

HOT WIRE

TAKE YOUR ST FOR A JOYRIDE!

UTILITIES

ASM Edit
 Desk Manager
 Desk Switch
 Disk Master
 G+Plus
 TopDown Loader
 Zero Disk

BA Art Gallery 2.0
 BD Cursive Crayons
 BS Daffy Doodler
 BM Difficult-Draw 5.0
 BG Lookit! Animator
 BT MIDIMAX
 Movie Mogul
 Too Many Note Editor

PROGRAMMING

PA Acetone
 PC Bit D
 PD C Bo
 PD Iro
 PL Rusty
 PM Shining C Compiler
 PM Spaghetti Coder

DISK UTILITIES

FF Fast Formatter
 FP Head Crash Park Util
 PS Myopia File Search
 PE Sector Editor
 PU UnTrash
 PV ASCII File Viewer

TELECOMM

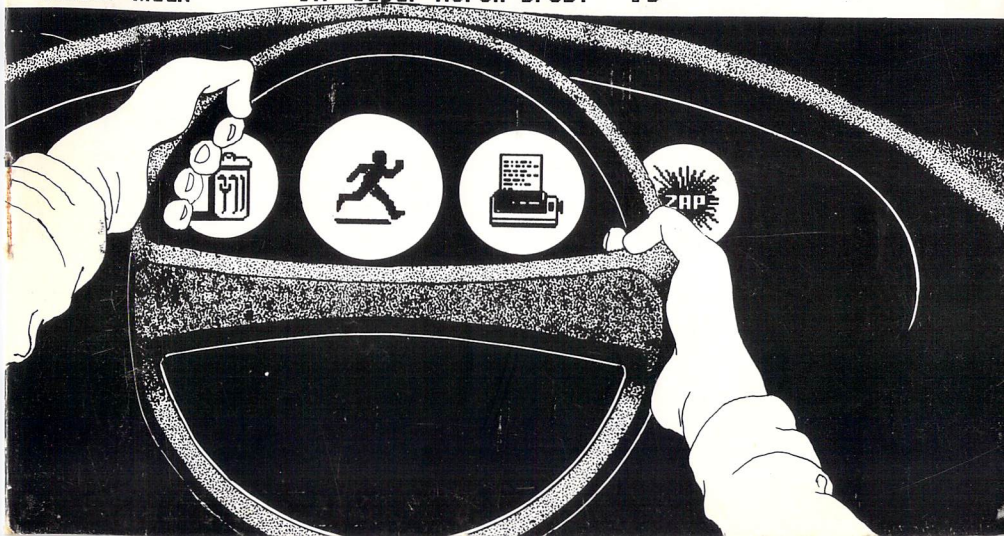
BE EvesDropper 0.9
 BJ JabberTalkie

GAMES

BV Alien Ninja Vixens
 BA Arachnid Assassin
 BK KO Robin!
 BL Liberation Front
 BP Plaque-Man
 BD Solenoid Droids
 BS Super Moron Bros.

PRODUCTIVITY

BC Creative Bookkeeper
 BB Bloatus Spreadsheet
 BH Hack+ Word Processor
 BR Rubber Check





Reference Manual

Version 1.3

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Introduction

If you've used a computer for any length of time, you've undoubtedly come to recognize the advantages of keeping your files well-organized. Especially if you own a hard disk drive, you've probably gone out of your way to create sub-directories (folders) for every conceivable purpose, and even built in several levels of sub-directories within sub-directories. When you're in a hurry, however, it can be annoying to have to wade through directory after directory in order to get to the program you wish to run. Wouldn't it be convenient if you could simply press a key – *any* key – and immediately run a program from the desktop, no matter how deeply it happened to be buried in sub-directories? Well, now that you own HotWire, that's exactly what you can do.

HotWire allows you to assign "Hot Keys" to up to 54 programs, enabling you to run any one of them instantly from the desktop. And if you forget what key you've assigned to a particular program, you can simply hit right-Shift/Help in order to access the HotWire Menu, where all 54 programs can be simultaneously displayed. Then, just clicking on any program with the left mouse button (or pressing its Hot Key) will run it; clicking on it with the right button will display all of its HotWire parameters.

HotWire is much more than just a quick way to run programs, however. It's also a general-purpose, fully user-configurable "shell" program which greatly facilitates the passing of filenames from one application to another. For instance, if you own any programs that can – or must –

be passed a command line before they run, you can set up HotWire to do this for you automatically; you can even use “filename variables” on command lines, making it extremely easy to coordinate the running of programs that share data files (as many editors and compilers do). And HotWire actually “fixes” some of the more arbitrary limitations of the present ST operating system. If you’ve ever tried to use the Install Application option of the desktop, for example, you know how inflexible it is; both the program and the data file you click on have to reside in the same directory. HotWire completely frees you from this silly restriction, as long as the program you’ve installed as an application is also in the Hotwire program list. And finally, HotWire also allows you to autorun a GEM program, something that’s impossible to do with just an auto folder.

For more information on all of these features, please read the rest of this manual carefully. Then, when you’ve learned all about what’s under the hood, go take a joyride with HotWire!

Before You Do Anything Else:

- **Registering HotWire**

IMPORTANT! Before proceeding any further, you should now take your HotWire master disk, make sure it's not write-protected (the little window is **closed**), insert it in drive A, and run the program called REGISTER.PRG. This program will ask you to type in your name and address, then "register" your copy of HotWire so that you may receive updates and technical support from CodeHead Software. Be sure to type in the information exactly as it will appear on your registration card. When you've entered the necessary information, click on the button labeled REGISTER and the data will be written to the HotWire master disk.

You will not be able to use HotWire, or make a functional copy of the HotWire master disk, until you run the registration program. After running the registration program, and returning your CodeHead Software registration card, you will be eligible for telephone support and updates. Please take a minute to fill out and mail back the registration card...it really does help us to serve you better.

