

filelogger_help

COLLABORATORS

	TITLE : filelogger_help		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		October 27, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

filelogger_help

1.1 FileLogger Doc

FILELOGGER V1.31
(c) 1993 Arun Kumar G.P.

```

      _/      _/  _/_/_/_/  _/_/_/  _/_/_/
     _/      _/  _/_/_/_/  _/      _/      _/
    _/      _/  _/_/_/_/  _/      _/      _/
   _/      _/  _/_/_/_/  _/_/_/  _/_/_/
A  _/      _/  _/_/_/_/  _/_/_/  _/_/_/      Production
   _/      _/  _/_/_/_/  _/_/_/  _/_/_/
    _/      _/  _/_/_/_/  _/_/_/  _/_/_/
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This is the documentation for 'FileLogger V1.31', a disk/file cataloguer for the Amiga computer.

Introduction
Execution & Startup
Main Window
Select Window
Sort Window
About
Compatibility, Acknowledgements etc
History
To Do

1.2 Introduction

Introduction :
=====

Have you ever tried to find a particular utility/sound sample/picture once you have accumulated a substantial number of disks OR do you know what are all the files you have ?. You can't really write down all the file names on the label of the disk. Here is a utility to save your time and all the disk swapping. This program allows you to

- Log disks and selected file details from the disk into a Log.

- Give a filetype and remarks to each file which can be queried on later.
- Remarks will be read by default from the file comments (if present) of a file on disk.
- Optionally it can guess the types (whether an Executable, Text, PowerPacked Data, IFF Picture, IFF Sample or IFF Anim etc.) of the files. Over 30 file types are currently recognized.
- Specify your own file types codes instead of the default given by the program by maintaining it in a preferences file. (*)
- Search for a particular disk/file in the Log using wild card matches on disk name, file name, file type or remarks.
- Do a multilevel sort on disk name, filename, filetype and remarks. (*)
- Print out the full log or the Selected/sorted part of it. (*)
- The number of files you can log is only limited by the memory. (!)

(*) : The unregistered version has these functions disabled.

(!) : The unregistered version has a maximum limit of 500 logged files

This program will be of great help to people who have no hard disks and their entire software collection is on floppies. I got the idea of writing this program after a unfruitful search for a particular utility which I knew existed in one of my disks.

There are 3 windows where all the action happens. The first window (Main Window) is where you can move around the log, print the entire log, edit the logged details, save the logged details and call the other 2 windows. The second window (Select window) lets you select the drive/disk which has the files you want to insert into the log. The third window (Sort Window) lets you enter different search and sort criteria and select the matching files from your log.

1.3 Execution

Execution :

=====

The program can be executed from the WorkBench or from the CLI. It multitasks properly and runs on its own screen. You can pull down the screen or press Left Amiga + N to switch to the Workbench or CLI screen. It does not require any supporting files/libraries. The preferences file "Filelogger.prefs" is expected to be in the current directory or in the directory S:.

From the CLI, it takes one argument (optional), which is the filename (with path) of the Log. From the Workbench you can either double click on the Filelogger icon (to start it without a log file) or holding shift key down, click once on the Filelogger icon and double click on the Log file icon (to start it with a Log file).

The program looks for the file 'FileLogger.prefs' in the S: directory first and if it can't find it, searches the current directory for it. If it doesn't find it at all, it prompts whether you want to save a default preferences file. If you accept, a default preferences file is saved in the S: directory. If it does find the preferences file, the menu preferences and the user file types are read in and will be used by it later. However this feature is not present in the unregistered version.

NOTE : You can have as many blank lines as you want. Everything after a // is ignored as remarks. Do not edit any of the fields in the left hand side of the equations. You can have spaces or tabs around the = sign. The Menu preferences can only have values of Y or N. The User Defined File Types follow next. The numbers on the left side of the '=' are significant and you should not change them. You can only change the rhs of the equation to a code you want. A maximum of 5 characters will be read from the file type code you give. The uppercase equivalents of all lowercase file types will be used.

- Eg: a) If you want to shut off the Screen Flash everytime, you can change the value of flag 'FLASH_SCREEN' to 'N' from 'Y'.
 b) Say you want to change the file type code 'PICT' given by default by the program to all IFF Pictures to your own code 'ILBM'. Only replace the 'PICT' by 'ILBM' without changing the number to the left of it and when the program guesses a file type and comes across an IFF picture later, the code 'ILBM' will be used instead of 'PICT'.

If the filename is given and if it is a valid FILELOGGER Log file, the pointer changes to a clock and you can see the number of disk and file counter ticking as all the logged files and its details are read into the memory. Once all the Log file details are read into memory, the pointer changes back to the default and the last file of the last disk in the Log will be shown. If any error occurred, a Requester will come up and tell you what went wrong. You may end up with partial files being read in if the Log file is corrupted somehow. If the given file did not exist (i.e a new Log is being created), a message comes up and you can continue to add files into the Log and this filename will be used while saving the Log next time.

1.4 Main Window

Main Window :

=====

(The Uppercase words have the comments about the fields/buttons)

