

# **ShellMenus**

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**COLLABORATORS**

	<i>TITLE :</i> ShellMenus		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## ShellMenus

### 1.1 Shell Menu Documentation

Welcome to the Shell Menu AmigaGuide® documentation. Select any of the following topics and follow the links to other subjects as you please:

1. [About Shell Menu](#)
2. [System Requirements](#)
3. [Locale Support](#)
4. [Using Shell Menu](#)
5. [Operation Notes](#)
6. [Helpful Hints](#)
7. [Reporting Bugs](#)
8. [Contact Address](#)
9. [Acknowledgments](#)
10. [Incompatibilities](#)
11. [Index](#)

### 1.2 About AmigaGuide

Contents, short for table of contents, will take you back to the current section's table of contents, be it the main or a sub-section. This is the only way to exit some sub-sections.

Index will jump to the Index to allow you to quickly jump to any section or sub-section.

Help brings up this help section.

Retrace will back-track through your movements through sections.

This is an easy way to look-up topics in the index, jump to the topic, then return to the index for the next look-up.

For this particular document, Browse will go through only the main sections until you enter a sub-section by clicking on a "gadget". Once inside a sub-section Browse will only step through it's sections. You will have to click on Contents to exit a sub-section.

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## 1.3 About Shell Menus

Shell Menus

By: Mark Ritter

**Legal Notes**

**Distribution Notes**

Do you get tired of typing long path names for programs that are not in the directory you are currently in? Do you forget arguments for programs? Do you hate flipping through Workbench drawers, waiting for all the icons to be displayed, just to find just one icon? Is your Workbench cluttered with many open drawers because your most often used programs are in different drawers? Do you forget which function key and qualifier has the macro you want? Is your hard-drive root directory packed with files and their icons? If you answered yes to any or all of these, then you need Shell Menus.

Shell Menus is a program to help Shell users be more prolific and save time. Shell Menus creates user definable menus that attach to the Shell window. Shell Menus offers an intuition interface to edit your menus instead of a text editor and many other features not found in other programs that use menus.

There are other programs that attach menus to the Shell window, like Csh, but they are not nearly as advanced as Shell Menus. They only execute programs that do not use command line arguments, or just ones that were written into the script that can't be changed without using a text editor.

Shell Menus can open a window to enter command line arguments before launching the program. It can also open a file requester to select a file(s) to use as an argument. Or they can be mixed for maximum command line editing. A good example of this is using a picture viewer with a variable time delay and selecting one or more pictures to view.

## 1.4 Legal Notes

Copyright © 1992-1993 Mark Ritter

All Rights Reserved

Shell Menus is NOT Public Domain, it is Freeware. Please respect it.

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Because the program is licensed free of charge, there is no warranty for the program, to the extent permitted by applicable law. Except when otherwise stated in writing the copyright holders and/or other parties provide the program "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary servicing, repair or correction.

In no event, unless required by applicable law or agreed to in writing, will any copyright holder, or any other party who may modify and/or redistribute the program as permitted above, be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the program (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs), even if such holder or other party has been advised of the possibility of such damages.

## **1.5 Distribution Notes**

Shell Menus may be freely distributed in it's original form as long as no more than a nominal fee is charged to cover time and copying costs.

Shell Menus may be placed on any Public Domain distribution disk without prior consent by the author. A copy of the disk would be appreciated.

Shell Menus may not be released with a commercial product without the author's written consent. No exceptions.

## **1.6 System Requirements**

Shell Menus requires at least version 2.04 of the operating system software. To use the full potential Shell Menus offers, a harddrive is recommended but not required. Shell Menus will run on a system with only 512K of RAM, but 1M is recommended to allow better multitasking since it can use quite a bit of memory for the

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menus.

If you have any trouble running Shell Menus on your computer system, please let me know and what setup you have: Kickstart version, accelerator card, drives, chip set, etc. Please be very specific because "It don't work with my accelerator card" tells me nothing of value as far as fixing the bug.

I need to know what works and what does not, the steps you took to get to a point of failure, what programs are not compatible with Shell Menus, etc.

## 1.7 Locale Support

As of this version there is no locale support. There are plans to support German, Spanish, French, and possibly Italian and Danish.