Included Files

The following files are included on the HotWire master disk:

- HOTWIRE.PRG** The HotWire program file.
- REGISTER.PRG** Run this program first, before doing anything else. After registering HotWire, this program will be non-existent.
- README.xxx** If this text file is present on your disk, you should double-click it (from the desktop) and “Show” or “Print” it before continuing. README may contain important information that could not be included in this manual due to publishing deadlines. The extension of this file reflects the version number of HotWire.

Your HotWire master disk may also contain other files which aren't listed on this page. If so, any necessary documentation will be included in the README text file.

Getting Started

After running REGISTER.PRG to register your copy of HotWire, be sure to make a back-up copy of the HotWire master disk before going any further. This can be done either by copying the whole disk, or by copying the files individually to another disk. HotWire is not copy-protected, because CodeHead Software believes that those who legitimately purchase software should be free to make as many copies as they need *for their own use only*. Giving away or selling copies of this program, or of any copyrighted material, is strictly illegal.

HotWire has two modes of operation. You can “install” HotWire as a resident program, or you can “run” it like any other ST application.

When HotWire is “installed” as a resident program it remains in your computer’s memory and retains its data until you reboot. You can open the HotWire Menu, or run programs with “hot keys,” any time you’re at the ST desktop.

When you “run” HotWire, it acts like a normal program; only the HotWire Menu is active (no desktop “hot” keys), and when you exit, HotWire is cleared from memory along with any data it contains.

- **“Installing” HotWire**

There are two ways to “install” HotWire as a resident program. If you wish HotWire to be “installed” automatically at bootup time, it should be placed in a folder called AUTO

on your boot disk. If you already have an AUTO folder set up, you can simply copy HOTWIRE.PRG into it. If you don't yet have an AUTO folder on your boot disk, you'll have to create one first, then copy HOTWIRE.PRG into it. (See your ST User's Manual if you're not sure how to create a new folder.)

When HotWire runs from an AUTO folder, it is automatically installed as a resident program. When you boot up, you'll see a message from HotWire as it loads; then – after any other AUTO folder programs have been loaded and run – you'll be delivered to the desktop, unless you've designated an autorun program (see “Autorun” in the Options Box section, below). You can also configure HotWire to automatically open the HotWire Menu after the bootup process has been completed. (See the section titled “The Info Box” for more details.)

The second way to “install” HotWire is to run it from the GEM desktop, by double-clicking on its filename or icon. When you do this, HotWire displays an alert box containing three buttons labeled “Run,” “Install,” and “Cancel.” Click on “Install” to make HotWire resident.

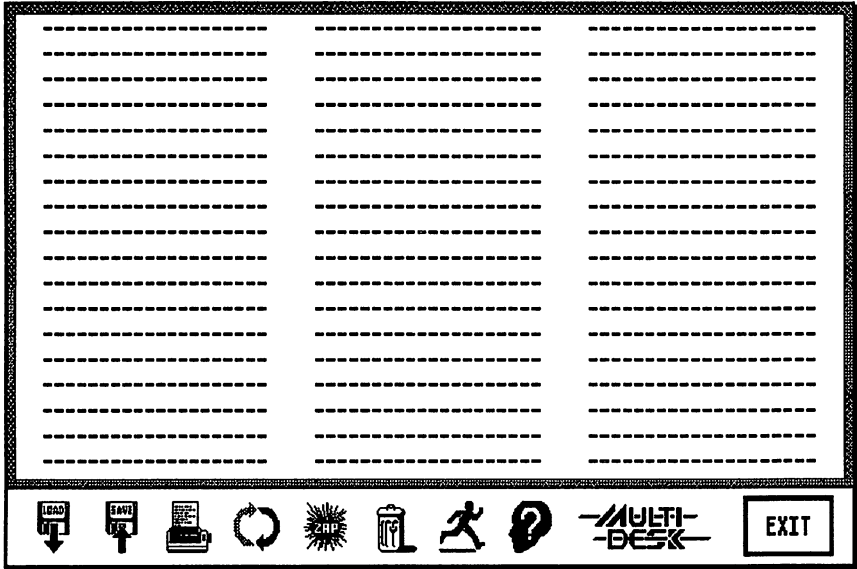
Once HotWire has been “installed” as a resident program, you can access the HotWire Menu from the desktop by holding down the Right Shift key and pressing Help, by holding down the right mouse button and pressing function key F1, or by quickly clicking the right mouse button and immediately releasing it.

- **“Running” HotWire**

The only way to “run” HotWire is from the GEM desktop. When you double-click `HOTWIRE.PRG`, an alert box appears with three buttons, “Run,” “Install,” and “Cancel.” If you don’t click any of the buttons, after three seconds HotWire will automatically “run.” If you want to “Install” or “Cancel” you need to click on one of those buttons before the timeout expires. To stop the timer, click either mouse button somewhere outside the box.

When HotWire “runs,” it does not use any permanent memory in your computer. You can use all of the features of the HotWire Menu, but since HotWire is not resident the “desktop hot key” features will not be available. Also, you should be aware that when you exit from HotWire (when it’s “running”), it will be erased from your computer’s memory; so if you’ve changed your HotWire configuration, be sure to save a `.HOT` file before quitting.

The HotWire Menu



Before we discuss all of the functions that can be accessed from the HotWire Menu (shown above), let's install a program into it. This will help to familiarize you with the Options Box, which controls all of the parameters associated with each installed program.

- **Headings**

You may wish to install your programs under general headings – like “Games,” “Utilities,” etc. – in order to keep the HotWire Menu better organized. To enter a heading, click on a blank line with the right mouse button. This will bring up a dialog box titled “Enter A Heading,” into which

you can type up to 20 characters. There are also 8 buttons in the box labeled “Fill Character” – if you click on any of these buttons, the heading will be filled with that character. If you change your mind about entering a heading, click on the Cancel button and no action will be taken. To install the heading in the HotWire Menu, click on OK or hit Return and the heading will appear in the Menu at the spot you selected.

