

# **BangerMenu**

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**COLLABORATORS**

	<i>TITLE :</i> BangerMenu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

# BangerMenu

## 1.1 BangerMenu Documentation

BangerMenu

BangerMenu 3.05 (20-Feb-96)

What is the use of BangerMenu?

A short introduction

BangerMenuDisk

A extra version for disk

BangerMonitorID

Get the IDNo. of any solution

Copyright

Copyright and other important things

System requirements

Everything you need to start BangerMenu

Installation

How to install manually

How to use BangerMenu

A short instruction manual

Keyboard control

How to control BangerMenu ?

How to setup a configuration

A short description how to setup a configuration file

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For a closer look at such a file

Error description

Error ? Why ?

Histry	Versions and Bug report
Thanks	Thanks and greetings
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## 1.2 What is the use of BangerMenu?

What is the use of BangerMenu?

With BangerMenu you can make a selection to execute batch files and to launch programs by using a graphical user interface. It is similar to MS-DOS Start menu.

If you press the Caps Lock key during the boot process a window will appear. This window contains buttons to execute batch files and to launch programs according to the programs configuration. To execute batch files or to launch programs select one of the gadgets. If you changed your mind and you wanted to go on with your startup-sequence then press Escape or the Q key to quit the program.

## 1.3 BangerMenuDisk

Why BangerMenuDisk ?

BangerMenuDisk come from BangerMenu 1.235.  
It is extrem little and have no specialy GUI.

look at BangerMenuDisk.guide

BangerMenuDisk copyright by Andre` Trettin and is a part of BangerMenu paket.

## 1.4 BangerMonitorID

Get the IDNo. for the solution

BangerMonitorID get the number of the solution.  
The number use BangerMenu, if you want a other solution as NTSC or PAL  
(z.B. CyberVision 800\*600).

BangerMonitorID start without any parameter. Chose the solution.  
Note the number. Ready.

BangerMonitorID copyright by Andre` Trettin and is a part of BangerMenu paket.

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## 1.5 Copyright

Copyright

This programm is GIFTWARE. If you like this programm and if you use it often you can send me an exciting postcard from you hometown or other things.

contact

.

If you have some good idees to make this programm better or if you found some bugs (I hope not) I would be pleased about a postcard from you.

If you are writing programmss too I allow you to use my code (it`s in assembler) to copy programmparts for your own programm.

Use it at your own risk!

The Installer is copyright by Amiga Technologies (Divison by ESCOM)  
MagicWB is copyright 1992-1994 © by Martin Huttenloher.

## 1.6 System requirements

System requirements

To run BangerMenu you need Kickstart 2.04 or a later version. The gadtools.library has to be in your "Libs:" directory. Since library is included in your "Libs:" directory since Kickstart 2.04.

## 1.7 Installation

Installation

To install BangerMenu onto a separate disc you should copy the program BangerMenu ↔ in your :c/ directory and the configuration file in your :s/ directory.

To install BangerMenu onto your hard disc you should copy the every file of the program package into a directory, for example "Work:Tools/BangerMenu".

This is the top of the original startup-sequence.

```
; $VER: startup-sequence 39.9 (9.8.92)
```

```
C:SetPatch QUIET
```

```
C:Version >NIL:
```

```
C:AddBuffers >NIL: DF0: 15
```

```
FailAt 21
```

```
C:MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys
```

```
C:Copy >NIL: ENVARC: RAM:ENV ALL NOREQ
```

```
Resident >NIL: C:Assign PURE
```

---

```
Resident >NIL: C:Execute PURE
```

```
Assign >NIL: ENV: RAM:ENV
```

```
Assign >NIL: T: RAM:T
```

```
Assign >NIL: CLIPS: RAM:Clipboards
```

```
Assign >NIL: REXX: S:
```

