

ProLauncher Help Index

Welcome to NewVision ProLauncher, a powerful new program launching/Program Manager replacement with many advanced features. Select an item below you wish to receive more help on, or select Search on the menu above to search for a specific topic.

Overview (Choose this item to view a brief overview of ProLauncher's powerful features.)

Procedures (Choose this item to get help on procedures commonly performed in ProLauncher.)

Commands (Choose this item to get help on the commands which appear on ProLauncher's menus.)

Registration Information (Choose this item to get more information on registering ProLauncher.)

ProLauncher Overview

NewVision's ProLauncher is a powerful application launching system. It may act as a replacement for Windows' Program Manager, or it may operate alongside it. It provides most of the functions of the Program Manager, but goes beyond it with many additional features.

Features

IconBar: ProLauncher's main function is to launch other applications. Its main window is a fully customizable IconBar which can display up to 50 program items. Launching an application (or a group of applications) is as simple as double-clicking on its icon. No more hunting through all those Program Manager groups to find that program you haven't used in a while: all programs assigned to ProLauncher's IconBar are just a scroll-bar away. Also, ProLauncher takes up only a fraction of the screen space of the Program Manager, and includes many more features. (See [Using the IconBar](#) for more information.)

Trash Window: ProLauncher includes a fully-functional "trashcan" that functions in conjunction with Windows' File Manager. You may drag items from the File Manager into the trash, and then later decide to put all the files back or delete them all. (See [Using the Trash Window](#) for more information.)

Floating Menus: ProLauncher utilizes a floating popup menu which can be accessed any time by clicking the right mouse button on the title bar of any application, or the icon of any minimized application. This provides a quick and convenient way to access many of ProLauncher's functions. (See [Using the Floating Menus](#) for more information.)

Fully Automated Setup: All setup/customization routines are simple and user-friendly, with context-sensitive help always available. No more manual INI file editing or deciphering. Just tell ProLauncher what you want to modify with a few point-and-clicks, and your changes will take effect right before your eyes. (See [Setup](#) for more information.)

We hope you enjoying using ProLauncher as much as we do. If you find it of use, please take a few minutes to register it. Doing so provides us with the means to continue improving ProLauncher (adding more functions, making it faster and easier-to-use), as well as developing entirely new quality, inexpensive applications for you to use. (See [Registration Information](#).)

Icon Browser

Use the Icon Browser window to search EXE and DLL files for icons you wish to assign to a program item on the **IconBar**. When the Icon Browser window appears, it will show the first icon extracted out of the file printed at the top of the window. If the file contains no icons, the icon window will be empty. To move through the icons, press the right and left arrow keys. When you see an icon you like, press OK and it will be assigned to the program item currently being edited.

To view icons from a different file, press the Open button and select a file. You will then be able to browse through all the icons in that file, and assign one to the program item you are currently editing.

Moving the IconBar

You may position the **IconBar** anywhere on the screen you wish. Simply click and hold down the right mouse button over the NewVision logo at the top of the IconBar. While continuing to hold the right mouse button down, drag the IconBar to a new position and release the mouse.

When you exit ProLauncher, its position is saved. Next time you start ProLauncher, it will appear in the position you left it at.

Using the IconBar

The IconBar is ProLauncher's main tool for launching programs. You may assign programs or groups of programs to each button on the IconBar, then launch each by simply double-clicking on its icon. (See [Setup](#) for more information on adding items to the IconBar using ProLauncher's Setup Window, [Drag and Drop Operation](#) for more information about adding items to the IconBar using Windows' drag and drop capabilities, or [Moving the IconBar](#) for information on how to move the IconBar around on the screen.)

The IconBar can hold up to 50 program items. Those that are not visible are accessed by using the scroll bar.

The launching of any item assigned to the icon bar (whether a single program or a group of programs) is as simple as double-clicking on its icon. However, the IconBar offers many more features than simple program-launching.

Getting Information About An Icon

If you have forgotten what an icon on the IconBar represents, click on it while holding down the **CTRL** key. An information window will pop up, displaying the icon, the full path and filename of the program item, its title (if you have given it one), the icon's path and filename, and the program's startup directory (if any). You cannot edit any of the fields; they are for viewing only. To close the information window, click on the displayed icon, hit any key, or double-click on its system menu.