If you click on a heading with the left mouse button, it will be briefly highlighted but nothing will happen. To change the text of a heading, click on it with the right mouse button. To remove a heading you must use the “Zap” function.

(For more about headings, please refer to “Zap” and “Move” in the section titled “HotWire Menu Functions”).

- **Installing A Program In HotWire**

To install a program into the HotWire Menu, click on a blank line with the left mouse button. The File Selector will appear, allowing you to choose whatever program you want to install at that position. Then the Options Box will appear, with the selected filename displayed on top.

The Options Box

ARCSH199.PRG
File Type: Executable

Title: _____

GEM Mode **TOS/TTP Mode**

Command Line **Exit Prompt**

Left Shift	Right Shift	+	-
Control	Alternate		

Hot **Documents:** _____

Return Options

ALWAYS NEVER SAME OPPOSITE

Replace w/ Heading **AUTORUN**

Set Path **Cancel** **OK**

- **The Title Field**

The first thing you'll probably want to do when the Options Box (shown above) appears is type a name into the title field. This is the name that will appear in the HotWire Menu referring to the program you just selected; it can be the same as the filename, or any twenty characters you choose. The title field is also where you enter the control characters for program chaining (see "Chaining" for more details).

There are a couple of reasons why you might want to enter a title other than the filename. For one thing, filenames are often cryptic abbreviations of a program's actual name, due to their eight-character (plus three-character extension) limitation. Since a title can be twenty characters long, why not use the program's full name? And secondly, you might want to enter the same program into the HotWire Menu several times under several titles, giving each entry a different command line to pass when the program is run (see Command Line, below).

If you leave the title field blank, HotWire will automatically use the filename as the title when you click on OK.

- **Running Mode**

Beneath the title field are two buttons which refer to the type of program you are presently entering into the HotWire Menu, "GEM Mode" and "TOS/TTP Mode". (These buttons are called "radio" buttons, because selecting one will always deselect the other.) They will not normally have to be set by the user; the buttons will come up selected to the proper setting depending upon the extension of the current program's filename. Filenames ending with ".PRG" will

automatically select the GEM Mode button, while those ending with “.TOS” or “.TTP” will automatically select the TOS/TTP Mode button. If for some reason the filename of the program you are trying to enter does not have one of these extensions, you will have to select the proper button yourself. To do this, you have to know that the difference between GEM and TOS/TTP programs is that GEM programs use the mouse; TOS or TTP programs turn the mouse off, clear the screen and turn the screen cursor on. Although it usually will do no harm to install a TOS or TTP program as a GEM program, you should never install a GEM program as a TOS/TTP program; if you do, you’ll have no mouse pointer and the program’s screen display will probably be messed up.

- **Command Line**

Selecting this button in the Options Box will cause the Command Line Box to appear every time the current program is run.

Not all programs accept a command line, but many do. Those that do usually expect it to contain the name of a file for the program to load when it runs; for instance, a word processor might expect to be passed the name of a text file to automatically load, saving the user some time and hassle. Other programs, like ARC.TTP for instance, also expect to see certain characters on the command line which stand for program options. As a matter of fact, the command line is the *only* way to tell most TTP programs what to do.

When the Command Line Box appears prior to running a program, you can enter a filename into it in one of two ways: you can simply type the filename in, or you can use the File

Selector by clicking on the button marked, appropriately enough, “File Selector”. If you use the File Selector to enter a filename onto the command line (at the cursor’s current position), there are three options you should be aware of:

- 1) Pressing the Alternate key while selecting a filename will enter the filename without any path specification. Some programs might “choke” on a path.
- 2) Pressing the Control key while entering a filename will enter the path with the filename, and the filename will be entered in lower-case letters (some programs require this).
- 3) Pressing both the Alternate and Control keys while entering a filename will enter the filename in lower-case letters without any path specification.

After you’ve set up the command line the way you want it, click on OK to pass the command line to the program and run it; clicking on Cancel will abort running the program and return you to either the desktop or the HotWire Menu, depending upon the program’s Return Options setting (see below).

All current command lines are saved with the list of programs in a .HOT configuration file.

It is also possible – and in many cases, extremely desirable – to enter variables for filenames on the command line. For a complete discussion of how to do this, see the section titled “The Info Box.”

- **Exit Prompt**

If this button is selected, when you exit a TOS/TTP program HotWire will print a prompt and wait for you to press either mouse button or any key before continuing.

- **Hot Key Entry**

The Hot Key Entry Panel consists of four buttons (Left Shift, Right Shift, Control, and Alternate), and a box which contains an editable field with room for a single character. This is where you enter the optional key (or combination of keys) that will trigger HotWire to run the current program whenever you're at the GEM desktop or the HotWire Menu.

To move the text cursor to the Hot Key's editable field, click on the square or use the Tab or Down Arrow keys. Once the cursor is in the box, you can enter any character from A to Z simply by typing it. If you wish to use the Shift, Control, or Alternate keys in combination with your alphabetic letter, you may select them by clicking on their respective buttons. Since there are twenty-six letters and sixteen possible Shift, Alternate, and Control key combinations, this gives you a total of 416 possible Hot Key combinations to choose from.

Remember that it's also perfectly all right to use a single key, without Shift, Alternate, or Control.

Another way to enter the Hot Key is to double-click (or right-click) the box which holds the letter; if you do this you can type in the Hot Key combination directly. A prompt will appear, asking you to type the key combination you wish to use for the selected program; when you type a key (holding the Shift, Alternate, or Control keys if you desire), the Hot Key Entry Panel will be set to display the key or combination of keys that you chose. To cancel without selecting a Hot Key, just click either mouse button and the prompt will disappear.

