

IconBar Version 1.7

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Overview

IconBar is a NeXT's dock-like application working on MS-Windows 3.1. It allows you to setup your own applications as icons in a bar and launches any program you like by double-clicking your left mouse button or pressing ENTER key. You can setup up to 50 window applications, which are good for deli usage. When icons are too many to fit in one column, **IconBar** automatically generates a pageup/pagedown icon for user to scroll. Thus, you can easily locate your icons without any effort. In addition to mouse interfaces, keyboard interfaces were supported as well.

This application was designed for one who love icons. Not like other screen-blocking programs, **IconBar** always keeps a clean workplace on one side of your monitor screen and popups child-windows only on requests. So you are not busy to move or close other windows to find more rooms on screen. Furthermore, you can set it **Always on top** if you like. It is also a tidy program that takes about 60 KB memory to run. However, it is tidy but full-functional. You will enjoy the way to do with it.

All programs were developed and written in MSC/C++ 7.0 with the Microsoft Windows 3.1 SDK. The main purpose of this application is to provide Windows users with a better tool to run your frequently used programs. With it, you don't have to remember which program is inside which group file. Just following the principle of WYSIWYG ("What you see is what you get"), you point the mouse cursor to the icon on **IconBar** and double-click on it, then open the program you want. Since the setup of **IconBar** is as easy as nothing, you can organize your favorite applications on your own. Once they are built up, they are ready for you to use. To know how to install **IconBar**, see [Installation and setup](#).

For more information, see [History](#).

History of IconBar

Version 1.0 was the first program that consisted of limited functions. However, It was the prototype of version 1.5 and worked fine on IBM 386 and 486 compatible PCs.

Version 1.5 was the second version of the IconBar. Some bugs were fixed and more features were added. It was more convenient for Windows users. Performance was improved, too.

Version 1.6 provided more convenient routines to setup or change contents of **IconBar**. You can drag and drop files between IconBar file launcher and IconBar. A bug on dialog box Modifier was fixed.

Version 1.7 fully integrated the keyboard interface. Now you can do anything you want by keyboard rather than by mouse. Focus was displayed as long as IconBar was activated. Also improve desktop management to let user put IconBar around the screen(left, right, top, and bottom). More better features: adding parameters to command line, launching file by single click, undeleting icons, on-line help and ... a lot more features.

Features of IconBar

- ◆ File **Launcher** with drap&drop
- ◆ **Grasp** icons on desktop
- ◆ Auto **Dock** environment
- ◆ IconBar **modifier**
- ◆ **Undelete** icons
- ◆ **Hide**, show, and arrange IconBar
- ◆ **Always on Top**
- ◆ Set file **Association** as File Manager
- ◆ **Import** Program Manager **Group(*.GRP) files**
- ◆ Assign your own **DOS** application **icons** as Program Manager
- ◆ Enable mouse **single-click** launching
- ◆ Easy-**exit** Windows
- ◆ Add up to **50** icons in IconBar
- ◆ **Scroll** the IconBar by mouse or keyboard
- ◆ Assigns **properties**(default path, parameters, icon, and status) to an icon
- ◆ Automatically **save** configurations as exits IconBar or Windows

2. Installation and Setup

Operation system requirement:

DOS 3.3 or above and MS-Windows 3.x

To Install:

Unzip the compressed file **ICONBAR.ZIP** and copy the following files into the directory of **IconBar**. For example: C:\IB , then you will find the following files:

README.TXT, ICONBAR.EXE, ICONBAR.HLP, and IB.INI.

To Setup:

1. From Program manager:

Open the New from FILE menu and add file **ICONBAR.EXE** as an item to group file. Double-click the **IconBar** icon in that group to begin. If you want **IconBar** was created every time when you start Windows, add it to group **START-UP**.

2. From System.ini:

1. Open the file **System.ini** under a word processor(I recommend **sysedit.exe** under Windows).

2. change a line in the section [boot]

shell=**progman.exe**

to

shell=**c:\ib\iconbar.exe**

3. Save file **System.ini**.

4. Restart Windows.

Note: Doing so, you will replace Windows default program manager with IconBar. Therefore, remember to add an icon of progman.exe to IconBar if you don't transfer all the icons from program manager to IconBar. Since IconBar is very reliable, you are safe to do so. To add more icons to IconBar, see **Manage icons of IconBar**.

3. Manage icons of IconBar

Add Icons to IconBar:

IconBar Implemented 5 different ways to add icons:

1. Choose **Grasp** or **Grasp All** menuitem in IconBar Menu, move the cursor, and then click on any icon or application on desktop. See also [Grasp and Dock](#).
2. Press either **Dock** or **Launch&Dock** push-button in DialogBox IconBar File Launcher. The file selected(hilighted) in listbox will be added to IconBar. (And launched if you chose Launch&Dock)
3. **Drag** a file from listbox of IconBar File Launcher DialogBox **and drop** it at any vacant position over IconBar. If drop at where there is not empty(that is, an existing icon), no icon will be added and the dragged file will be taken as an argument of a dropped icon and then launches the icon where you dropped.
4. Import icons from Windows program manager group file (*.grp). This can be done by opening DialogBox **Read Group** from IconBar Menu.
5. Use IconBar modifier. See below.