Moving Icons on the IconBar

Moving icons (and their associated programs) from one spot to another on the IconBar is simple. No need to go to the setup window. Click on the item you wish to move while holding the **ALT** key, and release the mouse button. The cursor will change into two arrows going in opposite directions (this is just an indication that you are currently moving an item). Now click at the position where you want the item to be moved to, and the two icons will switch places on the icon bar.

Linking Files to a Program on the IconBar

Many Windows applications allow a filename to be specified as a parameter when launched from the command line. The specified file will then be opened as soon as the application launches. For example, if you typed the command line "notepad.exe c:\windows\win.ini" (from the File Manager's "Run" command, etc), the application NOTEPAD.EXE would be launched, which would immediately open up the file "c:\windows\win.ini".

ProLauncher provides a way of creating and maintaining a list of files you can link to each program item on the IconBar (files cannot be linked to Launch Groups). To see the list of files currently linked to any item, click on its icon with the **RIGHT MOUSE BUTTON**, and a menu will pop up. The first line will be the title you have given the program (if any), and the second line will be the full path and filename of the program. These only act as a reminder to you which program you're working with: clicking on them will have no effect. The third line of the menu says "Modify List", and below that is a list of all files linked with that program (if any).

To add a file to the list, click on Modify List. Using the file/directory boxes on the dialog box which appears, find files you wish to add to the list. Double-click on a filename and it will be added. You will see it appear in the listbox on the right. Add as many items as you wish. You may edit an item by highlighting it in the list box and pressing the Edit button. You may delete an item by highlighting it and pressing the Delete button.

When you are through editing your list, press the OK button for your changes to be saved, or press the Cancel button to discard your changes. Click the **RIGHT MOUSE BUTTON** on the same icon again, and now when the menu pops up, it will list the files you have linked with the program. Click on any of these files, and the program will be launched with the specified file as a parameter. Some applications (Windows' Calculator, for example), ignore command line parameters, but many of them will open up the file as soon as they load.

Drag and Drop Operation

The easiest way to add items to ProLauncher's **IconBar** is to use the Drag and Drop method. The procedure is simple. Open Windows' File Manager, select a program or file you wish to add to the IconBar, drag it over to the IconBar and drop it at the position you wish it to occupy. A dialog box will appear prompting you for the item's **title**. If you press cancel at this point, the entire operation will be cancelled. Otherwise, enter a title if you wish, press OK and the item will be added to the IconBar at the position you dropped it at. ProLauncher will attempt to extract an icon out of the added file to display on the IconBar. If the file contains no icons, a standard icon will be used, which you may modify later by going to the **Setup** Window.

NOTE: If your IconBar contains few items, and there are a number of empty buttons at the bottom, any file you drop on any of the empty buttons will be added at the first empty position. Say, for example, your IconBar contains only 2 items, displayed at the top. The bottom six buttons will be empty. When you drop a file on any of the 6 empty buttons, it will be added at position 3, the next available spot, regardless of where you dropped it.

Title

The title you assign to a program item is just a name you give it. This name appears when you request information about an item, and can help you remember which program an icon represents. For example, if one of your program items was "c:\windows\progman.exe", you might enter the title "Program Manager."

Procedures

Click on any of the items below for more information about the procedures related to each topic.

[Drag and Drop Operation](#)

[Using the Floating Menus](#)

[Using the IconBar](#)

[Using the Trash Window](#)

[Working With Launch Groups](#)

Using the Floating Menus

ProLauncher utilizes a floating "popup" menu which can be accessed at any time, providing a convenient doorway to many of ProLauncher's functions. There are three ways to access the floating menu:

- 1) Click either mouse button on the NewVision logo at the top of the IconBar.
- 2) Click the RIGHT mouse button on the title bar of any running application.
- 3) Click the RIGHT mouse button on the icon of any minimized application.

Performing any of these actions will cause ProLauncher's floating menu to appear, allowing you to execute any of its functions. (For a list of functions appearing on the floating menu, see the [Command Index](#).)

This is especially useful, for example, when you are running a maximized application (say Microsoft Word for Windows) and you want to launch the Calendar to check a date. Instead of restoring Winword, or Alt-Tabbing to activate ProLauncher, you merely click the right mouse button on Winword's title bar and ProLauncher's menu appears. If you have Calendar installed on your QuickLaunch list, you can launch it without ever leaving Winword. (See [QuickLaunch](#) for more information.)