If you enter a Hot Key for a particular program, it will always be displayed immediately to the right of that program's title in the HotWire Menu. The Left Shift, Right Shift, Control and Alternate keys will be symbolized by a small grid of four boxes set in the same relative positions as the physical keys they represent. As you can see from a glance at the ST keyboard, those relative positions are as follows:

Control	
Left Shift	Right Shift
Alternate	

The keys you have selected to be held down when the Hot Key is pressed will be "filled in" on the grid of boxes; the squares representing unused keys will remain "hollow."

- **Documents:**

HotWire has a method of starting an application and automatically passing it the name of an associated document, similar to the GEM desktop's "Install Application" feature but more flexible. This feature lets you run a program and have it automatically load an associated data file, saving you the step of manually loading the file after the program is active.

The section of the Options Box labeled "Documents:" contains four editable fields, into which you can enter up to four document types for each program in the HotWire Menu. A document type consists of a filename's unique three-character extension; for example, Word Writer ST documents have an extension of .DOC, Flash script files have the extension .DO, Easy Draw files have the extension .GEM, etc. To add a document type to a program installed in the HotWire Menu, just enter the extension(s) of its

associated document(s) into one (or more) of the four document fields.

To start a document, right-click on the “Run” icon at the bottom of the HotWire dialog box (the top line will change to read “Start a Document”), and use the file selector to locate and select the document you wish to operate on. When you do this, HotWire will search through its list of programs to find the one that contains that document type, run the program, and pass it the name of the selected document.

When HotWire searches through the list, it will run the first program it finds which matches the selected document type. If you want to use the same document type for more than one program, you can do so. Just use HotWire’s “Move” function to move the program you wish to use to the top of the HotWire Menu, before starting the document.

It’s important to note that not all ST programs are written to handle document names passed to them by an external shell. You will have to refer to the manual for each program (or use the trial-and-error method) to decide whether or not this feature of HotWire will work with any particular one.

- **Hot / GEM**

There are two different methods that HotWire can use to pass a filename to a program when you “Start a Document”; we’ve labeled them the “Hot” method and the “GEM” method. At the left of the “Documents:” area, there is a box which says (by default) “Hot.” Click on this box to toggle between the “Hot” and “GEM” methods.

The reason for having two methods? Well, you see, no standard technique was ever officially endorsed by Atari for

programs to “parse” their command lines. (The “command line” is how the document filename is passed to an application.) This means that every developer has had to determine for him/herself the best method of handling a command line; and as a result, the same method of passing a command line to a program will not work reliably with all applications.

The “GEM” Method

When the GEM desktop passes a filename to an “installed” application, it sets the current drive and path to that of the document, and the filename it passes to the application contains no path information; e.g. “ARTICLE.DOC”. This works fine as long as the application and document are in the same directory. But if they’re not, and the application needs to find a resource file (or any other miscellaneous data file which is normally kept in the same directory with the program), the chances are that it won’t be able to – because the current path is set to that of the document, not the program, and most programs simply try to load their resource files from the current path.

Unfortunately, some programs assume that there will never be a full path in front of a filename passed to them on the command line. When they see a command line, they get the current drive and path, and then just append the contents of the command line to the end of it. When the command line doesn’t contain any path information, this might result in something like:

```
C:\UTILITY\MYFILE.ARC
```

But if the command line already contains a full path for the document, you might end up with something like:

```
C:\UTILITY\C:\UTILITY\MYFILE.ARC
```

...which clearly isn't going to work.

Therefore, the "GEM" method mimics the way the GEM desktop normally handles "Install Application"; it sets the drive and path to that of the document file, and passes the application a filename without path information.

The "Hot" Method

When the "Hot" method is selected and you "Start a Document," HotWire sets the drive and path to that of the *program* (not the document) and passes the program a full pathname for the document; for example:

```
E:\WWRITER\DOCUMENT\ARTICLE.DOC
```

In most cases, this should free you from the restriction of having to keep document and program in the same directory. The program should always be able to find its resource file and/or data files, since the current directory is set to wherever it resides.

However, if a program is not written to accept a full pathname on its command line (see above), this approach will not work properly.

By experimenting with the "Hot/GEM" document methods, you should be able to make just about any ST program work properly with HotWire's "Start a Document" feature. It should be noted, however, that there may be a few (very few) programs that will not accept a document unless it is located in the same directory, no matter which method you use.

- **Return Options**

The buttons labeled “Return Options” determine whether you will return to the desktop or the HotWire Menu, after quitting the current program.

Always: always return to the HotWire Menu, regardless of whether the program was run from the HotWire Menu or the desktop.

Never: never return to the HotWire Menu (but instead return to the desktop), regardless of where the program was run from.

Same: the location you return to will be the same as the location you ran the program from (either the desktop or the HotWire Menu).

Opposite: the location you return to will be the opposite of the location you ran the program from (either the desktop or the HotWire Menu).

- **Autorun**

Selecting this button will cause HotWire to autorun the current program at boot-up. Only one program at a time can be selected to autorun, but the autorun program *can* chain to other programs. (See “Chaining” for more details.) If you have already selected a different program to autorun, a prompt will appear asking you to confirm the substitution.

In order to autorun the designated program, you must also select the “Autostart” button in the Info Box (where the title of the current autorun program is also displayed) and save the .HOT configuration file (see “Save” and “Info” in the section titled “HotWire Menu Functions”).

- **Replace with Heading**

When you click on this button, the Options Box will be replaced by the “Enter A Heading” dialog box. Unless you click on Cancel (or leave the editable field blank), the current program will be cleared from the HotWire Menu and replaced by the heading of your choice.

- **Set Path**

Click on this button if you wish to change the program installed at the current position in the HotWire Menu, or if the name or path of the current program has been changed. The File Selector will appear, allowing you to find the proper program. After selecting the file, you will be asked if you wish to “Reset” the Options Box to reflect the default values for the new file, or “Keep” the current settings.

