Route 1 - *version* 4.1

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

About Route 1
Installation & Configuration
Getting Started: Tutorial
The Interface...
What Is...
How Do I...
Hints & Suggestions

For quick information, press the [?] button in any dialog box for a description of any visible object, or double click it (or press F1) to access this help file.

Getting Started: Tutorial

If you have not installed or loaded Route 1, please do so (refer to <u>Installation & Configuration</u>) When Route 1 appears on the screen, there are 13 buttons visible.   The top button (blank, and about half the size of the rest) is called the ControlButton, and pressing it enables you to open the menu and configure Route 1 to your liking. (more on that later)   For more specifics, refer to <u>The Button Bar</u>, and <u>The Interface...</u>

Below the ControlButton, are twelve pre-configured buttons that perform various tasks.   Most of the buttons are configured to start certain applications.   When you start Route 1 for the first time, the buttons are set up to run the standard applications that come with Windows, like Notepad, Write, File Manager, etc.   You can configure these buttons, remove them, or add more buttons at any time.   For more details, refer to <u>Create a New Button</u>, and <u>Edit / Move / Remove a Button</u>.

The rest of the buttons on Route 1 are special buttons that perform various tasks, like a clock, a memory display, a help button (the small [?]), an exit Windows button (the small [EXIT]), and more.   To learn more about the specifics of these buttons, refer to the <u>Clock, Memory Display & Eyes</u>, and <u>Function Buttons</u>.

Most functions in Route 1 are accessed through these buttons, but since everyone has different needs and a different style of getting things done, every button in Route 1's ButtonBar is fully configurable, as are all of Route 1's features.   The method that is used to create a new button is similar to the method used to change an existing button.   Here is how to do it.

First, press the ControlButton (the topmost gray button).   This opens up Route 1's <u>menu</u>.   The menu has four main options.   The first one, "**System**", is used to exit Route 1, exit Windows, or Restart Windows.   Next is "**Config**", and "**?**" for help and to view the "**About**" screen.   Select "**Config**" to open up the Configuration menu.   From here, you can alter any of Route 1's settings.   Select "**Apps**" to open the application setup dialog box.   From here, you can see a list of Route 1's configured buttons, showing the contents of each button.

Press the "**Add Item**" button to add a new button, or select an existing item from the list, and press the "**Edit Item**" button.   The following procedure applies to both adding a new button, and editing an existing button.

The first thing that pops up is an "**Button Properties**" box that allows you to specify what you want this button to do.   If you want this button to be the Memory Display, first select the "**Built-In Buttons**" option, and click on the button labeled "**Insert Memory Display**".   If you want to configure the button to start your favorite application, select the "**Application**" option.   You can press Browse to select the file from a list of drives and directories, or you can type it's path and filename into the textbox manually.   Route 1 allows more complicated commands to be input into this box (by selecting the "**Command String**" option), but for now we will just insert, for example, your favorite word processor, and let Route 1 worry about the rest.   Press the "Browse..." button to browse your hard disk.

First select the desired drive (if it's on a different drive from what you're on now) by clicking on the drop-down list box in the upper-right of the Browse Box.

Next, select the desired directory.   The directory box (bottom-right) works the same way as most "tree" lists, except that you only need to click once on the directory that you want.   If you don't see the directory that you want, don't worry; it's there.   Simply click on the top (root) directory, and then go down from there.   This is what's called a "collapsible tree".

Now that you've picked the directory you want, simply click on the desired filename, and press the "**Accept**" button.   You are now returned to the "**Button Properties**" box, with your selected application inserted into the appropriate text box.   Press "**Accept**" to accept your change.

The next thing to do is choose a picture to be displayed in your new button.   You can choose from any of the displayed buttons (*.ICO files), or you can extract the icon from the application you have chosen, by clicking on the switch at the top of the "**Choose Icon**" box.   When you have selected an icon for your button, press "**Accept**" to accept your selection.

The button has now been added to the end of the list in the application setup box.   If you do not want the button at the end of the list, you can specify the desired numerical position in the "**Button Properties**" box, or you can drag the button on the bar with the right mouse button.

Your changes will not be saved until you press "**Accept**".   If you press "**Cancel**", your changes

will be forgotten.   So, press "**Accept**" to save your changes, and then select "**Continue**" in the menu. The ButtonBar is now updated, and you can see your new button.   Now, you can simply press it to start your application.

Although Route 1's main function is to provide access to programs with these buttons, it can do much more.   For instance, Route 1 can run <u>Scripts</u> (RS1 files) that execute complex (or simple) procedures (similar to, but more powerful than DOS batch files).   Route 1 supports <u>drag-drop</u>, so you can drag files from File Manager into Route 1 to be inserted as new buttons, or to be launched. (at your option)   <u>SubMenus</u> can also be configured so that you can group your applications by category, or group your documents by application.

The rest of Route 1 works similarly to the methods described above, and should be pretty intuitive.   If you need additional help, refer to this help file for a full explanation of any of Route 1's features or abilities.   Use the "Search" button to find a specific topic, or simply browse through the many screens.

Thank you for using Route 1.   See <u>Registration</u> for purchasing information.

How Do I...

Choose from any of the following actions for complete instructions and hints.

Create a New Button
Edit / Move / Remove a Button
Change Settings (Options)
Change Position
Use Drag-Drop
Launch an Application
Configure Sound
Create / Edit / Use a SubMenu
Use EventWatch

Installation & Configuration

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. If desired, 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.

    Note: If Install.EXE does not work for some reason, or you would rather not use it, you can copy all the included files to their own directory, and expand them to their appropriate filenames (using the DOS batch file ALTSETUP.BAT)

If you are upgrading a previous version of Route 1:
    1. Make sure that another copy of Route 1 is not running.
    2. Delete all the old files, except those which you may have added or changed. Route 1 saves all it's configuration information in a file call ROUTE1.INI. If you were using version 2.0 or later, you may keep your old file, and Route 1 v4.1 will simply update it. INI files created with versions before 2.0 however, are not compatible with the new format. If you decide to keep your old ROUTE1.INI, make sure that you do not install the new ROUTE1.INI over your old one.
    3. Proceed as above.

    Note: VBRUN200.DLL is included with Route 1, and is required for operation. If you already have this file on your hard disk, you do not need to install the new one. It is recommended that it be moved to your WINDOWS\SYSTEM directory.

Getting Started

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 = ", where d:\path\ is the drive and directory path into which you have installed Route 1.

    Note: If you wish to include any of Route 1's Command Line Parameters, refer to Command Line Parameters for special cases.
    Note: 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.)

To make Route 1 the default system shell:
    Route 1 v4.1 has the ability to replace Program Manager as the "system shell". The default is Program Manager, but it may have been replaced it with Norton Desktop, or some other shell. You can configure Route 1 to be the shell by enabling the "Make Route 1 the Windows Shell" advanced option. If you wish to perform this manually, you can make Route 1 the system shell with the following procedure. This does not require that you delete your current shell, only that you type Route 1's name into SYSTEM.INI. It's very easy, and if you don't like it, it's very easy to undo.

