

Sloop Managertm

Version 1.2

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by Sloop Software

a member of the ASP

Sloop Manager is the complete graphical replacement for MS Windows Program Manager. It offers virtually all the features of Program Manager plus a host of new features.

Features include:

- the ability to create folders (groups) within folders
- move or copy items from folder to folder using drag/drop
- run command with browse button which stores last twelve commands
- associate command that allows multiple programs to be associated with a single extension
- save location and size of folder as well as item positions
- use virtually any icon on the system to represent items
- display items as icons or just names in a listbox mode
- password protection for individual folders
- multi-select capability in adding, deleting, moving or copying folder items
- startup folder removes the need to edit WIN.INI
- command bar for quick access to often used commands
- customizable popup run menu

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Sloop Manager Commands:

The following sections give detailed explanations on the commands available to Sloop Manager and its folders. It is suggested that you read the README.TXT file first and then install the program. Take a look at it and play around before reading thru this document. Most of the functions should be self-explanatory. Some commands will work with multiple items selected. In order to select multiple items, hold down the CTRL key while clicking on each item with the mouse. To de-select an item, click on it again while holding down the CTRL key.

File Menu

New - This command create a new folder. These subfolders appear as icons in the folder currently opened.

Open - This command allows you to open or activate, if already open, any folder on the system..

Save - This command saves any changes made to the folder. Note that some commands will automatically perform a save when executed. Configuration made to a folder may also be saved using this command. The configuration includes the size of the folder, the position of the folder and the location of the items in the folder. Exactly which of these quantities are saved can be set using the Preferences command under the Special menu.

Run - Allows a command line to be entered and executed. The last twelve commands are stored for easy access. A browse button is provided for use in selecting a file to run.

Exit - Causes the current folder to be closed. If has not been saved, and changes have been made, you will be prompted on whether or not you want the folder saved.

Edit Menu

Add Item - Adds items to the current folder. A dialog box is presented from which you may choose any file on the system. After choosing, a descriptive name for the item must be entered. This is the name that will show up under the item's icon. An icon will appear which represents the item just added. By double-clicking on this icon, the item may be executed. More than one item may be added at a time. Simply click on each file to be added. To de-select a file, click on it again.

Delete -

Item - This command removes the selected item from the folder. It does not delete the file associated with the item. It simply removes it from the folder. Multiple items may be selected and deleted using this command.

File and Item - This command removes the item from the folder and deletes the file associated with the item. As such, use it only when you wish to remove the file completely from the disk. If you wish to only remove the item from the folder, use the Delete Item command. This command does not function with subfolders.

Subfolder - Use this command to delete a subfolder. Note that this command completely removes the subfolder. As such, if you have copied it to another folder and wish to be able to still access it from this other folder, use the Delete Item command to remove it from the current folder rather than this command. Also, any subfolders in this subfolder are NOT deleted. So be sure and delete these other subfolders, first.

Move - This command moves the currently selected item to the folder specified. In doing so, it is removed from the current folder. This commands will work on any item including subfolders. If multiple items are selected, all items selected are moved. Items may also be moved by selecting them and dragging them to the desired folder.

Copy - Works the same as move, but does not remove the item from the current folder. If multiple items are selected, all items selected are copied. Use this command to link two or more folders to the same subfolder. Simply create the desired subfolder using the File menu New command. Then copy the new folder item to whatever other folders you wish to be able to access it. Items may also be copied by selecting them and dragging them to the desired folder. Note that the right mouse button must be held down when the left button is released otherwise the items will be moved rather than copied.

Properties - This command displays and allows you to edit all the properties associated with an item. These properties include the item's descriptive name, its filename, its command line and its icon. To edit a property, simply type in the new property in the appropriate edit field. To change the item's icon, click on the icon button provided and choose the new icon using the icon browser dialog which appears. Two checkboxes are provided to allow the item to be run minimized or maximized on execution. Check whichever option you desire or leave them unchecked for the item to run in a normal window.

Item Icon - Allows you to specify which icon is to be used to represent an item. Icons may be used located in ICO files, EXE files or ICL files (icon libraries). This command is the same as that provided by using the Properties command described above and selecting the icon button. It is provided simply so you do not have to go thru the Properties command to change the icon.

Special Menu

Set Default Icon - This command allows you to set or change the icon associated with a specific file extension. Once an icon has been associated with a file extension, when an item with that file extension is added, it will automatically appear with the set icon.

Arrange Icons - Arranges the icons in an orderly manner.

Associate - The associate command is similar to the Associate command in File Manager. It can be used to associate a particular program with a specified file extension. Whenever you execute an item the program associated with the item's file extension will be ran using the item as the data file. Unlike the File Manager's command, multiple programs may be

assigned to a single extension. Executing an item with multiple programs assigned to it will cause a listbox to appear from which the desired program to be ran may be chosen.

Preferences - This command allow the folder to be customized. What aspects of a folder that are saved when using the Save Config command may be set from this command. Also, the folder can be set to minimize or close on execution of an item in the folder. Auto arrange of icons can be turned on or off from this command. If saving item positions, auto arrange should be turned off. A password may be assigned to the folder and the display mode may be set to icons or listbox mode.

