

There are three sizing choices:



A sample Font menu (showing the "Use size that fits in item rectangle" option)

Try 8 points - no rescale: If an 8 point font exists on disk, or if Pointless provides an 8 point font, the font is displayed at 8 points. Otherwise, the next larger point size that exists on disk is displayed. For example, if you have Times (a TrueType font) and Circus.18 (a non-TrueType font), "Times" will be shown in 8 point, while "Circus" will be shown at 18 point—but part of it will be "cropped" so it is not displayed on the menu.

Try 10 points - no rescale: This option is the same as the "Try 8 points - no rescale" option, except that the font is displayed at 10 points if possible.

Use size that fits in item rectangle: This option displays each font at 12 points, scaling the font as necessary (if you have a font that only exists in 36 point, it will be reduced and displayed at 12 point; if you have a font that only exists in 8 point, it will be enlarged and displayed at 12 point).

The "Use size that fits in item rectangle" option can *significantly* increase the time it takes to launch an application—up to several minutes longer, unless you have the 12 point bitmap font available in your Fonts folder. *TIP: If you own Pointless, use its "Save Font" option to create 12 point bitmaps of all your TrueType fonts. To create 12 point sizes of non-TrueType fonts you can use Font Factory GS from Seven Hills Software.*

Super Menu Pack

System Requirements

To use Super Menu Pack you need:

- An Apple IIGS with at least 1MB of memory
- One 3.5" disk drive
- Apple IIGS System Software version 6.0.0 or later. *NOTE: "System 6" requires a computer ROM version of at least 01—when you turn on the computer, if the bottom of the screen does not show a version number, contact your authorized Apple dealer for an upgrade.*

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Installing Super Menu Pack

Installing Super Menu Pack is easy...just follow these steps:

- ① Start your Apple II GS using the startup disk that you normally use (either a 3.5" floppy disk, or a hard disk drive, which contains System Software 6.0.0 or later).

When you reach the point where you can launch an application,

- ② Insert the original "Super Menu Pack" disk into a 3.5" disk drive.
- ③ Launch the "Installer" program.

Soon the Installer window is displayed. The scroll box on the left side of the window contains the "script" that is used to install Super Menu Pack.

- ⑤ The "Install Super Menu Pack" script is already highlighted, so just click the Install button and Super Menu Pack is copied to the disk that was used to start the computer.¹
- ⑥ After Super Menu Pack is installed successfully, click the Quit button to quit the Installer.
- ⑦ Click the Restart System button to restart the computer.
- ⑧ Eject the original Super Menu Pack disk and store it in a safe place.

That's all there is to it! When the system is started Super Menu Pack will be active and ready to use!

¹ These files are installed onto the disk you specify:
System:CDEVs:SuperMenuPack
System:System.Setup:Sys.Icons
System:System.Setup:Hierarchic

Using Super Menu Pack

Super Menu Pack is a “Control Panel Device” (or CDEV) that adds three features to your IIGS-specific programs:

- A “hierarchical” Control Panels menu item.
- A popup window that displays all the characters in the font you’re currently using.
- A “pretty” font menu, where each font name is displayed in that font’s style (e.g. Helvetica is shown in Helvetica, Times in Times, etc.).

Before we explain each of these features, first let’s explain what a “hierarchical” menu is, and how to use one.

Hierarchical Menus

Super Menu Pack is automatically loaded whenever you start your computer. You can verify this by pulling down the colored Apple (Apple) menu and looking at the Control Panels menu item:

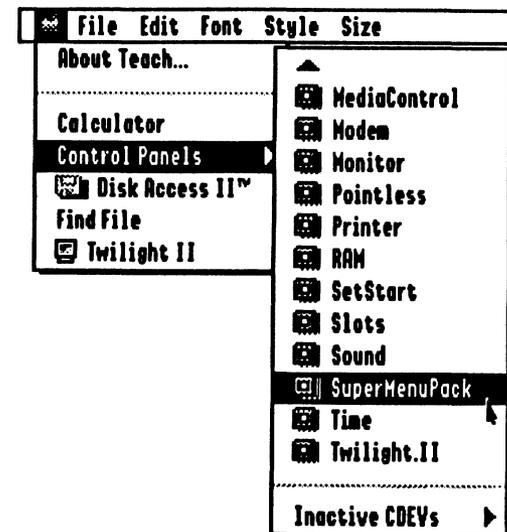


A sample Apple (Apple) menu

If the Control Panels menu item has a right arrow icon, then Super Menu Pack is active—the right arrow icon indicates that the Control Panels menu item is “hierarchical.” This means when you highlight that menu item, a “sub-menu” will appear.

