

BGUIMenu

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Chapter 1

BGUIMenu

1.1 BGUIMenu V1.0

BGUIMenu V1.0

A program to create Button menus

FREEWARE

- (C) 1995 by Reinhard Katzmann, All Rights reserved.

Introduction

... Why did I create it ?

DISTRIBUTION

--> Important! Read this before installing <--

Disclaimer

... Warranty ? No thanx.

Contents

... The files from the archive

Features

... Why you should use this program

Installing

... Installing BGUIMenu on your system

Requirements

... What do you need to use BGUIMenu

Usage

... How to use BGUIMenu

Examples

... The examples scripts provided with BGUIMenu

Bugs
... (Un)known Bugs

Future
... What I could imagine in the future

Contacting
... How you can reach me

Acknowledgements
... Credits, thanx must go to...

History
... Changes since initial release

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1.2 Introduction

Shortly I wanted to have a program that displays a Button menu but ←
is not too
big and still quite flexible. I found some programs on Aminet and on the Fred
Fish CDs but either they did not look as I wanted too or the GUI was quite bad
or they lacked features which I wanted to have.

At that time I already was familiar with the
BGUI
GUI creation library
and decided to use it because I knew how simply it is to create GUIs with it.
With that I only needed a few days to create the program and I'm quite satis-
fied with the result. I used a program called
JMenu
which was written under
OS1.3 and had some Mungwall hits but most of the features which I wished to
compare it as a base. The
menu
definition file has a nearly backward
compatible format as
JMenu
's menu definition file has.

The program was developed with SAS/C 6.55 on an A4000/040 so it should be and
because it ran stable I decided to release it. I have Kichstart 40.68 and run
Workbench 40.35, but I have used no special OS3.1 features, so it should run
on OS2.x platforms, too. If not, please tell me about it.

1.3 FREEWARE

Freeware

This program is FREEWARE. This means you can use it without needing to pay me anything (if you want to you can of course :-), see address below)

It may be used for private purpose only. If you want to use it with commercial programs, you must contact me for permission.

Also if you want to use it as menu program for your disk magazin/magazin coverdisk/compact disk you must ask me for permission.

If you like/dislike/hate my program please let me know it. I then try to improve it as good as I can. Otherwise my program will simply get "dusty" in some directory pathes.

Here's my (EMAIL)

Address

.

1.4 Distribution License and Copyright

Copyright

This program is

FREEWARE

and (C) 1995 by Reinhard Katzmann, All Rights reserved.

Distribution License

Permission is granted to distribute this archive in unmodified form provided all the files listed in

Contents

remain unaltered and unchanged.

No files may be added, changed or removed from the archive. It may not be uploaded on any BBS which claim copyright on uploaded material.

You may NOT charge any fee for my program and it may be only distributed as long as no profit is made out of it. This collection may NOT be included in a commercial package, on a magazine coverdisk, or compact disk media. This holds true especially for the German CD producer!!

If you want to distribute this archive on a magazine coverdisk you must send me a complimentary copy of the magazine issue in which it appears to my home

address

.

If you wish to supply this archive as a part of a CD ROM Collection you may do it if and only if

- 1) the disc contains at least 20 MB of other freeware programs
 - 2) you send me a complimentary copy of the compact disc to
me
 - 3) the compact disc is related to the amiga computer.
- All points must be fulfilled!

Explicit permission is granted to distribute this archive on any CD-ROM produced by Fred Fish/Amiga Library Services and on any officially supported Aminet Compilation CD-ROM. If possible, I would like to have a complimentary copy of the CD-ROM on which my program appears.

If you don't agree with this Distribution License, delete this archive NOW!

Read

FREEMWARE
for the rights of using this program.

1.5 Disclaimer

This program is provided "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 the performance of this collection is with you. In no event can I be liable to you for damages of any kind arising out of the use of this program or any part of it's archive, or the inability to use it.

1.6 Contents

Listing of archive 'BGUIMenu.lha':