```
+-----+
|                                     F I L E   L O G G E R                                     |
+-----+
| Remaining   Memory   --> KEEP AN EYE ON THIS                                         |
|                                                                                         |
| STRING GADGETS                                                                           |
|   Disk Name   --> MAX 30 SIZE, MANDATORY, CAN BE EDITED                             |
|                                                                                         |
|   File Name   --> MAX 30 SIZE, MANDATORY, CAN BE EDITED                             |
|   File Size   --> MAX 999999 VALUE, MANDATORY, CAN BE EDITED                         |
|   File Type   --> MAX 5 SIZE, OPTIONAL,  CAN BE EDITED                             |
|   Remarks     --> MAX 512 SIZE, OPTIONAL,  CAN BE EDITED                             |
|                                                                                         |
|                                                                                         +-----+ |
|           ACTIVE ONLY WHEN EDITING, CLICK TO ACCEPT DETAILS   --> | ACCEPT | |
| No. of disks and files in the log   --> SHOWS THE LOG STATUS +-----+ |
|                                                                                         |
|   BUTTONS FOR FILES           BUTTONS FOR DISKS           PRINT FULL LOG           |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

```

| +----+----+ | +----+----+ | +-----+ +-----+ | +-----+ | | | | | | | | | |
| | < | > | <--+ | < | > | <--+ | SORT |--+ | PRINT| <--+ | SAVE | |
| +----+----+ | +----+----+ | +-----+ | +-----+ | +-----+ |
| | |< | >| | | |< | >| | +-----+ | +-----+ |
| +----+----+ | +----+----+ | | PREV |--+ | | EXIT | |
| |ADD |DEL | | |ADD | DEL| | +-----+ | +-----+ |
| +----+----+ | +----+----+ | SORT BUTTONS |
+-----+
| Message Line ---> ANY ERROR/WARNING/INFORMATION MESSAGES |
+-----+

```

This is the main window from which you can call the other two windows, add new files, edit/delete files/disks, scroll around the file list in the database, save/print your log, set the defaults and ofcourse exit.

String Gadgets
Buttons
Menus

1.5 Memory Considerations

Memory :-

The program itself occupies about 90K of memory and subsequent windows need additional 40-50K.

Just below the title, the free memory (Chip + Fast) in Bytes is always shown. Keep an eye on this and whenever it falls below 50K, you may not be able to open further windows. A Red Alert Box will start flashing once the free memory drops below 46K. Do not panic, it is just a warning and you better not add more files into the log. You can Save the log and quit now.

But if you want to work with this full Log later, it is better if you have an additional 10K to go into the Sort window and do some sort/query.

The @{"Disk name ", link disk_str1}, @{"File name ", link file_str1} and the ← remarks are dynamically allocated in the memory and though there is a maximum size for each of them, the memory occupied by each logged file is approx. equal to the actual size of its elements. Since all the files in your log is read into the memory, the number of files which you can have in your log is limited only by the memory you have. If you log only the important files in a disk, this should not be a limit and you should be able to have 500 or more disks logged on a 1MB Amiga.

Whenever you are selecting files from the disk to put into the Log (in the Select window), additional memory for the files shown is required. When you are searching and sorting files in the log (in Sort window), additional memory for the number of files which satisfy the search condition is required.

1.6 String Gadgets in Main Window

String Gadgets (in Main window) :-

Click on these to modify the details. *REMEMBER* to click on the ACCEPT button once you finished making the changes to save the changes into the Log (memory!). Pressing any other button will be taken as a CANCEL and the changes you have made will be lost. If you press Enter after you have finished editing one of the item (Eg. File Name), you will be automatically taken to the next item (Eg. i.e. File Size). The Message line will remind you to click on ACCEPT button to save the changes into the log (memory). If there are no disks in the log, you must select ADD DISK to first log a few files. The message line will remind you to do this. You may be able to edit the fields, but you are just wasting your time.

Disk Name
File Name
File Size
File Type
Remarks

1.7 Disk Name String Gadget

Disk Name : This has the disk name of the current disk in the log. This can be edited and cannot be a blank. If it is blank when ACCEPT is chosen, then the original Disk name will be retained. The max. number of characters allowed is 30. If you are manually adding a new file, you won't be allowed to edit this. This is automatically filled in for you, when you select the disk into the log (in Select window). If enter is pressed after changes are done, cursor moves to the File name gadget.

1.8 File Name String Gadget

File Name : This has the file name of the current file (in current disk) in the log. This can be edited and cannot be a blank. If it is blank when ACCEPT is chosen, then the original File name will be retained. The maximum number of characters allowed is 30. This is automatically filled in for you, when you select the file into the log (in Select window). If enter is pressed after changes are done, cursor moves to File size gadget.