Using a hierarchic menu is similar to using a regular menu—you just highlight the option you want then release the mouse. Here’s how:

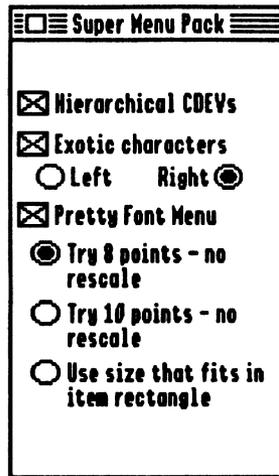
- ① If the Apple (Apple) menu is not still displayed, position the mouse pointer over the Apple (Apple) menu, then hold down the mouse button.
- ② Drag the mouse down to highlight the Control Panels menu item, and a sub-menu of all your active CDEVs appears:



A hierarchical menu. Note that a sub-menu can lead to other sub-menus (Inactive CDEVs).

- ③ With the Control Panels menu item still highlighted, drag the mouse directly to the right (do not drag up or down off the Control Panels menu item). **NOTE:** Soon we’ll show you how you can drag less precisely.
- ④ Once any item on the sub-menu is highlighted, drag down to highlight the Super Menu Pack item. When the Super Menu Pack item is highlighted, release the mouse button.

Choosing Super Menu Pack in this manner will bypass the standard Control Panels window and instead will directly open the Super Menu Pack window:



Super Menu Pack's window

The Super Menu Pack window contains options which control Super Menu Pack. These options are described in the following sections, but before we continue let's adjust the Hierarchic delays so you don't have to drag so precisely when choosing an item on a sub-menu.

Changing Delays

When you were trying to select Super Menu Pack from the Control Panels menu, you may have accidentally moved the mouse off the Control Panels menu item before a sub-menu item was highlighted. If you did this, you also noticed that the sub-menu disappeared.

Wouldn't it be more convenient if you were able to make a "beeline" for the Super Menu Pack item instead of having to move the mouse directly to the right, then down? Fortunately this is possible!

There are two settings that can be adjusted for hierarchic menus: An "initial delay" and a "drag delay." The initial delay determines how quickly a sub-menu will appear, and the drag delay determines how long the sub-menu will stay open after you've dragged off the main menu item.

To change these settings:

- ① Hold down the \mathcal{C} and Control keys. While still holding down those two keys, press the Escape key. The graphic screen disappears and the Classic Desk Accessory menu appears.
- ② Press the Down Arrow to highlight the "Hierarchic Settings" option, then press Return. This opens the "Hierarchic Settings" classic (text-based) desk accessory.

Each delay is set to 0/60ths (no delay), but it is easier to choose sub-menu items if there is a delay. Delays are specified in "60ths of a second." For example, 1/2 second is 30/60ths of a second; 1 second is 60/60ths; 2-1/2 seconds is 150/60ths and so on. The longest delay that can be set is 254/60ths (slightly over 4 seconds).

To increase each delay:

- ③ The Drag Delay option is already highlighted. Hold down the Left Arrow until the number is 240/60ths (four seconds).
- ④ Press the Down Arrow to highlight the Initial Delay option.
- ⑤ Hold down the Right Arrow until the number is 60/60ths (one second).
- ⑥ Press Escape to highlight the Quit option and press Return to go back to the Classic Desk Accessory menu. Press Escape to highlight the Quit option and press Return to go back to the graphic screen.

To see the effect that these delays have:

- ⑦ Pull down the \mathcal{A} (Apple) menu and drag down to the Control Panels menu item. Note that the sub-menu does not pop open immediately; it appears after the item is highlighted for one second.
- ⑧ With the Control Panels menu item highlighted, drag *down and to the right*, making a beeline for the Super Menu Pack choice. Even though you drag off the Control Panels menu item, the sub-menu does not disappear immediately.

