Rush

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Rush

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        Rush.guide 37.33 for Rush release 2 version 37.5370
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```

1.2 Rush Help -- Using AmigaGuide

```
Using AmigaGuide® with Rush
---------------------------
```

AmigaGuide® can be invoked from within Rush with the Help key or
selecting the AmigaGuide® menu item under the Help menu.

Once the AmigaGuide® window is opened, Rush's window can be activated
again and the Help key can be pressed while the mouse is over any area
of Rush's window. AmigaGuide® will then update to show help on this
area of Rush's window.

The Help key can also be pressed while the mouse is over a menu item
and help will be shown on that menu item.

If the Help is pressed over an area that Rush does not know about the
table of contents will be shown.

When inside any of the windows that open on Rush, it does not matter
where the mouse is when the Help key is pressed, the help will explain
the entire window.

1.3 Rush Help -- Keystrokes

```
Keystrokes
----------
```

Return or Tab
  Activates the directory string gadget on the active
  side.

Up Arrow
  Scrolls the listview on the active side up one line.

Down Arrow
  Scrolls the listview on the active side down one
  line.

Shift Up Arrow
  Scrolls the listview on the active side up one page.

Shift Down Arrow
  Scrolls the listview on the active side down one
  page.

```
Left Arrow
  Scrolls the listview on the active side left one character.

Right Arrow
  Scrolls the listview on the active side right one character.

Shift Left Arrow
  Scrolls the listview on the active side left one page.

Shift Right Arrow
  Scrolls the listview on the active side right one page.

Delete
  Changes the active side to the other side.

Space
  Rereads the directory on the active side.

Ctrl-E
  Expands the directory name on the active side into its full path.
  For example "env:rush" would expand to "Ram Disk:env/rush".

D
  Puts up the device list on the active side.

M
  If the directory on the active side is a multiple assign, this will
  bring up a listview of the directories that this multiple assign
  points to, allowing any of these directories to be loaded.

  See Multiple Assign window.

A
  Toggles between ascending and descending sort.

R
  Toggles between directories first and directories mixed sort.

O
  Cycles the listview sort type between: name, size, date.
  Shift-O cycles backwards.

P
  Activates the pattern gadget.

ESC
  Closes any of Rush's windows, same as press the Close Gadget.


The following keystrokes are active during internal commands (copy, move,
delete, protect, and size).

Esc
  Abort the current command.

Space
```

Pause the current command.

1.4 Rush Help -- Mouse

```
Mouse
-----
```

```
LeftButton
  The left mouse button selects the side that is clicked on.  If the
  mouse is above a gadget it will execute the gadgets functions.
```

```
MiddleButton
  The middle mouse button can execute any internal command.
  The command the middle button executes can be changed using the
  Miscellaneous settings window.  Before the command is executed
  whatever side the mouse is over is activated.
```

```
RightButton
  The middle mouse button can execute any internal command.
  The command the right button executes can be changed using the
  Miscellaneous settings window.  Before the command is executed
  whatever side the mouse is over is activated.
```

```
See the listviews section for more information on using the mouse in
the listviews.
```

1.5 Rush Help -- Requesters

```
Requesters
----------
```

```
This section explains the requesters that can come up while using Rush.
When Rush is executing internal commands regular DOS requesters are
disabled.  There are five different requesters, one is a general error
requester and the other four are specific to the current operation.
```

```
General Error Requester
  The general error requester will come up for errors which you can only
  retry or cancel.  The requester will say, "Error: could not command
  filename" and give a reason why the error occurred.  Command is the
  operation that failed and filename is the file the error occurred on.
```

```
  Your choices will be:  Retry, SkipErrors, Skip, and Cancel.
```

```
    Retry will retry the operation that failed.
```

```
    SkipErrors will skip the operation on this file and any other
    errors that occur during this operation.  Errors that are skipped
    are added to the error list with the Skipped column set to Yes.
    The error list can be shown with the ShowErrors menu item.
```

```
    Skip will skip the operation on this file and the error requester
```

will be shown again if another error occurs.

Cancel will abort the current operation.

Delete Requester
  The delete requester will come up if you have ask deletion option on.
  The requester will say, "You cannot get back what you delete!, Ok to
  delete file?, Selected: # file(s) # dir(s)". File
  is the file that will be deleted. # are the number of files and
  directories that are selected.

  Your choices will be: Delete, DeleteAll #, Skip, and Cancel.

      Delete will delete the file and ask again for the next file.

      DeleteAll # will delete the file and all the following selected
      files. # is the total number of selected files and directories,
      this is not the actual number of files that will be deleted, it
      is the number of selected files.

      Skip will not delete the file and ask again for the next file.

      Cancel will abort the delete operation.

  See the Delete Options in the Internal Commands settings window
  for information on setting the ask deletion option.

Protected From Deletion Requester
  The protected from deletion requester will come up if a file is
  protected from deletion and it is trying to be deleted. It will say,
  "Could not Delete file, file is protected from deletion", where file
  is the file trying to be deleted.

  Your choices will be: Delete, DeleteAll, SkipProtect, Skip,
  and Cancel.

      Delete will overwrite the protection bits and delete the
      file, and ask again for the next file that is protected from
      deletion.

      DeleteAllProtect # will overwrite the protection bits and delete
      all files that are protected from deletion. # is the total number
      of selected files and directories

      SkipProtected will not delete this or any file that is protected
      from deletion.

      Skip will not delete this file, and it will ask again for the next
      file that is protected form deletion.

      Cancel will abort the delete operation.

Copy Requester
  The copy requester will come up if you have the askover write option
  on for copy/move. It will say, "file already exists", and give the
  size, protection bits, date, and time of both the source and
  destination files. File is the file that already exists on the

destination side.

Your choices will be: Replace, ReplaceAll, SkipAll, Skip, and Cancel.

   Replace will replace the file and ask again for the next file that
   exists.

   ReplaceAll will replace the file and all files that exist after
   that.

   Skip will skip the file and ask again for the next file that
   exists.

   SkipAll will skip the file and all files that exist.

   Cancel will abort the copy operation.

See the Copy Options in the Internal Commands settings window
for information on setting the askover write option.

Read, Write, and Delete Protected Requester
  Starting with AmigaDOS 2.0 the filesystem allows files to be protected
  from reading and writing. This requester will come up if one these files
  read or written. It will say "Could not command file, file is protected
  from deletion, reading, or writing". Command is the operation
  that failed and file is the file that is protected from deletion,
  reading, or writing.

  Your choices will be: OverWriteProtection, SkipProtected, Skip,
  Cancel.

   OverWriteProtection will overwrite the file and ask again for the
   next file that is protected.

   SkipProtected will skip the file and all files that are protected.

   Skip will skip the file and ask again for the next file that is
   protected.

   Cancel will abort the operation.

1.6 Rush Help -- Error Messages

Error Messages

This section explains some of the messages that might be shown by
Rush. Most of the messages are shown in a requester, but some are
shown in the status area. Most of the messages are errors, but
some are just warnings or helpful information. Below is an explanation
of each of the messages, there are three sections labeled error requester,
shell message, or status message. Error requester means an error
requester shows the error. Shell message means the message is printed
to the shell that Rush is run from. Status message means the message
is shown in the status area.

```
Error requesters

Could not open the preference file.

There were errors in the preference file.  Run Rush from a Shell to
see the errors when they are printed.

Could not iconify Rush, Workbench might be not be opened.

Online help requires AmigaGuide

Could not CreateGadgets.

Could not Lock xxx

Error reading xxx

Could not save settings as xxx  yyy

Rush.guide file not found in the AmigaGuide path

Could not lock PublicScreen xxx.

Could not OpenScreen, xxx
  where xxx is on of the following:
    monitor not available.
    new chipset not available.
    memory not available.
    chip memory not available.
    public screen already open.
    mode ID is unknown.
    deeper than hardware supports.
    unknown error.

Shell messages

Error: line yyy, 'xxx' is not a valid internal command

Error: xxx: line yyy:

Error: xxx: line yyy: 'zzz' is not a valid command.\n

Status messages

Can not archive extract to device list, select a destination directory

Can not copy or move to device list, select a destination directory

NOTE: nothing was done, pattern gadget might have an unwanted value.

There were errors, check ShowErrors to see a full description.
```

1.7   Rush Help -- Cli Options

```
Cli Options and Workbench Tooltypes
----------------------------------
```

The Cli options and the Workbench tooltypes are the same except that the
screen type must have SCREEN= in front of it for the Workbench tooltypes.
The first six options are the screen type.