1.9 File Size String Gadget

File Size : This has the file size (in Bytes) of the current file (in the current disk) in the log. This can be edited (why would one change this !?) and cannot be zero. If it is zero (why have a zero sized file in the log ?) when ACCEPT is chosen, then the original file size will be used. The maximum size can be 9999999 bytes (A high density disk !!). This is automatically

filled in for you, when you select the file into the log (in Select window). If enter is pressed after changes are done, cursor moves to the File Type gadget.

This field is there to help you in deciding whether you have duplicate files in different disks.

1.10 File Type String Gadget

File Type : This has the file type of the current file (in the current disk) in the log. This can be edited and is optional. The maximum number of characters allowed is 5. If preference is set not to guess the file type, this will be blank initially when you log a file. It is free format and you can have your own type code denoting what the file is. For eg. PICT for Pictures, BRUSH for Brushes, SMPLE for Samples, UTIL for Utilities etc.. If given it will help you in searching and sorting for particular types of files in the Sort window . For eg. you can search for all Pictures which begin with the letter 'a'. If enter is pressed after changes are done, cursor moves to the Remarks .

NOTE : From version 1.3 onwards this can be maintained by the user in a preferences file. See the NOTE in the Execution section.

1.11 File Remarks String Gadget

Remarks : This has your remarks for the current file (in current disk) in the log. This can be edited and is optional. If any file comments were present for the files you read from the disk, this will be automatically put into this field. The maximum number of characters allowed is 512. This will be blank initially when you log a file. It is free format and you can have you own remark about the file, Eg. whether compatible with WB2.0, PowerPacked etc. If enter is pressed after changes are done, cursor wraps around to the Disk Name gadget (if in Edit mode) or to the File name gadget (if Add new file mode).

1.12 Buttons in Main Window

Buttons (in Main window) :-

If there are no disks in the log, the Message line will remind you to click on ADD DISK to add some files into the log first and this (and of course EXIT) will be the only buttons active then.

Accept
File Buttons
Disk Buttons

Sort Buttons
Print Report
Save Log
Exit

1.13 Accept

ACCEPT : This button becomes active whenever you click on one of the above mentioned String gadgets (otherwise it will be off). If you click on this after making the changes to the file details, all the changes will be actually made in the log (only in the Memory !). If you click on other buttons(after making your change), all your changes will be LOST !!. This is also active when you are adding a new file. The new file will be added to the file list for the current disk if and only if the file name and the file size has been given.

Duplicate Disk & File Name will also be checked if the Preference for it is ticked in the menu. A Requester will tell you that the disk/file is already existing and the cursor resumes on the disk/file name.

1.14 File Control Buttons

Buttons to do with files (A few have Keyboard shortcuts) -

- PREV : This takes you to the previous file for the current disk. If you are viewing the first file for the disk or if there are no files for the current disk, the Message line will tell you so.
Key - Cursor Left (can autorepeat)
- NEXT : This takes you to the next file for the current disk. If you are viewing the last file for the disk or if there are no files for the current disk, the message line will tell you so.
Key - Cursor Right (can autorepeat)
- FIRST : This takes you to the first file in the current disk. The Message line will tell you that the you are looking at the first file for the disk.
Key - Shift + Cursor Left
- LAST : This takes you to the last file for the current disk. The message line will tell you that the you are looking at the last file for the disk.
Key - Shift + Cursor Right
- ADD : This lets you manually add a file into the current disk in the log. All the string gadgets except for Disk name will be cleared and you can edit them. You have to give the file name and its size, otherwise the file won't be accepted into the log. *REMEMBER* to click on ACCEPT to actually add the disk. The message line will remind you to do so. Clicking on any other
-

buttons will CANCEL the operation.

DEL : This lets you delete the current file and its details being shown from the Log. Based on the Preferences you have selected, it may or may not prompt you before deleting it. The message line will tell you if you have deleted the last or the first file for the disk.
Key - Delete

1.15 Disk Control Buttons

Buttons to do with disks (A few have Keyboard shortcuts) -

PREV : This takes you to the previous disk in the Log. The first file in the previous disk will be shown. If you are viewing the first disk in the log, the Message line will tell you so.
Key - Cursor Up (can autorepeat)

NEXT : This takes you to the next disk in the Log. The first file in the next disk will be shown. If you are viewing the last file in the log, the message line will tell you so.
Key - Cursor Down (can autorepeat)

FIRST : This takes you to the first disk in the Log. The message line will tell you so. The first file in the first disk will be shown.
Key - Shift + Cursor Up

LAST : This takes you to the last disk in the Log. The Message line will tell you so. The first file in the last disk will be shown.
Key - Shift + Cursor Down

ADD : This lets you add a new disk (and its files into the Log). The Select window will come up. After returning from this, if a selection has been done, the first file for the new disk will be shown.

DEL : This lets you delete the current disk (and all its files) from the Log. Based on the Preferences selected, it may or may not prompt you before deleting them. The message line will tell you if you have deleted the last or the first disk in the Log.
Key - Shift + Delete

1.16 Sort Buttons

Buttons to do with Sort :

SORT NEW : This lets you enter a new selection and search criteria in the Sort window . After returning from this, if EDIT has been chosen in the 'Sort Window', that particular disk/file will be made the current.

