Intrepid Mouse File Launcher

User Guide
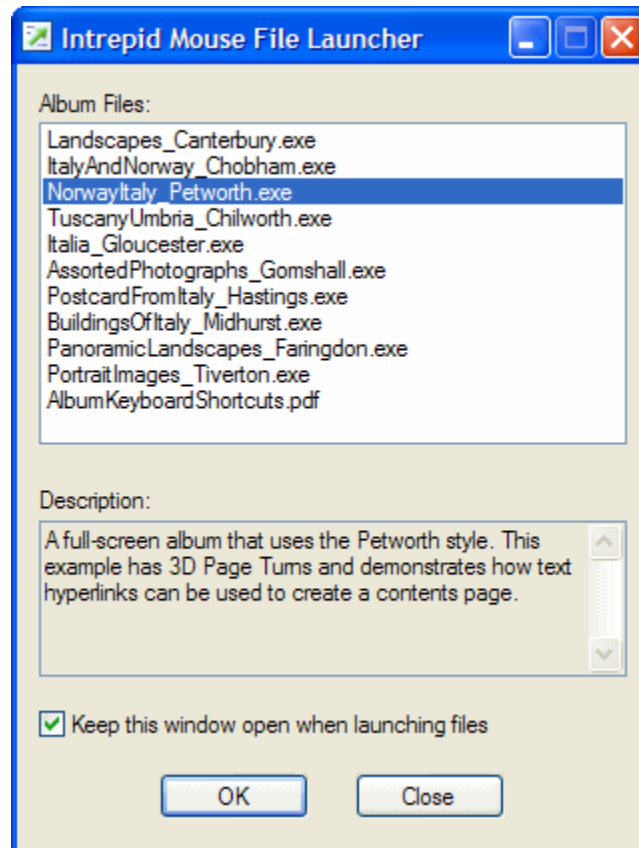
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Introduction

Intrepid Mouse File Launcher is a file launching utility that is ideal for anyone distributing two or more programs or files on removable media. It lists all files available for launching and, if required, shows a description of each file. To open a file, the user simply selects a file from the list and clicks a button.

The following list outlines the program's main features:

- File Launcher will launch any program or file.

- No installation is required, and the program does not touch the Windows registry - simply run the program from wherever it is needed. File Launcher can be used 'locally' or on removable media, and you are free to use as many copies of the program as you like.

- File Launcher supports Autorun - by including an autorun.inf file on a CD the program will open automatically, enabling the end user to easily view the disc contents, read descriptions, and choose the files they want to open.

- The program can be 'localised' for use in any language.

- Through the use of a simple configuration file, File Launcher is easily customisable:

  - Use your own program title!

  - Specify all text labels within the program.

  - Provide your own program messages.

  - Override the default button sizes so that the buttons are an appropriate size for your text.

  - Specify exactly which files are listed for launching.

  - Display just filenames or show file paths.

- A description of each file can be included. You can provide end users with as much information as you like - e.g. comments, file sizes, system requirements, etc.

- End users can mark a checkbox to keep File Launcher open when launching a file, or they can clear the checkbox if they want File Launcher to close. This checkbox can be disabled in circumstances where File Launcher _must_ close when a file is launched (for example, when running a program installer).

System requirements

Intrepid Mouse File Launcher will run on computers that meet the following minimum system requirements:

- Intel® Pentium® processor 60 MHz, or equivalent
- Microsoft® Windows® XP, ME, 2000, 98 or 95 operating system
- 16 MB RAM

You will also need a text editor (such as Notepad) for editing the program configuration file.

Files supplied with File Launcher

The following files are supplied with Intrepid Mouse File Launcher:

- **FileLauncher.exe** - the File Launcher program.
- **FileLauncher.ini** – the configuration file.
- **FileLauncherUserGuide.pdf** – this user guide!
- **autorun.inf** – an Autorun file that you can use when distributing File Launcher on removable media.
- **FileLauncherEULA.txt** – the File Launcher End User Licence Agreement.

Running File Launcher

Intrepid Mouse File Launcher can be used with or without a configuration file. Without the configuration file, the program lists all files that are in the same location as itself - with some exceptions - and does not offer any form of customisation. With the configuration file, File Launcher can be customised and set up to list specific files in any order (with an optional description of each file).

