

Route 1 version 2.2

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Route 1 provides efficient access to your most important and frequently used applications, documents, and tools. Choose one of the following topics for instructions and explanations of Route 1's many powerful features.

[Why Use Route 1?](#)

[Getting Started: Installation](#)

[How Do I...](#)

[What Is...](#)

[Hints and Suggestions](#)

[About Route 1](#)

For quick information, press the **[?]** button in any dialog box for a description of any visible object, or double click it to access this help file.

How Do I...

[Create a New Button](#)

[Edit / Move a Button](#)

[Remove a Button](#)

[Launch a Program](#)

[Create / Edit a SubMenu](#)

[Change Settings](#)

[Configure Password Protection](#)

[Create Multiple INI Files](#)

Getting Started: Installation

If you are new to Route 1:

1. "Run" the install application (INSTALL.EXE) from the Route 1 installation disk, using File Manager or the "Run" command in Program Manager or Norton Desktop.

2. Add Route 1 to a Program Manager or Quick Access group, as you would any other new application.

3. Double click on the Route 1 icon to start it.

- or -

1. Copy the 170 included files to any directory you wish, preferably to their own directory. They can be in any directory actually, as long as all of the files are present and together.

2. Add Route 1 to a Program Manager or Quick Access group, as you would any other new application.

If you are a Route 1 user before version 2.0:

1. Proceed as above. Your old Route1.INI is unfortunately incompatible with version 2.1, so you will have to reconfigure the new version. Fortunately, all versions of Route 1 work similarly, so if you know how to use one, you know them all.

If you are a Route 1 version 2.0 or 2.1x user:

1. Copy all of the files, except Route1.INI to your Route 1 directory, or rename your original Route1.INI (i.e. to RouteOLD.INI) before installing version 2.2. Your existing Route1.INI is compatible with version 2.2, so there is no need to replace it, unless you wish to reconfigure your .

Notes:

To start Route 1 automatically when Windows 3.x is loaded:

Add Route 1 to WIN.INI to load up every time you start Windows by adding the full path and filename (*d:\path*Route1.EXE) to the end of the line that begins: "**Load =**". Putting Route 1 in the next line, the one starting with "**Run =**", will have the same effect, but Program Manager will start up as an icon (minimized). If you wish to include any of Route 1's Command Line Parameters, see the end of this page. If you are using the Norton Desktop for Windows or Program Manager 3.1, you can alternatively put Route 1's icon in the "startup group". (refer to the respective manual for more information.)

If you are using Windows 3.1:

Route 1, version 2.2 can now extract icons from EXE, DLL, and NIL files. The installation utility copies over 150 icons (*.ICO) to your Route 1 directory. These same icons are also condensed into a file called R1ICONS.DLL, that is also installed to your hard drive. If you wish, you may delete any of the *.ICO files that are not specified in ROUTE1.INI, and use R1ICONS.DLL in their place.

Note: DO NOT ERASE BLANK.ICO. It is used in case Route 1 cannot find a particular icon, and if it is missing, Route 1 will not operate properly.

Replacing the 150 included icons with R1ICONS.DLL will save disk space, but extracting icons from a DLL file is slightly slower than using plain ICO files. It is up to you.

Briefing:

This is the seventh release, and I have all of the known bugs ironed out. However, I have added many new features since version 2.1a, as well as enhancements, and bug fixes. If(when) any more bugs are found, they will be fixed and released as version 2.2a, or something like that.

A maximum of 40 buttons is allowed at a time (the number is virtually unlimited with

the use of multiple configuration files), although only 23 will fit on a 1024x768 screen, while screens of lower resolutions will be able to fit fewer. The maximum has been increased to 40 for greater flexibility, for instance for use with panning screens, or virtual desktop extenders (like BigDesk). With these, of course, Route 1 is fully compatible. If a program like one of these moves Route 1, then simply press the Control Button to place it back in the upper-right corner of the screen.

All functions and options are operational in the non-registered version, except that a message appears when the ControlButton is pressed, offering registration information. I wrote and developed this program for myself, friends, and anyone who likes it. If you like it and use it, you are encouraged to register. Registration costs only **\$14.00**, and guarantees **free** technical support with Route 1 and **free** updates of the program, forever. Such a deal!

All users are encouraged to comment on Route 1's features, useability, and performance. All suggestions are considered for future releases of Route 1 (see [About Route 1](#)); I'm *always* looking for new ideas. Send me your icons, too! Please fill out the enclosed questionnaire, FILLME.OUT, to express your opinions and ideas about Route 1.

To get you started, there are 12 configured buttons, and a small, blank button on top. Click on the uppermost button to access the menu, to configure. It's that simple. There are 150 or so hand drawn icons included with this release, all made for Route 1. Some of them are obviously for use with specific commercial packages, like Excel, Wordperfect, Lotus 123, and Ami Pro. Their inclusion with Route 1 is only for use with the appropriate package. My advice is to try all the options to see how they work. I think everything is pretty much self explanatory, but I have included this help file, with detailed instructions of each feature. Additionally, there is another, quicker and simpler help system built in to Route 1. Just press the little [?] on the button bar, or almost every dialog box, and then press any button; it will tell you briefly what each icon in the icon bar does, in case you forget.

There is a built in configuration editor, but there's no reason you can't edit Route1.INI yourself; as long as you have some reasonable idea of what you're doing. If you screw up, just delete or rename the file, and Route 1 will create a new Route1.INI file identical to the one that came with it.

Route 1 is shareware - if you like it, please send **\$14.00**, (or \$10.00 each for more than one) to the address below. Registration will entitle you to **free** technical support with Route 1 and **free** updates of Route 1, forever. Simply print out the included order form (orderfrm.WRI) with Windows Write, and fill it out. If you think that Route 1 is either useful, well designed, and innovative, or just a nuisance, please drop me a line, so I know how far it has traveled. Thank You.

Dave Karp
P.O. Box 20024
Oakland, CA 94620
Internet Address:
Daaron@ocf.Berkeley.EDU

Troubleshooting:

Unrecoverable Application Errors: If you receive UAE's with Route 1, chances are that your DOS environment is too small, or you haven't allocated enough file handles. To change the DOS environment to 512 bytes, add the following line to CONFIG.SYS:

DEVICE = C:\COMMAND.COM /P /E:512

To increase the number of file handles, either edit or add the following line:

FILES = 80

The more files, the better, although more files take up a little more memory. If you have a third party memory manager, you can load the files high, and have as many as you want. Every open EXE file, ProgMan group, font, open text file, etc. takes up file handles.