SORT PREV: This calls the Sort Window and allows you to work on the previous sort/selection criteria and its files. This will only work when EDIT has been chosen on a marked file in the 'Sort Window' previously, otherwise it will work like Sort New. All changes except for new files/disks added will be reflected in the sort list.

1.17 Print Simple Report

PRINT : This prints out all the disks and its files in the Log. It first comes up with a file requester for you to enter a device/path/file name in it. On pressing return or clicking on OK, the log will be printed and the Message line will tell you so.

Note : This option is not available in the unregistered version.

A sample of this report is included here -

***** SAMPLE OF REPORT 1 *****

FileLogger V1.3 © 1993 Arun Kumar

Page : 1

List of all disks and files in the log
=====

Disk Name : AC-CoverDisk31

File Name	Type	Size	Remarks
MMPP	EXE	11116	Much more; Reads PP file; scrolls smoothly
medplayer	EXE	9448	MED song player.Doesn't work with Octa Med Songs
ShortCut	EXE	1740	Shows max of 4 menus from a text file; Good
CLOCKDJ	EXE	15372	Shows time/memory; Speeds up mouse;Sun Mouse etc. - Good
Alienbounce.DOC	DOC	2255	Document for Alienbounce game
Alienbounce	EXE	55852	Not much of a game in AMOS
CardGames.DOC	PPDAT	5404	Document file for Card Games
fileprog.c	CPRG	8447	C program to demonstrate File I/O
powerpacker.library	ALIB	5236	Powerpacker library; Put in LIBS: for all PP programs
GfxConverter	EXE	15528	Converts an IFF file to Assembly language data statements
GfxConverter.DOC	PPDAT	5820	
LastHope.doc	PPDAT	1980	Document file for the unerase program
LastHope	EXE	26692	Recover deleted files; Not FFS

Total Files in this disk : 13

Disk Name : Red Devil Utils

File Name	Type	Size	Remarks
sectorama.doc.pp	PPDAT	3980	Document for Sector Editor
MarkBad	EXE	6480	Marks Bad Sectors on a disk; not FFS
SID	EXE	62432	Brilliant File Manager. Old Version
BootX3.30.doc	PPDAT	5596	
D-Copy	EXE	24392	Nibbler/Disk Copier. Old Version. Does not copy all games
Powerpacker2.3b	EXE	29160	PD Version of Powerpacker to pack data and EXE files
Tetracopy	EXE	25256	Play Tetris while disk copying !!
Stars	EXE	1316	WB Hack.Shows a star field on the work bench screen
blitzfonts	EXE	7096	Supposed to speed up text output
BootX3.30	EXE	11588	Virus Detector;Boot Block installer

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File Name	Type	Size	Remarks
TaskMaster	EXE	4872	Change Task Priorities of running jobs
Virusdestroyer	EXE	25936	An old virus destroyer
CompuCalc	EXE	6548	Hex/Oct/Bin Calculator; Quite Good
NewZap3.1	EXE	18212	File/Disk editor. A bit shaky on A1200
MRBackup	EXE	61980	Good HardDisk Backup utility
siesta.font	FONT	524	Good Bitmap font; Only in Size 8
PUMPYCOPY	EXE	50528	Copier; Does not work on A1200
DOPE_INTROMAKER	EXE	19604	Does not work on A1200

Total Files in this disk : 18

Total Disks in the Log : 2

Total Files in the Log : 31

***** END OF SAMPLE REPORT *****

1.18 Save Log from Memory to Disk

SAVE : This saves all the logged disks and its file details in the memory into the Log file. It first comes up with a file requester for you to select a file name. It will have the name of the file you started the program with or the previous saved file name. If no startup file was given, then it will default to 'Files.Log'. If you click on OK after selecting/entering a file name, the pointer changes to a clock as long as it is doing the save and you will be informed about the status of the save in the message line. If any error occurs during the save, a Requester will tell you so with the reason for the failure.

1.19 Exit to System

EXIT : This will take you back to the WorkBench or the command line. If changes have been done and you haven't saved the changes, you will be prompted. The pointer changes to a clock as all allocated memory is returned to the system (This may take a few seconds, I am working on speeding it up) and the message line will tell you that the program is cleaning up.

NOTE :

All the operations on the Log like add, modify and delete are done in the memory, and unless you save the Log, you will not have the latest changes on the Log file on your disk.

1.20 Menus

Menu (in Main window) :-

There are 2 Menu Items in the Main window (and in the Program itself). The options (and the Keyboard shortcuts - with Right Amiga Key) available in them are :

+-----+		+-----+
Project		Preferences
+-----+		+-----+
New Log N		v No Duplicate Disks
Print P		No Duplicate Files
Save S		v Delete Disks
About A		v Delete Files
Quit Q		v Guess File Types
+-----+		v Flash on Errors
		Overwrite Files
		Workbench Colours
		Lines per Page L
		+-----+

1.21 Project Menu

Project :-

New Log : This option lets you load a new log. If modifications have been made to the current LOG and no save has been done, it prompts you and then all the memory occupied by the LOG is released, the screen is cleared and a file requester is shown for you to select/enter a filename for the new log file. If the file does not exist (i.e a new log is being created), a message is shown and later save will use this file name.

