

HDClick

COLLABORATORS

	<i>TITLE :</i> HDClick		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

HDClick

1.1 HDClick Documentation

· H D - C L I C K ·

V e r s i o n 3 . 0

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Claude Müller

HDClick is SHAREWARE !

Introduction

What is HDClick

Advantages

Advantages over similar programs

Quick Tutorial

To learn fast how to use HDClick

Requirements

What HW/SW do you need ?

History

New functions in this version

Copyright

Copyrights...

Important!

Using the version with disturbing-requestor

Disclaimer

Who may distribute HDClick

Registration

How to get registered

Many thanks to...
Credits

Documentation

How to start HDClick
From CLI and Workbench

The Main-Screen
General Infos

Small
The Small-Window / AppWindow

Iconify
The Iconify-Function

EDIT
How to edit Gadgets

Preferences
HDClick Preferences

Programmstart-Mode

----- Appendix

Tips, frequent questions, Error-messages, examples...
- 18.April.96 -

1.2 claude

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1.3 tutorial

· H D - C L I C K ·

V e r s i o n 3 . 0

Q U I C K - T U T O R I A L

Welcome to the QuickTutorial of HDClick, the easy to use program-selector and Harddisk-menu. This Quick Tutorial shows how you can quickly get to work HDClick the way you want.

After this Tutorial you will already be able to start your favourite programs with HDClick.

- A) Quick Tutorial for HDClick in WBStartup (Standard)
- B) Quick Tutorial for HDClick as a startup-sequence-Selector

Of course you can use both A) and B). You could use HDClick to select a startup-sequence first (B), and then when you choose the "normal" startup-sequence that opens your Workbench, HDClick will be run again in WBStartup, with a different configuration than before (A).

- A) Quick Tutorial for HDClick in WBStartup (Standard)

1. Installation

The installation is very easy: Just double-click on the install-icon.

If you follow the instructions of the install-program, this tutorial will work ok.

Because HDClick was installed in the WBStartup-drawer it will be run after each reset. If you don't want that you'll have to reinstall it in an other drawer. You can't just copy HDClick from WBStartup into another directory, there are several files to be moved and changed.

2. Start HDClick

After the installation, open the drawer "WBstartup" on your (boot)-Harddisk. If everything worked fine you will find an icon with the name "HDClick". Double-click on this icon and HDClick starts.

If you get an error-message now, or the icon is not in WBStartup, re-install HDClick and look that you follow the instructions of the install-program.

INFORMATION: Should you ever press the right instead of the left mouse-button during this tutorial, HDClick's screen will disappear and iconify.

You can reopen the screen by pressing the "HELP"-key on your keyboard.

3. The Basics

After starting HDClick you will see a screen with four rows full of gadgets. With these gadgets you will be able to easily start your programs instead of start them by clicking yourself through several drawers on your Workbench. (The programs will still be at the place you have installed them). At the top you can see the four titles of the rows.

Let's start a program:

- Click on the Gadget with the title "Calculator". It's in the row with the title "Tools".

HDClick starts the program "Sys:Tools/Calculator" (if you have it on your Harddisk). For that you can immediately see the Calculator, HDClick's screen disappears into the background.

You can (but don't have to) quit Calculator now. To get HDClick back to the front you can click the Screen-Gadget at the top right corner (perhaps several times).

Let's start another program:

- Click on the gadget with the title "Shell". It's in the row with the title "Projects".

HDClick now starts a shell-process (if all the necessary files are on your HD). As you can see the row-title has nothing to do with the drawer a program is in (don't get confused by the example with Calculator which accidentally is in a drawer called "Tools"). Again HDclick's screen disappears, but this time HDClick is iconified and the screen is closed. You can now see a small window with the title "HDClick" on your Workbench.

To get back to HDClick you must activate the small window with your left mousebutton and then press the right mousebutton.

- Now after the Screen is open again, press the RIGHT mousebutton.

As you can see, HDClick is iconified again, a window is opened on your Workbench. This function makes it possible for you to "get HDClick out of sight" very fast.

To get back to the HDClick-Screen you use the "Hotkey" this time. You don't need to activate the small window. Just press the HELP-key on your keyboard. As you can see HDClick's screen opens again. This hotkey is always active and always gets HDClick to the front, no matter in which status it's in at that moment. Of course you can specify your own hotkey.

4. Go to other Menus

HDClick can have several program-compilations. Such a "program-compilation" is called "Menu". To go to another menu, any gadget can be defined to do that. Such a "menu"-gadget is e.g. the gadget "Games".

Let's go to another menu:

- Click on the gadget with the title "Games". It's in the column with the title "Misc & Menus".

HDClick loads the menu "Games" and all the gadgets get a new function, as defined in that menu. Also, the graphics and colors will change. You could now start some games that you have not configured in your mainmenu, perhaps because there wasn't enough space for them, or perhaps you just want everything to look a bit "ordered". Unlike the drawers on your workbench it doesn't matter whether those games you start with HDClick really are located in the same drawer called "Games". The Games you specify in this menu can be located on several different drawers and disks.

Now let's go to the menu "Graphics"

- Click on the gadget with the title "Graphics".

Now you can see another menu with more programs. Because HDClick doesn't have a drawer-structure like your Workbench, you can go from one menu until every other menu.

Go back into the mainmenu.

- Click in the gadget with the title "Main".

You should now find yourself back in the mainmenu.

5. How to create your own menu

Until now you have just looked at my prepared example-menus. I guess that now you want to compile your own favourite selection of programs as fast as possible, which is of course the main purpose of HDClick. It's easy !

- Click on the gadget "EDIT". It's on the bottom right.

HDClick now opens the "EDIT"-Window. In here you'll find everything you need to configure HDClick's functions.

The four listgadgets show the gadget-entries of the current menu. (You can get to the gadgets at the bottom by using the scroller).

- Click on the textgadget with the contents "Programs", it's located in the middle on the top.

Type in another title for this Column, e.g. "Favourites". Press RETURN.

- Click on the gadget on top of the second listgadget. It says "ProPage4.1".

We now want to "fill" this entire column with your own programs. The easiest way to do this is by using the "EasyEdit" function.

- Click on the "EasyEdit"-Gadget. It's about in the center of the EDIT-Window.

HDClick puts the Workbench to the front and opens a window with a box in it.

Now pull some ore more Icons of programs that you have on your harddisk into this box. It's done like this:

1. Open any drawer on your workbench that contains a program you would like to start with HDClick, e.g. the drawer "Utilities".
2. Pull the icon of a program into the HDClick-Box. You do it like this: Click with the left mouse button on the icon once and HOLD IT DOWN. Let's take the program "Clock".
3. Still with the leftbutton held down you "pull"/move the pointer /the icon to the box on the HDClick-Window. When there, you release the mousebutton. HDClick now has "knows" of that program and will add it into the list.

