

ReKeyIt

Michael J Barsoom

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COLLABORATORS

	<i>TITLE :</i> ReKeyIt		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Michael J Barsoom	July 22, 2024	

REVISION HISTORY

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Chapter 1

ReKeyIt

1.1 ReKeyIt

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~~~~~
                        ReKeyIt v2.3
                        'Giftware'
                Copyright © 1994-95 by Michael Barsoom
~~~~~

                Workbench menu shortcut changer.

License and Disclaimer      Legal Issues & Registering
What does it do            ReKeyIt features
Giftware                   How to register

Requirements               Hardware requirements
Installation               How to install the program

Using ReKeyIt              How do I use it.
ToolTypes                  Customizing ReKeyIt
Notes                      Some extra information
Questions                  These are not bugs
Sample Prefs file          Example to get you started.
Using MenuPrefs            Using the prefs editors.

Author Info                How to reach me
Program History            What has changed.
Locale Support             Who is to blame.

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1.2 License and Disclaimer

-- License --

ReKeyIt may be freely distributed as long as no charge is made other than to cover time and copying costs. If it is to be distributed via floppy disk, this cost should be no higher than \$3.00 (three) dollars US. If distribution is via CDROM, the total cost should be no more than \$25.00 (twenty-five) dollars US.

You may not copy and/or distribute this program without the accompanying documentation unless you get permission from the author to do so. Fred Fish and Walnut Creek already have my permission to include this program on their CDROM collections.

You may not disassemble, decompile, re-source or otherwise reverse engineer the program. If you wish to incorporate parts of this program into other programs, write to the author to ask for permission.

Finally if you wish to include ReKeyIt on a disk magazine you are REQUIRED to get the author's permission FIRST. Usually this will require you to just send me a copy of the issue which contains ReKeyIt free of charge.

-- Disclaimer --

This product is sold "as is" without representation or warranty of any kind, either expressed or implied. The user assumes all risks and responsibilities related to its use.

1.3 How to register

-- Registering --

ReKeyIt is being released under the concept of 'GiftWare'. This does not mean that it is free. If you use ReKeyIt on regular basis you are required to send the author what you feel is adequate as 'payment' for ReKeyIt. For example, you could send me cash in an amount you feel is appropriate for ReKeyIt. Also if you have written your own program you could send me a fully registered version of it.

See Author Info, for my address.

-- Thanks to the following for registering

I still have not received any "gifts" yet :-(

1.4 What does ReKeyIt do?

Who was it that decided which menuitems on Workbench should get keyboard shortcuts. It was not me, and if I did I would have definately done it different.

This is where ReKeyIt comes in. ReKeyIt allows you to change the keyboard shortcuts for the Workbench menu items to what ever you want. You can even add shortcuts to the items in the Tools menu.

Also with ReKeyIt, is the prefs editor MenuPrefs. This lets you edit Workbench's keyboard shorcuts using a nice preference style GUI.

Starting with ReKeyIt v1.3, you can use both ReKeyIt and MenuPrefs in your

preferred language.

Starting with v2.1, ReKeyIt is a full commodity. The changes you make will survive both screen mode changes and calls to ResetWB. You can toggle between the default shortcuts and the user specified ones just by activating or deactivating the commodity.

1.5 Requirements

The following items are required to make ReKeyIt work

- 1) Workbench 2.0+

Depending on which version of MenuPrefs you choose to use, you will need one of the following:

- 1) BGUI library v1.1+ (© Jan van den Baard) Not Included
or
- 2) MUI

NOTE: If any of the required libraries are missing, ReKeyIt and MenuPrefs will refuse to run. There will be no warnings or error requesters.

1.6 Installing ReKeyIt and MenuPrefs

-- Installing ReKeyIt --

The easiest way is to place ReKeyIt in your WBStartup drawer.

-- Installing MenuPrefs --

There are two versions of MenuPrefs. One which uses MUI and the other which uses BGUI. They both function identically, just choose the interface you prefer and copy the corresponding version of MenuPrefs where ever you wish. I suggest that you place it in your SYS:Prefs directory. I also recommend renaming whichever one to choose to just 'MenuPrefs'

-- Changing the Language --

If you wish to use ReKeyIt in a different language, just copy the corresponding catalog to your locale: directory.

1.7 Using ReKeyIt

ReKeyIt is very simple to use. All you need to do is make a prefs file defining what you want the menu shortcuts to be. ReKeyIt will, by default, load S:ReKeyIt.menus. The following is the format of this file. You can use MenuPrefs to make this file.

Each line in the config will describe a menu item or subitem, and the shortcut key it should have. You should use the following format for each entry.

Menu/A,Key/K

MENU