Print : Same as the PRINT button above.

Save : Same as the SAVE button above.

About : A Requester with some details about the program and the programmer comes up.

Quit : Same as the EXIT button above.

1.22 Preferences Menu

Preferences :-

No Duplicate disks : This is a toggle option (default is On i.e. Duplicate disk names in the Log is not allowed). If this setting is off, disks with duplicate disk name will be allowed in the log else a message comes up telling you that this disk already exists in the log.

No Duplicate files : This is a toggle option (default is Off i.e. Duplicate file names allowed in a particular disk). If this setting is off, files with duplicate file names in a disk (possibly in different directories) will be allowed in the log else only the first file will be read in.

Confirm Delete Disk : This is a toggle option (default is On i.e. Prompt before deleting a disk). If this setting is off, you won't be prompted for confirmation before deleting a disk from the log else a Requester comes up and you have to click on Yes or No to the prompt.

Confirm Delete File : This is a toggle option (default is On i.e. Prompt before deleting a file). If this setting is off, you won't be prompted for confirmation before deleting a file from the log else a Requester comes up and you have to click on Yes or No to the prompt.

Guess File Types : This is a toggle option (default is On i.e. program will try to guess the type of file). Whenever you click on the drive name in the Select Window , as the file names and size is read from the disk in that drive, the first few characters are also read from the file.
If it is found to be pure text, the program tries to work out the type of the file by its extension.
Currently it can recognize the following extensions :

Extension	Default Type given by Program	
.c	CPRG	(C Program)
.h	CHDR	(C Header)
.i	AHDR	(Assembly Header)
.doc	DOC	(Document)
.pas	PSCL	(Pascal Source)
.txt	TEXT	(Text file)
.a	ASM	(Assembler Source)
unknown	TEXT	(Unknown extension)

If it is found to be some non text data, the program finds out whether it is an executable or an IFF file or a Powerpacked data file etc. by looking into the first few bytes in the data file. If it is none of the above it decides on the file extension :

Extension	Default	Type given by Program
.o		OBJ (Object File)
.lib		CLIB (C Library)
.lzh or .lha		LHA (Packed file)
.library		ALIB (Amiga System Lib)
.font		FONT (Fonts)
Amos File		AMOS (AMOS Source)
Amos Bank		ABK (AMOS Banks)
executable		EXE (Executable)
IFF picture/ brush		PICT (Picture)
IFF Sample		SMPL (Sound Sample)
IFF Anim		ANIM (Std. Anim File)
PowerPacked data		PPDAT (Packed Data, Can be anything)
Sculpt 4D Scene		SC4D (Sculpt 4D Scenes)
Preferences		PREF (Std. Preference)
Data Type		DTYP (Standard DataTypes)
DMS file		DMS (DMS Archive file)
GIF file		GIF (GIF format picture)
TIF file		TIF (TIF format picture)
VISTA file		VISTA (VISTA DEM file)
E Modules		EMDL (Amiga-E module)
MED file		MED (Octa/MED Song)
Imagine Object		IOBJ (Imagine TDDD objects)
Prof. Page		PPAGE (Prof. Page file)
unknown		DATA (Unknown type)

I have found that most of the time the guess is correct. More file types recognition will be added in later releases and as I get more files !!.

