

AmiStart

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Chapter 1

AmiStart

1.1 main

```
AmiStart Documentation V0.60

read important
    Notices
    , for example what to change in your old config
some general notices
    First of all / DISCLAIMER
    what you can do and what you can't
    Legal notice / COPYRIGHT
    read the
    Introduction
    to learn more about it

all
    Requirements
    you need to use me

how to
    Install
    AmiStart

what are the
    Features
    of mine

The
    USAGE
    of AmiStart

external
    Modules/Plugin
    Support

an
    AREXX
    -interface for external access

what
    Bugs
    do i have

slow
    Performance
    ?
```

Thanks
 to all of you
 the
 History
 to see the progress
 my
 Last Words
 , all i wish
 to
 Contact
 me

1.2 Notice to the using of AmiStart

NOTICE:

This version was compiled for mc68020 and above, i think thats no problem.

Version 0.56:

It is recommended to rise the stack size (16384 bytes for example), this is important because of the recursive removing from directorys (16384 is just a suggestion, i don't know the exact value).

The guigfx.library is not longer optional since Version 0.56 uses it for Icon handling.

Version 0.59:

There is a popup-menu build in (see requirements), this needs the Right-Mousebutton handling to be changed, but thats has nearly no effect, you could close Layers as before by clicking the RMB, but this must be done a very short time, longer pressing down the RMB cause to popup the PopUp menu.

MUI is not longer optional, coz i use it for requesters to enable more keyboard shortcodes.

Some changes are done in the transparency handling, see USAGE/Others

WARNING: AmiStart has massive problems on 256 Color wb -views, no idea why

AmiStart can only be started once, a new call will stop a running AmiStart task

Version 0.60:

AmiStart uses its own border colors now instead of the system entries, you could select values for them in the global prefs now (named Shine and Shadow color).

1.3 First of all / DISCLAIMER

First of all / DISCLAIMER:

I start this program in 1998, and sold my Amiga 1999, i continued in 2001 ↔
on WinUAE,
coz Windows programming is arghhh...

I'm not liable for any damages on your Hard and/or Software, it's your ↔
risk to use
this Application.

1.4 Copyright

Copyright:

This Tool is Freeware, but i ask for an e-mail (address follows below).

Note: This is only valid for the AmiStart executable, see the included ↔
readme file
for copyright informations for the additional content.

1.5 Introduction

Introduction:

As many other Tools this one is an other example of a Windows like ↔
Starmenu, unlike
most of them you can drag&drop items direct in the menu.
At time you can not use Images like jpegs or iffs for the items, you only ↔
can use icon
files so you should use Newicons or i hope it looks well with the new icon ↔
.library in
os >= 3.5. Since 0.59 it's possible to use the iconobject.library in the ↔
scalos package.

Also you can use a Filesystem, which will be displayed.

To learn more about the Possibilities of AmiStart read the Usage

1.6 Requirements

Requirements:

Hardware:

- any Amiga with at least a 68020, without a fpu it crashes here, but i think that's a problem of my System coz i have patched some libs to use the fpu. I have not used any fpu compiler settings. ↔
- its recommended to use a gfx-card and a fast system.

Software:

- wb 3.x
- wbstart.library (under OS >=3.5 this should be not needed).
- guigfx.library (since 0.56 needed, guigfx needs the render.library to work). ↔
- MUI (3.8) since (0.59 not longer optional).
- If you like to use the PopUp menu, you need to install the popupmenu.library (Version 10.x) ↔
- The commands setup needs the nlist(view) class for mui.
- optional the iconobject.library and addons (like datatypes) from the scalos package ↔

the "should" means i couldn't test it coz i only own OS 3.1.

1.7 Installation

Installation:

only drag the content to the WBStartup directory and/or optionally change the ↔

ToolTypes

(don't replace the prefs file and the additional content if you wish to use the old data). ↔

I included a install file in the packages above 0.57, but you can still install as above. ↔

The installer file should not overwrite old files by selecting the right options, and you ↔

can set the

ToolTypes

automatic.

Don't blame me if it won't work, i've never make a install file before.

Note: the installer script does not contain all AmiStart options.

1.8 Features

Features:

- displays unselected and selected images,
- drag & drop

- displays filesystems
- small arexx port, which enables to add entrys (for example by the installer (like windows) ↔
- changing the prefs file (by external editor or a text editor) causes AmiStart to reload it. ↔
- keyboard support (since 0.52)
- fully hideable (since 0.53)
- texture support (since 0.56)
- transparent backgrounds (since 0.58)
- direct commodities support (since 0.57)
- iconobject.library support (since 0.59)
- popupmenu support (since 0.59)
- added filesystem action commands (copy/move/delete). (since 0.59)
- added external module support (since 0.59)
- added the possibility to convert each starticon into a clock. (since 0.59) ↔
- added a LaunchBar (TaskBar) (in 0.60)

1.9 Usage

Usage:

Using the word "BUG" in the following description does not should say a dangerous bug, it could be for example a simple visual problem without any crashes. ↔

ToolTypes

Important settings must be set here

Layers

and the differences between them

Setup

the main setup

Filesystem ToolTypes

helpful for filesystem usage

Popup menu & commands

using the popupmenu and setting up "\"open with\" commands

Using the Keyboard

adding a AmiStart Command

Using the TaskBar

Using Backgrounds / Transparency

Others

, different issues

1.10 ToolTypes

Tooltypes:

PREFS = xyz
name of the prefs file (must exist).