- **Cancel**

If you click on this button you will exit the Options Box, and none of the changes made will become permanent.

- **OK**

Click on this button to confirm all of the current settings of the Options Box. You will be alerted if your current list now contains more than one autorun program, or if you have inadvertently duplicated a Hot Key.

Once you have finished installing programs into the HotWire Menu, it is important to save the current HotWire configuration to disk if you wish to use it next time you boot up (see “Save” in “HotWire Menu Functions”).

To edit a program's parameters after installing it in the HotWire Menu, click on it with the right mouse button. This will open the Options Box for that program, showing all of its current settings.

- **Installing Other File Types in the Menu**

HotWire also allows you to install .HOT files, Work Lists, and Document files in the HotWire menu. This means you can install a .HOT file to load at the press of a key or the click of the mouse, allowing you to quickly move from menu to menu. Installing these new types is the same as installing a program; simply click on a blank line with the left button and find the desired file with the file selector. The type of file that you selected will now show at the top of the Options box: Executable (program), Configuration (Hot file), Work List, or Document. If you choose a file with an unknown extension (other than .PRG, .TOS, .TTP, .APP, .HOT, or .WRK), you will be asked if you want to install it as a document or a program. For instance, you might want to install an .ACC as a program (if it runs either way such as MultiDesk) or as a document type (since MultiDesk will accept an .ACC as a document).

If you are installing a document file, you must make sure there is a program in the current HotWire Menu that has been installed for that document type. For instance, if your word processor uses the file extension "DOC" for its data files, you should install it as a program and enter "DOC" on its document line (see "Documents" above). You can then

install files with a .DOC extension into any of the empty slots (as documents). When you select one of the DOC files, HotWire will run your word processor (the installed program) and pass it the name of the .DOC file you selected. If HotWire can't find a program in the current Menu that has been installed for the selected document type, you will see an alert box telling you so.

• Chaining

HotWire lets you form chains of programs that will be executed in sequence. Chaining is specified by using one of the three special chain characters as the first character of the program title.

The chain control characters are:

Down Arrow (entered by typing Control-B): chain to the next program in the list if it starts with a chain character.

Up Arrow (entered by typing Control-A): loop back up to the beginning of the chain and run that program.

Asterisk: end of chain – run this program but do not proceed to the next.

The asterisk is the same as a down arrow which is the last entry in a chain. Since a down arrow pointing to a non-chain character looks ambiguous (does it go on or stop?), we've included the asterisk to provide a more visually oriented stop character.

Except for looping, chaining always proceeds to the next program in the list. The program at the bottom of a column will proceed to the top of the next column (except for the last entry which will abort). Chained programs must be contiguous in the HotWire menu.

Chaining may be manually aborted by pressing Right-Shift Undo any time before exiting the program or by holding down the Left Shift key while exiting the program. This will cause the program to return to the HotWire menu or the desktop, depending on the Return setting.

You can enter any program within a chain and the flow of control will follow the rules described above.

- **Ideas for Chaining**

Straight Chain: Any number of programs with down arrows will form a simple chain, causing each program to be executed in order. Don't forget that you can have multiple entries for the same program if you wanted to run the same program between each of the others. If the last chained program is a down arrow or asterisk, it will return to HotWire or the desktop.

Back and Forth: If one program (with no chain character above it) points down to another program's up arrow, control will flow back and forth. This is ideal if you are constantly switching between the same two programs.

Multiple loops: - If you add up arrows below the above situation then clicking on any of the up arrow programs would run it, jump to the top, and go back and forth.

Self-Chaining: If you install a single program loop (an up arrow with no arrow above it) for your Desktop Publishing program, you could quit, bringing up the G+Plus Alternate Options box to load another ASSIGN.SYS file, and reenter the program.

NOTE: Chaining currently supports executable files only.

HotWire Menu Functions

Now that you've learned how to install programs into the HotWire Menu and edit their parameters, let's discuss the functions represented by the row of icons at the bottom of the Menu. You can select these functions either with the mouse, or by typing the function keys (F1 through F10).



Load (F1)

After clicking on this icon or pressing function key F1, the File Selector will appear, allowing you to select the HotWire configuration file you wish to load. The current directory will initially be searched for files ending with an .HOT extension.

Every HotWire configuration file contains a list of programs you have installed into the HotWire Menu, the last command lines associated with each program, Hot Key assignments, and all other parameters set for each program in the Options Box.



Save (F2)

After clicking on this icon or pressing function key F2, the File Selector will appear, allowing you to name the current HotWire configuration file and save it. If you don't type an extension for the filename, HotWire will automatically append .HOT

to it. The configuration file contains the entire list of programs in the HotWire Menu, all their settings, and all of their current command line contents. At bootup, HotWire will search the current directory (or the “Default Path,” if you’ve set it) for a file called HOTWIRE0.HOT; if not found, it will then search for HOTWIRE.HOT. If either of these files is found, it will be loaded and installed automatically.



Print (F3)

After clicking on this icon or pressing function key F3, an alert box will appear, allowing you to choose between two types of listings, Full or Hot.

A Full listing provides you with a duplicate of all the program titles as they are listed in the HotWire Menu, without their Hot Key assignments.

A Hot listing provides you with a record of only those titles that have Hot Keys assigned to them, with their associated Hot Keys.



Move (F4)

After clicking on this icon or pressing function key F4, the mouse cursor will change into a hand, with which you can “grab” a title (or blank line) and move it elsewhere in the HotWire Menu. This lets you group similar programs together.

To “grab” an entry, click on it and hold down the left mouse button. Without letting go of the button, move the outline of the selected entry to the desired

destination within the HotWire Menu. When the button is released, the entry will be moved to the new location, displacing whatever was there before. You can copy an entry from one spot to another by holding down either Shift key as you let go of the button.

