SN_DoorMenu

COLLABORATORS

	TITLE : SN_DoorMenu	

ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 2, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 SN_DoorMenu **1**

1.1 Spectral Neurologix 1

1.2 SN DoorMenu v1.0 - Copyright/Registration 2

1.3 SN DoorMenu v1.0 - Information 2

1.4 SN DoorMenu v1.0 - History 3

1.5 SN DoorMenu v1.0 - Files Included 3

1.6 SN DoorMenu v1.0 - Installation Procedures 4

1.7 SN DoorMenu v1.0 - Customizing! 5

1.8 SN DoorMenu v1.0 - Bugs/Problems 7

1.9 SN DoorMenu v1.0 - Future Development 8

1.10 SN DoorMenu v1.0 - SN Support Sites 8

Chapter 1

SN_DoorMenu

1.1 Spectral Neurologix

```
                                        S P E C T R A L

                        N E U R O L O G I X

        The Definitive Source for ARexx Programming Excellence!

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1.2 SN DoorMenu v1.0 - Copyright/Registration

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```
Features to note:
  - Multi-line compatible.  You don't have to worry about conflictions.
  - Other door menu programs don't allow you to set all the needed
    configurations.  Most require you to scrap all your hard work you've
    put in adding doors to your PFiles menus.  With SN DoorMenu, neither
    is true!  It supports ALL CNet PFile configurations by utilizing your
    present structure!  No waste and no incompatibility!  If it works
    now, it'll work with SN DoorMenu!  Guaranteed!

Current side-effects:
  - No included ability to lock out access groups from menus.  Everyone
    can get to all the menus you create.  (However, they may not be able
    to access the PFile they're trying to run, depending on how you have
    it set up.)  I'm working on a fix so I can put up an Adult page on
    mine.  Right now, they're just out of luck.

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1.4 SN DoorMenu v1.0 - History

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  SN DoorMenu v1.0 - History
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  v1.0 - First released version.  Released October 3, 1995.

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1.5 SN DoorMenu v1.0 - Files Included

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```
    {SN:DoorMenu/SN_DMLoader}\n1\q0\c6%.50s> \q1

    Note that in steps 3 and 4 above, modify the path to suit and remember,
    \ = CTRL-Y and { = CTRL-Q.

 5  Reload your bbstext/bbsmenu via CNet's Control Panel menu (option
    #3, "Text/menu reload  RAmiga-T" and you're all set!

    Now you should continue on to the
                Customizing!
                 segment of
    our program...

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now and explain it:

```
AntHills        <-  The name of the PFile
Q!;\textdegree{}!;1!;16     <-  The path to the PFile
```

Let's break down the path further:

```
Segment #1 "Q!;\textdegree{}!;" - This is the prefix to all your path entries.
                      It must be included and must look EXACTLY like
                      this for it to work!

Segment #2 "1!;16"  - This tells DoorMenu where to go to execute the
                      PFile.  What it means to you is, if you were to
                      go into your PFiles, to get to that file, you'd
                      first hit a "1" to go into a subdirectory and
                      then hit 16 to execute the file.
```

Another example:

```
GuacWars        <-  The name of the PFile
Q!;\textdegree{}!;12        <-  The path to the PFile
```

We know what the first segment is already. Segment #2 is telling us that the file is in the root directory of your PFiles, so we don't have to enter a subdirectory. Just hitting 12 would execute the file.

Another example:

```
TradeWars       <-  The name of the PFile
Q!;\textdegree{}!;1!;4!;7   <-  The path to the PFile
```

We know what the first segment is already. Segment #2 is telling us that the file is in the 4th subdirectory of the 1st subdirectory of your PFiles and it's entry #7 in that directory.

4 So you need another page, huh? Okay, to make another page, first you have to tell DoorMenu how to get to it. Add an entry to your root menu (_menu.0) showing the # the user has to enter to goto the specified page. Then, add an entry to _data.0 like this:

If this page is going to be _menu.1, add the following line to the end of your _data.0 file:

```
#1
#1
```

Example:

```
AntHills
Q!;\textdegree{}!;1!;16
TradeWars
Q!;\textdegree{}!;1!;4!;7
#1
#1
```

Once you've got a way to get there, create your new page using the name _menu.1 and data file using _data.1.

```
    Note:  You don't need to put anything special in your new page about
           getting back to the previous menu - DoorMenu takes care of
           that.

 5  That should do it.  Once you've made your new menu(s) look like you
    want and have mapped out your _data.#? file(s), you're ready to try
    it out.  Don't be suprised if it doesn't work out perfectly the first
    time.  It took me a while to get everything matching up correctly on
    my own setup.

 6  By the way, if you have any PFiles that require special access in
    your PFile tree, it could really mess with your mind.  I suggest you
    move everything that requires a specific level (like your SysOp tools)
    to the VERY BOTTOM of the list in CNet.  What happens is this:

    Joe Blow logs on with level 1 access.  He goes to your DoorMenu and
    it says:

    1  AntHills       2  Black-Jack     3  Space Empire     4  Empire

    The _data.0 file points to where the files are located from YOUR
    point of view, and remember, you see everything.  He, on the other
    hand, probably doesn't.

    So your _data.0 file may look like this:

    AntHills
    Q!;\textdegree{}!;1!;1
    Black-Jack
    Q!;\textdegree{}!;1!;3      <-  This is 3 because from your POV, that's what #
    Space Empire        it is.  2 on your list is a maint program.  Well,
    Q!;\textdegree{}!;1!;4          he doesn't have access to it, so it doesn't  ↩
       show
    Empire              up to him.  Guess what happens...
    Q!;\textdegree{}!;1!;5

    He types in "2" (look at your example menu above) to play Black-Jack.
    DoorMenu executes the command "Q!;\textdegree{}!;1!;3" for him.  What program
    runs, though?  NOT Black-Jack.  Space Empire runs, because to the
    user's POV, that IS #3 on CNet's PFile listing.

    Anyway, be careful.  ;)

    Damn, I hope this is enough to get you through this one!  Let me know
    if something needs more explanation!

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```
  - No known bugs at this point.  This has been in use for a very long
    time and has been weeded of bugs.  Please contact me if you do manage
    to trap one.  Thanks.

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1.9 SN DoorMenu v1.0 - Future Development

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