

# The Button Bar

The actual button bar is a strip of icons, displayed either horizontally or vertically on your screen. It may either be anchored to one of the sides of your screen, or free floating. If it is free floating, you can move it by dragging the small blue rectangle to the left or top of the button bar with the left mouse button.

## Launching Applications.

### Clicking on a button

To launch an application, you perform a mouse-key operation on one of the buttons. All a mouse-key operation is, is clicking one of the **Mouse**-buttons (Left, Middle or Right), while, optionally holding down one of the meta-**keys** (*Shift*, *Alt*, or *Ctrl*). Which application is launched depends on the settings in your Initialization File, and can be changed from the Configure Button window.

Something as simple as clicking the Left mouse-button is a mouse-key operation.

<Ctrl>-Right is also a mouse-key operation. It means that you: **a)** Press and hold down the *Ctrl* key on the keyboard. **b)** Click (press and **release**) the Right mouse-button. **c)** Release the *Ctrl* key (make sure you have released the mouse-button first.)

### Dragging from the File Manager

If you use the windows File Manager you can simply drag a file (or files) to a button. The application associated with a Left-Click of that button will be launched with the file(s) you dragged from the File Manager. If you hold down the *Ctrl* key while dragging then the application associated with a Right-Click will be used. Not all applications support this function, so experiment liberally.

## Reserved Mouse-key Combinations

A few mouse-key combinations are reserved by NVBar to perform certain actions. They are:

### <Ctrl>-Right

This brings up a drop-down menu of the available applications to launch for the appropriate button.

### <Ctrl>-Left

This will open the Configure Button window to let you change the settings for that button.

## Command Button



This button is the **Command Button**, which will always be either the leftmost or topmost button, depending on NVBar's orientation. The following mouse-key combinations are reserved for this button:

### <Ctrl>-Right

This brings up a pop-up menu of the available applications to launch for the appropriate button, as per a normal button.

### **<Ctrl>-Left**

This will open the Configure NVBar window to let you change general options for NVBar.

### **Left**

This will display the About NVBar window

## **Other Buttons**

Originally, NVBar has a few other special buttons, although these can be modified by the user.



The Help Button. Left-Clicking on this button will display this help file. Right-Clicking on this button will start NVBar's Tutorial.



The Run Button. Left-Clicking on this button will bring up a window which allows you to select a file to run. Right clicking on this button will bring up a window which allows you to type in a file to run.



The Stop Button. Left-Clicking on the button will exit Windows. Right-Clicking on it will restart Windows.



The Configure NVBar button. Left-Clicking on the button will bring up the Configure NVBar window, just like <Ctrl>-Left-Clicking on the Command Button will.

## **See Also**

### Keyboard Shortcuts

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# About NV's Button Bar

This window displays basic information about NVBar and your system's memory usage.

The various buttons along the right hand side of the window allow you to exit NVBar and Windows in a variety of ways. NVBar may prompt for confirmation before performing some of these actions, depending on the settings in the Initialization File, which can be changed in the Configure NVBar window.

The following buttons are present in the window.

<b>OK</b>	Close the About Window.
<b>Quit</b>	Exit NVBar.
<b>Restart</b>	Restart NVBar, possibly to include changes made by manually editing the NVBar <u>Initialization File</u> .
<b><u>Setup</u></b>	Set general options for NVBar.
<b>Quit Windows</b>	Exit Windows and return to DOS.
<b>Restart Windows</b>	Restarts Windows.
<b>Reboot System</b>	Exits Windows, and reboots the computer.
<b>Exit &amp; Run...</b>	Exit windows, run a file in DOS, and restart Windows. A file selection window will appear to let you choose which file to run.

In addition, if NVBar is unregistered, the **Enter Registration Number** button is displayed. Simply click on this button and follow the instructions to enter your registration number. For registration information, see Ordering NVBar.

The **Information** section at the bottom of the window displays:

- The version of Windows you are running, and the mode it is running in.
- The percentage of free USER and GDI resources (the lower of which is free SYSTEM resources.)
- The amount of free Memory on your system.



# Configure NVBar

This window provides a means to set general options for NVBar.



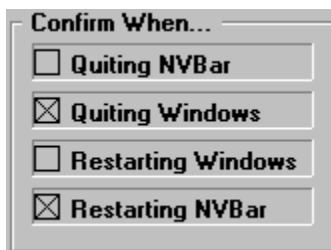
32 Button Size

Use HotKey (Shift-Scroll)

Right Button for Menus

Always On Top

If **Right Button for Menus** is checked, then a simple Right-Click on the button will produce the same effects as a <Ctrl>-Right Click, i.e. the launch menu will appear. NOTE: you will not be able to use the Right button to launch programs if this option is in effect. If you want to selectively use the Right button for menus (or any button for that matter) use the *Special Entry Menu* described in the [Initialization File](#) section. If **Always On Top** is checked then NVBar will be visible even when another window has focus. Some find this behaviour helpful, others annoying. If you are using Norton Desktop, you should enable this setting. If you don't have NVBar set as Always being on top, then the key combination <Shift-Scroll-Lock> will bring NVBar to the front of all windows if the **Use HotKey** box is checked.



Confirm When...