    1. Make a backup copy of SYSTEM.INI. (call it SYSTEM.OLD, or something like that)
    2. Use a text editor (like Notepad, or XTree), and open SYSTEM.INI
    3. Scroll down the first section of the file until you come across a line that reads:

        Shell=*filename*

    where *filename* is the file name of the current shell. (examples include PROGMAN.EXE for

Program Manager, and NDW.EXE for Norton Desktop)

    4.   Change the line so it reads as follows:

        Shell=*d:\path*\ROUTE1.EXE

where *d:\path* is the drive and directory path into which you have installed Route 1.

    5.   Save the file, and restart Windows.   Route 1 is now your system shell.   To change back, simply re-edit SYSTEM.INI, and replace d:\path\ROUTE1.EXE with whatever you please (PROGMAN.EXE, NDW.EXE, etc.).

Included Files
    The following files are included with every copy of Route 1, version 4.1:

File	Description
ROUTE1.EXE*	- the main program
ROUTE1.HLP	- the help file (what you're reading)
ROUTE1.INI	- the default initialization file (created if missing)
ROUTE1.OVL*	- the graphics overlay for Route 1
RS1ED.EXE	- Script Editor
RS1ED.HLP	- the Script Editor help file
RS1RUN.EXE	- the Script runner
R1ICONS.DLL	- nearly 200 3-D button icons, in DLL format
1TRASH.EXE	- a trashcan utility for use with drag-drop
PUTFOCUS.EXE	- a small utility to use with scripts
TASKMENU.EXE	- a replacement for the Task List (TASKMAN.EXE)
FOLDER.EXE	- the FileFolder utility
FOLDER.HLP	- the FileFolder help file
VBZUTIL.DLL	- a DLL for FileFolder
D&DSERVE.DLL	- a DLL for FileFolder
1COORD.EXE	- the Coordinate Translator, used to supplement "Grab"
ICON2BTN.EXE	- a small utility to change an icon to 3-D via the clipboard
BLANK.ICO	- a blank icon
INSTALL.EXE	- the (non-destructive) installation utility
MSDOS.DLL	- a library used with INSTALL.EXE, and for FileFolder
ALTSETUP.BAT	- an alternate setup utility, if INSTALL.EXE fails
README1.TXT	- the latest information and installation notes
ORDERFRM.WRI	- the order form for Route 1 (fill this out!)
TIMER.RS1	- a sample script; a countdown timer
STARTUP.RS1	- an empty StartUp script
ROUTE1.RS1	- a script used to display the order form and readme files
VBRUN200.DLL*	- run-time library; move to Windows/System Directory
BROWSE.HST	- history of launched applications; created by Route 1
R1EVENTS.DAT	- a file containing all EventWatch information
*.AI1	- 27 animated icons
ROUTE141.ZIP	- the shareware distribution version; please share!

Those files marked with a * are absolutely necessary for basic operation of Route 1.   If any of the above files are missing, please contact me at:

                David A. Karp
     US MAIL: P.O. Box 20024
                Oakland, CA   94620
     INTERNET: Daaron@ocf.Berkeley.edu

See <u>Registration</u> for purchasing information.

What Is...

Choose from any of the following items for an explanation of a particular Route 1 feature or function.

Menu
Scripts and the Script Editor
Command Line Parameters
Clocks, Memory Display & Eyes
Function Buttons

The Interface...

Choose from either of the following items for an explanation of a particular aspect of Route 1's specialized interface.

The Button Bar & Menu
Dialog Boxes & Getting Help

In addition to the standard controls that you will see in other Windows applications, Route 1 adds some "custom" controls that perform specialized tasks and lend themselves to a more intuitive interface.

Buttons

The buttons that make up the main button bar are made to look and act like ordinary command buttons, except they display Windows icons instead of text.   Clicking (or double-clicking at the user's option) on one of these buttons will carry out the function of that particular button.   Buttons containing SubMenus have a small notch in the lower left (an advanced option).   With the right mouse-button, the buttons can be moved around on the ButtonBar, and left-right clicking will allow you to edit the contents of the button.   To change the button size, see Change Position.

Switches

Switches appear in many boxes, and simply allow the user to toggle between two settings. Simply click on the switch to toggle it.

Lights

Lights are enhanced 3-D versions of the standard Windows radio buttons.   If there is only one light visible (in a group), clicking on it will toggle it's function on and off.   If there is more than one visible (in a group), clicking on one will turn it on, and all the others off.

Rockers

Rockers increment or decrement a numerical value at a rate of about 3 per second.   Clicking on the **[+]** side will raise the value, and clicking on the **[-]** side will lower it.

Multistate Buttons

A multistate button is a control which can be changed from one setting to another by clicking on it. An example is the ButtonBar position icon in the position configuration box, where the user can switch from four possible positions by repeatedly clicking.

Dialog Boxes   Getting Help

Almost every dialog box in Route 1 has a small button labeled with a **[?]**.   If the QuickHelp advanced option is turned on, pressing the **[?]** button will turn the cursor into a question mark, with which any control can be clicked.   Then, a box will pop up, describing briefly the function of the particular control.   Clicking with the question mark on the **[?]** button will then open up this help file.   If QuickHelp is turned off, the help file will be opened upon the first click on a **[?]** button.

The Button Bar & Menu

The button bar contains the following objects, or buttons:

Top (Control) Button

      The ControlButton 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 onto the ControlButton.   Once the menu is opened, you can configure Route 1 in every possible way, by selecting the desired aspect of Route 1 to configure.   The appropriate configuration box will drop down from the menu, allowing you to make the desired changes.

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 and Create a New Button for detailed instructions on their settings and use.

See Also:
      Clock, Memory Display & Eyes
      Function Buttons
      The Menu

Command Line Parameters

Command Line Parameters are switches (or 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.

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 Settings (Options).   To change the active configuration file from a script, use the **&** command.   (See Script Commands in RS1ED.HLP)

NoDragDrop:

To disable the drag-drop support entirely, in of some problem, include the following parameter:

ROUTE1.EXE   NoDragDrop

See Using Drag-Drop for more information.

NoCheck:

use this is Route 1 will not start because it incorrectly identifies your operating system as being less than Microsoft Windows 3.1, yet you know this to be false.

Scripts and the Script Editor

A script (with the extension *.RS1) is a file containing a collection of commands, that can be run by Route 1 (RS1RUN.EXE is the actual interpreter). The script's 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.

Scripts can be created and edited with any text editor, but Route 1's Script Editor (RS1ED.EXE) helps to automate the process. The Script Editor is a separate application, and is started by selecting **Script Editor** from the Config menu. The is an MDI (multiple document interface) application, so the more than one script can be edited at once, and portions of scripts can be transferred back and forth. The Script Editor's help file, RS1ED.HLP, contains information on creating, modifying, testing, and running scripts and detailed explanations of script commands and variables.

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 it to, or launch it (with **[<]**; see Function Buttons).

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.)