File Launcher can be run from any location. You can use it locally to launch programs and files on your hard disk, or you can use it to launch files on removable media.

To run File Launcher, do one of the following:

- Open My Computer or Windows Explorer, locate **FileLauncher.exe**, and double-click the file icon.

- Use the **Run** dialog box:

  1. Click **Start** on the taskbar, followed by **Run…** (or type Windows Logo Key + R).
  2. Click the **Browse** button.
  3. From the **Files of type** drop-down list, select **Programs**.
  4. Browse to the folder containing **FileLauncher.exe** and select it so that its name appears in the **File name** input box.
  5. Click **Open**.
  6. Back in the Run dialog box, click **OK**.

- Create a shortcut icon on the desktop:

    1. Open My Computer or Windows Explorer.
    2. Locate **FileLauncher.exe** and right-click the filename.
    3. Point to **Send To** and then click **Desktop (create shortcut)** in the submenu.
    4. If necessary, right-click the new icon and rename it.
    5. Double-click the icon.

- Add File Launcher to the **Quick Launch** toolbar:

    1. Open My Computer or Windows Explorer.
    2. Locate **FileLauncher.exe**.
    3. Select the file icon and drag it over the Quick Launch toolbar on the Windows taskbar:

    4. If necessary, right-click the new icon and rename it.
    5. Click the icon.

- Add a shortcut to your computer's **Startup** folder:

    By adding a shortcut to your computer's Startup folder, File Launcher will run automatically each time you turn on your computer. This is handy if you use File Launcher to launch programs and files that you use regularly.

    1. Click **Start** on the Windows taskbar and point to **All Programs** (Windows XP) or **Programs**.
    2. Right-click the **Startup** icon and choose **Open** (or **Open All Users**) to open the Startup folder.
    3. Open My Computer or Windows Explorer and locate **FileLauncher.exe**.
    4. Right-click FileLauncher.exe and choose **Create Shortcut**.
    5. Select the new shortcut and drag it into the Startup folder.

Using the Autorun file

If you are using File Launcher on a removable media disc such as a CD, you can include the supplied autorun.inf file so that File Launcher runs automatically when the disc is inserted. The Autorun file needs to be in the root of the disc along with FileLauncher.exe and the files you are distributing.

If you rename FileLauncher.exe (see "Changing the program filename" on page 14) you will also need to edit the Autorun file:

    1. Open the autorun.inf file in Notepad.
    2. With both the 'open' and 'icon' keys, replace "FileLauncher.exe" with the new filename.
   3. Save the autorun.inf file.

Using File Launcher without the configuration file

If the configuration file (FileLauncher.ini) is not present when File Launcher runs, the program will list all files that are in the same location as itself, in alphabetical order. There are some exceptions, and File Launcher will not list files that have the following extensions:

.bak	.inf	.log	.reg
.dat	.ini	.manifest	.sys
.dll	.lnk	.old	.tmp

Note: File Launcher also ignores *system*, *temporary* and *offline* files, and files that are marked with the "hidden" attribute.

Without the configuration file it is not possible to customise the program, and therefore as no descriptions can be set up, File Launcher does not show the "Description" text area:
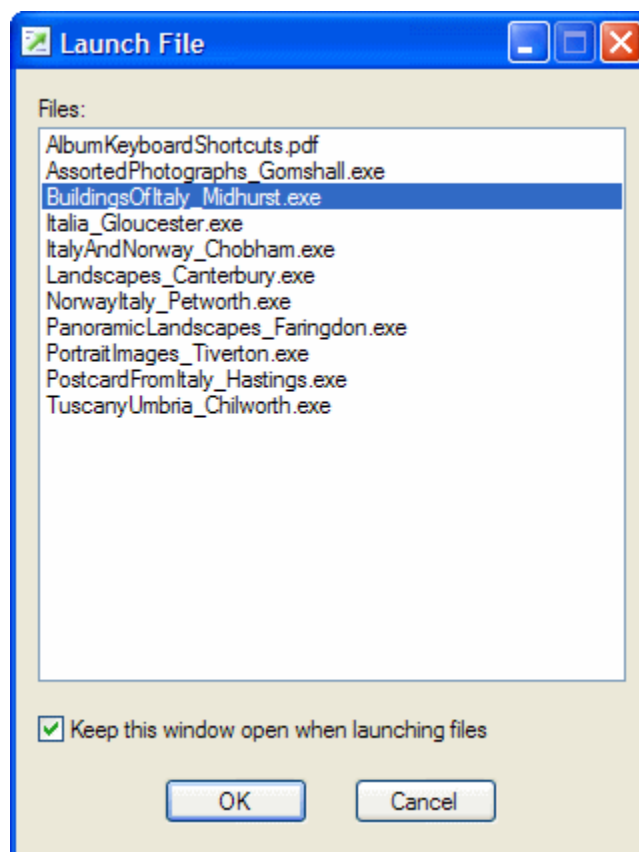
Editing the configuration file