If you are willing to translate the strings to another language, let me know. If you do offer, a perfect translation of all strings will be expected. It is all or nothing. I will also be seeking your assistance for future versions that have new strings.

## 1.8 Using Shell Menus

1. Starting Shell Menus
2. Shell Window
3. Menu Strip
4. Menus Editor
5. Requesters Editor
6. Preferences Editor
7. Executing Commands
8. Terminating Shell Menus

NOTE: `FR` refers to the File Requester images, be it a folder or file.

## 1.9 Starting Shell Menus

Shell Menus is not meant to be started from Workbench, so there is no icon included with the program. It is meant for the Shell so that is where it should be started from. It can be started from Workbench but Shell Menus is meant for power users who use the Shell exclusively.

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Shell Menus will detach from the Shell so you need not use Run or any other variant. There are a few command line arguments you may use when loading Shell Menus:

#### OPENSHELL/S

This will open a new Shell window as one of the first things done. This will allow Shell Menus to be started from the Workbench, or WBStartup, more easily since it will not stop and tell you that there is no Shell window open.

If there is already a Shell window open with the same name, "AmigaShell", it may find that window first and use that window instead of the newly opened one.

ex: ShellMenus OPENSHELL

#### CUSTOMSHELL/K

Use this option to specify a different name than "AmigaShell" for the Shell window to use. Some programs change the window name, this allows you to use Shell Menus with these programs. The name need not be case sensitive.

ex: ShellMenus CUSTOMSHELL "Csh V5.15L"

#### PREFSFILE/K

This option is used to load a prefs file other than the default prefs file. You must specify the complete path and name.

ex: ShellMenus PREFSFILE ENVARC:MyPrefs.prefs

#### EXECUTE/K/N,/N

This will execute the program at the specified menu and item numbers. Both the menu and item numbers must be specified for this to work. If used in the icon, then the menu and item numbers must be separated by `|` in order to work.

ex: ShellMenus EXECUTE 5 20

ex: EXECUTE=5|23 EXECUTE=10|5 (icon tool type)

#### OPENEDITOR/S

This option will open the Menus Editor when done loading the prefs file and, if specified, the program that was to be executed.

ex: ShellMenus OPENEDITOR

The arguments are not case sensitive and may be mixed in any order.

ex: ShellMenus OPENEDITOR EXECUTE 10 2

If there is no Shell window open, Shell Menus will offer to open one for you. The window is required to be open at all times while Shell menus is running.

Only one copy of Shell Menus may be run at one time. You will be notified if more than one copy is attempted to be executed.

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## 1.10 Shell Window

The Shell window must have the title "AmigaShell" for Shell Menus to find it and attach the menus. If it can not find the window, it will offer to open one for you or you may specify a different name.

Shell Menus will modify the IDCMP flags of the window to receive the Intuition messages. It will do this in a way that is compatible with other programs that might be using the Shell also.

IDCMP\_MENUPICK and IDCMP\_CLOSEWINDOW are needed for Shell Menus to operate.

When a program is launched by Shell Menus, the menustrip is disabled but the window is not blocked so input may still be entered while another program is executing.

Clicking the close gadget once will terminate Shell Menus.

Clicking it again will close the window. The EndShell command will close the window immediately but will not notify Shell Menus to terminate. You will then have to run another copy to terminate it.

## 1.11 MenuStrip

The menustrip is divided into 2 sections:

1. Project Menu
2. User Menus

## 1.12 Project Menu

Edit Menus...

This will open the Menus Editor window to allow editing of the menus and/or the preferences. If the window is already open it will be brought to the front and made active.

Load Prefs...

This will open a file requester to load the prefs file. A requester will open if you edited the prefs asking if you are sure so you will not lose any changes.

Save Prefs...

This will open a file requester to save the prefs file.

NewShell...

This will open a Shell window using your defined dimensions or

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the system defaults.

Launcher...

This is a handy feature that opens a file requester to allow you to launch a program without having to type in the complete path yourself. A useful time saver.

Video Mode

Selecting one of the 4 sub-items will change the video display mode to either NTSC or PAL. See Paths in the Preferences editor for file paths and names.

NTSC

Change the display mode to NTSC immediately.

PAL

Change the display mode to PAL immediately.