Note: if Route 1 is being used as the system shell, the programs specified in the Load= and Run= lines of WIN.INI will be ignored. You **must** create a StartUp script in order to load any files at startup.

Menu

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) and Route 1's about screen.   Additionally, there is a [?] button in almost every dialog box which can display QuickHelp on any visible object, or by double-clicking, access this help file.   Help is completely 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: Options:

Selecting Options from the Config menu will display a box allowing you to change any of Route 1's settings.   Pressing **Accept** will automatically save any changes that you have made, and **Cancel** will, of course, forget them.   Use of this and the other configuration boxes eliminates any need to edit the configuration file (Route1.INI) manually.

Config: Apps:

Selecting **Apps** from the **Config** menu will display a box allowing you to create, edit, move, or remove a button 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 removed by selecting it's command or icon name, or pointing to it on the ButtonBar.   Use of this and the other configuration boxes eliminates any need to edit the configuration file (Route1.INI) manually.

Config: Position:

Selecting **Position** from the **Config** menu will display a box allowing you to Change the Position of Route 1 on the screen, as well as some of its behavior and visual characteristics.   Pressing **Accept** will automatically save any changes that you have made, and **Cancel** will, of course, ignore them.   Use of this and the other configuration boxes eliminates any need to edit the configuration file (Route1.INI) manually.

Config: Drag-Drop:

Selecting **Drag-Drop** from the **Config** menu will display a box allowing you to select the desired action to be taken when one or more files are Drag-Dropped onto Route 1.   Pressing **Accept** will automatically save any changes that you have made, and **Cancel** will, of course, ignore them.   Selecting the **Prompt** option will make this box appear whenever files are dropped onto Route 1.

Config: Sound:

Selecting **Sound** from the **Config** menu will display a box allowing you to Configure Sounds to be played at the occurrence of different events.   Pressing **Accept** will automatically save any changes that you have made, and **Cancel** will, of course, ignore them.   Use of this and the other configuration boxes eliminates any need to edit the configuration file (Route1.INI) manually.

Config: EventWatch:

Selecting **EventWatch** from the **Config** menu will display a box allowing you to use the <u>EventWatch</u> scheduler to run scripts at different times of the day, days of the week, or on a specific date. Pressing **Accept** will automatically save any changes that you have made, and **Cancel** will, of course, ignore them.   Use of this and the other configuration boxes eliminates any need to edit the configuration file (Route1.INI) manually.

System: Close Route 1:

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, even if Route 1 is the system shell, unless the appropriate <u>advanced option</u> is set.   As you might expect, selecting **Exit Windows** or **Restart Windows** will do just that.

Clocks, Memory Display & Eyes

Clock

The clock is a button, built into Route 1, 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**, select the "**Built-In Buttons**" option, and then press **Insert Analog Clock**, or **Insert Digital Clock / Calendar**, as desired.   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*" (*2Clock* if the digital clock is selected) from the Application 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.   (note: the clock must be enabled in order for EventWatch to work.

Memory Display

The memory display 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. (You can turn off the graph with the advanced options if you don't like the graph.)   The memory display can be deleted like any other button, but not edited.   The
display is enabled when you first get Route 1, but if not currently visible, can be added by doing the following.   Open the application configure box by selecting **Apps** from the **Config** menu.   Press **Add App**, select the "**Built-In Buttons**" option, and then press **Insert Memory 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.   If there exists a script in the Route 1 directory named 1DISPLAY.RS1, it will be run when the memory display is clicked.

Eyes

The Eyes follow the mouse cursor around the screen.   To add the eyes to the ButtonBar, select **Apps** from the **Config** menu.   Press **Add App**, select the "**Built-In Buttons**" option, and then press **Insert Eyes**.   Specify where on the ButtonBar you want the eyes, and press **Accept**.   If you want to remove the display, select **Apps** from the **Config** menu, choose "*1Eyes*" from the App list box, and press **Remove Item**.   Use the right mouse button to move (drag) the eyes anywhere on the button bar.   If there exists a script in the Route 1 directory named 1EYES.RS1, it will be run when the eyes button is clicked.

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 Launch an Application)   This button opens the browse box to browse your hard disk for a file to launch.   Alternately, you can configure Route 1 to open a FileFolder when this button is pressed by setting an Advanced Option.

[^]   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 Position.)

[?]   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, and returns to DOS instantly.   Pressing this button with the right mouse button will restart Windows.   Prompting for exiting or restarting windows can be turned on or off with the Advanced Options.

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**, select the "**Built-In Buttons**" option, and then press **Insert Function 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 Application list box, and press **Remove Item**.   Use the right mouse button to move (drag) the function buttons anywhere on the button bar.

Change Position

Position of Button Bar

Click on the picture to select one of four possible positions of the ButtonBar, including two vertical and two horizontal, each on the left or the right.   If the "Allow free dragging of ButtonBar" <u>advanced option</u> is enabled, then the ButtonBar can be moved anywhere on the screen by dragging the bar with the right mouse-button on the ControlButton.   The ButtonBar is returned to it's configured position when the ControlButton is pressed, or when Route 1 is restarted.

Button Size

This switch toggles between the two button sizes.   The Standard buttons are 32 by 32 pixels, which is the standard size for Windows icons.   The 3-D look is imposed directly onto the icon, thereby decreasing the visible area of the picture.   The Larger buttons are 40 by 40 pixels, large enough to accommodate the 3-D look outside of the icons, allowing the entire picture to be visible.   The larger buttons are easier to see, especially on high-resolution systems, and the smaller buttons take up less room and allow more buttons at once.

Note: the icon library included with Route 1 (R1ICONS.DLL) contains icons that already have the 3-D look drawn on them.   Although there is nothing wrong with using these icons with the "large" buttons, the buttons will look as though they have smaller buttons on them.   Use other icons, or the icons contained in EXE files in the large buttons for best results.

Horizontal & Vertical Margins

In addition to the four general configurable positions above, the ButtonBar can be placed a certain semi-permanent distance from the edge of the screen, from 0 to 32 pixels in either the horizontal or vertical directions.   If the "Remember dragged position of ButtonBar" <u>advanced option</u> is enabled, then the Margins are ignored.   Otherwise, the ButtonBar is returned to it's configured position when the ControlButton is pressed, or when Route 1 is restarted. You can drag the ButtonBar around the screen by dragging with the right mouse-button on the ControlButton.

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), or **Collapse on top** (a combination of Collapse and Remain on top).   Choose **Normal** to do nothing.   To have this function invoked when Route 1 is first loaded, see <u>Advanced Options</u>.

Edit / Move / Remove a Button

To edit a button on the button bar, select **Apps** from the **Config** menu.   Select the button to edit, either by choosing it's application from the application drop-down list box, or by pressing **< Point >** and moving the cursor over the desired button.   Press **Edit Item**.   You are now able to change any properties of the button, such as it's position, function, or SubMenu.   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 application configuration box, and change it's position number.   To quickly edit a button, drag the button into the ControlButton with the right mouse button.   See Hints & Suggestions for more on these, and other hints.