As you become more familiar with using hierarchical menus, you will probably want to reduce the delays significantly (we use a drag delay of 120/60ths and an initial delay of 15/60ths). *NOTE: Even with a long drag delay, fast vertical mouse motion will cause the sub-menu to disappear before the specified delay. This is intentional to avoid a long delay if you accidentally highlight the wrong menu.*

Hierarchic Control Panels

Hierarchical CDEVs

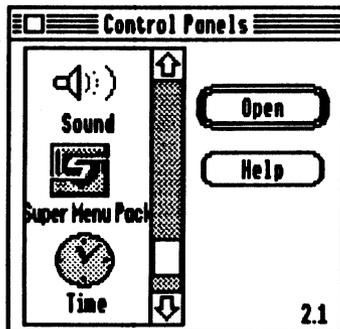
When this option is checked, the Control Panels menu item will present a sub-menu, from which you can directly open a CDEV simply by choosing its name. *NOTE: If you uncheck this option, the Control Panels menu item will remain hierarchic until you start another application.*

If you have any CDEVs which are marked "Inactive" in the Finder, the "Inactive CDEVs" menu item will be available. Inactive CDEVs are not loaded when the computer starts, but choosing them from the Inactive CDEVs sub-menu will load them. *NOTE: Some CDEVs must be loaded at startup time in order to function properly.*

Using the Control Panel Itself

There are times that you might want to use the standard Control Panel window. To do this:

- ① Pull down the Apple (Apple) menu and highlight the Control Panels menu item.
- ② *Do not* select anything from the sub-menu; instead, keep highlighting the Control Panels menu item and release the mouse button. When you release the mouse button, the familiar Control Panels window appears:

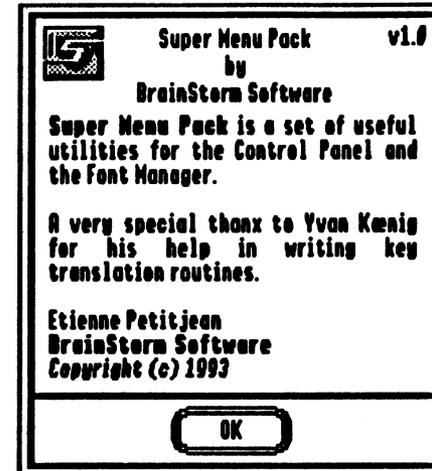


The Control Panels window

Checking Super Menu Pack's Version Number

One reason you might want to use the regular Control Panels window is to check the version number of a particular CDEV. For example, to check the version number of Super Menu Pack:

- ① If necessary, scroll down so the Super Menu Pack icon is visible.
- ② Click once on the Super Menu Pack icon to highlight it.
- ③ Click the Help button.



About Super Menu Pack dialog box

- ④ When you are done looking at the Help window, click OK to continue.

Exotic Characters

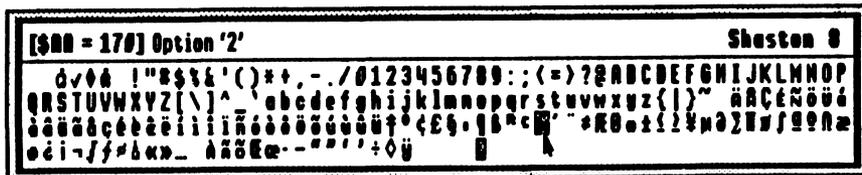


With the Exotic Characters checkbox turned on, Super Menu Pack watches for you to hold down the mouse in either the Left or Right side of the menu bar. Changes to either of these options will take effect as soon as you close the Super Menu Pack window.

The default corner is the Right screen corner. *NOTE: If you own TransProg III and use the "Activate upper left corner" preference you must use the Right corner for Super Menu Pack. If you own Twilight II, make sure Exotic Characters' screen corner does not conflict with one of Twilight II's "blank now" corners.*

To use Exotic Characters, move the mouse into the far upper-right corner of the screen (the very far corner—like you are trying to push the mouse pointer right off the screen), then hold down the mouse button.