If you need to specify Command Line Parameters in the LOAD= or RUN= lines of WIN.INI, Windows will interpret each addition parameter as another program you wish to load. Here is how to work around this:

Load Notepad, or your favorite text editor, and open WIN.INI, located in your Windows directory. On the LOAD= or RUN= line that you wish to use (see above), replace

```
d:\path\ROUTE1.EXE
      with
d:\path\DUMMY.RS1
```

where d:\path\ is the existing drive and directory name where Route 1 is. Also, make sure that dummy.rs1 doesn't actually exist. Then go down a few pages to the [Extensions] section of WIN.INI, and add the following line to the end of that section:

```
rs1=d:\path\ROUTE1.EXE ^ .rs1 {parameter list}
```

where, again, d:\path\ is the existing drive and directory name where Route 1 is, and {parameter list} is the list of command line parameters that you wish to include. Now, restart Windows, and try it out.

Other than that, make sure your hard disk is optimized and not fragmented.

Why Use Route 1?

The Windows desktop is where you do all your work in Windows, but it is not that efficient if you have to repeatedly open and close several applications to get your job done. To run an application, you have to wait while Program Manager loads each group, search for the icon that starts your program, and it's icon, and then wonder why ProgMan doesn't give you back your memory when you close the group. Windows 3.1 is an improvement, but it's not enough if you rely on your machine to get your work done in a hurry. Route 1 treats your desktop as a automobile dashboard, able to start programs and issue commands with the simple click of a button.

Route 1 assembles your programs in a fast, small, organized button bar on the right side of your screen. It is fully configurable, contains a built-in clock & calendar, can run complex scripts and commands, and can launch and take control of any program.

Route 1 takes up less memory than when you open a Program Manager 3.0 group with over 15 icons in it, and since it's **always** within reach, it's much faster. It's easier to configure than Program Manager, because of the quick, visual setup. Route 1 is not meant to replace Program Manager, only to supplement it; although you will find yourself using ProgMan much less every day. (Route 1, version 3.0 will implement the Windows "Shell") Put your ten or eleven favorite and most commonly used programs in Route 1, and it will soon become indispensable.

Route 1 is shareware - if you like it, it costs only **\$14.00** , (or \$10.00 *each for more than one*). Registration (send to address below) will entitle you to **free** technical support with Route 1 and **free** updates of Route 1, forever. Such a Deal! If you think that Route 1 is either useful, well designed, and innovative, or just a nuisance, please drop me a line, so I know how far it has traveled. Thank You.

Dave Karp
P.O. Box 20024
Oakland, CA 94620
Internet Address:
Daaron@OCF.Berkeley.EDU

What Is...

[Button Bar Item](#)

[Menu Item](#)

[Script Editor & Scripts](#)

[Command Line Parameters](#)

[Command Syntax](#)

[Included Files](#)

Create Multiple INI Files

This feature allows you to have more than one button bar, and more than one collection of settings. You will see a list all of the files in the Route 1 directory that can be used as the configuration file. Although Route1.INI is the default, you click on any existing INI file created with Route 1 to use it. To make a new file, press the "**Create New...**" button, and you will be asked for a name for the new file. Any Route 1 configuration file must begin with "R", and have the extension ".INI". The new file will then be made the current configuration file. See [Command Line Parameters](#) for information on more permanent settings.

It is always a good idea to make a back-up copy of the configuration file, in case the original is corrupted. Route 1 automatically makes a back-up copy of Route1.INI, called Route1.BK1, whenever any changes are made to Route 1. A more permanent back-up can be made by pressing the **Create New...** button described above. This will create a file identical to the one containing the current settings.

Configure Password Protection

Route 1 can be configured to restrict access to those who do not know any user-defined password. Select **Options** from the **Config** menu to display the Settings dialog box. Press the **Password** button to choose a password. If there is already a password configured, it will have to be entered before a new one can be chosen. At the prompt, either type the desired password (asterixes will appear instead of characters), or enter nothing to clear password protection. A second prompt will appear for verification of the password.

Next, select the desired level of protection from the list box in the Password section. The levels are defined as follows:

Level 1: The user is restricted from changing any Route 1 settings and from starting the Script Editor.

Level 2: The user is restricted from changing any Route 1 settings, starting the Script Editor, launching an application (with [<]), exiting Route 1, and exiting Windows.

Level 3: The user is restricted from changing any Route 1 settings, starting the Script Editor, launching an application, exiting Route 1, exiting Windows, accessing the menu, and adjusting the clock.

Password protection (or cancellation thereof) takes effect immediately *after* pressing **Accept**.

Change Settings

Route 1 can be configured in almost every practical way. Any button on the button bar can be created, moved, removed, changed, or assigned to any application, SubMenu, Script, or application launcher. The settings, or options, describe the other ways that Route 1 behaves and looks. Your best bet is to try them all out, and see which settings work best for you.

Open Route 1's menu by clicking on the top-most button of the ButtonBar, and select **Options** from the **Configure** menu. These are six major settings that you can change:

Single/Double Click: Choose what you would like to use to press a button on the button bar. Single- clicking is faster, but double- clicking prevents accidental activation.

Command Line Parameter: Turn this on if Route 1 should ask for additional command line switches when you press a configured button on the ButtonBar. These command line parameters are the ones for the application you are launching, and are not to be confused with the specific parameters for Route 1.

Clock Style: This toggles between the analog (circular) clock and the digital clock & calendar. Click on the clock button to change the time, or on the calendar (digital only) to change the date. Shortcut: simply drag the clock with the *right* mouse button into the ControlButton to toggle between analog and digital.

Run StartUp.RS1?: Turn this on if you want Route 1 to run the StartUp Script (see [Script Editor](#)) when Windows is loaded. Including the command line parameter "*NoStart*" has the same effect.