| Original | Packed | Ratio | Date | Time | Name |
|----------|--------|-------|-----------|----------|---------------------------------|
| 993 | 538 | 45.8% | 03-Sep-95 | 21:13:30 | BGUIMenu.info |
| 58 | 58 | 0.0% | 17-Feb-91 | 09:40:12 | BGUIMenu/.info |
| 20300 | 8706 | 57.1% | 05-Sep-95 | 18:30:26 | BGUIMenu/BGUIMenu |
| 4998 | 1222 | 75.5% | 03-Sep-95 | 20:21:08 | BGUIMenu/BGUIMenu-Install |
| 1258 | 519 | 58.7% | 05-Sep-95 | 14:54:20 | BGUIMenu/BGUIMenu-Install.info |
| 24264 | 9006 | 60.4% | 05-Sep-95 | 18:32:10 | BGUIMenu/BGUIMenu.guide |
| 1446 | 676 | 53.2% | 05-Sep-95 | 14:53:16 | BGUIMenu/BGUIMenu.guide.info |
| 835 | 394 | 52.8% | 05-Sep-95 | 14:53:16 | BGUIMenu/BGUIMenu.info |
| 4698 | 1547 | 51.7% | 05-Sep-95 | 18:32:22 | BGUIMenu/BGUIMenu.readme |
| 993 | 541 | 45.5% | 05-Sep-95 | 14:56:00 | BGUIMenu/Examples.info |
| 332 | 209 | 37.0% | 04-Sep-95 | 09:19:00 | BGUIMenu/Examples/Example1 |
| 1035 | 338 | 67.3% | 05-Sep-95 | 14:56:00 | BGUIMenu/Examples/Example1.info |
| 350 | 194 | 44.5% | 03-Sep-95 | 20:55:24 | BGUIMenu/Examples/Example1.menu |
| 758 | 378 | 50.1% | 05-Sep-95 | 18:19:40 | BGUIMenu/Examples/Example2.def |
| 117 | 94 | 19.6% | 17-Feb-91 | 09:39:58 | BGUIMenu/Examples/Script1 |
| 189 | 125 | 33.8% | 17-Feb-91 | 09:39:58 | BGUIMenu/Examples/Script2 |

```

3260      1031 68.3% 02-Sep-95 14:20:42 BGUIMenu/Examples/Unpack
  116         98 15.5% 02-Sep-95 14:09:34 BGUIMenu/Examples/Unpack.menu1
-----
63019    25674 59.2% 05-Sep-95 18:35:18   18 files

```

Operation successful.

1.7 Features

BGUIMenu has the following features:

- Quite small (below 30 KB)
- Uses
 - BGUI
 - library
- With this it is font sensitive and resizable (to some point)
- Unlimited number of menus/titles etc (only limited to screen/memory size)
- Supports several columns (COLS keyword)
- Automatic Keys (no need to give keys to the menus) up to 26 (A-Z) and no need to give key shortcuts at all
- possibility to give more menu entries than fit on the screen, they will be truncated (application: unpack example script)

1.8 Installing

Use the Install script delivered with this program. If you really want to install it by hand do it like this:

Copy the main program BGUIMenu to a directory in your path (recommended: Sys:Utilities) including the icon.

Copy the bgui.library to libs: if you not already installed it. I have included the beta library V39.6 which caused no problems on my system

Copy the guide file to your favourite doc directory (HELP:English/)

Copy the examples script "unpack" including the menu definition file to your "s:" directory or another script directory. If you use another you must change the path in the unpack script for unpack.menu.

1.9 Requirements

This is what you will need to use this package:

- An Amiga with at least 512 KB RAM
- OS2.04 or greater (did only test it with OS3.1)

1.10 Usage

To use the program invoke it with the following parameters;

USAGE: BGUIMenu M=MenuFile,P=PublicScreen/K,V=Variable/K

Up to now, if started from WB it uses the default parameters. I will implement tooltype support in one of the next releases. It's probably even better to use the program within a script and use IconX or XIcon to start it.

You don't need to give any parameters. If you omit the Menufile, it searches for the

```
    menu
      definition file in the current path and "s:". The default
filename is "bguimenu.def".
```

If you omit the public screen parameter, it will open on the default public screen (i.e. normally the workbench screen) else it opens on the specified Public Screen.

If you give the last parameter variable, the program additionally will save the number of the selected Button as environment variable of your choice.

If all went well and the menu got created, you can select a menu point either with the mouse button or with the shown key left beside the menu button. Dependant of the

```
    menu
      definition file it will quit
or stay and start the program you selected or performs a special action on
on the thing you selected (see unpack example script).
```

If you have other usage ideas, I'd be glad to know about it.

How to create the
 menu definition file
 .

1.11 Menu definition file creation

Creation

Every command must be in one line and not exceed 255 chars. The rest of the line should be truncated (Warning: I did not test this.). Every Item is limited to a maximum of 255 entries. This will be checked and the rest will be ignored. (To change this restriction you had to give the number of entries and the program would decrease in speed, not supported yet)

Quitting the Menu

At first you should consider whether you want to quit the menu after selecting an Item or not. If you want to do so, write in the file: QUITMENU This tells BGUIMenu to quit the program AFTER your program has been started.

Titles

You are able to change the window title of the button menu:

```
WINDOWTITLE <string>
```

The string is limited to 255 chars.