Edit run menu - (available only from the main Sloop Manager window) This command allows you to edit the customizable popup run menu.

Global Options - (available only from the main Sloop Manager window) This command allows various global options to be set. These include turning on and off the confirmation of deletes and saves. If either is turned off, the operation will be performed without requesting confirmation from the user. Also, Sloop Manager startup options may be set. Sloop Manager may be set to always start as an icon or as a normal window. In addition, a reopen folders on startup option is available. Selecting it will cause any folders which were opened on exiting Windows to be reopened on Windows startup automatically. Finally, the preference settings given to any new folder upon creation may be set from this command.

Run Menu

Brings up the customizable popup run menu to allow you to select an item from it for execution.

Using Sloop Manager as the Windows shell

Having Sloop Manager installed as the shell means that whenever Windows is started, Sloop Manager will startup in the same manner as Program Manager does in the default settings of Windows. To install Sloop Manager as the shell, the file SYSTEM.INI, located in your Windows directory needs to be edited. Open the file with a text editor like Notepad. On the first page will be a line which reads **shell=<program name>**, where <program name> is the name of the current shell. Unless you have already installed a program as the shell, <program name> would normally be progman.exe. Change <program name> to read sloopman.exe. Save and close the file and restart Windows. Sloop Manager should automatically startup. To remove Sloop Manager as the shell, simply edit SYSTEM.INI again and replace sloopman.exe with whatever program you wish to be the shell.

A special startup folder may be created to have various programs automatically run upon Windows startup. This folder may be used in lieu of editing the WIN.INI load and run lines. To use it, first create a folder named Startup. This folder may be located in any other folder. Once created, simply move, copy or add the items you desire to have run on Windows startup. To start an item as an icon, simply use the Properties command and check the Run Minimized check box. Note that the startup folder only operates when Sloop Manager is the shell.

Notes on using icons

Sloop Manager is capable of extracting and using icons from ICO's (icon description files), EXE's (executable programs) and ICL' (icon libraries created by a third party program). An icon library, SLOOPMAN.ICL is provided with the program for your use. It must be located in the Sloop Manager data directory specified upon installation for it to be used. Note that you may delete, copy over or edit (with a program such as Icon Manager or equivalent) this file without impacting Sloop Manager operation.

There may be cases where, for some reason, Sloop Manager cannot extract the icon in the specified file. In order to use such an icon, you will need to convert it into an ICO file using some utility such as Icon Manager. Once this is done, it may be used by simply specifying the ICO file.

Some 256 or 32000 color displays may not display the icons properly when in 256 or 32000 color mode. If this occurs, try this fix. Open the sloopman.ini file using an editor like Notepad. Under the section [Defaults] will be line which reads 'Color mode=0'. Change the 0 to 256 or 32000, whichever is appropriate. This tells Sloop Manager that you are using a 256 or 32000 color display. Note that the program will not function in other color modes with this setting made. To operate in other color modes, change the setting back to 0 or the mode you wish to use. Acceptable values include 0, 16, 256 and 32000.

Hierarchy of icons

There is a hierarchy involved in Sloop Manager deciding which icon should be used to represent an item. At the top-level, if an item has had an icon explicitly set for it using the Item Icon command, this icon will always be used regardless of any other settings made. Next, if the item does not have an icon set for it, but does have an icon associated with its extension, this icon will be used. If neither of the above is true, if the item is an executable or is associated with an executable, the icon for that executable will be used. Finally, if none of the above holds, the item will appear using the default icon, which is the DOS icon.

Sloop Manager File Structure

Sloop Manager creates and maintains a data file for each folder created. These files end in a FL1 extension. It is suggested you allow the install procedure create a separate directory for these data files, simply to avoid cluttering up the Windows directory any more than it probably is already. This is not necessary, though, as the files can be maintained anywhere as long as the directory is correctly specified during the install process.

Sloop Manager Getting Confused

Should the SLOOPMAN.INI file get messed up, as will happen if you delete a folder without first deleting its subfolders, it can be repaired. Open SLOOPMAN.INI with a text editor like Notepad. Under the section [Folders List] the name of every folder with its corresponding DOS filename is listed. Make note of the DOS filenames of the folders that should be deleted. Delete those lines. Close the INI file and go to your Sloop Manager directory. Delete those files whose names you made note of in the INI file. If you want to save these subfolders, instead of deleting anything, add the file whose name you found to a folder naming it with the subfolder name.

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SLOOPMAN.WRI	- this file
SLOOPMAN.HLP	- Sloop Managerhelp file
SLOOPMAN.ICL	- icon library
SLOOPMAN.FL1	- file for manual install
SLPMAN.INI	- initialization file for manual install
BWCC.DLL	- dialog box link library
INSTALL.EXE	- Sloop Manager install program
METER.DLL	- install link library
SETUP.INF	- install information file
GRPCONV.EXE	- group conversion utility
SMTRASH.EXE	- trashcan utility
README.TXT	- installation information
ORDERFRM.TXT	- Sloop Manager order form
VENDOR.DOC	- shareware vendor information

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