Button Bar Status: After launching an application or running a script, Route 1 can be configured to automatically Collapse (*shrink to just the ControlButton*), Minimize (*to an icon*), Remain on top (*can't be overlapped - only for Windows 3.1*), or Collapse on top (a combination of Collapse and Remain on top). Choose Normal to do nothing.

Configuration File: This allows you to have more than one button bar, as well as more than one collection of settings. See [Creating Multiple INI Files](#) for more.

Launch a Program

If you have configured Route 1's ButtonBar to include the four function buttons, then you can quickly and easily launch any EXE, COM, PIF, BAT program, or RS1 script file.

Just press the left arrow [**<**] in the function buttons to open a dialog box. Here, you can browse your hard disk's directories for the desired program, select it, and press **Launch**. By default, EXE, COM, PIF, BAT, and RS1 files will be displayed, but if you change the *file pattern* box that reads "*.EXE;*.COM;*.RS1;*.PIF;*.BAT" to something else, the appropriate files will be displayed. When you click on a file, its name is displayed in the text box, where you can add any applicable command line parameters, or type a new filename. Double-clicking on a filename will quickly launch it.

Another way to launch a program is to create a launch button. This is done by adding a button with an icon, but nothing for the command string. Just leave it blank, and Route 1 will launch any program by pressing the button.

Browse History:

Any time an application is launched, a file pattern is specified, or a file is selected, and either the **Accept** or **Launch** button is pressed, that selection is saved in a file for later use. This file, BROWSE.HST, is a standard text file, and can be edited with any text editor (Notepad, WinEdit®, etc.). The 20 most recent selections are saved, and can be retrieved by pressing the [**±**] button, next to the file pattern input box in the browse dialog window. Either select an item listed to insert it, or press the red close button [**⊗**], to cancel. To clear the history, either double click on the "Browse History" title bar (when it is displayed), or just delete BROWSE.HST in the Route 1 directory.

Remove a Button

To edit a button on the button bar, select **Apps** from the **Configure** menu. Select the button to remove, either by choosing its icon name from the icon drop-down list box, or by choosing its application from the application drop-down list box, or by pressing < *Point* > and moving the cursor to the desired button. Press **Remove Item** to remove the button.

Edit / Move a Button

To edit a button on the button bar, select **Apps** from the **Configure** menu. Select the button to edit, either by choosing its icon name from the icon drop-down list box, or by choosing its application from the application drop-down list box, or by pressing < *Point* > and moving the cursor to the desired button. Press **Edit Item**. You are now able to change any properties of the button, such as its position, its icon, and its application, SubMenu, or Script. For details on these operations, see [Create a New Button](#).

After pressing **Accept** to save your changes, or **Cancel** to ignore them, press **Continue** to use Route 1 normally.

To quickly *move* a button, without going through the menus, just drag it with the **right mouse button** where ever you want in the button bar. You can also move a button by pressing **Edit Item** in the **App Config** Box, and change its position number. To quickly *edit* a button, either click on it with the **left and right** mouse buttons simultaneously, or drag the button into the ControlButton with the **right** mouse button. See [Shortcuts](#) for more on these, and other hints.

Note: You can not *edit* the Clock, Function Buttons, or Memory Display.

Create a New Button

Open Route 1's menu by clicking on the top-most (Control) button of the ButtonBar, and select **Apps** from the **Configure** menu.

To add an button and corresponding application or SubMenu to the button bar, start by pressing **Add Item...** A dialog box appears, allowing you to enter in a filename, list of filenames, or commands. You are now able to type in a string of as many commands as you wish, separated by a "|". If you do not want to enter any commands, press **Browse**, find an EXE (or COM, BAT, PIF, RS1) file on your hard disk, press **Accept**, and Route 1 will include all necessary commands for you. When you're done, press **Accept**.

You can now select an Icon to be used as a button in the button bar. There are about 90 included icons, hand-drawn for Route 1, and you can add your own, as well. Any Windows 3.x icon will work (see bottom of page for additional options), but if it follows the 3-D conventions of all the icons included with Route 1, it will look infinitely better. A blank button, called **BLANK.ICO** is included, so that using any icon editor, (I recommend Icon Master, by Phillip A. Kaufman) you can create your own. Any icon you use must be in the Route 1 directory. If you don't like or use the 3-D convention, invent one of your own. For instance, using plain icons may provide a little more area on each button. The choice is yours. After selecting an appropriate icon, press **Accept**.

Note: do not overwrite or delete BLANK.ICO, because it is used whenever an icon specified in Route1.INI is corrupted or missing.

The last thing to do is to configure is the new button's placement in the ButtonBar. You can choose any number between 1 and the total number of buttons (including the new one). 1 will put it at the top, and the highest number will put it at the bottom. Use the visible, existing bar for guidance. If the button does not end up where you want it, you can drag it with the *right* mouse button to any new location on the bar.

Your attention is returned to the Configure Application dialog box. If you're done, press **Accept** to save your changes, or **Cancel** to throw them away.

If you want to edit or remove an application, select the desired one from the left dropdown-list box, or select the desired icon from the right dropdown-list box. Press **Remove Item** to remove the selected button. (see also Edit / Move a Button)

After pressing **Accept** to save your changes, or **Cancel** to ignore them, press **Continue** to use Route 1 normally.

New for version 2.2 is the ability to *extract* icons from EXE, DLL, NIL files, and other icon libraries. When the **Choose Icon** dialog box is displayed, click the switch at the top so that it is set at **Use External File**. When the switch has been thrown, the displayed icons will disappear, and some new controls will become visible. Route 1 automatically looks inside the first EXE file specified for the current button, and if it exists, displays it. There are four new controls for extracting icons, and their descriptions follow:

Icon File (*text box*): This is where the path and filename of the currently selected icon library is displayed and specified. By default, the name of the first EXE file specified for the current button is inserted in this box, but any valid filename can be entered.

Browse...: Press this to browse the hard disk for suitable icon libraries. When a valid icon library file has been selected, press **Accept**, and its path and filename will be inserted into the Icon File text box.

Look In EXE: This simply inserts the filename of the first EXE file specified for the current button into the Icon File text box. This is automatically performed when the switch is first switched to **Use External File**.

Make Button: Check this to convert all extracted icons to Route 1's traditional 'button' style, or *uncheck* it to leave each icon alone. This option applies only to the current

button being configured, yet does apply when the icon is displayed as an icon in the Button Bar.