STARTICON = xyz
name of the icon file (without .info extension) this icon is used ←
for the start-button,
you can click on.

CX_HOTKEY = xyz (since 0.52)
an optional hotkey to popup/popdown this tool

NOBORDER
don't border the starticon (icon is not transparent). You could ←
paint your own borders.
(does not work with TRANSPARENT and TASKBAR ToolTypes)
NOTE: don't use this ToolType coz i decide to remove it

SILENT (since 0.53)
setting this flag makes amistart fully invisible, until you press ←
the hotkey or use
the AUTOPOPUP flag described below.
(does not work with TRANSPARENT and TASKBAR ToolTypes)

AUTOPOPUP (since 0.53)
only if SILENT is enabled, makes Amistart visible by moving the ←
mouse in the leftmost
bottom edge of the wb-screen.

TRANSPARENT (since 0.57)
make the Starticon "Transparent", meant that the Background color ←
is replaced with the
Background.
The problem is that this only work properly if no Window is in ←
front of the StartIcon
before AmiStart starts, background changes won't be recognized ←
while AmiStart is alive.
(TASKBAR ToolType set this always to ON)

DATAPATH = xyz (since 0.57)
set the path for the relativ positioned data in the startup prefs, ←
this were for example
icons which are not absolutly located.
For example "icons/up.info", with unset DATAPATH this is loaded ←
with the path
"progdir:icons/up.info" with DATAPATH the path is "DATAPATH/icons. ←
info".
This enables you to leave out the example setting icons out of the ←
wbstartup drawer.
Nevertheless these is only a path for the data in the sm.prefs ←
file not for the starticon.

NOTOOLTYPES (since 0.58)
this disables the
Filesystem ToolTypes
support (see below), could speedup reading
filesystems (the first time), but on my Hardware this seems to ↵
have no effect in speeding
up something.

JUMPQUALIFIER = xyz (since 0.58)
this ToolType changes the qualifier to jump multiple entries in a ↵
Layer by the keyboard mode.
Following strings are possible "lalt", "ralt", "ctrl", "lshift", " ↵
rshift"
(default is left alt).

FASTSCALE (since 0.58)
in 0.58 the scaling algorithm for small icons was rewritten, this ↵
looks better but could
be slower and needs more colors, so users without a gfx card ↵
should use this Tooltype to
force AmiStart to use the old algorithm.

USEICONOBJECT (since 0.59)
use the scalos icon rendering system, so you can use NewIcons ↵
without the Newicon patch.
note, it is not required to install scalos but at least the ↵
iconobject.library and the
datatypes.

NOMASK (since 0.59)
if you don't like to use
backgrounds / transparency
you can also set this tooltype
to force off the mask generating. This results in less memory ↵
usage and should be a bit faster.
You can try to use this Tooltype also when you get some visual ↵
errors.

LATELOAD (since 0.59)
by setting this Tooltype AmiStart loads nearly all icons first ↵
time if you open a menu, result of this
is that AmiStart faster boots up and needs less memory if you don' ↵
t use all sub-menus. But this delays
the first appearing of a menu.

INFOMODULE = xyz (since 0.59)
if you don't like the wb information requester for filesystems, ↵
you can specify here a shell module
to take this part, for example the scalos information module.

MOREUNSHARP (since 0.59)
setting this ToolType amistar does more rendering cycles to ↵
generate the unsharp transparency background

NOMASKCHECK (since 0.59)
by default AmiStart checks the mask of the starticon to recognize ↵
if the user points over the StartIcon,

this could be problematic if the StartIcon is partial transparent. ←
 Using NOMASKCHECK lets check AmiStart only
 if the mousepointer is inside a rectangle about the StartIcon. ←
 This ToolType needs the TRANSPARENT ToolType to be set.
 The TASKBAR ToolType always switches this on.

CLOCK (since 0.59)

setting this ToolType the AmiStart start icon will be translated ←
 into an analogue clock (note: you MUST
 use the TRANSPARENT ToolType in the AmiStart icon too, to enable ←
 this feature), in this case
 the clock-pointers will became default parameters but you can ←
 still change them by using
 ToolTypes inside the start icon file. Use following ToolTypes ←
 inside the starticon:
 CLOCK_X = x position of the begining of the pointers, 0 = left
 CLOCK_Y = y position of the begining of the pointers, 0 = top
 CLOCK_HOUR_R = r
 CLOCK_MINUTE_R = r
 CLOCK_SECOND_R = r length of the pointers in pixels
 CLOCK_HOUR_COLOR1 = color1
 CLOCK_HOUR_COLOR2 = color2
 CLOCK_MINUTE_COLOR1 = color1
 CLOCK_MINUTE_COLOR2 = color2
 CLOCK_SECOND_COLOR1 = color1
 CLOCK_SECOND_COLOR2 = color2
 colors of the pointers, color1 = color at the start of the ←
 Pointer (middle of clock), color2 = color at the end ←
 of the
 pointer.
 Each color must be entered hex with the following ARGB ←
 format 0xaaarrgbb, aa = alpha value, rr = red value, gg ←
 = green value
 bb = blue value, all in the range from 0x00 upto 0xff, ←
 alpha is not used but should still be set to 0xff.
 Note: pointers are drawn with nonsystem linedraw, so its ←
 possible to make them AntiAliased but they use much ←
 more cpu resources.
 CLOCK_NOSECOND disables the second pointer
 CLOCK_BIGPOINTER makes the minute and hour pointer a bit ←
 wider, so it will be much better visible.