As you can see, "Clock" still is in the Utilities-drawer, because HDClick didn't copy it to another place, but only "knows" it's filename.

- Do the same with several programs of your choice. Pull them on the box in the HDClick window as you did with Clock. Do this with about 5 - 10 programs.
- Click on the CLOSE-Gadget of the HDClick-Window (top right).

The window closes and the HDClick-screen with the EDIT-window opens.

As you can see the programs that you pulled into the box now appear in the listgadget in the row you have previously named "Favourites".

To make your changes effective you have to save them to disk.

- Click on "Save".

The EDIT-Window is closed.

- Click on the gadget with the title "Clock".

If everything was made right, the program "Clock" will be started and HDClick's screen flips to the back.

You have now successfully compiled your first own gadgets. If you want to enter more programs to start with HDClick you can proceed in the same way you just did, or differently (more infos in HDClick's Docs). But look that if you use EasyEdit you must pay attention to not deleting previously configured gadgets with new program-entries.

6. Gadget-configurations

A gadget-entry has several informations. One of them is the filename of the program "attached" to it, and the other is the gadgettitle. The filename is the path plus name of the program that is to be started. The Gadgettitle is meant only as a description and can be chosen freely. If you want to give the program "Clock" a different title, e.g. "BigBen", you must change the gadgettitle and not the filename.

Before changing anything of a gadget you have to go to the edit-window and then select the gadget to be changed in one of the listgadgets:

- To change anything you must go to the EDIT-window: Click on the EDIT-gadget.
- Click on the gadget-entry to be changed in one of the listgadgets, e.g. "Clock".

To change a gadgettitle:

- Click on the stringgadget that says "Gadget-Title". In there it now says "Clock".

Replace the text "Clock" with the text "BigBen" and press RETURN. You have now changed the title.

To change the startmode:

If don't want HDClick to just flip its screen to the back but close the screen completely (saves memory) after starting "Clock", you'll have to change the startmode.

- Click on the radiobutton-gadget that says "Run".

All changes have to be saved if you want them to be effective next time you start HDClick.

7. Change the Screenmode

- To change the screenmode you have to go to the EDIT-function. Click on the EDIT-Gadget.

- Now Click on the gadget "Preferences".

Another window opens. Here you can change several things, e.g. the colors and screenmode.

- Click on "WBClone" or on "Custom" depending on what is active. "WBClone" makes HDClick use the same screenmode your workbench has got. With "Custom" you can select a different screenmode.

- Click on SELECT.

- Choose a usefule mode (do not use LoRes, Hires NoLace or any screen that is too small).

- Click on OK.

- Click on OK.
-

The screen will close and reopen in the new mode. If there were errors: Select another screenmode next time...

- If you like the screenmode, click on save. If not, click on "Preferences" again.

B) Quick Tutorial for HDClick as a startup-sequence-Selector

To use HDClick to select between several startup-sequences you need more knowledge of the AMIGA. I have kept it short here. First, you should work through Tutorial A anyway so you get to know HDClick a bit.

If you want to start HDClick in WBStartup as well as a startup-sequence selector you should perhaps use different configfiles. One for WBStartup, another as a startup-sequence-selector config where you only can start startup-sequences/batchfiles. Also useful are entries like "Start Shapeshifter" or other memory-hungry programs so that they get more memory when no Workbench is opened. With the mode "Launch" HDClick will be removed from memory, too, to save even more memory.

HDClick has to be started as one of the first commands in your startup-sequence. How you do that you can also read in "Tips&Tricks" in HDClick's docs.

No details here, you'll have to do something like that:

- Make a backup of your s:startup-sequence.
- Enter the following into your startup-sequence. Perhaps best AFTER the commands you have to run anyway, like SetPatch. Let's suppose you have installed HDClick in dh0:HDC.

```
dh0:HDC/HDClick c=dh0:HDC/HDCConfig p=dh0:HDC/HDCPrefs h=F10
endcli
```

You can delete the rest of you startup-sequence.

Now start HDClick per Icon or shell and enter the backup-copy of your startup-sequence in a gadget: Click on EDIT, then on e.g. the first entry in the first listgadget. In "Filename" you enter the filename of this backup-copy of your startup-sequence. As title you enter e.g. "Standard". Select the modes "Launch" and "Batch". Now click on "Save" and this should work. At next reboot, HDClick should be started automatically, and when you click on the gadget "Standard" your old startup-sequence will be executed. This probably gets you to Workbench, and if you have installed HDClick in the WBStartup-drawer, too, it will be started again.

More infos about HDClick's shell usage see docs.

That has been the Quick Tutorial (wow !). You have now learned the basics of HDClick and can already successfully use it. All other configuration-possibilities are "luxury" and not really necessary. If you want to compile your perfect menu you need a bit more time

than this. Graphics, other fonts etc. make it look nicer.

You can get more infos in HDClick's docs or with the HELP-function in the EDIT-window. The docs contains more examples for easy usage.

This Quick Tutorial is © by Claude Müller. If you got to know and like HDClick especially because of this QuickTutorial please let me know !

1.4 Was ist Shareware ?

What is Shareware

When a program is Shareware, this means that the author wants you to test his program and that you can distribute it.

If you like the program, you can keep it and must pay the Shareware-fee for it. If you DON'T pay, you have no right to use the program and you are doing the same if you would use a copy of a commercial program, in other words, it's illegal. See also

Using the version with disturbing-requestor

.

How to register, to pay the Shareware-fee and therewith to use HDClick legally, read the text

Register-Info

.

1.5 Introduction

Introduction:

HDClick is a program-selector/HD-menu. With HDClick, programs can be started very easily by selecting gadgets with your mouse. You can choose between a Screen or only a small window on the Workbench.

HDClick also has an AppIcon and AppWindow-function that make it possible to easily view pictures, texts or decrunch files by dragging Icons on the AppIcon/AppWindow.

HDClick can be used as:

- A Workbench-enhancement to launch programs more quickly than from the Workbench
 - As a Bootmenu to choose between several startup-sequences and/or programs.
 - As a diskmagazine-program which perhaps doesn't look as nice but is easier to create with HDClick than with other, uncomforable programs.
-

- "A gadget for every useful function" ! HDClick can replace many tasks that otherwise would have to be done with Shell.

1.6 hotkey

A "Hotkey" can be any combination of keys or mouse-buttons (including the middle mousebutton).

