

# Utility Launch™

By George R. Wilde

# UtilityLaunch™ Reference

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# UtilityLaunch™ Reference

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## 1. Apple Icon

### 1.1 About UtilityLaunch...

This item presents a dialog box describing the UtilityLaunch program, including Shareware and trademark notices. Click OK to exit or Copyrights to view copyright notices.

### 1.2 Speed Up...

UtilityLaunch normally utilizes both memory shadowing and fast port QuickDraw II speed up enhancements to achieve substantially improved graphics performance. Unfortunately several NDAs are not compatible with memory shadowing. Simply select the desired options in the Speed Up dialog box to either cancel or activate the memory shadowing and fast port speed up enhancements. Note that even though the speed up options are requested, either or both requests may not be accepted depending on available memory. In fact, even if UtilityLaunch is initially configured in the speed up state, the system software may subsequently revert UtilityLaunch to the non-speed up state when returning from launching a program that uses a lot of memory. You can easily tell the current speed up state by examining the initial settings in the Speed up dialog box when it is first opened.

If access control is in effect this item is dimmed.

## **2. File**

### **2.1 Open Launcher...**

Opens the UtilityLaunch Launcher window (if you are not already in it) as discussed in the Using UtilityLaunch section below. If UtilityLaunch is already open, this item is dimmed.

### **2.2 Open Setup...**

Opens the UtilityLaunch Setup window (if you are not already in it) as discussed in the Using the UtilityLaunch Setup section below. If UtilityLaunch Setup is already open, or if access control is in effect, this item is dimmed.

### **2.3 Close**

Closes the UtilityLaunch Launcher or Setup window, or any open NDA window if it is the top window. If all windows are already closed, this item is dimmed.

### **2.4 Enable Access...**

Provides the capability of entering a user defined password (previously established in the Options item of the Utilities menu, as explained below) to enable access to all UtilityLaunch features and menus if access has previously been restricted. If access is already enabled, this item is dimmed.

### **2.5 Page Setup...**

Presents a printer page selection dialog that allows you to choose the paper size and printing format (e.g.; landscape or portrait). UtilityLaunch ignores most information in this dialog except for the paper size information except when printing out the current screen image. The current screen image can be printed at any time by pressing Command-H (i.e.; the Command or Open-Apple key along with the "H" key).

If access control is in effect this item is dimmed.

## 2.6 Print...

Prints out all menu settings for all buttons in the currently visible menu. This item gives you a hard copy output of the same type of information that is displayed in the Show Mode discussed below. If there is no visible menu, this item prints out a listing of all resources contained in the current UtilityLaunch resource fork. This latter capability is primarily for diagnostic purposes, and should not be of interest to the average user.

If access control is in effect this item is dimmed.

## 2.7 Launch...

This item can directly launch any S16, SYS, EXE, BAS, BIN, or EXEC program from any directory or disk. I/O Redirection is supported when launching S16 programs (see discussion below). Select the program to be launched using the standard file selection dialog. This dialog presents those programs that can be launched as darkened entries. EXE, BIN, and EXEC files will also be darkened (depending upon the default options you select in the Options item of the Utilities menu).

Please note that all binary files cannot be executed from BASIC. Many are Picture files or other types of files that cannot readily be recognized as a non-launchable program. Make certain the program you choose can be run before selecting it for launch. The same statements are also true for EXEC files. Since BASIC EXEC files look like any other Text file, they can only be easily recognized by UtilityLaunch through use of the file name extension ".EXEC". Make sure you follow the standard practice of adding the file name extension ".EXEC" to your EXEC files to distinguish them from other TXT files if you wish to launch them from UtilityLaunch. A sample EXEC file (ROM.CDAS.EXEC) is included with this program to demonstrate the powerful capability of these types of files (which incidentally can't be launched by the Finder). ROM.CDAS.EXEC will install two CDAs and return to UtilityLaunch. It enters the monitor (CALL -151), outputs the character "#", Quits the monitor, and exits BASIC (BYE).

You can also optionally select to undim EXE files for launch. Some EXE files are nothing else than S16 programs in disguise, and can be easily launched. Most EXE files, however, depend on having a shell (such as APW or ORCA) present, and cannot satisfactorily run without one. UtilityLaunch does not provide a shell environment (it releases all memory when it launches a program). As a result EXE programs that depend on a shell environment cannot be launched successfully by UtilityLaunch (they will probably immediately return to UtilityLaunch without doing anything).

Please note that some S16 programs are not compatible with System Disk 5.0.2 or later. These programs must be run with earlier versions of GS/OS or ProDOS 16. This is also true of some ProDOS 8 SYS programs, which will give an insufficient memory error condition (especially with System Disk 5.0.2). To successfully run these

programs you must use the version of the operating system that comes with the program. Use the Boot... item discussed below to run any such programs. Fortunately the latest versions of most Apple II programs are compatible with System Disk 5.0.3.

If access control is in effect this item is dimmed.

## 2.8 Boot...

This item will bring up a dialog box that allows you to boot any slot from 1 to 7, excluding 3. You can boot any bootable disk contained in drive 1 of the selected slot, or you can boot a RAM slot card that has been properly formatted. This feature permits running non-ProDOS disks and copy protected disks. If the desired disk is a ProDOS disk it is better to use the Launch... item and select the desired program, unless the program is incompatible with System Disk 5.0.3. This latter process is much faster and permits UtilityLaunch to regain control upon exit from the launched program. When another slot is booted, UtilityLaunch cannot regain control when that program terminates. You must reboot manually. You can run from RAM or ROM disks by selecting an appropriate program on the RAM or ROM disk, or by selecting the PRODOS file on the RAM or ROM disk to soft start the disk. (The latter technique is virtually identical to booting the disk - you won't be returned to UtilityLaunch upon quitting the application).

The Boot routine writes a P8 boot program (UL.Boot) to the directory that contains UtilityLaunch. Two different versions are used depending on whether or not you are using AppleTalk.

If access control is in effect this item is dimmed.