- Flash on Errors : If you find the screen flash on errors/warnings irritating, you can set this off. The screen will now flash only when program doesn't have enough memory to do something. But keep an eye on the message line to see the errors/warning messages. Default is On i.e. flash everytime.
- Overwrite Files : When saving the log or printing reports, if the file you selected already exists, overwrite it without prompting. Default is Off i.e. prompt before overwriting.
- Workbench Colours : Use Workbench colours instead of the default colours. Default is Off i.e. use program's own default colours.
- NOTE : On the AGA machines this may not give the exact Workbench colours because of this programs compatibility with the


```

| CLICK ON THE FILE NAMES TO SELECT THEM OR ON 'ALL' TO SELECT ALL      || |
| FILES. USE THE SCROLL BUTTONS TO SCROLL AROUND THE LIST. 'OK'         || |
| ACCEPTS EVERYTHING INTO LOG, 'END' REJECTS IT & TAKES YOU BACK TO     || |
| MAIN WINDOW                                                            || |
|                                                                           || |
|                                                                           || |
|                                                                           || |
|                                                                           || |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

Click on the drive name to see the files in the disk in that drive. (Note : '.info' files won't be shown as I don't think they are worth logging). All the files (under all directories) will be shown. The directories under which they exist won't be shown. The maximum level of subdirectories to which this can read is limited by the absolute path name of the directory than 300 characters (This should be more than enough to handle up to 10-15 levels of sub directories, assuming that the average size of the name of the directories is 20 characters).

Click on individual files you want to log or on 'ALL' to select all files. You will see the background colour of selected files changing as you select them. They can be unselected by clicking on them again (So if you want to select most of the files in the disk, it is easier to select ALL and then click on files you do not want to log). You can use the scroll gadgets to scroll around the list. Click on 'OK' to select them into the log or on 'END' to reject and go back to the Main window . If you click on the other drive name the files in that disk will be shown instead.

If memory is not enough to open the window or to read in the files, the screen flashes or a requester will tell you that it ran out of memory.

Buttons

1.25 Buttons in Select Window

Buttons (in Select window) :-

DF0: This reads the floppy in drive 0 and goes through the directory structure recursively and shows all the files on the floppy (except '.info' and directories themselves). If files were already selected into the window, it will be cleared. If any error occurs in reading the floppy a requester with the actual error message comes up. The name of the disk is shown just below this button. The file comment for the file on disk if any, will also be shown. The total number of files read is shown in the last line on the screen. The pointer changes to a clock as long as the drive is being read from, and you can press the Right Mouse Button to stop the disk scan.

NOTE : If the menu option 'Guess File Type' is On, be patient, it takes longer to read the floppy as it has to open all the files and read the first few characters. If you want to stop the disk read at any point press the RMB once and you will have a partial list of files from the disk.

Any linked files on disk will be skipped and one of the file's details will be read in.

DF1: Same as above but reads from drive 1.

ALL This acts as a toggle to select ALL files or NONE. If files have been read from a disk, it selects all the files and the title changes to 'NONE' and if you click on it now all files will be unselected.

OK This allocates and copies into the LOG the disk name and all the selected files. If a disk with this name already exists in the LOG, and the Preference is not to ignore duplicate disks, a requester comes up and tells you that a disk with this name already exists in the log and you stay on the same window. If there are duplicate files in the disk (in different directories) and if the Preferences is not to ignore duplicate files, only the first of these files is copied in to the log. A requester comes up and tells you that a few duplicate files were skipped. You resume on the main window finally.

NOTE : In the unregistered version, if the number of files in the log reaches 500, a requester will come up and tell you that and the remaining selected files won't be read into the log.

END This takes you back to the Main window , ignoring all the
selected files for the disk.

SCROLL BUTTONS & BAR :

If you click on Scroll up or down buttons and hold the left button down, the file list will scroll up/down continuously. If you click on it once, the file list will scroll up/down by one. The Scroll bar lets you page up and down in the file list.

FILE LIST :

Clicking on the file name itself selects it, if it is not already selected and unselects it if it is already selected. You can have more than one file selected at one time.

1.26 Sort Window

Sort Window :

=====

(The Uppercase words have the comments about the fields/buttons)

F I L E L O G G E R			
Remaining Memory	-->	KEEP AN EYE ON THIS	
		+++	
Disk Name	-->	ENTER YOU SEARCH	2 ---> CLICK ON THESE BUTTONS IN
		+++	THE ORDER IN WHICH YOU WANT
File Name	-->	CRITERIA HERE,	1 THE SELECTED FILES SORTED.
		+++	CLICKING ON A SELECTED ONE