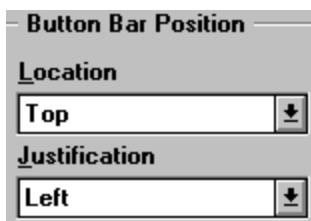
Quitting NVBar

Quitting Windows

Restarting Windows

Restarting NVBar

These settings determine whether you are asked to confirm before NVBar shuts down, or is about to end your Windows session. If a box is checked, then you will be prompted before one of these actions is undertaken.



Button Bar Position

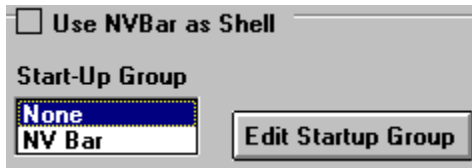
Location

Top

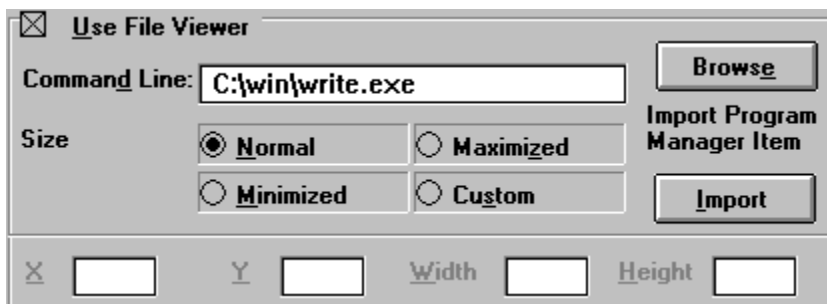
Justification

Left

**Location** determines the placement of the button bar on the screen. It can be any of the edges of the screen (top, right, bottom, left) or floating/fixed horizontally or vertically. If the bar is not floating, then it cannot be moved. **Justification** determines the placement of the button bar on the screen if it is on one of the edges. If the bar is on one of the sides, then you can choose centered, top or bottom justified. When the bar is on the top or bottom of the screen, you can choose centered, left or right justified.



If the **Use NVBar as Shell** box is checked, then NVBar will replace your current Windows shell (usually Program Manager) the next time Windows is (re)started. The old shell's name is saved to NVBar's Initialization file in case you decide to remove NVBar as the shell (by clearing the check box). If for some reason an error occurs when restoring the old shell, you have to edit your system.ini file, residing in your Windows directory. Look in the **[boot]** section for the **shell=** line. Replace NVBar.exe by the name of your old shell (usually progman.exe). You can also choose which startup group to use now (besides the run= and load= lines in the win.ini file). The NVBar startup group is described in the [Initialization File](#) section. The **Edit StartUp Group** will open a window that permits you to edit the startup section of the Initialization File. This window is similar to the [Configure Button](#) window in most respects.



If the **Use File Viewer** box is checked, then any files not associated with executables will be launched using this program. The other fields here contain [Application Launch Information](#) for the file viewer. **Import** opens a window to let you use applications and icons from the Program Manager. **Browse** opens a file selector window to let you choose the file to place in the Command Line box.

The remaining buttons in the top right corner of the window perform the following functions.

- OK**            Implement the changes made and save them to the initialization file.
- Cancel**        Cancel all changes and exit the Configure NVBar window.
- .Ini File**      Open the initialization file for manual editing with the Windows default text editor.



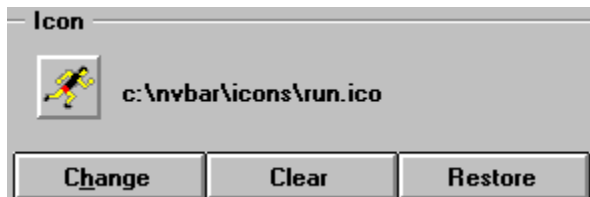


# Configure Button

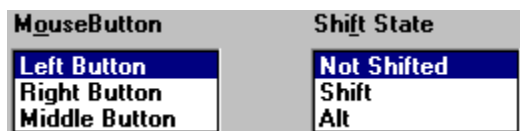
This window provides an easy way to specify which applications will be launched by the various buttons and mouse-key operations on NVBar.



Use the up and down arrows to change the button number that will be affected by the current edits. Press the **Add** button to insert a button immediately after the current button number. Originally the button will have a blank icon, and no entries. Press the **Remove** button to delete the current button number. The **Clear** button will remove all the entries for the current button except for the Icon (use the Clear Icon button for that, see below). The **Swap** button will let you enter the numbers of two buttons whose positions you wish to exchange on the Button Bar.



The Icon section shows what icon will be displayed for the button, and which file contains this icon. To change the icon, press the **Change** button. This will bring up a file selector to let you choose a new picture for the current button. The file formats currently supported are .ico, .bmp, .wmf, and .rle, and file that has embedded icons (e.g. .dll and .exe files.) If the file has embedded icons, a window will open to let you browse through the icons, similar to the one in Program Manager. If an invalid file is chosen, a blank icon will appear. **Clear** makes the icon for the current button blank, and **Reset** makes sets the icon to the one used before you started the configuration session. You may also choose the **Import** button (see below) to use an icon from the Program Manager.



Select the mouse-key combination you wish to configure here. You have the choice of the Left, Middle, and Right mouse buttons, and No Shift key, the Shift key, or the Alt key. Due to the non-standard way some mice use the Middle mouse-button, it may not work on all systems. (However, you can still select applications here and launch them from the drop down menu.)