The Cli options and Workbench tooltypes overwrite the options that are
in the preference file.

```
WB/S                   Open Rush as a window on the Workbench screen.
HIRES/S                Open on a HiRes screen.
SHR=SUPERHIRES/S       Open on a SuperHiRes screen.
PRO=PRODUCTIVITY/S     Open on a Productivity screen.
NOLACE/S               Open on a non-interlace screen.
LACE/S                 Open on an interlace screen.


L=LEFT/K/N             TopEdge of Rush's window or screen
T=TOP/K/N              LeftEdge of Rush's window or screen
W=WIDTH/K/N            Width of Rush's window or screen.
H=HEIGHT/K/N           Height of Rush's window or screen.
D=DEPTH/K/N            Depth of Rush screen.
PS=PUBSCREEN/K         Open on specific pubscreen.
PREFS/K                Used to specify prefs file to use on startup.  If a
                       prefs file is specified then RUSH.PREFS will NOT
                       be read.
DISPLAYID/K            Used to specify any screen type to open.  The
                       DisplayID's are listed in C include files if
                       you have them.
ICON=STARTICONIFY/K    Start Rush in the iconified state.
AREXX=MACRO/K          Execute the specified Arexx script when Rush     |
                       is started.                |
```

The following tooltypes are used by Workbench when a program is
started in the WBStartup drawer.

```
DONOTWAIT   Workbench will not wait for the program to finish
            before executing the next program in the drawer.
WAIT=#      The number of seconds for Workbench to wait before
            executing the next program in the drawer.
STARTPRI=#  Order Workbench will execute programs in the drawer,
            higher priority program will execute first.
```

1.8 Rush Help -- Concepts

```
Concepts unique to Rush
----------------------
```

This section explains some of the ideas that are unique to Rush.

```
Sort Lists
  The sort list is a list of directories with a sort tag
  connected to each directory.  When a directory is loaded into one of
  the listviews, the name of the directory is compared to each of the
```

directories in the sort list, if the directory is found the listview
sort options will be changed to the values in the sort
list for that directory. The directory names in the sort list can
also include AmigaDOS wildcards.

An example sort list might look like this:

```
   sortlist DIR "dh2:downloads" SORT dscend BY date WITH dirsmixed DISPLAY date
   sortlist DIR "#?"            SORT ascend BY name WITH dirsfirst DISPLAY size
```

When a directory is loaded what this would do is check to see if the
directory name is "dh2:downloads", if is was it would load that
directory and sort it descending by date with directories and files
mixed and displaying the date. Since the last entry in the sort list
is "#?", which matches any directory, if any other directory other than
"dh2:downloads" is loaded it will be sorted ascending by name with
directories before files and displaying the file size.

The sort list can be changed in the Listview settings window.

Archive Extract List, Archive List List, Double Click List
  These three things are very similar, the only difference is what list
  gets searched. When the archive extract center gadget is pressed the
  archive extract list is searched. When the archive list center gadget
  is pressed the archive list list is searched. When a file in one of
  the listviews is double clicked on the double click list is searched.

  Since the three lists work the same, only the the archive extract list
  will be explained here. The archive extract list contains three
  fields, an extension, a pattern, and a command. The extension is a
  string that will be compared to the selected filename, it can include
  AmigaDOS wildcards. The pattern is a template of up to 64 bytes that
  will be compared to the contents of the selected file. The command is
  the command that will get executed on the selected file if the
  extension and pattern match the file. If the extension or pattern is
  blank it will be ignored, this allows only one of the two to be
  provided.

  This makes it so only one archive extract command is need, rather then
  one for each different archive type, and since the archive list is
  configurable, new archive types can be added to it.

  An example archive extract list might look like this:
```
    ArchExtList EXT ""       PATTERN "??-lh?-" COMMAND "lha -M x %s"
    ArchExtList EXT "#?.tar" PATTERN ""        COMMAND "tar xvf %s"
```

  When archive extract is executed it first look to see if the file had
  "??-lh?-" as the first seven bytes of the file. If it did, lha would
  be executed on the file. If did not, the filename would be compared
  to "#?.tar", if it matched, tar would be executed on the file.
  A question mark in the pattern will match any character.

  The archive extract list and archive list list can be changed in the
  Archive settings window.

  The double click list can be changed in the
  Double Click settings window

```
Select List
  The select list is a list of the selected files or directories.  This
  list contains the selected items from the listviews and the selected
  items from directories that are not currently being displayed.  The
  idea is that items can be selected, then another directory can be
  loaded, and when the original directory is loaded again the files will
  still be selected.  When a directory is loaded and it has selected
  items, the first selected item will be visible so the user knows
  there are selected items.
```

1.9 Rush Help -- Hints

```
Common Problems and Helpful Hints
---------------------------------
```

```
Common Problems
```

```
 · Make sure you are running release levels of the AmigaDOS, beta
   version known to have problems.  For example v40.2 of AmigaGuide
   has a problem that will cause Rush to crash.
```

```
Helpful Hints
```

```
 · Resident commonly used external commands and double click commands.
   This greatly increases the speed even on machines with fast
   harddisks.  An example of a commonly used program might be a reader
   program that gets executed when a text file is double clicked on.
```

1.10 Rush Help -- About

```
About
-----
```

```
I started writing Rush on June 25 1991 and programmed it during my
senior year in college and evenings when I am not working my real job.
The ideas behind Rush are to keep is simple yet make it powerful and
flexible enough to do its job.  Another strong idea is the use the
AmigaOS as much as possible and not try to create my own 3-d look just
for AmigaDOS 1.3 compatibility.  Gadtools and boopsi are used for
gadgets, locale.library is used for localization, and AmigaGuide® is
used for online help.  Rush is not just AmigaDOS 3.0 compatible, like
some other programs, it uses all the features of 3.0 that make sense
for a directory utility.
```

```
A lot of work has gone into Rush, for example the revision number
4908, is the number of times Rush has been compiled.
```

```
About the Author:
```

I received my Bachelor of Science in Electrical Engineering from
Northeastern University in Boston, MA in June 1992. I have been
programming the Amiga since 1987.

I can be reached by email at dkeller@bix.com.

Technical specification:
  Rush is made up of about 610k of C code and a very little assembler
  code. Custom boopsi button class is used for the center gadgets.

Developed on the Amiga using:
  AmigaDOS 2.0, 2.1, and 3.0 on an Amiga 3000
  AmigaTeX
  CygnusEd Professional 2.12 and 3.5
  Sas/C 5.10b, 6.3, and 6.50
  WShell 2.0
  Sas2Ced 2.25
  FindADI 37
  Enforcer, Mungwall, SegTracker, and Memoration

Thanks to:
  Mike Sinz (CBM) for wb2cli.o and pools.lib code. Bryce Nesbitt for
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  and Ewout Walraven for the original MungWall and Carolyn Scheppner for
  the new Mungwall. William Hawes for Memoration. Doug Walker and
  other people at Sas for a great C compiler and for reacting quickly to
  bugs and enhancements. Rush would not have been possible with out
  these programs. Rush, Queensrÿche, Pearl Jam, Soundgarden, George
  Winston, and all the other music that kept me sane during hours of
  programming.

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1.11 Rush Help -- Legal

Legal Mush

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1.12 Rush Help -- Listviews

Listviews

The listviews are the area where the directories or the device list are
displayed. The listview entries can be sorted by name, date, and size,
see sort gadget for more information. The listviews display the file |
size, date and time, and protect bits. |

Each listview is also an icon drop area. If an file icon is dropped
on one of the listviews, the directory of the file is loaded is that

```
listview.  If a drawer icon is dropped on one of the listviews that
directory will be loaded.
```

LeftButton Drag
  This is used to select or unselect multiple entries. If the entry
  that is clicked on is an unselected entry it will be selected as will
  all the entries that are drag across. If the entry is selected it
  will be unselected as will all the entries that are drag across. If
  the mouse is dragged off the top or bottom of the listview, the
  listview will scroll. If the mouse is less then 10 pixels off the
  listview it will scroll at a slow rate, if it is greater then 10
  pixels off the listview it will scroll at a faster rate.

LeftButton SingleClick
  Toggles between selecting and unselecting the entry under the mouse.

LeftButton DoubleClick
  If the entry is a directory this will load the directory into the
  current listview.

  If the entry is a file this will execute an external command on the
  entry. See the Double Click settings window for information on
  setting up double click commands.

Shift LeftButton
  If the entry is a directory, this will load the directory into the
  other listview.

Capslock LeftButton
  If the entry is a directory, this will load the directory into the
  current listview, with only a single click. With this option on you
  can go in and out of directories quickly with the left and right
  buttons, if the right button is configured to be the parent command.

Right Button
  This will execute the internal command that is specified in the
  Miscellaneous settings window.

Middle Button
  This will execute the internal command that is specified in the
  Miscellaneous settings window.

LeftButton in one listview, then LeftButton in the other listview
  If the entry is a directory, this will load the directory into the
  other listview. This is the same as Shift LeftButton.

See the keystrokes section for keyboard equivalents to scrolling.

See the Sort gadgets section for sorting options for the listview.

1.13 Rush Help -- Directory String Gadget

```
Directory String Gadget
-----------------------
```

The directory string gadget is where the directory is entered that
will be displayed in the listview.

Standard AmigaDOS wildcards can be entered for the file part of the
directory. For example "dh0:#?.info" would display only .info files.
If a wildcard is used, it will not effect the directories that are
displayed in the listview.

See the pattern gadget section for information on AmigaDOS wildcards.

To activate the string gadget you can press Return or Tab.

While the string gadget is active, the following keys are active:

RightAmiga-X
  Clears the string gadget.

RightAmiga-Q
  Undo, puts back what was in the string gadget when it was first
  activated.

Up Arrow
  Scroll the listview up one line.

Down Arrow
  Scroll the listview down one line.