Boot NTSC

Change the display mode to NTSC after the next system reset.

Boot PAL

Change the display mode to PAL after the next system reset.

Format Disk...

Selecting this item will open a requester asking for the new disk name. Quotes will automatically encase the disk name so spaces may be included in the name.

DF0:

Format a disk in floppy drive 0.

DF1:

Format a disk in floppy drive 1.

DF2:

Format a disk in floppy drive 2.

DF3:

Format a disk in floppy drive 3.

Other...

Format a disk or device other than a floppy. A requester will be opened before entering the disk name asking for the device name.

Ex: DH0:, DH1:, RAD:, etc.

Options Window...

This will open a window before formatting to allow you to change the default settings. The new settings will

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then be the new defaults each time it is opened.

The system default is not checked.

About...

Will open a large requester with some pertinent information about Shell Menus.

Quit

Will terminate Shell Menus. See "Terminating Shell Menus" for more details.

## 1.13 User Menus

There are 10 user menus with 40 items each for a total of 400 items.

The title of each menu is user-definable and can be up to 12 characters long.

The width of each menu will adjust to the longest text in that menu. The titles will also adjust accordingly.

If the screen is not tall enough, for a number of reasons, the menus will conform and use multiple columns. If the screen is not wide enough, the last menu will be adjusted back to fit.

If a large font is used, some menus may be completely cut off.

This will be corrected if used on a super hi-res screen.

`---` for the menu text may be used to use GadTools'

NM\_BARLABEL.

## 1.14 Menu Editor

This is the main control panel and where you edit the menus.

ListViews

There are 3 ListView gadgets: Menu Items, Keys, and Commands with 41 entries each.

Menu Items

This is the text in the menus. The first line is the title of the menu, the rest are menu items.

Keys

These are the menu short-cut keys. Shell Menu will check for duplicate keys and notify you if a key was repeated.

Commands

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These are the command lines with the program path and all structures, if any.

#### Strings

All normal string editing functions are available.

#### Menu Items

The title has a maximum length of 12 characters.

Menu items have a maximum length of 20 characters.

#### Keys

Only 1 character is allowed for short-cut keys.

#### Commands

To allow the use of multiple structures the maximum length is 512 characters.

#### FR

To ease the entry of paths use the file requester. All structures will be remembered so they do not have to be recreated.

#### Menu x

This gadget will cycle through the menus. Holding the SHIFT key while pressing the mouse button will cycle backwards.

#### Clear

This will clear the current menu items, keys, and commands. A requester will ask for confirmation before proceeding.

#### Clear All

This will clear the entire menustrip. A requester will ask for confirmation before proceeding.

#### Load

This will open a file requester to allow the loading of a prefs file. A requester will open if you made any changes to your preferences.

#### Save

This will open a file requester to allow the saving of a prefs file.

#### OK

This will close the Menus Editor but not terminate. To re-open the editor you have to chose the menu item for press the short-cut key in the Shell window.

#### Prefs

This will open the Preferences Editor. See "Preferences Editor" for more deatails.

---

### Swap Items

Check this gadget to turn on swapping, then select the 2 items to be swapped. Swapping may occur in the same menu or across menus.

Entire menus can be swapped by selecting the titles. Swapping an item with a title will have no effect.

### Clear Item

This will clear the item text, key, and command line of the selected item.

### Requesters

This will open the Requesters Editor. See "Requesters Editor" for more details.

### Quit

This will terminate Shell Menus. See "Terminating Shell Menus" for more details.

## 1.15 Requesters Editor

This is where you edit the structures for command lines. There are 3 types of structures: Req (file requester), Arg (arguments), and Prf (preferences).

### Filename

The filename of the program you are editing for is displayed at the top of the window.

### Structure Position: 0/0

Displays your current position and how many structures are in this command line.

### Type: xxx

Clicking this gadget will change the current structure to a different type. Holding the SHIFT key while pressing the mouse button will cycle backwards.

NOTE: Changing types will clear all fields!!!

1. Req Structures
  2. Arg Structures
  3. Prf Structure
  4. Movement And Control
-

## 1.16 Req Structures

This type of structure opens a file requester to select files, paths, devices, etc. To open a plain file requester use an empty structure: {req}. If fields are defined then the structure will look similar to this:

```
{req[TTL=Select a picture(s)][PTH=DH0:Pics/][MLTI][TXT=View]}
```

### Title

The title text for the file requester. [TTL=...]