i have included two fast painted clock icon, named Clock.info ←
 and Clock1.info in the icons drawer.

STARTDELAY = xyz (since 0.59)

delay starting AmiStart, xyz = time in 1/50 secs -> STARTDELAY=50 ←
 waits one second before AmiStart starts.
 This could be usefull, if your workbench has a background and you ←
 get a gray background around the starticon
 using the TRANSPARENT ToolType after you workbench gets its ←
 background. Delays also if the wb-screen reopens

FORCEREFRESH (since 0.59)

Normaly AmiStart updates Layers only by resizing them, but some ←
 visual updateoperations won't work this way.

Using this Flag AmiStart reopens the Layers so for example setting ↵
the Transparency flag will be shown immediantly.
Note, this is only recommendent on faster systems. (see Bugs).

MAPPED (since 0.59)

There are two possibilities to handle icons, the first is to ↵
convert them to the screen resolution (=depth) the other handle
always 256 Color Icons.
Using MAPPED all icons are converted to 8 Bit depth this should be ↵
"much" faster and on non true/hi-color screens needs less ↵
memory
but could cause problems on some systems.
Try MAPPED First if all runs well leave it, else remove this ↵
ToolType.

TASKBAR (since 0.60)

Using this ToolType launches AmiStart as a
TaskBar

APPICONQUALIFIER = xyz (since 0.60)

since 0.60 you can drop project files onto items in AmiStart to ↵
open this file within the
selected item. For example dropping a picture file while holding ↵
down this qualifier onto a picture viewer
should display this picture.

Note: dropping files from workbench onto filesystem drawers copies ↵
this file/directory from a filesystem to another,
i.e. dropping the system partition icon named "sys:" from ↵
the wb onto a AmiStart filesystem item "RAM DISK:"
copies all files from "sys:" to "ram:".

Using a empty qualifier string "APPICONQUALIFIER=" disables the ↵
normal drop->add handling in AmiStart, you cannot add
items to AmiStart, but you can drop projects and open them with ↵
the selected item without a qualifier.

usable qualifiers are "lalt", "ralt", "lshift", "rshift", " ↵
lcommand", "rcommand", "ctrl", "midbutton"=middle mousebutton,
or combinations of them.

default is left shift (lshift)

HELPPFILE = xyz (since 0.60)

using the HELP key in the settings displays the AmiStart ↵
documentation, you can change the path for the doc here
for example "HELPPFILE = HELP:AmiStart.guide"

CX_TASKBARHATKEY = xyz (since 0.60)

before using the Launchbar per Keyboard you must activate the ↵
TaskBar window, use this ToolType to set a
activation HotKey
for example "CX_TASKBARHOTKEY = ctrl t"

AUTOACTIVATE (since 0.60)

using this ToolType lets AmiStart automatically activate the ↵
TaskBar if the mouse covers it,
there are some probs, you will notice if other windows are ↵
covering the taskbar

```

TIMEOUT = xyz (since 0.60)
    seting values bigger then 0 lets AmiStart close Windows if the ←
        mouse is not moved the described time ←
    (try differnent values)

```

1.11 Layers

Layers and differences between them:

Layers are simple Windows which contain one or multiple Item(s), you ←
could name it Windows, Layers, Directorys or Drawers.

AmiStart Knows four kinds of Layers:

- FileSystem Layers:
it's a thing like workbench drawers, all items inside a ←
filesystem will be displayed, normaly unflexible
but fast to configurate coz they displays all items inside the ←
given filesystem containing drawers.

To make them more configurable you can use
FileSystem ToolTypes

You could not drop items into a FileSystem ←
Layer without changing the FileSystem (←
copying/moveing/deleting files to/from them ←
)

- Application Layers:
most Flexible, fast, only data you need (you drop into it) ←
will be displayed, it's something like a
ToolBar but needs more time to be configurated.
Application Layers could contain other Application/ FileSystem ←
/ Commodities/ External Layers and
Commands

+ MAIN-Layer: the Layer/ Window with the strip ←
on the left side, nomaly displaying the ←
string "AmigaOS NG"

- Commodities Layer:
displays your System Commodities and lets possibilities to ←
manipulate them.
- External Layer:
this kind of Layers will be used by external
modules

1.12 Setup

Setting up AmiStart

adding Tools

To add a Tool, simply drag it's icon on a location in the ↔
startmenu / taskbar.

