

OVERVIEW



APP (Application Programmable Pilot) is a professional menu/shell system that combines the ability to create flexible menus for end-users and sophisticated power-users as well.

Using APP you can assign security passwords to users, simplify the usage of complex commands, and support file and printer manipulation from one focal point.

Related Topics :

[Terminology](#) [Operation](#) [Administration](#)
[Contact](#) [Registration](#)

OPERATION

Notice - this help page is intended to describe the usage of the APP system from a users point of view. If you are interested in menu definitions or system administration, please refer to the Adminstration help pages.

Choose from the following help topics :

Starting APP - How to start the APP system.

Using Menus - How to use the APP menus.

Command box - How to use the APP dos command box.

Calculator - How to use the APP calculator.

Files .. - How to manage files and directories with APP.

Printing .. - How to use the printer with APP.

Related Topics :

Overview Terminology Administration

CONTACT

For any contact regarding the APP program

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REGISTRATION

APP is a shareware product, if you find this product valuable, please register it. This section describes the reasons you should register.

By registering you will receive a printed manual, with complete discussion of APP features, and many examples of usage. You will receive a diskette with the latest APP version.

Your registration will help us to create the next versions of APP, that will include more options, and features, some of them might even be your enhancement requests!.

To register print the APP.REG file supplied with the APP package, and send it the the contact address.

APPSTART

To start APP (if it is not started automatically from your AUTOEXEC.BAT file) enter APP on the command line.

APP will look for a file named MENUDEF.APP that contain the APP menu definitions. (To learn more about menu definition please refer to the Administration section.)

According to the definitions in the mentioned file, APP will display a set of menus that allow you to start working with it.

If you want APP to start using a different menu definition file, enter APP d:\path\filename.ext - This will start APP and read the menu definitions from the file called filename.ext on the d: drive, in path path.

(e.g. - APP C:\UTIL\MENU.APP
will start APP with a menu definition file called MENU.APP that resides on the UTIL directory of drive C:)

Related Topics :

[Overview](#) [Operation](#) [Using Menus](#)

APPUSECALC

The calculator command of the System allows the user to enter mathematical expressions, and receive their result.

In the window opened - enter the mathematical expression using the 5 mathematical expressions (+, -, *, /, ^) and standard mathematical functions.

Related Topics :

[Overview Operation Using Menus](#)
[System Menu](#)

APPUSECMDBOX

The Command box command of the System allows the user to enter standard dos commands that will be executed in the opened window.

APP uses the undocumented DOS INT2E to transfer control to the parent OS shell, this method was chosen to allow floppy diskettes users use this feature without having to put the boot diskette in the boot drive, (otherwise we will have to load a secondary shell), this approach, however causes difficulties with some of the command shells available. 4DOS for example does not normally support INT2E, J.P.Software supplies a free TSR program called SHELL2E, to allow 4DOS 3.0x users to use INT2E, if you use 4DOS, get that program, and load it in your AUTOEXEC.BAT file. Notice that 4DOS V4.0 does not handle INT2E processing correctly, and the SHELL2E program from version 3.0x should still be used!.

Related Topics :

[Overview Operation Using Menus](#)
[System Menu](#)

SYSTEMMENU

The System Menu is the standard menu that appears in any APP configuration, under this menu the standard options and utilities are presented.

- Path - define the base work directory.
- Directory - display the current directory, if the user hi-lights a .EXE, .COM or .BAT file, and choose it, the file will be executed.
- reRead .. - Open a new menu-definition file.
- About - Display a welcome "ABOUT" window.
- date Set - Display and Set the system date.
- caLculate - Open a mathematical expression log window.
- Command - Open a command log window, please refer to the Command section.
- Find - Find a text string in active text window.
- Options - Set options for APP program.
- priNt - Print a formatted text file.
- Quit - Exit from the program, end users will perform reRead with the current menu_defintion_file_name, and administrators will exit to caller (OS).

Related Topics :

[Overview](#) [Operation](#) [Using Menus](#)

ADMINISTRATION

The Administration help page explains technical terms and procedures needed by the menu system 'administrator' to build and maintain the front end seen by the end-users.

If your APP system was set by some-one else for you, you might not find all the topics that will be explained in this page understandable. If this is the situation, we strongly recommend that you will start by reviewing the Operation help page by pressing the enter key when the word Operation is hi-lighted in red.

For the administrator - Please choose the topic(s) you are interested in, and let's start exploring APP's capabilities as a front end tool.

Related Topics :

Menu Definition File

Security

Operation

Overview

APPUSEFILE

The APP program includes a powerful directory command from the System menu, this command opens a window that displays the list of files and sub-directories from the current directory.

You can use the Arrow keys, PgUp and PgDn keys to move the hi-lighted bar between the files. If you press the Enter key on a sub-directory (or father-directory line, written as ..) the new directory will be read and displayed in the window. If you press the Enter key on an executable file (.COM or .EXE) APP will try to execute it for you. On .DOC files APP will open a browse window and display this file.

You can perform many operations on files and groups of files, in the same directory, as well as between directories. For further information please refer to the Manage Files Section.