The maximum length is 100 characters.

### Path

The starting path at which the file requester will start at when the program is executed. [PTH=...]

The maximum length is 255 characters.

### FR

Use this gadget to ease the entry of paths and filenames. It will use the pattern and the status of the Pattern and Pattern On gadgets.

### File

Filename to be displayed in the file string gadget. Can be used to designate the default filename. [FLE=...]

The maximum length is 30 characters.

### Pattern

The inclusive or exclusive pattern matching. **Some Patterns**

The maximum length is 50 characters. [PAT=...]

### Pattern On

If this gadget is checked the pattern gadget will be displayed in the file requester. If not checked it will not display the pattern gadget. This can be used to force a pattern to be used, such as, #?.prefs. [NOPAT]

### Save File

Check this gadget to allow the saving of a file and/or to allow the creation of directories. This can not be used with Multi-File and will be disabled appropriately. [SAVE]

### Multi-File

Check this gadget to allow multi-file selection. This can not be used with Dirs Only and will be disabled appropriately.

[MLTI]

NOTE: This must be the last structure, but before the prf

structure, for Shell Menus to operate correctly.

#### Dirs Only

This will open a requester with no files, just directories.

This can be used to designate a storage directory. Check Save File to be able to create new directories. This can not be used with Multi-File since no files are displayed. [DIRS]

#### OK Text

The text displayed in the OK gadget of the requester.

The maximum length is 15 characters. [TXT=...]

## 1.17 SomePatterns

Some patterns:

? Matches any single character.

#<p> Matches 0 or more occurrences of <p>.

<p1>|<p2> Matches if either <p1> or <p2> matches.

~<p> Matches everything but <p>.

(<p1>|<p2>...) Groups items together.

% Matches the null string.

[<p>-<p>] Delimits a character range.

A?B Matches any 3 letter name beginning with A and ending with B, such as AcB, AzB, and alb.

A#BC Matches any name beginning with A, ending with C, and having any number of Bs in between, such as AC, ABC, ABBC, ABBBC, and so on.

A#(BC) Matches any name beginning with A and followed by any number of BC combinations, such as ABC, ABCBC, and ABCBCBC.

A(B|C)D Matches ABD or ACD.

ABC#? Matches any name beginning with ABC, regardless of what follows, such as ABCD, ABCDEF.info, or ABCXYZ.

#?XYZ Matches any name ending in XYZ, regardless of what precedes it, such as ABCXYZ and ABCDEFXYZ.

[A-D]#? Matches any name beginning with A, B, C, or D.

~(XYZ) Matches anything but XYZ.

~(#?XYZ) Matches anything not ending in XYZ.

A(B|D|%)#C Matches ABC, ADC, AC (% is the null string), ABCC, ADCC, ACCC, and so on.



## 1.18 Arg Structures

This type of structure opens a window to allow the input of command line arguments. A window with no displayed text can be opened by using an empty argument structure: {arg}. If fields are defined then the structure will look similar to this:

```
{arg[MES=This is the displayed text][ARG=args in string gadget]}.
```

Message

The text that will be displayed in the argument window to let the user know what input is expected. [MES=...]

The maximum length is 75 characters.

Arguments

The default command line arguments for the program.

The maximum length is 75 characters. [ARG=...]

## 1.19 Prf Structure

This type of structure allows you to have different types of preferences for each program, or use the defaults. This structure must always be the last structure in the command line.

The defaults are Multitask and Auto-Close. The structure will look similar to this:

```
{prf[DIM=CON:0/11///A Program's Output/AUTO][MULTITASK][AUTOCLOSE]}.
```

Dimensions

The output window dimensions and name. [DIM=...]

The maximum length is 255 characters.

Multitask

Check this gadget if the program is multitaskable. For programs that open their own window or screen can use this. For programs like LhA it can be used to extract an archive, but not to create if Multi-File is checked in a Req structure.

The system default is checked. [MULTITASK] or [SYNCHTASK]

Auto-Close

Check this gadget if you want the output window to close immediately after the program terminates or wait until the user presses the return key or closes the window.