And this are the necessary changes, if you use BangerMenu without a particular monitor

```
; $VER: startup-sequence 40.??? (30-Aug-95)
```

```
FailAt 21
```

```
C:
```

```
MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys ;to create the T-dirctory to ←
    ram
```

```
Assign >NIL: ENV: RAM:ENV ;this is needed to run
```

```
Assign >NIL: T: RAM:T ;skripts by BangerMenu
```

```
Assign >NIL: CLIPS: RAM:Clipboards
```

```
<Pfad>
```

```
BangerMenu ;this will be copied to
```

```
IF ERROR THEN ;startup-sequence
```

```
ENDCLI
```

```
ENDIF
```

```
C:SetPatch QUIET
```

```
C:Version >NIL:
```

```
C:AddBuffers >NIL: DF0: 15
```

```
Resident >NIL: C:Assign PURE
```

```
Resident >NIL: C:Execute PURE
```

```
Assign >NIL: REXX: S:
```

And this are the necessary changes, if you use BangerMenu with a monitor like VGA or Euro72 (etc.)

```
; $VER: startup-sequence 40.??? (30-Aug-95)
```

```
FailAt 21
```

```
C:
```

```
MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys ;to create the T-dirctory to ←
    ram
```

```
Assign >NIL: ENV: RAM:ENV ;this is needed to run
```

```
Assign >NIL: T: RAM:T ;skripts by BangerMenu
```

```
Assign >NIL: CLIPS: RAM:Clipboards
```

```
C:SetPatch QUIET ;this is necessary for the ←
```

```
    monitordriver
```

```
Copy >NIL: ENVARC: RAM:ENV ALL NOREQ
```

```
DEVS:Monitors/VGAOnly ;if VGAOnly in the Monitors-Dir ←
    , then you
```

```
;must add this line to startup- ←
sequence
```

```

<Pfad>
BangerMenu <Treiber> monitorid=<IDNumber>           ;look at
                usage
                IF ERROR THEN
    ENDCLI
ENDIF

C:Version >NIL:
C:AddBuffers >NIL: DF0: 15

Resident >NIL: C:Assign PURE
Resident >NIL: C:Execute PURE

Assign >NIL: REXX: S:

```

## 1.8 How to use BangerMenu

### How to use BangerMenu

BangerMenu can only be started by using the shell.

If you would like to see the menu every time you boot then you have to add the parameter nokey in your

```

startup-sequence
. This is favourable for

```

floppy discs with more than one application or game.

If you call BangerMenu without any parameters you have to press the Caps Lock key to start the menu. If you did not press the Caps Lock key the ordinary startup-sequence will be executed.

BangerMenu can be cancelled by pressing the close gadget, escape or the q key. In this case your ordinary startup-sequence will be continued.

New at version 2.0 you can load a monitordriver. 1. Setpatch must run before BangerMenu. 2. If VGAOnly in the DEVS:Monitors-Dir then must the program run before BangerMenu, too. 3. You must give the monitordriver name and the idnumber.

Look at example:

```
BangerMenu DEVS:Monitors/VGA monitorid=233508
```

Here is a list of IDs and there solutions

MONITORID	MONITORDRIVER	SOLUTIONS
102400	DEVS:Monitors/NTSC	640*200 ;standard (USA)
167936	DEVS:Monitors/PAL	640*256 ;standard (Europe)
233508	DEVS:Monitors/Multiscan	640*480
430116	DEVS:Monitors/Euro72	640*400
561192	DEVS:Monitors/Super72	800*600
626688	DEVS:Monitors/DblNTSC	640*400
692224	DEVS:Monitors/DblPAL	640*512



This list is not complete. For more IDnumber you can look at the includes graphics/modeid.(i/h) or sent me

Mail

this the solution.

It is possible to represent the solution of a graphicboard like CyberVision on BangerMenu. You must only know the monitorID-number. To get the number look at the developersoftware.

New at version 2.01 you can use BangerMonitorID to get the ID-number of any ↔ solution you want.

