

WinMenu v1.4c

Introduction

WinMenu was written for use on Novell networks running Windows 3, it can be used as a Windows menu for non-networked PC's but this was not the original intention.

As a network support engineer I had always set up networks using the Novell menu system in order to keep the complexity of networks away from the users. Each user had a personal data area for each application, and access to a shared data area for each application. This area was used on things like projects where several people needed to access the same data. A typical Novell menu would contain something like (1. Spreadsheet, 2. Wordprocessor, 3. Database, etc), behind each option would be another menu (1. Personal data, 2. Project X Data, etc). These options would start a batch file which checked for the existence of the required subdirectory (and if missing informed the user that he/she did not have access to that area), change to that subdirectory, and then start the application from its own subdirectory. This system worked fine until the arrival of Windows 3 on networks. I looked at several menu systems but the only one that offered what I required (and considerably more, I must add) was £600 for the developers kit and £50 per workstation! This I considered expensive as I didn't think that my requirements were that complex, I just wanted to reproduce what I was previously doing with the Novell menus. WinMenu is my solution to the problem. It may be yours too.

Installation

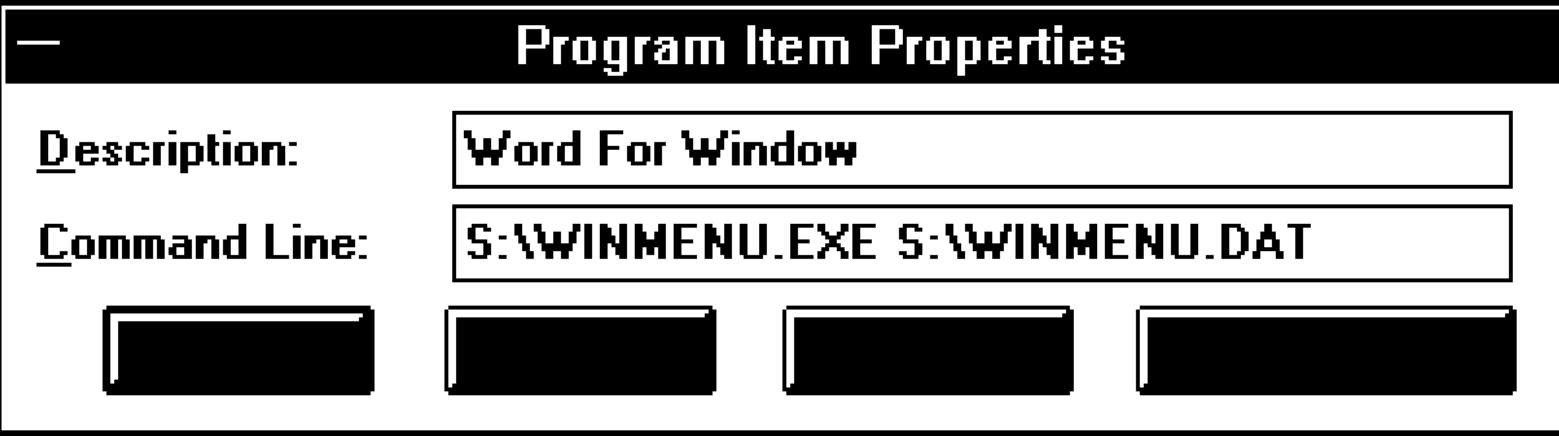
To install WinMenu, extract the files **WINMENU.EXE** and **WINMENU.DAT** into a subdirectory accessible by everyone on your network (Public would do if you do not have a separate subdirectory for .bat files etc). Put the file **VBRUN100.DLL** (normally available free from the same source or BBS as this software) into a subdirectory named in your Network Search Paths, (the earlier the better).

Configuration File

WinMenu obtains all its menu options from a data file, for example.

If **WINMENU.EXE** and the required data file **WINMENU.DAT** were located on network drive S:\ then (after using File, New etc to add the icon to the screen) the command line in File, Properties would have to be amended to the following (see Fig 1), in order for WinMenu to know the name of the data file. If WinMenu was started without the data file an error message would result.

Fig 1.



If you wanted to have the applications icon on screen, as against the WinMenu icon then select Change Icon from the same menu and type in the applications drive:directory and name (see Fig 2). So if the application was Word For Windows located on drive U:\WINWORD, then by typing in U:\WINWORD\WINWORD.EXE, and clicking on View Next would display the Word For Windows icon. Then select OK from that menu and OK from the previous menu will update the screen icon to Word For Windows.

Fig 2.



If you view the supplied **WINMENU.DAT** file in a text editor (Notepad for example) you will see the following (but without line breaks) :

```
"Word For Windows Menu","Personal Data","R:\WINWORD","U:\WINWORD\WINWORD.EXE",
"Project T Data Area ","G:\WINWORD\PROJECTT","U:\WINWORD\WINWORD.EXE", etc etc
```

Each entry is contained within "" and separated by a comma. The first entry is the title of the menu, the second is the title of the first option on the menu, and the second the data

subdirectory for that option and the third, the program subdirectory & program name for that option. The format: option name, data subdirectory, program subdirectory & name, is repeated for all the entries on the menu.

Both the data subdirectory and the application subdirectory details must be in the format : drive:\subdir etc, **not** servername\vol:subdir etc.