1.7 vorteile

----- Which advantages has HDClick compared to other, similar programs ? -----

- HDClick is very easy to configure. Gadgets that start programs can be created very fast.
 - HDClick opens a Screen full of gadgets. This leaves plenty of space for other things your Workbench. No flipping and searching between hundreds of windows on your WB - just press the
Hotkey
and HDClick's screen pops to the front. Only Amiga makes it ← possible !
 - HDClick can be designed the way you want with or without colors, graphics etc. The Screenresolution and number of colors can be adjusted and you can adapt HDClick to your monitor-size and memory availability. With the iconify-function additional memory can be saved when launching programs. HDClick can be uniconified very fast.
 - You can also use HDClick as a small WIndow on your Workbench. It's possible to switch between several "icon-banks" very quickly.
 - Because switching between several configfiles/gadget-groups is very fast, an endless amount of gadgets/programs can be reached immediately, much faster than going through drawers on your HD with Workbench.
- !! With the Quickstart Tutorial and many included example-configs
!! HDClick can be used immediately without having to learn much.
- !! HDClick has a good and understandable documentation that beginners will be able to follow. With many examples !
- With the registration of this program you support
ME
'
that is a real advantage over other programs (for me), isn't it ?

1.8 The disturbing-requestor

Using the version with disturbing-requestor

Because people usually don't "like" to pay, there is a disturbing requestor to remind them to do so.

YOU HAVE *NO* RIGHT TO LEAVE OUT PAYING THE SHAREWARE-FEE BY USING THE UNREGISTERED VERSION WITH THE DISTURBING-REQUESTER !

The unregistered version with the disturbing-requester is also Shareware. Shareware-payees get the version without requester only as a "present" because of their fairness.

1.9 copyright

Copyright:

HDClick is

Shareware.

. If you like it, please pay the Shareware fee of...

(US Dollar)	US\$. 25.-
(UK Pounds)	UK£. 12.-
(Swiss Frans)	SFr. 25.-
(Deutsche Mark)	DM. 30.-

(or appropriate amount in other currency)

...to the

author

.

If you know that the postage is very high, please send me enough money for it. If you want you can pay me more than the amounts listed above of course !

If you want to register, read the textfile

Registration

.

HDClick may be freely copied, as long as this documentation and the program itself are left intact and are distributed together, with the following exeptions:

HDClick MAY NOT BE USED OR COPIED COMMERCIALY without a WRITTEN AUTHORITY OF THE AUTHOR. No profit should be made out of HDClick.

HDClick may only be taken into A PD-SERIES OR SIMILAR if the author

has been informed.

The author takes no responsibility for any damage created using HDClick.

HDClick is

Shareware.

If you like this program and/or if you use it often
you should read the text "Copyright".

HDClick is Copyright by

Claude Müller

, all rights are reserved to

the author.

1.10 vertrieb

D I S C L A I M E R

This disk may only cost the price of a disk plus a small copy-fee. If you
pay more than that you have been cheated and you should search an other
PD-Source. See also under
Copyright
.

1.11 Many Thanks to

Many thanks to

Bill Stanton, for supporting my many British shareware-payees.

Rolf Boehme, M.Balzer, Jürgen Kohrmeyer and many other Net-people that
answered my questions.

Matthias Scherrer, Alain Wyss and Lothar Mai for testing HDClick for
bugs and who gave me lots of programming-help.

Josef Egloff for Pointer-help.

KEW=II (Keith Williams) for the nice Christmas-cards and handling of
the Updates in GB.

The points of the AmigaMagicBox (R.I.P) for their psychical support :-)

Jean-Michel Forgeas for his genius editor "AZur" that makes programming
a lot easier.

Jan Van den Baard for his program GadToolsBox.

The >200 Shareware-payees; without them, this version wouldn't exist.

1.12 register

Thanks for your interest in HDClick. If you like the program and you use it often, you have to pay me the Shareware-Fee. ←

If you think that paying Shareware to a foreign country is not safe, you're wrong ! I always write back, it doesn't matter where you live, England (you can register directly to England!) the USA, Canada, Asia, Africa, Australia... anywhere ! I like having payees from other parts of the world. Money also is NO problem. You can send cash in ANY currency, but because this may not be safe, try to pay in a different way. As you will read in this text, there are safe methods to pay.

You register it like this:

>>>> Print out the file "Register" and fill it out <<<<

1. Pay the Shareware-Fee (see below) with one of following possibilities.

The fee is...

(US Dollar)	US\$. 25.-
(UK Pounds)	UK£. 12.-
(Swiss Franks)	SFr. 25.-
(Deutsche Mark)	DM. 30.-

(or appropriate amount in other currency)

You can pay like this:

Cash

Postal Order

Cheque

Bank-Transfer

For some countries, "pay when you receive the package" is also possible. ←

Please ask first. (It's called "Nachnahme" in German).

2. You write a letter and include a DISK which is filled with some goodies and the latest version of HDClick without

disturbing Requestor

and no waiting-time.

You can reach me like this:

CLAUDE

.

Informations about Updates: When a new HDClick-version appears on the AmiNet or when the HDClick-Web-Support-Site announces a new version, updates can be requested by registered users.

3. Print out the text REGISTER (has its own icon) and fill out the form.
4. Wait for my answer. Normally, I answer the same week, but because I am a student, I've got lots of holidays and can be unavailable for some weeks.

All countries except Great Britain:

Here's my address:

Claude Müller
Auf den Hallen 32
CH-4104 Oberwil (BL)
SCHWEIZ

Users in Great Britain

There are two registration-sites in GB ! You can choose between a company or a private person registering your order.

If you choose W.H.Stanton, a friend of mine, send £13 and your own empty disk on which he will copy HDClick.

Private person

W.H. Stanton
11, Jameson Court
St. Albans
Herts. AL1 3QA
England

Tel: 1727 830882

If you choose KEW=II Software, a PD-Company, pay £15 and get HDClick on a branded disk.

Company:

KEW=II Software
P.O.Box 672
South Croydon
Surrey CR2 9YS
England

Tel: 181 6571617

Both will give me your address to send you update-informations.

1.13 bar

- Cash: The most simple method. It has shown that cash can be put into the couvert with no troubles.

1.14 postanweisung

- Postal Order: Get Informations at the local postal office. Cheap and safe! Don't forget to make an INTERNATIONAL Postal-order

You really should try this method if you think it's not safe to do it with cash.

1.15 check

- Cheque: Expensive for you and in some cases even for me. Please use only Eurocheques or cheques drawn own the Swiss Bank corporation ("Schweizerischer Bankverein").

1.16 bankueberweisung

- Bank-Transfer: Transfer the money from your account on my swiss bank account:

Pay to: Swiss Bank Corporation CH-4104 Oberwil BL
For: Claude Mueller, Auf den Hallen 32,
CH-4104 Oberwil, Switzerland.