The program configuration file (*FileLauncher.ini*) uses a simple structure and syntax that contains commands and parameters for specifying text labels and messages, for defining program settings, and for listing the programs or files that will be made available for launching.

To edit the configuration file, run Notepad and open the file ***FileLauncher.ini***.

Note: If a command or parameter is defined incorrectly File Launcher will report an error when it runs. This will help to pinpoint the cause of the problem and enable you to make the necessary correction.

Copyright statement

On the very first line of the configuration file you will see a copyright statement. You must ensure that this line of text remains intact otherwise File Launcher will not run. If you delete the copyright statement by mistake you can reinstate it by copying and pasting the following text string:

```
Copyright (c) 2005 Intrepid Mouse Limited. All rights reserved. www.intrepidmouse.com
```


Adding comments

Comments can be added to the configuration file as long as they are not used in the middle of a command and its parameters. A comment starts with a semi-colon character (**;**) and File Launcher ignores all the characters that follow, up to the end of the line.

Configuration file sections

The following pages describe the two sections of the configuration file, and provide instructions on how to define each command. Wherever you see a short description in angle brackets, you need to substitute an appropriate value in its place. For example, *<text>* should be replaced by an appropriate text string.

[SystemSettings]

The **[SystemSettings]** section and its commands are optional. If the entire section or any of the individual commands are omitted then File Launcher will use default values and text strings. If you are localising File Launcher for use in another language then you will need to define all of the commands.

```
[SystemSettings]

WindowTitle=<text>
FilesLabel=<text>
DescriptionLabel=<text>
KeepOpenLabel=<text>

OkButton=<label>
OkButtonSize=<size>

CancelButton=<label>
CancelButtonSize=<size>

ShowFilepath=<yes/no>

NoEntryErrorTitle=<title text>
NoEntryErrorText=<message text>

CouldNotLaunchErrorTitle=<title text>
CouldNotLaunchErrorText=<message text>

CouldNotFindFileErrorTitle=<text>
CouldNotFindFileErrorText=<text>
```
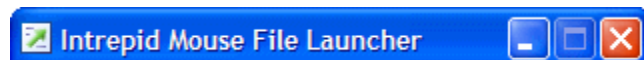
WindowTitle

The text string in this command is displayed in File Launcher's title bar:

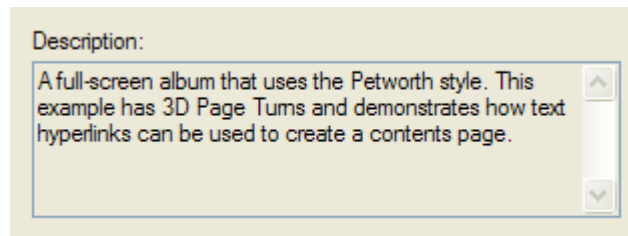- *<text>* is a text string with a maximum of 40 characters.

FilesLabel

This command is for the text that is shown above the "Files" list box:

Files:

Landscapes_Canterbury.exe
ItalyAndNorway_Chobham.exe
NorwayItaly_Petworth.mma
TuscanyUmbria_Chilworth.exe
Italia_Gloucester.mma
AssortedPhotographs_Gomshall.exe
PostcardFromItaly_Hastings.exe
BuildingsOfItaly_Midhurst.mma
PanoramicLandscapes_Faringdon.exe
PortraitImages_Tiverton.mma
AlbumKeyboardShortcuts.pdf
ScottishLandscapes_Avebury.mma

- *<text>* is a text string with a maximum of 40 characters.