adding Filesystem Layers

To add a Filesystem-Layer, simply drag a Drawer (Filesystem) icon ↔
on a location in the Startmenu
and select Filesystem

adding Application Layers

To add an Application-Layer, simply drag a Drawer (Filesystem) ↔
icon on a location in
the Startmenu and select Application.

changing the location of an item

to change positions of Applications, Drawers ... drag it's Item to ↔
the new destination location.
(dragging from Filesystems to Application-Layer is possible, ↔
other way is not
possible, because FileSystem Layers are Temporary, instead of ↔
this you must copy them.)

changing item properties

to change the properties of the items, press and hold the left ↔
mousebutton down over them (not
move the mice) until the Properties Window appears (needs MUI), ↔
since 0.59 you can also use the popup menu.

changing the logo and main settings

to change the Logo and some default parameters do same as above ↔
onto the Logo in the
MAIN-Layer.

- the included logo was fast painted with ↔
photoshop (i'm not an artist), notice that
the logo is painted from bottom upto top without resizing it, ↔
if the layer is heigher
than the logo the logo is scaled up else it will be truncated.
The included logo is in jpeg format this causes a larger amount ↔
of timeto decode it
the first time, user with low-end processors could repack it or ↔
use an other logo.

Setting up the Launch/Task Bar

to change the TaskBar properties select the TaskBar setting from ↔
the popup menu

removeing items

to remove entrys, drag them out of the windows or use the popup ↔
menu.

saveing the settings

you must save your settings using the save command, changing any ↔
setting does not do this.

to save an configuration click exit and then save or configure a new button (application) with the save command or use the arrex command "SAVE" or use the popup menu.

using Commodities

To get direct commodities Support, setup a new Command and change the Command to Commodities (change the icon files if you like to change them).

1.13 Filesystem ToolTypes

Filesystem ToolTypes

Filesystem Layers are temporary and therefore uncomfortable, you cannot change settings like for commands, normally all drawers inside a FileSystem shares the same properties for example all uses the small flag, or all drawers up from the root shares the same dospattern. FileSystem settings ables you to change this.

To change filesystem properties somewhere within the FileSystem tree, set following ToolTypes in the Icon you want to change (needs orgicons flag to be set)

for example, look at your System named "SYS:", lets say you have added a FileSystem Layer named "System" with the path "SYS:", and you have setup the propertis this way to display all items small.

by default all icons will be displayed small, this includes icons in subdirs of "SYS:", what todo to display all items in "SYS:prefs" in their original size?

simply add the AMISTART_SMALLCONTENT=FALSE ToolType to the "SYS: Prefs.info" file.

Which FileSystem ToolTypes could be used:

for Files/Dirs:

- AMISTART_SMALL=ON|OFF make this icon small, ←

for Directorys:

- AMISTART_SMALLCONTENT=ON|OFF make content of this dir small ←
 - AMISTART_ICONSONLY=ON|OFF show only files with ".icon" extension ←
 - AMISTART_ORGICONS=ON|OFF show original icons (*) ←
 - AMISTART_FILESONLY=ON|OFF show only files ←

- AMISTART_DIRSONLY=ON|OFF show only ↔
directories
- AMISTART_NOICONS=ON|OFF do not ↔
display the .info files
- AMISTART_SORT=ON|OFF sort ↔
content
- AMISTART_SORTTYPE=DIRSFIRST|FILESFIRST|MIXED position ↔
of dirs and files

(*) using the OFF flag switches the support of FileSystem ↔
ToolTypes inside this drawer off, coz no orgicons
are loaded.

you can setup a default tool for a filesystem directory, in this ↔
case AmiStart starts this
Tool with the file or drawer as a parameter. Only directories can ↔
get this ToolType and only
a press onto this directory or its file content starts this Tool, ↔
not a click on it's drawers,
in opposite to the above ToolTypes this not inherit.

AMISTART_DEFAULTTOOL=NAME

for example you have a Filesystem "Daten:", with the following ↔
tree

```
Daten: - Sounds - mp3 - song1.mp3
      |           |
      |           - wave - song2.wav
      |
      - Graphics - iff - background.iff
      |           |
      |           |
      |           - jpg - pic1.jpg
      |           |
      |           |- pic2.gif
      |           |- pic3.gif
      |           |- pic4.gif
      |           - pic5.tiff
      |
      |
      - Others -
```

and you set this tooltype in daten:graphics.info, a click on ↔
pic3.gif starts this tool with
"pic3.gif" as parameter, a click on the jpg drawer does ↔
nothing, you must set this tooltype
in daten:graphics/jpg too. But a click on daten:graphics ↔
starts the tool with "daten:graphics"
as parameter.

Note: the root "Daten:" can't have this ToolType set.

the NAME parameter should contain the path to the default tool ↔
, use the token {f} as a place

holder for the filename of the file you click, don't use {F}, ←
 leaving this token does not
 insert the clicked file/dir.
 The tool does not run Asynchron so you need to add a "c:run" ←
 command in front of the default tool,
 don't forget the path to the run command!.