**Application**

**Name:**  **Select a File:**

**Command Line:**

**Startup Dir:**  **Import Program Manager Item**

**Size**

**Normal**     **Maximized**

**Minimized**     **Custom**

X     Y     Width     Height

The various fields here contain Application Launch Information for the application associated with the button and mouse-key combination selected above. If you want to use a **Special Entry** (e.g. Exit NVBar, see the Initialization File section) you should type the special entry in either the **Name** or **Command Line** fields. The **Import** button opens a window to let you import applications and icons from the Program Manager. The **Browse** button opens a file selector to let you choose the file to place in the Command Line box.

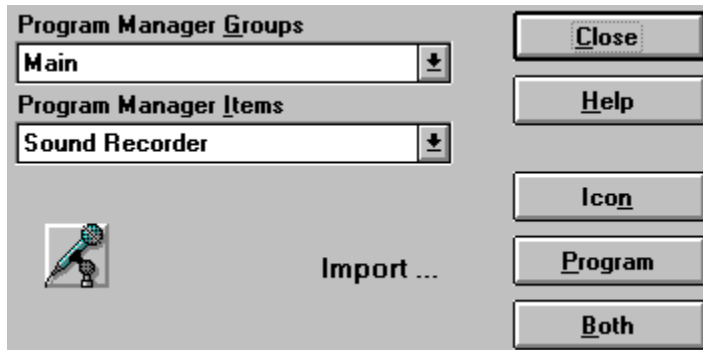
The remaining buttons in the top right corner of the window perform the following functions.

- OK**            Implement the changes made and save them to the Initialization File.
- Cancel**        Exit the Configure Button window, and do not implement any of the changes made.
- Reset**         Reset all changes made since opening the configuration window, but, unlike Cancel, remain in the Configure Button window.
- .Ini File**      Open the Initialization File for manual editing with the Windows default text editor.



# Import From Program Manager

From this window, you can import applications or icons from the Program Manager to either the [Configure NVBar](#) window, the [Configure Button](#) window or the Edit StartUp Group window, depending on which is open.



To import an item, first choose the group in which the program item appears from the Groups (upper) selection box. Then select the item itself from the Items (lower) selection box. The icon for the specified program item will then appear in the lower left corner of the window. The **Close** button closes the window when you are done. The window will automatically close when you close the appropriate configuration window, or once you have imported the [File Viewer](#) into the Configure NVBar window. **Program** imports the name and executable file for the specified item into the appropriate window. The **Icon** button, which is not available when importing to the Configure NVBar window, imports only the icon. **Both** imports both the icon and program.



# The Launch Menu

You can obtain a drop-down menu of the available applications to launch for any button by performing a **<Ctrl>-Right** -Click on the appropriate button.




<b><u>C</u>ancel</b>	
<b>C</b> onfigure <b>B</b> utton...	
<b>S</b> elect Program	<b>(L</b> eft)
<b>E</b> nter Program	<b>(R</b> ight)

The first entry is always **Cancel** which will dismiss the menu. The second entry is either Configure NVBar if you activated the Command Button 's menu, or Configure Button for any other button. These will open the respective configuration windows. The remaining entries show the names of the applications that can be launched from the button, along with the mouse-key combination you can use in parenthesis.

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# Select File to Run

From this window, you can select a file to run. The file can either be a windows executable, or a data file that has an associated application (files with either  or  icons next to the filenames in the File Manager). If it is neither of these (files with a  icon) then the File Viewer may be used, depending on the settings in your [Configure NVBar](#) window. This window is practically identical to most other Windows file selection windows, with the exception that you can choose the size and position of your launched application from the options in the lower right corner of the window. For further information about these options, see [Application Launch Information](#).




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# Enter Program to Run

This window lets you type in the filename of the application you would like to launch.

Type the desired application in the filename box. This can either be a windows executable, or a data file that has an associated application (files with either  or  icons next to the filenames in the File Manager). If it is neither of these (files with a  icon) then the File Viewer may be used, depending on the settings in your [Configure NVBar](#) window. Press **<ENTER>** or click the **OK** button to launch the program. The [Browse](#) button opens another window from which you can select a file from a file list.

If you wish, you can also specify the size of the application once it is launched. For further information, see [Application Launch Information](#). The Custom Size and Position Boxes only appear if the Custom Window Size button is selected.

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# NV's Button Bar (NVBar)

Version 1.1, Copyright© Nick Varacalli, 1994-1995

[Introduction](#)

[Features Listing](#)

[Miscellaneous Tips](#)

## **Configuration**

[Configuring NVBar](#)

[The Initialization File](#)

## **Launching Applications**

[Selecting an Application](#)

[Launch Menu](#)

## **About NVBar**

[About NVBar Window](#)

[Ordering Information](#)

[The Button Bar](#)

[KeyBoard ShortCuts](#)

[Configuring Buttons](#)

[Typing In an Application](#)

[Contacting the Author.](#)

[History](#)

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# NVBar Initialization File

An initialization file can be specified at the command line using the `/I` switch. For example: "NVBar `/I c:\windows\myinifil.ini`" will make the file "**myinifil.ini**" residing in the "**c:\windows**" directory the initialization file for that instance of NVBar. Specifying an initialization file using the `/I` switch is the **ONLY** way to have multiple instances of NVBar running simultaneously.