## **2.9 Sleep**

This item immediately activates the Screen Blackout. It has the same effect as the expiration of the Screen Blackout Timer. To restore the screen merely move the mouse, press the mouse button or press any key.

## **2.10 Shut Down**

This item performs a true GS/OS shut down. When shut down has been accomplished, a dialog box will be displayed telling you it is safe to turn off your computer. Press Return if you want to reboot the computer. It is important with GS/OS to use the Shut Down feature to prevent inadvertent destruction of disk files. Many GS/OS programs such as UtilityWorks take advantage of the GS/OS session capabilities when copying files. Using the Shut Down feature ensures all disk operations have been completed before your computer is turned off. The Shut Down item will also eject all removable disks and park the heads of your SCSI hard drive if that option is selected in the Options dialog.

## **2.11 Quit**

This item exits UtilityLaunch and returns control to GS/OS or the previous program selector. It does not perform a GS/OS shutdown. Use the above Shutdown item to accomplish a GS/OS shutdown.

### **3. Edit**

#### **3.1 Undo**

Used only by New Desk Accessories (NDAs). This and the following NDA items will become undimmed whenever an NDA is in the top window.

#### **3.2 Cut**

Used only by NDAs.

#### **3.3 Copy**

Used only by NDAs.

#### **3.4 Paste**

Used only by NDAs.

#### **3.5 Clear**

Used only by NDAs.

### 3.6 Insert Mode (Yellow Background)

This is the default UtilityLaunch Setup mode if a previous menu does not exist for editing. It should be used to enter any new entries into a blank menu, or to completely erase and replace any previous menu entries. This item sets up the UtilityLaunch menus for use by the Launcher routine. The menu names presented in the Setup window are the same as will appear on the Launcher mode buttons.

You have the capability of preselecting up to 40 programs (16 programs if you are using icon buttons) on each menu screen. You also have the capability of selecting up to 50 menus (menus 1 - 50). This gives the capability of launching up to 2000 preselected programs. To install a preselected program, just click the mouse on the menu button you wish to use for that program. You will be presented with a file selection dialog box similar to the box that appears with the Launch item described above. You can choose to preselect any program that exists in any directory on any disk or disk partition merely by double clicking on that program in the file selection dialog box, or by selecting that program and pressing the open button. This action will automatically record that program's pathname for later use. (You never actually have to enter any filename or pathname information yourself - UtilityLaunch automatically does it for you).

If you are setting up an icon menu, you will next be presented with an icon file selection dialog to choose the icon file you want to import. The initial files will be in the boot disk's ICONS directory, but you can choose any icon file on any disk if you so desire. After you have selected the desired icon file, you will be presented with a dialog that successively displays all icons in the selected icon file to enable you to choose the icon you want to use with the button. Sequence through all icons in the file by using the >> (next icon) button and << (previous icon) button. Press OK when you find the icon you want to use. Make sure the desired icon fits within the icon button outline in the dialog. Very large icons that exceed this outline will be reduced to fit within this outline with UtilityLaunch version 2.3 and later. UtilityLaunch Version 2.0.2 and later permits the selection of icons not only from the standard Finder Icon Files, but also from the resource fork of any extended file. Many programs contain icons as resources in their resource fork (there are really many interesting icons "hidden" in some resource forks). UtilityLaunch now enables you to browse through any resource fork to select icons. The file selection dialog now permits selection of any Finder Icon File or any extended file (i.e.; file with a resource fork). Note that many extended files will contain no icon resources, and you will be informed if a selected extended file contains no icon resources. Please also note that browsing through extended file resources requires more time than selecting icons from standard icon files because UtilityLaunch must potentially search through many resources to find appropriate icon resources. With UtilityLaunch version 2.2.3 and later, pressing Cancel while in the icon selection dialog will return to the icon file selection dialog to permit selection of another icon file. Pressing Cancel while in the icon file selection dialog will terminate the button setup (unless you are in the Edit or Arrange modes).

You are next presented with a dialog box to name the program. This is the program's name that will appear in your menu, unless you are using icon buttons with large icons that fill up the majority of the button's area, in which case only the icon and no program name will appear. Any characters (up to 15) can be used for this name, including option and option-shift characters, or you can select the default name (the program's file name). You are also presented with this same name dialog box if you clicked cancel while in the file selection dialog box. This latter feature gives you the capability of inserting headers or other information on individual menu buttons. Such buttons will not result in the launching of any program when clicked from the UtilityLaunch Launcher screen, but can be used to change slots, speed, colors, or modem and printer parameters. (For instance before booting another disk with the Boot item, although a custom button can be established (see customize discussion below) to both change the slots and speed as well as boot a specific slot). Several examples of this use of the menu entries are contained in the sample UL.Menu file included with UtilityLaunch. These examples can be viewed and studied using the Show Mode described below, or printed out using the Print item described above. Note that the examples in this menu that show the launch of programs probably will not work with your disk setup (you will probably get an Insert Disk message if you actually select them), because your directory structure and program locations are undoubtedly different from mine.

When entering program names, the name dialog box also allows you to choose whether UtilityLaunch should be restarted from memory or reloaded from disk upon normal termination of the program being launched, and whether memory should be purged upon launch. Except for troublesome programs (see the following discussions of this subject), the Restart on Return option should be selected for best performance, although the performance difference with the latest versions of GS/OS is not that great. Just click the box to insert a checkmark for selection of this option. If you have any problems in successfully launching and returning from any program, do not select this feature for that program. For very troublesome programs or programs having significant memory requirements choose the purge upon launch option. This option will provide the maximum amount of memory for the program being launched, and will result in UtilityLaunch being reloaded from disk upon termination of the program being launched.

