

[Link: Other documents and programming](#)

Link (Get Java): FIRST YOU NEED THE LATEST JAVA INSTALLED (FREE DOWNLOAD)

1. FIRST, YOU MUST have configured the folder path to the sidewinder application folder in "DRAG-DROP-Sidewinder.sh" AND set the script "executable" on the folders' "file properties pop-up tab".

2. FIRST, YOU MUST have a "properly installed JRE Java runtime environment" for the command in the script to be "java" in lower case letters to be the only command in the "DRAG-DROP-Sidewinder.sh" starter script EXAMPLE: If the application folder to the engine folder inside was /home/samuel/SideWinderColourBalancer/engine "THEN the command in the script" would configure in your text editor,

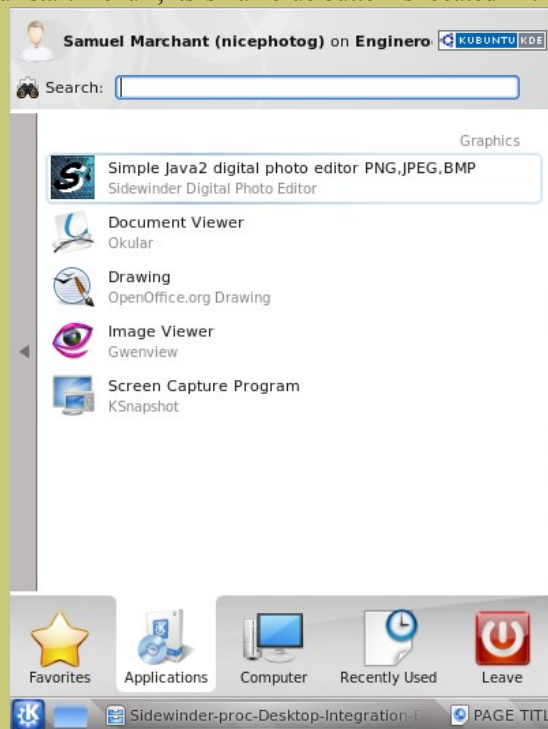
java -classpath "/home/samuel/SideWinderColourBalancer/engine" SidewinderPhotoColourBalancer

note: The application starter .exe for windows is a 32 bit MS-Win (x64 usually has a converter for small .exe). (UNIX is a .sh shell file)

note: For Mac OSx right click on the "MAIN .class" called "SidewinderPhotoColourBalancer.class" in the "./engine folder" to create a starter from the menu(after you have Java installed).

SEE MORE about "HOW TO INSTALL" in linux below its heading

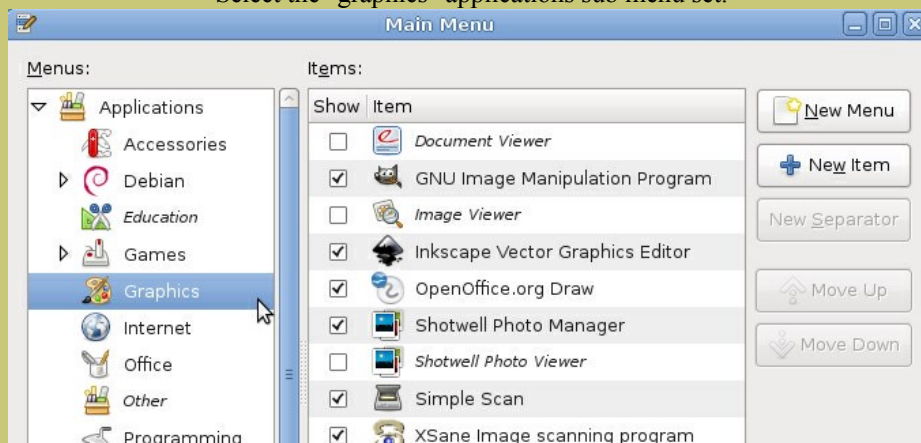
This is the Kubuntu "start menu" , its' small blue button is located in the bottom left corner.