Shift Up Arrow
  Scroll the listview up one page.

Shift Down Arrow
  Scroll the listview down one page.

1.14   Rush Help -- Multiple Assigns

Multiple Assign Gadget

The multiple assign gadget is only enabled when the directory in the
directory string gadget is a multiple assign. When this gadget is
pressed the Multiple Assign Window will be opened. This window has a
listview containing all the directories that the multiple assign
points to, if one of the directories is selected that directory will
be load into the listview.

Multiple assigns can be entered in the Shell with the following command:
  1> assign fonts: sys:fonts2 sys:font1 sys:fonts

1.15   Rush Help -- Device List

Device List Gadget

The device list gadget will bring up the device list in the current
listview. If the device list is already being shown, it will
be updated. If a floppy disk is added or removed the device list will
also be updated.

The device list shows all the devices (disks) and all the assigns in the
system. Devices are displayed with their volume name and percentage
full, free space, and used space. Assigns have Assign after them and
Multiple assigns have Multiple Assign after them.

1.16   Rush Help -- Info

```
Info Text Gadget
----------------
```

The Info text gadget is the text area below the listviews. The Info
text gadget shows the percentage full, bytes free and bytes used for the
device of the directory being shown.

The two Info text gadgets, under the left and right listviews, update
every four seconds even when an internal or an external command is
being executed.

1.17   Rush Help -- Sort

```
Sort Gadgets
------------
```

The Sort gadgets are the three gadgets below the Info text gadgets. They
control the way the directory is sorted, they do not effect the device
list which is always sorted by name.

```
Sort
```
  The Sort gadget is used to select which field the listview is sorted
  by. The choices are: name, date, or size.

```
A/D
```
  The A/D gadget is used to select whether the sort is ascending or
  descending. The gadget is checked for descending.

```
Dir
```
  The Dir gadget is used to select whether directories should be
  displayed before files or they should be mixed with files. The gadget
  is checked for directories before files.

1.18   Rush Help -- Status

```
Status Text Gadget
------------------
```

The status text gadget is located above both listviews, just below the
titlebar. The status area is used to display information to the user.
All the internal commands display what they are doing in the
status area.

When files and directories are being selected, the status text gadget
displays the total number of files, directories, and bytes, and the
selected files, directories, and bytes for each listview.

1.19 Rush Help -- Pattern

```
Pattern Gadget
--------------
```

The pattern is located below the center gadgets. It is used to select the
pattern that will be used for some of the internal commands. The
internal commands that use the pattern are: All, Clear, Delete, Copy, Move,
Size, Protect, and Archive Add.

Double clicking in the Pattern String gadget will change the string gadget
to "#?".

Through out Rush where wildcards can be used, including the pattern
gadget, standard AmigaDOS wild cards can be used. The AmigaDOS
wild card characters are:

```
  ?       Matches a single character.
  #       Matches the following expression 0 or more times.
  (ab|cd) Matches any one of the items separated by '|'.
  ~       Negates the following expression.  It matches all strings
          that do not match the expression (ie. ~(foo) matches all
          strings that are not exactly "foo").
  [abc]   Character class: matches any of the characters in the class.
  [~bc]   Character class: matches any of the characters not in the
          class.
  a-z     Character range (only within character classes).
  %       Matches 0 characters always (useful in "(foo|bar|%)").
  *       Synonym for "#?", not available by default in 2.0.  Available
          as an option that can be turned on.

  "Expression" in the above table means either a single character
  (ex: "#?"), or an alternation (ex: "#(ab|cd|ef)"), or a character
  class (ex: "#[a-zA-Z]").
```

Example: enter "#?.c" in the pattern gadget, select ALL, all the files
that end in .c will be selected in the active listview.

Other wild card examples:

```
  #?.(o|gst|sym)     matches any file ending with .o, .gst, or .sym.
```

```
~(#?.c)              matches any file NOT ending with .c.

#?.[ch]              matches any file ending with .c or .h.
```

1.20   Rush Help -- Center Gadgets

```
Center Gadgets
--------------
```

The center gadgets are the gadgets down the center of the screen. They
can be defined to execute internal commands, external commands, or
load a directory. At the bottom of the center gadgets is horizontal |
scrollbar which is used to scroll through gadgets which are defined. |

Valid internal commands are:

```
  Noop            Makedir        About              ListviewOptions
  All             Size           Iconify            ArchiveOptions
  Clear           ArchExtract    Quit               InternalCommands
  Invert          ArchList       CopyDirToClip      Miscellaneous
  CmpSelected     ArchAdd        CopySelToClip      LoadSettings
  Copy            Parent         PasteDirFromClip   AppendSettings
  Rename          Root           ShowErrors         SaveSettings
  Move            DeviceList     ScreenMode
  Delete          DirReRead      Palette
  Protect         Info           EditGadgets
```

The background and text color can be changed for each gadget in the
Edit Gadgets settings window.

See the Edit Gadgets settings window for information on setting
up the center gadgets.

1.21   Rush Help -- Fit Gadget

```
Fit Gadget
----------
```

The fit gadget is the small read only box near the bottom center of
the screen. It is between the Pattern Gadget and Center Gadgets.

This gadget shows whether the selected files and directories will fit
on the the destination side. Directories will need to be Sized for fit
to be accurate.

1.22   Rush Help -- Project Menu

```
Project Menu
------------
```

The Project menu is the first menu, it contains the following menu items:

```
About...    Amiga-?
Iconify     Amiga-I
Quit        Amiga-Q
```

1.23   Rush Help -- Protect Menu -- About

```
Project Menu / About Amiga-?
----------------------------
```

About brings up a requester that shows how many copies of Rush are
running, the version number, and date of Rush. It will show something
like this:

```
  RUSH.# release X v??.???? (%.%.92)
```

   where # is the #'th copy of Rush running.

   X is the release number, release 1 in this case.

   ??.???? is the version number, something like 37.4390.

   (%.%.92) is the date this version of Rush was compiled on, the
   format is (day.month.year).

The public screen name and the Arexx port name are also shown, "N/A"
for the Arexx port means Arexx is not running.

1.24   Rush Help -- Project Menu -- Iconify

```
Project Menu / Iconify Amiga-I
------------------------------
```

This iconifies Rush down to an appicon on Workbench. By default the
appicon is unsnapshot and will appear under the last icon on the left
side of the Workbench.

Rush will use any standard icon created with IconEdit for the appicon.
The icon will be looked for def_icon.info in a directory called Prefs
off of the directory Rush is located in, then in env:rush. For
example if Rush is located in Work:Programs, then the icon would be
Work:Programs/Prefs/def_icon.info.

To snapshot the icon at a certain position, save the icon to ram:, put
it out on the Workbench and snapshot it where you want it. Then copy the
icon to def_icon.info in the directory Prefs off of the directory Rush
is located in.

1.25   Rush Help -- Project Menu -- Quit

```
Project Menu / Quit Amiga-Q
---------------------------
```

Quit will cause Rush to quit.

1.26 Rush Help -- Edit Menu

```
Edit Menu
---------
```

The Edit menu is the second menu, it contains the following menu items:

```
   Copy Directory    Amiga-X
   Copy Selected     Amiga-C
   Paste Directory   Amiga-V
```

1.27 Rush Help -- Edit Menu -- Copy Directory

```
Edit Menu / Copy Directory Amiga-X
----------------------------------
```

Copy Directory will copy the directory name on the active side to the
clipboard.

1.28 Rush Help -- Edit Menu -- Copy

```
Edit Menu / Copy Selected Amiga-C
---------------------------------
```

Copy Selected will copy the selected entries on the active side to the
clipboard. The directory name is prepended to each entry. Each entry
is separated by a space and quoted with double quotes.

```
  example:  "env:sys/font.prefs" "env:sys/input.prefs" "env:sys/sound.prefs"
```

1.29 Rush Help -- Edit Menu -- Paste

```
Edit Menu / Paste Directory Amiga-V
-----------------------------------
```

Paste Directory pastes from the clipboard to the active side's
directory string gadget, and the directory is loaded.

1.30   Rush Help -- Help Menu

```
Help Menu
---------
```

The Help menu is the third menu, it contains the following menu items:

```
   AmigaGuide© Help... [HELP]
     Simple Help      Amiga-H
```

1.31   Rush Help -- Help -- AmigaGuide

```
Help Menu / AmigaGuide© Help [HELP]
-----------------------------------
```

AmigaGuide® help will open AmigaGuide using this help file.
The AmigaGuide® menu item will be disabled when Rush is first loaded
while AmigaGuide initializes itself. If AmigaGuide is not available or
the Rush.guide file(this file) is not found this menu item will remain
disabled.

See Using AmigaGuide® with Rush for more information on using
AmigaGuide.

1.32   Rush Help -- Help -- Simple Help

```
Help Menu / Simple Help Amiga-H
-------------------------------
```

Simple help will show in the status area what the object under the
mouse is.

See Using AmigaGuide® with Rush for more information on using
AmigaGuide.