It's also possible to give some titles to the menu which will appear above the buttons. If you omit it, a standard title will be added.

```
TITLE <string>
```

The string is a normal string where you can include the BGUI string command sequences:

```
\33b   - Bold text.
\33i   - Italics text.
\33u   - Underlined text.
\33n   - Normal text.
\33c   - Center this and the following lines.
\33l   - Left-justify this and the following lines.
\33r   - Right-justify this and the following lines.
\33d<n> - Set drawinfo pen <n>.
\33p<n> - Set pen <n>.
\n     - Start a new line of text.
```

Please note the the \33c, \33l and \33r command sequences can only be used at the beginning of a new line. Actually you can give more than one line within a TITLE command if you give add several '\n' to the line, but pay attention to not exceed the line limit of 255.

Note: Sorry, this does currently not work, needs to be fixed

Columns

The menu can be shown in several columns. The program uses a lose method to calculate the maximum width and quits if it is exceeded. Probably this is not compatible with future aspect ratio calculations which BGUIMenu supports.

```
COLS <number of lines>.
```

The default value is 1. With this method you can get much more menu buttons on the screen. You get more if you also omit the KEY shortcuts.

Defaultkey

If you don't want to create your own key for the menu and the number of menu buttons does not exceed 26, you can give this command: DEFAULTKEY

If the number does not exceed 9 BGUIMenu uses numbers as keys. If it exceeds 9 it will use capital letters. You can also omit this to have no keys at all.

Menu buttons

You must at least create one menu button or the program won't run.

MENU <what you want see on the menu button>

If you have no EXEC commands and you did not define NOEXEC (see below) this is also what will be executed when you press on the button.

Key buttons

You may want to add your own key buttons to the menu buttons. They will be displayed left beside the menu buttons. The number must be the same as the number of menu buttons else a warning message will be printed.

KEY <shortcut>

The key button contains only the key and nothing additional. If you give more than one letter, only the first will be used and the whole menu will probably look messed up.

Execute

With this command you can specify what file you want to run. Depending on QUITMENU it will execute the command and then quit or not. If you want to detach (i.e. run in background) your program, simply add a "run >nil: <nil:" in front of the command.

EXEC <programm/script>

The number of EXEC commands must be the same as the number of MENU commands and it must have the same sequence to correspond mutual.

If you don't want to execute a command but only wish to store the variable information (i.e. the number of the button which was pressed) you can use

NOEXEC

This command tells BGUIMenu to ignore all EXEC commands.

Remarks

If you want to add your own comments to the menu definition file you can use (like in Basic ;-) the REM command, example:

```
REM This is my special remark.
```

Menu definition file examples are

here

JMenu

remark: To retain compatibility to JMenu you must add at least ↔
the

the QUITMENU and DEFAULTKEY commands to your old

JMenu

scripts. NOEXEC must

be added if you omit the EXEC commands in any of your files.

Final remark: I wish AmigaGuide would support jumps like HTML.

1.12 Examples

First a very simple introduction example:

```
REM
REM Simple Example menu for BGUIMenu
REM
QUITMENU
WINDOWTITLE Small Example
TITLE This is a small introduction example
TITLE to show you the features of BGUIMenu
REM
REM Menu definitions
REM
MENU Press here to quit
MENU System Information
MENU Show available memory
REM
REM Executables have same order as menus
REM
EXEC
EXEC info
EXEC avail
```

Nothing more to say to it, it should be self-explanatory.

There are three other example scripts included with BGUIMenu (see directory Examples). Example1 is similar to the above example, but includes a workbench startup method with the help of XIcon and prints (if started from WB or if the menu is started with script from CLI the variable technique.

A more sophisticated is Example2.def in the Examples directory. To use it start BGUIMenu from CLI (assuming you are in BGUIMenu drawer):

```
BGUIMenu Examples/Example2.def
```

It shows you how to use several columns, defines own keys (try it out :-)) and echoes which key/menubutton you selected.

Example1 in the Examples drawer shows you how to start BGUIMenu within a script and how to use the Variable parameter. It also shows the simple usage of EXEC. This example is also the one which is usable from Workbench (with IconX).

The most complex Example is Unpack. In fact you may use it as a possibility to unpack all files from f.e. your download directory. To use it, it must be installed like I explained in the
install
section.

Usage: `unpack source/k,dest/k,label/k`

Be sure that the `s` (script) flag is set or use the `execute` command to start it. Source is the source directory (better don't use the default `;-`) and dest the destination dir (default `ram`). Label is used within the script.

This example calls BGUIMenu several times. First it lets select you the packer you wish to use. After that you select the file you wish to extract. This menu definition file is created from within the `unpack` script.

If you have other interesting examples and want to include it with BGUIMenu, contact

```
me  
and I will think about it and tell you.
```

1.13 Bugs & Ideas

Know Bugs

- Not the best method to calculate max width/height of menu window
- Did not check if lower case commands work yet
- KEY does not cut length down to one, might look strange then
- Resize: Buttons (not KeyButtons) are not resizable in Width, because BGUI does not yet support a defined fixed min width, only a default.
- BGUI string commands do not work directly, need another way to do it

Bugs & Ideas

If you found any bugs in the program and you wish to have them removed, you should send a mail to me. You can also contact me if you have a great idea how to improve my program (though it's not in my mind to make a tool like Toolmanager out of it ;-). Here the

Address

.