Account: 32-332,168.0

1.17 unnamed.1

- Cash: The most simple method. It has shown that cash can be put into the couvert with no troubles.
-

1.18 unnamed.2

- Postal Order: Get Informations at the local postal office. Cheap and safe! Don't forget to make an INTERNATIONAL Postal-order

You really should try this method if you think it's not safe to do it with cash.

1.19 unnamed.3

- Cheque: Expensive for you and in some cases even for me. Please use only Eurocheques or cheques drawn own the Swiss Bank corporation ("Schweizerischer Bankverein").

1.20 unnamed.4

- Bank-Transfer: Transfer the money from your account on my swiss bank account:

Pay to: Schweiz. Bankverein, CH-4104 Oberwil BL
For: Claude Mueller, Auf den Hallen 32,
CH-4104 Oberwil, Switzerland.
account: 40-854-2
Reference-No.: 3 32332 16806

1.21 neu

HDClick V3.0

Here's a list of all changes since Version 2.0.

Important: Configfiles and Prefsfiles from Version 2.5 are converted automatically, but have to be saved manually with "Save" in the EDIT-Window.

NEW:

V3.0

- + Gadgets can be decorated with graphics (IFF-Brushes). Each gadget can have it's own graphic, as a pattern or centered.

Graphics and normal gadget-titles can be combined so you can use a graphic as a background and overlay a title.

Also, by using centered brushes that are smaller than the actual gadget the background-color of that gadget will be visible.

Graphics that are used in several gadgets are only loaded once, saving memory and time.

- + A background-pattern for HDClick's screen can be selected.
- + The color of the gadget-titles can be changed.
- + The "App-Edit" function was renamed into "EasyEdit" since it is much easier now to use it.

Now, several programs can be dragged into the appwindow and will automatically be assigned to the gadgets one after another, including a gadgettitle and correct startmode. With EasyEdit it is possible to create whole configfiles in a few seconds !

- + The function "CreateTitle" creates a title for a gadget using the filename. No need to type one.
- + A new program-type "WBRUN" has been implemented. Programs that need the TOOTYPES of their icons can now be started with HDClick, too.
- + The EDIT-function has again been redesigned. However, the ultimate design has not been found yet...:-)

Minus:

- Because of problems with the new DICE-compiler it's not possible for me to create programs that use an AppIcon, no matter which programmer programmed the source. It just crashes when opening the AppIcon ! Because of that, I had to remove the AppIconify-function so that alternatives like "Window" or "Hotkey" should be used now. Sorry, but correspondence with OIC (Dice-creators) takes its time.
- A new BUG has been implemented. HDClick crashes with 68000 processors. I don't know why since there are no enforcer-hits with 68020 and 040 processors. I can't find the bug... I hope noone has 68000's today. -> Because it crashes with 68000's anyway, HDClick has been compiled with the -68020 option.
- The useless program-type "Newshell from" was removed.

V2.7:

- + The mode "WBFront" is now more useful than before, perhaps even more useful than "Run". Now, WBFront runs a program and puts the HDClick-screen behind all other screens. By pressing the Hotkey, the screen pops to the front immediately/very fast. If you have enough memory, you should take this one instead of "Run".
 - + Finally ! I really hated to create batch-files for some programs who needed a "CD", a "Current Dir" to find their additional files in their drawer. Now, everytime a program is started, the current dir is set to the drawer the program is in, so it will find the files.
-

It should now be possible to start any programs without having to create a batch-file.

V2.60-V2.65:

- + Gadgets can be protected with Passwords. Each Gadget can have its own password.
- + The EDIT-Function also can be protected with a password. This is useful for computers that are accessible by the public.
- + The HDCLick-Screen can now be opened in three different ways:
 - Normal: The gadget-construction is visible.
 - Hidden: After the gadgets are drawn, the screen pops to the front.
 - Scroll1&2: The screen scrolls to the top after the gadgets have been drawn. Two speeds available.
- + The HOTKEY now affects more parts of HDClick, even if Hotkey is not selected in the prefs:
 - If the HDClick-Screen is not front-most, it pops to the front.
 - Hotkey is also active in the Iconify-Mode "Window".
 - If HDClick is AppIconified, the Hotkey has the same effect as double-clicking onto the AppIcon.
 - If the Small-Window is behind other windows, it pops to the front.

So you can be sure that when you press the Hotkey, HDClick appears somehow. You should choose a Hotkey that isn't used by other programs of course.

- + This belongs to Bugfixes, but it's here anyway: It is now possible to set the STACK of a program directly from HDClick. It has been possible to define a stack in V2.5, but it didn't really affect the Stack... Now it really does.

BUGFIXES:

- + There was an error in the EDIT-Window's Startmode-Selection. It happened that the MX-Gadgets showed a mode like "run" or "execute", but in reality it was the mode "none". So if you clicked on your gadget, nothing happened. This was a @#\textdegree{}@#\textdegree{} bug ! I had to search long for it, ← because it wasn't in the Startmode-Gadgets, nor in the Startup-functions, nor the save-function, but in some corrupt example-configfiles I had created a while ago with an old Beta-Version.
- + Thanks to the exact Error-description by Herbert Lottner it's now possible to use more than 4 colors in Productivity mode. But now, HDClick doesn't test if you select too many colors for a Screenmode.
- + Some other small bugs which could have been fatal if someone had tested HDClick A_LOT are fixed.

Support of the AppIcon or a SmallWindow-Gadget for Non-WB3.0 users

Drag a picture onto the AppIcon - it is shown !
 Drag a sound onto the AppIcon - you hear it !
 Drag a text onto the AppIcon - it is printed !
 Drag an LHA-File onto the AppIcon - it is decrunched !
 [...]

And this all with ONE AppIcon (or ONE Gadget of the SmallWindow) !

This is possible if you use (WB3.0 only) "Multiview" as the starter-program in the AppPrefs ("Multiview @").

If you haven't got WB3.0 (like me), this can be done with a freely distributable program named Megaview combined with the Whatis.library (available e.g. from me or on a Fishdisk). All filetypes can be defined and the appropriate actions also. It only needs the installation of Megaview and the entry "Megaview @" in the AppPrefs of HDClick.

New in Version 2.5

- + "Only" works with OS2.0 or higher, (nearly) all Style-Guide-rules used.
- + EDIT was completely redesigned and is easier to use with e.g. AppEdit
- + More configurable
- + Colored gadgets
- + Selectable fonts
- + AppIcon, for Tools as Multiview from WB3.0
- + Small-Window-size and Font configurable
- + Small is an AppWindow so that Icons can be dragged on Gadgets. With this it's possible to view pictures, listen to samples or decrunch e.g. an LHA-File.
- + All Screenmodes of WB2.X available
- + Any Hotkey can be used
- + Online-Help
- + More, try it !

