

in

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	<i>TITLE :</i> in		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	in	1
1.1	main	1
1.2	ChoiceBar/Introduction	2
1.3	ChoiceBar/Requirements	2
1.4	ChoiceBar/Usage	2
1.5	ChoiceBar/Known problems	5
1.6	ChoiceBar/History	5
1.7	ChoiceBar/Future	5
1.8	ChoiceBar/Disclaimers	6
1.9	ChoiceBar/Copyrights	6
1.10	ChoiceBar/Author	6
1.11	ChoiceBar/Credits	7

Chapter 1

in

1.1 main

Index

Introduction

Requirements

Usage

Known problems

History

Future

Disclaimers

Copyrights

Author

Credits

1.2 ChoiceBar/Introduction

Introduction

ChoiceBar is a simple utility that allows you to configure a toolbar appearing on the workbench screen when the program is launched. The toolbar is made by ten buttons, everyone with its name (usually it is the associated program's name). If you click on a button, the associated program will be launched. ChoiceBar actually allows ten buttons banks. Every bank can provide ten buttons. See the

Usage

chapter for more informations about using ChoiceBar and its configuration

file.

ChoiceBar also shows in the WB titlebar some useful informations about the system configuration (free memory, OS version, chipset).

The Source

In the main archive you can also find the program's source (Blitz Basic). It can be modified, recompiled and whatever you want to do. You cannot upload it on Aminet without my permission. Sorry!

1.3 ChoiceBar/Requirements

Requirements

ChoiceBar requires:

- kickstart 2.0 or above
- gadtools.library
- configuration file placed in the S: drawer (necessary to start)

1.4 ChoiceBar/Usage

Usage

ChoiceBar needs a special configuration file to work properly. This file has to be placed in the S: drawer. It can be edited using your preferred text editor because it is a simple ASCII file.

Now, let me explain something about how writing a correct .config file.

The ChoiceBar internal parser is able to detect only these keywords:

```
_TITLE: title of the bank to be edited (max 15 chars)
_ITEM: name of the button (max 15 chars)
_TYPE: type of program to launch. It can be WB or CLI
_FILE: complete path of associated program
```

This is an example about the config file:

```
_TITLE
Graphics
_ITEM
Photogenics
_TYPE
WB
_FILE
    work:graphics/Photogenics/Photogenics
_ITEM
DPaint
_TYPE
WB
_FILE
work:graphics/DPaint/Dpaint
.
.
.
_TITLE
WordProcessors
_ITEM
WordWorth
_TYPE
WB
_FILE
work:WP/WordWorth/WordWorth
.
.
.
_TITLE
Commands
_ITEM
Flush
_TYPE
CLI
_FILE
c:flush
.
.
.
```

You can also leave some blanked lines between two keywords. The parser will work correctly.

Example

```
_TITLE
Graphics

_ITEM
Dpaint

_TYPE
```

WB

```
_FILE
work:graphics/DPaint/DPaint
```

There are two types for programs:

1. WB (programs that can be launched only from WB)
2. CLI (CLI only programs/commands)

I would like to include a third type called BAT (it stands for BATCH) to execute DOS scripts and a fourth type called REXX for AREXX scripts. Could it be useful? Maybe...

What about ChoiceBar usage? Simply edit your config file, save it in the S: drawer as ChoiceBar.menu and launch ChoiceBar. A toolbar will appear on the WB screen and now you can run every program you like simply clicking on the associated button.

ChoiceBar has a menu too. There are three menu items:

Refresh: very useful! If you change your config file while ChoiceBar is running, well, select this item to reload the configuration.
About: some informations about ChoiceBar and its author.
Quit: ...hmmmm...

That's all!

WARNING!

The internal parser is very limited. If you write your own config file using procedures above you should have no problems.
Parser can fail if:

1. There are more than 10 items for a bank
2. There are more than 10 banks
3. There is a keyword without an argument after

Ex. _TITLE

```
  _ITEM
  DPaint
  _TYPE
  WB
  _FILE
  work:graphics/DPaint/DPaint
```

4. There are some unknown words in the file

If an error/crash occurs and the cause is not included in the list above, please send me a bug report. Click

Here
for

more informations about how contacting me.

