

ToolMenu

Thomas Richter

COLLABORATORS

| | | | |
|---------------|----------------------------|----------------|------------------|
| | <i>TITLE :</i> ToolMenu | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | Thomas Richter | April 14, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

Contents

| | | |
|----------|---|----------|
| 1 | ToolMenu | 1 |
| 1.1 | ToolMenu Guide | 1 |
| 1.2 | The THOR-Software Licence | 2 |
| 1.3 | About ToolMenu | 2 |
| 1.4 | About CLICon | 3 |
| 1.5 | Installing ToolMenu | 3 |
| 1.6 | Contacting the Author | 3 |
| 1.7 | Hints and Tips for creating a Tool Menu | 3 |
| 1.8 | ToolMenu History | 4 |

Chapter 1

ToolMenu

1.1 ToolMenu Guide

ToolMenu Guide

Guide Version 1.02 ToolMenu Version 1.11

Table of Contents

I. **The Licence**

Read This First!

II. **What is it: Overview**

What it does...

III. **Installation**

How to install ToolMenu.

IV. **Hints & Tips**

What else should you know?

V. **History**

What happened before?

© THOR-Software

Thomas Richter

Rühmkorffstraße 10A

12209 Berlin

Germany

E-Mail: thor@math.tu-berlin.de

WWW: <http://www.math.tu-berlin.de/~thor/thor/index.html>

ToolMenu is FREEWARE and copyrighted © 1993-1999 by Thomas Richter. No commercial use without permission of the author. Read the **licence** !

DPaint is copyrighted (c) by Electronic Arts.

1.2 The THOR-Software Licence

The THOR-Software Licence (v2, 24th June 1998)

This Licence applies to the computer programs known as "ToolMenu" and the "ToolMenu.guide". The "Program", below, refers to such program. The "Archive" refers to the package of distribution, as prepared by the author of the Program, Thomas Richter. Each licensee is addressed as "you".

The Program and the data in the archive are freely distributable under the restrictions stated below, but are also Copyright (c) Thomas Richter.

Distribution of the Program, the Archive and the data in the Archive by a commercial organization without written permission from the author to any third party is prohibited if any payment is made in connection with such distribution, whether directly (as in payment for a copy of the Program) or indirectly (as in payment for some service related to the Program, or payment for some product or service that includes a copy of the Program "without charge"; these are only examples, and not an exhaustive enumeration of prohibited activities).

However, the following methods of distribution involving payment shall not in and of themselves be a violation of this restriction:

(i) Posting the Program on a public access information storage and retrieval service for which a fee is received for retrieving information (such as an on-line service), provided that the fee is not content-dependent (i.e., the fee would be the same for retrieving the same volume of information consisting of random data).

(ii) Distributing the Program on a CD-ROM, provided that

a) the Archive is reproduced entirely and verbatim on such CD-ROM, including especially this licence agreement;

b) the CD-ROM is made available to the public for a nominal fee only,

c) a copy of the CD is made available to the author for free except for shipment costs, and

d) provided further that all information on such CD-ROM is redistributable for non-commercial purposes without charge.

Redistribution of a modified version of the Archive, the Program or the contents of the Archive is prohibited in any way, by any organization, regardless whether commercial or non-commercial. Everything must be kept together, in original and unmodified form.

Limitations.

THE PROGRAM IS PROVIDED TO YOU "AS IS", WITHOUT WARRANTY. THERE IS NO WARRANTY FOR THE PROGRAM, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IF YOU DO NOT ACCEPT THIS LICENCE, YOU MUST DELETE THE PROGRAM, THE ARCHIVE AND ALL DATA OF THIS ARCHIVE FROM YOUR STORAGE SYSTEM. YOU ACCEPT THIS LICENCE BY USING OR REDISTRIBUTING THE PROGRAM.

Thomas Richter

1.3 About ToolMenu

This workbench application creates the Amiga counterpart of the Macintosh "Apple Drawer", the "ToolMenu".

With "ToolMenu", all icons dropped into a specific drawer will appear as an item in the "Tools" menu of the Workbench. Selecting an item there will run the appropriate program, together with all selected icons as arguments.

For example, it is very convenient to keep "MultiView" in this drawer: To view an object, just click its icon first and select "MultiView" from the "Tools" menu. Other programs that must be available quickly can be kept there, too.

For more complex tasks, you should download [CLICon](#) as well.

Last but not least: IT'S FREE! (But please read the [licence](#) !)

This is my second program that emulates parts of the Mac "Finder". If you like ToolMenu, you should probably try "BenchTrash" as well.

1.4 About CLIcon

A very useful extension for ToolMenu is the "CLIcon" program. It runs shell scripts with arguments supplied for its icon on the workbench, and is able to do the necessary assigns needed by some larger projects.

"CLIcon" is available from the AmiNet or directly from [me](#) .

1.5 Installing ToolMenu

The installation procedure is quite simple, and that's the reason why I don't supply an installer script: Drag the "ToolMenu" icon in your "WBStartup" drawer of your startup volume, and copy the guide, i.e. THIS file, wherever you like. Then, create a new drawer on your boot drive, and name it "ToolMenu". This is the drawer where the icons to appear in the "Tools" menu are kept.

To setup the ToolMenu, copy all programs you want to run by menu selection to this drawer, or copy the icon and create a link to the original file. Read [here](#) to find a couple of tricks.

If you want to run shell scripts or have to create assigns prior to launching a tool, [CLIcon](#) is the perfect extension for this job.

1.6 Contacting the Author

Here's my EMail address:

thor@math.tu-berlin.de

Thomas Richter

You may also want to visit my web page, latest versions of all my programs (plus more) are available there:

WWW: <http://www.math.tu-berlin.de/~thor/thor/index.html>

The selection is quickly expanding, check in monthly!

1.7 Hints and Tips for creating a Tool Menu

The easiest, but still important:

0) Keep it short! Put only important stuff into the "ToolMenu" drawer.

If you don't want to keep programs in the "ToolMenu", create links! In the current version of the workbench, this must be done from the shell, sorry.

Open the shell, then:

1) Copy the icon of the program to the ToolMenu. I recommend not to create a link to the original icon itself, since you can't snapshot the two icons separately.

copy foo.info to SYS:ToolMenu/foo.info

2) Create a link to the original program, like

makelink SYS:ToolMenu/foo to foo

For a reason beyond my understanding, the ordering of the arguments to "makelink" are different from that of "copy".

If you want to run a shell script, you should download [CLICon.lha](#) as well. Add the shell commands to a "CLICon" script icon and consult the [CLICon.guide](#) how to setup a script icon.

Some programs must be started from a special drawer, or need a huge set of assigns (Dear authors, don't do that!). In these cases it might be impossible to run the programs directly from the "ToolMenu" drawer.

Again, CLICon and the WBLoad program supplied in the CLICon archive are the solution in this problem. A small script in the CLICon icon will do the necessary assigns and changes of the directory, then use WBLoad to run the main program from its drawer. The sample icon "DPaint" in the [CLICon](#) archive was constructed for this purpose.

The "ToolMenu" program supplies arguments to the programs under its control:

Activate the argument icons, then select the menu item. This is most useful for the "MultiView" or "PrintFiles" programs, since then you can easily view or print files from the workbench menu.

1.8 ToolMenu History

Release 1.10:

The first Aminet release.

Release 1.11:

The next update after two years: Added a workaround to keep PatchWork from screaming, added another workaround against a bug in the workbench.library. In case a program closes the workbench, an AddAppItem() call crashes. ToolMenu keeps now the workbench locked open as long as it deposits its items into the ToolMenu bar.