NVBar will search for this file in the specified directory, and then in the directory from which NVBar was launched. If a file isn't specified, or the file wasn't found, then NVBar will search for a file with the same name as the executable (normally, NVBar) with an **ini** extension in the directory from which NVBar was launched. If it isn't found in any of these locations, NVBar will abort with an error message.

## Structure of the Initialization File

There are four general sections in the Initialization File:

<b>[Registration]</b>	User licencing information. NVBar handles this section automatically.
<b>[Startup]</b>	Programs to launch if NVBar is the shell.
<b>[Options]</b>	Information about the general functioning of NVBar.
<b>[Button_##]</b>	Information about the various buttons on the button bar.

## Startup Section

To edit this section, select the **Edit Startup Group** button in the Configure NVBar window. If you edit it manually, entries should be numbered sequentially, starting from 01, and be of the form described in the `Button_##` section (below). As long as the entries are numbered sequentially, NVBar should be able to handle about 70 to 80 entries, hopefully more than enough. Here's an example:

```
[Startup]
01=File Manager,c:\windows\winfile.exe,c:\,NORMAL
02=After Dark,c:\afterdrk\ad.exe,c:\afterdrk,MINIMIZED
```

## Options Section

Most of the options in this section can be set from the Configure NVBar window.

## RunTutorial

This entry is initially set to YES by the installation program, so the tutorial is run when NVBar is started for the first time. It is reset to NO after the Tutorial is run.

## Num\_Buttons

The number of buttons to be displayed on the Button Bar, including the Command Button. Between 1 and 99 buttons may be specified. The actual number of buttons displayed may be restricted by screen and button size.

## Button\_Size

Determines the size of the buttons, in pixels. Valid values range from 16 to 64 pixels (half to double size) in increments of four pixels (i.e. 16, 20, 24, ... 60, 64). Special bitmaps are provided for smaller icon sizes.

**Confirm\_Win\_Exit, Confirm\_Win\_Restart, Confirm\_Bar\_Exit, Confirm\_Bar\_Restart**  
Determine whether or not to prompt for confirmation before quitting/restarting NVBar/Windows. Valid values are *YES* or *NO*.

### **RightButtonForMenus**

If this is set to *YES*, then you can use a simple Right-Click instead of a <Ctrl>-Right-Click to bring up the launch menu.

### **Always\_On\_Top**

Determines whether or not NVBar will always be displayed on top of all other applications, i.e. always visible, no matter which window has focus. Valid values are *YES* and *NO*.

### **Use\_HotKey**

Determines whether the HotKey (<Shift>-Scroll-Lock) will bring NVBar in focus, i.e. raise it to the front of your screen. Valid values are *YES* and *NO*.

### **Use\_Viewer**

Determines whether NVBar will launch a file with a default File Viewer if the file is not a windows executable, an associated data file, or a Special Entry. Valid values are *YES* and *NO*

### **Viewer**

The default File Viewer to use, if *Use\_Viewer=YES*. The structure of this entry is identical to those detailed in the Button\_## section, below.

### **Location**

Placement of the button bar on the screen. Valid Values are:

- 1 Top of the screen (horizontal)
- 2 Right side of the screen (horizontal)
- 3 Bottom of the screen (vertical)
- 4 Left side of the screen (vertical)
- 5 Floating (horizontal)
- 6 Floating (vertical)
- 7 Fixed (horizontal)
- 8 Fixed (vertical)

If NVBar is not floating, it cannot be moved.

### **FloatX, FloatY**

The last position, in pixels, of NVBar if it was floating or fixed. (Location Values 5 to 8)

### **Justification**

Placement of the button bar on the screen. This value is ignored if the Button Bar is floating or fixed (Location Values. 5 to 8) Valid values are:

- 1 Top, if NVBar is horizontal. Left if it is vertical
- 2 Bottom if NVBar is horizontal. Right if it is vertical
- 3 Centered.

### **StartUpGroup**

Determines the startup group to read if NVBar is the shell. Valid Values are *NONE*, and *NVBAR*

### **Button\_00 and Button\_##**

Button\_00 is the Command Button, and is simply a special case of a normal button. The buttons are displayed from left to right, or top to bottom, in numerical order. Any 'gaps' in the numbering system will be displayed as blank icons. The button sections are laid out as follows:

```
[Button_##]
Icon=
Left=
Middle=
Right=
Alt-Left=
Alt-Middle=
Alt-Right=
Shift-Left=
Shift-Middle=
Shift-Right=
```

### **Icon=**

Determines which icon is displayed for the button. A variety of icons, both 32x32 and 16x16, are shipped with NVBar, which have a 3D effect. You can use these or create your own. Supported file types are .bmp, .ico, .rle, and .wmf files. Files containing valid icon resources (such as some exe's and dll's ) can also be used, just as Program Manager does.

The entries to the left of the equal sign are the mouse-key combinations available. e.g. Alt-Left means that you press the *Alt* key, click the left mouse button, and then release the *Alt* key. Don't feel obliged to fill all these in. NVBar will happily ignore any mouse-key operations that are not assigned to an application.