1.14 Future

Here a few ideas I might implement (no special order)

- German documentation/Installer
- Add Scroller (BGUI Scroller Window :-) to allow even more buttons ;)
- Add GUI Prefs program (any ideas ?)
- Possibility to open an own screen (Better use a PublicScreen Proggi)
- Better Workbench Support (Tooltypes)
- SPECIALMENU: Instead of using KEY and a key button use _ for defining KEYS (example: "Tool _Manager" starts Toolmanager with 'm')
- Better Icon than the Orig SAS/C one

1.15 Contacting

E-MAIL (prefered):

suamor@student.uni-tuebingen.de
katzmann@gemmi.informatik.uni-tuebingen.de

SnailMail:

Reinhard Katzmann
Schellingstraße 41

D - 72072 Tübingen

BBS'es

You can try to reach me through BBS'es near Tübingen. Some of the Sysops might know me or have contact to the Internet. I'm only User of one BBS:

Onkel Helmut's Hütte

Line 1: (0049) +7157/64546 (28800 Baud)
Line 2: (0049) +7157/65428 (14400 Baud)

My usual Nickname on the internet or at this BBS is Suamor.

1.16 Thanx, Credits must go to ...

I wish to thank the following people:

Jan van den Baard (
 BGUI
) for making this program possible

Jim Collins (
 JMenu
) for many ideas for my program

Commodore for creating the Amiga and the AmigaOS

I hope that the Amiga gets a better future with AT than it had with C=.

1.17 History

V1.0

- Initial release

1.18 BGUI, a boopsi based shared library

'BGUI', (C) Copyright 1993-1994 Jaba Development.
 (C) Copyright 1993-1994 Jan van den Baard

Current Version: V1.1c
Actual beta lib Version: V39.6

From the original documentation:

<cite on>

BGUI is a BOOPSI based shared library containing a number of BOOPSI classes. It allows for easy creation and managing of font sensitive and size adjustable GUI's on the Amiga. Hmm, where have I read something like this before..., I hear you say.

YES! This is yet another GUI library. I know there has been a lot of discussions about the usability and necessity of GUI libraries on the nets lately. Still, being the ignorant bugger that I am, at some point I felt it was necessary to write yet another one.

Believe me when I say that BGUI was not intended to become a releasable project. I started coding BGUI simply because I was amazed what MUI did using BOOPSI. Therefore I started coding some BOOPSI classes as a learning experience.

Hmmm... This is beginning to sound like an excuse... As if I did something terrible ;)

The point is that, while working on BGUI, I saw many GUI libraries being released and not one of them really seemed to take off. This made me think that all this talk about "For every app I run I need to install a different GUI library" really is bull. Please correct me if I'm wrong but I have yet to see a program requiring a GUI library (with the exception of MUI ofcourse).

Sure there are a lot available but MUI is the only one which actually seems to be used by the programmers.

This is the reason for BGUI. I have tried to create a library which does it's thing similar to MUI eliminating the biggest problems that programmers seem to have with MUI. Meaning no fancy background-pen-frame-text-image-whatever settings editor, not a zillion extra images, no external class libraries etc.

BGUI is a single library which can be removed as easily as it can be installed. It provides an easy way to create and control GUI's without becoming excessive in what it does.

I guess time will tell if BGUI is going to be accepted or not...

<cite off>

I personally never used MUI because it was a shareware library and it's easier for me to give a gift to the author (that'll be a boopsi class and if you're programmer you'll hear about it. I can recommend BGUI everyone, I had never problems with it and found only small limitations that'll be removed in future releases. There exists a mailing list:

The BGUI mailing list -> Current BGUI package version 1.1

Post messages to: bguim@aobh.xs4all.nl

To unsubscribe send mail to: bguim-request@aobh.xs4all.nl

In the message the line: delete <your email address>

The BGUI Home Page:

BGUI can be found on Aminet:

BGUI11c.lha dev/gui 355K+BGUI release 1.1c

1.19 JMenu allows a skript to display a menu

Last Version I found for OS1.3: V1.1

Author:

"If you have any problems, comments, suggestions, etc. I can be reached on PLink as JIMCOLLINS and GENie as J.COLLINS26."

That was the only information I found about the author.

The program is similar to mine, but has some major Mungwall hits and crashes regulary when not being used with Enforcer & Mungwall. The main other disadvantages are shown in the introduction and because I found no copyright information I included the example skript from this package and adapted them to BGUIMenu (and Lha instead of Lharc).

The original lha archiv can be found on Aminet:

JMenu.lha util/batch 15K*Allows a skript to display a menu. V1.1

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