



LAUNCHERWIN

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Contents

Project	2
Build	2
Run	2
Configuration Files	3
Last	3
Target	3
History	3
Glossary	4

Project

HOW TO RUN AND COMPILE

Build

THERE ARE TWO BUILDS AVAILABLE: RELEASE AND DEBUG

In order to get `qDebug ()` to work, the Debug build should be selected as it adds **CONFIG += DEBUG** to `qmake`.

Run

TWO RUNS ARE AVAILABLE: LAUNCHERWIN AND PARAMETIZED

The LauncherWin run (aka MotherMode) will launch just as the release version should, i.e. a SingleInstance will be launched that will listen for hotkeys with a traybar icon. The controller will listen for new instances, block additional MotherMode attempts, and redirect the request to creating a MainMode instance. Note that, when debugging in this mode, only the MotherMode will be debugged. A child MainMode instance will be running with no debugger attached and no `qDebug ()` will be displayed.

The Parametized run (aka MainMode) will have one parameter to its execution call that will tell which target it should show. Because of that, it will not launch servers of hotkey capturers independently of any previous instances. This mode will allow the debugging of the MainWindow. It uses a local server for SingleInstance management

Configuration Files

LAUNCHERWIN RELIES ON CONFIGURATION FILES STORED ON THE DEFAULT APPLICATION DATA.

For Windows platforms, it is located on C:\Users\<UserName>\AppData\Local\Mali\Launcher\

For Linux platforms, it is located on ~/.config/launcher/

There are three configuration files: Last, Target, and History.

Last

The last file (last.cfg) contains solely the last [Target](#) and [Argument](#) entered. It is used to populate automatically when no parameters are sent.

Target

The target file (targets.cfg) contains most of the configuration from LauncherWin. It specifies the [Targets](#), as well as the hotkeys (if any), and suggestions URL (if any).

The format is `<#>[NAME]; [HOT_KEY]; [SUGGESTION_URL]`, where “#” can be used to comment out a line.

History

For each [Target](#), there is a history file containing the last 100 entries. The file name for each is `<TARGET>.history`.

Glossary

Argument: What command should be sent to the target. It is prepopulated based on the last 100 entries or, in the case of the Google target, it can also include online suggestions.

LauncherWin: The most awesome application ever!

MainMode: This is the main visual window with which the user interacts. Only one instance can be run.

MainWindow: The visual window with the Target and Argument textboxes.

MotherMode: This execution mode runs in the background. It is the one that auto starts with Windows with the link at the Startup folder. It listens to hotkeys based on a configuration file and executes a new instance of itself with a parameter attached to the command, meaning that it will launch a MainMode instance. Only one instance can be run.

Parameter: When launching in MainMode, a parameter will specify which Target is requested. If the parameter is empty and an instance of MotherMode is running, the last input will be shown.

SingleInstance: LauncherWin uses two types of singleinstance. The MotherMode relies on SharedMemory and MainMode relies on a LocalServer that responds to connections and let new instances know that they are treading over a running instance.

Target: What kind of command should be run. It is prepolated based on a configuration file.