The structure to the left of the equal signs is made up of Name, Command Line, StartUp Directory, Size, and optionally, X, Y, Width and Height, all separated by commas (.). For a description of these fields, see Application Launch Information. e.g:

```
Alt-Right=&Write,write.exe,c:\,MAX
```

### **Special Entries**

The following items can appear alone on a line instead of the structure described above. Each has special meaning, (most are self explanatory.)

#### **Exit Windows, Exit NVBar, Restart Windows, Restart NVBar, Reboot System**

Exits Windows/NVBar in a variety of fashions. Options in the General section determine whether NVBar prompts you before performing one of these actions.

#### **Exit and Run**

Prompts you to choose a file, exits Windows, runs the specified file in DOS, then restarts windows.

#### **/I <Initialization File>**

Restarts NVBar with the specified initialization file.

#### **Edit Ini File**



Edit NVBar's ini file manually with the default Windows text editor.

### **Enter Program**

Lets you type in the application to launch.

### **Select Program**

Lets you browse through a list of files to select one to launch.

### **About NVBar**

Brings up the About Window

### **Configure NVBar**

Brings up the window to configure the general options.

### **Menu**

Displays the launch menu for the specified button. **NOTE:** This option is incompatible with use with any *Alt* mouse-key operations.

### **Minimize**

Minimizes NVBar.

### **Move NVBar <somewhere>**

Where <somewhere> is one of the following: *TOP, BOTTOM, LEFT, RIGHT, FLOAT HORIZONTAL, FLOAT VERTICAL, FIXED HORIZONTAL, FIXED VERTICAL*. This will place NVBar at the desired location, without having to go through the configuration window.

### **NVBar Help**

Displays this helpfile.

### **NVBar Tutorial**

Display the NVBar tutorial helpfile.

Helpfile generated by VB HelpWriter.



# Introduction

NV's Button Bar, or NVBar for short, is a simple application launcher, aimed at making it easy for you to launch your applications in MS-Windows (compared to Program Manager). It is presented in the form of a row (or column) of buttons, each button having a small drawing (icon) to indicate what it launches. Clicking on a button launches an application.

The [NVBar tutorial](#), which should be run automatically the first time NVBar is started provides an excellent overview of how to use NVBar, and points out it's main features. If you haven't run it, I suggest you do so now.

 [Start Tutorial Now](#)

## Philosophy Behind NVBar

When playing around with Windows, and hence, the Program Manager, I found I didn't like hunting through the various group windows of the Program Manager to have to double click on the appropriate icon. I also didn't appreciate the space Program Manager took up, both on my desktop and in memory.

With that in mind, I designed NVBar with a simple philosophy:

- One click application launching:  
The left, right, or even middle mouse buttons can be used to launch an application with a single click. Depressing the *Alt* or *Shift* key while clicking leads to even more options.
- Ease of Use:  
Once you are past setting up NVBar (which admittedly takes some work) it is easy to use and configure.



# Application Launch Information

At various times when using NVBar, whether configuring a button, or manually launching a program, you will be required to enter various bits of information about the application you wish to launch. Although the ways of entering them may differ (i.e. you can type them in, select them from a file browser, or import them from existing program manager groups) the meaning of each piece of information remains the same.

## Name:

The name of the program. This information does not directly affect the way the application is to be launched. It is used for the you to be able to identify the application. This is also the name that appears in the drop-down menus that appear when the Ctrl-Right mouse-key combination is entered. A single ampersand (&) can be placed in front of one character to caused that character to be underlined in the menu. To insert an actual ampersand character, use two ampersands in a row. You cannot insert ampersands in Special Entries (See Initialization File)

e.g.               &Tips && Tricks  
displays         Tips & Tricks.

## Command Line or File Name

This is the file that you wish to be launched. You can specify one of three types of arguments:

- One of the various types of windows executable files. In this case, specify any command line parameters or switches here too .
- An associated data file. e.g. specifying readme.txt will launch the default Windows text viewer (usually Notepad) with readme.txt as the file being edited.
- Special Entry. Valid entries and descriptions can be found in the Initialization File section.

## StartUp Directory (Optional)

This is the directory from which the application will be launched. Specifying an entry here is equivalent to changing to a directory at the DOS prompt (using cd) before launching your application. In some cases this directory is determined automatically depending on the application you choose to launch.

## Size

The size of the main window of the launched application. Some applications cannot process this option. There are four possibilities for this option.

- Normal                 Don't perform any special sizing operations.
- Minimized             Start application as an icon at the bottom of your screen.
- Maximized             Start application full screen.
- Custom                 Start application at a location and size of your choosing (see below).

In the Initialization File, these sizes are abbreviated NORMAL, MIN, MAX, and CUSTOM.

## Custom Size

These options are enabled only if **Size** has been set to Custom. The following values (in pixels) can be specified. Be careful not to specify sizes/locations outside your screen's dimensions, since this condition is not checked for. (Although you could do this purposely to simulate launching an application hidden.)

X                         Horizontal coordinate of the top left corner of the application's window  
Y                         Vertical coordinate of the top left corner of the application's window.

Width	Horizontal size of the application's window.
Height	Vertical size of the application's window.

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# Ordering NVBar

NVBar is Shareware. It is **not** crippled in any way, and the nags for you to register are non-intrusive (the splash screen at the beginning is present in the registered version too). However, a registration fee is kindly requested. The fees are (In Canadian funds for Canadian orders, in US funds for international orders):

\$10 Commercial orders.  
\$5 Personal use and educational institutions.  
\*\*\* Full time students.