Note: You can not edit the Clock, Function Buttons, Memory Display, or Eyes, but you can move them.

To remove a button on the button bar, select **Apps** from the **Config** menu.   Select the button to remove, either by choosing it's 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.   You can also remove a button from the ButtonBar directly, by first giving the button the focus (click on it, and move the mouse away before letting go), and then pressing DEL.   To do this the appropriate Advanced Option must be set.

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 **Config** menu.   There are several ways to add applications to Route 1, including Drag-Drop and Dynamic Data Exchange, but only two are discussed here.   The classical method is described below, and the WindowGrab method is described at the end of the page.

ADD APPLICATION

To add and configure a button to the button bar, start by pressing **Add Item...**;   A "**Button Properties**" box appears, allowing you to enter in a filename, list of filenames, commands, or a SubMenu name.   The four button types (selected by clicking on one of the four corresponding lights) are as follows:

Application:

This allows you to enter the directory and filename of the desired application to open or script to run.   Press **Browse** to peruse your drives and directories, and insert the desired filename and directory.

Command String:

This allows you to start one or more applications, using the ">", "|", and "&" commands.   Each command or filename is separated by the "|" character.   To change to a directory, say c:\tools, type ">c:\tools".   To change to c:\tools, and run NotePad, type ">c:\tools|notepad".   Use the "&" character to quickly switch INI files.   (see Script Editor Help for more on this command)   Press browse to automatically insert the appropriate commands to start an application.

SubMenu:

This allows you to enter the name for a SubMenu, and to edit its contents by pressing **Edit SubMenu**.

Built-In Buttons:

This displays five buttons, each to insert a particular built-in button.   A button will be disabled (grayed) if the button is already on the ButtonBar.   See Clocks, Memory Display & Eyes and Function Buttons for more.

You can specify the desired placement of this button with the small "New Position" box, by typing in a numerical position, or by pressing "< *Point* >" to point to the desired position on the ButtonBar with the mouse.   Selecting 1 will place it at the top, and the greatest number (default) will place 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.   When you're done, press **Accept**.

CHOOSE ICON

You can now select an Icon to be used as a button in the button bar.   There are about 190 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 you can create your own.   Additionally, nearly 200 3-D button icons are included in R1ICONS.DLL, as well as 200 ICO files in R1ICONS.ZIP.   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**.

Your attention is returned to the Configure Application dialog box.   If you want to edit or remove an existing application, select the desired one from the application list box.   Press **Remove Item** to remove the selected button. (see also Edit / Move / Remove a Button)   You can quickly edit only the button's contents by double-clicking on the desired application list box entry, or you can edit the icon by double-clicking on it.   After pressing **Accept** to save your changes, or **Cancel** to ignore them, press **Continue** to use Route 1 normally.

Route 1 has the ability to extract icons from EXE, DLL, ICL, NIL files, as well as some other icon libraries, and AI1 animated icons.   When the Choose Icon dialog box is displayed, click the switch at the top so that it is set at Extract from 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.   If no EXE is found, the default library that comes with Route 1 is R1ICONS.DLL, and comes with nearly 200 3-D button-style icons.

If you find yourself using more icons from DLLs than from ICO files, you can set an advanced option to default to icon-extraction.   There are five additional 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.   Press the small button labeled **R1** to insert "R1ICONS.DLL" into the textbox.

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

Enable 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.

Copy

Press this to copy the currently selected icon to the Windows clipboard as a bitmap.   It can then be inserted into any icon editor that supports Cut / Copy / Paste, to be modified.

Route 1's icon extraction uses Windows standard icon-extraction functions, and should work with most standard EXE, DLL, ICL, and NIL files.   Icon Library files that don't work usually include those proprietary formats created by the abundance of icon editors currently available.   If an icon you wish to use is contained in a library that is not accessible with Route 1, you must convert that icon into an ICO file, or another usable format.

Animated Icons:

Route 1 v4.1 has the ability to use animated icons.   Animated icons are simply DLL files containing a bunch of icons (or frames in the "movie") with the extension ".AI1".   There are a couple of sample animated icon files included with Route 1.   To use one, open the "Choose an Icon" box, press Browse, and select an AI1 file.   Click on any displayed icon (it doesn't matter), and press Accept.   When you are returned to the ButtonBar, Route 1 should cycle through the icons in the AI1 file at a certain interval.   You can change the animation speed (update interval) with an Advanced Option, entering the number of times to update every ten seconds, or 0 (zero) to turn off the animation.

GRAB

A new feature included in Route 1's Application Configuration Box is Grab, where you can insert an application by simply clicking on its window, provided that it has been opened and is running along-side Route 1.   First, press **Grab**.   The cursor will change to a crosshair, and can be moved around the screen.   Any window that it is over will be lit up, and it's title displayed next to the Grab button.   If you

press the left mouse button over a window that does not belong to Route 1, its filename will be inserted at the end of the ButtonBar.   If the application already exists, it will be modified instead of duplicated. Additionally, Grab will read the position and size of the window, and a command will be appended to the end of the command line, which will restore that exact position and size next time the application is run. When **Edit Item** is pressed, and the button properties box appears, the Grabbed information is set aside and not displayed.   A new light control will appear at the bottom of the box, however, enabling you to retain the "Grabbed" information.   Turn off the light control to forget the grabbed information, or leave it on to keep it.

If you wish to include Grab information when launching a file from a SubMenu or Script, use the included utility, 1Coord.EXE.   This is the Coordinate Translator, and is used to create a command that can be pasted (via the clipboard) into a Script or SubMenu.   In the Coordinate Translator, type in the class name and/or title of the window you wish to size and position.   Both are optional, but one is mandatory.   If you do not know the class name of a window, ignore this parameter.   Next, type in the four coordinates (left, top, right, bottom) of the window in pixels, relative to the top, left-hand corner of the desktop.   It is inadvisable to use this function if you do not know what you're doing.

Configure Sound

Route 1 allows you to associate sounds (WAV files) with specific buttons and events.   Access the sound configuration by selecting **Sounds...** from the **Config** menu.   There are three major categories:

Button Objects
Select the number of the button for which you wish to configure a sound from the list box below, and specify any valid Windows waveform (WAV) file in the **Sound File** text box.   Press **Browse...** to search the hard disk for a file.

Route 1 Events
Select the specific Route 1 event for which you wish to configure a sound from the list box below, and specify any valid Windows waveform (WAV) file in the **Sound File** text box.   Press **Browse...** to search the hard disk for a file.

Messages
Select whether or not you wish to have the default Windows sound played when a message box is displayed.

note: the Sound Configure box is available only if the Enable System Sounds Advanced Option is set.

Launch an Application

If you have configured Route 1's ButtonBar to include the <u>Function Buttons</u>, 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 specifying 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 be 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 **[Ø]**, 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.   If you do not want Route 1 to automatically update the browse history every time you use it, then an <u>Advanced Option</u> must be set.