Route 1's icon extraction uses Windows standard icon-extraction functions (available to Windows 3.1 users only), and should work with *most* standard EXE, DLL, and NIL files. Icon Library files that don't work usually include those proprietary formats created by the abundance of icon editors currently available. Although a list of these trouble-making files has not yet been compiled, one should be available with the next release of Route 1.

Command Line Parameters

Command Line Parameters are codes placed after a programs filename to specify special options. For instance, in DOS, typing "WIN /3" will start Windows in 386 Enhanced mode, while "WIN /S" will start Windows in Standard Mode. The /3 and /S are command line parameters, separated from the program name, and each other by spaces. By the way, typing "WIN :" will start Windows without displaying the opening screen.

Route 1 has three command line parameters. They can all be used separately, or in conjunction.

Path= :

If, for some reason, Route 1 cannot find Route1.INI, or any of it's icons, include the following parameter:

```
ROUTE1.EXE Path={d:\path\}
```

Substitute *{d:\path\}* with the drive and directory name that contains Route 1. There should be no spaces around the equals sign. The default is the path where Route1.EXE is located. All of the Route 1 files, icons and scripts should be together in their own directory.

NoStart:

If you want to load Route 1 without loading all the programs in the StartUp Script, include the following parameter:

```
ROUTE1.EXE NoStart
```

The default is whatever the StartUp switch in [Route 1 Settings](#) is set to, and is overridden by the NoStart parameter.

INI= :

To use a configuration file other than Route1.INI, include the following parameter:

```
ROUTE1.EXE INI={ini name}
```

where *{ini name}* is the name of the existing configuration file you wish to use. The file's name must start with an "R", and have the extension ".INI". To change the active configuration file, or to create a new one while running Route 1, see [Change Route 1 Settings](#). To change the active configuration file from a script, use the **&** command. (See Script Editor and Scripts.)

NoGraph:

To disable the red analog bar graph behind the system resources display (Win 3.1 only), include the following parameter:

```
ROUTE1.EXE NoGraph
```

Use this if the graph makes the resource readout unreadable, or if you just don't like it.

Script Editor & Scripts

A script (with the extension *.RS1) is a file containing a collection of commands, that can be run by Route 1. The commands are executed sequentially, and can be assigned to a button or SubMenu, or can be launched by Route 1. Scripts can perform complex operations, simple math, and can be interactive or run in the background. See [Hints concerning Scripts](#) for ideas and possible applications.

To assign a script to a button or SubMenu, simply select any *.RS1 script file in the Route 1 directory with **Browse**. To run a script file, either press the button that you have assigned to it, select the SubMenu item that you have assigned to it, or launch it (with **[<]**).

Scripts can be created and edited with any text editor, but Route 1's Script Editor helps to automate the process. The Script Editor is a separate application, and is started by selecting **Apps** from the **Config** menu, and pressing **Script Editor**. The Script Editor can have multiple instances, and can test any script that it is editing. The Script Editor's help file, RS1ED.HLP, contains detailed information on scripts and script commands.

STARTUP.RS1 - the StartUp Script

The second line of WIN.INI begins with "LOAD = ". What follows is a list of programs that are loaded when Windows is first started. The inherent problems with this method are as follows:

- 1. You are limited to 127 characters for all programs. This is enough room for three or four programs. If you have After Dark®, Clock, and of course, Route 1 on this line, you probably can't fit any more.*
- 2. You can't have any command-line parameters. If you start a program with Program Manager, like Word for Windows, normally you could have it automatically load a document by typing: WINWORD myfile.DOC. WIN.INI won't allow for this either.*
- 3. You have to edit WIN.INI manually, and risk screwing up something else.*
- 4. Windows 3.1 tries to fix this problem, but requires Program Manager, contributes to desktop clutter, and takes up more memory and disk space.*
- 5. You are limited to simply loading applications. There is no conditional loading (i.e. the user might be prompted at start-up whether to load Wordperfect, Excel, or nothing).*

Route 1 has a built in function that eliminates all this hassle. Following the same powerful, simple, straight-forward command conventions as Route 1 buttons, SubMenus and scripts, you can quickly create a StartUp Script. Simply create a script that loads any programs, performs any set of functions, or accepts any user input, and call it *StartUp.RS1*. Then select [Options](#) from the **Config** menu, and turn "**Run StartUp Script**" on. The script will then be run automatically, when Windows starts, and Route 1 is loaded. (See [Command Line Parameters](#) for information on the **NoStart** parameter.)

Menu Item

Cancel / Continue:

When the menu is first displayed by pressing the ControlButton, the right-most menu item is **Cancel**. Press it to hide the menu and return to normal use. If, however, you do not press **Cancel**, and use instead, the help, configure, or about features, the **Cancel** will be changed to **Continue**, to allow you to continue with normal use; basically having the same effect as **Cancel**, except that pressing **Continue** will refresh all of the buttons,

[?] - Help Access:

This provides access to this help file (ROUTE1.HLP). Additionally, there is a [?] button in almost every dialog box which can display quick help on any visible object, or by double-clicking, access this help file. It is now context-sensitive, so specific help is displayed depending on where the [?] button was pressed. Do not confuse this with the [?] button in the Function Buttons, which displays a brief explanation of the desired button.

Config: Apps:

Selecting **Apps** from the **Config** menu will display a box allowing you to **Add**, **Edit**, and **Remove** any button on the button bar. Pressing **Accept** will automatically save any changes that you have made, and **Cancel** will, of course, ignore them. This window shows the total number of configured buttons on your ButtonBar, and allows you **Add** a new button, or select any one of them to be **Edited** or **Remove** by selecting it's command or icon name, or pointing to it on the ButtonBar. Pressing **[?]** twice will show this help file. Using this dialog box and the **Options** box eliminates any need to edit Route1.INI manually.

Config: Options:

Selecting **Options** from the **Config** menu will display a box allowing you to change any of Route 1's settings. Using this dialog box and the **Apps** box eliminates any need to edit Route1.INI manually. Pressing **Accept** will automatically save any changes that you have made, and **Cancel** will, of course, forget them. Pressing **[?]** will show this help file. The configurable options include the clock style, on use status, configuration filename, password, and other preferences.