You can think of all 54 entries (program titles and blank lines included) as a deck of cards. When you move a card from one location to another, the displacement causes all the cards in between to shift one position in the deck. This same sort of relative shifting occurs whenever you move an entry, allowing you to relocate as many entries as you like without ever “running out of room”.

When you’re finished moving entries around, simply click on any function icon, or double-click (or right-click) anywhere in the HotWire Menu.



Zap (F5)

When you click on this icon or press function key F5, the mouse cursor will change to an ‘X’, with which you can “target” the title or heading you wish to remove. You can remove as many entries as you like by clicking on them with the ‘X’ cursor. To exit “Zap” mode, click on any function icon or right-click anywhere in the HotWire Menu.



Clear (F6)

You can clear all entries from the entire HotWire Menu, by clicking on this icon or pressing function key F6. An alert box will appear requiring you to confirm this action. (This function also clears the Work File list.)



Run (F7)

Clicking on this icon or pressing function key F7 allows you to run any program, including ones that aren't listed in the HotWire Menu. The File Selector will appear, allowing you to find and select the program you wish to run. When you exit a program that is run in this way, you will always return to the HotWire Menu.

To start a document, and automatically pass its name to one of the programs in the Menu, right-click on the Run icon. (See "Documents" in "The Options Box" for more details.)



Info (F8)

Clicking on this icon will cause the Info Box to appear. This dialog box displays several items of interest, including the version number of HotWire, the title of the current autorun program, and the filename of the current .HOT configuration file. See the section titled "The Info Box" for more details.



MultiDesk (F9)

If MultiDesk (another powerful CodeHead Software product) is installed in your computer, clicking on this icon will open the MultiDesk dialog box, letting you use whatever accessories you've loaded into MultiDesk without exiting HotWire.



Exit (F10)

Click this button when you wish to exit HotWire to the desktop. If you've "installed" HotWire, all data will be retained when you exit. If you're "running" HotWire, any data you've entered will be lost when you exit; therefore an alert box will appear, asking the ever-popular question, "Are you sure you wish to exit?" (When HotWire is "installed," this alert box does not appear.)

- **Hot Keys to Load .HOT/.WRK Files**

In addition to the functions listed above, HotWire allows you to load .HOT and .WRK files with a "hot" key while you're at the HotWire Menu, so you can change your entire configuration with a single keypress. In order to use this feature, you should first create several configuration files (.HOT files) and if you wish, several work lists (.WRK files), and name them HOTWIRE0 through HOTWIRE9 (adding the extension .HOT or .WRK). If you're planning on using .WRK files, you should match them with their respective .HOT files; for example, HOTWIRE2.HOT and

HOTWIRE2.WRK. These files should be placed in the HotWire “Default Path,” so that HotWire can find them. (See “Default Path” in the section titled “The Info Box.”)

Once you’ve taken these steps, you can instantly load any of 10 different .HOT/.WRK files by holding down either Shift key, and typing a number from zero to nine *on the numeric keypad*. HotWire will search in the “Default Path” for both .HOT and .WRK files which have a final digit that matches the digit you type, and load them if it finds them.

- **Hot Keys to Save .HOT Files**

You can quickly save the current list of programs to a .HOT file by holding down Control and typing a number from zero to nine *on the numeric keypad*. The .HOT file will be saved to the name HOTWIREx.HOT (where ‘x’ is the number you typed), in the current default directory. (If you haven’t saved a default directory into the HOTWIRE.PRG file, the default directory will be wherever HotWire ran from.)

- **Warm and Cold Boot Keys**

HotWire allows you to reboot your computer from the keyboard at any time. To perform a “warm boot” (equivalent to pressing the reset button in back of your ST), hold down Alternate and Control and type the Delete key. (Delete is right underneath Backspace.) To perform a “cold boot” (equivalent to turning your ST off and on again), hold down Alternate, Control, and Right Shift, and type Delete. TOS 1.4 also has a “keyboard reset” feature; the key combinations used by HotWire are the same as those used by TOS 1.4.


- **The HotWire Menu in Low Resolution**

HotWire works in all three ST resolutions – low, medium, and high. However, the low resolution screen is not wide enough to display the entire HotWire Menu at once; there's only enough room to show about a third of the dialog box at a time.

Therefore, in low resolution there is a special key command to let you see the other two thirds of the box. While the HotWire Menu is displayed, press the Help key and HotWire will “flip the page” to the other parts of the menu. In medium and high resolution, the Help key has no effect on the HotWire Menu.

The Info Box

When you click on the Info icon at the bottom of the HotWire menu (or type F8), the HotWire Info Box appears:

 By Charles F. Johnson & John Eidsvoog Copyright © 1989 CodeHead Software. Version 1.2	
Work Files	
~1: _____	~5: _____
~2: _____	~6: _____
~3: _____	~7: _____
~4: _____	~8: _____
Load Work List	Save Work List
Current: Untitled_____	
Autorun: _____	
Auto-Start	.HOT Warnings
Default Path	OK

- **Work Files**

In the center of the Info Box are entry fields for the eight possible filename variables (~1 through ~8) that can be used in place of actual filenames on command lines. This enables you to set up “shell” environments in which the command lines passed to each program should never have to be modified; when changing work files, only the definitions of the filename variables will need to be changed.

To define a filename variable, simply left-click on the entry field (~1 through ~8) of your choice. The File Selector will appear, allowing you to “fill that variable slot” with whatever work file you choose. (NOTE: These “work files” do not have to actually exist. You can type in any name on the file selector’s “Selection” line to install as a work file.) The entry field will then become editable, allowing you to modify the work filename if necessary; for instance, you might want to change the filename’s extension, depending on which program in the shell this filename variable will be passed to. To remove a work file from the list, click on it with the right mouse button. Keep in mind that although the list of work files only shows the actual filenames, a complete path is stored internally for each work file.

