

#¹\$²

This is the Trash menu and button bar.

{bml trash.shg}

Click on the item you need help with, or click on the
SEARCH button for a list of help subjects.

#³⁴\$K⁵

This is the File Menu.

Click on an item for help.

{bml filemenu.shg}

3file_menu

4File Menu

5File Menu

#⁶

This brings up the About box.

#⁷\$⁸K⁹

This will close the current window, but only after you have removed or killed all the files in the Window unless you have the Nuke On Close option set.

7exit_button
8Exit Button
9Exit Button

#¹⁰\$¹¹K¹²

This will remove the highlighted file from the kill list.
Simply click on any file in the list to highlight it.

10remove_button
11Remove Button
12Remove Button

#¹³\$¹⁴K¹⁵

This will immediately kill all the files in the list.

13nuke_button

14Nuke 'em All Button

15Nuke 'em All Button

#¹⁶\$¹⁷K¹⁸

This will turn on the buttons that allow you to choose the way in which Trash kills files.

16set_button

17Set Nuke Type Button

18Set Nuke Type Button

#¹⁹\$²⁰K²¹

This option will cause the files to be killed as soon as they are dropped on the trashcan icon. This is the quickest but least recoverable method. Click on the Set Nuke Type Button first to enable.

19immediately_button
20Nuke Immediately Button
21Nuke Immediately Button

#²²\$²³K²⁴

This option will kill all the files when you close Trash or exit Windows. It will NOT prompt you, it will just kill them. You can remove a file from the list any time until then though. Click on the Set Nuke Type Button first to enable these buttons.

22OnClose_button

23Nuke On Close Button

24Nuke On Close Button

#²⁵\$²⁶K²⁷

This will always ask you for confirmation before it kills the files in the list. It will go so far as to not let you exit the program or Windows while there are still files in the list. Click on the Set Nuke Type Button first to enable these buttons.

25confirm_button

26Nuke On Confirm Button

27Nuke On Confirm Button

#²⁸~~\$~~²⁹**K**³⁰

This brings up this beautiful help file.

28help_button
29Help Button
30Help Button