HINT: If you have hidden ProLauncher's IconBar (see [Hide ProLauncher](#)), and then closed down all other applications without restoring ProLauncher, there will be no title bars or icons from which to access ProLauncher's floating menu. No problem: just double-click on the desktop to activate the Task Manager, and you now have a title bar which you can use to access ProLauncher's menu.

Working With Launch Groups

A Launch Group is a group of programs that can be launched all at once with a single double-click on ProLauncher's IconBar. The startup state of each individual program within a group can be specified (i.e. normal, maximized, or minimized). This provides a quick, easy way to launch a group of programs that you often use together with only one mouse action.

To create a new Launch Group, go to ProLauncher's **Setup** window, and choose either "New...Launch Group" to create a new Launch Group at the end of the list of currently installed programs, or "Insert...Launch Group" to create a new Launch Group which will be inserted preceding the item selected on the list of installed programs.

To edit an existing Launch Group, highlight its name in the listbox of the Setup window, then press the Edit button. Double-clicking on the Launch Group's name within the listbox will have the same effect.

When editing or creating a Launch Group, the Launch Group Window will appear. The caption on its title bar will say "Group Launch - " plus the name of the Group. Below is a list of commands you can use while in the Launch Group Window.

Add
Delete
Name
Edit
OK
Cancel
Help

Window Size

Launch Group Window: Add

Selecting this command will bring up a dialog box allowing you to choose a program you wish to add to the current **Launch Group**. You may also add data files to a Launch Group, as long as they are associated with a valid program in the [Extensions] section of your WIN.INI file. For example, choosing the file README.TXT would be valid as long as your TXT files were associated with a text-editing program (the default is Windows' NOTEPAD.EXE).

After you find the program or file you wish to add, press OK. You will return to the Launch Group Window, where you will notice that the file you selected has been placed at the end of the list. Also, following the path and filename of the file will be the symbols ",1". This indicates that the program will be launched in its normal state (neither maximized nor minimized). For information on changing a program's startup state, see **Window Size**.

Launch Group Window: Window Size

The Window Size box at the bottom of the **Launch Group Window** can be used to specify the startup size of individual programs within a Launch Group.

When you add an item to a launch group, it automatically has a startup size of "normal." To change this default size, select the item you wish to change in the listbox. The startup size of the highlighted item will be checked in the Window Size box. You may specify a new startup size by clicking on the radio button corresponding to the startup size you wish to assign to the item.

- 1: Normal - Selecting this option will cause the program to be launched in its normal, or default state.
- 2: Minimized - Selecting this option will cause the program to be launched as an icon.
- 3: Maximized - Selecting this option will cause the program to be launched in a full-screen, maximized state.

Launch Group Window: Cancel

You may press the Cancel button to exit the Launch Group Window without any changes taking effect. The Launch Group will be restored to its condition before you started editing it.

Launch Group Window: Help

Pressing the Help button activates the Windows' Help Engine and displays this help screen.

Launch Group Window: OK

When you are through making any changes or additions to the Launch Group, press the OK button for your changes to take effect. You will then be taken back to the **Setup** window, where you may perform other setup actions.

NOTE: When you press OK and return to the Setup window, you will have to assign an icon to the group to be displayed on the IconBar to represent the Launch Group. Just select the EXE Browser button to extract an icon out of an executable file, or the ICO Browser button to use an ICO file.

Launch Group Window: Delete

Selecting this command will cause ProLauncher to delete the currently selected item from the **Launch Group**, if you answer "yes" in response to the request for confirmation. If no item is selected when this command is pressed, ProLauncher will display a message stating that you must first select an item to delete.

Launch Group Window: Edit

When you select this command from the **Launch Group Window**, a dialog box pops up displaying the command line for the currently selected item. You may edit it by changing the path or filename, or adding command line parameters. When you are done, press OK for your changes to take effect, or press Cancel to leave the dialog without making any changes.

NOTE: When editing the command line, do not include any startup size information (i.e. do not include the ",1" or ",2", etc. at the end of the command line argument). ProLauncher takes care of this for you. If you wish to change the item's startup size, use the **Window Size** buttons at the bottom of the Launch Group Window.