Remember that your command lines must be properly set up to make use of these filename variables. If you always want to pass a certain program the filename variable “~1”, for instance, you must type in those two characters on its command line; the “~” character, called “tilde”, can be found next to the Backspace key on the ST keyboard.

When HotWire passes a command line to any program in its list, it first scans the command line for the tilde character. If

a tilde is found, followed by a number from 1 to 8, HotWire substitutes the name of the specified work file when it runs the program.

In addition to the filename variable number, there are two other useful symbols that can follow the tilde:

Entering a backslash “\” character tells HotWire to pass only the filename part of the work file; the work file’s path will be left off when the name is substituted.

Entering an “S” (upper or lower case) tells HotWire to set the current drive and path to the drive and path of the work file, rather than the drive and path of the program you are about to run.

The correct syntax for using these symbols is to place them between the tilde and the filename variable number. If you were to use them both with filename variable ~3, for instance, you would type “~\S3” on the command line. And the order is important; the tilde must be first. If you use the backslash and "S" symbols, they should follow the tilde, in that order. Variable processing is terminated by a numeric character from 1 to 8.

Here are some examples of command lines that use work file variables:

xh ~S1 This example is for ARC.TTP. It extracts everything from the archive represented by work file ~1, setting the drive and path to that of the work file.

vh ~1 >PRN: This example is also for ARC.TTP. It lists the contents of the archive file represented by work file ~1, sending the listing to the printer.

-p -v -s ~\S1 -o~2 This example is for the Mad Mac assembler from Atari. The first three commands (**-p -v -s**) tell Mad Mac to generate an executable file, with verbose messages, warning of unoptimized branches. Next comes the source code file, which is represented by the command **~\S1**. Both of the possible options are used here – the syntax means: don't include the path information for the work file, and set the drive and path to that of the work file when Mad Mac is executed. Last on the command line is the name of the output file generated by Mad Mac, which will use just the filename (no path) of work file **~2**.

Once you've entered the filename variable(s) into a program's command line, HotWire will not waste your time by displaying the command line box every time you run the program; it will assume instead that any changes that need to be made can be accomplished by redefining the content of the filename variables (which is done here in the Info Box, not on the command line). If you wish to modify the command line for any reason, however, hold down the Control key when you click on the program in the HotWire Menu to bring up its command line again.

- **Load Work List**

A .WRK file can be loaded at any time from the Info Box by clicking on "Load Work List". The File Selector will appear, to allow you to choose a new list of work files.

- **Save Work List**

After setting up a list of work files, always be sure to save it by clicking on "Save Work List." The File Selector will appear, allowing you to click on (or type in) a name for your .WRK file. If you plan to install HotWire as an application (see "Installing HotWire Itself As An Application," in the "Advanced Uses" section), you should consider using the same pre-extension filename for your current .WRK and .HOT files; that way, clicking on either one from the desktop will automatically run HotWire and load both files, as long as both reside in the same directory.

- **Current:**

This shows the name of the currently loaded .HOT file.

- **Autorun:**

This shows the title of the current Autorun program, which will be automatically started at bootup. See the section titled "The Options Box" for more details on designating a program to run automatically.

- **.HOT Warnings**

HotWire remembers when you've made changes to your current Menu, and will warn you if you try to load a new .HOT file before saving the current one. If this button is not selected (turned off), the warnings will not appear.

- **Auto-Start**

The Info Box also contains the Auto-Start button, which has three important functions:

- 1) If the Auto-Start button is selected and one of the programs in the HotWire Menu has been designated as the “autorun” program (see Autorun in the Options Box section, above), then that program will automatically run at bootup.
- 2) If the Auto-Start button is selected but no program in the HotWire Menu has been designated as the “autorun” program, then the HotWire Menu will automatically appear at bootup.
- 3) If the Auto-Start button is not selected, then *nothing will be autorun, even if a program in the HotWire Menu has been designated as the “autorun” program.*

Disabling Autostart

If you have HotWire configured to automatically run a program at bootup, or to automatically bring up the HotWire Menu, you can disable this by typing Right-Shift/Undo any time after HotWire loads from the AUTO folder.

- **Default Path**

When you click on this button, a file selector appears to let you choose a default path in which HotWire will search for its .HOT and .WRK files. (Note: the file selector’s “Selection” line is not used by this function. Just locate the directory and click the file selector’s “OK” button.) When you’ve chosen a default path, HotWire will save this path directly into the HOTWIRE.PRG file. If HOTWIRE.PRG is not found in an AUTO folder on the boot disk, a file selector

will appear to let you locate the HotWire program file and save the default path.

When HotWire is first run – either from the AUTO folder or from the desktop – it searches the current directory for HOTWIRE0.HOT and HOTWIRE0.WRK, and loads them automatically if they're present. If neither of these files is present, HotWire will then search for HOTWIRE.HOT and HOTWIRE.WRK. If none of these files are present in the same directory with HotWire, it will then search for them in the "Default Path." Please note that when AUTO programs are being loaded, the current directory is the root of the boot drive, not the \AUTO folder itself.

The same procedure happens when you've installed HotWire as an application, and double-click its related document. HotWire will search the current directory first, for files with the same first four characters as the double-clicked document, and the extensions .HOT and .WRK. If no files that match the search spec are present in the same directory with the document, HotWire will then search the "Default Path." (See the section titled "Installing HotWire Itself as an Application" for more information.)

- **OK**

Click this button to exit from the Info Box and return to the HotWire Menu. If you've changed the Auto-Start button an alert box will appear, reminding you to save a new .HOT file.