MANAGEFILES

From the Directory Window you can perform operations such as files coping, removal, moving, undelete etc.

The APP program can operate on the currently hi-lighted file, or on a group of files you Tagged using the Insert key, (or the right mouse button).

To operate on file(s) choose the file(s) you want to operate on, and press one of the buttons that appear on the top of the directory window with the mouse.

If you do not want to use the mouse, you can use the following key sequences :

F5 - Copy file(s),
shift-F5 - Move file(s)

Ctrl-S - Sort directory
shift-F7 - Remove directory

F4 - Undelete
ctrl-P - Print File

F8 - Delete file(s),
shift-F4 - Rename file(s)

F7 - Make directory
shift-F8 - Change Attributes,
Ctrl-D - Change Drive.end-entry

Ctrl-V - View file.

APPUSEMENUS

The APP program provides two different menu types - Drop-Down menus are menus that drop from the top of the desktop when you press the mouse button on one of the menu titles (or open the menu bar using the F10 key, and use the arrows to move between the menus), and floating menus - which are windows that contain menu options and that can be moved around the desktop.

In order to choose an option from the floating menus, make the menu you are interested in the top-most (by clicking on it with the mouse, or pressing F6 until it becomes the top-most), and choose the entry you want by highlighting it with the arrow keys, or by pressing the number to the left of the entry, and pressing the Enter key. If you use the mouse - simply click on the entry you want to choose.

If you want to choose an entry from the drop-down menus, click on the menu title with the mouse, keep on holding the mouse button, drag the mouse cursor until the required entry is highlighted, and release the mouse button. You can also press the F10 key to open the System menu and use the arrow keys to open and highlight the desired entry, and pressing the Enter key to activate the entry.

Related Topics :

System Menu
Administration

APPUSEPRN

The APP program can format and print plain ascii text files by using the Print command from the System Menu. You can also print files from within APP by choosing the ctrl-P key from within a Directory Window.

The APP Print command opens a window, in which you provide the parameters of the print job, such as the name of the input file, the name of the output file (Choose PRN to send to the printer), a header and footer, the page physical properties, and options such as the ability to print line number, use predefined header and footer and more.

MENUDEFFILE

The APP administrator uses a special definition file to build the APP options that the user can operate. In this file the structure of the APP Menu is defined, Security definitions are given, and more.

The menu definition file is read when APP Starts its execution, it is read and parsed, and according to its contents APP displays (optional) the logon window, builds the menus, and lets the user start working.

Choose the topic you want to know more about :

[Defining drop-down menus](#)

[Defining floating menus](#)

[Defining Security](#)

[Defining Desktop](#)

[Defining Logging](#)

DEFDESKTOP

In order to define the desktop characteristics of the APP program the Menu Definition File includes 3 commands (directives) that control the back-ground character, where (if) to save the desktop between sessions, and the display of a clock.

If you do not find APP's background character filler attractive (Versions 1.0, and 1.1 used the 'x' character, version 1.2 uses '±') you can change it by using the {bgchar} directive, followed by a line that its first character is the new chosen background character. An example :

```
... { other menundef file data }
{bgchar}
ø
... { other menundef file data }
```

will use the 'ø' character as the background filler.

Version 3.0 added the {deskFile} directive that directs APP to the desktop configuration file, created in the last session. If this directive is not included APP will look for a desktop configuration file called APP.DSK in the directory that APP.EXE resides. The format to the {deskFile} directive is as follows :

```
... { other menundef file data }
{deskFile}
d:\path\to\desktop\configuration\filename.ext
... { other menundef file data }
```

Version 3.0 added the {clock} directive that allows slow machines (XT's) to turn the real-time clock off. XT's screens are sometimes clobbered because of the built-in clock, if the directive

```
... { other menundef file data }
{clock}
off
... { other menundef file data }
```

is given, no clock will be displayed. By default the clock is on.

Related Topics : [Administration](#)

DEFLOGGING

The APP program can log (write to a text file) all the operations that are performed when the APP program is executing, these operations include the logging in and out of users, and the commands they are executing.

In order to define a log file the Menu Definition File includes a special logging directive.

Version 2.0 added the logging facility, you can use the {logfile} directive in the menu_definition_file to describe a place you want all of the user's activity to be logged.

An example :

```
... { other menudef file data }  
{logfile}  
\tp\wintext\app.log  
... { other menudef file data }
```

will create (or append to) a logging file called app.log all of the user's activity. A file portion might look like :

```
07/23/1991 00:14:02 LOGFUNC USER:Root    MENU  :MENUDEF.APP  
07/23/1991 00:14:24 EXECUTE USER:Root    OPTION: \tp\turbo  
07/23/1991 00:14:28 LOGFUNC USER:unknown MENU  :games.app  
07/23/1991 00:14:33 LOGFUNC USER:unknown MENU  :menudef.app  
07/23/1991 00:14:38 LOGFUNC USER:unknown MENU  :dos.app  
07/23/1991 00:14:45 LOGFUNC USER:unknown MENU  :menudef.app  
07/23/1991 00:14:54 EXECUTE USER:unknown OPTION: \thedraw\thedraw  
07/23/1991 00:14:58 EXIT   USER:unknown MENU  :menudef.app
```

