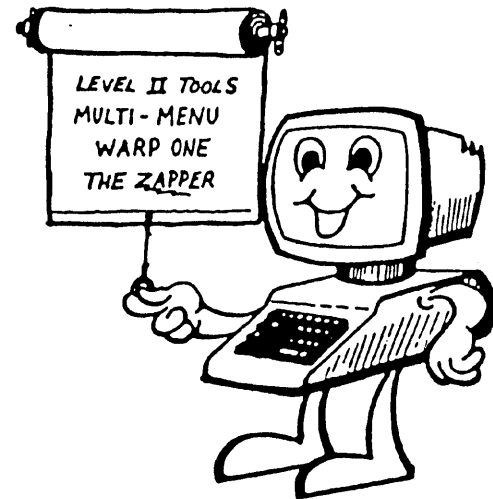


Multi

Menu



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DISCLAIMER

Although this software package is designed to prevent the accidental loss of data, the deleting of important files is still possible.

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INTRODUCTION

Multi-Menu is a Multi-View compatible menu utility that allows you to define your own menus for use in the Multi-View environment. Creation of these menus is designed to be as simple as possible so that any user can create menus, not just experienced programmers. The options on the menu that you create can run any OS9 software that you currently have, even your own programs if you desire.

I sincerely hope that you find Multi-Menu to be a useful and worthwhile software package.

OVERVIEW

Multi-Menu is designed to be easily used by anyone familiar with the Multi-View environment. With it you will be able to make running any OS9 software simple and user-friendly.

If you click on the Multi-Menu program ICON, you will be allowed to create and edit menu files. It is here that you define what options will be available and what commands those options will execute.

If you click on a Multi-Menu file ICON, the menu file that you clicked on will be executed. When the menu executes, you are allowed to choose any options that you have previously defined. When you select an option, whatever OS9 commands you defined for that option will be executed.

INSTALLATION

REQUIREMENTS:

Radio Shack Color Computer III with 512k of memory
At least one disk drive.
OS9 Level II.
Multi-View.

MAKE A BACKUP:

The first thing that you should do when you receive your software package is make a backup. To do this follow these steps.

- 1> Get a new blank diskette.
- 2> Format the new diskette (Format /d0).
- 3> Backup the diskette (Backup /d0 #56k)

COPY MULTI-MENU TO YOUR DISKETTE:

Once you have a backup of the Multi-Menu diskette, you are ready to copy Multi-Menu to your working Multi-View disk. To do this follow these steps:

(For users with two disk drives)

- 1> Place the Multi-Menu disk in drive 1 (/d1).
- 2> Place the Multi-View disk in drive 0 (/d0).
- 3> Type the following lines:
Copy /d1/Menu /d0/cmds/Menu
Copy /d1/icon.Menu /d0/cmds/icons/icon.Menu
(For 80 column menus)
Copy /d1/aif.mnu_80 /d0/aif.mnu
(For 40 column menus)
Copy /d1/aif.mnu_40 /d0/aif.mnu

(For users with one disk drive)

- 1> Place the Multi-Menu disk in drive 0 (/d0).
- 2> Type the following commands and follow their prompts:
Copy -s /d0/Menu /d0/cmds/Menu #30k
Copy -s /d0/icon.Menu /d0/cmds/icons/icon.Menu
(For 80 column menus)

```
Copy -s /d0/aif.mnu_80 /d0/aif.mnu
      (For 40 column menus)
Copy -s /d0/aif.mnu_40 /d0/aif.mnu
```

(For users with a hard disk drive)

1> Place the Multi-Menu disk in drive 0 (/d0).

2> Type the following commands:

```
Copy /d0/Menu /h0/cmds/Menu
Copy /d0/icon.Menu /h0/cmds/icons/icon.Menu
      (For 80 column menus)
Copy /d0/aif.mnu_80 /h0/aif.mnu
      (For 40 column menus)
Copy /d0/aif.mnu_40 /h0/aif.mnu
```

NOTE: This installation procedure assumes that your working Multi-View disk has the CMDS and the CMDS/ICONS directories already on it. If these directories do not exist, consult your OS9 and Multi-View manuals on creating these directories.