Advanced Uses

- **Using HotWire With "Install Application"**

We mentioned in the introduction to this manual that HotWire “fixes” one of the more annoying limitations of the ST operating system: the requirement that data files and “installed applications” must reside in the same directory. (Actually, an application’s data files may also be located in the root directory of the current drive, or the root directory of the boot drive...but it’s still a significant limitation.) Up to now, you might never have used the Install Application function, perhaps because you didn’t really understand how it worked, or if you did, you didn’t care to set things up to work around its limitations. The idea behind installed applications is actually quite useful, however, and with its limitations removed by HotWire, you might decide to employ it in your system.

The purpose behind making a program an installed application is to allow you to run that program and automatically load one of its data files by clicking on the data file itself, instead of on the program. This is most convenient if you have divided a given program’s data files into several different sub-directories or folders; then you can search those sub-directories for the data file of your choice, click on it with the mouse, and automatically run the program which saved it as a data file in the first place, automatically loading the data file into the program to boot (forgive the pun). Ironically, it is this very convenience which the ST’s method of installing applications defeats, unless

you store the program in every sub-directory, an obvious waste of disk space.

HotWire fixes this problem by intercepting the trap #1 vector and watching for the “Pexec” call, which is how the ST operating system runs programs. If HotWire detects that the user is clicking on the data file of an installed application (by checking to see if a command line was attached to the Pexec call), it prepends the current directory to the front of the data file and sets the “current” drive and directory to the place where the program is running from. However, it has to “know” where that place is, which is why the program you have installed as an application must also be installed into the HotWire Menu if this “fix” is to work.

Now, if the previous paragraph was too technical for you, don't worry about it. You need not understand how HotWire works in order to use it; just remember that last sentence: *the program you have installed as an application must also be installed into the HotWire Menu.*

In case you have never used the Install Application option of the desktop, here's how to do it:

Click once on the name of the program you wish to install as an application. Then go to the drop-down “Options” menu and click on “Install Application”. A small dialog box will appear with a three-character editable field entitled “Document Type:”. You should type in whatever extension the program uses when saving files; for instance, some word processors use the extension .TXT, while others use .DOC. Generally you can override these default extensions, but if you do you should consistently use the same extension whenever you save a file out of the program, especially if it's an installed application.

Finally, you must choose the application type: GEM, TOS, or TOS-takes parameters. Remember, GEM programs use the mouse; TOS and TTP programs turn the mouse off, clear the screen and turn the text cursor on.

Once you've installed an application, don't forget to select Save Desktop from the drop-down Options menu. This will write a file called DESKTOP.INF to the main directory of your boot disk. This file is where the operating system retains a record of all installed applications and their document types.

• **Installing HotWire Itself As An Application**

Although installing HotWire itself as an application requires a few extra steps in addition to the ones outlined above, taking the time to do so provides you with yet another level of flexibility in setting up a shell environment. For instance, if you install HotWire as an application for document types .HOT and .WRK, clicking on either file type will automatically run HotWire and load both files, as long as their pre-extension filenames are identical and they reside in the same directory.

You can install HotWire as an application for other document types as well, allowing you to functionally group them together with .HOT and .WRK files. This means that simply by double-clicking on an .ARC file, for example, you can run HotWire, load the .HOT and .WRK files you have specially set up for ARC.TTP, autorun ARC.TTP, and — since *the data filename you originally clicked on will always be loaded into the filename variable ~1 on the work list* — automatically pass ARC.TTP the data file in question! The only requirements are that the data filename share the first

four characters of its associated .HOT and .WRK files, and that it reside in the same directory as those files – or in the “Default Path.”

- **Modifying the DESKTOP.INF file**

Here’s how to install HotWire itself as an application:

1) Install any GEM program *other than* HotWire as an application.

2) Save the current desktop.

3) Load the desktop file (DESKTOP.INF) into a text editor (one which can output ASCII files; generally any word processor that can “print to disk” is capable of this).

4) Near the bottom of the file, you should see a line that looks something like this:

```
#G 03 04 DUMMY.PRG@ *.XXX@
```

where DUMMY.PRG is the program you installed as an application and .XXX is the document type you entered when installing it.

5) Without disturbing anything else about the line, type in HOTWIRE! where DUMMY.PRG is. Erase the .PRG extension. Then substitute the document type of your choice for .XXX (.HOT is a good place to start). The finished line should look like this:

```
#G 03 04 HOTWIRE!@ *.HOT@
```

6) Now, if you want to add other document types (like .WRK files, or the data files of some program you’ve installed into the HotWire Menu), just duplicate the line above, changing .HOT to the extension of your choice.

7) Be sure to save this modified DESKTOP.INF file back to the disk it came from.

Now, the next time you boot with this DESKTOP.INF file on your disk, the desktop will be set up to automatically open the HotWire Menu when you double-click on your chosen document type.

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Notes

1. READ THE DOCS FOR PINHEAD.

Notes

Notes

HOT WIRE

THE ULTIMATE ST SHELL!

- Run any ST program instantly, simply by pressing a "hot" key...from the HotWire Menu or from the ST desktop!
 - **Auto-Start** any ST program at bootup!
 - **Hard disk users:** no more wading through folders to find programs. Instantly run any program no matter where it resides!
 - **Floppy disk users:** just pop your program disk in the drive and hit a key! No more waiting for desktop windows to open!
 - Fully compatible with all existing ST software – runs the programs that other shells can't!
 - Over **400** possible "hot" key combinations.
 - The HotWire Menu displays up to **54** programs at once, with graphic representations of their "hot" keys.
 - Lists of programs can be loaded and saved.
 - **Ledger** function keeps track of the time you spend in each program.
 - On screen **clock**, that can be enabled or disabled for each program.
 - **Passwords** to restrict unauthorized access to programs or data files.
 - Friendly, intuitive GEM interface lets you easily customize HotWire to your own preferences.
 - Unique "work file" command line features make HotWire an excellent shell for developers.
 - Written entirely in assembly language.
-

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HOT WIRE

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& John Eidsvoog

The Ultimate Atari ST Shell!

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