For Example

```
AMISTART_DEFAULTTOOL=c:run sys:utilities/MysticView {f}
```

```
AMISTART_DOSPATTERN=pattern
```

to set a matching pattern, only entries with a filename that ←
 matches this pattern will be
 displayed (see your DOS manual).

1.14 Popumenu commands

Popup Menu & open with... commands

Since 0.59 you can use a popup menu, simply press the right mouse ←
 button a short amount of time, coz make
 a short click closes all layers of AmiStart.

You can setup open with... commands for files & dirs, to do this ←
 open the Commands Settings and add commands,
 select wb to start the apps like workbench tools. You can change ←
 the positions by dragging them.

1.15 Keyboard usage

Keyboard usage (since 0.52)

- up-arrow: go previous item (open directory in the TaskBar)
- down-arrow: go next item
- right-arrow: go inside a directory
- left-arrow: leave a directory
- HOTKEY: only to popup / popdown this tool (no exit!)
- lalt(*) +up/down: jump multiple entries up/down
- Escape: hide all layer
- r: remove entry under cursor (not in the TaskBar)
- m: show popup menu

(*) could be changed through the JUMPQUALIFIER
 ToolType

1.16 Adding a command

Commands and how to add them

Commands are buttons with a specific action, AmiStart knows multiple commands ↔

- QUIT Command → exit AmiStart
- SAVE Command → save settings
- COMMODITIES Command → show the Commodities launched in your system ↔
- EXTERN Command → use a external Module Plugin
- EXECUTE Command → launch a Workbench (CLI) application ↔
- TRASHCAN Command → dropping workbench icons (files / drawers) deletes them, ↔
- APPICONQUALIFIER a qualifier () must be pressed

drop an application from the Workbench onto a Application Layer, this adds an Execute Command. ↔

After doing this you can open the setup window and changing the command in the commands cyle tab. ↔

Commands are SAVE, QUIT, COMMODITIES, EXECUTE, EXTERNAL and TRASHCAN

1.17 TaskBar

using the TaskBar

since Version 0.60 you can launch AmiStart in a Taskbar styled way (use the ↔

TASKBAR
ToolType)

configure the Taskbar by adding items (apps/drawers) per drag&drop form your workbench or from normal AmiStart layers. ↔

You can launch applications, open drawers (application/filesystem) for example dropping your system drawer ↔

lets you see your system structure.

you can drag&drop between the TaskBar and Application Layers, to open a Application Layer while dragging items from the TaskBar drag the source item onto a Application Layer-Item and wait without moving the mouse a bit. ↔

Change the appearance of the TaskBar by opening the TaskBar settings window per popupmenu. ↔

using TaskBar Tools

you can add small Tools to the TaskBar by adding them in the "Tool Settings" window, available in the popup menu. ↔

Tools are small programs which will be displayed within the TaskBar and could display various informations. A very simple ShowRam tool is included in the AmiStart Archive.

Note: the tools in the list are displayed in inverse order, meant the topmost Tool in the list will be displayed in the most right position!

You can develop your own tools by using the included AmiStartToolsSDK archive!

1.18 Backgrounds

using Backgrounds

To use background textures, select a pattern-number in the cycle-button (enter the name of the background (drop an image file, or popup the asl-requester)), you can use up to 10 patterns and one empty pattern named "----", this patterns are global so you don't have to enter the pattern-image in other layers, to reuse the same pattern only select the same number.

To change the pattern of the MAIN-Layer
open the main settings window.

To change the pattern of a Layer select it's root-item and open it's settings window.

Since 0.58 you can set the pattern cycle button to the "RND" entry, this will take a random pattern from the list edited above.

Note: all patterns you define, are loaded by startup and stay in memory as long as AmiStart is alive.

since Version 0.58 backgrounds could be transparent, check the checkmark to do this, you could set the tint of transparent Layers in the global properties. Layers become only transparent, when enough memory is available otherwise the Fallback pattern will be used. Transparency needs TRUECOLOR screens, but it can work on low-color views too, i haven't tested it very much.

changings in 0.59:

in previous versions checking the Transparent flag disables imaged backgrounds and makes Layers transparent since 0.59 you must select an Empty Background for this or set the Transparent value to 100%, using a image and the Transparency flag the selected background-image will be mixed with the content of the layer-background

with a specific ratio (0-100%) and then used.
 (0% -> only the image will be used, 100% -> only the background of the Layer will be used (= as before), 50% halve/halve)
 the ratio will only be used if a background image is selected and the transparent flag is enabled.
 Also the tint will only be used for unimaged-backgrounds.
 Note: Sometimes changing parameters seems to have no effect, in this case try to reopen the layer this should work.

1.19 Others

Others

to copy/move data from a filesystem to another, first select the sourcepath with "filesystem/copy" go to the destination and select "paste or move". If your source is a drawer you have to select further if you want only to copy the contents or make a drawer named as your sourcedrawer and then copy the content to this drawer.
 Copy could be also done by drag&drop a source (filesystem) to a destination layer!

to delete data, select it and choose filesystem/delete.

note: you first should play with the filesystem commands to get knowledge how they work. Use unimportant data to do this.
 I'M NOT LIABLE FOR ANY DAMAGES ON YOUR HARD/SOFTWARE USING AMISTART!