1.33   Rush Help -- Commands Menu

```
Commands Menu
-------------
```

The Commands menu is the forth menu, it contains the following menu
item:

```
    Auto Icon Select Amiga-U
  ShowErrors...      Amiga-O
```

1.34   Rush Help -- Commands Menu -- Auto Icon Select

```
Command Menu / Auto Icon Select Amiga-U
---------------------------------------
```

Auto Icon Select is used to automatically select icons when files are
selected. When this option is on icons and their parent file will be
selected and unselected together.

Also see Auto Icon Rename in the Internal Commands settings window.

1.35   Rush Help -- Commands Menu -- ShowErrors

```
Command Menu / ShowErrors Amiga-O
---------------------------------
```

ShowErrors will open a window and show all AmigaDOS errors that have
occurred in Rush for this session. This menu item will be disabled if
there are no errors to display.

When ever Rush brings up one of the error requesters it adds the
filename to the error list. A maximum of 50 errors will be shown in
this window, if more then 50 error occur, only the most recent 50 will
be seen.

The ShowErrors window has a read only listview that displays for each
error: filename, command, skip, and error message.

Filename
  The filename is the file that the error occurred on.

Command
  The command is the internal commands that caused the error.

Skip
  Skipped shows if the error was skipped or shown. If skipped is yes
  it means SkipErrors was selected on the error requester and a
  requester was not shown for the error. If skipped is no it means the
  error requester was shown for the error.

Error Message
  Error message is the error message that AmigaDOS reported was the problem.

Below the listview are two gadgets, Continue and Clear Errors.

Continue
  Continue will close the ShowErrors window.

Clear Errors
  Clear Errors will clear the error list and close the ShowErrors window.

See requesters section for a description of the requesters that
can come up while using Rush.

1.36   Rush Help -- Arexx Menu

```
Arexx Menu
----------
```

The Arexxs menu is the fifth menu, it contains the following menu items:

```
   Command Shell...        Amiga-Z
   Execute Arexx Script... Amiga-Y
```

1.37   Rush Help -- Arexx Menu

```
Arexx Menu / Command Shell Amiga-Z
----------------------------------
```

The Command Shell is used to interactively execute Rush's Arexx commands.

Return or Control-\ will close the Command Shell.

1.38   Rush Help -- Arexx Menu

```
Arexx Menu / Execute Arexx Script Amiga-Y
-----------------------------------------
```

Execute Arexx script will open a file requester which is used to select an Arexx script to execute.

The Arexx script will have a default host which is the same as the copy of Rush that executed the script. For example if two copies of Rush are running and the second one execute a script, it will have a default host of "RUSH.2".

1.39   Rush Help -- Settings Menu

```
Settings Menu
-------------
```

The Settings menu is the sixth menu, it contains the following menu items:

```
   Screen Mode...          Amiga-S
   Palette...              Amiga-P
   Edit Gadgets...         Amiga-G
   Listview...             Amiga-L
   Archive...              Amiga-A
   Double Click...         Amiga-D
   Internal Commands...    Amiga-N
   External Commands...    Amiga-E
   Miscellaneous...        Amiga-M
```

```
   Append Settings...    Amiga-T
   Load Settings...      Amiga-R
   Save Settings...      Amiga-W
```

1.40   Rush Help -- Settings Menu -- Screen

```
Settings Menu / Screen Mode Amiga-S
-----------------------------------
```

The Screen Mode settings window is used to selected the type and
size of the screen for Rush.

Display Mode
  The listview on the left is used to select the display mode. The
  display modes that are shown are based on the monitors in the
  Workbench monitor's drawer and the modes supported by the hardware.

Colors
  Below the display mode listview is the Colors slider. This is used
  to select the number of colors for the screen.

Overscan
  Below the colors gadget is a cycle gadget used to select the overscan
  type. The choices are Text Size and Graphics Size. These correspond
  to the overscan sizes set for the current monitor in the Workbench
  overscan preference editor. If any of the size string gadgets are
  set to default they will change when the overscan type is changed.

Workbench
  Below the overscan gadget a check box gadget labeled Workbench. If
  this gadget is selected Rush will open as a window on Workbench, if
  it is unselected Rush will open as a public screen. When the Workbench
  gadget is selected the Display Mode listview, Colors slider, and
  Overscan type are disabled.

Left, Top, Width, Height
  The four string gadgets on right are used to specify the Left, Top,
  Width, and Height of Rush. If Rush is a window, on a public screen
  or Workbench, these values specify the size and position of the
  window. If Rush is opened on its own screen these values specify
  the size and position of the screen.

Default
  Next to each string gadget is a check box gadget labeled default.
  When this gadget is selected the string gadget is disabled and the
  default size for the current display mode is used, otherwise a
  custom size can be entered in the string gadget.

Screen Font, Size, and Font Requester
  The screen font string gadget is used to enter name of the font
  which will be used for the screen. The size string gadget is used
  to enter the size of the font. If the font requester gadget is
  pressed the ASL font requester will be opened to select the listview
  font and size. The font name and size will be displayed in the two
  string gadgets if a font is selected with the ASL font requester. The
```

    font name should include the .font extension.  If the font does not
    end with .font, .font will be added to the font name.

See the arexx section for a description of Arexx commands that effect   |
the screen mode.                        |


## 1.41  Rush Help -- Settings Menu -- Palette

Settings Menu / Palette Amiga-P
-------------------------------

The Palette window is used to change the screen colors and pens.

Across the top is a Palette gadget that is used to select the color
to change.

Red, Green, Blue
  Below the Palette gadget are three sliders used to change the Red,
  Green, and Blue levels of the currently selected color.

Screen Pens
  Below the color sliders are a three gadget used to change the screen
  pens.  The Default checkbox gadget is used to select between the
  default screen pens and a custom set of screen pens.  When Default
  is checked, the two other gadgets are disabled and the default screen
  pens will be used.  The cycle gadget is used to select which pen is
  being shown.  The button below cycle gadget, labeled Palette
  Requester..., shows the color of the current screen pen and if
  selected it will bring up a small palette window which can be
  used to select the color.

Color Wheel and Gradient Slider
  If Rush is being run under AmigaDOS 3.0, on the right of the palette
  window will be a ColorWheel and Gradient slider gadget.  If Rush's
  screen is two, four, or eight colors the ColorWheel gadget will be
  monochrome and use letters for the different color areas.  The letter
  is the first letter of the color; R=Red, Y=Yellow, G=Green, C=Cyan,
  B=Blue, and M=Magenta.

If Rush is opened as a window on Workbench or a public screen the
color sliders and screen pen gadgets will be disabled.

See the arexx section for a description of Arexx commands that effect   |
the palette.                        |


## 1.42  Rush Help -- Settings Menu -- EditGadgets

Settings Menu / Edit Gadgets Amiga-G
------------------------------------

The Edit Gadgets window is used to change the center gadgets.

CenterGadgets
  The listview on the left contains the name for each center gadgets.
  When an entry in the listview is selected the other gadgets in the
  window update to show what that entry does.

  Below the listview are five gadgets: a string gadget, add, del,
  plus(+), and minus(-).

    The string gadget shows the currently selected entry and is used to
    edit the name of the selected entry.

    The add gadget is used to add a new entry to the listview.  The new
    entry will have a default name of "(new)".

    The del gadget is used to delete the selected entry.

    The plus(+) gadget is used to move the selected entry down one
    position.

    The minus(-) gadget is used to move the selected entry up one
    position.

Gadget Type
  In the top center are four radio buttons labeled gadget type which are
  used the select the type of function the selected entry will perform.
  The choices are noop, internal, external, and device.  If noop is
  selected the gadget will do nothing.  If internal is selected the
  gadget will execute an internal command.  If external is selected
  the gadget will execute an external command.  If device is selected the
  gadget will load a directory on the active side.

Gadget Color
  Below the gadget type radio buttons are two gadgets which are used to
  select the gadget color of the selected entry.  One of the gadgets is
  labeled text and one is labeled back.  The text gadget is used to
  change the text color of the center gadget.  The back gadget is used
  to select the background color of the center gadget.  When these
  gadgets are pressed a palette window will be opened for selecting
  the color for the center gadget.

Internal Commands
  In the upper right is a listview labeled internal commands.  It is
  used to select the internal command that will be executed when the
  center gadget is pressed.  The internal command listview will only be
  enabled if the gadget type is set to internal.

External Command
  Below the internal command listview is a string gadget labeled
  external command.  This gadget is used to select an external command
  that will be executed when the center gadget is pressed.

  A %s can be placed in the line and will be replaced with the selected
  entry from the listview when the command is executed.  A %p will be
  replaced with the public screen name of Rush.

  Also see external commands section.

The external command string gadget will only be enabled if the gadget
type is set to external.

Device
  Below the external command string gadget is a string gadget labeled
  device.  This gadget is used to select the directory that will be
  loaded on the active side when the center gadget is pressed.  The
  device string gadget will only be enabled if the gadget type is set
  to device.


## 1.43   Rush Help -- Settings Menu -- Listview

Settings Menu / Listview Amiga-L
--------------------------------

The Listview window is used to change options related to the
listviews.

Sort List
  The listview on the left is labeled sort list.  It is used to enter a
  directory, including AmigaDOS wildcards, that will be sorted a specify
  way when it is loaded into one of the listviews.

  For example if "dh0:lib#?" were in the listview, any directory
  starting with lib on dh0: would be sorted and displayed the way the
  Sort, A/D, Dir, and Display gadgets show.

  Also see Concepts that are unique to Rush for a description of
  sort lists.

  Below the listview are five gadgets:  a string gadget, add, del,
  plus(+), and minus(-).

    The string gadget shows the currently selected entry and is used to
    edit the name of the selected entry.

    The add gadget is used to add a new entry to the listview.  The new
    entry will have a default name of "(dir)".

    The del gadget is used to delete the selected entry.

    The plus(+) gadget is used to move the selected entry down one
    position.

    The minus(-) gadget is used to move the selected entry up one
    position.

Sort, A/D, Dir
  In the upper right corner are three gadgets labeled: Sort, A/D, Dir.    |
  They are used to selected the sort and display type for the selected
  entry in the sort list listview.

No Change
  Below the Sort, A/D, and Dir gadgets are checkbox gadgets       |
  with the word No Change next to them.  If the checkbox is checked

the respective gadget above it will be disabled and that property
of the listview will not be changed when the directory is loaded.

Listview Text Colors
  These three gadgets are used to select the color of files,
  directories, and selected entries in the listviews.  When these
  gadgets are pressed a palette window will be opened which is used
  to select the color.

Listview Font, Size, and Font Requester
  The listview font string gadget is used to enter name of the font
  which will be used in the listviews.  The size string gadget is used
  to enter the size of the font.  If the font requester gadget is
  pressed the ASL font requester will be opened to select the listview
  font and size.  The font name and size will be displayed in the two
  string gadgets if a font is selected with the ASL font requester.  The
  font name should include the .font extension.  If the font does not
  end with .font, .font will be added to the font name.

See the pattern gadget section for a description of AmigaDOS
wildcard patterns that can be used in the sort list.

See the arexx section for a description of Arexx commands that effect   |
the listviews.                        |


## 1.44  Rush Help -- Settings Menu -- Archive

Settings Menu / Archive Amiga-A
-------------------------------

The Archive window is used to change which programs are executed
for different archive types.

List
  In the upper left corner is a cycle gadget which is labeled List,
  it is used to select which archive list is being edited: Archive
  Extract, Archive List, or Archive Add.

Archive Commands
  The listview on the left is used to enter the archive command that
  will be executed if the selected file matches the Extension or
  Type field.

  For Archive Extract and Archive List a %s can be placed in the line
  and will be replaced with the selected entry from the listview when
  the command is executed.

    example: lha x %s    or    lha v %s

  For Archive Add a %s can be placed in the line and will be replaced
  with the new archive name the user enters when the archive command is
  executed.  A %f can be used and will be replaced with input filename
  if the Add Input Source is set to File.  Also see Add Input Source
  below.