If you do not want to change slots, speed, colors, or modem or printer parameters, then click the OK button to establish the menu entry. Clicking the Cancel button will effectively cancel this menu entry. If you click the Set Action button you will be presented (in UtilityLaunch 2.2.3 and later) with a dialog that allows you to select the remaining button setup features you desire to implement. Click the mouse on any combination of setup features you desire and a check mark will appear beside that feature. Available setup features include :

1. Set Slots/Speed
2. Set Colors
3. Set Modem Parameters
4. Set Printer Parameters
5. Set Boot Slot
6. Set Startup Path (for SYS programs)\*, or

Set Prefix 8/ Message Center/ Driver (for S16 programs), or  
Set Driver Path (otherwise)

#### 7. Set Printer Driver

\* Only use this feature for programs accepting a startup path, (see below)

Click OK to proceed with the button setup or Cancel to cancel the menu entry.

If you selected the Set Slots/Speed option, you will be presented with a Slot/Speed selection dialog box. You have three choices for any slot (internal, slot card (Your Card), or default) and three choices for speed (fast (2.6 MHz), normal (1.0 MHz), and default). The internal settings for slots 1 through 7 are delineated as Printer, Modem, 80-column (Built-in Text Display), Mouse Port, Smart Port, Disk Port, and AppleTalk respectively.

If you have a TransWarp GS card you are presented with additional choices for TransWarp GS speed settings. UtilityLaunch reads the possible TransWarp GS speed settings from your TransWarp GS card, and lets you choose up to two additional speed settings beyond the 1.0 MHz and 2.6 MHz settings which appear with any Apple IIGS. You are also given the choice of whether or not to disable IRQ (box checked) with the TransWarp GS. The TransWarp GS speed settings work in conjunction with the Apple IIGS speed settings as discussed in the Applied Engineering TransWarp GS manual. The use of IRQ is also fully discussed in the TransWarp GS manual. Maximum TransWarp GS performance is obtained with IRQ disabled, but many programs (including numerous sound programs) will not work properly if IRQ is disabled. UtilityLaunch will automatically enable IRQ unless you expressly disable it. Even though TransWarp GS speed and IRQ settings are changed, the TransWarp GS control panel is not changed. Therefore, the default TransWarp GS control panel settings will be restored whenever the system is booted or the TransWarp GS control panel is entered.

If you have a ZIP GS card (with UtilityLaunch version 2.2 and later), UtilityLaunch will read its maximum speed and put three additional radio buttons in the dialog. The dialog allows you to choose standard IIGS speeds of either 1.0 MHz (normal) or 2.6 MHz (fast). If you select either of these two settings, UtilityLaunch will turn the ZIP GS off and set the desired IIGS speed. The third setting is the maximum ZIP GS setting (full speed). It will probably read 8.0 MHz, 10.0 MHz, or 12 MHz depending on your ZIP GS's maximum speed. If you select this setting UtilityLaunch will set the IIGS to fast speed and set the ZIP GS to 100% speed with no AppleTalk delay. The fourth setting (X.X MHz(AT)) allows you to easily set up AppleTalk at the fastest possible speed. UtilityLaunch determines the proper speed setting (you will usually see 6.8 MHz to 7.0 MHz) based upon the maximum speed available on your ZIP GS. Selecting this setting results in UtilityLaunch setting your IIGS to fast speed and setting your ZIP GS to the proper AppleTalk speed, as well as setting the AppleTalk delay. Please note that recent enhancements in the ZIP GS INIT file may allow your Apple IIGS to operate with AppleTalk at full speed without any AppleTalk delay. The last ZIP GS setting (Current) allows you to select any desired ZIP GS speed or delay. Before clicking on the Current radio button, set your ZIP GS to the desired speed and desired delays for the selected program using either the ZIP CDev, CDA, or NDA. Only the CDA is usable if you desire to set the ZIP GS settings while in the

Slot/Speed selection dialog. Now click on the Current radio button (even if it indicates it is already selected). Clicking on the Current radio button reads all current ZIP GS settings and saves them for use when launching the selected program. Now restore the ZIP to your normal settings (again using the CDev, CDA, or NDA) and Save the menu after selecting the menu default speed settings. Make sure you click the Current radio button to read your menu default ZIP GS settings. Now whenever you launch the program that you have just set up, UtilityLaunch will set the custom ZIP GS settings. Upon exiting the program and returning to UtilityLaunch, the default settings will be re-established. The procedures for setting up these Custom ZIP GS settings are a little cumbersome, but you should seldom, if ever, need to use them. I have found no programs or hardware yet, other than AppleTalk, that don't work with the ZIP GS settings as shipped, and even AppleTalk now works at full speed with the new ZIP INIT file. Although I have not done an extensive test of programs, my testing does include the PC Transporter (I understand the 5 1/4 inch drives connected to a PC Transporter may require the ZIP GS card to be turned off to operate properly) and a number of other cards and programs. My ZIP GS is a 10 MHz version with 64K of cache, and it is very FAST and totally DMA compatible.

With any default selection, the associated slot or speed setting (whatever it may be) will not be altered when the button is pressed in the UtilityLaunch Launcher (this is the default setting in the Insert Mode if you don't expressly ask for a specific setting). Setting any slot or the speed to any value other than default will result in that new value being set the next time the program is launched. You are also given the choice of Resizing RAM after Reset. Resizing RAM will destroy the contents of :RAM5 and remove :RAM5 the next time your Apple IIGS is booted from UtilityLaunch. (This gives you the capability of eliminating :RAM5, and thereby maximizing the memory available to S16 programs, without turning your computer off and back on again). The default setting is to not Resize RAM after Reset. **BE CAUTIOUS!! CHANGING SLOTS AND RESIZING RAM, UNLIKE CHANGING SPEED OR COLORS, CAN BE DANGEROUS. SEE THE SLOT CHANGE DISCUSSION BELOW BEFORE ATTEMPTING TO DO IT.**

If you selected the Set Color option, you will be presented with a dialog to allow you to change the text, background, and border colors. With S16 programs and when making Shutdown selections, the background color selection is replaced with a Desktop color selection. When saving menus the background color selection is replaced with a Launcher screen color selection. The Launcher screen color selection can be changed to background color selection when saving menus merely by clicking the appropriate radio button (labeled 'Launcher' and 'Background') at the top center of the dialog. This gives you the capability of either setting the Launcher menu screen color or the background color whenever the menu is loaded. Text and background colors typically have no effect with most S16 programs because S16 programs normally control their own colors. Only the border and Desktop colors will normally have an effect with most S16 programs. For text, background, and border colors, you are presented with 17 choices; default (i.e.; do nothing) and 16 specific colors as follows:

- |              |                |                |                |
|--------------|----------------|----------------|----------------|
| 1. Black     | 5. Dark Green  | 9. Brown       | 13. Green      |
| 2. Deep Red  | 6. Dark Gray   | 10. Orange     | 14. Yellow     |
| 3. Dark Blue | 7. Medium Blue | 11. Light Gray | 15. Aquamarine |
| 4. Purple    | 8. Light Blue  | 12. Pink       | 16. White      |

For Desktop colors (S16 programs only) and Launcher colors (when saving menus only) you are presented with a different set of 16 colors as follows:

- |               |             |                  |                |
|---------------|-------------|------------------|----------------|
| 1. Black      | 5. Deep Red | 9. Dark Green    | 13. Light Gray |
| 2. Dark Blue  | 6. Purple   | 10. Aquamarine   | 14. Light Blue |
| 3. Chartreuse | 7. Orange   | 11. Medium Green | 15. Yellow     |
| 4. Dark Gray  | 8. Pink     | 12. Light Green  | 16. White      |

Select whatever colors you desire and they will be invoked the next time the program is launched. UtilityLaunch prevents you from choosing the same text and background color (you couldn't see anything if you did). If you do this the program automatically switches one of the colors, so the two colors will be different. Whenever you select a new Desktop color, that color remains in effect for all S16 programs until you either select a new Desktop color or use the Utilities menu's Desk Color... item to change a different Desktop color. The UtilityLaunch Desktop (but not the Launcher or Setup windows) will also be changed to the prevailing Desktop color upon return from the program being launched.

This dialog also gives you the choice of selecting a color or monochrome display mode. This is most useful for P8 programs that use the high-resolution or double high-resolution graphics modes to display text information. This situation will normally create such extensive color fringing on the Apple IIGS that the text is almost unreadable. Using the monochrome display mode will result in very sharp and clear text for those programs that use the high-resolution and double high-resolution graphics modes to display text.

This dialog also gives you the choice of using either the standard translation table or no translation table. The standard translation table allows use of the option and option-shift keys similar to the Macintosh computer. If you select no keyboard translation, no keyboard translation will be made, and the option and option-shift key combinations will have no effect.

If you selected the Set Modem Parameters option, you are presented with a dialog which allows you to change selected modem parameters in the control panel. The parameters that can be changed are as follows:

Delete First LF after CR	Yes	No	or default
Add LF after CR	Yes	No	or default
Buffering	Yes	No	or default
DCD Handshake	Yes	No	or default
DSR/DTR Handshake	Yes	No	or default
XON/XOFF Handshake	Yes	No	or default
Slot 2 Port*	AppleTalk	Printer	or default
Slot 1 Port**	AppleTalk	Modem	or default
Baud	300	1200	2400
	9600	19200	or default

\* Set Modem and ROM 03 machine only

\*\* Set Printer and ROM 03 machine only

As before the default settings do nothing.

If you selected the Set Printer Parameters option, you are presented with a dialog which allows you to change essentially the same control panel parameters for the printer port.

Note that many programs directly initialize and set up the serial I/O ports by themselves, ignoring the control panel settings. These programs will not benefit from this control panel change capability. Other programs, such as America Online, require non-standard control panel settings to operate correctly. These required settings are incompatible with several other programs that use the modem and printer ports. The above Modem/Printer Port Setup capability can be used to effectively manage the control panel configuration for these programs. The Slot 2 Port selections give the user the capability of setting slot 2 to an AppleTalk Port or a Printer Port (in addition to the Slot Selection Dialog choices of Modem Port and slot card). The Slot 1 Port selections give the user the capability of setting slot 1 to an AppleTalk Port or a Modem Port (in addition to the Slot Selection Dialog choices of Printer Port and slot card). These latter choices only appear on ROM 03 machines. Use the default selections unless you desire to change these slots to the new ROM 03 additional settings. Please note that on ROM 03 machines, unlike ROM 01 machines, it is not necessary to set slot 7 to AppleTalk to use AppleTalk on slot 1 or slot 2. (Never set both slot 1 and slot 2 to AppleTalk). Please be aware, though, that some programs using AppleTalk may still require slot 7 to be set to AppleTalk to function properly. Likewise on ROM 03 machines it is not necessary to set slot 4 to Mouse Port to use the mouse.

If you selected the Set Boot Slot option, you are next presented with a dialog to set the Startup Slot. Possible settings are default (no change) and Scan, Slots 1 - 7, RAM Disk, ROM Disk, and, with a ROM 03 machine, AppleTalk. Selecting a Startup

Slot will result in that selection being set in the Apple IIGS control panel, which will result in that slot being booted in the next power up or Command-Control-Reset (Open-Apple-Control-Reset) boot.

If you are launching a P8 SYS file and have selected the Set Startup Path option, you are next presented with a dialog to enter a startup pathname. This feature has mainly been included to allow setting up menu entries to directly launch any desired IBM program when using the PC Transporter. See the following discussion on proper use of this option. This capability can also be used to set the Startup path of any SYS program which follows Apple's Startup protocol. For instance it may be used with the Beagle Compiler to launch compiled Basic programs. Just set UtilityLaunch to launch the appropriate compiler system program (e.g.; COMPILER.SYSTEM or AUX.SLOT.SYSTEM) and enter the partial or full pathname of the program to be run by the compiler as the Startup program (e.g.; :HARD1:PROGRAMS:SUPER.COMPARE.C). This feature actually writes the new startup path to the startup area of the program being launched; therefore, the SYS program cannot be write protected or write disabled. If it is, the SYS program will be launched with the startup area unchanged. (Note: AEPC.SYSTEM is currently delivered from Applied Engineering as a write protected file. You must change the access privileges of this file with UtilityWorks or other appropriate utility program before using this feature). You can clear a previously set startup path entry by entering a startup pathname of a single asterisk (\*). Do this, for instance, to allow AEPC.SYSTEM to go to the MSDOS prompt and not launch any IBM program. Provision has been made to enter up to the full 64 characters supported by the Apple protocol. Because of the multiple uses of this information, no syntax checking is performed - so make sure you enter it correctly. If you don't, clear it next time with the \* option or reenter the data again. UtilityLaunch will not let you write to any areas other than the startup area of the program being launched. Please note that any startup path you specify must be no more than 64 characters long. You are also provided with the option of setting the startup pathname by using a standard File Selection dialog box. Just select and open (or double click on) the file you desire to be the startup file and the startup pathname will automatically be entered. Note that you cannot use this option for entering IBM filenames when using the PC Transporter.