Parameters that couldn't be setup in the properties:

you could setup a value for the space between items in a Layer in the prefs file,
 to do this change the SPACE parameter.

1.20 Modules

External Modules (since 0.59)

in Version 0.59 or newer AmiStart handles external modules (plugins) for Layers, modules could display (screens, windows tasks ...).

The AmiStart package includes a sample module called showwindows. module in the ModuleSDK.lha archive, you can get a description of this module after installing it (see below) and choosing it.

either copy the xyz.module/info file into the modules directory where AmiStart is installed or in the modules

directory inside the DATAPATH defined with the DATAPATH
 ToolType
 , or read the doc for this module to
 learn how to install it.

Normally modules needs icons to display their items, these are by ↔
 default the module info files distributed with
 the module. For example a module named showwindows.module should have ↔
 the icon showwindows.info in the ↔
 modules directory.

after installing a module and restarting AmiStart!!! (note Modules are ↔
 libraries and therefore resistent, so
 you need to reboot, or using "avail flush" in the shell before ↔
 updating a module version), you can setup the module,
 to do this act like adding all
 commands
 to AmiStart, see above. Set the commands cycle bar to external ↔
 and
 choose the module in the module list. The config string is described ↔
 in the module documentation.

if AmiStart finds any modules in the modules directory a new command ↔
 appears in the commands cycle bar,
 else this point does not appear.

1.21 AREXX

AREXX:

AREXX-PORT-NAME: "AMISTART"

AREXX-COMMANDS:

Commands and Keywords are Case-Sensitive

All parameters like values and strings must be quoted by ""

[] are optional parameters

SAVE

save Preferences under the name defined in the

ToolTypes

(defaults to "sm.prefs")

ADDITEM NAME="Title" [ICON="info-file"] [DIR="Directory to insert item ↔

] FILE="wb-application"

adds an application to the startmenu

NAME the title of the Application

ICON the icon file

FILE the application executable itself

DIR where the item should be inserted (not the title of the ↔

Directory)

without this parameter the application will be inserted in ↔

the "ROOT" directory

(should be the Programms Directory), if it is not possible in ↔

the "MAIN" directory

(the directory which pops up by clicking on the start button/ ←
HOTKEY).
(the "MAIN" directory can not be removed)

you could add items to the TaskBar by using the TASKBAR ←
directory, but you must call
the SAVE command after doing this to update it.

1.22 Bugs

Bugs:

Caching FileSystems (icons) uses a very simple algorithm, this means the ←
cache would never be cleaned
up so it could cost much memory by entering lots of directories.

Sometimes AmiStart doesn't seems to react on keys (don't know why, but ←
thats not a fatal error, in this
case move the mouse on an open layer (don't click), so the keyboard ←
support works again).
(NOTE: AmiStart needs that it's windows are activated to support keyboard ←
control, tools like MCP could
cause errors. (you should not use options like ActivateWindow))

Changing various parameters doesn't seem to work properly, this is only ←
while the setup window is alive.
Close the setup-window (and all Layers) and all works fine (especially ←
FileSystems needs to close the
Setup-window first).

The direct commodities support needs some private (undocumented) functions ←
/structures from the
commodities library, there is no guarantee that it'll work on future os ←
versions.

Transparency needs much memory while layers are alive, further they could ←
be very slow. Using this
feature on scrollable layers (Filesystems for example (but Application ←
Directorys are scrollable
as well)) is not recommended because this scrolls the background as normal ←
patterns do.
NOTE: it isn't possible do do fixed backgrounds.

Parts of icons could have a bad background.

Doing filesystem actions like copy/move delete is your own risk, this ←
functions were not well tested.
it could be useful to rise the stack for this commands, coz they use ←
recursivity to go through the
filesystem structure.

Note using 256 color workbench screens:

The following words are for users of 256 color workbenches. I could ←
not confirm if this is a general

problem, or if this is only one of my machine using Picasso96.
 Here it seems that AmiStart won't run correct on 256 Color screens, i ↵
 cannot figure out why this
 happen but it only appears on 256 color views not on 128 or less. ↵
 There is nothing in AS which
 has the effect to act so, but on 256 color views something starts to ↵
 remap pens while AS is running, this
 happen independent if you use AGA or a GFX-Card.

Note for users of the USEICONOBJECT

ToolType

(Scalos users):

There is a masking problem by using AS with AGA workbenches, thats not ↵
 a crash problem. So you don't
 should use AS with iconobject datatypes(libraries) on AGA wb-screens.
 I Think this should not be a problem, coz AGA is outdated.

Using the FORCEREFRESH

ToolType

gives no guarentee that the redrawn Layers are displayed
 correct under any circumstances. This is not ever valid if more layers are ↵
 opened, coz for
 especially Transparency AmiStart needs to read the background before ↵
 opening a Layer,
 Layers are redrawn from left to right, so if a Layer in a more left ↵
 position will be redrawn
 some incorrect if its contentpane grows.

More weighty are not known yet.