Related Topics : [Administration](#)

DEFDROPDOWNMENUS

In order to define Drop Down Menus the APP program includes the following directive in the Menu Definition File :

```
{menudef}
1.ST-MENU-TITLE
Entry1-title
c:\entry1-directory\entry1.exe
Cactus
c:\catcus\cactus.bat
PuartoQro
c:\pt\pt
.
.
.
{menuend}
{menudef}
2.ND-MENU-TITLE
Application1
d:\appli1
aPplication2
e:\path\appli2
.
.
.
{menuend}

...
```

A menu (One window entry) is defined between a {menudef} and {menuend} lines, The first line of the menu definition is the menu title, and each entry in the menu has 2 lines - one for the entry text, and the other - the complete path to activate the entry, please notice, each entry text should contain one Capital letter, this letter (character) will be used - if the user wants to choose an option without hi-lighting it with the arrows first.

Version 1.5 added the linked menus option, if the activation line in the entry starts with a '@' character, the rest of the line is used as a new ("linked") menu_definition_file, if for example the entry looks like :

```
{menudef}
1.ST-MENU-TITLE
Entry1-title
c:\entry1-directory\entry1.exe
Cactus
c:\catcus\cactus.bat
Other-menu
@path\to\other\menu.app
.
.
.
{menuend}
```

choosing the Other-menuoption will read a new menu_definition_file - the file menu.app at the path\to\other directory.

Related Topics : [Administration](#)

DEFFLOWTINGMENUS

In order to define Flowting Menus the APP program includes the following directive in the Menu Definition File :

Version 2.1 added the floating menu windows which are very easy to operate for end users. Multiple floating windows can be opened. To create a floating menu window in the menu_definition_file the following sequence of commands should be entered :

```
{floatingMenu}  
Window Title  
entry-1-title-in window  
d:\path\entry1  
entry-1 help message that will appear on the status line.  
entry-2-title-in the window  
c:\path2\entry2_invokation_command  
entry-2 help message that will appear on the status line  
...  
{menuend}
```

NOTICE - Version 2.7 added the ability to give a QUIT command in the floating menu entries, by using !quit! as the invocation command of the the entry. An example :

```
...  
Quit  
!quit!  
Exit the APP program  
...
```

NOTICE - Version 2.7 added the ability to request confirmation before a command is executed. To do that we add the prefix !confirm! to the invocation line. An example might look like :

```
...  
Delete The Project  
!confirm! del *.*  
Clear the entire project  
...
```

APP will open a confirmation window when the user chooses this entry.

NOTICE - Version 2.7 added the ability to ask the user to supply parameters for a command. This is achieved by using the following format for the invocation line in the entry definition :

```
!parameter! default parameters ! command-to-invoke
```

An example might look like :

```
...  
EDIT  
!parameter! default.fil ! c:\dos\edit
```

Execute DOS text editor command

...

APP will ask the user for the parameters to enter in order to invoke the edit command, and display default.fil as the default parameter.

The supplied SAMPLE.APP contains floating menu definition examples.

Related Topics : [Administration](#)

SECURITY

The APP program allows the Administrator to set security definitions for users and administrators using the following Menu Definition File directives :

A simple security system is added using the {enduser} and {administrator} directives, you can define the authorized users of the system in the menu definition file, if no {enduser} or {administrator} directive is found, APP assumes the system can be used by everyone, if the APP program finds a security directive, it will display a login (password) window, and will not display the APP screen and menus until the proper user-id and password are entered. The format of the security directives is as follows :

```
... { other menudef file data }
{enduser}
USERID
recognition-code
... { other menudef file data }
```

OR

```
... { other menudef file data }
{administrator}
ADMINID
recognition-code
... { other menudef file data }
```

Where USERID or ADMINID is a string of 1-8 characters, with no SPACE, or TAB characters in between, and the recognition code is a long integer that is calculated by the supplied CPWD.EXE program, this code corresponds to a 1-8 character password that belongs to the user. To calculate the recognition code enter the command : d:>cpwd USERID PASSWORD and enter the output code as the recognition code.

An example :

```
... { other menudef file data }
{enduser}
jp-bford
-58297
{enduser}
RonLoewy
-63776
{administrator}
Root
-87139
... { other menudef file data }
```

will add 2 end users and an administrator to the system, the recognition codes were obtained from the CPWD.EXE program, and will allow jp-bford to enter with Louise password, RonLoewy user's password is banana, and the administrators password is ofTree. Notice - character case is significant!

Related Topics : [Administration](#)

TERMINOLOGY

This help page describes the basic terms used in this help database.

The APP program is a system that allows users to access facilities on their computer with ease. In order to do that an administrator (A person that has a background in using and setting up a computer system) builds a Menu Definition File that is read by the APP program and defines the options in the Menus that the users can choose from.

Related Topics :

Overview

Administration

Operation