**Important:** Do not use the Startup Path option with any P8 SYS program not supporting the Apple startup protocol. Programs supporting the startup protocol include the PC Transporter (AEPC.SYSTEM), BASIC.SYSTEM, the Beagle Compiler (COMPILER.SYSTEM, AUX.SLOT.SYSTEM), and several ProSel 8 programs.

If you are launching an S16 application (filetype \$B3) and have selected the Set Prefix 8 / Message Center / Driver option, you are presented with a dialog giving you the choice of either setting prefix 8 to any desired pathname, posting any desired pathname in the Message Center, or loading any desired GS/OS non-supervisory driver. If you desire to set prefix 8, just enter the desired pathname, remembering to use the ":" (or "/" ) character as the leading and separator characters (e.g.; :HARD1:DATA:APPLEWORKS). Setting prefix 8 is very useful for many S16 programs that use Apple's Standard File Operations Tool Set. Prefix 8 is the default directory for file operations. You are also provided the option of establishing the prefix 8 setting by using a custom Open File dialog box. Just select and open (or double click on) the

directory you desire to use for setting prefix 8. After you have selected the desired directory, press Accept and the directory pathname will be automatically entered.

If you are launching an S16 application that accepts messages (typically applications with auxiliary types \$DB04, \$DB05, \$DB06, or \$DB07), you may want to post the pathname of an initial file for the application to load in the Message Center. Many applications, such as UtilityWorks, AppleWorks GS, and HyperCard IIGS, will accept such messages. For example, posting an AppleWorks GS word processor file pathname to the Message Center causes AppleWorks GS to automatically load this word processing file when AppleWorks GS begins execution. Similarly, posting a HyperCard stack pathname to the Message Center causes HyperCard IIGS to load in this stack initially instead of the Home stack. UtilityLaunch version 2.1 and later will automatically post a pathname to the Message Center when it launches a program, if you so desire. Simply click on the 'Enter Message Center Pathname:' radio button at the top of the startup path dialog, mentioned above. Now enter the pathname of the file you wish to post to the Message Center, or use the Standard File Selection dialog to automatically specify the pathname. This action will cause the indicated program to be posted to the Message Center the next time the application is launched.

If you select the Set Driver Path option, enter the pathname of the GS/OS non-supervisory driver you wish to load, or use the Standard File Selection dialog to automatically specify the pathname. The Standard File Selection dialog automatically filters out most drivers that cannot be loaded. However SCSI, Tape Backup, and Scanner drivers are passed by the filter routine but cannot currently be loaded. Avoid trying to load these drivers.

If you selected the Set Printer Driver Option you are now presented with a dialog to choose the desired Printer Setup file. Printer Setup resources must previously have been set up using the Add Printer menu item of the Utilities menu. Simply select the Printer Setup file you desire from the pop-up menu and press OK.

Set up as many entries as you want in your menu. When you have completed all entries (buttons) in a given menu screen, select the Save... item in the Menus menu to save your menu entries. This will permanently save your menu choices as resources in the current UtilityLaunch resource fork. If you do not save a menu it will only remain in memory until the next program is launched or UtilityLaunch is exited. Whenever you save the menu, you are asked to provide a name for the menu. This permits you to give a brief title to assist you in menu management. You will also be presented with the options of setting the slots and speed, setting the text, launcher screen, and border colors, setting the modem and printer parameters, and setting the Startup Slot for this menu. These will be invoked the next time the menu is activated.

Please note that when selecting a previously used menu button to reconfigure in the Insert Mode, you must reenter any desired slot, speed, color, modem and printer information, since the previous information was erased at the time you pressed (selected) the button. If you aren't using slot, speed, color, modem, or printer settings, don't worry about the above considerations.

You must press the Save... or Save As... menu item described below to save any changes made in either the Insert Mode or in the following Edit, Delete, Arrange, Customize, and Color Buttons modes. If you forget to save a menu entry, you will be reminded prior to returning to UtilityLaunch, prior to loading a new menu, or prior to quitting - situations in which your new or changed menu entries would otherwise be lost. This reminder dialog will also ask for a menu name if a name has not previously been entered.

### **3.7 Edit Mode (Orange Background)**

This is the default UtilityLaunch Setup mode if a previous menu exists. This mode is very similar to the Insert Mode except that previous menu entries are not erased, and are displayed as the default settings in all dialogs. Please note that only previously saved button settings are used for defaults. New settings will not become defaults until they have been saved. For any unused entry, this mode is identical to the Insert Mode. The Edit Mode permits changing the menu name or program pathname without changing the previously selected slot, speed, color, modem and/or printer parameter settings. In the Edit Mode, pressing OK in the Set Names dialog box will install the new name and program pathname, but retain the previous slot, speed, color, modem, and printer information. This avoids the necessity of having to reenter the slot, speed, color, modem, and printer information unless you desire to make changes to any of this information. If you enter any slot, speed, color, or modem and printer parameter settings, previous settings will be displayed, and only those new selections you make will actually be changed. You can easily verify your entries by using the Show Mode described below or by cycling through all of the possible dialogs for the current menu entry.