This is the name of the menu item or subitem. This needs to be written exactly as it appear in the Workbench menus. Case is sensitive, and if there are spaces it should be enclosed in quotes.

KEY

This describes the keyboard shortcut. Follow this keyword with the key you wish to use. If you are trying to remove a shortcut, just omit this option.

Examples

"Backdrop" - remove the shortcut key from the BackDrop item
"Delete..." Key "D" - add the shortcut "D" to the Delete... menu item

Please see the include sample prefs file.

→ The commodities interface ←

ReKeyIt can be controlled by the commodities exchange.

If you deactivate it, the menus will be restored to the defaults.
If you reactivate it, your preferred menus will appear.

If you show it, ReKeyIt will launch MenuPrefs.
If you hide it, ReKeyIt will signal MenuPrefs to quit.

You can also set up a hotkey to launch MenuPrefs.

Please see ToolTypes for configuring the hotkey and prefs location.

→ Bonus ←

If you wish to make several different configs, you can add an icon to the prefs file and specify ReKeyIt as the default tool. Now all you have to do is double click on the project icon of the config.

1.8 ToolTypes

ReKeyIt understands the following tooltypes

CONFIG

This is the full path and name of the config file ReKeyIt should use.
If this is not specified, ReKeyIt will use "S:ReKeyIt.menus"

CX_PRIORITY

This is a standard system tooltype, please consult your Workbench manual for an explanation

CX_POPKEY

Standard tooltype for defining the hotkey to pop up the prefs editor. default is "Control LAlt r". Please note no errors will be given if the hotkey string is invalid.

PREFSPATH

Full path for finding MenuPrefs. If you keep MenuPrefs in a place other than "SYS:Prefs/MenuPrefs" you need to define this tooltype or ReKeyIt will not be able to find it.

1.9 Notes on usage

-- Notes about changing the menus --

When you load a prefs file, ReKeyIt and MenuPrefs first reads the current menu structure, and then affects the changes described in the prefs file. For example, any menuitem not specified in the prefs file, it will not be changed.

You cannot add keyboard shortcuts to the menu Titles or to menu Items which have subitems attached, as this would not make sense

Users of Nico Francois' ToolsDaemon. You cannot add shortcut keys to the ToolsDaemon menus. If you wish to add shortcut keys to them you need to do it with ToolsPrefs not ReKeyIt.

1.10 Using MenuPrefs

-- Using MenuPrefs --

Usage of MenuPrefs is pretty self explanatory. The list view contains the current menus. Just select the menu item, and type the shortcut key in the string gadget. Or erase the key specified in the string gadget to remove it.

The Gadgets:

Save

will change the menus to the current setting and save the current settings as S:ReKeyIt.menus

Use

will change the menus to the current settings (only if ReKeyIt is running and active), but will not save them to disk.

Cancel

ignore all changes

Rescan Menus

rereads the current menus, in case something changed (for example if you've added or removed a menuitem from the tools menu.

The Menus:

Open

opens a filerequester so you can pick a prefs file to open

Save As

opens a filerequester so you can pick a name to save the prefs file as

About

copyright and version information

Quit (Prefs & Server)

quit the prefs program and tell ReKeyIt you want it to quit also

Quit

quit just the prefs program

Reset to Defaults

If ReKeyIt is running, selecting this menu item will restore the menuitems listed in the listview to their defaults.

Last Saved

reads the file S:ReKeyIt prefs.

Delete Item

delete the currently selected item from the listview. If the current item has sub items all the subitems will also be deleted

Add Item

add another item to the list. This is usefull if you want to add a Tools menu item, which does not appear in the current menus

Create Icons

When you save a file with 'Save As...' an icon will be added to the prefs file with the default tool being 'ReKeyIt'

1.11 Frequently asked questions

- 1) When I run MenuPrefs I get a requester saying the ReKeyIt is terminating.

Your using a version of ReKeyIt which is too old for MenuPrefs. You need to upgrade to a newer version of ReKeyIt

1.12 Author

Please send bugs reports, suggestions or giftware fee to the following.

Michael J Barsoom
5524 Pine Street
Omaha NE 68106
USA

Alternatively I can be reached at any of the following e-mail addresses

Internet: mbars@bluejay.creighton.edu
Fidonet: Michael Barsoom @ 1:285/5.9

S-s-s-s-smokin'

I would like to thank Jan van den Baard for all his help in creating the BGUI version of the prefs editor.

I would also like to thank Kai Iske for suggestion on improving ReKeyIt

1.13 History

Program History

ReKeyIt
MenuPrefs (MUI)
MenuPrefs (BGUI)

1.14 ReKeyIt History

Revision V2.3

- A copyright message will appear momentarily in the Workbench title bar when ReKeyIt is first run.
- Some other minor changes.

Revision V2.2a

- ReqTools is no longer required, it seemed kinda silly to me to open it when it was only used to display two requesters.
- Slight change in the structure of the catalog, make sure you use the one in the v2.2a archive, as the previous ones will not work
- The catalog files did not make it into the v2.2 archive.
- Added Finnish catalog.

Revision V2.2

- Now uses memory pools, for better memory management.
 - Optimized the code a bit.
-

- Forgot to mention that catalog has changed and old v1.x catalogs will not work.
- Added German and French catalogs.