Use Drag-Drop

Route 1 fully supports drag-drop with File Manager*, so that any user can drag and drop a file or a group of files (up to 128 at a time) onto Route 1 for processing.   What Route 1 does with the files that are dropped on it, depends on which drag-drop option is set.   To set the drag-drop option, press the ControlButton, and select **Drag-Drop** from the **Config** menu.   There are five possible settings:

Insert a new button
Any file or group of files that is dropped onto the ButtonBar will be added to the bar as a new button.   The new button is placed after the button on which it is dropped.

Add to SubMenu
Any files that are dropped onto an existing <u>SubMenu</u> will be added to that SubMenu as new entries.   If the files are not dropped onto an existing SubMenu, a new SubMenu will be created.

Launch app and open file
If a file or a group of files is dropped onto a Route 1 application button, that application is loaded, and the file that was dropped onto it is opened.   Use some caution with this, for instance, you probably wouldn't want to drop a non-text file onto NotePad.   If a file or a group of files is dropped onto an existing SubMenu, the file(s) is(are) added to that SubMenu (like the "Add to SubMenu" option).   If a file or a group of files is dropped onto the ControlButton, the file(s) is(are) added to the ButtonBar as (a) new button(s) (like the "Insert a new button" option).

Prompt
If this option is selected, the Drag-Drop configuration box will pop up every time a file or a group of files is dropped onto Route 1, allowing the user to select one of the other four options.

Nothing (off)
As you might expect, this turns off drag-drop support.   Route 1 will still accept dropped files, but will ignore them.   If you do not want Route 1 to even accept dropped files, try the NoDragDrop Command Line Parameter.

Note: Files can be dropped directly into SubMenus, as well.   Simply open a SubMenu, and dropped files will instantly be added to that SubMenu.

*Any other disk manager, such as FileFolders®, XTree for Windows® v1.5 or Norton Desktop® v2.0 for Windows that can act as a drag-drop server, will work with Route 1 v4.1.

Create / Edit / Use 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, and faster and more practical than a Program Manager group.

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 **[Ø]** 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.

At the user's <u>Advanced Option</u>, any button containing a SubMenu will have a small notch in it's lower left corner.   Additionally, you can specify the desired number of rows and columns displayed in an open SubMenu.

To create a SubMenu, or edit the contents of an Existing SubMenu, proceed as though you were going to create a button.   When the "**Button Properties**" box appears, select the "SubMenu" option, type the desired name of the SubMenu, and press Edit SubMenu to edit its contents.   When editing the contents, you enter the as many individual items as you like into the text box.   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 **Accept** to create the SubMenu, or **Cancel** to throw away your changes.   You are then asked to choose an Icon for the SubMenu, which is accomplished in the same manor as to <u>Edit / Move / Remove a Button</u>.

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

Some additional tools in the *SubMenu Editor* include the following.

Search
Select this to search for a piece of text after the cursor.   If the text is found, it will be highlighted.

Replace
The same as search, but when the text is found, it will be replaced with another piece of text. When entering the text to replace with, end it with an "**!**" to replace all occurrences automatically.

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

Sort
This sorts all of the entries in the current text box alphabetically.   Note: if you are using one or more dividers in the SubMenu, the structure *will* be preserved during a sort.

Auto Fill
This fills the current SubMenu with some or all of the files from a desired directory.

Insert Divider

This inserts a SubMenu divider (a horizontal line separating groups of entries) at the current position.   A divider is specified by "[-]-" as an entry.

Move To
To transfer a block of text from the current SubMenu to another SubMenu, first block out the entries to be moved (using Select All or Select Line is easiest), 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.

Zoom
Select this to increase or decrease the text size for whatever reason you might want to do so. Select Normal to restore the text.   When the textbox is "zoomed", the *Courier* font is used instead of the default *System* font for readability.

Make INI List
Select this to insert a list of available INI files (Button Bar configuration files) and the appropriate commands to switch between them to the end of the current SubMenu.   See SubMenu Hints & Suggestions for more on this feature, and Script Editor help for more on the "&" command.

Note: Files can be drag-dropped directly into SubMenus, as well.   Simply open a SubMenu, and dropped files will instantly be added to that SubMenu.
Note: See Grab (and 1Coord.EXE) for the Coordinate Translator to store the size and position of window opened by Route 1.

Hints & Suggestions

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.   Additionally, pressing and holding the right mouse button on any button will enable you to drag it to any new location on the bar.   Holding *Ctrl*, *Alt*, or *Shift* will copy the button instead of moving it.

     2.   Buttons can also be edited without going through menus and dialog boxes.   Either drag and drop a button into the Control Button(on top) with the right mouse button, or click on the button with both the left and right mouse buttons simultaneously to edit the button.

     3.   To add a new button quickly, you can copy an existing button, and then drag the new button with the right mouse button to edit it.

     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.

FileFolders

     The FileFolders file management utility is included with Route 1 v4.1, and can be started by launching FOLDER.EXE.   FileFolders can be substituted for the Browse box when launching a file with the **[<]** button by selecting an <u>Advanced Option</u>.   FileFolders provide most file management functions, as well as drag-drop support for Route 1 and other applications that support drag-drop.   FileFolders include most of the features of File Manager, but is smaller, simpler, and usually faster.   Those users who have registered FileFolders separately will receive it without Route 1 every time it is updated, while Route 1 users will receive FileFolders only when Route 1 is updated.   See FOLDER.HLP for more on FileFolders.

TaskMenu

     Route 1 is usable as the system shell, with one extra feature that other shells do not have: Route 1 can be closed and/or restarted without exiting Windows.   This is useful if extra memory is needed for another application, or to reset Route 1.   However, when Route 1 is closed, there usually is no way to restart it, or exit Windows.   TaskMenu can be configured to replace the standard Task List, invoked by double-clicking on the Windows desktop, or selecting *Switch To...* from the control box in any open window.   TaskMenu is simply a menu that pops up, allowing you to start (or switch to) Route 1, open a FileFolder, open the Task List, Exit Windows, Restart Windows, or launch a file.

     Under the Launch menu, is a *Browse* command, where you can browse your hard disk for an application to launch.   Additionally, you can configure a quick menu of applications by editing TaskMenu.INI.   The format is as follows:

```
Application Name,Filename
Application Name,Filename
```

If this file exists, the items enumerated by Application Name will be added to the Launch Menu.   Here is a sample TaskMenu.INI (included with Route 1):

```
Control Panel,CONTROL.EXE
Notepad,NOTEPAD.EXE
```

     To configure TaskMenu as the "Task Manager", simply select the **Make TaskMenu the Windows Task Manager** <u>Advanced Option</u>, or add the following line to the [Boot] section of SYSTEM.INI:

```
TaskMan.EXE=d:\path\TASKMENU.EXE
```

where d:\path is your Route 1 directory.   Then, restart Windows, and double-click on the desktop to invoke TaskMenu.

Select one of the following for more specific hints:

Note: If you have discovered or invented any shortcuts of your own, or if you would like to see something new added to this section, send them to the author, and they will probably be included in the next release of Route 1.   Thank you for your support.