The Edit Mode (unlike the Insert Mode) permits you to set up buttons containing no icons in an Icon Menu. By clicking Cancel in the Icon Selection Dialog you are effectively leaving whatever icon previously existed for the selected button. If no previous icon existed, you will end up with a simple button, just slightly larger than the standard icon button. This gives you the capability of mixing both simple buttons and icon buttons within an Icon Menu. These simple buttons can be named and colored just like any other button.

Please note that only previously saved button settings are used for defaults. New settings will not become defaults until they have been saved.

### **3.8 Delete Mode (Red Background)**

Clicking on any menu entry while in the Delete Mode will completely remove that entry (i.e.; make it appear as a blank entry). If you make a mistake and delete the wrong entry, DO NOT press Save. Merely reselect the menu from the Menus menu to restore the previously saved information.

### **3.9 Arrange Mode (Purple Background)**

This mode permits rearranging your menu entries on the screen to suit your preferences. When used in combination with the delete mode, you can achieve any desired layout. The Arrange Mode utilizes two clicks of the mouse to interchange any two entries. The first click will highlight (place a outline inside) your first desired menu entry. The second click will select your second desired menu entry and initiate the interchange of the two entries. You can interchange between either blank or previously established menu entries. No information is destroyed in this mode. Menu entries are just moved about on the screen.

This mode can also be used to move an individual menu entry from one menu to another. Click the mouse on the entry you desire to move. This will highlight the entry to be moved. Now select the menu you desire to receive the highlighted entry by choosing this new menu from the Menus menu in the menu bar at the top of the screen. When the new menu screen is displayed, merely click the mouse on the button you wish to receive the previously highlighted menu entry, and that entry will appear in the new menu. Note that since you are changing menus, you may have to Save the previous menu to avoid loss of any recently entered menu data. You will be advised if the menu needs to be saved. You can also only move simple buttons from one simple button menu to another and icon buttons from one icon button menu to another. You cannot move an icon button to a simple button menu or vice versa.

Please note that the Arrange mode operates on current (not saved) button settings to permit multiple arranges with individual buttons. Most other modes operate with saved button settings. It is advisable to save your menu settings before switching modes to avoid potential problems. You will be presented with a warning message whenever you switch modes if your menu settings have been changed.

### 3.10 Customize Mode (Green Background)

This mode permits you to add custom buttons to any of your menu screens. These custom buttons allow you to boot or scan a specific slot, select a specific menu, purge memory, or shut down the computer whenever the button is depressed while in the UtilityLaunch Launcher mode. Just depress the button you desire to customize and select the desired action (Select Menu, Boot Slot, Scan Slot, Purge Memory, or Shut Down). If you press Select Menu you are asked what menu you want selected when the button is depressed in the UtilityLaunch Launcher mode. The name of this menu becomes the default button name, unless you input another name. If you select Boot Slot or Scan Slot you are asked what slot you want to boot or scan when the button is depressed in the UtilityLaunch Launcher mode. Scan slot will execute the same ProDOS-based program as would be executed if the disk were booted. In many instances you will be able to use Scan slot rather than performing a time consuming disk boot or searching for the proper file to run in the Launch item's list of files. The disk to be scanned must be in the first (boot) drive of the selected slot. UtilityLaunch looks first for a START file in the SYSTEM directory. If such a file exists it is launched. Otherwise UtilityLaunch looks for the first .SYS16 or .SYSTEM file in the root directory. If either exists it is launched, otherwise UtilityLaunch does nothing. If you select Purge Memory, the button is set to Purge Memory when it is depressed in the UtilityLaunch Launcher mode. (See the discussion on purging memory below). If you select Shut Down, the computer will be shut down (in the same manner as the Shut Down item in the File menu) when the button is depressed in the UtilityLaunch Launcher mode. If you select the Resize RAM after Reset option with the custom Shut Down button, :RAM5 will be deleted and the computer will automatically be rebooted when the button is depressed in the UtilityLaunch Launcher mode.

With all custom buttons you are given the opportunity of entering a name for the button and specifying the various slot, speed, and color settings, as well as modem and printer parameter settings that will be set immediately after the button is pressed in the UtilityLaunch Launcher mode. UtilityLaunch Version 2.0.2 and later permits the generation of custom buttons with no icons within an Icon Menu, as described above under Edit Mode. Simply press Cancel in the Icon Selection Dialog to avoid using an icon.

Please note that when selecting a previously used menu button to reconfigure in the Customize Mode, you must reenter any desired slot, speed, color, modem and printer information, since the previous information was erased at the time you pressed (selected) the button. If you aren't using slot, speed, color, modem, or printer settings, don't worry about the above considerations.

### 3.11 Show Mode (Gray Background)

This mode permits you to view the settings of any menu entry (button) you press. All menu entry information will be displayed, including:

- Menu title
- Full program pathname / Startup pathname / Driver pathname (if any)
- UtilityLaunch restart status / Purge upon Launch
- Basic Launcher utilization
- Display mode
- Keyboard translation
- Printer Setup resource
- Slot settings (if any). Note: default settings appear as blank entries
- Speed setting, including TransWarp GS or ZIP GS setting (if any).  
Note: an \* after a ZIP GS speed setting indicates that there are ZIP GS delay settings different from the current settings
- Text, Background (Desktop, Launcher), and Border color settings (if any)
- Resize RAM after Reset setting (if set)
- Modem and printer parameter settings (if any)
- Startup Slot

The show mode can easily and quickly be used to verify the contents of any menu entry. It can also be used to view the entries in the sample menu file provided with this program. Please note that the Show mode displays only previously saved button settings. New settings will not be displayed until saved.

In the Show Mode, the Save..., Set Shutdown..., and Set Autostart... menu items of the Menus menu are changed to Show Startup, Show Shutdown, and Show Autostart respectively. Choosing these menu items will display the settings of the current menu's Startup, Shutdown, and Autostart settings using the same dialog as described above.