If you only wanted 7 options on the menu instead of the 8 on the original (see Fig 3.) then edit the last option name entry from the original (Project Z Data Area on Fig 3.) such that it now just contains a space (see Fig 4.). Repeat this for each option you want to remove from the menu, but always start at the end of the file and work backwards i.e. Project Z, Project X etc. Leave the data & program details as these will be ignored and may be useful reminders when you may want to increase the menu later. Then save the configuration file. I prefer to call each configuration file after the applications they are associated with, as in **WFWMENU.DAT** or **XL3MENU.DAT** just to avoid confusion, but it's up to you. As any options are removed from the menu WinMenu will automatically resize itself to the reduced / increased number of options. The maximum number of options is 8, the minimum is 2.

Fig 3.

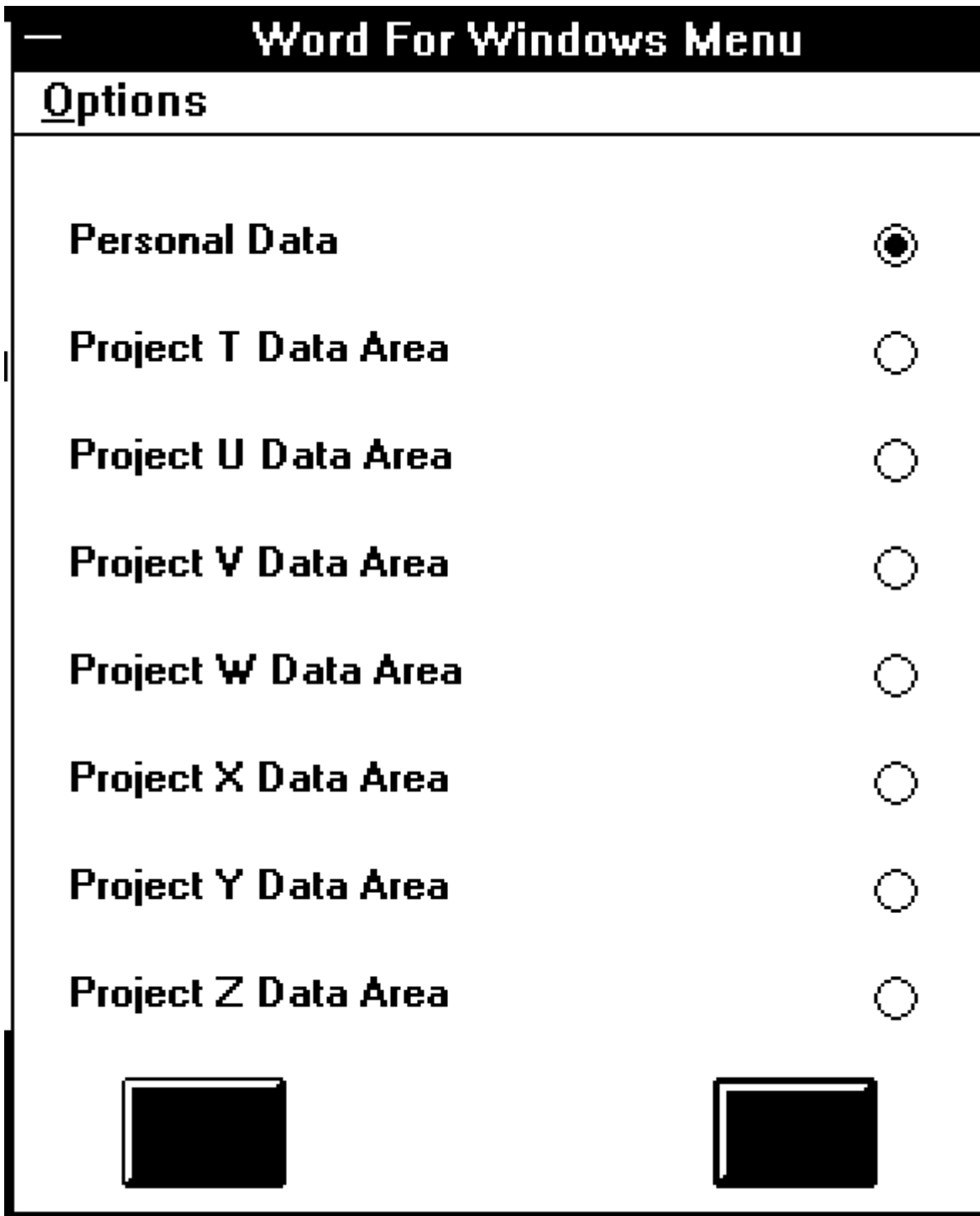


Fig 4.
Change:-

"Project Z Data Area", "G:\WINWORD\PROJECTZ", "U:\WINWORD\WINWORD.EXE"

To:-

" ", "G:\WINWORD\PROJECTZ", "U:\WINWORD\WINWORD.EXE"

When you have finished editing the data files, flag WINMENU.EXE, VBRUN100.DLL and all data files, as Shareable, Read Only.

When an option on the menu is selected by either double clicking the relevant button, or by single clicking the relevant button and then pressing OK, WinMenu checks if you have access to that particular data area. If you do not have access then a message informs you of this, otherwise WinMenu changes to that data area and starts the application from it's specified subdirectory, then closes itself. Simple isn't it!

WinMenu should work on non - Novell networks, but this has not been tested. Any further comments on this topic are extremely welcome.

We Hope you like WinMenu. We welcome suggestions and comments by mail to the following address.

No promises of support or implementation but we're all fairly nice people (or so our mothers say).

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