1.22 programmaufruf

How to start HDClick

Workbench

The easiest way to start HDClick is by putting it into the WBStartup-drawer on the boot-harddisk. It will be started automatically after each reset.

If HDClick is started from Workbench, it looks for a file named 'HDCCConfig' in the actual drawer. If "HDCCConfig" wasn't found, a requester appears. By clicking on the gadget "create", a configfile named "HDCCConfig" in the actual drawer will be created.

I recommend using the "Save As" function for creating configfiles since the "Createconfig" routine seems to be buggy... Also you could use my example-configs in this archive/drawer and change them by using the EasyEdit-function. This saves time.

Here some informations about the settings possible in the

TOOLTYPES

. The

TOOLTYPES of HDClick can be edited by clicking on the Icon once and selecting "Information" from the Icons-menu of the Workbench.

```
Shell          "HDClick c=CONFIGFILE p=PREFSFILE h=HOTKEY"
-----      or  "HDClick"
```

I can't recommend starting HDClick with Shell because some functions cannot be altered (Screenmode, Overscan).

!! To use HDClick as a startup-sequence selector it's ok to use the Shell or a script to start HDClick. !

You have to type the appropriate letter and the '=' followed by the file-name/hotkey. You should start HDClick from Workbench because not all of the settings can be used when starting it from Shell (e.g. own Screenmode).

"CONFIGFILE" = Path and Filename of the ASCII configuration-file. If no filename is given, HDClick looks for a file named 'HDCCConfig' in the actual drawer.

"PREFSFILE" = Path and Filename of the ASCII preferences-file. If no filename is given, HDClick looks for a file named 'HDCPrefs' in the actual drawer.

"HOTKEY" = Your own
Hotkey
in a form common in WB2.X, e.g. F10 or
"LCOMMAND F1" or "rawkey HELP" (don't forget the ""'s).

If you have a three-button-mouse, the middle button can be used as a hotkey by specifying the following:
HOTKEY="rawmouse midbutton mouse_middlepress". This functions only with Commodities/WB 2.1 or higher.

Example: "DH0:c/HDClick c=ENV:HDCCConfig p=dh0:s/HDCPrefs h=F10"

If the specified configfile was not found, a requester appears. You can now let HDClick create a new configfile with the filename named before. In the upper example, a file named "dh0:s/HDCCConfig" would be created.

I recommend using the "Save As" function for creating configfiles since the "Createconfig" routine seems to be buggy... Also you could use my example-configs in this archive/drawer and change them by using the EasyEdit-function. This saves time.

HDClick 3.0 can be started with runback or runbackground. HDClick directs its output to NIL:. If a program which has been started from HDClick makes output, the output will not be shown.

1.23 tooltypes

The TOOLTYPES:

CONFIGFILE=Path:Directory/Name of the Configfile

PREFSFILE=Path:Directory/Name of the Prefsfile

HOTKEY=Hotkey in the described form, see
Shell

.

FONT=Choose between WB or TOPAZ. If you specify WB, the font from
Workbench-Preferences will be taken. The font will be used only
in windowtitles and gadgets.

SIZEX=Screen-width.

SIZEY=Screen-height.

POP If this word is in the TOOLTYPES, the Screen is defined as
Popup. (Pops to front if a window is opened)

SHANGHAI Shanghai-Look for windows opened on the HDClick-Screen.
I don't know what is special about this - does anyone know ?

DEFAULT Specify this word to let windows be opened on the HDClick-
screen (always). Caution: If you want to iconify or quit
you must close all windows.

DONOTWAIT So that Workbench doesn't wait for HDClick.

1.24 haupt-screen

The Main-Screen

When HDClick is started it looks for the config file. If found, it opens a
screen with gadgets. The user can click on a gadget, and a user-defined
program is started. Along the normal gadgets there's a QUIT-gadget to quit
HDClick, a SMALL-Gadget for the Small-Version of HDClick, an APP-Gadget for
iconifying to an APPIcon, and an

EDIT

-gadget (will be explained later).

1.25 voraussetzungen

HDClick needs the following Hardware - and Software to run:

- Amiga with 68020 processor or higher. At the moment it's not possible to use HDClick with the 68000 processor.
- Memory-usage depends of the settings. Using many colors, IFF-Brushes and large Screenmodes needs more memory.
- No special graphic-requirements.

HDClick also works with graphic-boards, but you shouldn't use too large screens and too many colors because of memory. Also, some graphic-emulatoin software doesn't support screen-dragging and BACKGROUND-screens. Screens will just be displayed in the front instead of scrolling.

- IFF.Library, © by Christian A. Weber. In LIBS:
- WBRUN, © by John Toebes. In C:

IFf.library and WBRUN are included in this archive/drawer.

HDClick requires the common libraries of WB2.x or higher.

1.26 small

The SMALL-Window

HDClick3.0 not only works with a normal screen but with a mini-version also. You can get to this "Small"-Window by clicking on the "Small"-Gadget or by selecting SMALL for the HDClick program-start in the Preferences

.

A small window will be opened on the Workbench Screen. Only one of the four Gadget-rows will be seen at a time. The same configfile will be used.

The Arrowgadgets

The Back-Gadget

The App-Window Function

1.27 pfeilgadgets

The Arrow-Gadgets:

With the Arrow-Gadgets you can switch between the four gadget-rows.

Depending on the window's width, a scroller is visible.

1.28 back-gadget

The Back-Gadget:

 With the Back-Gadget (the one with the 'B'), the Small-Window will be closed and the

HDClick-Mainscreen
 will be opened.

If you press the right Mousebutton you'll get into the iconify-state which can be a window, an AppIcon or a Hotkey, see

Prefs

.

1.29 appwindow

The App-Window Function

 The most important new function in the small-window! If you drag an Icon on a gadget of the small-window, the filename of the icon will be given to the program of the gadget. E.g. if you drag a picture on a gadget of a picture-viewer, the picture is shown. Examples:

Example 1:

Filename in the gadget: "dh0:Utilities/Display"
 The picture/icon dragged on it: "dh0:Pictures/Auto.IFF"

HDClick executes "dh0:Utilities/Display dh0:Pictures/Auto.IFF". You'll see the picture.

Example 2:

Filename in the Gadget: "c:LHA >"con:0/0////CLOSE" x"
 The LHA-archive dragged on it: "dh0:BBS/Term.lha"

The archive will be decrunched in the actual drawer.

You could make a row full of graphic-viewers, sample-players or text-viewers which will ease your work on Workbench, especially if there are the wrong entries in the icon's Tooltypes. You can also use files which have no icon by using "Show All" from Workbench.

1.30 iconify-funktion

The Iconify-Function

 If the right mousebutton is pressed, the screen closes and a small window opens. You can get back to the

main screen
 by pressing the right mousebutton while the window is activated. If a requester or a HDClick-Window like e.g. the EDIT-Window is opened, the Iconify-function doesn't work.