Launch Group Window: Name

When you select this command, ProLauncher will display a dialog box displaying the **Launch Group's** name. You then have the opportunity to edit the name. When you are satisfied, press OK for the changes to take effect, or press Cancel to return to the Launch Group Window without changing the Group's name.

Use ProLauncher As Shell

Checking this option enables you to use ProLauncher as your system shell. This means that when Windows starts up, it will be the first program to be executed, and will be responsible for loading the startup programs specified in the "run=" and "load=" lines in your WIN.INI. The Program Manager is the default shell for Windows.

If you enable ProLauncher as your shell, ProLauncher will edit the "shell=" line in your SYSTEM.INI file, replacing whatever is there with the full path and name of PLSHELL.EXE. Be sure that this file resides in the same directory as PRLAUNCH.EXE, or your system may perform unexpectedly.

PLSHELL.EXE is a small program whose sole purpose is to load PRLAUNCH.EXE, after which it terminates itself. This has one big advantage: since PRLAUNCH.EXE is not the program specified in the "shell=" line in your SYSTEM.INI, you may quit ProLauncher without exiting Windows. When the Program Manager is the shell, you may not quit the program without also exiting Windows. But don't worry: if you accidentally quit ProLauncher and have no other application open that has the ability to launch programs or terminate Windows, you may still exit Windows simply by shutting down all open applications.

If PLSHELL.EXE is executed accidentally at a time other than startup, (say, from the File Manager), it will have no effect.

If the Use ProLauncher As Shell command is checked, and you un-check it, ProLauncher will reinstate the Program Manager as your system shell.

Startup Directory

The Startup Directory is the directory you wish a particular program to be launched in. For example, say you have the program WRITE.EXE in your c:\windows directory. Normally, this program would be launched from the directory in which it resides. But what if all your WRI files are in the directory c:\windows\wrifiles? Every time you start the program and want to open a file, you'll have to switch directories. With ProLauncher, you can solve this problem. You may assign any subdirectory as a program's startup directory. The program will be launched from this directory, so it will be easier for you to access your files. In our hypothetical WRITE case above, you could set the program's startup directory to c:\windows\wrifiles. Then whenever WRITE.EXE is launched, c:\windows\wrifiles will be the current directory, and when you choose the File...Open command from Write's menu, this directory will be the first which is displayed...not the c:\windows directory.

To specify a startup directory, you must be in the setup window. Highlight the program item (in the listbox on the left of the window) you wish to use. On the right-hand side of the window is a frame with the caption "startup directory." There are 3 choices below: one is always your /windows directory. The second is the directory in which the program resides. The third, whose caption is "Other," allows you to enter any other directory. In our above example, you would click the Other radio button. Then in the text box to the right, you would type "c:\windows\wrifiles." Then press OK. Whenever WRITE.EXE is launched from the IconBar, it will be started from the directory you just specified.

Title

The title you assign to a program item is just a name you give it. This name appears when you request information about an item, and can help you remember which program an icon represents. For example, if one of your program items was "c:\windows\progman.exe", you might enter the title "Program Manager."

To enter a program's title, select its filename and path in the listbox, then enter its title in the box towards the bottom right of the setup window. You may leave this field blank if you wish, with no ill effects.

ProLauncher Setup

Clicking on this command brings up ProLauncher's setup window. Using this window, you may add, edit, or delete items appearing on the IconBar.

NOTE: You may also add items to the IconBar using the [Drag and Drop Method](#).

Getting Information About A Program Item

On the left side of the setup window is a list box containing all the program items currently installed on the IconBar. To get more information, just click on a program item. The right side of the screen will be filled with information about that program item: at the top is the icon assigned to that program item (if any) and its full name and path. Below that is the [Startup Directory](#) for the application, and at the bottom is the [title](#) you have assigned to it.