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 a SubMenu, and select a more general-styled icon, such as the toolbox, or the hammer.　Use a divider to organize them further.

　　　　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.　Additionally, you can drag-drop a group of files from File Manager onto the button bar, insert them into a SubMenu, and then click on the filename to open it's associated application, and open the file.

　　　　4.　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.　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. You can right-click on the title-bar of an open SubMenu to display the number of entries.

　　　　5.　A good application of SubMenus is for a communications package, like Crosstalk for Windows®.　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

　　　　note:　this process is can be made nearly effortless by simply dragging a group of XWP files directly onto the ButtonBar from File Manager.

　　　　6.　If you use more than one INI file for Route 1, you can switch between them using a SubMenu much quicker than going through the menus.　This process is automated by selecting **Make INI List** from the **Tools** menu in the SubMenu editor.　A list of all the appropriate INI files in the Route 1 directory will be appended to the current SubMenu, along with the appropriate commands.

　　　　7.　Files can be dropped directly into SubMenus, as well.　Simply open a SubMenu, and dropped files will instantly be added to that SubMenu.

　　　　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.

Drag-Drop

1.   If you repeatedly work with the same group of files, say in Microsoft Word, you can quickly add a group of DOC files to a SubMenu.   First, press the ControlButton, and select **Drag-Drop** from the Config menu.   Choose the "**Add to SubMenu**" option, and press **Accept**.   Close the Menu, and open the Windows File Manager, or some other disk manager capable of being a "drag-drop server".   Select any number of files (128 maximum) that have the extension DOC (for this example).   Click and hold the left mouse button down on one of the selected files, move the mouse over Route 1, and let go.   A small box will appear, showing a bar-graph progress monitor, while it reads the files.   A new, blank button is created with a SubMenu full of the files.   If the DOC files are correctly associated (either in the [Extensions] section of WIN.INI or through File Manager), you will be able to open the SubMenu, and click on a filename.   Microsoft Word will load, open your file, all with one click!

2.   A utility is included with Route 1 v4.1, called 1TRASH.EXE.   This small utility deletes files whose names are specified as command-line parameters.   With this utility, and drag-drop, you can create your own trash-can.   Here's how you do it.   First, make sure 1TRASH.EXE is in the Route 1 directory. First, select **Drag-Drop** from the **Config** menu.   Choose the "**Launch App and Open File**" option, and press **Accept**.   Then, select **Apps** from the **Config** menu, and press **Add Item**.   Type the following in the application input box:

1TRASH.EXE

Press **Accept**, and then choose an icon, say a garbage can, or a toilet, and press **Accept**. (it is recommended that the trashcan be the last button on the button bar)   Close the Application Configuration box, and the Menu, and open the Windows File Manager, or some other disk manager capable of being a "drag-drop server".   Select any file or group of files that you wish to erase, and "drag" them onto the trashcan button you have just created.   The files will be instantly deleted.

3.   Scripts can also accept command-line parameters, including those in the form of "dropped files".   Scripts can be created to delete, copy, or rename files dropped on it, or run other programs with the names of the dropped files as parameters.   See Script Editor help for more.

4.   Files can be dropped directly into SubMenus, as well.   Simply open a SubMenu, and dropped files will instantly be added to that SubMenu.

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.

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 File Manager, waits a few seconds, and then types "^*".   This will force File Manager 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.   To unzip ZIP files with FileFolders, first create the following script, called UNZIP.RS1:

```
Input(%1)"Extract files from %0 to which directory?"
>c:\utilitez|pkunzip.exe %0 %1
```

next, use the Associate command in FileFolders to associate the ZIP extension with the following:

```
d:\path\rs1run.exe d:\path\unzip.rs1
```
              (where *d:\path* is your Route 1 directory)

Finally, make sure you have PKZIP (you may replace it with another unzipper) in your path, and that a PIF is configured for it.   Double-click on any ZIP file, type in the destination, and the file will be unzipped.

       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.

About Route 1

Briefing:

This is the ninth release of Route 1, and I have all of the known bugs ironed out.   However, many new features have been added since the previous version, as well as enhancements, and bug fixes.   If(when) any more bugs are found, they will be fixed and released as version 3.2, 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 vertically 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.

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 $18.00, 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, the second half of the order form, ORDERFRM.WRI, to express your opinions
and ideas about Route 1.

See Also:
> Revision History
> Registration

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 standard, conditional, or pop-up questions stored in a special questionnaire file, and record the responses in a file suitable for import into any spreadsheet, database, or statistical package.   Use Poll Maker to quickly and easily create the powerful questionnaires.

FileFolders - a quick file management system for Windows.   Use as a drag-drop server, as well as standard copy, move, rename, delete, and other functions.   Can "Expand" compressed files, and associate any file extension.   Smaller, faster, simpler, and more efficient than File Manager, while retaining traditional "tree" style.   (included with this release)

Typefacial - a font viewing & cataloging utility that allows you to drag-drop fonts into special categories so that useful typeface reference cards can be printed out.   View any installed font, or compare two fonts side by side.

Associator - the same utility included in FileFolders, but stand-alone.   Can associate any file extension with ease, as well as edit or remove existing associations.

Make Your Day - automated, versatile, graphical weekly schedule maker for Windows (delayed release).

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 (delayed release).

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.   See Registration.   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.

Registration

Route 1 is shareware - if you like it, please send $18.00 , ($14.00 each for more than one, or $12.50 per user for a site license) 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.

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

Route 1 is user supported software, meaning that when users register, I get incentive to develop Route 1 further.   Additionally, I listen to user suggestions.   Approximately 75% of this release of Route 1 was developed from user suggestions and encouragement.   You are strongly encouraged to register, to support the future of this program and others like it.

If OrderFrm.WRI is missing, please use the following as an order form (via Edit / Copy):

Route 1 Order Form

Thank you for ordering Route 1, version 4.1.   Your registration will entitle you to the newest version of Route 1, as well as free future updates, free technical support with Route 1, and information and discounts on other quality software for DOS and Windows.   Please complete this form and send it with a check for the appropriate amount to the address below (*for foreign orders, please compensate approximately for the current exchange rate.   i.e. U.S.*$18.00 *is about Can*$22.00)

$18.00 for one registration
$14.00 each for more than one
$11.50 for each site license (3 minimum)

D. A. Karp
P.O. Box 20024
Oakland, CA   94620

Please provide the following information in semi-legible writing:

Disk Format:
[_] 3.5" Diskette
[_] 5.25" Diskette

Number of copies: _____

Name (Mr. / Mrs. / Ms.): _____

Title: _____

Company: _____

Address: _____

_____

City: _____ Zip: _____

State / Province: _____ Country: _____

Email Address: _____

Thank you for supporting shareware!

Comments & questions: _____

_____

_____

Suggestions & ideas: _____

_____

_____

Revision History

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 QuickHelp, 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.

v3.0 - This is the most advanced version of Route 1 ever.
The most important changes and additions follow.

1.   Drag-drop support with File Manager to:
a.) add a new button,
b.) insert or add to a SubMenu, or
c.) launch an application with the dropped file.