## 1.9 Keyboard control

Keyboard control

Cursor    Up: active the gadget before  
           if this gadget the last one, then active the gadget in the  
           next columnm

- + Shift: the first gadget in this columnm
- Down: active the next gadget, if this gadget the last one,  
           then active the first gadget in the next columnm
- + Shift: the last gadget in this columnm
- Left: the next columnm will active is this the last columnm  
           on this page the next page will represent
- + Shift: the first columnm of the page will active
- + Ctrl: the page before will active
- Right: the gadget in the next columnm will active, is this the  
           last columnm on this page the next page will active
- + Shift: the last columnm of the page will active
- + Ctrl: the next page will active, if this the last  
           page, the first one will represent

>           : a page to right  
 <           : a page to left

Return     : active gadget executing (equal mouseclick on gadget)

q,Q,ESC    : quit BangerMenu withou doing nothing, the normal  
           Startup-sequence will executed (equal to click on CLOSE-  
           Gadget of the window or QUIT in the Screen Menu)

## 1.10 How to setup a configuration

How to setup a configuration

The configuration file has to be called BangeMenu.Prefs and needs to be stored either in the directory of the program or in your S: drawer.

example:

MENU

Entry1 MKEY 1

Entry2 MKEY 2

```
.
.
ENDMENU
```

The MENU entry in the config make a Screen Menu.  
 The Screen Menu will be define between MENU and ENDMENU.  
 In this config Eintrag1 Eintrag2.  
 MKEY is the shortcut for the Screen Menu entry.  
 Here is Eintrag1 the key 1 and Eintrag2 the key 2.  
 The end of the Screen Menu must be define by ENDMENU.  
 You can define max. 50 Screen Menu entry.

```
Entry1
COLTITLE ColumnTitle1
  programname1
  programpath1
  programname2
  programpath2
  programname3
  programpath3
.
.
COLTITLE ColumnTitle2
  programname4
  programpath4
  programname5
  programpath5
  programname6
  programpath6
.
.
END Entry1
Entry2
.
.
```

Every Screen Menu entry must be define Entry1 and END Entry1 !  
 The COLTITLE give a column the title. The follow names are the gadgetsname with  
 programpath. You can define 50 columns.  
 At every Screen Menu you can define till 2560 gadget on till 10 pages

Don't use at the end of the config the word ENDE (the german word  
 for end). I have remove it since version 1.220. Thanks goto canadian.  
 For further information please have a look at the configuration file of  
 the program package.  
 Maybe you have to add to some programpaths a Run >NIL:.  
 For batchfiles use NEWSHELL from <batchfile> or EXECUTE <batchfile>.

## 1.11 Example of an config file

Example of an config file

```
MENU
  Tools MKEY T
  Demos MKEY D
```

```
Spiele MKEY S
ENDMENU
Tools
Shell
Newshell from XE1:Misc/BangerMenu/Bat/Shell
ShapeShifter
Newshell from XE1:Misc/BangerMenu/Bat/ShapeShifter
Directory Opus
Newshell from XE1:Misc/BangerMenu/Bat/DOpus
VT 2.79
Newshell from XE1:Misc/BangerMenu/Bat/VT2.79
ReOrg
Newshell from XE1:Misc/BangerMenu/Bat/ReOrg
CD32
Newshell from XE1:Misc/BangerMenu/Bat/CD32
END Tools
Demos
COLTITLE GroßeDemos
GroßeDemos
Execute XE2:Demos/Faculty/Start
EternalMadness
Execute XE2:Demos/EternalMadness/EternalMadness
Manipulations
Execute XE2:Demos/New/Manipulations
Ilyad
Execute XE2:Demos/Ilyad/Ilyad
Analogy
XE2:Demos/Par94/analogy.exe
CrOnOs
XE2:Demos/Par94/CrOnOs
COLTITLE Mittle
Balance Syndrome
XE2:Demos/Par94/Balance_syndrome
Blue-Moon
XE2:Demos/Par94/Blue-Moon-The-Demo.exe
CCCP
XE2:Demos/Par94/cccp
CDN-Models
XE2:Demos/Par94/CDN-Models_Inc
Complex.Vector
Execute XE2:Demos/Par94/Complex.VectorPreview
Dove
XE2:Demos/GfxDopus/Dove.exe
COOLAUNCH
XE2:Demos/Par94/COOLAUNCH.fast
CP DELUSION
XE2:Demos/Par94/CP-DELUSION
Cream
XE2:Demos/Par94/Cream
ERM-STA
XE2:Demos/Par94/ERM-STA
FatalMorgana
Execute XE2:Demos/FatalMorgana/FatalMorgana
Final Condom
XE2:Demos/Par94/Final_Condom
FullMoon
XE2:Demos/Par94/FullMoon
```