Adding An Item To The IconBar

To add an item to the iconbar, press the New button at the top of screen. Select either a Program Item (a single program), or a Launch Group (a group of files which can all be launched at the same time with a single button press). If you select a Program Item, a dialog box will appear allowing you to select any program (or any file with an association in the extensions section of your WIN.INI). If you select a Launch Group, the Launch Group window will be displayed, allowing you to select and edit items for a Launch Group. (See [Working With Launch Groups](#) for more information.) After you have chosen your program or groups of programs, press OK. The default icon from the program you chose will be extracted and displayed in the top, right-hand corner of the setup window, along with its full name and path (Launch Groups do not have default icons). Your program item will appear at the bottom of the listbox to the left, indicating that it has been added. You may now edit information pertaining to this item (see [Editing A Program Item](#), below). When you are satisfied, and have added as many programs as you wish, press the OK button on the setup window. The IconBar will disappear briefly, then reappear, displaying the programs you have added.

You may insert a new item in nearly the same manner. Simply select an item on the program list, then press the Insert button. Select either a Program Item, or a Launch Group, following the same steps as above. When you are done, your new item will be inserted before the item you had previously selected. For example, if you wish to insert an item between items 2 and 3, select item 3, then choose the Insert command. Your new item will be inserted before item 3.

Editing A Program Item

You may edit either a program item or a launch group by highlighting it in the list, and pressing the Edit button. Alternatively, you may double-click on the item in the list. If the item is a program item, a dialog box will appear allowing you to choose a new program item. If the item is a launch group, the Launch Group window will appear, allowing you to edit the contents of the group.

You may also edit an item's properties. To edit any of an item's properties, highlight (or click) on the item on the list. All its current properties will be displayed on the right-hand side of the setup window. You may edit the title simply by changing it. You may choose a new startup directory by selecting the appropriate radio button. If you choose "Other", then type in the name of the new startup directory in the text box immediately to the right of the button.

At this time, you may also change which icon is assigned to an item. If you wish to replace the current icon with an icon from an ICO file, choose the ICO Browser button. This will bring up a dialog box allowing you to select the appropriate file. To view an icon, just click on its filename once. It will be displayed towards the top of the window. Once you are satisfied with your selection, press the OK button. If you wish to replace the current icon with an icon from an EXE file or a DLL, choose the EXE Browser button. A window will be displayed showing the default icon extracted from the current program item. If you wish to change it, choose the Open button, select the file which contains the icon you wish to use, and press OK. The first icon in the file will be extracted and displayed in the EXE Browser window. To view more icons from the same file, click on the right and left arrows to move forward and backwards

in the file. Once you are satisfied, press OK, and the icon you chose will become assigned to the current program item.

Once you are finished editing an item, you may edit another simply by highlighting it in the listbox at the left of the setup window. When you are all done, press the setup window's OK button for your changes to take effect.

Deleting A Program Item

You may delete a program item at any time (or an entire launch group), by selecting the item and pressing the Delete button at the top of the screen. If you reply 'yes' in response to the request for confirmation, the item will be deleted. Remember to press the setup window's OK button afterwards for your changes to take effect.

Help Index

Selecting this command activates the Windows help engine, and brings up the index of this help file.

About

Selecting this command brings up the "About" window, which displays copyright information, the NewVision logo and address, and some information about your Windows session.

In the upper, right-hand corner of the window is a box with the caption "System Resources." Below this are given the percentage of free User and GDI resources. (When the Program Manager or File Manager reports Free System Resources, it uses the lowest of the two numbers.) And below this is given your system's Free Space, or how much memory is unused.

Beneath the System Resources box is a box which displays the mode in which Windows is currently running, i.e. Standard or 386Enhanced.

Restart Windows

Selecting this command from ProLauncher's floating menus causes Windows to be restarted. This is useful if, for example, you have installed a program or ATM font, and you need to restart Windows for system configuration changes to take effect.

If you have checked the "**Confirmation On Exit Windows**" option, you will be prompted for confirmation before Windows is restarted.

Exit Windows

Selecting this command from ProLauncher's floating menus causes your current Windows session to end. If you have checked the "**Confirmation On Exit Windows**" option, you will be prompted for confirmation before Windows is terminated. Otherwise, Windows will be terminated immediately.

Exit ProLauncher

Selecting this command will close ProLauncher. If the TrashWindow is visible, it will close that also, since it is a part of ProLauncher.

If you have installed ProLauncher as your system shell, you may exit ProLauncher without terminating Windows.

Scroll Bar Position

This command appears under ProLauncher's Options menu. It contains a submenu with two choices: left side, and right side. Selecting either choice will move the scroll bar to the given side of the IconBar.