### 3.12 Color Buttons (Launcher Screen Color)

This mode permits you to individually color any menu button. A dialog will appear when you click on any button in this mode. The dialog allows you to select both a background color and a text color for the selected button. A representation of the button appears in the dialog. Just click on the desired Background and Text colors and observe the resultant colors on the sample button. The current settings are indicated by framed color boxes. Note that many colors in the 640 display mode that UtilityLaunch uses are dithered colors. Certain combinations of text and background colors in 640 display mode will result in illegible text.

The current mode is indicated by a check mark in the Edit menu, by an indication in the window title bar, and by the screen's background color. All mode menu items are dimmed unless UtilityLaunch is in menu setup.

## **4. Menus**

### **4.1 Icon Menu**

This item switches any blank (unused) menu from a simple button menu to an icon button menu. If you desire any unused menu to be set up as an icon menu, select the desired menu in Launcher Setup then select the Icon Menu item. A blank icon menu will then appear.

### **4.2 Save...**

This item allows the user to save the current menu selections to the current menu number. Use it after you have completed setting up a menu to retain the settings you have chosen. The user is presented with a dialog box to enter the menu name. This is the menu name that will appear both in the menus menu on the menu bar as well as in the menu screen title bar. Press Cancel to cancel the save. Press OK to save the menu screen. Press Set Slots to set up the menu's startup slots, speed, color, or modem and printer parameters. These settings are performed using the same selection dialogs as used for setting up the individual menu entries, as described previously. The menu is saved after entering the desired slot, speed, color, or modem and printer parameter settings unless you press Cancel in any of these dialogs.

When using the Save... menu item to overwrite a previous menu screen, pressing OK in the Set Name dialog box will install the new name. If you are in any mode other than the Insert mode, the previous slot, speed, color, modem, printer, and Startup Slot information will be retained. This avoids the necessity of having to reenter the slot, speed, color, modem, printer, and Startup Slot information every time the menu is saved unless you desire to change it. In the Insert mode, however, the previous slot, speed, color, modem, printer, and Startup Slot information will be erased and must be reentered if you desire the same settings. With the Save... menu item, either the OK button or Set Slots button in the Set Name dialog box must be pressed for the menu to actually be saved.

This menu item is dimmed unless UtilityLaunch is in Menu Setup. In the Show Mode this item is replaced by the Show Startup item as discussed above.

### **4.3 Set Shutdown**

This menu item allows the user to establish the menu shutdown settings. The user is first asked if he wants to set a new Initial Menu. The Initial menu is the menu that first appears whenever UtilityLaunch is loaded, whether it be from initial boot or upon return from a previously launched program. If the user selects No, the default menu is the Initial menu upon program boot, and the current menu is the initial menu upon return from a previously launched program. If the user selects Yes, he is

presented with another dialog to choose the menu that is to become the Initial menu. The user should select the desired menu to load whenever UtilityLaunch regains control. After selection, if OK is depressed, the selected menu becomes the Initial menu. If Cancel is depressed, the current menu (not the default menu nor the selected menu) becomes the Initial menu. This gives the user much flexibility in selecting the initial UtilityLaunch menu. Different menus can establish different Initial menus. Selecting the Options... menu item and pressing Save will always set the current menu as the default menu. But the default menu will be overridden by any Initial menu shutdown setting. The Initial menu shutdown setting effectively becomes the new default menu setting.

This item also permits you to enter the slot, speed, color, modem, printer, and Startup Slot information that will be set upon normal UtilityLaunch Launch, Quit, or Shutdown, or when changing menus. This information is associated with each menu and will be retained with the saved menu data. As with the Save... actions, previous settings will be retained unless you are in the Insert mode.

This menu item is dimmed unless UtilityLaunch is in Menu Setup. In the Show Mode this item is replaced by the Show Shutdown item as discussed above.

#### **4.4 Set Autostart**

This item establishes the menu's Autostart program that will be executed upon initial boot if Autostart is enabled. Any program that can be selected for use with any menu button can also be used for Autostart. See the Autostart discussion below. As with all other program selections, slots, speed, colors, and modem and printer parameter settings can be established for the Autostart program. As with the Save... actions, previous settings will be retained unless you are in the Insert mode.

This menu item is dimmed unless UtilityLaunch is in Menu Setup. In the Show Mode this item is replaced by the Show Autostart item as discussed above.

#### **4.5 Save As...**

This item is identical to the Save item described above, except that the current menu screen can be saved to any menu number, not just the current menu number. In combination with the Remove... item described below, the Save As... item can be used to rearrange the order of menu entries in the Menus menu. It can also be used to replicate existing menu screens, or to use an existing menu screen as the starting point for a new menu screen. After selecting the Save As... item, the user is presented with a dialog asking him to select the menu number he desires the current menu screen to be saved under. If there is any previously saved menu screen present with this number, it will be destroyed. As with the Save... item discussed above, the user is then presented with a Set Name dialog box, as well as dialog boxes to set the menu's slots, speed, color, and modem and printer parameters if so desired. Previous settings are only retained in the Edit Mode.

This menu item is dimmed unless UtilityLaunch is in Menu Setup.

#### **4.6 Remove...**

This item removes a previously saved menu screen. The user is presented with the list of available menu screens that are candidates for removal. The current menu screen cannot be selected. If you desire to remove the current menu screen, first change to a different menu screen, and then use Remove... to remove the desired screen.

This menu item is dimmed unless UtilityLaunch is in Menu Setup.

#### **4.7 Menu 1 - 50 (replaced by current name, if any)**

The last 50 entries in this menu indicate the available program menu screens. Previously saved menus will be indicated by the menu names that were entered when the menus were saved. Otherwise a generic "Menu n" name will be used. In the Launcher mode, only previously saved menus appear in the list of menus. When Access Control is in effect, access controlled menus are dimmed. The currently selected menu is indicated by a check mark beside its name, as well as by the name appearing in the menu window's title bar. To select another menu, merely click on the desired menu item. In menu setup, clicking on a menu item that was not previously saved allows you to bring in a new blank menu screen to begin menu setup in the Insert Mode.