```

| File Type --> WITH WILD CARD      |3|          UNSELECTS IT & THE OTHERS |
|                                     +-+          ARE REORDERED.      |
| Remarks    --> MATCH, IF ANY      | |          |                    |
|                                     +-+          |                    |
|                                     +--> PRINT SELECTED/SORTED FILES |
|                                     |                    |
| +-----+ +-----+ +-----+ +-----+ +-----+ |
| |SEARCH| |PRINT| |DELETE| |EDIT| | END | --> RETURN TO MAIN WINDOW |
| +-----+ +-----+ +-----+ +-----+ +-----+ |
| |         |         |         |         |         | |
| DO SEARCH/SORT      +-->DELETE  +---> EDIT MARKED FILE |
|                                     |                    |
| Disk Name      File Name      File Size      File Type      Remarks |
+-----+-----+-----+-----+-----+-----+-----+
|                                     |
|                                     SCROLL FILES UP BY ONE <----+|^| |
|                                     |++|
|                                     SCROLL FILES DOWN BY ONE <----+|v|
|                                     |++|
|                                     |++|
|                                     ||-|
|                                     PROPORTIONAL GADGET TO SCROLL FILES <----+|||
|                                     |||
|                                     |||
| THIS BOX HAS A SORTED LIST OF FILES IN THE LOG WHICH HAS SATISFIED ||-|
| YOUR SEARCH CRITERIA. YOU CAN MARK ONE OF THE FILE AND EDIT IT IN || |
| THE MAIN WINDOW OR DELETE IT HERE. USE THE SCROLL BUTTONS TO SCROLL || |
| AROUND IN THE LIST. 'END' TAKES YOU BACK TO THE MAIN WINDOW.      || |
|                                     || |
|                                     || |
|                                     |++|
+-----+-----+-----+-----+-----+-----+-----+

```

On this (cramped !!) window, you can enter a search and sort criteria to select files from your logged list of files.

First enter your search criteria into the search fields. Next if you want to do a multi level sort on the files selected, you could click on the smaller buttons next to the Search fields. Finally you click on 'GO', all the files satisfying your search criteria is shown and you can move around this list by using the scroll gadgets. You can also mark a single file (by clicking on it) and edit or delete it.

Buttons
String Gadgets

1.27 String Gadgets in Sort Window

String Gadgets (in Sort window) :-

Enter your search criteria into the Disk Name, File Name, File Type and Remark fields. If you leave any field blank then it means that field can have any value in it. You can also enter '*' and '?' for wild card matches. '*' means match any value for any number of characters (like Amiga Dos #?) and '?' means that particular character can have any value. The search is also case insensitive. For eg. if you enter "pp*e" in the

File Name field, the program will search for all files which have names beginning with 'pp' and ending with 'e'. So 'ppmore', 'PPMuchMore' are a few files which may be selected. If you enter "???" in the file name field all 3 character name files will be selected. By entering into the file type field also you could search for a particular file type (say a Executable or IFF picture).

1.28 Buttons in Sort Window

Buttons (in Sort window) :-

SORT BUTTONS : (Next to the String Gadgets)

If you want to sort the files selected, you could click on the smaller buttons next to the Search fields. These buttons act as a toggle and will have numbers on them depending on the order in which you have clicked on them. The list of files will be sorted in the order shown on these buttons. For example :

Field	Number on Button
Disk Name	2
File Name	1
File Type	3
Remarks	

This will sort by File Names first, within that by Disk Name and within that by File Type.

If you do not want a selected button/field to be in the sort, then you can click on it again and the sort number on this button is blanked out and the other buttons will reorder themselves if required.

If no sort criteria is given then the file names will be ordered in the order by which you loaded it into the log.

Note : The sort option is disabled in the unregistered version.

GO : This button starts the search and the sort. You will see the sleep pointer and the number of files found ticking on the last line as it finds files satisfying you search criteria. The previous selected list of files if any will be cleared. You can interrupt this search by pressing the Right Mouse Button and if the program runs out of memory during the search, a requester with proper error message comes up or the screen flashes (if memory is not even enough to show the requester).

NOTE : Due to the way I have written the multi level sort routine, if the first sort field has too many duplicates the sort time will be more (quite a lot !). I will improve the sort routine in the next release. Till then, you either have to wait patiently or work on a lesser number of records by giving a more specific search. If you want to stop the search, you can press the RMB once and you will get a partially sorted list.

PRINT : This prints out the currently selected/sorted list of files. It first comes up with a string requester for you to enter a device/path/file name (default PRT:). On pressing return or clicking on OK, the sorted list of file names will be printed. The screen flashes if there are no files searched/sorted.

Note : This option is not available in the unregistered version.

A sample of this report is included here -

***** SAMPLE OF REPORT 2 *****

FileLogger V1.3 © 1993 Arun Kumar

Page : 1

Selected/Sorted files in the log
=====

Selection Criteria :

Disk Name :
File Name : ????????
File Type : EXE
Remarks :

Sorted By : File Name, File Type

Disk Name	File Name	Type	Size	Remarks
Red Devils Utils	BootX3.30	EXE	11588	Virus Detector;
	Boot Block copier/installer			
Red Devils Utils	CompuCalc	EXE	6548	Hex/Oct/Bin Cal
	culator; Quite Good			
AC-CoverDisk31	medplayer	EXE	9448	MED song player
	. Doesn't work with OctaMed Songs			
Red Devils Utils	NewZap3.1	EXE	18212	File/Disk edito
	r. A bit shaky on Al200			
Red Devils Utils	PUMPYCOPY	EXE	50528	Copier;Does not
	work on Al200			
Red Devils Utils	Tetracopy	EXE	25256	Play Tetris whi
	le disk copying !!			

Total Files found : 6

***** END OF SAMPLE REPORT *****

DELETE : This lets you delete the marked file in the list of files shown. Based on the preferences you have selected, it may or may not prompt you before deleting it. The screen will flash if there is no marked file in the sorted list.

EDIT : This takes you back to the main window and makes the marked file and its disk the current and displays it. You can return to the same search/sorted list from the main window by clicking on Sort Prev. All modifications/deletions except additions done on the