```
   example: lha -i%f a %s
```

For Archive Extract, List, and Add a %p can be used and will be
replaced with the public screen name of Rush. A %d can be used and
will be replaced with the destination directory name.

Archive Add and Archive List commands are executed from the directory
where Rush is located, this allows commands to be found relative to
Rush's program directory. Archive Extract commands are executed from
the destination directory, this is so the archive extract command will
extract its file to the destination directory.

For example "scripts/format_disk" could be used to execute the script
"format_disk" in a directory called "scripts" off of the directory
where Rush is located.

Below the listview are five gadgets: a string gadget, add, del,
plus(+), and minus(-).

  The string gadget shows the currently selected entry and is used to
  edit the name of the selected entry.

  The add gadget is used to add a new entry to the listview. The new
  entry will have a default name of "cmd x %s" if adding to the extract
  list, "cmd v %s" if the adding to the list list, and "cmd a %s" if
  adding to the add list. This is a little reminder of the command
  format.

  The del gadget is used to delete the selected entry.

  The plus(+) gadget is used to move the selected entry down one
  position.

  The minus(-) gadget is used to move the selected entry up one
  position.

Extension and Type
  The Extension and Type are used for Archive Extract and Archive List
  to find the correct archive program to extract or list the file. The
  Extension and Type must both match for that archive program to be
  used. If either the Extension or Type are blank it will match
  anything, for the Extension it is the same as "#?" and for the Type it
  is the same as "?". If only the Extension is to be used the Type
  should be left blank, if only the Type is to be used the Extension
  should be left blank.

Extension
  The Extension string gadget is used to enter the extension, which can
  include AmigaDOS wildcards.

    example: #?.(lha|lzh)

Type
  The Type string gadget is used to entry the type of the file. This is
  up to the first 64 bytes of the file. A "?" can be used to match any
  character and non ASCII characters can be entered in octal format if
  escaped by a "\". For example character 27 would be \033. It is

best to only use the Type field and leave the Extension blank, this
way if an archive gets renamed the archive commands will still work.
Also see Sample Files below.

    example: ??-lh?-   will match lharc files.

Sample Files
  The Sample Files gadget will open an ASL multiselect file requester,
  which is used to select sample files of the current type. Shift must
  be held down to select multiple files in the ASL file requester.
  These sample files will be used to fill in the Type string gadget with
  a type that will work for the sample files. Since the sample files
  are used to fill in the Type string gadget, the more sample files that
  are selected the better.

  The Type string gadget is usually filled in with more then is
  necessary and can be edited after Sample Files is used. For example
  the Type string gadget might be filled in with "??-lh?-??\000\000",
  this can be edited to "??-lh?-".

Add Input Source
  Add Input Source cycle gadget is used to select where the Archive Add
  program gets its file list from, it can set to: File, Command Line, or
  Standard Input. This gadget will only be enabled when the List
  cycle gadget is set to Archive Add.

  When File is used, a temporary file is created in t:. The temporary
  file will contain a list of files to be added to the archive, with one
  filename per line. %f should be used somewhere in the Archive Command
  line so the file list is used.

    example: lha -x -i%f a %s

  When Command Line is used, a string up to 255 characters is build of the
  files to be added to the archive and the Archive Add program is run.
  This happens over and over again until all the files are added to the
  archive. The drawback to this method is that Archive Add program is
  run over and over which can be slow on a floppy based system, but some
  archive commands, like Arc, only accept filenames on the command line.

    example: arc a %s

  When Standard Input is used, a temporary file is created in t:. Then
  temporary file will contain a list of files to be added to the archive,
  with one file per line. This file is then redirect into standard input
  when the Archive Add program is run.

    example: zoo aI %s

  File or Standard Input should be used if possible since the Archive
  Add program is only run once.

Quote
  If the Quote checkbox is checked the filenames will be quoted with
  double quotes. This is necessary in some cases so filenames with spaces
  can be added to the archive.

Lha, lharc, and arc should all have Quote on, zoo should have not have
Quote on.

Setups for Currently Available Archivers
  Currently the following archivers are available: lharc, lha, lz, zoo,
  arc, pkax, unzip, unarj, tar, gzip, uudecode, and uncompress. The
  following table shows suitable values for each archiver.

Archive Extract

Archive Command	Extension	Type
lharc x %s		??-lh?-
lha x %s		??-lh?-
lz x %s		??-lh?-
zoo x %s		ZOO ?.?? Archive
arc x %s	#?.arc	\032\010
pkax -x %s	#?.arc	\032\010
unzip %s		PK\003\004
unarj x %s	#?.arj	
tar xvf %s	#?.tar	
gzip %s	#?.gz	\037
uudecode %s		begin ???
uncompress %s		\037\235\220

Archive List

Archive Command	Extension	Type
lharc v %s		??-lh?-
lha v %s		??-lh?-
lz v %s		??-lh?-
zoo v %s		ZOO ?.?? Archive
arc v %s	#?.arc	\032\010
pkax -v %s	#?.arc	\032\010
unzip -v %		PK\003\004
unarj l %s	#?.arj	
tar tvf %s	#?.tar	

Archive Add

Archive Command	Input Source	Quote
lharc -x -i%f a %s	File	Yes
lha -x -i%f a %s	File	Yes
lz -x -i%f a %s	File	Yes
zoo ahI %s	StdIn	No
arc a %s	CmdLine	Yes
tar cvf %s -T %f	File	No

Also see Concepts that are unique to Rush for a description of archive
extract and archive list lists.

See the External Commands setting window section for a description |
console strings which are used for the Archive commands. |

The console window used for the archive commands can be changed in the
External Commands settings window .

1.45   Rush Help -- Settings Menu -- DoubleClick