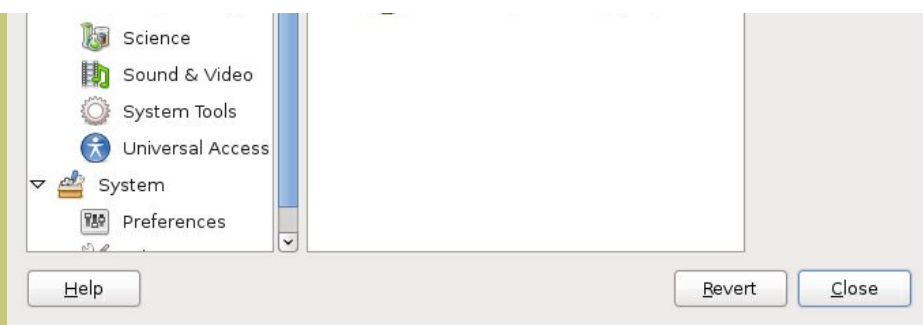


1. Right click on the applications menu(the circular red stripe whirl) "Start Menu Button" (This is the Gnome desktop "start menu" in Debian)

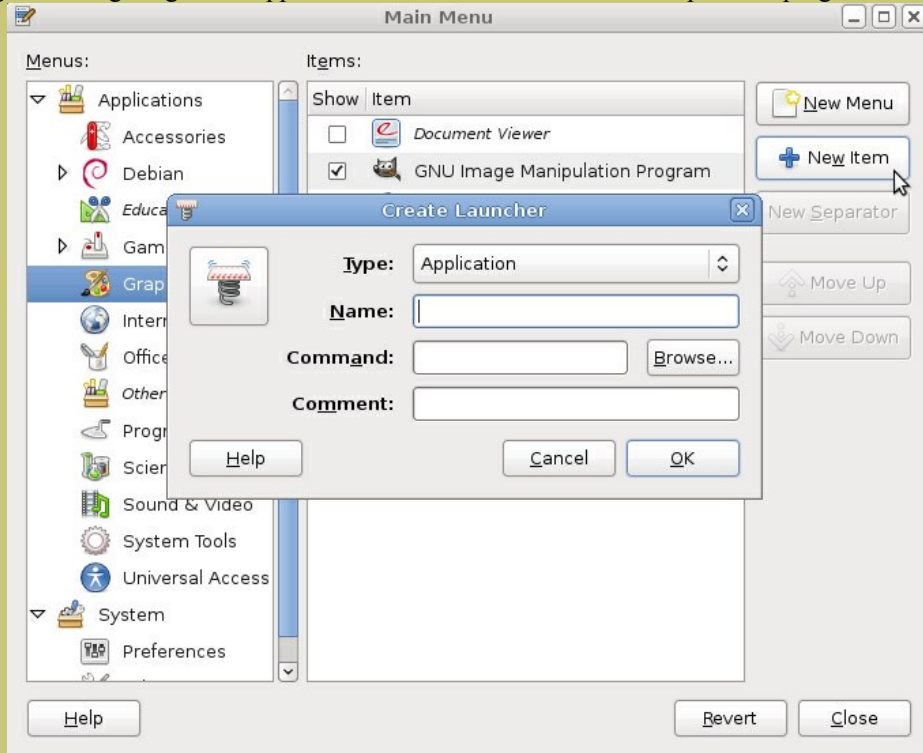


2. The start menu editor that contains all program menus appears.
Select the "graphics" applications sub menu set.

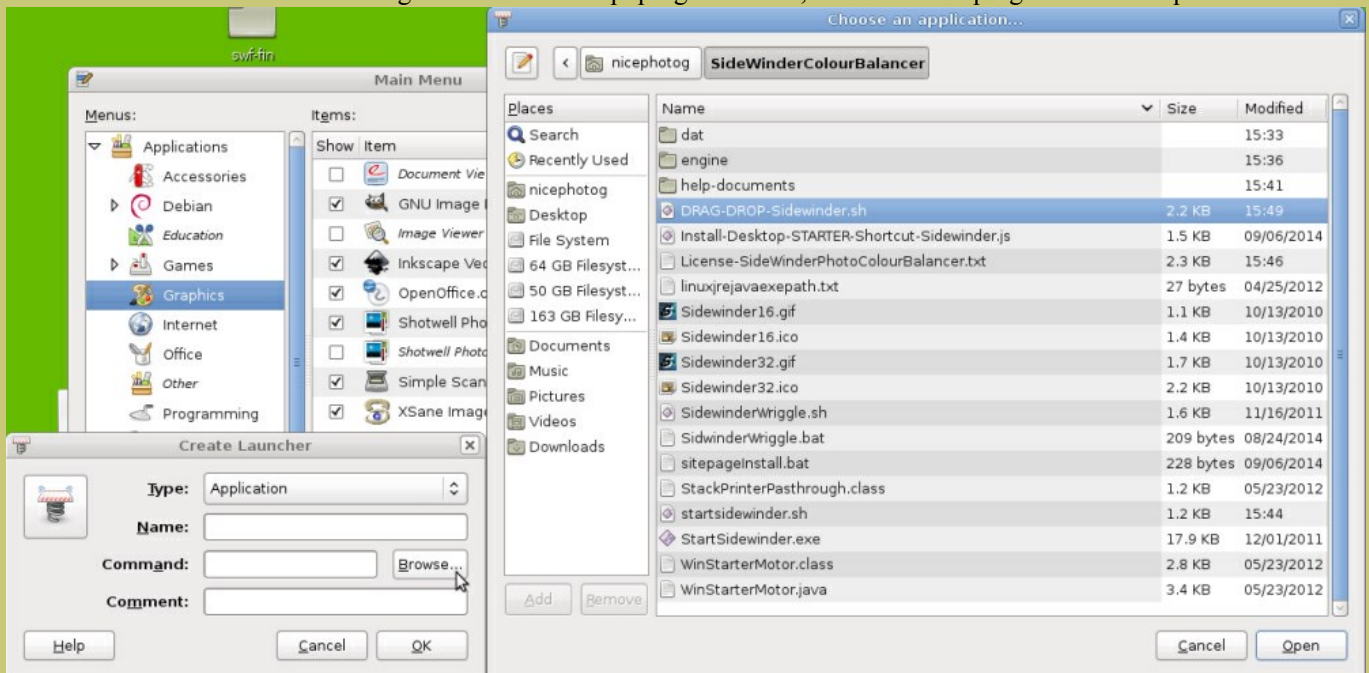




3. Click the "New Item" (add new item) button on the menu.
 A program configuring editor appears to select the icon and starter script of the program to be added.