2.   Now usable as the system shell

3.   4 possible positions, and free dragging of the ButtonBar and SubMenus.

4.   30% faster than any previous version.

5.   23 advanced options, including ScreenWrap, SubMenu marking, and shell switching.

6.   Eyes that follow the mouse cursor.

7.   Updated dialog boxes with more customized and intuitive controls

8.   The Script Interpreter has been re-written, with the following improvements
a.)   the separate script runner is now a separate application (RS1RUN.EXE) so that scripts can be run concurrently, and can be launched from File Manager.
b.)   scripts can accept command line parameters, so for instance, a trashcan button can be created by writing a script that deletes files that are drag-dropped on it.
c.)   the current time and date are accessible as variables

9.   R1ICONS.DLL is included instead of 200 separate ICO files.

10.   All functions have been revised and reworked to be faster, more efficient, and more bug-free.

11.   The SubMenu editor now has more tools and time-saving features.

12.   Buttons can now be removed directly from the ButtonBar by pressing DEL.

13.   As buttons can be moved with the right mouse-button, buttons can be copied with the right mouse-button while holding SHIFT, CTRL, or ALT.

14.   Will open files other than EXE, COM, BAT, PIF, and RS1 types; those with associations (in the [Extensions] section of WIN.INI).

15.   True context-sensitive help (press F1 any time).

16.   More shortcuts and time-savers, like double and right clicking on more objects.

17.   Complete sound (WAV file) support for each button, and a dozen Route 1 events.
18.   Complete DDE support; LinkExecute to "Route1|Route1" for more info.

v3.1 - never released, but existed as the beta-test version of Route 1 v4.0.

v4.0 - This is the most finely tuned and efficient release of Route 1.   Some of the additions and enhancements follow:
1.   The ButtonBar now uses about 85% fewer system resources, and it's memory consumption has also been reduced.
2.   Optional larger buttons provide better visibility at higher screen resolutions.
3.   EventWatch schedules scripts at certain times of the day, certain days of the week, and certain dates of the year.
4.   SubMenus can optionally have multiple columns.
5.   There are 10 additional advanced options.
6.   TaskMenu is included to optionally replace Taskman.EXE when Route 1 is the shell.
7.   A SubMenu INI list can now be generated automatically.
8.   A completely re-designed "Button Properties" box replaces the old input boxes.
9.   Animated icon support has been added.
10.   All actions performed by Route 1 can be logged into Route1.LOG
11.   The menu and all dialog boxes, functions and features have been upgraded, improved, and re-designed.
12.   SubMenus can accept drag-dropped files.
13.   A new, bug-free installation utility, but with ALTSETUP.BAT, in case it fails.
14.   FileFolders file management utility was included as FOLDER.ZIP.

v4.0a - this existed as a patch for v4.0, fixing a few bugs.

v4.0b - more bug fixes, and better integration with FileFolders - this was a preliminary test version for v4.1.

v4.1 - This is a improvement of version 4.0, using the suggestions, comments, and complaints from all of Route 1's loyal fans.
1.   The Script Editor now has a test button.
2.   There are a few more Advanced Options for fine-tuning.
3.   Several stooopid bugs were fixed.
4.   TaskMenu was improved and now has a quick menu, using programs listed in TaskMenu.INI
5.   FileFolders was improved, added to the installation utility, and better integrated with Route 1.
6.   About two-dozen animated icons are now included.
7.   The Icon Chooser was improved (internally).
8.   Two more script commands, and some enhancements were added.
9.   The installation utility is better, faster, smarter...
10.   WindowGrab, enabling you to insert a button by clicking on its open window, and saving its size and position, to be restored next time it is opened.
   Note: Use the WinHelp's Search facility in this help file to find out more about any of the topics discussed above, or press F1 in any Route 1 dialog box.

   Future: any future updates to Route 1 will contain enhancements to the present functionality as well as new features.   These and more possible future additions are enumerated in the questionnaire, ORDERFRM.WRI.   If there is something you would like to see (or not see) in a future version, let me know by filling this out.   Here are some possible future additions.

1.   Scrolling buttons.
2.   Buttons with text.
3.   Icons in the SubMenus.
4.   Hotkey support.
5.   Ability to read Program Manager groups.

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.

Change Settings (Options)

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 Parameters 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.   This also applies to programs launched from SubMenus, if an Advanced Option is set.

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.

Use Password Protection
Route 1 can be configured to restrict access to those who do not know any user-defined password.   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.

Use 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, and see Script Hints & Suggestions for a method of making a list of INI files in a SubMenu.

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.

See Also:

Advanced Options

The Advanced Options Box contains 23 options that can be turned on or off simply by clicking on them.   Press Accept to save your changes, Cancel to ignore your changes, or >Defaults to restore all of the options to their default settings.   Specific explanations of each of the options follow.

ScreenWrap for mouse cursor

The mouse will be "wrapped" to the opposite side of the screen when it is moved to the edge of the desktop.   Do not use this if you have a "panning" video card.

Mark SubMenus

Those buttons containing SubMenus will be distinguished from ordinary application buttons by a small "notch" in the lower left corner.

Default to icon extraction

When the "Choose Icon" dialog box is displayed, it will automatically default to displaying the contents of an EXE or DLL file, instead of the usual ICO files.   Toggling the switch at the top of the Choose Icon box will switch between the two, and the default DLL is R1ICONS.DLL, included with Route 1.

Allow System Sounds

With this setting enabled, any configured sounds are played with their associated buttons and events.   With this setting disabled, the sound configuration box is inaccessible.

Prompt for Exit Windows

When the EXIT button is pressed, or **Exit Windows** is selected from the **System** menu, a confirmation box will appear.

Prompt for Restart Windows

When the EXIT button is pressed with the right button, or **Exit Windows** is selected from the **System** menu, a confirmation box will appear.

Allow QuickHelp

When the **[?]** button in any dialog box is pressed, the cursor will change to a **[?]**, so that the function of any object that is clicked will be quickly explained, instead of just loading this help file.   Double click on the **[?]** to load the help file.

Number of rows displayed in SubMenu

Click this to change the maximum number of visible rows to be displayed in a SubMenu.   If a SubMenu has a greater number of entries than this, a scrollbar will appear, allowing access to the rest.

Number of columns displayed in SubMenu

Click this to change the maximum number of columns to be displayed in a SubMenu.   If a SubMenu has a greater number of entries than this, a horizontal scrollbar will appear, allowing access to the rest.

"Exit Route 1" exits Windows

If **Close Route 1** is selected from the System menu, Route 1 will exit Windows.

Save Browse History automatically

When **Accept** is pressed in the **Browse** dialog box, the current selected file will be added to BROWSE.HST, which can be accessed by pressing the **[±]** button next to the filename textbox.   The last 20 files selected are kept in this file, and can be cleared by double-clicking on the titlebar of the Browse History box.

Display system resources graph

If the memory display is enabled, the system resources will have a small, red graph behind the percentage.