- Added support for Show and Hide interface and commodity hotkey to launch MenuPrefs.

Revision V2.1

- ReKeyIt is now giftware, please register your copy
- Changes to menus now survive screen mode changes and ResetWB
- ReKeyIt is now a commodity
- Now ReKeyIt patches one intuition function.
(thanks to Kai Iske for suggestion this)
- Changed method for reading prefs in memory, result is that Menu titles have are now case sensitive, again.
- Format of prefs changed, WAIT no longer required. Also you no longer specify NOKEY, now you just don't specify the KEY if you do not want a shortcut
- If you add an item, to the ToolsMenu it ReKeyIt will automatically add the appropriate shortcut. ReKeyIt no longer has to be started after the AppMenu item is added.
- When ReKeyIt if first run, it will first read the default menu config, and when you quit, or deactivate the commodity the defaults will be restored.

Revision V2.0

- Not publicly released, decided not to use a separate ReKeyItDaemon as it was an inefficient way of handling the menus and it would sometimes crash the system. If you have the Daemon delete it you don't need it for v2.1

Revision V1.4

- ReKeyIt will now wait until every menu item in the prefs file is found that has the option wait specified. This was necessary as some programs, like Tool Manager' take some time to install the items in the Tool menu. ReKeyIt will check the menus once a second for ten seconds. After this time if not all the menus were found, only the ones which were found will have been changed.
-

- Now included French and German catalogs

Revision V1.3

- Added locale support.

Revision V1.2

- Sometimes ReKeyIt would fail to change the menus and an error would not be reported. Fixed I Hope :-)
- Added retry to error requester if menus could not be found
- Changed method of checking for errors, should be more accurate now.

Revision V1.1

- You can now specify ReKeyIt as a default tool in a the icon of a prefs file, and just double click on the prefs file to set the menus.
- Old shortcuts still worked, even though they were not being displayed in the menus. (fixed)
- Now menu names in config are case insensitive.

Revision V1.0

--- Initial release ---

1.15 MenuPrefs (MUI) History

Revision V2.3

- The Add Item string gadget was not being erased between items (fixed)

Revision V2.2

- Now uses memory pools, for better memory management.
 - Changed the way menus are displayed in listview, I think it is
-

more aesthetically pleasing :-)

- Optimized the code a bit.

Revision V2.1

- Supports new version of ReKeyIt
- Selecting use, will only take effect if ReKeyIt is running and is active
- Reset to Defaults now really works, provided ReKeyIt is running
- Added new menuitem Quit (Prefs & ReKeyIt)
- Added Add Item and Delete Item to menus

Revision V2.0

- Internal version, NOT RELEASED

Revision V1.3

- Added support for the WAIT option

Revision V1.2

- Added missing version string.
- If create icons was selected and an error occurred while saving, the icon would be created anyway (fixed)
- String gadget was not disabled if nothing in the listview was selected (fixed)
- Added locale support

Revision V1.1

- Moved 'Last Saved' to menus
- Keyboard can be used to control listview.

Revision V1.0

--- Initial release ---

1.16 MenuPrefs (BGUI) History

Revision V2.3

- Added some more custom rendering to the listview, now menu items with a shortcut key will also have an 'AmigaGlyph' before the key.
- When an item was added to the listview, the listview was not being updated correctly (fixed)
- The Add Item string gadget was not being erased between items (fixed)

Revision V2.2

- Now uses memory pools, for better memory management.
- Optimized the code a bit.

Revision V2.1

- Supports new version of ReKeyIt
- Selecting use, will only take effect if ReKeyIt is running and is active
- Reset to Defaults now really works, provided ReKeyIt is running
- Added new menuitem Quit (Prefs & ReKeyIt)
- Added Add Item and Delete Item to menus

Revision V2.0

- Internal version, NOT RELEASED

Revision V1.4

- Created a bug in v1.3 where string gadgets was not being disabled for menu items that could not have a shortcut key (fixed)
 - Added keyboard support to requesters and listview
Note: This requires BGUI 38.x or better
-

- Added support for the WAIT option

Revision V1.3

- If create icons was selected, the icon would be create even if and error occurred (fixed).
- Shortcut key was not always displayed in string gadget on some systems, it works just fine on mine. (fixed, I hope)
- String gadget was not disabled if nothing in the listview was selected (fixed)
- Added locale support

Revision V1.2

- Fixed an enforcer hit when 'Rescan' was selected.
Reported by Jan Van.den.baard
- When entering a Command Key in the string, the listview did not immediately show the changes. (fixed)
- Some internal changes dealing with the way the listview is rendered.
- Selecting Use or Save gadgets caused a deadlock. (fixed)
- Listview was not being updated after a load prefs, forgot to call a refresh on the listview (fixed)

Revision V1.1

- Moved 'Last Saved' into menus.
- Finally figured out how to do my own rendering of text now, menu titles will appear in white, and shortcut keys will appear in the listview.
- Clicking keyboard shortcuts for gadgets did nothing (fixed)
- Changed method of adding entries to listview, this speeds up reading of menus a bit.

Revision V1.0

--- Initial release ---

1.17 Sample prefs file