Send me an mail if you find more, in this case note your configuration:

- your os version
- are you using workbench replacement tools (dopus/scalos)
- processor (if < 020, i compiled AmiStart for 020 and above)
- do you use a gfx-card or the old chipset, (most things in amistart ↵
 are optimized for true-color,
 it must run on aga/ecs but if there are graphical trash on your non- ↵
 true/hi-color screen i
 probably never fix this, coz aga/ecs is outdated).
- patches

Note: If you have graphical trash (f.e. icons are bad or not displayed, ↵
 try first the NOMASK

ToolType

, and

or the MAPPED

ToolType

. Mail me the result of this try.

Note: AmiStart isn't a low-config-computer-application.

1.23 Performance

Performance:

loading different icons is very slow, so you should decide to use default icons for filesystems, which contains masses of entries this also consumes much less of memory, because this icons are only loaded one time instead of loading each icon by using ORGICONS. So projectdata like images/music should be loaded through AMISTART_DEFAULTTOOL instead by for example (deficons) DEFAULTTOOL.

1.24 Thanks

Thanks:

special thanks must go to (order of appearance is random and does not say anything):

Martin Mason Merz	for the beautiful Artwork.
Emiliano Esposito	for the italiano catalog.
Nicolaos Damilakis	very lot of ideas and the greek catalog.
Richard Kapp (GfxBase)	for ideas and nice ideas.
John Wasilewski	for Beta-testing.
Nicholaus Darley Jones	for Beta-testing.
(TLT) Lee	for Beta-testing.
Luca (Hexaae) Longone	for Beta-testing and to be the first user who sends me an e-mail.
Andreas R. Kleinert	for his sample Library code used for the ModuleSDK

thanks for your ideas.

1.25 History

History:

changes since:

Version 0.59:

- removing nondangerous bug in delete filesystem, (deleting a drawer causes amistart to create a so named drawer in the AmiStart install dir).
- restructured this documentation
- added some new entries in the global settings (you get by selecting properties on the logo-strip)
 - selecting mode (old style, solid, colored transparent, negative)
 - select color (tint/solid)
 - border colors
- added TASKBAR
 - ToolType

- added APPICONQUALIFIER
 - ToolType
 - added new command
 - TRASHCAN
 - added HELPFILE
 - ToolType
 - added CX_TASKBARHOTKEY
 - ToolType
 - added TIMEOUT
 - ToolType
 - added AUTOACTIVATE
 - ToolType
 - added
 - Tool Support
 - Version 0.58:
 - spaces in the prefs could be negative now.
 - AmiStart is only launchable once now, a second launch will stop ↔
AmiStart
 - added CLOCK
 - ToolType
 - screenotify again rewritten (should now work)
 - added some filesystem action like copy move and delete complete ↔
filesystems (see bugs).
 - changed all requesters to use MUI, so they can be controlled by keys
 - fixed default-icon path bug (paths must be absolute before)
 - added LATELOAD
 - ToolType
 - added NOMASK
 - ToolType
 - added USEICONOBJECT
 - ToolType
 - , (usefull for scalos users, see bugs).
 - added popupmenu.library support
 - fixed non-gfx-card BUG
 - fixed a color bug, so titles are displayed with the selected color
 - added INFOMODULE
 - ToolType
 - added external module support (section Modules)
 - added MOREUNSHARP
 - ToolType
 - added NOMASKCHECK
 - ToolType
 - added STARTDELAY
 - ToolType
 - added FORCEREFRESH
 - ToolType
 - transparency in layers also includes Background ↔
images
 - added MAPPED
 - ToolType
 - Version 0.57:
 - doc type changed to amigaguide format
 - added a empty background hook, layers wouldn't be erased anymore ↔
before a background is painted,
this is a bit faster and Layers doesn't flicker so much if they ↔
appear.
 - added FASTSCALE
-

- ToolType
 - added JUMPQUALIFIER
- ToolType
 - added NOTOOLTYPES
- ToolType
 - use my own scaling algorithm, small images looks now ←
much nicer than the old (guigfx) scaling
- added transparency support for Layers
- leaving the properties, not longer causes Layers to be closed (see ←
BUGS)
- added a french catalog, done by Eric LUCZYSZYN.
- added a italian catalog, done by Emiliano Esposito
- added a installation script (hope it runs)
- AmiStart now reads the DEFAULTTOOL parameter in the Project icons, ←
so you can now
use deficons to do acions on data files without icons. (jpegs for ←
example)
- pattern could be now changed randomly.
- you can use a matching pattern in filesystems.
- added AMISTART_DOSPATTERN properties TOOLTYPES for filesystems

Version 0.56

- added
 - ToolType
 - DATAPATH, to enable loading data from other locations
- on >=3.5 Systems wbstart.lib should not be longer needed, clicking
on a Directory inside a Filesystem should open this drawer on the
WB screen.
- pressing the left mousebutton over a Filesystem item should open the
System info-requester for ToolType editing (see bugs).
- filesystem settings can be changed somewhere inside the directory ←
structure,
so you not longer are fixed to use global filesystem settings
- you can set up a default tool for a filesystem drawer
- using alt keys with cursorup/down scrolls multiple entries in ←
keyboard mode.
- screennotify.library reworked, neverthenlass i cant make it work as ←
it should.
- new Command COMMODITIES, so Commodities could be handled now direct ←
by AmiStart
- Sorting the Filesystem contents.
- Escape Key to hide all layers
- Temporary TRANSPARENT
 - ToolType
 - (makes only the StartIcon Transparent, beware this has some
restrictions you will see)