4. Click "browse" to go to the starter script program folder, then select the programs start script.

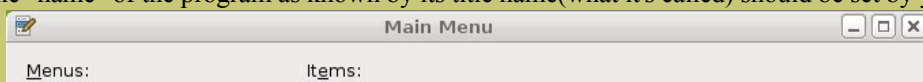


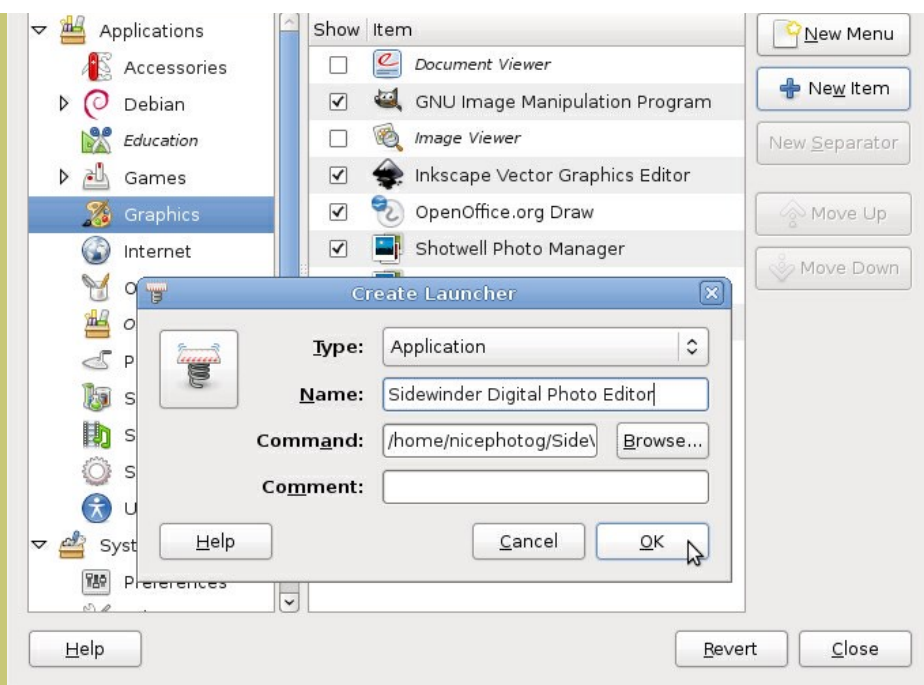
5. When the starter script is selected into the editor menu there is only one more thing remaining (if you "did" [set the starter shell script to executable](#))

The program Icon Image, usually a .gif in Linux.

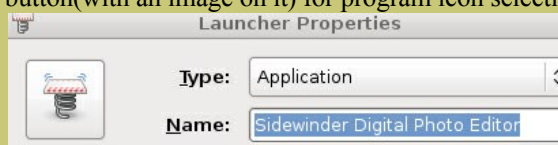
The button in the top left corner with a small image on it has to be pressed to launch an image file chooser.