The system default is checked. [AUTOCLOSE] or [WAITCLOSE]

Same Window

Check this gadget if you want to use the same output window for

all Multi-File operations instead of opening a new one for each file.

The system default is not checked. [SAMEWINDOW]

Clear Window

Check this gadget if you want the output window cleared between files in Multi-File operation.

The system default is not checked. [CLEARWINDOW]

## 1.20 Movement And Control

Next

Move to the next structure if there is one or not at the last one already. All defined fields are copied to the structure.

Last

Move to the last (previous) structure if there is one or not at the first one already. All defined fields are copied to the structure.

Append

Add an empty structure based on the Type: xxx gadget to the end of the command line. You will have to move to it to edit it.

If you are at the Prf structure then this gadget is disabled.

Insert

Insert an empty structure based on the Type: xxx gadget in front of the current structure and become the current one.

Clear

Clear all fields of the current structure.

Delete

Removes the current structure from the command line. The Prf structure cannot be deleted.

Use

Finished editing. Return to the Menus Editor.

Undo

Restore all fields of the current structure if you have not changed the type or moved any direction.

Cancel

Ignore the changes of the current structure and return to the Menus Editor.

---

## 1.21 Preferences Editor

This is where you edit the preferences.

1. Operation

2. Keys

3. Paths

4. Control

## 1.22 Operation

Where to open the windows...

Workbench

Check this gadget to open the windows on the Workbench screen.

The system default is checked.

Custom

Check this gadget to open the window on a custom screen.

Interlace

Check this gadget make the custom screen interlaced.

This will allow the Menus Editor window and Requesters Editor window to be opened and visible.

Default window dimensions...

Console

Default size and name of the output window.

The maximum length is 255 characters.

The system default is

"CON:0/11//189/Shell Menus' Output Window/AUTO"

NewShell

Default size and name of the NewShell window.

The maximum length is 255 characters.

The system default is "NewShell".

Default Format options...

Fast File System

This will format the disk using the Fast File System.

The system default is checked.

International Mode

This will format the disk using the international versions of the file system. This mode is not available if running on a Kickstart version less than 39.

---

#### Directory Cache

This will format the disk using caches for faster directory reads. This mode is not available if running on a Kickstart version less than 39.

#### Put Trashcan

This will create a Trashcan icon on the disk.

#### Quick Format

This will erase the root block (and track) and the boot block (and track), and create and bitmap blocks. This is useful when formatting a previously formatted disk.

#### Install Disk

This will install the disk to make it auto-booting.

#### Open Options Window

This will open the Options Window before each format to allow the user to change the Format options. These new settings will be used as the new defaults.

## 1.23 Keys

User definable menu short-cut keys...

#### Edit Menus

Short-cut key to open the Menus Editor window.

The system default is E.

#### NewShell

Short-cut key to open a NewShell window.

The system default is N.

#### Launcher

Short-cut key to open the Launcher file requester.

The system default is L.

#### NTSC

Short-cut key to load the video display mode file NTSC.

#### PAL

Short-cut key to load the video display mode file PAL.

#### Boot NTSC

Short-cut key to load the video display mode file Boot NTSC.

#### Boot PAL

Short-cut key to load the video display mode file Boot PAL.

#### Format DF0:

Short-cut key to format disk in floppy drive 0.

---

The system default is 0.

Format DF1:

Short-cut key to format disk in floppy drive 1.

The system default is 1.

Format DF2:

Short-cut key to format disk in floppy drive 2.

The system default is 2.

Format DF3:

Short-cut key to format disk in floppy drive 3.

The system default is 3.

not used

not used

not used

not used

not used

not used

not used

not used

Quit

Short-cut key to terminate Shell Menus.

The system default is Q.

## 1.24 Paths

Where to store the preferences file...

This is where Shell Menus will look to find the prefs file. You can use the FR gadget to ease entry.

The maximum length is 255 characters.

The system default path is "ENVARC:ShellMenus/"

Where to find the video display mode files...

NTSC

This is where Shell Menus will look to find the video display mode file for NTSC. You can use the FR gadget to ease entry.

The maximum length is 255 characters.