---

---

Greenday  
XE2:Demos/Greenday/Greenday.exe  
Hardday  
XE2:Demos/Par94/hardday  
7-Heaven  
Execute XE2:Demos/Heaven/7-Heaven.exe  
IllFlower  
XE2:Demos/Par94/IllFlower  
INCARCERATED  
XE2:Demos/Par94/INCARCERATED  
Ins Compo  
Execute XE2:Demos/Par94/Ins-Compo  
Justice9  
XE2:Demos/Par94/justice9  
Kefrens  
XE2:Demos/Par94/Kefrens  
Love  
Execute XE2:Demos/Love/Love  
Mindflow  
XE2:Demos/Par94/mindflow  
Mindwarp  
XE2:Demos/Par94/Mindwarp  
Mmp3  
XE2:Demos/Par94/MMp3  
Naxis  
Execute XE2:Demos/Par94/Naxis  
Nexus7  
XE2:Demos/Par94/Nexus7  
Orbital  
XE2:Demos/Par94/orbital.exe  
Oxygene  
XE2:Demos/Par94/Oxygene  
FridayAtEight  
XE2:Demos/Par94/PolkaB.FridayAtEight  
Real  
XE2:Demos/Par94/Real  
Real  
XE2:Demos/Par94/SwapAttack  
Twisted Minds  
XE2:Demos/Par94/twisted\_minds  
Volcano  
XE2:Demos/Par94/Volcano  
WorldOfAscii  
XE2:Demos/Par94/WorldOfAscii  
Zinko  
XE2:Demos/Par94/zinko  
Zootje  
XE2:Demos/Par94/Zootje  
COLTITLE Intro  
ROYBLACK  
XE2:Demos/Intro/!ROYBLACK!  
AMONG\_Th  
Execute XE2:Demos/Intro/AMONG\_Th  
DentAWolf  
Execute XE2:Demos/Intro/DentAWolf  
Str+oasis  
XE2:Demos/Intro/Str+oasis

---

---

```
COLTITLE 40K
  Atom
  XE2:Demos/40K/Atom
  Blur
  XE2:Demos/40K/Blur
  Craptors
  XE2:Demos/40K/Craptors
  Eremation
  XE2:Demos/40K/Eremation
  Fake
  XE2:Demos/40K/Fake
  IShotKurt
  XE2:Demos/40K/IShotKurt
  KillingOfAnEgg
  XE2:Demos/40K/KillingOfAnEgg
  Nitte
  XE2:Demos/40K/Nitte
  Siesta
  XE2:Demos/40K/Siesta
COLTITLE Komische
  wetrtrezteziutrezewtzgfdhgjfd
  rezte
  ich könnte schwören das das hier etwas ist
  BangerMenu
END Demos
Spiele
COLTITLE Action
  Lionheart
  XE4:Action/Lionheart/Lionheart
  NEMAC_4
  XE4:Action/NEMAC_4/NEMAC_4
COLTITLE Adventure
  HeartOfChina
  XE4:Adventure/HeartOfChina/HeartOfChina
  HeroQuest
  XE4:Adventure/HeroQuest/HeroQuest
  Hexuma
  XE4:Adventure/Hexuma
  RiseOfTheDragon
  XE4:Adventure/RiseOfTheDragon/RiseOfTheDragon
  Simon
  XE4:Adventure/Simon/Simon
  Zak
  XE4:Adventure/Zak/Zak
COLTITLE Geschick
  Croak2
  Newshell from XE1:Misc/BangerMenu/Bat/Croak2
  SpaceTaxi2
  XE4:PD/SpaceTaxi2/SpaceTaxi2
COLTITLE Mix
  Rules
  XE4:Mix/Rules/Rules
  DrMario
  Newshell from XE1:Misc/BangerMenu/Bat/DrMario
COLTITLE Rolli
  Avalon2
  XE4:PD/Avalon2/Avalon2
```