Soon the Exotic Characters window will appear. The font and size is shown in the upper-right of the window, and the main display shows all the characters in that particular font:



The Exotic Characters display for Shaston 8

If you continue holding down the mouse button, you can drag to highlight any letter. As you highlight a letter, the upper-left of the Exotic Characters window shows the character's ASCII value, and the keypresses required for you to type that letter.

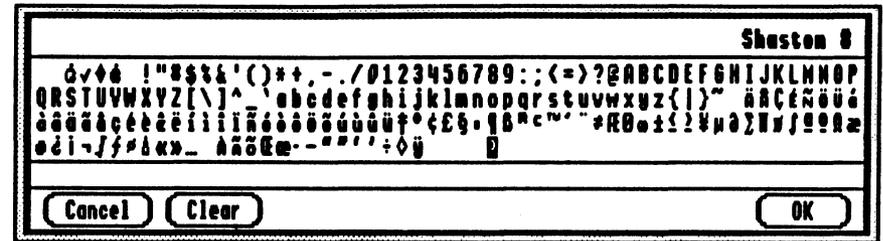
If a key says "Use Copy/Paste" then you cannot type that character from the keyboard, but you can use Super Menu Pack to type it once, Copy it, then Paste it as needed. *NOTE: The keypresses are acquired from the current keyboard translation that is set in the "General" Control Panel. If many keys say "Use Copy/Paste" then open the "General" CDEV and change the translation setting to Standard.*

If you are typing in a program (e.g., Teach) you can use Exotic Characters three ways:

Method #1: Highlight a character to see what key combination is required to type it, then drag out of the Exotic Characters window, release the mouse, and type that key combination.

Method #2: Highlight a character and release the mouse button, and Exotic Characters will type the letter for you!

Method #3: Drag to the upper-left of the Exotic Characters window and a "More..." option appears. When "More..." is highlighted, release the mouse button. When you do this, another Exotic Characters display is shown:



The "More..." display

In this display you can compose an entire line of text just by clicking on the characters you want! As you click, the characters appear in the box near the bottom of the window. These options are available:

Cancel closes the "More..." display and does nothing.

Clear erases the line so you can start over.

OK closes the "More..." display and types the line of characters for you. *TIP: If you hold down the Option key while clicking OK, the line is put into the System Clipboard instead of being typed.*

Pretty Font Menu

Note: When WestCode's "TypeSet" desk accessory is active, Super Menu Pack's "Pretty Font Menu" feature is not used.

Notes About Fonts and Sizes

Exotic Characters tracks the font that is currently in use, and always tries to display the current font in the size that you've chosen. However, if the current size is so large that you would not be able to see all the characters in the font, Exotic Characters will display a smaller size.

To determine the size that is displayed, Super Menu Pack starts with your current size, then steps back to the next smaller size *that exists on disk, or that is in memory*. It repeats that process until it finds a size that will fit on the screen. *NOTE: If you are using Pointless, you might not have a large font size on disk (or any size at all) and in this case Exotic Characters will display the 8 point version. It is recommended that you create a 12 point bitmap font for every font you use with Pointless.*

In the upper-right of the window, Exotic Characters shows the font and size that it is displaying. If you choose a letter with Exotic Characters, it will be entered into your document using the actual font and size you have selected.

- Pretty Font Menu
- Try 8 points - no rescale
- Try 10 points - no rescale
- Use size that fits in item rectangle

When this option is checked, applications that have a standard Font menu (e.g. AppleWorks GS and Teach, but not GraphicWriter III² or Platinum Paint) will display the font names in the actual font. *NOTE: Some font names might not be readable on the menu (e.g., if the font is a "picture" font, or if it does not include lowercase letters).*

Turning the Pretty Font Menu checkbox on or off will not take effect until you start another application, but the sizing options take effect as soon as you close the Super Menu Pack window.

² GraphicWriter III version 1.2 is under development, and it will include a standard Font menu. We will notify all registered owners as soon as an update is available (*perhaps* as early as December 1993).