Also, the "name" of the program as known by its title name (what it's called) should be set by you also.

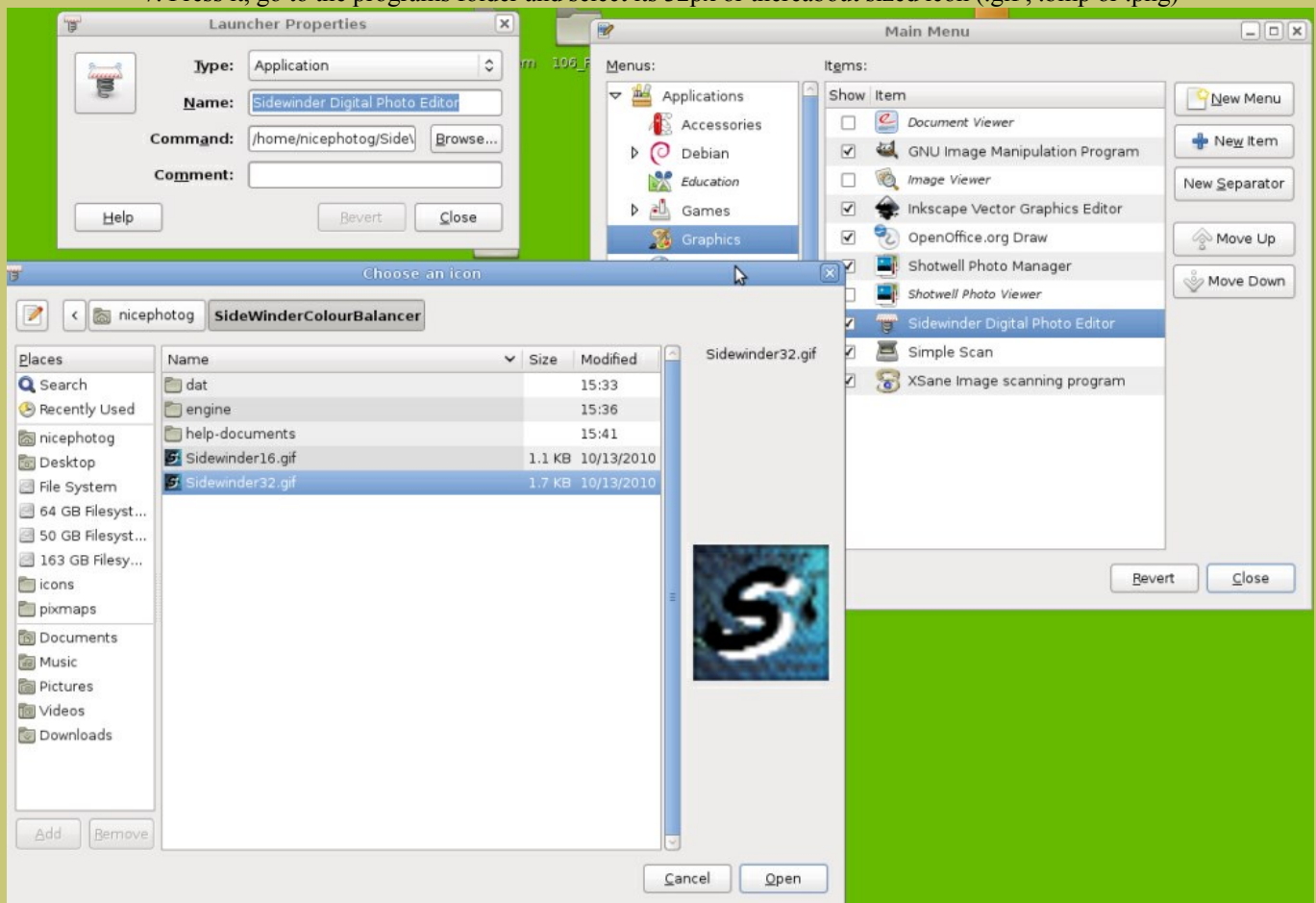




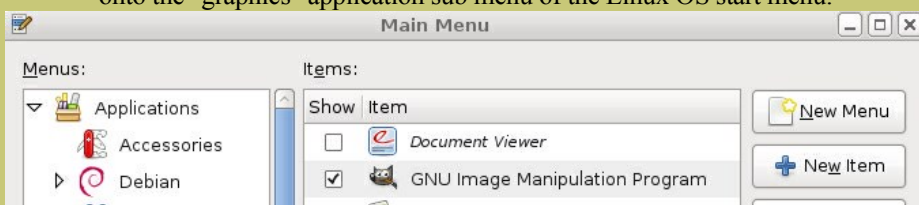
6. The square button (with an image on it) for program icon selection is on the left