Version 0.55

- changing the properties layout
- adding "small FileSystem content" flag in the FileSystem properties,
this let the Icons be halvesized independent from the root icon.
- adding a simple caching mechanism for filesystems, visiting same
directorys a 2nd time is now much faster now
- changing the Start-icon bordering from double to single border.
- addign NOBORDER
 - ToolType
 - , to get the StartIcon unbordered

- added FileSystems now uses the right icon file (disk.info) by default ↔
- most actions not causes AmiStart to close all layers anymore (delete ↔ , add, drag&drop) only changing setting does.
- removing of unempty directorys (please rise stack size in the ↔ AmiStart icon)
- adding Background Support
- changing Icon Handling (needs to be done to make icons Transparent ↔ on Backgrounds)
- titles could be shadowed now.

Version 0.54

- color of titles could be changed (value could be different by ↔ selected colors).
- show only files with icons should now run correct.
- using Memory-pools for strings and structures inside the code, this ↔ prevents memory fragmentation.
- adding support for the icon.library version 44, so AmiStart should ↔ now run correct with OS3.5/3.9
- directorypopup disappears by doubleclick

Version 0.53

- fixed some bugs (in previous versions dropping same drawers as ↔ application drawers causes, that all this drawers contains the same data)
- scrolling should cause no layout errors anymore
- screennotify handling rewritten, (on std. workbench it seems to run ↔ ok, but on dopus i notice problems but it seems that the screennotify.library is ↔ faulty because the same error appears on the demo prog on my computer)
- added a german catalog and a catalog description file

Version 0.52 (not released)

- added hidden mode (see ToolTypes description)

Version 0.51 (not released)

- added keyboard support
- removing some little bugs

Version 0.5 (first released)

- drag&drop handling in now more tolerant
 - small icons are displayed now correct
 - mui setup is now working by dropping items on the gadgets correctly (↔ before you need to press return in the strings)
 - arrow space is now added only if arrows are needed
 - removing items now causes a confirm requester
 - arrows are now updated correctly
 - changing the font recalculates all layers (leave the prefs for ↔ correct display)
 - changing flags in the setup works now correct
-

- you not longer need to select an item before clicking on the logo to setup default values ↵
- adding LOADALWAYS (reload icon everytime) flag, icons with this flag set are loaded/reloaded everytime the directory appears, so they are load first if you select a directory (like all icons in a filesystem) ↵

1.26 Last words

Last Words:

coz AmiStart is a (new) application there is no icon available for it, so if you could do it (the icon itself and one for the starticon) in the great glow-icon style, it would be nice to send me them. Better you make a clockable starticon. ↵

1.27 Contact

Contact:

Darius Brewka
d.brewka@freenet.de

1.28 Pattern Selector

You can choose your pattern here, use "----" for an empty pattern or a number for a specific Pattern, using RND changes the pattern randomly (not in the TaskBar) each time the Layer is reopened (only defined pattern are used). ↵

1.29 Pattern should be transparent

clearing this Flag lets the background image only be opaque, setting this flag will mix the background image with the Screen background. ↵

1.30 Pattern mixing ratio

setting the transparency Flag AmiStart will mix the Pattern selected by the ↔
Cycle Bar with the Layer background
using a specific ratio. 0% is the same as disabling the transparency Flag 100% ↔
only displays the
Screen background without displaying the Pattern.

1.31 Tint for Layers

backgroundless transparent Windows will be tinted with this Color

1.32 Tint for the TaskBar

the TaskBar will be tinted with this Color, regardless if you use backgrounds.

1.33 selection Style

You can select how to highlight selected items:

- old Style, is the old AmiStart style to highlight selected items by ↔
drawing a border around them
- solid, draws a block with the bar color behind them
- colored, transparent, draws a transparent, bar color tinted block ↔
behind them
- negative, negates the background of items

1.34 not render Backgrounds

this flag tells AmiStart to disable all rendering steps, you will get a real ↔
Transparent background
without "effects" like unsharp tint...

1.35 remove the TaskBar borders

using this you will get a TaskBar without any borders.

1.36 stretch Images

by default AmiStart tiles all images (always in normal Layers), but in the ↔
Taskbar you can tell
AmiStart to resize your Image to fit the TaskBar.

1.37 use Backdrop windows for the TaskBar

set the Backdrop Flag in the Windows structure, the result is you will get a ↔
Backdrop Taskbar,
it cannot be brought to the front (depth arranged)

1.38 commands

you can see here all defined "open with" commands, you can change their ↔
positions by drag&drop, to change a command
simply select it and change it's parameters below

1.39 launch mode

you can tell AmiStart to launch your tool per Workbench-startup by setting ↔
this flag, otherwise the tool will be started
with the run command