```
Settings Menu / Double Click Amiga-D
------------------------------------
```

The Double Click window is used to change which programs are
executed when a file is double clicked on.

Double Click Commands
  The listview on the left is used to enter the command that will be
  executed if the selected file matches the Extension or Type
  field.

  A %s can be placed in the line and will be replaced with the selected
  entry from the listview when the command is executed. A %p can be
  used and will be replaced with the public screen name of Rush. A %d
  can be used and will be replaced with the destination directory.

     example: read %s pubscreen %p

  Double Click commands are executed from the directory where Rush is
  located, this allows commands to be found relative to Rush's
  program directory.

  For example "scripts/format_disk" could be used to execute the script
  "format_disk" in a directory called "scripts" off of the directory
  where Rush is located.

  Below the listview are five gadgets: a string gadget, add, del,
  plus(+), and minus(-).

   The string gadget shows the currently selected entry and is used to
   edit the name of the selected entry.

   The add gadget is used to add a new entry to the listview. The new
   entry will have a default name of "cmd %s", this is a reminder of
   the command format.

   The del gadget is used to delete the selected entry.

   The plus(+) gadget is used to move the selected entry down one
   position.

   The minus(-) gadget is used to move the selected entry up one
   position.

Extension and Type
  The Extension and Type are used to find the correct program to
  execute when a given file is double clicked on. The Extension and
  Type must both match for that program to be used. If either the
  Extension or Type are blank it will match anything, for
  the Extension it is the same as "#?" and for the Type it is the
  same as "?". If only the Extensionis to be used the Type should
  be left blank, if only the Type is to be used the Extension
  should be left blank.

Extension
  The Extension string gadget is used to enter the extension, which can
  include AmigaDOS wildcards.

    example: #?.[ch]   will match any .c or .h files.

Type
  The Type string gadget is used to entry the type of the file. This is
  up to the first 64 bytes of the file. A "?" can be used to match any
  character and non ASCII characters can be entered in octal format if
  escaped by a "\". For example character 27 would be \033. Also see
  Sample Files below.

    example: ??-lh?-   will match lharc files.

Sample Files
  The Sample Files gadget will open an ASL multiselect file requester,
  which is used to select sample files of the current type. Shift must
  be held down to select multiple files in the ASL file requester.
  These sample files will be used to fill in the Type string gadget with
  a type that will work for the sample files. Since the sample files
  are used to fill in the Type string gadget, the more sample files that
  are selected the better.

  The Type string gadget is usually filled in with more then is
  necessary and can be edited after Sample Files is used. For example
  the Type string gadget might be filled in with "??-lh?-??\000\000",
  this can be edited to "??-lh?-".

Also see Concepts that are unique to Rush for a description of double
click lists.

See the External Commands setting window section for a description |
console strings which are used for the Double Click commands. |

The console window used for double click commands can be changed in
the External Commands settings window .

1.46 Rush Help -- Settings Menu -- Internal Commands

Settings Menu / Internal Commands Amiga-N

The Internal commands window is used to change options for the
internal commands.

Copy and Move Options
  The Copy and Move Options are options that effect both the Copy and
  Move internal commands.

  Clone Protection - Set the protection bits on the destination file
                      the same as the source file. If this option is
                      off the destination file will have protection
                      bits set to RWED.

     Clone Date   – Set the date of the destination file the same as
                           the source file. If this option is off the
                           destination file's date will be set to the
                           current time.

     Clone Comment   – Set the comment of the destination file the same
                           as the source file. If this option is off the
                           destination file will have no comment.

     Ask Overwrite   – Ask the user about overwriting files if the file
                           already exists. See the Requesters
                           section for information on the copy requester.

     Unset Archive Bit – Remove the archive bit of the destination file
                           when it is copied.

   The copy and move options can also be changed by holding down shift
   when the copy or move center gadget is pressed.

Delete Options
   The Delete Options are options that effect the Delete
   internal command.

   Confirm Delete – Ask the user before deleting files. See the
                    Requesters section for information
                    on the delete requester.

   The delete options can also be changed by holding down shift when the
   delete center gadget is pressed.

Makedir Options
   The Makedir Options are options that effect the Makedir
   internal command.

   Create Icons – Create icons when directories are created. The drawer
                  icon will be the default system drawer icon.

   The makedir window also allows the Create Icons option to be
   changed when creating directories.

Protect Options
   The Protect Options are the protection bits that will be used when
   Protect internal command is used.

   H bit   – The H bit is currently not used by AmigaDOS.

   Script   – Set the script bit.

   Pure   – Set the pure bit.

   Archived   – Set the archived bit.

   Readable   – Set the readable bit.

   Writable   – Set the writable bit.

   Executable – Set the executable bit.

```
  Deletable  - Set the deletable bit.

  The protect options can also be changed by holding down shift when the
  protect center gadget is pressed.

Rename Options
  The Rename Options are options that effect the Rename
  internal command.

  Auto Icon Rename - If the Auto Icon Rename checkbox is check and an
                     icon exists for the entry being renamed, the icon
                     will also be rename.  If an icon is renamed its
                     parent file or directory will also be renamed.

  The rename window also allows the Auto Icon Rename option to be
  changed when renaming entries.
```

1.47   Rush Help -- Settings Menu -- External Commands

```
Settings Menu / External Commands Amiga-E
-----------------------------------------


The External commands window is used to change the console strings
which are used for console windows for all AmigaDOS commands.  AmigaDOS
commands include external commands, double click commands, and archive
commands.  Each one of theses console strings can be set individually.   |

The console strings can contain two escape sequences, %t and %p.

  %t will be replaced with a title for the AmigaDOS command, for
     example external commands will use "External Command" for a
     title.

  %p will be replaced by the public screen name of Rush.

  Note for the Amiga Shell the SCREEN parameter must be last.

  example: con:0/200/620/200/%t/auto/close/alt0,0,640,400/screen %p

Starting with release 1.1 each type of external command can have a        |
totally difference console string that it uses.  Unlike before when ALL   |
external commands used the same console string, some having WAIT          |
appended to them.                                                         |

External Commands
  This is the console string which is used for center gadgets which   |
  execute external commands.  These commands can be changed in the    |
  edit gadgets settings window.              |

Archive Extract
  This is the console string which is used for Archive Extract commands.  |
  These commands can be changed using the archive settings window.    |

Archive List
```

```
   This is the console string which is used for Archive List commands.   |
   These commands can be changed using the archive settings window.      |

   The Archive List console string should usually contain the WAIT    |
   keyword so console window says opened after the command has        |
   executed.                    |

Archive Add
   This is the console string which is used for Archive Add commands.    |
   These commands can be changed using the archive settings window.     |

Double Click
   This is the console string which is used for Double Click commands.   |
   These commands can be changed using the double click settings window.  |

   The Double Click console string should usually contain the WAIT   |
   keyword so console window says opened after the command has      |
   executed.                 |

Console
   The Console gadget will open an example console window based on the
   contents of the Console String.  The window can be moved and
   resize and when it is closed it will update the Console
   String with the size.

Screen To Front
   If this option is on, Rush's screen or window will be brought to the    |
   front after external commands are executed.              |
```

1.48 Rush Help -- Settings Menu -- Misc

```
Settings Menu / Miscellaneous Amiga-M
---------------------------------------


The Miscellaneous window is used to change which directory is
loaded when Rush is started, what the middle and right mouse
button do, and the center gadget size.

StartUpDirLeft and StartUpDirRight
   The two string gadgets labeled StartUpDirLeft and StartUpDirRight are
   used to enter a directory name that will be loaded into the left and
   right listviews when Rush is started.

   To the right of each of the string gadgets is a drawer gadget, if this
   gadget is pressed an ASL directory requester will be opened allowing a
   directory to be selected.  The selected directory will then be
   displayed in the startup string gadget.

   To the right of each of the drawer gadgets is a checkbox gadget
   labeled Device List. If the Device List gadget is checked
   the device list will be shown when Rush is started instead of a
   directory.

Mouse Button Commands
   The Mouse Button Commands are used to select what function the middle
```

```
      and right mouse buttons will perform.  The Middle and Right radio
      buttons are used to select which of the two button's command is being
      show in the Internal Commands listview.

      An internal command of NOOP will allow the button to perform no
      function within Rush.  For example if right button is set to NOOP is
      will be the regular menu button.  If the right button is set to
      something other then NOOP, it will still operate as the menu button
      when the mouse is in the titlebar or above it.

Gadget Size
      Gadget Size is used to change the size of the center gadgets.  The
      Width, Height,and Spacing between the gadgets can be changed by
      using the sliders.  The valid rage for the width is between 60 and
      100 pixels.  The valid range for the height is 10 to 20 pixels and
      the valid range for the spacing is 0 to 8 pixels.
```

1.49   Rush Help -- Settings Menu -- Append

```
Settings Menu / Append Settings Amiga-T
---------------------------------------

Append Settings is used to load a preference file.

The difference between Append Settings and Load Settings, is that
Load Settings will reset everything back to the defaults before loading the
preference file and Append Settings will not.

Rush's preference files are ascii text files that can be edited with a
text editor like ed.  All the options in the preference files can be
change from within Rush, but can also be changed with a text editor if
you prefer.
```

1.50   Rush Help -- Settings Menu -- Load

```
Settings Menu / Load Settings Amiga-R
---------------------------------------

The Load Settings menu is used to load a preference file.

The difference between Append Settings and Load Settings, is that Load
Settings will reset everything back to the defaults before loading the
preference file and Append Settings will not.

