

# WinButton © 1992 - Kevin Kuphal

Welcome to *WinButton*. This is a minor documentation file to explain a little of how *WinButton* came to be and how to set it up to work on your system.

*WinButton* was written with Visual Basic 1.0 for Windows 3.1. I believe it works with Windows 3.0 but it has not been tested under that environment.

## How *WinButton* originated.

Once exposed to Norton Desktop for Windows and its "cairo" approach to the desktop, I fell in love. But since I only had a 286 with 1 meg of RAM, I was unable to run it functionally. Thus was born *WinButton*. It is designed to run with the Program Manager minimized and saved as such. With that out of the way, *WinButton* takes over the function of launching programs from a simple and effective program.

## How to install *WinButton*.

It's quite simple. Simply unzip the winbutn12.zip file into a directory, add a New File to the appropriate group, fill in the information and make sure that the startup directory is the same directory that you place *WinButton* into. Then minimize your Program Manager, click on its icon once, select close (make sure your save configuration on exit is selected). Edit your win.ini file and add winbutn.exe to the "run=" line. Restart Windows and your program manager should appear minimized and *WinButton* will load.

Note: On 286 machines, *WinButton* may take a minute or two to load. The mouse pointer will not appear as an hourglass while loading. Please be patient, as your HD light indicates, the program is loading. On 386 machines, you won't notice a thing. This note is due to the speed of the vbrun100.dll file for Visual Basic.

## How to use *WinButton*.

It's really simple. You can either double click on the icon representing the program you wish to run, or select Edit Buttons to take you to the button editor.

Registered Users : There will also be a scroll bar on the left end of the Button bar to access more than the standard 13 buttons (up to 130).

## How to use the Button Editor.

By clicking the right button on any *WinButton*, you will enter the editor for that button. You will see the current icon displayed in the upper left corner and input

boxes for the icon file name (currently needing a full pathname .ico file), program filename, and a short description. Any of these can be filled in by simply clicking on the input box, typing in the information, and the clicking on the next box.

There are also some command buttons along the right edge of the box.

The <Ok> box will save your changes and update the button bar.

The <Cancel> button will throw away your changes and return to the button bar.

The <Browse> button, for registered users, will allow browsing of the drives for icon filenames and command paths (the program to run).

The <Next> and <Prev> buttons will advance or retreat you to the next or previous buttons on the bar. This function will wrap around.

### Version History

v1.0 - Original version of *WinButton* for my own personal use. Used a full screen icon editor that was both slow and cumbersome. Bar contained 13 buttons.

v1.1 - Revamped the Button Editor to display 3 buttons with scroll bar. Exit and Save and Exit buttons added. Fixed problem with blank entries in "winbutn.ini" by using "None" for a blank line. Still only for my own use.

v1.2 - Browse function added (but not enabled). Button bar expanded to hold 130 buttons (but not enabled). Changed "winbutn.ini" from standard text to random access file to accomidate changes. Added short text descriptions to bottom of button bar. Disabled functions available with registration of *WinButton*. Change icon editor to single icon display with <Next> and <Previous> buttons for easy manipulation. First public release of *WinButton*. Registered users can label each set of 13 buttons. Display of free system recources and free memory added.

v2.0 (in process) - Will add .DLL and .EXE support for extracting icons. Will use standard Windows Open and Save boxes for browsing. Online help added. Button bar shrunk to 10 buttons and drag/drop to printer, shredder, and viewer added to make *WinButton* a more convenient tool. Drag/Drop support added to drag an .exe file from a file manager onto a button and create a button for it. Any bugs fixed and suggestions added.

### Registration Information

*WinButton* is distributed as shareware. You are allowed to use *WinButton* for 30 days, after which, you are expected to either send \$10\* to the address below or stop

using *WinButton* and remove it from your computer.

**\*The \$10 includes Shipping and Handling to send you your registered copy on a low density 3 1/2 inch disk. If you need another disk format please state so in your registration letter.**

*WinButton* is distributed without any warranty, expressed or implied and is given as is. I cannot be held responsible for any loss incurred by the use of this product. It has been fully tested on my machine, but is not guaranteed to work on yours. It is only guaranteed to fill up sectors on your hard drive.

Registration fees can be sent to:

**Kevin Kuphal  
1400 West Lincoln Highway Apt. K14  
DeKalb, IL 60115**

I can also be reached on my BBS:

**The Adventurer's Guild  
24 hrs a day  
(815) 748-4031  
14.4 US Robotics HST  
USTGNet 85:837/300**

**Please include your name, mailing address, and phone number with your payment so I can send you the key file and any future upgrades.**

**I sincerely thank you for choosing to use *WinButton*. It is the effort of a months worth of work for me and represents my first (but definitely not last) program for Windows.**

**Thank you for supporting the shareware ideals if you chose to register this program.**

**Registration of v1.2 will get you the registered version of 1.2 and a FREE upgrade to version 2.0 once I complete it.**

**Thanks again, and I hope you enjoy *WinButton* as much as I enjoyed creating it.**

**Sincerely,**

**Kevin Kuphal  
Programmer of *WinButton*.**