---

```

DragonStrike
XE4:Rolli/DragonStrike/DragonStrike
Ishar I
Newshell from XE1:Misc/BangerMenu/Bat/Ishar1
COLTITLE Simlation
Frontier
XE4:Simlation/Frontier/Frontier
TP
XE4:Simlation/TP/TP
COLTITLE Strategie
Artillerus
XE4:PD/Artillerus/Artillerus
Brain
XE4:PD/Brain/Brain
Imperial
XE4:PD/Imperial/Imperial
Shanghai
XE4:PD/Shanghai/Shanghai
S_Tanks
XE4:PD/S_Tanks/S_Tanks
END Spiele

```

## 1.12 Error description

### Error description

#### Returncodes description

```

10  = No errors. The program has been run without any mistakes and your
      selection has be executed. This returncode is for aborting your
      startup-sequence and executing a batch file.
21  = No memory
22  = Was not able to open library or libraries (dos, intuition,
      gadtools
      )
23  = GetVisualInfo error (Windowgraphic error)
24  =
      BangerMenu.Prefs
      could not be opened.
25  = During the creation of the gadget a mistake has happened.
26  = Could not open the window or could not find the task
27  =
      Preference
      are empty
28  = Preference are empty
29  = No MsgPort
30  = Could not use any IORequest
31  = Could not open input.device
32  = Error during the parsing of the parameters
33  = to much gadgets (>2560)
34  = error to load monitordriver
35  = id number not found (false)
36  = couldn't open screen
37  = Preference Error

```

---

38 = Menu Error (Screen)

## 1.13 histroy

Version and Bug report

- 1.210 first aminet release
- 1.220 remove ENDE checkroutine from configfile;  
(for example: defender...)  
little bug in the screentitle  
  
test CROAK2 (aminet/game/jump):  
workbench: the frogsprite have a error  
without startup-sequence: the same  
with BangerMenu: the frogsprite will be appear !  
i don't know why !?!  
thanks Steven Becker from canada
- 1.235 bug in layout (by more columnn)  
thanks Steven Becker
- 1.237 error by assembleren, fix columnn now  
thanks again Steven Becker
- 2.0 new till 2560 gadgets  
new till 10 pages  
new can open the workbench in different solutions  
can run on gfxborad like CyberVision  
a new logcial keyboard control
- 3.05 new Screen Menu till 50 entry  
new columnn title and till 50 columnns  
shortcutkey for Screen Menu

```
test computer A4000/30 FPU 82 25Mhz 14MB Kick3.1 SCSI+AT CyberVision 4MB
                A1200          28Mhz  6MB Kick3.0  AT
```

## 1.14 Thanks and greetings

Thanks and greetings in alphabetical list

- Andreas for his ideas for BangerMenu 3.0
- A-Team-Box for the cheap daughterboard and the Banger-support
- Michael Belter for his idea on BangerMenu.
- BEAViS for all his ideas, bugreport and Emails  
nice greetings from hamburg to canada
- Eric for his program DSA-Util

Fireball                   for beta-testing, ideas, cheats, etc

Enriko Groen               for his first postcard from the netherlands

Martin Huttenloher       for the MagicWB-Standard

MCP-coder                 for they god program !!!

Christian Schacht        for his VGA suggestion and EMail

Skobar                    we talk on IRC

## 1.15 Author & Adress

Author & Address

Andre' Trettin  
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21029 Hamburg  
Germany

040/7246861

EMail: tretti-a@rzbt.fh-hamburg.de

Program advertising: BangerVersion 1.357     aminet/util/misc  
  writes the versionstring as filecomment

BangerIsharIns             Aminet/game/patch  
install Ishar 1 on HD

BangerFileChc             the next time in Aminet  
A FileChecker for the mailbox is in a test  
phase. The checker can check on double,  
fakes and many filetypes. --> BangerFileChecker  
If you want to test the filechecker for the  
mailbox then send me a email  
I must write only the english guide still

BangerDSA-KS             Aminet/game/role  
A plant search program for the german  
role playing game "DSA"

BangerKommKurz            Aminet/dev/asm  
The comment will be cut in sourcecode  
and includes of assembly.

## 1.16 Index of BangerMenu

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Address

Author

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