1.5 ChoiceBar/Known problems

Known problems

There are some known problems that can appear when using ChoiceBar.

* The most important is caused by the internal parser if the config file is in a wrong format. In this case, the program can cause a guru or you can obtain a wrong toolbar.

* Actually WB and CLI programs are treated in the same manner. You can also associate a button to a DOS script but to work properly it is necessary to set script attributes to: xxxxxxex. This means you can set all "x" attributes as you want but the "executable" flag has to be set. If the executable flag is not set, then you can obtain a "File is not executable" error.

If you find any problem/bug, please contact me
here

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1.6 ChoiceBar/History

History

V1.0 (1.6.1998)

- First released version

FEATURES

- Editable configuration file
- WB/CLI programs supported
- Workbench screenbar shows some infos about the system (free memory/chipset/OS version)
- Refresh menu option to reload config file without abandoning ChoiceBar

BUGS

Click

here
for known problems.

1.7 ChoiceBar/Future

Future

Next release could be improved adding:

- * support for AREXX and DOS scripts
- * support for icons/shapes instead button's name

Suggestions
are well accepted

1.8 ChoiceBar/Disclaimers

Disclaimers

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AUTHOR IS NOT RESPONSABLE ABOUT ANY DAMAGE CAUSED BY THIS
SOFTWARE AT YOUR SYSTEM. USE IT AT YOUR OWN RISK!

1.9 ChoiceBar/Copyrights

Copyrights

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DISTRIBUTED AND YOU HAVE TO PAY NOTHING TO OWN A COPY OF
THIS PROGRAM.

THIS PROGRAM CAN BE INCLUDED IN ANY PD COLLECTION DEDICATED TO
AMIGA SOFTWARE (AMINET/FRED FISH/MEETING PEARLS).

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1.10 ChoiceBar/Author

Author

I'm a 24 years old student at University of Computer Science placed
in Turin, Italy. I'm very interested about everything concerned with
computers, especially Amiga systems.

I started programming on Amiga some years ago when i purchased a copy
of AMOS Professional. Some years later i decided to learn C because
i had to use it at university. Now i know a lot of programming languages:
C/C++, Pascal, Modula 2, a bit of 68K assembly, AMOS, BlitzBasic2, a bit of
Prolog and SmallTalk, a bit of Java and so on...

On Aminet you can find some of my programs/utilities/mods:

Bitmania: silly name, isn't it? This is a simple program

to convert numbers. Written using AMOS Pro (sigh...).

SCrypter: simple crypter written in C

ShowFont: a font viewer for any Amigas (working on KS 1.3 too)

ShapeGen: V1.2 A simple program to generate BlitzBasic2 shapes using IFF brushes

A Reason To love: an Octamed module dedicated to my (ex)friend Laura.

SeaShell Demo: SeaShell V1.1 demo, a front-end for Shelly.

IdentifyBB2: a Blitz Basic tutorial about Identify.library by Richard Koerber. Now at version 1.1.

EssencED: an utility to make usable under Imagine 2.9+ all textures provided with the Essence Collection (c).

ChoiceBar: V1.0 THIS utility....

Now i'm working on several projects:

SeaShell: V1.2 a front-end for Shelly, a 3D seashells generator.

ShockED: An electric-circuits CAD program for the Amiga.

Aphasia: a shoot-em-up game for any Amiga.

Dark Ages - The fifth talisman: ...another game!

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1.11 ChoiceBar/Credits

Credits

I would like to thank:

- * My parents
 - * My personal graphic-artist Enrico Dematteis
 - * All my friends at ex ADP (Amiga Developer Projects)
 - * All my friends at L.N. Torino Nord
 - * All Amiga users
 - * Gateway 2000
 - * Dave Hayne, Jay Miner, R.J.Mical, Mike Sinz,....
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