System: Exit:

This exits Route 1, and unloads it from memory completely. Any applications that were started with the **StartUp** Script, or from one of the buttons are not affected in any way, except to give them a little more memory. This does not exit Windows, unless Route 1 is the designated system shell.

Command Syntax

Not to be confused with script commands, Route 1 commands are used to start an application from a button, in Scripts, and in SubMenus with maximum flexibility. The commands are used to separate other commands and filenames, and to change the current drive and directory. When you Edit a Button, and press **Browse**, Route 1 will automatically insert the commands necessary to load and enter an application.

There are two special characters associated with Route 1 commands. The first one is "|", and the other one is ">". They are used as follows:

| is used to separate commands:

```
NOTEPAD.EXE|CALC.EXE|CARDFILE.EXE
```

Here, the three applications are loaded in order, all with the single click of one button on the bar.

> is used to change the current directory:

```
>C:\WINDOWS\ROUTE1
```

This will change to the Route 1 directory (if that is what it is).

Using **Browse** while adding or editing an item or SubMenu entry, and selecting NOTEPAD.EXE in the Windows directory will produce the following:

```
>C:\WINDOWS|NOTEPAD.EXE
```

This is how to load all programs in Route 1, and constitutes a simple batch language, but for more complex operations, the Script Editor and Route 1's script interpreter can launch (with the same commands) and control other applications, as well as accept text input, and run Windows macros. See Script Editor & Scripts for more.

About Route 1

This program was inspired by the following two things. First, I had been studying several current Windows and DOS shells and app launchers, looking for something that I liked. Needless to say, I was unsuccessful. While trying different styles and ideas, I started browsing through a NeXT brochure, and thought the vertical icon bar was cool. I played around with some of the capabilities of Visual Basic and Windows to see what something like that would look like. Second, after I had released Route 1 v1.0, I realized how efficient it is to treat the Windows desktop as an automobile dashboard, having everything within easy reach. Throughout the development of Route 1, I have seen different programs that place buttons on the screen, but I have yet to see a program that contains the flexibility, power, and ease of use as Route 1. Route 1 is meant to be more than just a menu. Version 2.2 adds even more features and power to the classic Route 1.

Although it has been tested on dozens of machines and situations, I can't guarantee harmony with *everything*, so please contact me if you encounter a problem, and I will do everything I can to fix it.

Route 1 is shareware, but it's not free. If you like it, please send **\$14.00**, (or \$10.00 *each for more than one*) with the included order form, to the address below. Your registration gets you **free** technical support with Route 1, and **free** updates, forever. If you think that Route 1 is either useful, well designed, and innovative, or just a nuisance, please drop me a line, so I know how far it has traveled. Thank you.

Dave Karp
P.O. Box 20024
Oakland, CA 94620
Internet Address:
Daaron@OCF.Berkeley.EDU

[Revision History](#)

[Credits](#)

[Registration](#)

Included Files

The following files are included with every copy of Route 1, version 2.2:

ROUTE1.EXE	- the main program
ROUTE1.HLP	- the help file (what you're reading)
ROUTE1.INI	- a sample initialization file
README1.TXT	- the latest information and installation notes
RS1ED.EXE	- Script Editor
RS1ED.HLP	- the <u>Script Editor</u> help file
INSTALL.EXE	- the (non-destructive) installation utility
APPSETUP.INF	- information file for INSTALL.EXE
ORDERFRM.WRI	- the order form for Route 1
PUTFOCUS.EXE	- small utility to use with <u>scripts</u>
STARTUP.RS1	- an empty StartUp script
TIMER.RS1	- a sample script; a countdown timer
BLANK.ICO	- the generic blank icon - do <i>not</i> delete
*.ICO	- 150 or so hand-painted icons
R1ICONS.DLL	- the same icons, in a DLL file (use only with Win3.1)
VBRUN100.DLL	- run-time library; delete if already in Windows Directory
BROWSE.HST	- history of launched applications; created by Route 1
FILLME.OUT	- a questionnaire for <i>all</i> Route 1 users
ROUTE122.ZIP	- the shareware distribution version; <i>please</i> share!

If any of these files are missing, please contact me at:

David A. Karp

US MAIL: P.O. Box 20024
Oakland, CA 94620

INTERNET: Daaron@ocf.Berkeley.edu

Revision History (release notes)

v1.00 - The birth of a legend - hee hee hee!

v1.01 - This version differs from the original v1.00, mostly from bug fixes. I think I got them all, but I'm sure I'll find more. When I do, you'll see another release. Other than that, were some superficial changes to streamline the functionality of the program, and make it more "perfect" - Ha, Ha.

v1.02 - Killed more bugs, and I didn't even use Raid.

v1.10 - More Bug fixes. Altered icon bar to make pressing an icon more realistic.

v1.20 - One or two bugs needed dealing with, and a couple of operations needed to be a bit faster or more efficient.

v2.00 - I fixed a few small, annoying bugs, and added the following features:

1. Sculptured dialog boxes.
2. More icons included, and more allowed on screen.
3. Better error handling.
4. Buttons move when pushed.
5. SubMenu support (see above).
6. More intelligent memory management.
7. Better handling of low resolution displays (640x480, etc.)
8. StartUp Script to replace WIN.INI's limited 'LOAD=' command.
9. Hypertext help system in windows format (what you're looking at).
10. You can now move buttons on the bar with Edit.
11. It's faster, and more arrow-dynamic!

(Route 1 Version 2.0 was listed as one of the best 30 shareware programs for Windows in PC WORLD's August 1992 issue!)

v2.10 - I have added the following conveniences and fixes:

1. Digital clock/calendar option.
2. More efficient & error-free.
3. Fixed an obnoxious quirk with small buttons on low-resolution displays.
4. Fixed bug that screwed up Route1.INI when a SubMenu was changed.
5. Now includes a script editor, tester, and interpreter.
6. StartUp function has been moved to the script editor.
7. Will re-position itself when moved by another application.
8. Better, longer, more comprehensive help file with better hot-links.
9. More informative and infrequent error messages.
10. Now allows up to forty (40) buttons at a time.
11. Allows multiple (infinitely many) configuration files (*.INI).
12. Improved functionality of SubMenus, Program Launch, Options Box, and other dialog boxes.
13. Faster, easier Exit button - will bypass Program Manager's "Exit Windows?" prompt.
14. Eliminated shell configuration.
15. New "About" box - double click on shield for something new...
16. More shortcuts, like dragging buttons, and double-clicking on objects to edit them.
17. Will automatically back up Route1.INI when it is saved as Route1.BK1.
18. An installation utility is now included.

v2.1a - eradicated a few bugs concerning scripts, the install utility, and an incorrect

statement made in this documentation.

v2.20 - You'll see a few new things, like...