Rush's preference files are ascii text files that can be edited with a
text editor like ed.  All the options in the preference files can be
change from within Rush, but can also be changed with a text editor if
you prefer.
```

1.51   Rush Help -- Settings Menu -- Save

```
Settings Menu / Save Settings Amiga-W
-------------------------------------
```

The Save Setting window is used to save Rush's settings to a file.

Radio Buttons
  On the top of the Save window are four radio buttons labeled: Prefs
  and Gadgets in separate files, Prefs without Gadgets, Gadgets Only,
  Prefs and Gadgets in same file.

  Prefs means all the single line settings, like the screen size and
  display mode. Gadgets means all the lists that are available in Rush,
  like Gadgets, DClickList, and others.

  Prefs and Gadgets in separate files
    When prefs and gadgets are saved in separate files, the prefs file
    includes the gadgets file using the preference include command. This
    allows more then one prefs file to include the same gadgets file. The
    reason for this is usually all prefs files will include the same
    gadgets file so only one gadgets file will have to keep up to date.

  Prefs without Gadgets
    Prefs without gadgets will only save the prefs information without any
    include statement. Gadgets are not saved.

  Gadgets Only
    Gadgets only will save only the lists: gadgets definitions, sort list,
    archive extract list, archive list list, archive add list, and double
    click list. Prefs are not saved.

  Prefs and Gadgets in same file
    Prefs and gadgets will save all of Rush's settings in the same
    file.

  Prefs and Gadgets in separate files is the recommend method.

Prefs File
  The string gadget labeled Prefs File is the name of the main prefs
  file that Rush will save.

  To the right of the string gadget is a drawer gadget, this gadget
  will open an ASL file requester which can be used to select the main
  prefs file. If ok is pressed in the ASL file requester the selected
  filename will be put in the prefs file string gadget.

  The prefs file string gadget will be disabled if the radio buttons are
  set to Gadgets Only.

Gadgets File
  The string gadget labeled Gadgets File is name of the gadgets file
  that Rush will save.

  To the right of the string gadget is a drawer gadget, this gadget
  will open an ASL file requester which can be used to select the gadgets
  file. If ok is pressed in the ASL file requester the selected
  filename will be put in the gadgets file string gadget.

The gadgets file string gadget will be disabled if the radio buttons
are set to Prefs without Gadgets or Prefs and Gadgets in the same
file.

Create Icons
  When the create icons checkbox is checked, icons will be saved for the
  prefs and gadgets files. The default tool for the icons will be Rush,
  so the icons can be double clicked on and Rush will run with
  selected prefs file.

1.52   Rush Help -- Lastpath Menu

```
Lastpath Menu Amiga-[1-0]
-------------------------
```

The lastpaths menu displays the last ten directories that were loaded
into the listviews. If a directory is selected that directory will be
loaded into the listview on the active side.

1.53   Rush Help -- Preference File

```
Preference File
---------------
```

The preference files for Rush are regular ASCII text files. They can be
edited with a standard text editor. Whenever a ';' is encountered the
rest of the line is ignored.

When Rush is loaded it looks for a preference file called rush.prefs
in a directory called Prefs of off the directory where Rush is
located, then in env:rush.

NOTE: It is not necessary that you understand the preference file, all
these options can be changed from within Rush using the preference
windows under the Settings Menu.

The following commands are available in preference files.

```
  Left <number>
  Top <number>
  Width <number>
  Height <number>
  DisplayID <modeid>
  Depth <number of bitplanes>
  Colors <rgb1 rgb2 rgb3 rgb4>
  SPens <detail block text shine shadow fill filltext background
          highlighttext menudetail menublock menutrim>
  LVPens <lvdir lvfile lvselect>
  LVFont FONT <fontname.font> SIZE <size>
  OscanType <text | graphics>
  ScreenFont FONT <fontname.font> SIZE <size>            |
```

```
  ProtectOptions <rwedasph>
  DeleteOptions <ask>
  CopyOptions <clonedate> <cloneprotect> <clonecomment> <askover>

  Pattern <pattern for pattern gadget>
  SortLeft SORT <ascend | dscend> BY <name | date | size>
          WITH <dirsfirst | dirsmixed>
  SortRight SORT <ascend | dscend> BY <name | date | size>
           WITH <dirsfirst | dirsmixed>
  GadgetSize WIDTH <width> HEIGHT <height> SPACE <distance between>

  Gadget NAME <display name> TYPE <internal | external | device | noop>
        COMMAND <cmd>
  SortList DIR <dir> SORT <ascend | dscend> BY <name | date | size>
      WITH <dirsfirst | dirsmixed>

  ArchExtList EXT <pattern> PATTERN <template> COMMAND <cmd>
  ArchListList EXT <pattern> PATTERN <template> COMMAND <cmd>
  ArchAddList INPUT <file | stdin | cmdline> COMMAND <cmd>
  DClickList EXT <extension> PATTERN <template> COMMAND <cmd>

  Include <file>
  StartUpDirLeft <dir>
  StartUpDirRight <dir>
  RightButton COMMAND <cmd>
  MiddleButton COMMAND <cmd>
  Icons <prefs> <noprefs> <mkdir> <nomkdir> <autosel> <noautosel>
      <autorename> <noautorename>
  ScreenToFront <true/false>
  ConsoleString <con_string>
  ArchExtConStr <con_string>
  ArchListConStr <con_string>
  ArchAddConStr <con_string>
  DClickConStr <con_string>
```

Each of the commands are explained in more detail below.

```
Left <number>
Top <number>
Width <number>
Height <number>
  These are the coordinates of the window or screen that Rush will open
  on.  The defaults for left and top are 0, and for width and height it
  is the full size of the screen.  These can be set using the
  Screen Mode settings window.

    example: Width 640

DisplayID <modeid>
  This is the screen type that Rush will open on.  A displayid of
  0xffffffff means to open Rush as a window on the Workbench.
  The default screen type is the same as Workbench.  The displayid can
  be set using the Screen Mode settings window.

    example: DisplayID 0x00019004
```

Depth <number of bitplanes>
  This is used the specify the number of bitplanes for Rush's screen.
  The default is the same depth as Workbench. The depth can be set
  using the Screen Mode settings window.

        1 is   2 colors
        2 is   4 colors
        3 is   8 colors
        4 is 16 colors
        5 is 32 colors
        6 is 64 colors
        7 is 128 colors
        8 is 256 colors

      example: depth 3

Colors <rgb1 rgb2 rgb3 rgb4 ...>
  This is used to specify the colors for Rush when it opens on a custom
  screen. The first eight hex values for each group is the value for red,
  the second eight hex values is green, and the third eight hex values
  is blue. The rgb values are hex values ranging from 0 to ffffffff,
  0 is the lowest intensity and ffffffff is the highest intensity.
  Using these 32-bit values allows the full AGA palette range to be
  selected. Up to 8 colors can be specified, if there are more colors
  available, they will be made available to visitor programs. There is
  a default set of colors build into Rush. The screen colors can be
  set using the Palette settings window.

    example: colors 11111111aaaaaaaa88888888 22222222bbbbbbbb00000000 ...

SPens <detail block text shine shadow fill filltext background
        highlighttext menudetail menublock menutrim>
  This option is used to specify the pens used when Rush is on a custom
  screen. The fist pen is the detail pen that is used for detail
  information. The second pen is the block pen that is used for block or
  background information. The third pen is the text pen which is used for
  text. The forth and fifth pens are the shine and shadow pens and they
  are used for the 3d newlook information. The sixth pen is the fill pen
  and is used for filling. The seventh pens is the filltext pen which is
  used for text in a fill area. The eighth pen is the background pen
  which is used for the background. The ninth pen is the highlighttext
  pen which is used for highlighted text.

  Under v39 of AmigaOS there are three additional pens which control the
  colors for the newlook titlebar and menus. The three new pens are
  menu detail pen, menu block pen, and menu trim pen.

  The default is ~0, which uses the default pens for the system. The
  screen pens can be set using the Palette settings window.

    example: spens 0 1 1 2 1 3 1 0 2 1 2 1

LVPens <dir file select>
  This option is used to specify which pens are used for the directory,
  file, and selected entries in the listviews. The first pen is the pen
  for directories, the second for files, and the third is for selected

```
   entries.  The default is 2 1 3.  The listview pens can be set using
   the Listview settings window.

      example: pens 2 1 3

LVFont FONT <name.font> SIZE <size>
   This option is used to specify the font that is used for the listviews.
   The font must be a non-proportional spaced font.  The default is
   topaz.font at 8 points.  The listview font can be set using
   the Listview  settings window.

      example: lvfont FONT topaz.font SIZE 8

OscanType <text | graphics>
   This option is used to select the overscan type that Rush uses when
   it opens on a custom screen.  Text is text overscan, and graphics is
   graphics overscan.  Text and graphics overscan are set in the Workbench
   Overscan preference editor.  The overscan type can be set using the
   Screen Mode settings window.

ScreenFont FONT <fontname.font> SIZE <size>
   This option is used to specify the font that is used for the screen.    |
   The default is the Workbench screen font.  The screen font can be set    |
   using the ScreenMode settings window.               |

      example: screenfont FONT topaz.font SIZE 8

ProtectOptions <rwedasph>
   This option is used to specify the default protection bits for the
   protect command.  This option can be changed in Rush by holding down
   shift and pressing the protect center gadget or using
   the Internal Commands settings window.

   The default is rwed.

      example: protectoptions rwed

DeleteOptions <ask>
   This option is used to specify whether delete asks before it deletes
   files.  This option can be changed in Rush by holding down
   shift and press the delete center gadget or using the
   Internal Commands settings window.

   If the ask option is on, a requester will open asking whether the
   file should be deleted.  See the delete requester in the
   requester section for more information on this requester.