In the

HDClick Preferences

you can choose between the Iconify-Functions.

By pressing the right Mousebutton

- A window will be opened from which you can get back to the Mainscreen or Small-Window by pressing the right mousebutton.
- No window will be opened. You can get back to the Mainscreen or Small-Window by pressing the Hotkey specified in the

Tooltypes

. Default Hotkey is HELP.

- An

AppIcon

opened of course). You get back by double-clicking ↔ on the

AppIcon.

By pressing the key defined as

HOTKEY

you get back to HDClick

from whatever state HDClick is in (Iconify-Window, Screen in back, Small-Window in back, AppIcon).

1.31 edit-funktion

The EDIT-Function

Gadgets can be edited by clicking on the EDIT-Gadget. A large window opens (well, an accellerator wouldn't be bad...).

General/Passwords

The four column-titles

The Listview-Gadgets

The CreateTitle-Gadget

The Programtype

The Programstart-Mode

The Look-Gadget

The Color-Gadget
The Fontcolor-Gadget
The Fontlist-Gadget
The Font-Gadget
IFF-Brushes
Brush Pattern/Center
Set the Stack
Copy/Swap/Delete
Easy-Edit
The Palette-Gadget
The Small-Gadget
The AppIcon-Gadget
The Preferences-Gadget
The Help-Gadget
Reload
Saving
The Save As Gadget
The Background-Pattern

1.32 allgemeines

General

With TAB / Shift-TAB you get from one stringgadget to the next/last gadget.

Underscored letters mean that you can select the gadget by the underscored key also.

Passwords: The EDIT-Function and all the Gadgets can be protected
----- with a password. If NO Password should be checked, the entry in the Stringgadget must be EMPTY (no Spaces !). The Passwords can be max. 10 chars.

The Password-check offers no real protection, but a "non-freak" shouldn't be able to get to the appropriate

program and most important, to the EDIT-Function (useful if the Computer is accessible by the public).

CAUTION: Don't forget your Passwords !
Remember the Case-Sensitivity !
When entering the Passwords, someone could read them!

1.33 spalten-titel

The four Column-titles

Can be changed by entering the new titles and pressing return.

1.34 createtitle

The CreateTitle-Gadget

By clicking on this gadget, the filename of the program will be copied to the Gadget-title. No need to type it on your own !

However, this doesn't work satisfying with all filenames.

1.35 listen-gadget

The Listview-Gadgets

The four listview-gadgets represent the four gadget-columns. You can select the gadget to be edited in these lists or by using the "Select" gadget from which you can select the gadget directly from the main-screen.

1.36 programmtyp

The Program-type

Now you choose the program-type-mode with the four small radio-buttons. You can choose

Normal: For executable programs (shell)

WBRUN: For executable programs (Workbench). WBRun should be used for all programs that can be started from Workbench. Informations from the Icon of the program (Tooltypes) will be used.

Batch: For Batchfiles, these are started with "Execute <file>". (You don't have to specify the "execute"). E.g. the startup-sequence is called a "Batch".

ARexx: For ARexx-Programs. These are started with "rx <file>". Rx must be in a drawer which has been marked with "path" (see DOS-Dokumentation).

1.37 programmstart-gadget

The Programstart-mode

Now you have to select the
 programstart-mode
 with the other
radio-buttons. If you choose "None", the gadget has (even if there's a
title and/or filename) no function. Use it to create "empty" gadgets.

1.38 darstellungs-gadget

The Look-Gadget

It's for viewing the look of the selected gadget. Sometimes, this gadget is too small and the look is not the same as the real gadget (to large fonts etc...)

1.39 farbauswahl-gadget

The Color-Gadget

With this, you can select the background color for the selected gadget. Depending on the number of colors of the screen, the selection is smaller or larger.

It may happen that this gadget has too many entries].

1.40 schriftfarb-gadget

The font-color gadget

Here you can set the fontcolor for the gadgettitle of the active gadget-entry.

Depending on the number of colors of the screen, the selection is smaller or larger.

It may happen that this gadget has too many entries].

1.41 schriften-listen-gadget

The Fontlist-Gadget

In this Listview-gadget you can select one of the six fonts for the selected gadget.

1.42 schrift-gadget

The Font-Gadget

Here you can set one of the six fonts and their size. To do this, select the font to be changed in the Fontlist-Gadget and then click on this gadget. A Fontrequester appears where you can choose any font with any size. If the size you want is not available, you can select it by specifying the size manually in the stringgadget (Font-Scaling - doesn't look very nice but saves disk space).

1.43 copyswapdelete-gadget

The Copy/Swap/Delete-Gadgets

With those gadgets you can Copy, Swap or Delete Gadgets. To do this:
 Copy: Select the gadget to be copied - Copy - Select destination.
 Swap: Select first gadget - Swap - Select second gadget.
 Delete: Select the gadget to be deleted - Delete.

Hint: Use the keyboard-shortcuts for these functions. Instead of clicking, just type "c", "s", "d" respectively.

1.44 iff-brush

IFF-Brushes

In the textgadget named "IFF-Brush" you can type in the filename of an IFF-Brush. Every gadget can have its own brush. This IFF-brush will be displayed as set with the

BrushMode-Gadget

.

You can still overlay the brush with a gadget-title !

IFF-Brushes can be created by using painting-programs. They shouldn't have more than 16 colors, since HDClick doesn't use more.

If you want to create your own brushes you should look that you create "real" brushes, and not whole images. You can save brushes usually with functions that say "SAVE BRUSH". A brush is not an entire image but a "part" of an image which you have cut out with the "cut-tool" or something.

Also you must take care to use the same palette in your paint-program that you have on your HDClick-screen. If you don't, the brushes won't have the right colors.

1.45 brushmode

The BrushMode-gadget

With this you can set the way brushes are displayed for the active gadget-entry.

Pattern:

The Brush is used to "fill" the entire gadget, even if it's smaller than the gadget. Small brushes save memory, but be careful, too small brushes need a lot of time to display !

Center:

The brush is displayed once in the center of the gadget. The background-color of the gadget will also be visible if the brush is smaller than the gadget.

Left:

The brush is displayed once in the upper left corner of the gadget.

1.46 easyedit

The EasyEdit Gadget

After pressing this gadget, an Appwindow is opened on Workbench. If you drag one Icon in this Window, the Path and Filename of this Icon will be given to the Filename of the selected Gadget. This is an alternative to the Filerequester-gadget.

If you drag more than one icon into the Window, their filenames will be "transmitted" to the following gadget(s). This way you can drag as many

icons into the window as there are gadgets available after the gadget you have selected before you clicked on "EasyEdit".