1. Icons can now be extracted from EXE, DLL, ICL, and NIL files. (Win 3.1 only)
2. Minimize or collapse on use (app launch) - also be configured to remain on top of all other windows. (Win 3.1 only)
3. Includes two small, separate utilities that can be used in Route 1 scripts:
PUTFOCUS.EXE - will transfer the focus to any program you specify
ICON2BTN.EXE - will convert a windows icon to a button via the clipboard
4. Route 1 now overcomes an inherent flaw in Windows, that will freeze an application when it tries to access a directory that has been deleted with SYSTEM.INI's FileSysChange disabled (which increases performance).
5. Route 1 now accepts keyboard input *everywhere*, even on the ButtonBar.
6. A new display (and graph) of free system resources and available memory. (Win 3.1 only)
7. Slightly better handling of memory.
8. Improvements in Script commands, including the ability to change button bars (INI files) on the fly, without having to go through the menu.
9. I fixed a minor problem that prevented the "Type" script command from working on some systems.
10. The Script Editor is now a separate application.
11. I have included a questionnaire, FILL_ME.OUT, for **all** Route 1 users. It will help me create future versions of Route 1 to better suit your needs.
12. The Browser is much more powerful, and now keeps a history of file patterns and launched files.
13. Enhanced dialog boxes with LocalHelp®, and custom message boxes.
14. SubMenus can now be sorted alphabetically, or automatically filled with the contents of a directory, and entries from one SubMenu can be transferred to another.
15. The user can now "point" to a button for editing.
16. Three level password protection
17. The analog clock's hour hand is now more precise.
18. Can now restart Windows, by right-clicking on the Exit Windows button.

These additions have undoubtedly brought on some new bugs, most of which I've found, and taken care of, but you never know. Use the WinHelp's **Search** facility to find out more about any of the topics discussed above.

Future - version 3.0 will be completely rewritten, to make more efficient use of resources, and to work with File Manager and Norton Desktop, so that you can drag and drop a file or icon onto the button bar to be added to the bar or SubMenu. An alternate SubMenu might be offered, using buttons instead of text, and Route 1 will have access to FileFolders, a new concept being developed to provide a powerful link between your programs and your files. See below for other possible changes.

Possible Future Additions:

1. Scheduler to run scripts and applications at certain times.
 2. Hotkey support.
 3. Will open files other than EXE, COM, BAT, PIF, and RS1 types; those with associations (in the [Extensions] section of WIN.INI).
 4. Scrolling buttons
 5. "Eyes" that follow the cursor.
 6. Maybe I'll give it a voice and a personality to start leading your life for you!
- Well... If I hear enough comments or suggestions about something - odds are I'd do It.

Note: these and more possible future additions are enumerated in the questionnaire,

FILLME.OUT. If there is something you would like to see in a future version, let me know by filling this out.

Button Bar Item

The button bar contains the following objects, or buttons:

Top (Control) Button

The Control Button is the top, small, blank button on the top of the ButtonBar. Press it to use the Menu, to restore the bar if it has been collapsed by the collapse function button, or to re-position Route 1 if another program has misplaced it. Edit any button by dragging it with the right mouse button into the Control Button.

Application (User-Defined) Buttons:

The majority of the buttons on the bar are ones that you configure yourself to start programs, change directories, open SubMenus, run scripts, launch programs, or whatever. See Getting Started: Installation and Create a New Button for detailed instructions on their settings and use.

Four Function Buttons

Clock / Calendar

Memory Display

Memory Display *-(Windows 3.1 only)*

The memory display is a button, built into Route 1 (like the clock), that constantly displays the free system resources and free memory. A red graph behind the system resources display shows an analog representation of the percentage of free resources. (Use the *NoGraph* command line parameter if you don't like the graph.) The memory display can be deleted like any other button, but not edited. The display is not enabled when you first get Route 1, but can be added, by doing the following. Open the application configure box by selecting **Apps** from the **Config** menu. Press **Add App**, and **>Display**. Specify where on the ButtonBar you want the display, and press **Accept**. If you want to remove the display, select **Apps** from the **Config** menu, choose "**1Display**" from the App list box, and press **Remove Item**. Use the right mouse button to move (drag) the display anywhere on the button bar. The memory display is refreshed every thirty seconds, as well as every time it is pressed.

Clock / Calendar

The clock is a button, built into Route 1 (like the function buttons), that like most clocks, displays the current time on your screen. To change the system time, just press the clock button. If you have chosen the digital clock, the date is also displayed, and the date can be set by clicking on the calendar portion of the button. The clock can be deleted like any other button, but not edited. The Clock is enabled when you first get Route 1. If you don't have the clock configured on your ButtonBar, open the application configure box by selecting **Apps** from the **Config** menu. Press **Add App**, and **>Clock**. Specify where on the ButtonBar you want the clock, and press **Accept**. If you want to remove the clock, select **Apps** from the **Config** menu, choose "**1Clock**" or "**2Clock**" from the App list box, and press **Remove App**. If you wish to change the analog clock to the digital clock/calendar, or vice-versa, select **Options** from the **Config** menu, and click on the clock style switch. Use the right mouse button to move (drag) the clock anywhere on the button bar, or drag it into the ControlButton to quickly switch between analog and digital styles.

Function Buttons

The Function Buttons are combined into a button, built into Route 1 (like the clock), that provides four features, also built into Route 1. The Function Buttons are enabled when you first get Route 1, or can be added like any application button.

The buttons are used as follows:

[<] Launch a program (See [Launching a Program](#))

[^] Collapse Route 1, so that only the ControlButton is visible. Press the ControlButton to restore Route 1. Route 1 can be configured to automatically collapse when an application is launched (see *Collapse on use* in Change Settings).

