UtilityLaunch™ 2.0 Features

UtilityLaunch version 2.0 has numerous enhancements over previous versions of UtilityLaunch. The following paragraphs explain the major differences from previous versions, and is intended to get the previous user up quickly on the new version of the program.

1.   One of the biggest differences in version 2.0 is that all menu entries are contained in resources instead of the former text files. The new version of UtilityLaunch cannot directly read these previous text file based menus, but it can translate them into resources that can be used by the new version. Just select Menus at the Import Menus dialog, and all of your previous menus will be automatically imported and should work fine with the new version.

2.   There are several differences in the menus between the old and new versions that are automatically corrected for in the translation process. Menus are now numbered 1 through 50 instead of 0 through 9. Menus 0 through 9 become 1 through 10 in the translation process. Menus 5 through 9 were previously access limited, and are so set in the translation process, even though any menu can be individually access controlled in the new version. Button 1 on any menu (if it existed) previously was the Autostart program, and is translated to become the new menu's Autostart program, even though any program can be selected for Autostart with the new version. With these translations, a new menu should function essentially the same as the older menu. You can, of course, change any of these settings in UtilityLaunch Setup if you so desire.

3.   Set Shutdown... now allows specification of the UtilityLaunch Initial menu. Unless an Initial menu is chosen with Set Shutdown... the default menu will always be loaded whenever UtilityLaunch is executed. This is a change from previous versions, where the current menu was always the Initial Menu. You can still set the current menu to be the Initial menu, but it must be expressly set that way in the Shutdown settings.

4.   Set Autostart sets the Autostart program that is only launched at initial boot, and then only if Autostart has been set.

5.   Icon Menu... changes any blank menu into an Icon Menu. Icon Menus have 16 buttons rather than 40 buttons. Icon Menus are set up just as any other menu (just click on the icon button in UtilityLaunch Setup), except that you are required to select the desired icon immediately after selecting the program to be launched. You can select any icon from any icon file you desire as long as it fits within the button's boundary. Icons within icon files are displayed to aid in your selection.

6.   Any button (either Icon buttons or Simple buttons) can be colored. Use the Color Buttons mode and select a pleasing choice of text and background colors. A little color adds a lot to your existing menus. You can also select any desired Launcher color for any Menu Screen (Select Launcher Color when Saving any menu if you don't want the default light blue background).

7.   The Desktop color can be changed at any time by using the Desk Color... menu item.

8.   Menu access control is established when Saving the menu. If you want to limit access to any menu, check Limit Access when inputting the menu name. As previously, you must enter your Access Password in the Options... menu item for access control to take effect.

        The above are the major differences between UtilityLaunch version 2.0 and UtilityLaunch version 1.9. There are many minor differences. Be sure to read the full UtilityLaunch documentation to fully understand UtilityLaunch version 2.0.