main window will be reflected in the sort list now. The screen will flash if there is no marked file in the sorted list.

END : This takes you back to the main window. You cannot return to the same search/sorted list from the main window by clicking on Sort Prev. now.

SCROLL BUTTONS & BAR :

If you click on Scroll up or down buttons and hold the left button down, the file list will scroll up/down continuously. If you click on it once, the file list will scroll up/down by one. The Scroll bar lets you page up and down in the file list.

SORTED FILE LIST :

Clicking on the file name itself selects it, if it is not already selected and unselects it if it is already selected. Only one file can be selected at one time. This will be the file which can be edited/deleted from this window (using EDIT and DELETE buttons).

1.29 About

About :
=====

This is version 1.31 of Filelogger. FileLogger is copyright © Arun Kumar 1993. See History for a brief list of changes from previous releases. The demo version of this program is Public Domain and may be freely distributed, as long as all parts of the original distribution are kept intact. No profit may be made out of this program. Only a small fee for the copying and/or the price of the media is allowed. All use is at your own risk. No liability or responsibility is assumed.

You cannot distribute the Registered Shareware version. If you want the enhanced Registered version of Filelogger, please send 5 UK Pounds or equivalent to the address given below. If you have already registered, thank you for doing so and I hope you find my program worth it. Bug Reports and feedbacks are also welcome.

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INDIA

(But I am not sure whether I will be here after May 94, but any correspondence will reach me after some time)

The enhanced version has the following options which have been disabled in the unregistered version :

- a. No limit on the number of files you can have in the Log.
- b. Sort your log in different orders.
- c. Print all files and Print searched/sorted files.
- d. Use of a Preferences file in which you can maintain your own file type codes instead of the default one given by the program.
- e. Fixes to any possible Bugs which I would have discovered by then.
- f. Any more new facilities I can think of.
- g. You will also receive other P.D. programs I have written.

Further upgrades for Registered users will be free as long as they send a disk plus necessary postal charges.

1.30 Compatibility, Acknowledgements etc.

Hardware and Software Used :

Amiga 500 Plus with 2 MB of RAM, Additional Disk Drive and an old T.V.
(The final stages and later releases on a Amiga 1200 HD !!)
DiceC C Compiler (PD Version !)
VI editor (Yes! on the Amiga, I can't do without it)
DPAINT III
The C Encyclopedia on Disk (for Reference)

Compatibility :

This program will run on all models of the Amiga and all versions of the Kickstart i.e Amiga 500, Amiga 500+, Amiga 600 and Amiga 1200. It has not been tested on the Amiga 1000 (who owns one ?), Amiga 4000 (Big bucks!) but I am sure there won't be any problems. 512K Memory is also enough, but the more memory you have the more number of files you can store in the Log. It also does not require any other external files or libraries.

Acknowledgements :

Thanks to

- Tom De Voeght (my pal and β tester)
- Members of WECC for all the help !
- Mathew Dillon (for his great Compiler)
- Nico Francais (for his Powerpacker group of utilities)
- Anders Bjerin (for the C Encyclopedia)
- Bram Moolenaar (for the VI editor)
- and to the Amiga, the best Computer I have ever worked on.
- All other Copyrights acknowledged.

1.31 History

History :

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-----
04/10/92  V0.0      Started coding FileLogger !!.
10/04/93  V0.9      Internal fully working (?) release.
12/05/93  V1.0(D)   First public release of demo version on to AMINET.
02/07/93  V1.0(R)   Fixed some minor bugs & added new option for disabling
                    Screen flash.
10/08/93  V1.1(D)   Auto adjust to NTSC ; Added RMB break; Recognizes even
                    more file types;
17/08/93  V1.2(D)   Added a File Requester (atlast !!).
25/08/93  V1.3(R)   Read from preferences file (User file types !!);
                    Now reads file comments of each file from disk into the
                    remarks field in the log. It is also shown in the
                    Select window.
                    Now handles linked files (Skips one of the files);
                    New Menu option for Overwriting files added;
                    On returning to previous sorted list from Main window,
                    previous position is retained;
                    No more Gurus when sorting lists with big file names;
                    Cursor now cycles around in Sort window string gadgets;
                    A few bugs in handling the proportional gadget when
                    files were being deleted fixed;
                    System Requesters now appear on the FileLogger screen;
                    Reorganised the gadgets in Select and Sort Windows;
                    Included Amiga Guide format of the Doc file !.
20/10/93  V1.31(D)  Compiled with dynamic stack expansion. So startup check
                    for stack size is removed now. (Thanks to TDV);
                    Major bug in recursive read of directories fixed (only
                    used to fall over sometimes under OS 1.3);
                    Wait pointer changed from 'ZZzz' to the standard clock;
                    New menu option to change colours to that of WorkBench
                    added;
                    Changed colour of the shadow from Color 3 to Color 1

```

1.32 To Do

To Do:

- ```

a. Recognize even more file types.
b. More keyboard shortcuts.
c. Better and faster Sort routine. Current sorting speed is bad.
d. Wrap lines in reports and not cut a word in half.
e. Store the file types of each file in the log in a more compact way.
f. Refresh files in an existing disk in the log.
g. Append file logs.
h. A Screen colours requester instead of using WorkBench colours.
i. An AREXX port ?! (I am not sure how this can be useful)
j. Open a font sensitive Public screen and use all the fancy OS 2.0
 features (but then OS 1.3 users will not be able to use this program)
k. A Disk ID field.
l. Support Powerpacked log files to save some space.

```

- Do you have any more ideas ?

---

All this will be done, if I get a good response for this version. Otherwise what is the point in me wasting my time on a program which people do not find useful.

I hope you will find this utility useful. Happy Computing !

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