Start up in "On Use" state
The "On Use" function that is activated whenever an application is launched, will also automatically be activated when Route 1 is first started.

Check for filename association
If a launched file is not an application, it's extension is checked with the [Extensions] sections of WIN.INI for an associated application to launch with it.

Allow button delete from ButtonBar
Any button with the focus can be removed by pressing the Del key.

Display "Ok" instead of "Accept"
If you are a trend-sucker, you can optionally have the Accept button in all of Route 1's dialog boxes be labeled "Ok" instead.

Close SubMenu upon ButtonBar click
An open SubMenu will be closed with a click on the ButtonBar, in addition to pressing the close button or pressing ESC.

Command Line Input Box in SubMenus
If the Command Line Input Box option is turned on, then it will also be applied to items launched from SubMenus.

"Remain On Top" applies to all boxes
When either the "Remain On Top" or "Collapse On Top" options are selected, the remain on top property will apply to every open dialog box, instead of just the ButtonBar.   This is useful, for instance, if the "Remain On Top" option is enabled, a Route 1 dialog box is opened, and then covered up.   If you click on the still visible ButtonBar, you just hear a beep.   Try it both ways.

Continue automatically from config box
Whenever a dialog box from the Config menu is closed, Continue will automatically be selected.

Remember ButtonBar position when dragged
The ButtonBar can be dragged anywhere on the desktop by dragging the ControlButton with the right mouse button.   When Route 1 is restarted, or the ControlButton is pressed, the ButtonBar is returned to it's original position unless this option is enabled.

Browser remembers last directory
When a file is selected with the Browse box in any situation, the browse box will return to the same directory and drive when it is next used.

AutoFill and DragDrop in uppercase
Files that are added to a SubMenu with either the AutoFill tool, or by dragging and dropping one or more files onto the ButtonBar will be saved in uppercase instead of lowercase.

Make Route 1 the Windows Shell
If the option is initially unchecked, then the system shell will be changed to Route 1.   Otherwise, you will be prompted to enter a new filename (PROGMAN.EXE is the default).   You must restart Windows for the changes to take effect.   The state of this option does not necessarily reflect the current setting.

Use enhanced hands for clock
If this option is set, nicer fuller hands will be used on the analog clock than the default skinny

hands.   This is especially useful for the larger buttons, and has no effect on the digital clock.

Log all activity in ROUTE1.LOG
If this option is enabled, every action performed by Route 1 will be recorded, along with the date and time in a text file called ROUTE1.LOG

Animated icon speed
This specifies the number of times to update(animate) an animated icon (AI1 file) in a period of ten seconds.   Specify 0 (zero) for no animation.

Check Load= and Run= lines in WIN.INI
Check this to read the Load= and Run= lines in WIN.INI.   If they are not empty, then you will be prompted to add them to the StartUp Script.

Check events in R1EVENTS.DAT
Check this to specify whether or not to read R1EVENTS.DAT for EventWatch information.   If this is disabled, all EventWatch events will be ignored.

Make TaskMenu the Windows Task Manager
Route 1 comes with a small replacement for the "Task List", which enables you to run the task list, switch to Route 1 (or re-open it if it has been closed), launch any file, and exit and restart Windows.   This is useful if Route 1 is the shell, because you are able to close Route 1 without exiting Windows.   With TaskMenu enabled, simply double click on the desktop to be able to re-start Route 1.

Drag-Drop in open SubMenu
This enables / disables drag-drop in an open SubMenu.   If drag-drop is enabled for the ButtonBar, disable drag-drop in SubMenus only if they fail to function properly, yet you wish to retain normal drag-drop functionality.

Use FileFolders for launch button
If this option is enabled, a FileFolder will be opened when the launch button **[<]** is pressed, rather than the normal browse box.

Show focus on ButtonBar buttons
Disable this option to speed up the display of each button when pressed and depressed, by disabling the drawing of the "focus rectangle."   This does not affect the initial ButtonBar refresh time, and disabling it will make using the ButtonBar with the keyboard more difficult.

AutoActivate window under mouse cursor
Press this to enable what is often called "auto-raise", where open windows will activated by moving the mouse cursor over them, eliminating the need to click on them to bring them up.   (see WindowGrab for a related feature).

Use EventWatch

EventWatch is a full-featured script scheduler, that can run a Route 1 <u>Script</u> at a certain time of the day (selected months), a certain day of the month (every month), or a certain date (every year). Select **EventWatch** from the **Config** menu to open the EventWatch configuration box.   On top is a listbox containing all the events stored in R1EVENTS.DAT, in the order in which they were entered.   If R1EVENTS.DAT is empty or missing, the listbox will be empty.   Press **New** to add a new event or **Remove** to remove the currently selected event.   There are three types of events, which can be selected by clicking on the corresponding light:

Date of Year:
When the computer's calendar matches with the specified date in an event (like November 15), a script is run.   This is useful for remembering holidays, birthdays, or other special events.   Most applicable is a simple script that displays a message.   The format for the date is "mm/dd"; for example "11/15" for November 15 or "7/26" for July 26.

Day of Month:
When a certain day of the month is encountered (like the third Wednesday of each month), the specified script is run.   This is useful to perform some operation, say at the end of the month (like a system backup, or an employee payroll program).   Any kind of script is recommended here.   The format for the day is the number, like 3 for the third occurrence.   Select the desired day(s) from the multiple-selection listbox to the right.

Time of Day:
At a certain time of the day (like 13:45; in 24-hour format), on selected days of the week, the specified script is run.   This is useful, also for a system backup (say at 4:00 on Fridays), or an appointment scheduler.   Any kind of script is recommended here.   The format for the time is "hh:mm"; for example "13:45" for 1:45 p.m., or "12:00" for 12 noon.

The settings for the currently selected event are in the "**This Event**" box, at the bottom.   The "**When**" textbox contains the time of the event (the format is explained above).   The "**Run Script**" textbox contains the script to be run, and any optional command line parameters.   Press **Browse...** to peruse the hard disk and insert a script name, or **Test** to test the currently entered script.
The switch below specifies how the script is run.   If set at "**Run Script Immediately**", the script is run immediately when the event occurs.   If set at "**Display EventWatch Icon**", an icon (gray with a blue eye) will appear at the bottom of the screen showing the exact time it occurred.   Double-click on the icon to run the corresponding script.
Suggestion: To avoid dozens of tiny one-line scripts for "**Date of Year**" type events, say for 20 birthdays, have one script handle it all instead.   For example, for the first event, type "*events.rs1 A*", for the second, type "*events.rs1 B*", and so on.   The "*A*" and the "*B*" will be passed on to the script as a command line parameter, stored in the variable "%0".   The script might look as follows:

```
If %0="A" Then Ask"New Zealand Day" (associated with Feb. 6)
If %0="B" Then Ask"Cory's Birthday" (associated with July 26)
If %0="C" Then Ask"New Years Eve"   (associated with Dec. 31)
```

The above script will display an appropriate message when the date is encountered.
Press **Accept** to save the changes in R1EVENTS.DAT, or **Cancel** to ignore the changes.