The system default path is

"ENVARC:ShellMenus/NTSC" {prf[MULTITASK][AUTOCLOSE]}

PAL

This is where Shell Menus will look to find the video

---

display mode file for PAL. You can use the FR gadget to ease entry.

The maximum length is 255 characters.

The system default path is

```
"ENVARC:ShellMenus/PAL" {prf[MULTITASK][AUTOCLOSE]}
```

Boot NTSC

This is where Shell Menu will look to find the video display mode file for Boot NTSC. You can use the FR gadget to ease entry.

The maximum length is 255 characters.

The system default path is

```
"ENVARC:ShellMenus/BootNTSC" {arg[MES=Options for Boot NTSC: i=Install r=Remove][ARG=i]} {prf[MULTITASK][AUTOCLOSE]}
```

Boot PAL

This is where Shell Menu will look to find the video display mode file for Boot PAL. You can use the FR gadget to ease entry.

The maximum length is 255 characters.

The system default path is

```
"ENVARC:ShellMenus/BootPAL" {arg[MES=Options for Boot PAL: i=Install r=Remove][ARG=i]} {prf[MULTITASK][AUTOCLOSE]}
```

Where to find the AmigaGuide help file...

This is where Shell Menu will look to find the AmigaGuide help file when you press the Help key.

The maximum length is 255 characters.

The system default path is "PROGDIR:ShellMenus.guide"

## 1.25 control

Use

Finished editing the preferences. Will return you to the Menu Editor using the new preferences.

Undo

Restores all the preferences to what they were when you first entered the Preferences Editor.

Cancel

Ignore the changes to the preferences and return to the Menu Editor.

## 1.26 Executing Commands

There are 2 ways to execute a command: pick the menu item or use the short-cut key. Your user defined preferences will be used. If none were, then the defaults will be used.

During execution all input is blocked until the program is finished loading and does not require an output window or until the program is terminated if not multitasking.

To allow spaces in the path and/or filename, Shell Menu encases the path and program name quotes. If you are using Multi-File then the filename will also be encased in separate quotes. If you are using an argument window to ask for a specific filename, then you must include your own quotes since command line arguments are not encased in quotes.

Ex: "DH0:My Utilities/Super View" -s3 "DH0:Pics/Mona Lisa"

BUT, if you specify some command line arguments that you know are required and do not put in an argument structure, then you will have to tell Shell Menu not to put them inside quotes with the path and program name.

Ex: DH0:Archives/DMS Read {arg[MES=Enter path and name]} FROM {arg[MES=Enter device to read from]} CMODE HEAVY2 LOW 0 HIGH 79

Normally, the quotes would be placed after Read causing DMS not to run properly. To fix this, you have to use a Stop Quotes Here structure: {""}.

Ex: DH0:Archives/DMS{""} Read {arg[MES=Enter path and name]} FROM {arg[MES=Enter device to read from]} CMODE BEST LOW 0 HIGH 79

So now the end quote will be placed after DMS and the Read argument will be usable.

If you are using Multi-File it must be the last structure, but before the Prf structure if one was defined. If it is not, then all subsequent structures will be ignored.

Selecting the Cancel gadget in the file requester or argument window will abort execution of the command line. Pressing the return key in an empty name gadget in the file requester will also abort execution.

Shell Menu is smart enough to know if a program needs an output window or not. If you close the window before execution is complete it will automatically be re-opened.

The output window does allow for user input, but not if the Multitask flag is set. This is to ensure that programs like DMS and Format will wait for the user to manually start the function to not start automatically and destroy data, i.e., format the wrong disk, DMS Write over the wrong disk, etc.

## 1.27 Terminating Shell Menus

Before terminating Shell Menus will notify you via a requester if you made any changes to your preferences and give you a chance to save them first.

Shell Menus will reset the Shell window IDCMP flags in a way that will not bother other programs that might be using the Shell window.

## 1.28 Operation Notes

Shell Menus puts a lock on the Workbench screen to prevent it from being closed. If you need to close it, for a screen mode change or more memory, you will have to terminate Shell Menus first.

If, after running a Shell program, you lose control of Shell Menus, it might be because the program changed the IDCMP flags of the Shell to its settings, not caring if another program is also using them. See the Incompatibilities section for more details.