[?] Press this before pressing any button on the bar to find out what it does. Pressing a configurable application button displays what you have assigned it to do, like starting an application, opening a SubMenu, or running a script. Pressing the function buttons again will remind you of what each of them does. There is a button similar to this in almost every dialog box in Route 1.

[EXIT] This exits Windows without asking, and returns to DOS instantly. Pressing this button with the right mouse button, will restart Windows, after prompting.

If you don't have the function buttons configured on your ButtonBar, open the application configure box by selecting **Apps** from the **Config** menu. Press **Add Item**, and **>Buttons**. Specify where on the ButtonBar you want the buttons, and press **Accept**. If you want to remove the function buttons, select **Apps** from the **Config** menu, choose **"1Buttons"** from the App list box, and press **Remove Item**. Use the right mouse button to move (drag) the function buttons anywhere on the button bar.

Hints and Suggestions

Shortcuts

Hints concerning SubMenus

Hints concerning Scripts

Additional Suggestions:

If you wish to make Route 1 the shell, instead of Program Manager, or Norton's Quick Access, here's how you do it. Route 1 does not have the ability to act as the system shell, although it is able to exit Windows. To work around this, simply choose a small utility or tool that you already use, such as the MSDOS Executive (comes with Windows), File Manager (comes with Windows), or any number of small shareware and public domain utilities, and make it the system shell by editing the line **SHELL=ProgMan.EXE** in SYSTEM.INI. Replace PROGMan.EXE with whatever you choose. Then, include Route 1 in the **Load=** or **Run=** lines in WIN.INI. This will virtually make Route 1 the system shell, without having another shell that you no longer use, taking up resources. Not every program will work on every system, so try a few.

If you have discovered or invented any shortcuts of your own, send them in to me, and I probably will include them in the next release of Route 1. Thank you for your support.

Shortcuts

Button Bar:

1. Buttons can be moved by going through the menu, pressing Edit App, and changing the number that defines the position of a button in the button bar. Route 1 version 2.1 adds the convenience of Drag-Drop to the bar. Just press and hold the *right mouse button* on any button, and *drag* it to any new location on the bar. It's that simple!
2. Buttons can also be edited without going through menus and dialog boxes. Either drag a button into the Control Button(on top), or click on the button with both the left and right mouse buttons simultaneously to edit the button.
3. To quickly edit the contents of a SubMenu, just open the SubMenu, and double-click on it's title bar. An entry or group of entries in a SubMenu can be moved to another SubMenu via the Clipboard and cut & paste commands. In version 2.2, you can select (block-out) a selection in the SubMenu editor, and select **Move To:** from the **Edit** menu. You can then choose the desired destination SubMenu from a list of other existing SubMenus. Your selection is then automatically moved to the end of the selected SubMenu.
4. To automate repetitive processes, create a script to do them for you, or create a script that calls a Windows macro to do them for you. You'll never know how much time you'll save by spending just a few minutes with the Script Editor.
5. If you find yourself constantly editing or viewing the same group of files, put their filenames (following the application's name) in a SubMenu, with the application's icon for the button. Just press the button, and choose the file. The application will be loaded, and your file will be displayed - instantly!

If you have discovered or invented any additional shortcuts with Route 1, please send them to me, and I probably will include them in the next release of Route 1. Thank you for your support.

Hints: SubMenus

1. If you have a small, or large collection of tools and utilities, a good way to keep track of them, and to reduce screen clutter, is to put them all in a SubMenu. Then select a more general-styled icon, such as the toolbox, or the hammer.

2. If you find yourself constantly editing, or viewing the same group of files, put their filenames (following the application's name) in a SubMenu, with the application's icon for the button. Just press the button, and choose the file. The application will be loaded, and your file will be displayed - instantly! See #3 for a specific application of this idea.

3. A good application of SubMenus is for a communications package, like Crosstalk. If you regularly call a fixed group of numbers, put their names in a SubMenu under a communications button, and have the SubMenu call the appropriate file, or Xtalk script. Simply press the button, select the name, and the settings will be loaded, and the number dialed for you. Notice the last entry, labeled "other..." has no script, and is used for additional communications.

Examples:

```
[Library]XTALK.EXE library.xwp  
[Bulletin Board]XTALK.EXE bbs1.xwp  
[University]XTALK.EXE bbs2.xwp  
[Compuserve]XTALK.EXE cserve.xwp  
[...other]XTALK.EXE
```

If you have discovered or invented any additional shortcuts with Route 1, please send them to me, and I probably will include them in the next release of Route 1. Thank you for your support.

Credits

Route 1 was written in Visual Basic (by Microsoft) and Quick C for Windows (also by Microsoft) with Windows 3.0, and Windows 3.1. This help system was created with Xantippe (by IRIS Media Systems) and Wordperfect for Windows, and the icons were drawn with a collection of six different icon editors. All of the included icons are either my own design, or my alterations of icons from commercial software, shareware, and public domain icon libraries.

Other works by the same author:

MS/2 - (v4.5) VGA menu system for DOS, with icons, pull-down menus, screen saver, calculator, auto-dialer, tetris game all built in - the works.

Poll Taker / Poll Maker - Poll taker is an automated questionnaire that will ask questions stored in a questionnaire file, and record the responses in a spreadsheet layout. Use Poll Maker to quickly and easily create the questionnaires.

Make Your Day* - automated, versatile, graphical schedule maker for Windows.

Keeper* - a resident Windows application that monitors the time, date, mouse, memory and other applications for specified events. It can save the size of other windows, keep appointments, energize the mouse, hold drag-dropped files, and much more.

Contents - a small program to display the contents of any directory - allows file delete and edit - more useful than it sounds.

ColorBar - useful, informative color control utility for Windows Programmers.

WindExit - the quickest, easiest, smallest, most efficient and attractive way to exit Windows.

NDW Freshen - refreshes all your drive information from the Norton Desktop for Windows 2.0 because it keeps making those silly files.

Recommend - automatically recommends in DOS that a user optimizes the hard disk after a reasonable number of boot-ups.

Impasse* - puzzle/maze game for Windows - detailed, colorful graphics, brain-twisting puzzles, and a cute little bird.