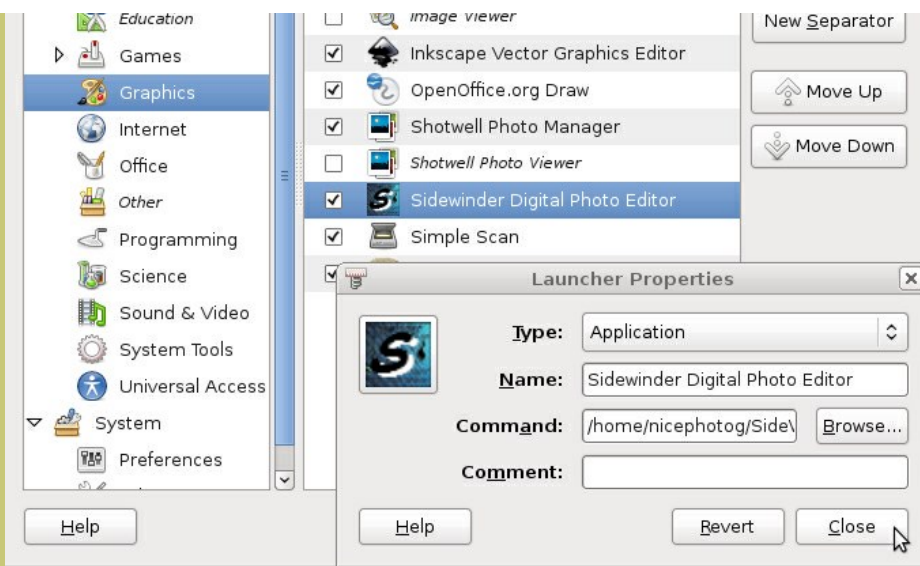


7. Press it, go to the programs folder and select its 32px or thereabout sized icon (.gif, .bmp or .png)

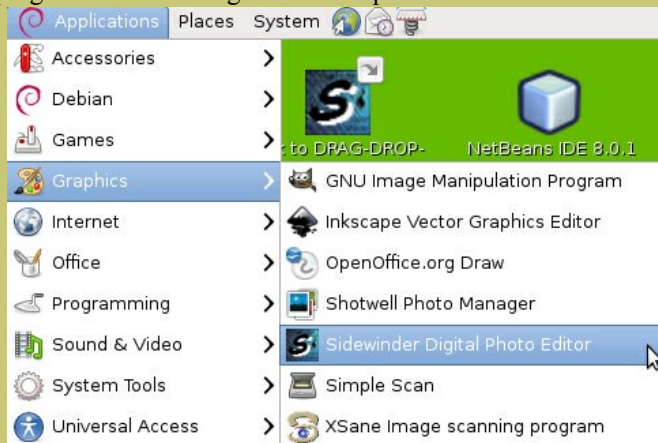


8. The programs Icon will now show on the button, and everything is ready to fully add all the information onto the "graphics" application sub menu of the Linux OS start menu.

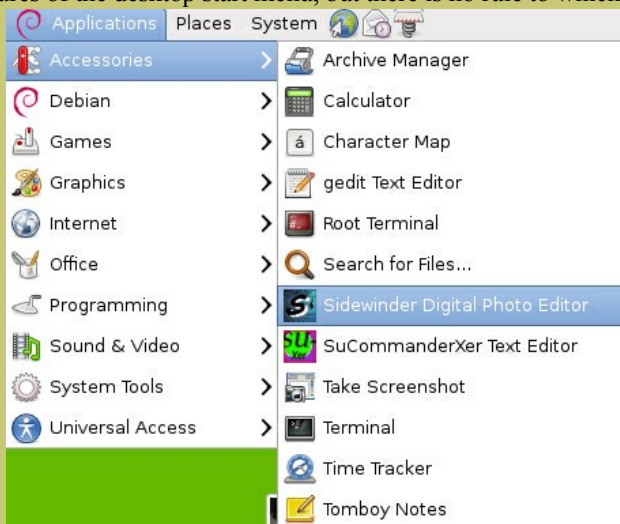




9. When done, the program starter is integrated to the quick convenience features of the desktop menu.



10. Not only the quick convenience features of the desktop start menu, but there is no rule to which menus or number of menus you put it on.



Allowing Executable permission from the "File Properties Tab"

E. ONE final NOTE: Don't forget to set the starter script "x executable" on the properties dialog tab or it will not start the program!