The gadgets also automatically get a gadget-title and a useful start- and program-mode (WBRUN and Run) so that after "Save"/"Use" you can already start those programs by clicking on the gadgets.

Example : If you choose the first gadget in the first listgadget you can drag 45 Icons into the window which will close automatically afterwards. So you have now configured 45 gadgets that can immediately be used !

With the CLOSEgadget you get back to the EDIT-window.

If you have accidently overwritten previously configured gadgets by dragging icons into the window, you can always press "Reload" to get back to your last saved config.

1.47 farben-gadget

The Palette-Gadget

You can specify the screencolors for EACH configfile !

1.48 small-gadget

The Small-Gadget

Another window ist opened, where you can specify the X and Y-coordinates, height and width and the Font for the small-window.

1.49 appicon

The AppIcon-Gadget

Here, you can specify the X and Y-coordinates of the AppIcon. Also, you can specify a Launcher-Program. This can be a Graphic-Viewer, a decruncher or a text-viewer. The best tool for this is "MultiView" from WB3.0 which detects different filetypes (unfortunately, I don't own it). Important: The char @ must be used! The @ will be replaced by the filename of the Icon dragged onto the AppIcon. Example: "Dh0:Utilities/Display @"

1.50 stack

Set the Stack

The number entered in this textgadget will be used as the stack for the program. It has to be at least 4096 bytes.

If you use

WBRun

, the stack entered here will not be used, instead the program will use the stack mentioned in its icon.

1.51 preferences-gadget

The Preferences-Gadget

More Informations about this Window in (6) "Preferences".

1.52 hilfe-gadget

The Help-Gadget

This is the Online-Help. When this mode is activated, any gadget can be selected and the appropriate help-message will be displayed. To quit the help-mode, click onto the Help-Gadget again.

1.53 reload-gadget

The Reload-Gadget

This reloads the Configfile without asking. All changes will be lost.

1.54 speichern

Saving

All changes (also from Prefs, SmallPrefs and AppIconPrefs etc.) are saved. Two files are written:

1. The actual configfile with all Gadgets and Column-titles
2. A Preferences-file with global settings

1.55 speichernals-gadget

The Save As Gadget

You can save the Configfile with another name. With this, you can create new configfiles easily.

The

Preferences

are also saved, but to the place it was loaded from.

1.56 backpattern

The Background-Pattern

The IFF-Brush entered in this gadget will be used as a background-pattern in HDClick's mainwindow.

The brush will be used to "fill" the entire screen. A Small brush saves memory, but it will take longer to display. With a big screen this might take very long !

Hint 1:

You could use a black square IFF-Brush to change the background-color of HDClick.

Hint 2:

Don't use this function at all, since the brush is not visible a lot because there's not much space left between the gadgets.

1.57 preferences

Preferences

By Clicking onto the "Prefs"-Gadget in the EDIT-Window, the Prefs are opened.

An Online-help is available ! You can end the modus by pressing on the Help-button again. "HDCHelp" must be in the actual drawer for this function.

HDClick-Startmode

Iconify mode

Window-coordinates

Color specifications

Screenmode

Screen-Appearance

1.58 startmodus

The HDClick-Startmode

Not to be confounded with the Program-startmode (Launch , Run etc.).
Here you can specify in which form HDClick will be started:

- Normal: HDClick opens the Mainwindow
- Small: HDClick opens the Small-Window
- Iconify: HDClick opens the Iconify-Window

The changes get active as soon as HDClick is started again.

1.59 iconifymodus

(6.2) The HDClick-Iconify-mode

More Infos about the
Iconify-modes

.

If you press the right Mousebutton in the
Mainscreen
or
Small-Window

,

an Iconify-Window appears. This can be changed in this version of
HDClick. You can chose between

- Window: The Iconify-Window opens
- AppIcon: The

AppIcon
is opened.

-

Hotkey

: No Window opens. HDClick is still in memory.

Back to the Mainscreen you get by pressing the key specified in the

TOOLTYPES

. This is good for people who have too many Iconify
Windows (inclusive clocks etc.) on their screen.

1.60 fenster-positionen

The Window-Coordinates

Here you can specify the X/Y coordinates of the
Iconify - Window

.

1.61 anzahlfarben

Color specifications

Here you can select how many colors the screen should have. Maximum
is 16 colors.

1.62 screenmodus

The Screenmode

You can choose between WB Clone and Custom. If WB Clone is used, the
HDClick Screen will use the settings in Workbench's Preferences,
so it will have the same Size, Colors and Modes as the Workbench-
Screen.

When you choose custom, you can select an own screenmode. You can
do this by clicking on "Screenmode...". A window with a list of
all available Screenmodes appears, of which you can select one.

1.63 screenaufbau

The Screen-Appearance

You can select how the Screen should appear:

- Normal: The Screen is opened immediately and the Gadget-drawing
is visible.
- Hidden: The Gadgets are drawn in the background. After that, the
Screen comes to the front.
- Scroll1&2: The Gadgets are drawn in the background. After that, the
Screen scrolls up. Two speeds are available.

An Online-help is available ! You can end the modus by pressing on the
Help-button again. "HDCHelp" must be in the actual drawer for this function.

1.64 programmstart-modus

Programmstart-Modus

Launch
Run
Execute
WBFront
Option
Menu

1.65 launch

Mode Launch:

In the mode Launch the program will be started normally and HDClick quits.

1.66 run

Mode Run:

In the mode Run, the program will be started with RUN. HDClick closes the screen and iconifies.

1.67 execute

Mode Execute:

In the mode Execute, the program will be started with RUN. The HDClick-screen stays open, other programs can be started by clicking on gadgets.

The Mode "Execute" has NOTHING to do with the CLI-command "Execute" which executes batchfiles.

1.68 wbf front

Mode WBFront:

With this mode, a program is started and the HDClick-Screen goes behind all other screens. By pressing the hotkey, the screen pops to the front again very fast. Use this mode instead of "Run" if you have enough Chipmemory.

1.69 menue

(7.4) Mode Menu:

In the mode Menu, a new configfile will be loaded after the gadget has been selected. All gadgets, titles and the Prefs-specifications will change to the entries specified in the new configfile. The filename of the configfile to load must stand at the same place as a Program-Filename.

Here an example for an entry for Gadget in the EDIT-Window:

```
Title: Graphic
Configfiles: Dh0:s/graphicconfig
Mode: Menu
```

After this gadget has been selected, the configfile "Dh0:s/GraphicConfig" will be loaded. All gadgets will now become new functions, declared in the new-loaded configfile ("GraphicConfig"). If the Configfile wasn't found after clicking on the Gadget, a requester appears. By selecting "Create New", a new configfile with the Filename specified before will be created. In the example above, the Configfile "Dh0:s/GraphicConfig" would be created.