Just a reminder: If using Multi-File, its structure must be the last one in the command line, but before the Prf structure. If it is not, then all subsequent structures will be ignored.

You can not use these strings in your command line because they are structure flags: {""}, {req}, {req[, {arg}], {arg[, {prf[, ][, or ]}}.

The Multi-File gadget in the Requesters Editor determines how Save, Dirs Only, and Multitask will be set. If Multi-File is checked, then the above gadgets will be unchecked and disabled.

When using the FR gadget in the Menus Editor in the Paths section of the Preferences Editor, all command line structures will be remembered so they will not have to be recreated.

The menu-strip is laid out using visual information from the Workbench screen. This will cause the menu-strip to be fine in the Shell Window, but they will be somewhat distorted in the Menus Editor window if you are using a Public screen. This is due to the fact that Shell Menus uses Topaz 80 for its font.

Press Help for AmigaGuide help.

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## 1.29 Helpful Hints

To clean up your harddrive you should group your files in sub-directories like: MyUtilities, Programming, Music, Graphics, Archives, etc. Then with Shell Menus you will not have type in the long path names, just pick the menu item.

Put Shell Menus in the WBStartup drawer and use OPENSHELL to open a Shell window. You will have to use the DONOTWAIT tool type argument.

You can switch to any menu by pressing any numeric key either on the main keyboard or the numeric pad. 0 is menu 10.

## 1.30 Reporting Bugs

I try to make sure all new additions or changes work correctly before releasing a new version, but, something might get by. If you encounter a bug or a problem with hardware or other programs, please let me know. Do not assume it will be fixed in the next version because if no one tells me, I may not find it.

Please be very specific about what the bug does, when it does it, how you found it, and how I can re-create it to test it. Also let me know what your system consists of: Kickstart version, hard-drives, memory expansion, accelerator card, chip set (original, ECS, AGA), etc.

If you find a program that is not compatible with Shell Menus, please send it to me on a disk or via electronic mail.

Browse forward for my address.

## 1.31 Contact Address

I can be reached at:

Mark Ritter

2008 Valley Vista Drive

Bettendorf, IA 52722-3870 USA

Devil's Fork BBS

1-319-324-4211 16.8K Dual HST

1-319-326-2263 300-2400

24 hours (8-N-1)

FidoNet: 1:283/421

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## 1.32 Acknowledgments

I would to thank the following people:

Timothy J. Smith for his beta testing and answering my programming questions.

Olaf `Olsen` Barthel, author of "term", for his source code examples for Kickstart 2.04+. Without them Shell Menu would not be what it is.

Nico François for his video display mode files: NTSC, PAL, Boot NTSC, and Boot PAL. Copyright (c) Nico François.

## 1.33 Incompatibilities

Shell Menu is not compatible with these programs or some of their features:

Csh (Matthew Dillion)

Csh changes the name of the Shell window so you will have to use the CUSTOMSHELL argument. Shell Menu must be executed AFTER Csh is executed since Csh clears the menustrip when it is first executed. If you are using Csh's menus, then you will like Shell Menu's advanced features even more. You can use Csh's commands and Shell Menu's menus.

Console Buffer (CB) (William J. Fritz)

CB also takes over the Shell window, but in a different way. It modifies the IDCMP flags in an extremely bad way. It takes no consideration for other programs by turning off their flags and setting only the one's it needs. When you quit CB it does not turn the other program's flags back on.

LhA ? (Stefan Boberg)

LhA uses a unique way to use the console.device to use a Paused. Press any key to continue... that is not compatible with the way Shell Menu executes programs or the output window. When LhA should pause at a full page of output it doesn't since it uses its own input/output handle. You must use Ctrl+S and Ctrl+Q to pause and continue the output.

Format 40.1 (CBM)

The Format program, BETA version 40.1, operates poorly in the output window. To still have the program wait until the user presses RETURN to start formatting, no text output is displayed. Pressing RETURN is still required to start formatting.

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{''} (Double Quotes)

{arg}

{arg[...]}

{prf[...]}

{req}

{req[...]}

[ARG=

[AUTOCLOSE]

[CLEARWINDOW]

[DIM=

[DIRS]

[FLE=

[MES=

[MLTI]

[MULTITASK]

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---

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