(*available Winter, 1992)

Legal stuff, artistic and scientific excuses, and other ramblings:

First of all, of any harm should come to your system or files while Route 1 is installed, I take no responsibility. Don't panic - Route 1 is perfectly safe . . . as long as you use protection...

Although some of the included icons are derivatives or enhancements of commercial program icons, it is not my intention to distribute any material that its creator(s) or legal owner(s) would object to. I will immediately remove, or alter to their satisfaction, any icon(s) which is brought to my attention as proprietary in nature and should not be freely distributed. The design, look, and feel of all the different parts of my program is either purely of my own invention, or a thorough alteration and combining of what I wished many other programs should be. It is also not my intention, to mimic, or to lessen the effectiveness of any other software in existence. I wrote this program originally for my own use, and am distributing it for other people to use strictly for my own satisfaction of making something that someone else finds useful, or even necessary. If you use Route 1 for anything more than to take up disk space, you are morally obligated to pay for it; just **\$14.00** gets you **free** technical support, **free** upgrades forever, and a clear conscience. Just fill out the order form (OrderFrm.WRI), and send it to the above address.

If you are a registered user, and you find a bug, and I am able to fix it, I will do so as quickly as possible, and will send you the fixed version in the mail - no charge.

Hints: Scripts

1. Scripts are good for performing tedious, repetitive tasks that you do regularly. Either write a script to perform these tasks for you, or make a Windows macro, and have a Route 1 script call it with the Type command.

2. If you use File Manager, you might be annoyed at the fact that there is no way to have it display the entire disk upon startup. You either have to press a combination of keys, or select an item from the menu. Instead of this, make a script that opens FileMan, waits a few seconds, and then types "^*". This will force FileMan to behave the way you want.

3. There is no limit to what you can do with scripts and a few minutes. A sample script, Timer.RS1 is included, which demonstrates a count-down timer. It took me less than two minutes to write and test this script, as well as assign it to a SubMenu. Send me your scripts, and I might include them in the next release of Route 1.

4. If you find yourself switching frequently between button bars, this procedure will automate the process, using the & command (see RS1ED.HLP). The default configuration file for Route 1 is ROUTE1.INI. Create a second configuration file, in addition the first (see Change Settings), and call it RSECOND1.INI. Next, create two one-line scripts (let's call them one and two):

```
ONE.RS1  
&route1.ini
```

```
TWO.RS1  
&second1.ini
```

Last, create a SubMenu called [Button Bars] (see Creating a SubMenu), and make two entries, like this:

```
[Primary Bar]one.rs1  
[Secondary Bar]two.rs1
```

Put this SubMenu in each of the two bars, or a third bar, and just open it to switch between them.

If you have discovered or invented any additional shortcuts or hints with Route 1, please send them to me, and I probably will include them in the next release of Route 1. Thank you for your support.

Registration

Route 1 is shareware, and it's not free. Shareware is a distribution method, not a type of software. If you like Route 1, please send **\$14.00**, (or \$10.00 each for more than one) with the included order form, to the address below. Your registration gets you **free** technical support with Route 1, and **free** updates, forever. If you think that Route 1 is either useful, well designed, and innovative, or just a nuisance, please drop me a line, so I know how far it has traveled. Thank you.

Dave Karp
P.O. Box 20024
Oakland, CA 94620
Internet Address:
Daaron@OCF.Berkeley.EDU

Create / Edit a SubMenu

A SubMenu is a collection of programs, applications, or utilities that, for some reason or another, all belong together. The SubMenu entries are displayed in an enhanced menu, or scrolling list format, much more powerful than a conventional Windows menu.

To use a SubMenu, simply press the button that you have associated with it. When a SubMenu is displayed, select the desired item from the list, or press the small red close button [X] at the top-left of the menu to close it and return access to the ButtonBar. Using the keyboard, navigate through the list with the cursors, select one with Enter, or cancel with ESC.

To create a SubMenu, or edit the contents of an Existing SubMenu, proceed as though you were going to add or edit a button. When the dialog box appears asking for the command string, simply enter in a name for the SubMenu you wish to create, surrounded by brackets: [].

Example:

```
[Tools]
```

Press **Accept** to create the SubMenu, and to begin entering individual items for the SubMenu. A text box will appear, allowing entry of as many menu items as you wish. The format for entries is as follows: Entry names are in brackets [], and their corresponding command strings follow. The following shows two SubMenu entries, NotePad and Calculator, and their corresponding SubMenu entries:

Example:

```
[NotePad]>C:\WINDOWS\NOTEPAD.EXE  
[Calculator]>C:\WINDOWS\CALC.EXE
```

The command strings (following the entry names, in []) follow the same conventions used to create a button. If you select **Add Program** from the **File** menu, Route 1 will automatically insert the appropriate commands after asking you to point to the location of the program file, and type in the entry name that appears in the SubMenu.

When you're done adding, editing, or removing SubMenu entries, select **Save** from the **File** menu to accept and save your SubMenu. Press **Cancel** to throw away your changes. You are then asked to choose an Icon for the SubMenu, and the location for your button, which is accomplished in the same manor as to Edit / Move a Button.

To edit an existing SubMenu, press **Edit Item**, and proceed as described above, or double-click on the title-bar of a displayed SubMenu.

Some features new to Route 1, version 2.2 include the following:

Select All: This simply selects, or blocks out all the entries in the current text box for **cutting, copying, sorting, moving, or deleting**.

Sort: This sorts all of the entries in the current text box alphabetically.

Auto Fill: This fills the current SubMenu with some or all of the files from the desired Hard Disk Directory.

Move To: To transfer a block of text from the current SubMenu to another SubMenu, first block out the entries to be moved, then select **Move To:** from the **Edit** menu, and choose another existing SubMenu. If there are no other SubMenus available, you will see only "*nowhere to move!*". For best results, and to avoid problems, make sure that each line to be moved is blocked out in it's entirety, and not partially.

Note: if a block of text is moved from one SubMenu to another, and then **No Change** is selected from the **File** menu, the selected text will *not* be removed from the SubMenu. *However*, the destination SubMenu (the one that the text was moved to) will still contain the moved text. *Always* check the destination SubMenu for errors *immediately* after moving.