CREATING/OPENING A MENU FILE

To create a menu file, simply double click on the Menu PROGRAM ICON (the one that says 'Menu'). Multi-Menu will then prompt you for the name of the menu file. Simply enter the file name. If the specified file exists it will be opened for editing, if the file doesn't exist you will be prompted for the number of sub-menus to create. This determines the number of menus that will be displayed across the top of the screen. Once you enter this information, Multi-Menu will create and open the menu file for editing. Once the file is opened you will be able to edit the menus and their associated options and commands.

EDITING THE MENU FILE

Once the menu file is opened, you can change options by selecting them. Simply move the mouse pointer to the menu bar (at the top of the screen), point to the menu that you want to edit, and click the mouse button.

DEFINING MENUS

If the menu has no options defined, you will be prompted for the name of the menu. You can then enter up to a 15 character MENU name. Once you enter this menu name, you will be prompted for a 15 character OPTION name. Simply type the name for that option and press <ENTER>. You will then be prompted to enter the OS9 commands (Maximum 10) to run when this menu option is selected. The prompt you will see looks like the OS9 prompt. This is only a reminder that you can enter any command that you would normally enter on an OS9 command line. When you are finished entering commands, simply press <ENTER> on a blank line. You will then be prompted for the next 15 character OPTION name. You can continue defining options like this for a maximum of 20 options. When you are finished entering options, simply enter a blank option name (by pressing <ENTER>). You will then be asked if you are sure, simply type 'Y' and you will return to the normal screen.

EDITING MENUS

If the menu you click on already has options defined, those options will be displayed. To change one of these options, simply highlight the option to change and click the mouse button.

CHANGING OPTIONS

Once you click on an option, you will be prompted for a new 15 character option name. Simply type the name and press <ENTER>. You will then be prompted to enter the commands to execute for this option. Simply enter the commands to execute (see DEFINING MENUS above). Press <ENTER> on a blank line when you are finished entering these commands, and you will be returned to the normal screen.

ADDING OPTIONS

On any menu that has already been defined, there will be one additional option that you haven't defined, the [ADD OPTIONS] option. This option will only appear on the menu if you are editing it. If you click on this option you will be

allowed to add options to the menu. The procedure for adding options is the same as the procedure used in DEFINING MENUS above. Simply enter the options and commands that you want to add, and leave the line blank when you are finished

DELETING OPTIONS

To delete an option, first select the option that you want to delete. Then when prompted for the new option name, leave the field blank and you will be asked if you want to delete it. If you enter 'N' to this prompt the option will remain unchanged, if you enter 'Y' the option will be deleted from the menu.

EXITING/SAVING MENUS

To exit Multi-Menu, simply click on the Menu close box in the upper left hand corner of your menu screen. Multi-Menu will then ask you if you want to save the menu. If you do want to save the menu, click on the YES box or press the 'Y' key. If you decide not to save the menu, click on the NO box or press the 'N' key.

EXECUTING THE MENU

Once you have created a menu file, the file will be displayed under a menu ICON. Simply double click on this ICON and the menu will run. When you first create a menu file, it's ICON may not be displayed in your Gshell window. To display the ICON, click on the bar at the top of the window (by the directory name). This causes Gshell to re-read the directory so that you can see the new file.

Once the menu file is run, you will see the familiar menu bar at the top of your screen. To execute a menu option simply point to the menu that you want to use, click the mouse button to pull down the menu; highlight the option that you want, and click the mouse button again to execute it. When you do this, whatever commands you defined for that option will be executed. While the command is executing, your mouse pointer will become an hourglass. This tells you that another program is running, and the menu is inactive. When the program is finished, the pointer will return to normal.

When you are finished with a menu and want to return to Gshell, simply click on the menu close box in the upper left-hand corner of your screen. You will be asked if you want to exit. If you do, click on the YES box or press the 'Y' key and you will return to Gshell. If you don't want to exit, click on the NO box or press the 'N' key.

RUNNING MULTI-MENU WITHOUT GSHELL

Multi-Menu can be run without the aid of Gshell if your boot file (OS9boot) has the WindInt module. You can check this with the Ident command that comes with OS9 (Ident /d0/OS9boot). In addition to having this module, you must also be in a graphics window.

To run Multi-Menu in the edit mode, simply type 'Menu' at the OS9: prompt. You will then be asked for the name of the menu file to edit (see EDITING MENUS).

To run Multi-Menu in the execute mode, simply type 'Menu <filename>' where <filename> is the name of a previously defined menu name. If the file exists, the menu will execute.