Menus can be selected in one of three ways; (1) use of the menu items in the Menu menu described in the previous paragraph, (2) use of a customized menu button described previously, and (3) use of hot keys. The latter two methods can only be used in the UtilityLaunch Launcher Mode. Pressing keys 1 through 9 will select the corresponding menu if it exists and is not the current menu. Pressing 0 will select menu 10 if it exists and is not the current menu. Pressing the tab key will select the next higher menu that exists. Pressing the Command-tab (Open Apple-tab) keys will select the next lower menu that exists. Repeated pressing of the tab key (with or without the Command key) will cycle through all existing menus. There will be a slight delay (indicated by the wait cursor) when the new menu is selected. The actual delay depends on the number of menu entries and whether or not there are shutdown settings for the current menu and startup settings for the new menu.

## 5. Utilities

### 5.1 Options...

This item allows the user to enter and save certain default settings for UtilityLaunch. You can choose the types of files that you will be permitted to select for launch, or you can stay with the defaults (all BIN and EXEC files). BAS files are automatically selected. If you want to be able to select (or deselect) BIN, EXEC, or EXE files simply press the corresponding check box. An X in the box indicates the item is selected. EXEC files must be Text files whose name ends in ".EXEC". The date/time display in the menu bar can be disabled by removing the check in the Enable Menu Clock option. Use of the Autostart and Blackout Timer options is discussed in the UL.Documents file, as are the Access Password and Park Heads options. The default color of the UtilityLaunch Launcher screen background can also be selected. Just click on the desired Launcher Color setting. A total of 16 possible colors are available. The current setting is indicated by a framed color box. Press the SAVE button to permanently record your defaults so you don't have to reenter the defaults every time you use the program. If you have copied UtilityLaunch onto several different disks, you should save the defaults on each of these disks.

If access control is in effect this item is dimmed.

### 5.2 Purge

This item will purge all Apple IIGS memory that has been declared as purgeable. A dialog informs the user of the amount of memory that has actually been purged. The Purge item permits the user to maximize the amount of memory that is available for use by the next application to be launched. Purge can also be set in any Launch Button to be executed just before launch of the next application (after all of the windows have been closed and most of the tools have been shut down). If your amount of Apple II GS memory is marginal for the next application to be launched, select Purge on Launch (in the next application's menu entry). This will result in as much memory as possible being allocated for use by the next application. Making UtilityLaunch not restartable will minimize memory fragmentation, and provide the maximum amount of contiguous memory for use by the next application. Purge also unloads and purges UtilityLaunch's own dynamic segments to create maximum space in memory.

If access control is in effect this item is dimmed.

### **5.3 Desk Color...**

This item allows the user to change the color of the Desktop. Choose the desired color and press OK. The Desktop color will be immediately changed. This change will remain in effect until the next Desk Color selection or until launching a program that includes a Desktop color selection.

If access control is in effect this item is dimmed.

### **5.4 Add Printer...**

This item allows creation of up to ten Printer Setup resources. The printer resources give the user the ability to change printers while launching programs. For instance, you may desire to use the standard ImageWriter Printer Driver for most programs, but use the special ImageWriter.CL Printer Driver when running AppleWorks GS. UtilityLaunch now allows you to switch among up to ten printer drivers when launching programs. To accomplish this, you must first enter all desired Printer Setup resources. Select the desired printer driver in the Control Panel NDA. Next select Printer Setup in the Files menu to make sure the desired printer setup is correct. Now add a printer to either a vacant printer slot or overwrite a previously established slot using the Add Printer menu item. Enter a descriptive name for this Printer Setup configuration. This name is what you will later use when selecting the Printer Setup file to use when launching any program. To actually change the Printer Setup file when launching a program or changing a menu, check the Set Printer Driver checkbox in the Choose Desired Actions dialog. A pop-up menu will appear which allows you to choose any previously entered Printer Setup resource for use with the program being launched or for use with the menu in general. Note that although the Printer Setup file is immediately changed whenever the corresponding button is pressed, in most cases the changes will not be recognized until the program being launched is actually executed.

If access control is in effect this item is dimmed.

### **5.5 Delete Printer...**

This item will delete any of up to ten previously established printer resources.

If access control is in effect this item is dimmed.

## 5.6 Save Panel

This item saves the contents of the control panel as a resource in your menu file. This item is useful for saving your Apple IIGS control panel default configuration. Simply set up your Control Panel to your desired default configuration using the Control Panel CDA or CDev. Now press Save Panel to save the Control Panel settings.

If access control is in effect this item is dimmed.

## 5.7 Restore Panel

This item allows you to restore a previously saved Control Panel configuration. If for some reason your Control Panel settings get messed up simply press the Restore Panel and your previous Control Panel Settings will be restored. The Restore Panel item is dimmed unless the Control Panel has been previously saved. This item is also dimmed if access control is in effect. Please note that the restored Control Panel will not become effective until you reboot your Apple IIGS. Please also note that the Control Panel will not be restored if you generated the saved Control Panel on a ROM 01 computer and attempt to restore it on a ROM 03 computer, or vice versa.

## 5.8 Import Menus...

This item is used to import menus from either text based menu files (with older versions of UtilityLaunch) or resource based menu files (latest versions of UtilityLaunch). Follow the instructions appearing at the beginning of this document to use this item.

If access control is in effect this item is dimmed.

## 5.9 Password...

This item presents a dialog for entry of the Shareware password for use by registered owners of UtilityLaunch. You will be given a password after you pay your Shareware fee. Simply enter the password you have been given and press OK. Make sure you delete any text appearing in the password box before you enter the password. Entering and saving the correct password will prevent the Shareware Alert dialog box from appearing the next time you boot your computer and run UtilityLaunch. The Password... item in the Utilities menu will disappear after the password has been correctly entered. If you press OK to exit the Password dialog box (even if you do not correctly enter the password), you will be presented with the Set Defaults dialog box described above under the Options item. To save your password, press the Save button in the Set Defaults dialog box.

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