Prices for bulk orders can be negotiated directly with the author.

\*\*\* If you are a **Full-Time** student (i.e. a "Poor Starving Student" like me), you can send a Postcard of where you live, and promise to buy me a drink (preferably hot chocolate) if you ever visit Montreal, Canada as registration fee. Of course, you can always send me money if you really want to.

You can order NVBar by sending a check or money order (along with the Order Form, which can be sent with the order, or by e-mail) to the following address:

NVBar Support  
c/o Nick Varacalli  
7078A Iberville  
Montreal, Quebec  
H2E 2Y4  
Canada

[n\\_varac@vega.concordia.ca](mailto:n_varac@vega.concordia.ca)

When the registration fee and order form are received you will be sent a confirmation e-mail letter containing your serial number, which you can enter in the About Window. This registration is will work until the next major release of NVBar (i.e. you are registered for versions 1.x only)

Registration brings the following benefits.

- You are entitled to one hour free phone support for 90 days (your dime).
- You receive new product information and are entitled to special upgrade offers.
- You allow me to continue developing products that make your life easier.
- You'll have a clean conscience and my profuse gratitude.
- You will be e-mailed a copy of the latest version or pointed to a current ftp site.

[View Order Form Now.](#)  
[Legal Stuff.](#)

Helpfile generated by VB HelpWriter.





# Contacting the Author

Feel free to contact me about any of the following topics (of course, *registration fees* are also quite welcome.)

- Support
- Bug Reports
- Feature Requests
- Customization Requests
- Suggestions/Praise/Criticism
- Any other user input.

I can be reached by the following means.

• **Internet (E-Mail):** [n\\_varac@vega.concordia.ca](mailto:n_varac@vega.concordia.ca)

• **Phone:** (514) 728-8337  
(Eastern Time, please be considerate, this is a personal number)

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A bit about NVBar and The Author(Me)

I wrote NVBar initially for 2 reasons. I wanted:

- to learn Visual Basic / Windows programming.
- a better application launcher than Program Manager.

About me... well, I'm your typical poor starving undergrad, enjoying my youth in beautiful Montreal, Canada. Computers are a hobby of mine (and my minor at school.)

Helpfile generated by VB HelpWriter.



# NVBar Order Form

Name: \_\_\_\_\_

E-Mail: \_\_\_\_\_

Company (if applicable): \_\_\_\_\_

Full Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Telephone: \_\_\_\_\_

\_\_\_ x Commercial (\$10.00) : \_\_\_\_\_ \$

\_\_\_ x Personal (\$5.00) : \_\_\_\_\_ \$

\_\_\_ x Student (Postcard:)

**TOTAL:** \_\_\_\_\_ \$

\_\_ Check

\_\_ Money Order

Preferred method of delivery of latest version (e-mail or ftp site.) \_\_\_\_\_

Where / How did you hear about NVBar ? \_\_\_\_\_

\_\_\_\_\_

Suggestions/Comments etc.:

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**NV's Button Bar (NVBar) 1.1**  
**Copyright © 1994-1995 Nick Varacalli. - All Rights Reserved**

Helpfile generated by VB HelpWriter.



# Legal Stuff

## SHAREWARE LICENSE AGREEMENT AND WARRANTY DISCLAIMER

NVBar is **NOT** distributed via the public domain or freeware systems. NVBar is distributed using the shareware system. Anybody may freely redistribute NVBar provided the following files are included and not modified.

- NVBar.exe
- NVBar.hlp
- Tutorial.hlp
- Readme.txt
- Uninstal.txt
- File\_id.diz
- Installation files
- Icon Files (\*.ico and \*.bmp)
- NVBar.ini (the original archived file)

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NVBar is not free software. This license allows you to use the software, for evaluation purposes, without charge for a period of 30 days. If you use this software after the 30 day evaluation period a registration fee of \$10.00 for Commercial use, \$5.00 for personal use (there is also a student discount.) Payments should be made to the mailing address specified in the Ordering section. When payment and order form are received you will be sent a registered copy of the latest version of NVBar, or pointed to an up-to-date ftp site.

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# Tips

I've been using the various versions of NVBar for a while now, and, as a result, I've gotten used to it a bit, and have a few, hopefully useful tips.

- The KeyBoard ShortCuts are very useful, get to know them, as they can save you a lot of time.
- If you don't want to use NVBar as your shell, copy the NVBar icon to your Program Manager's startup group or add NVBar to the **Run=** line in your **win.ini** file if you want NVBar to run each time you start windows.
- Group similar programs under the same icon. If you use a lot of different programs like me, there is no way to fit them each to a button. So, for example, group all the graphics viewers under one icon, text editors under another and so forth. Even if you don't remember the exact mouse-key combinations, there is always the menu from which you can launch an application. The same theory applies to the Middle mouse button. Even if you don't have one, the entries still appear in the launch menu. Use these slots anyway.
- To place to NVBar exactly where you want it to be when fixed horizontal / vertical, first place it where you want it floating, and then hit <Ctrl-P> twice to make NVBar fixed.
- If you don't like the Always On Top option, you can set up your windows so NVBar is always visible. Just set all the launch sizes to CUSTOM, and make sure the coordinates don't overlap where you plan to put NVBar. Even if this doesn't work, the Hot-Key (Shift-Scroll-Lock) is quite handy.
- In the same vein, if you have good eye-sight, you can set the button size to 16 (from the Configure NVBar window). Then you can choose a fixed or floating horizontal position so that NVBar fits snugly in the titlebar of a maximized window. Set the Always On Top option, and you have a toolbar similar to the one in MS-Office.
- Last, when importing from the Program Manager to configure buttons, you don't have to close the Import window each time. Open it once, import, switch to the Configure Button window and change the mouse and/or shift states, import another item... etc. Closing the configuration window will automatically close the Import window.