With this function you have access on an unlimited number of configfiles. In a submenu there can be more submenus, the next can also have submenus and so on. You can get from each menu to all other menus, if the gadgets have been declared for that. See "Examples" for more details.

How to create a new Configfile

```
The fastest way to do this is by using Save AS in the
Edit
-
```

Window or copying an existing Configfile.

1.70 option

(7.6) Mode Option:

In the mode Option, a window opens:

The stringgadget:

The text which is typed in there will be received as an argument by the declared program. Example:

Entry in the configfile:	Text in the stringgadget:
"dh0:c/Ed,Editor,o"	"dh0:s/startup-sequence"

|
Following will be executed:

|
"dh0:c/Ed dh0:s/startup-sequence"

The editor "ed" loads the text-file "dh0:s/startup-sequence".

When one of the following gadgets is clicked on, the defined program will be started (see above) with one of the

Programstart-modes
, depending on which gadget
you click.

1.71 tips

Error-Messages, Questions, Tips...

C O N T E N T S

Questions on installation:

Questions on the HDClick-Start:

Questions on program-gadgets/programstarts:

Explanations of errors

Known bugs

Special examples for Configfiles

1.72 installation

Requirements

For using all of HDClick's functions, Workbench 2.X or higher must be correctly installed. HDClick should be started with a double-click from

Workbench

.

How can I change my User-Startup File ?

This question doesn't belong into this doc but in an AmigaDOS-Book. Because I am asked this sometimes, I explain it here. First, open a CLI or Shell. Now type the following: "SYS:c/ed SYS:s/User-startup". The Editor ED now loads the Startup-Sequence. Now you enter the following on the wished place: "SYS:HDClick SYS:s/HDCCConfig". Now press the Esc-Button and X. ED now saves the changed file. For functioning correctly, the Program HDClick must be on SYS: (the Bootdisk/HD eg. df0: or dh0:) and the Configfile "HDCCconfig" must be in SYS:S. If anything doesn't function after reboot... Don't panic and call me/write me...

1.73 start

Questions on the HDClick-Start

Configfile not found

HDClick doesn't look in S: for a configfile automatically. If a configfile exists not in the actual drawer, the configfile-drawer must be specified on the start of HDClick or on Menu-Changes. An Example: File HDCCConfig in the Drawer dh0:s. HDClick must be started with "HDClick c=dh0:s/HDCCConfig", if this was a Menu-Gadget the entry for it would be "Dh0:s/HDCCConfig".

HDClick loads, nothing happens

If HDClick is started and no Screen/Window opens it could be because of the following. HDClick was started Iconified and the Iconify-Mode was set to "Hotkey". You can get to HDClick by pressing the Hotkey specified in the

TOOLTYPES

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1.74 programm-gadgets

Questions on program-gadgets/programstarts

 Run more than one command/program with one gadget

If a program demands a CD, Assign or Stack-Change before its start, e.g. CD, Assign or Stack before starting a program, this is done with a batch-file. How to do this is mentioned in you Amiga-DOS manual, but here's an example.

Open the CLI/Shell and type the following: "Sys:c/ed s:AnyName". The Editor ED now creates the File "AnyName". Now enter the Path and Filenames of the programs you wish to start line by line (one line per program) and press Esc, then X for saving. Now run HDClick, go to the EDIT-Mode and click on an empty gadget. Click on "Filerequester" and select the file "s:AnyName".

In the Stringgadget (of the
 EDIT-Window
) there's the text
 "s:AnyName". You now have to set the
 Programtype-Mode
 to "Batch".

Now enter a Gadgettitle and a
 mode
 (Launch, Run

Execute or Option) and click SAVE. After clicking on this new Gadget, all the programs listed in the batchfile will be started one after the other.

This process will be easier in future HDClick-Versions.

A gadget is selected - nothing happens

If nothing happens, this can have several causes:
 The Gadget has no Mode (Mode "None"). Change it with the EDIT-Function.
 The program was not found or it was run incorrect. Error-Messages will not be visible because HDClick sends the output to NIL:. The Program "Snoopdos" by Eddy Carroll helps by searching for errors.

1.75 fehler

Explanation of Errors

Error: -----	What to do: -----
- Crash/Guru	- Make a reset and report this bug if it happens all the times.
- Crash/Guru after loading a new Configfile or directly after starting HDClick	- Don't use Commas (,) in Filenames or Gadgettitles !!!

- Text is longer than the gadget,
font
. To clean
- "Error while saving"-Message
appears.
- "Configfile not found"
- Choose smaller
the screen, press right mouse-
button to get into the iconify-
mode.
- The file couldn't be saved.
(DOS-Error)
- The configfile doesn't exist or
the appropriate entry is wrong.
The Configfile was not found
by DOS.

1.76 bugs

Known bugs -----

- HDclick can be started more than once, this can lead to problems with
the Hotkey. Unfortunately, I can't get this stupid CX-UNIQUE Message...
- HDClick doesn't crash on my computer, but some programs run on my compu-
ter which crash on others... I didn't have lots of possibilities to
test HDClick with Enforcer, so there could be some hidden bugs left.
- If you use WB2.1 or higher, the Palette-Gadget can have too many entries.
Because I haven't got a list of the screenmodes, I can't check this.
(I should be a Developer...)
- There are some bytes which are not given back after finishing HDClick...
Mungwall doesn't say anything, but... Well , I haven't found those bytes
yet...

1.77 spezial-beispiele

Special examples -----

Here a few examples for entries in the configfile.

```
(P=Program,T=GadgetTitle, M=
    Mode
    , Y=ProgType)
```

```
P=Graphic/Paint
T=Photolab
M=Option
Y=Normal
```

-> First, the requester with stringgadget appears. If one of the three gadgets is selected, the program "paint" starts. It will display the picture typed into the stringgadget (for example: "pictures/pic").
Gadgettitle: "Photolab".

P=c:ed s:user-startup
T=Edit user-Startup
M=Run oder WBFront
Y=Normal

-> By clicking on this gadget "c:ed" loads the batchfile "s:user-startup", which then can be edited/changed.

P=dh0:s/HDCConfig
T=Reload Config
M=Menue
Y=Normal

-> Reloads the Configfile

P=
T=Execute Command
M=Option
Y=Normal

[P has no entry]

-> A special but very useful example. After this gadget was selected, the following happens: The Requester opens. Now, type a filename of a program you want to be started into the stringgadget. After clicking on one of the three mode-gadgets (Launch,Run,Execute), the text in the stringgadget is attached to the specified program-name in the configfile. In this case, there's no entry for a program, so the filename typed into the stringgadget will be executed.

The best is when you edit the example-configfiles in this drawer and enter your own data.
