

MenuBall documentation

Version 2.3.1
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• Introduction

◇ MenuBall is an **absolutely useless** control panel that puts a **bouncing ball** in your **menu bar**. It won't slow down your Mac and it shouldn't crash (but use it at your own risk). Should the ball ever leave a mark in your menu bar, don't panic: it is harmless, just switch to another application to have the menu bar redrawn properly.

◇ There's only one **smart use** for MenuBall: since the ball moves one step at each WaitNextEvent call, you can use it to **monitor the system activity**. If the ball **stops**, the Mac probably won't respond to user actions and may even be hung; if it **moves slowly**, the front application is being friendly to other processes and giving up a lot of processor time; if it **moves fast**, then the front application is eating most of the CPU time (and possibly wasting it).

◇ If you can bear MenuBall for more than half an hour, you've earned it.

• Instructions

- ◇ **On/Off hot key** lets you choose a key combination that will turn the menu ball on and off on the fly.
- ◇ **Enable gravity acceleration** changes the way the ball bounces around.
- ◇ **Disable horizontal movement** makes the ball stick to the left of the Apple menu.
- ◇ **Make menu ball larger** gives you a bigger ball.
- ◇ **Move menu ball faster** makes the ball speedier.
- ◇ **Show icon at startup** tells MenuBall to show its icon when the mac starts up.
- ◇ **Note:** the **ball speed** depends mostly on the application you're using. When a dialog window is open, the ball usually runs a lot faster.

• Version History

- ◇ **2.3.1** - Updated documentation and recompiled with CodeWarrior 9.
- ◇ **2.3** - Fixed an incompatibility with the PaperPort Extension, cleaned up the code for "strict windows" awareness.
- ◇ **2.2** - Slightly reduced the memory used by MenuBall, added support for the INITGestalt 1.0 proposal by Jeremy Roussak and Rene G.A. Ros.
- ◇ **2.1** - Added a new option to disable horizontal movement. The ball is no longer drawn if no menu bar is visible. Added pictures and a contents menu to the online documentation.
- ◇ **2.0.2** - Cleaned up the code and updated documentation.

- ◇ 2.01 - Recompiled with latest version of the compiler and updated documentation.
- ◇ 2.0 - Rewritten from scratch for Owen W. Linzmayer and his new book.
- ◇ 1.0 - First cut as a simple extension.

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• Have fun!

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