# KeyBoard ShortCuts

The keyboard shortcuts for NVBar were included mainly for my own use while developing NVBar, but I thought they might be handy for you, so I left them in. These are available from the Button Bar only (i.e. not from the various sub-windows of NVBar.)

<Ctrl-Shift-Alt-F12>

This tedious combination will Exit NVBar. This combination is provided just in case, for some weird reason, your mouse stops functioning or you've accidentally configured your Command Button off the screen.

<Alt-M>

This will minimize NVBar.

<Alt-U>

Sometimes Windows gets confused and keeps the mouse all to NVBar. If this happens (i.e. you click on another application's window, and a button on NVBar goes down) this key combination should clear things up.

<Alt-C>

If you accidentally configure NVBar so the Command Button is off screen you can use this key combination to bring up the Configure NVBar window, to get the button back on the screen.

<Alt-T>

Toggles NVBar between Always On Top (Always Visible) and not Always On Top.

<Alt-P>



Brings up this menu just under the mouse cursor, to permit you to quickly change NVBar's position, or open the Configure NVBar window.

<Ctrl-P>, <Ctrl-Shift-P>

These key combinations change NVBar's screen location. <Ctrl-P> increases the location number by one (see the Initialization File section) and <Ctrl-Shift-P> decreases this number by one.



# Features List

For a quick run-down of how to access the features of NVBar, see the tutorial.  
[Start Tutorial Now](#)

## Features

- Drop-down menu to launch files.
- Easy configuration of buttons and NVBar
- Import programs / icons from the program manager.
- Run multiple instances of NVBar using different initialization files.
- Command line type in applications to launch.
- File selector to launch applications.
- Always on top option.
- Exit/restart windows, reboot system.
- Run file outside windows.
- Launch data files with the associated application.
- Display system resources.
- Drag and drop from File Manager to launch data files.
- Position on any side of the screen, or have the NVBar free floating.
- Move/resize launched applications windows.
- Full shell capabilities
- Read icons from dll's or executables directly.
- Low disk space/ resource usage.
- HotKey to bring NVBar quickly to the top
- Restart NVBar using a different Initialization File

## Features marked for future release.

- Display Date, Time, System resources on the Button Bar.
- Drag and drop from the File Manager to configure NVBar.
- Command line history.
- Multiple application launch.
- Tool tips style information for buttons (??)
- As many other user suggestions as I can accommodate.

## Known Bugs/Short Comings

It is possible to set up NVBar so the Command Button is off the screen. If this is the case, use the <Alt-C> key combination to bring up the Configure NVBar window.

Windows For Workgroups displays the icon that appears in the Program Manager for minimized DOS sessions. NVBar behaves like the Program Manager in Windows 3.1 and displays an ugly standard DOS icon. Due to the fact the multiple applications can be launched from the same button, this behaviour will not be changed.

Drop down menus in the lower right corner of the screen may obscure buttons on the button bar. Due to the way Windows handles menus, I've yet to find a satisfactory solution.





# History

## 1.1 First general / non-beta release

### Fixes:

Drop-down menus are less likely to obscure the button they originate from. This still happens though, especially with buttons in the lower right hand corner of the screen.

Menus no longer drop down when the *Alt* key or Middle button are pressed.

Application's size now properly displayed in the Configure Button window.

NVBar no longer blocks Window restart messages sent from Control Panel.

HotKey (Shift-Scroll-Lock) is now more responsive.

Trying to start a second instance of NVBar no longer pops up the control menu of the Program or File Manager.

Minor changes to both NVBar and the help files, to correct grammar, typos, unclear sections, etc.

Uninstal.txt now installs properly.

No longer get a subscript out of bounds error when importing from Program Manager.

Installation routine displays important information before proceeding with the install.

### New:

Can now restart NVBar with a different Ini file, even if NVBar is the shell. (Using the */I* <infile> special entry)

Some parts of the interface will now have '3D' effects.

Buttons can be sized between 16 and 64 pixels, in increments of 4 pixels (i.e. 16, 20, 24, 28... , 64)

In the Configure Button window, added the following buttons:

Clear Icon	Blank the icon for the current button
Reset Icon	Restore icon to one used before configuring
Add Button	Insert a new, blank button after the current button
Clear Button	Clear all the entries for the current button
Remove Button	Removes the current button
Swap Buttons	Exchange entries for two buttons

You can now choose what startup group to use if NVBar is the shell. Current choices are limited to NVBar's group, and none.

You can edit NVBar's startup group from within NVBar, instead of having to edit the ini file manually.

NVBar can now be set to floating (i.e. not anchored to the screen borders) but not movable. The number of buttons is now restricted by screen size. Buttons may still appear off screen if NVBar is floating or fixed at a non-border location.

