wanted between MacWrite files and Microsoft Word, this information was remembered

Here's how we did it. Try it for yourself and see how easy it is!

1) Start Jump Start!: Select the Control Panel from the Apple menu. Then scroll down the list of CDEVs on the left side of the Control Panel window until the Jump Start! icon appears, and click on that icon. The Jump Start! control panel appears in the Control Panel's right-hand window.

2) Select a Document Type: Click on the "Document" button. When the dialog box appears, select the document that you want to reassign to a different application. For this example, select a MacWrite document stored on your disk.

3) Select a Matching Application Type: Click on the "Application" button. Use the dialog box to select the application that is to be linked with the selected document type. For this example, select Microsoft Word. You'll hear some disk activity. Jump Start! is now examining the application to select an icon which will be used for the document type that you selected. In this example, a Microsoft Word document icon would be selected to replace any MacWrite document icons on your Desktop.

4) Press the "Do It" button: This causes Jump Start! to store information about the "link" you've just defined in the Jump Start! Folder (which, as you doubtless recall, is kept within your System Folder). A small application, whose name combines the name of the application you selected with the word "Jump!", is placed in this folder. In this example, this application would be called "MS Word Jump! A."

5) Tell the Finder what you've done: The Finder keeps track of applications and related documents via an invisible file called "DeskTop", which is stored at the top level of each disk or partition. Whenever a new application is added to your disk, the Finder needs to know about

this so it can update the information in this file. When you clicked on the "Do It!" button, you stored a new application in the Jump Start! folder. Once the Finder knows the application's there, and what the associated documents are, you'll be able to double-click on those documents and have the application start up.

The easiest way to update the DeskTop file is to Open your System Folder, find the Jump Start! Folder, and then Open and Close the Jump Start! Folder. (If you're using MultiFinder, you'll need to be in the Finder's window when you do this.)

If that doesn't work, then Open the System Folder again, and then Open the Jump Start! Folder. Double-click on the application file that you just created, and it should launch the application you selected in step 3. In this example, it would run Microsoft Word. Now, Quit the application. The Finder will now automatically recognize the file from now on and everything should work perfectly.

In extreme cases, you may have to rebuild the Desktop file. Apple recommends that you do this every once in a while anyway, so it's not a bad idea. It clears out references to programs you no longer use and makes disk access a bit more efficient in general. However, you should be aware that rebuilding the Desktop will also destroy any comments stored in the area that's displayed when you select "Get Info" from the Finder. If you're like us, you never touch those things anyway, so you have nothing to worry about. [Note that some commercial programs, such as Norton Utilities for the Macintosh, include INITs that protect these comments from being destroyed when the DeskTop file is rebuilt.]

To rebuild the desktop, make sure you're running the Finder, not MultiFinder. Then, select Restart from the Special Menu, and hold down the Option and Command Keys. Or, if you're already in the Finder, just hold down these keys when you Quit from an application. You'll see a dialog box asking you to confirm that you want the file rebuilt, and you should click on the "Yes" button. You'll get one dialog for each drive or partition that you own.

Everything should work fine. I'm sure you'll agree that the process is extremely easy to do yourself. Only 3 buttons to worry about! If only every program could be so simple! The new icons may not be displayed right away and may require a complete rebuild of the desktop as described above.

Technical Notes

The Jump Start Folder

The files in the Jump Start! Folder may be moved anywhere you like. They do not have to stay in the Jump Start! folder. We recommend that you keep them there, so that they stay out of the way and well-organized. Our Macintosh desktop is a bit too realistic, it's as messy as our real desktops are!

Virus Detection Programs

Some virus programs may try to interfere with Jump Start! when you click on the "Do It!" button. This occurs because Jump Start! is copying resources from itself to files in the Jump Start! folder. If your virus program disapproves of this, you'll need to tell it to allow Jump Start! to continue its work. Jump Start! will never change any files other itself and than those stored the Jump Start! Folder, so it can cause no problems There are no viruses contained in Jump Start! Thanks.

User Groups

User groups can get a free trial copy of Jump Start! by contact the author at one of the addresses below. Insanely Great Software markets Jump Start! through user groups. If you would like to redistribute Jump Start! to your group's members, let us know and we'll send you

a copy of Jump Start! along with information regarding our user group marketing plan.

Technical Support

Technical support is available to all owners of the commercial version of Jump Start! at no charge. You may also contact our technical support staff (i.e., the author!) if you have questions about ordering, remarketing, user-group licenses, and the like. We're also very open to suggestions for improvements to the program.

Also, if you have any ideas for other ways to distribute Jump Start!, please contact me! I'm open to bundling Jump Start!, selling site licenses, or just about anything. It won't hurt to ask! Maybe we can help each other out!

You can also call the author direct at (908) 549-0590 between the hours of 3 P.M. and 9 P.M. Ask for Adam Stein and he'll be glad to be of service. He still believes in old-fashioned service with a smile!

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Testimonials for Jump Start! and Insanely Great Software:

"It's great!! A very simple and elegant solution to a major pain-in-the-*ss problem" — Thomas J. Reestman (CIS: 71630,2540)

"A great product! Very well implemented. A much better idea then HandOff." — Dan Shulman (AOL: Dan Shulma, CIS: 73710,1277)

"It's simple, it's wonderful! Love the no-INIT part!" — Jack Zhe (AOL: JackZhe, CIS: 72531,1535)

Adam Stein "… has been responsive and professional, in fact he has been more professional and more responsive than the majority of the large software companies." — Andrew Cemelli, Concepts & Keystrokes (CONNECT: CEMELLI)

"I just wanted to take a moment to thank you for your fine Launcher! [Jump Start! used to be called Launcher!] program, and the fine support that you have given me." — Al Heynneman (CIS: 70110,611)