```
;
;   This is the config file I use.
;
"Backdrop"
"Execute Command..."
"Redraw All"
"Update All"
"Last Message"
"About..." KEY "?"
"Quit..."
"New Drawer"
"Open Parent" KEY "/"
"Close" KEY "Q"
"Update" KEY " "
"Select Contents" KEY "A"
"Clean Up" KEY "."
"Window"
"All"
"Only Icons" KEY "I"
"All Files" KEY "S"
"Icon" KEY "1"
"Name" KEY "2"
"Date" KEY "3"
"Size" KEY "4"
"Open"
"Copy"
"Rename..." KEY "R"
"Information..."
"Snapshot"
"UnSnapshot" KEY "U"
"Leave Out"
"Put Away"
"Delete..." KEY "D"
"Format Disk..."
"Empty Trash"
"ResetWB"
"ToolsPrefs..."
"ToolManager..."
"MUI Prefs..."
"MenuPrefs..."
```

1.18 Locale support

Thanks to the following people for sending me their translations:

Andreas Otte <xs@nil.student.uni-tuebingen.de>
for the german translation

Lionel Vintenat <vintenat@reseau.onecert.fr>
for the french translation

Jouni Jaaskelainen <jjaaskel@orion.pspt.fi>

for the finnish translation

1.19 MUI

MenuPrefs (MUI) uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

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