Holding down the *Ctrl* key while dragging a file (from File Manager) to a button will launch the file with the application associated with a Right-Click of the button.

Improved tutorial, new sections for New Features, and a section especially for advanced users who don't like reading help files.

Special Entry "Move NVBar xxxxx" where xxxxx is Top, Bottom, Left. etc. lets you reposition NVBar without having to go to the configure window.

Keyboard shortcuts for quickly moving NVBar, and toggling the Always on top option.

### **Removed:**

Command Button Location. The Command Button is now always at the top or left of NVBar.

This was done to prevent the button from being offscreen

A few fields from the File Viewer information in the Configure NVBar window.

### **1.06b**

Added ability to read icons from any files containing valid icon resources, such as exe's and dll's.

Added a Clear Icon button in the Configure NVBar window, to quickly blank an Icon.

The Use NVBar as Shell button in the Configure NVBar window now notifies the user that some action has been taken.

If NVBar is the shell (or will be the shell) then the Use NVBar as Shell button mentioned above will become Restore Old Shell, and does just that.

Minor changes to the tutorial and this help file.

NVBar no longer accidentally launches applications hidden in certain cases.

Added file-map, to help with un-installing (uninstal.txt).

Added HotKey (Shift-Scroll-Lock) to quickly bring NVBar to the top.

Added keyboard shortcut to bring up Configure NVBar window.

### **1.05b**

Added registration mechanism. Nags for the non registered are as un-intrusive as possible.

Added full shell capabilities (i.e. will read the windows command line, the load and run lines in the win.ini file, and a startup section in the initialization file.)

### **1.04b**

Installation program insures that most icons can be found the first time NVBar starts.  
Added a Menu special entry for the initialization file.  
Added switch to make the Right mouse button pop-up the launch menu.  
Added simple installation instructions in the readme file.  
Removed the Save buttons from the Configuration windows. OK now saves all changes.

### **1.03b**

Minor implementation changes.  
Added graphics to the help file.  
Assigned accelerator keys for most windows.

### **1.02b**

Added installation program.  
Tutorial starts automatically when NVBar is first run.

### **1.01b**

Fixed a few minor bugs.  
Floating bar will appear in same position it was when NVBar was closed.  
Added Special Initialization File Entry for Tutorial.  
Fixed use of wildcards in "Select File to Run" window.  
Added introductory tutorial.  
Added context sensitive help.

### **1.0b**

Improved support for importing icons/programs from the Program Manager.  
Can only use the Left mouse-button to move a free-floating form.  
The Command Button is displayed the correct size at 640x480, 800x600, and 1024x768 resolutions.  
If no icon / an invalid icon is specified, a blank, 3d style icon is displayed.  
A few erroneous error messages were removed / corrected.  
Icons imported from the program manager have a better chance of looking 3d due to the use of a template icon.  
Restarting NVBar will now use the proper Initialization file.  
Provided Initialization file that should work with standard windows setups.  
Added help file and introductory help file.

**0.xx Versions designed for in-house use.**



# Glossary



.bmp

.ico

.rle

.wmf

## **A**

associated data file

## **C**

Command Button

command line parameters

## **F**

File Viewer

## **M**

mailing address

mouse-key

## **N**

NVBar tutorial

## **P**

phone support

picture files

Poor Starving Student

## **S**

switches

## **W**

windows executable

**.ico**

Windows Icon file format. Can be edited using various shareware programs.

**.bmp**

Windows Bitmap format. May be edited using the PaintBrush program provided with Windows.



**.wmf**

Windows MetaFile file format.

**Poor Starving Student**

Term used by university students in an attempt to garner pity and support for their product(s).

**mailing address**

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7078 Iberville  
Montreal, Quebec  
H2E 2Y4  
Canada

**windows executable**

Usually a file ending in .exe, .com, .bat, or .pif.

## **command line parameters**

Text specified after the executable name to modify the action of the executable on startup.

eg. in "notepad /P readthis.txt"

readthis.txt is a command line parameter

/P is a switch

## **switches**

Text specified after the executable name to modify the action of the executable on startup.

eg. in "notepad /P readthis.txt"

readthis.txt is a command line parameter

/P is a switch

## **Command Button**

The button displaying the NVBar Icon. Certain mouse-key combinations may be reserved for NVBar's own use.

It is always at either the left or the top of the Button Bar, depending on its orientation.

**mouse-key**

A clicking a mouse button while, optionally, holding down one of the Shift, Alt, or Ctrl keys on the keyboard.

For example:

<Shift>-Left

is a mouse-key operation in which you would:

- 1) Press the Shift key on the keyboard.
- 2) Press and Release (Click) the Left mouse-button.
- 3) Release the Shift key.



**picture files**

Files ending in .ico, .bmp, .wmf, and .rle.

**.rle**

Windows Run Length Encoded Bitmap file format.

**phone support**

Phone support is available to registered users. You are officially entitled to one hour, within 90 days of registration.

Phone Number: (514)-728-8337 (Eastern Time)

Please keep in mind that this is my home number. The best time to catch me at home is evenings.

## **NVBar tutorial**

A help file, much like this one, that provides a quick introduction to NV's Button Bar.

**File Viewer**

Application used to view data files that have no associated application.

**associated data file**

File which has a windows executable associated with it. Selecting this file will cause it to be launched using the associated windows executable.