Commands

Below are a list of commands available on ProLauncher's main menu. (see [Using the Floating Menus](#) for more information on accessing ProLauncher's menus.) Click on any topic to get a full description.

Bring To Front

Hide ProLauncher

Setup...

Options

Show Trash On Startup

Confirmation On Exit Windows

Use ProLauncher As Shell

Scroll Bar Position (Left Side, Right Side)

Show Trash (see also [Trash Window](#))

Reminders

Run...

QuickLaunch

Help Index

About

Restart Windows

Exit Windows

Exit ProLauncher

Show Trash On Startup

Checking this option will cause ProLauncher to display the Trash Window (minimized to an icon) every time it is started. If this option is not checked, you will have to select the Show Trash command from the floating menu to display the trash.

QuickLaunch

QuickLaunch is a menu item on ProLauncher's **floating menu**. Highlighting this command will bring up a submenu, to which you can assign your most commonly used programs. Then launching the program is as simple as clicking on its name in the QuickLaunch submenu.

This is especially useful for launching small utilities you may use while working in another program. For example, I have assigned Calculator (calc.exe) to the QuickLaunch menu. While I am working in my word processor, I just click in the right mouse button on the windows title bar, which brings up ProLauncher's floating menu, highlight QuickLaunch, and click on "Calculator" on the submenu which appears. Calculator is launched, and I never have to leave my word processor to start it.

To add, change, or delete items on the QuickLaunch submenu, choose the **Modify List** command which appears when you highlight QuickLaunch. The Edit QuickLaunch List window will appear. On the left is a list which contains all items currently on your QuickLaunch list.

To add a new item to your QuickLaunch list, press the New button. A new item, titled "New," will appear in the list box. Type in the name of the program in the "Name" field of the Item Attributes box, and type in the path and filename of the program in the "Command Line" field. Alternatively, you may use the Browse button to bring up a dialog box enabling you to search for the program you wish to add. Press OK when you are done, and your item will be added to the QuickLaunch menu.

To edit an existing item, just highlight its name in the listbox, then type in new name or command line information in the Item Attributes box.

To delete an existing item, highlight the item you wish to delete, and press the Delete button. Answer "yes" to the request for confirmation, and that item will be deleted.

NOTE: ProLauncher checks the [Extensions] section of your WIN.INI file for launching QuickLaunch items. If you want SYSTEM.INI to be one of your items, for example, using the command line "system.ini" would be good enough as long as there is a text-editor associated with all INI files.

Confirmation On Windows Exit

If this option is checked, ProLauncher will ask you if you are sure if you want to exit Windows when you select either the **Exit Windows** or **Restart Windows** commands. If this option is not checked, the current Windows session will be immediately terminated when you select the Exit Windows command.

Run

Selecting this command from ProLauncher's **floating menu** will let you choose a program to run simply by typing in its name. This is analogous to the Program Manager's File...Run command. When you select this item, a dialog box will appear. Either type in the name and path of the program you wish to run (along with any parameters), or hit the Browse button to find a program you wish to launch by browsing through your system.

After you have selected the program you wish to run, either by typing its name or by using the Browse button, you can specify the state in which the program first starts (i.e. normal, maximized, or minimized), by selecting the appropriate radio button in the Window Style group. Then press OK, and ProLauncher will launch the specified program.

This command is used only for programs not installed on the IconBar, since any program on the IconBar may be launched by double-clicking its icon.

Reminders

Reminders are simply short messages you can set which ProLauncher will deliver to you to remind you of something important. There are two types of reminders: Startup (which are delivered whenever ProLauncher is launched), and Exit (which are delivered when ProLauncher is exited).

After you select the type of reminder you wish to use, the reminder editor window will appear. In the text box you may input your message, up to 1024 characters. If you input a longer message, ProLauncher will warn you and give you a chance to edit it.

When you are finished editing your message (say, "Did you remember to pick up the dry-cleaning?"), locate the Frequency buttons. Select either One Time Only or Repeating. If you select One Time Only, your message will only be displayed once. If you select Repeating, your message will be repeated every time you start or exit ProLauncher (depending on which type of message you are editing), until you disable the message. Then make sure that the Enable Message checkbox is checked, and press OK. Your message will be displayed in a message box with the blue information icon.