Delete icons on IconBar:

1. By Mouse: Simply drag the icon to be deleted out of IconBar and drop(discard) it. It will be deleted and causes an empty icon. (That is a position without icon on IconBar)
2. By Keyboard: Move focus to the icon to be deleted and type Delete key. See also [Focus and Keyboard support](#).
3. Use IconBar modifier. See below.

Undelete icons on IconBar:

1. By Mouse: Choose Undelete menuitem from IconBar Menu to undelete blank icons.
2. By Keyboard: type Alt-U. See also [Focus and Keyboard support](#).

Modify IconBar by IconBar modifier:

1. Invoke modifier by choosing menuitem **Modifier...** from [IconBar Menu](#).
2. To add a file, select(hilight) a file in listbox(files) and press **Add** push-button.
3. To delete a file, select(hilight) a file in listbox(IconBar) and press **Delete** push-button. Push-button **Delete All** is for setting IconBar to empty.
4. When you finish modifying, press push-button **OK** to update whole IconBar or **Cancel** to not change at all.

Arrange Icons:

Choose menuitem **Arrange icons** from [IconBar Menu](#). IconBar arrange icons by deleting empty icons and arranging icons on desktop.

Save IconBar:

Choose menuitem **Save** from [IconBar Menu](#). When you close IconBar or Exit Windows, IconBar also save automatically.

For more information, see [Grasp and Dock](#) and [Scroll, drag and drop](#).

4. Grasp and dock

To use Grasp function,

1. Invoke IconBar Menu by clicking the right mouse button at the top icon of IconBar.
2. Choose **Grasp...** menuitem.
3. Point the cursor(a magic stick) to any window application on desktop.
4. Click the left mouse button on it.
5. Now a new icon will be added to IconBar automatically. If you don't click on any window, no icon will be grasped. You can grasp more icons as long as there are windows running on desktop. However, you can grasp all Windows applications on desktop by choosing menuitem **Grasp Desktop** instead of **Grasp....** It is especially useful when you find running applications good after you tested it. I recommend that you add your icons to IconBar by **Grasping**.

To use Dock function,

1. Invoke IconBar File Launcher DialogBox by double-clicking the left mouse button at the top icon of IconBar.
2. Select(hilight) the file you want to dock in the listbox.
3. Press push-button **Dock**.
4. Now a new icon will be added to IconBar if any. To change an icon of an application on IconBar, see Launch files and edit properties. Notice that you can only add an instance of an executable file. However, an application will be launched by opening its associating document or file. Therefore you can also dock any file or icon to IconBar no matter whether it is an executable or not. To do so, simply check the radio box **Dock for any file** before you dock.

For one who want to add, delete, and change a bunch of icons on IconBar, see Manage icons of IconBar.

5. Scroll, drag and drop

Scroll:

You can scroll IconBar when the scroll arrows appear in the bottom icon of IconBar(they are automatically generated by IconBar when the number of icons is more than your monitor can show). Clicking at up arrow will scroll IconBar up one page and, Oppositely, Clicking at down arrow will scroll IconBar down one page. If you use keyboard, you can scroll IconBar by up arrow, down arrow, pageup, pagedown, home, and end keys as their key names. For more information, see [Focus and Keyboard support](#).

Drag and drop:

1. You can drag an icon to another icon, and then IconBar inserts it in the new position. If you drop an icon at an empty icon, this inserting doesn't change positions of others. If you drag an icon out of IconBar and drop(discard) it, it will be deleted. If you can scroll IconBar, drag/drop while scrolling is possible. To drag and drop while scrolling up, drag an icon to the top of IconBar. Dragging to the bottom line of IconBar will result in dragging while scrolling down.

2. You can also drag and drop between IconBar and DialogBox IconBar File Launcher. It follows the procedure above except that IconBar launches an icon with a file if you drag a file from DialogBox and drop it on an icon of IconBar. It is used to launch a program with its associating file. For Instance, you might drag README.TXT to icon NOTEPAD.EXE

To launch files or edit their properties, see [launch files and edit properties](#).