DescriptionLabel

This command is for the text that is shown above the "Description" text area:

Description:

A full-screen album that uses the Petworth style. This example has 3D Page Turns and demonstrates how text hyperlinks can be used to create a contents page.

- *<text>* is a text string with a maximum of 40 characters.

KeepOpenLabel

The text specified in this command is shown next to a checkbox that enables the end user to control whether File Launcher closes or remains open when a file is launched:

☐ Keep this window open when launching files
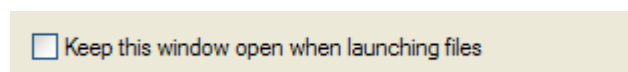
- *<text>* is a text string with a maximum of 80 characters.

Note: This checkbox can be disabled in circumstances where File Launcher _must_ close when a file is launched (see "[Files]" on page 14).

OkButton

The OkButton command specifies the text that is shown on the button that the user clicks to run a file. This would normally be "OK", "Launch", "Run" or "Open".

- *<label>* is a short text string of between 1 and 20 characters.

OkButtonSize

OkButtonSize controls the size of the button that the user clicks to run a file.

- *<size>* is a numeric value between 4 and 80.

Note 1: The *combined* value of OkButtonSize and CancelButtonSize must be between 8 and 88. For example, if OkButtonSize is 50 then the maximum permitted value for CancelButtonSize is 38. The purpose of the maximum limit is to ensure that the buttons fit within the File Launcher window.

Note 2: The *<size>* parameter uses a unit of measurement that is *approximately* half the average character width of the current system font. A value of 12, therefore, will be roughly equal to the width of six text characters. When specifying the button size you should allow for space either side of the button text, so a suitable size for a button with the word "Launch" would be 20.

CancelButton

The CancelButton command specifies the text that is shown on the button that the user clicks to close File Launcher without running a file. This would usually be "Close" or "Cancel".

- *<label>* is a short text string of between 1 and 20 characters.

CancelButtonSize

CancelButtonSize controls the size of the button that the user clicks to close File Launcher.

- *<size>* is a numeric value between 4 and 80.

Note: The *combined* value of OkButtonSize and CancelButtonSize must be between 8 and 88.

ShowFilepath

With this command you can instruct File Launcher to display just filenames or the full paths to your files. If you are using File Launcher to run a variety of programs and files in different locations on your computer, you may want the file paths to be shown. If all of the files are in the same location you may prefer to hide the paths.

- *<yes/no>* is either *Y* for showing the file paths or *N* for hiding them.

Note: If a path and filename cannot be displayed in full by File Launcher, the path will be truncated.

NoEntryErrorTitle and NoEntryErrorText

If the user clicks the "OK" button without first selecting a file, a message is shown. NoEntryErrorTitle is the text shown in the title bar of the message box and NoEntryErrorText is the message text.
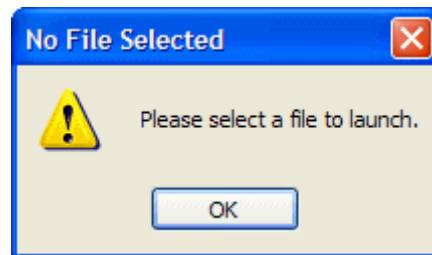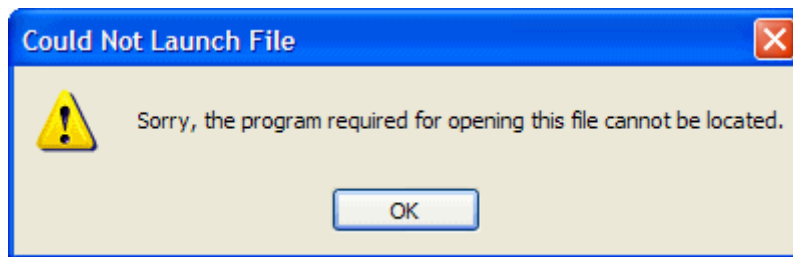

- *<title text>* is a text string with a maximum of 40 characters.
- *<message text>* is a text string with a maximum of 300 characters.

Tip: You can include line breaks in your message by typing \n at each point where you want a line break to occur.