If you have created a repeating reminder, and wish to stop using it, select the reminder you wish to edit from ProLauncher's floating menus, and clear the Enable Message checkbox. Then press OK, and the reminder will not pop up again.

Hide ProLauncher

Selecting this command will cause ProLauncher to hide its IconBar. You may still access the **floating menu** and all of its functions, however. This is mainly designed for people who don't want additional clutter on their screen. Hiding ProLauncher also frees up about 2% of your system's resources, and frees about 23K of memory.

ProLauncher's IconBar may be restored by selecting **Bring To Front** from the floating menu.

Bring To Front

Selecting this command from the floating menu will cause ProLauncher to be brought to the front. This is useful if you are working in a maximized window, and wish to launch another program. Instead of minimizing or restoring the program you are working with, just click the right mouse button on the title bar of the application you are working on, and select the Bring To Front command from the popup menu which will appear. ProLauncher will come to the top, allowing you to launch another program. You can send it to the back again by activating another window.

Choosing this command will also make ProLauncher visible, if it had been previously hidden by the **Hide ProLauncher** command.

See also **Using The Floating Menu** for details on accessing ProLauncher's floating popup menus.

Trash Window

The Trash Window is a useful utility designed to work with the Windows 3.1 File Manager. At any time while the Trash Window is visible (minimized or restored), you may drag any number of files from the File Manager and drop them on the trash. (If the Trash Window is minimized, you will notice flames shoot out of the barrel, indicating something is in the trash.) The files will be immediately moved into the trash, and you will see them disappear from the File Manager's directory listing. (Actually, the files are moved to the subdirectory \windows\pl_trash, which ProLauncher creates and maintains. Since all files in the subdirectory are purged when you select the Empty Trash command, it is important you do not place any files there yourself.)

At any time, you may view the contents of the trash by restoring the Trash Window (i.e. double-clicking on its icon with the mouse). In the list box are displayed all of the files currently in the trash (with their full, original paths). The caption indicates how many files are in the trash, and how many bytes of disk space they occupy.

Trash Window Commands (available on the Trash Window's system menu)

Empty Trash

Put Files Back

Dropped Files Deleted

Put Files Back

ProLauncher always maintains in memory the original locations of all files placed in the trash. These are visible in the list box of the restored Trash Window. Selecting the Put Files Back command will cause ProLauncher to restore all the files in the trash to their original locations, in case you decide you don't want to delete them after all.

Dropped Files Deleted

This menu item is located on the Trash Window's system menu. If it is checked, all files that are dropped onto the trash will be *immediately deleted*, with no confirmation requested. They will **not** be moved into the trash, and you will not be able to recover them by selecting the **Put Files Back** command. If you commonly delete files you do not want to have the chance to recover, check this item. Then files can be deleted with one action (i.e. dragging it from the File Manager and dropping on the trash icon), instead of the two actions necessary to delete them using the File Manager's commands (pressing the DEL key, then the ENTER key in response to the request for confirmation).

If you want to be able to recover files, do NOT check this item. In that case, when files are dropped on the trash, they will be moved into the trash directory, and you may recover them with the **Put Files Back** command, or delete them with the **Empty Trash** command.

Empty Trash

Choosing this command will empty the trash. In other words, all files that appear in the **Trash Window** will be permanently deleted. There is no confirmation asked for this operation, so be careful not to select this command unless you're sure you want to delete everything in the Trash Window.

Show Trash

Choosing this command will cause the minimized Trash Window to appear. If the Trash Window already exists, choosing this command will have no effect.

"Enter Title For Item" Message

This message is displayed when you attempt to add an item to the IconBar using the drag and drop method. The full path and filename of the program will be displayed, and you have a chance to enter any title you wish for it. For example, when adding the file "c:\windows\printman.exe", you might enter the title Print Manager. This title is for your use only and is not used by ProLauncher.

You do not have to enter a title; if you just press Enter no title will be assigned to the item.

If you press Cancel, the entire operation will be aborted.

Registration Information

ProLauncher is not public domain software, nor is it free. It is Shareware. This means you are granted a limited period of time to evaluate ProLauncher before deciding whether you it fits your needs. In other words, you may try it before you buy it.

Pease read the file "PLORDER.TXT" for more information about registering ProLauncher, or write to:

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