6. Launch files and Edit properties

Launch files:

1. By Mouse: **Double-click** the left mouse button at an icon to be launched.
2. By Keyboard: Move focus to an icon and type **ENTER** key .
3. Invoke DialogBox IconBar File Launcher and press push-button **Launch** or **Launch&Dock** after selecting(hilighting) a file in listbox

Edit properties:

1. Invoke DialogBox Edit properties by clicking the right mouse button at the icon whose properties to be edited.
2. To change the icon, edit the filename of icon or press push-button **Browse...** to get an icon filename and click push-button OK. You may select an icon by a scrollbar if there are many icons available in that icon file.
3. To change default path as launching an icon, edit or fill in a legal directory in editbox **Startup Dir**. IconBar will check this path if it is legal.
4. To change status of opening an application, check radiobox **Maximized, Normal,** or **Minimized**.
5. To launch this icon when IconBar starts, check box **Launch as Startup**.

For more information, see [Focus and keyboard support](#).

7. Focus and keyboard support

Focus: A bounding box surrounding an icon indicating IconBar had the input focus. The icon with focus is one to be launched or operated.

Keyboard support:

Key Assignment	Event
PageUp	Scroll IconBar up one page
PageDown	Scroll IconBar down one page
Home	Jump to first page
End	Jump to last page
Up arrow	Scroll IconBar up one icon
Down arrow	Scroll IconBar down one icon
Enter	Launch an icon
Space	Invoke DialogBox <i>Edit Properties</i>
Delete	Delete an icon with focus
Alt+L	Invoke DialogBox <i>IconBar File Launcher</i>
Alt+I	Invoke IconBar Menu
Alt+B	Invoke DialogBox <i>About</i>
Alt+M	Invoke DialogBox <i>Modifier</i>
Alt+D	Invoke DialogBox <i>Read Group</i>
Alt+U	Undelete icons
Alt+V	Save IconBar
Alt+G	Grasp ...
Alt+R	Grasp All
Alt+A	Arrange icons
Alt+T	Always on top
Alt+X	Exit Windows
Alt+F4(Alt+E)	Exit IconBar

For more information, see [Set File Associations and IconBar Preferences.](#)

8. Set File Associations and IconBar Preferences

Set File Associations:

1. Invoke DialogBox IconBar File Launcher by double-clicking the left mouse button at the top icon.
2. Click Push Button Associate... to show the DialogBox Set Association .
3. Type in the file extension, e.g. TXT and associated executable file name, e.g. NOTEPAD.EXE and then press OK. That's it.

Set IconBar Preferences:

Open DialogBox Preference by selecting IconBar Menu command Preferences... to show the following options:

1. Position:

Choose one of the 4 options, TOP, RIGHT, LEFT, or BOTTOM, as the initial position when IconBar was loaded first time. If you would like to adjust the position a little bit, drag the top IconBar icon to move.

2. Enable One-Click Launch:

Check this box to launch applications on IconBar only by single-clicking rather than double-clicking.

3. Dock executable only:

Prevent you from docking non-executable(*.exe) file on IconBar to save space.

4. Support Windows Start-up Group:

If you set IconBar as shell, this will enable you to launch files within Windows Start-up group.

5. Exit Windows without prompt:

Exit Windows quicker and safer.

For more information, see [Menu commands](#).

9. Menu commands

To invoke IconBar Menu, click the right mouse button at the top icon of IconBar.

IconBar Menu

<u>A</u> bout ...	About IconBar
<u>M</u> odify ...	Invoke IconBar Modifier
<u>U</u> ndelete	Undelete blank icons on IconBar
<u>R</u> ead Group... group file(*.grp)	Import icons from Windows program manager
<u>S</u> ave	Save IconBar
<u>H</u> ide/ <u>S</u> how	Hide or show IconBar
<u>E</u> xit IconBar	Exit IconBar
<u>G</u> rasp ...	Grasp a window icon on desktop
<u>G</u> rasp Desktop	Grasp all running applications' icons on desktop
<u>A</u> rrange icons	Delete empty icons
<u>A</u> lways on <u>t</u> op	keep IconBar top-most
<u>P</u> reference ...	Change preferences of IconBar
<u>H</u> elp	Invoke IconBar HELP
<u>E</u> xit Windows	Exit MS-Windows

Others:

1. IconBar creates **IB.INI**(IconBar profile) and maintains it by itself. Even though **IB.INI** is a readable file, it is not the same profile format as Windows' profile. You don't have to and should not edit it by yourself.

2. IconBar allows only an instance running at a time, and searches **IB.INI** in the same directory of **ICONBAR.EXE** to initialize itself. If you have several copies of **IB.INI**, you could run IconBar with any profile you like by putting **ICONBAR.EXE** at the same directory of **IB.INI**.

For more information, see [Registration](#).

10. Registration

To be a legal **IconBar** user, please register the **IconBar** and send a \$**15** dollar check or money order to the following address:

Tai-Wei Yin
10231 Johnson Avenue,
Cupertino, CA 95014, USA

For any problem and suggestion on this shareware, please direct to the same address above. I'll be glad to hear from you.

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