CouldNotLaunchErrorTitle and **CouldNotLaunchErrorText**

If a program required for opening a file cannot be located, a message is shown when the "OK" button is clicked. CouldNotLaunchErrorTitle is the text shown in the title bar of the message box and CouldNotLaunchErrorText is the message text.
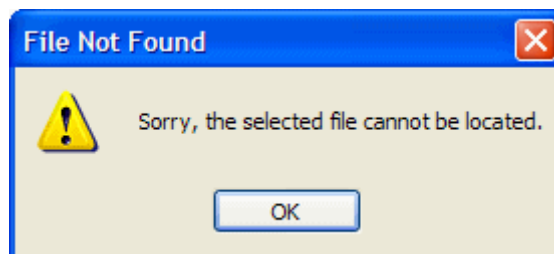

- *<title text>* is a text string with a maximum of 40 characters.
- *<message text>* is a text string with a maximum of 300 characters.

Tip: You can include line breaks in your message by typing \n at each point where you want a line break to occur.

CouldNotFindFileErrorTitle and **CouldNotFindFileErrorText**

An error message is shown if a file listed by File Launcher cannot be found. CouldNotFindFileErrorTitle is the text shown in the title bar of the message box and CouldNotFindFileErrorText is the message text.

- *<title text>* is a text string with a maximum of 40 characters.
- *<message text>* is a text string with a maximum of 300 characters.

Tip: You can include line breaks in your message by typing \n at each point where you want a line break to occur.

[Files]

The **[Files]** section of the configuration file is mandatory and determines exactly which files are listed by File Launcher. A separate line is required for each file, and the program will list the files in the order that it finds them. Parameters are available for specifying a description of each file and for enabling or disabling the checkbox that is used to keep File Launcher open.

Note: File Launcher can list a maximum of 1000 files.

All strings in the **[Files]** section must be enclosed in quote characters (note that the quote character cannot itself be used within a string).

```
[Files]

"<path and filename>" "<description>" "<checkbox setting>"
"<path and filename>" "<description>" "<checkbox setting>"
```

- "*<path and filename>*" is the path to a program or file. This can be a fully qualified path or a path that is relative to the location of FileLauncher.exe. If the program or file is in the same location as FileLauncher.exe you need only supply the filename. Example paths are:

  - "C:\My Documents\My Photo Albums\Norway2005.mma"
  - "Albums\Norway2005.mma"
  - "Norway2005.mma"

- "*<description>*" is a description of the file and this is shown when the file is selected in File Launcher. The maximum length of a description is 500 characters.

  Tip: You can include line breaks in your description by typing \n at each point where you want a line break to occur.

  Note: You do not have to include a description, but empty quote characters for the "*<description>*" parameter should still be present.

- "*<checkbox setting>*" is either "*CheckboxEnabled*" or "*CheckboxDisabled*".

  File Launcher has a checkbox that lets the end user control whether the program remains open or closes when a file is launched. The *CheckboxEnabled* parameter instructs File Launcher to activate this checkbox when the corresponding file is selected, and *CheckboxDisabled* disables the checkbox. Disabling the checkbox prevents the end user from keeping File Launcher open when launching a file, and is useful in circumstances where the program <u>must</u> close (for instance, when the user is running a program installer).

  Note: This parameter is optional. If it is omitted, then the checkbox is enabled.

Changing the program filename

You can change the File Launcher filename if you wish, but if you do so you must also change the filename of the configuration file to match. When File Launcher runs it looks for a configuration file with the same name as itself, and if one is not found the program assumes that no configuration file is required.

Renaming the File Launcher filename is useful if you are using the program for different purposes and need to easily identify each copy, and also if you wish to run more than one copy of the program from the same location.

Default [SystemSettings] Parameters

The following table shows the default values that are used by File Launcher when a command in the [SystemSettings] section of the configuration file is omitted.

Command	Default Parameter
WindowTitle	Launch File
FilesLabel	Files:
DescriptionLabel	Description:
KeepOpenLabel	Keep this window open when launching files
OkButton	OK
OkButtonSize	24
CancelButton	Cancel
CancelButtonSize	24
ShowFilepath	N
NoEntryErrorTitle	No File Selected
NoEntryErrorText	Please select a file to launch.
CouldNotLaunchErrorTitle	Could Not Launch File
CouldNotLaunchErrorText	Sorry, the program required for opening this file cannot be located.
CouldNotFindFileErrorTitle	File Not Found
CouldNotFindFileErrorText	Sorry, the selected file cannot be located.