   The default is to not ask.

      example: deleteoptions ask

CopyOptions <clonedate> <cloneprotect> <clonecomment> <askover> <unsetarch>
   This option is used to specify options for copy.  When files are
   copied it allows the date, protect bits, and comments to be copied
   with files.  It also allows unsetting of the archive bit when
   copying files, and whether copy asks before overwriting a file.
   This option can be changed in Rush by holding down shift and press
```

    the copy center gadget or using the
    Internal Commands settings window.

    If the askover write option is on, a requester will open asking
    whether the file should be overwritten. See the copy requester
    in the requester section for more information on this requester.

    These options are used for both copy and move. The default is copying
    the protection bits.

       example: copyoptions cloneprotect clonecomment ask

Pattern <AmigaDOS pattern>
    This is the default wildcard pattern that use for internal commands.
    It is what will appear in the pattern gadget. The default is "#?".

    See the pattern gadget section for information on AmigaDOS wildcards.

       example: pattern ~(#?.info)

SortLeft SORT <ascend | dscend> BY <name | date | size>
           WITH <dirsfirst | dirsmixed>
SortRight SORT <ascend | dscend> BY <name | date | size>
            WITH <dirsfirst | dirsmixed>
    These options are used to select the default sort type for the
    listviews on the left and right side. The listviews can be
    sorted by name, date, or size, and ascending or descending.
    Ascending is from smallest to biggest, and descending is from
    biggest to smallest. Directories can be mixed with files or be
    shown before files.

    Sorting can also be changed using sort lists, which can be
    configured using the Listview settings window.

    The default is to sort ascending by name with directories and files
    mixed.

    Also see the sortlist preference command below.

       example: sortleft SORT ascend BY name WITH dirsfirst

GadgetSize WIDTH <width> HEIGHT <height> SPACE <distance between>
    This option is used to set the size of the center gadgets. The width
    and height of the gadgets and how much space is between each gadget
    can be specified. These values are in pixels. The width must
    between 60 and 100 pixels, the height must be greater then six pixels,
    and the space between gadgets must be greater then or equal to zero.

    The defaults are a width of 80 pixels, height of 11 pixels, and
    spacing of 5 pixels for an interlace screen and 1 pixel for a
    non-interlace screen.

    The GadgetSize can be changed using the Miscellaneous settings window.

       example: gadgetsize WIDTH 60 HEIGHT 12 SPACE 0

Gadget NAME <display name> TYPE <internal | external | device | noop>

```
        COMMAND <cmd>
  The gadget command is used to define center gadgets.  They will be
  displayed in the order that they are specified in the preference file.
  The center gadgets can be defined to execute internal or external
  commands, load a directory on the active side, or do nothing at all.

  The center gadgets can be configured using the
  Edit Gadgets settings window.

  See the internal commands section for the list of internal commands.

    example: gadget NAME "All" TYPE internal COMMAND all

  See the external commands section for more information on external
  commands.

    example: gadget NAME "Calc" TYPE external COMMAND "calculator pubscreen %p"

  The gadget command can also load a directory on the active side when
  the gadget is pressed.

    example: gadget NAME "MySrcCode" TYPE device COMMAND "work:source/CoolProgram"

  Gadgets can also be define to do nothing.

    example: gadget NAME "" TYPE noop COMMAND ""

SortList DIR <dir name> SORT <ascend | dscend> BY <name | date | size>
      WITH <dirsfirst | dirsmixed>
  The sortlist command is used to specify sort options for specific
  directories.  This allows different directories to be automatically
  sorted differently when they are loaded.

  The directory name uses standard AmigaDOS pattern matching so
  wildcards can be used in it.

  See the pattern gadget section for a description of AmigaDOS
  wildcard patterns.

  Also see Concepts that are unique to Rush for a description of
  sort lists.

    example: sortlist DIR "work:dl#?" SORT dscend BY date WITH dirsfirst

ArchExtList EXT <extension> PATTERN <template> COMMAND <cmd>
ArchListList EXT <extension> PATTERN <template> COMMAND <cmd>
  These commands allow files to be automatically matched when the
  archive extract or archive list internal commands are executed on a
  file.  The two commands have the same options, the difference is
  what list is searched.  ArchExtList will be searched for the
  archive extract command, and ArchListList will be searched for
  the archive list command.

  These commands will use an extension which will be compared with the
  filename of the archive and a template of the first few bytes of the
  file which will be compared with the file itself to find the correct
  archive command.  Both the extension and template do not need to be
```

specified, if only one is specified, only that one will be used.

For the extension, standard AmigaDOS pattern matching is used. See
the pattern gadget section for more information on AmigaDOS pattern
matching.

For the template, up to the first 64 bytes of a file can be
specified. It can be specified in ASCII or as octal, base 8,
numbers. A question mark (?) can be used to match any character.
An example of ASCII would be "Zoo ?.?? Archive". An example of of
octal would be "\120\113\003\004". Octal numbers needs to be used
if the characters are no printable.

For the command, a %s will be substituted with the archive filename,
a %p will be substituted with Rush's public screen name, and a %d
will be substituted with the destination directory.

The archive extract list and archive list list can be configured
using the Archive settings window.

Also see archextract and archlist in the internal commands section.

Also see Concepts that are unique to Rush for a description of archive
extract and archive list lists.

examples:
  Only matching the extension:
      archextlist EXT "#?.zoo" TYPE "" COMMAND "zoo x %s"

  Only matching the file type:
      archextlist EXT "" TYPE "ZOO ?.?? Archive" COMMAND "zoo x %s"

  Both extension and type:
      archextlist EXT "#?.(lzh|lha)" TYPE "??-lh?-" COMMAND "lha x %s"

ArchAddList INPUT <file | stdin | cmdline> COMMAND <cmd> <QUOTE>
  This command is used to create a list of archivers which can be used
  for creating archives with the Archive Add internal command. Input
  sets the way the filelist will be given to the archive command.
  Command is the archive command which can include %s and %f. %s will
  be replaced by the archive name the user enters when creating the
  archive, and %f will be replaced by the filelist filename for the file
  option. If the quote option is given the filenames will be quoted
  with double quotes.

  The archive add list can be changed using the Archive settings window.

  Also see ArchAdd in the internal commands section.

    example: archaddlist INPUT File COMMAND "lha -x -i%f a %s" QUOTE

DClickList EXT <extension> PATTERN <template> COMMAND <cmd>
  This command is used to automatically match files when they are
  double click on in the listviews.

  This command will use an extension which will be compared with the
  filename of the entry in the listview and a template of the first few

bytes of the file which will be compared with the file itself to find
the correct double click command. Both the extension and template do
not need to be specified, if only one is specified, only that one
will be used.

For the extension, standard AmigaDOS pattern matching is used. See
the pattern gadget section for more information on AmigaDOS pattern
matching.

For the type, up to the first 64 bytes of a file can be specified.
It can be specified in ASCII or as octal, base 8, numbers. A
question mark (?) can be used to match any character. An example of
ASCII would be "Zoo ?.?? Archive". An example of of octal would be
"\120\113\003\004". Octal numbers needs to be used if the characters
are no printable.

For the command, a %s will be substituted with the archive filename,
a %p will be substituted with Rush's public screen name, and a %d
will be substituted with the destination directory.

Also see Concepts that are unique to Rush for a description of double
click lists.

The double click list can be configured using the
DoubleClick settings window.

      example: dclicklist EXT "" PATTERN "FORM????ILBM" COMMAND "multiview %s ←
         pubscreen %p"

Include <file>
  The include command is used to include another preference file.
  Multiple preference files could include the same gadget preference
  file so that only one gadget file need to be kept up to date.

      example: include "gadget.prefs"

StartUpDirLeft <dir>
StartUpDirRight <dir>
  These commands allow a directory to be automatically loaded in to one
  of the listviews when Rush is started. The no directory is specified
  the device list will be shown at startup.

  The startup directories can be configured using the
  Miscellaneous settings window.

      example: startupdirleft "ram:"

RightButton COMMAND <cmd>
MiddleButton COMMAND <cmd>
  These commands allow the middle and right mouse buttons to be defined
  to execute internal commands.

  The mouse buttons can be configured using the
  Miscellaneous settings window.

      example:
          rightbutton COMMAND parent

```
       middlebutton COMMAND dirreread

Icons <prefs> <noprefs> <mkdir> <nomkdir> <autosel> <noautosel>
      <autorename> <noautorename>
  This command select options related to icons.

  By default icons are created for both preference files and when
  directories are created.

  Whether icons are created for directories can be changed when
  directories are created using the makedir window.

  Whether icons are created for preference files can be changed using
  the Save Settings Window.

  Auto Icon Select can be changed using the Auto Icon Select menuitem.

  Auto Icon Renaming can be changed when entries are renamed in the
  rename window.

    example: icons nomkdir   ;do not create icons for directories

ScreenToFront <true/false>              |
  This command causes Rush to be pulled to the front after any       |
  external command.                 |
                     |
  The default is not to pulled the screen to the front.         |
                     |
    example: ScreenToFront TRUE            |

ConsoleString <console_string>          |
ArchExtConStr <con_string>              |
ArchListConStr <con_string>             |
ArchAddConStr <con_string>              |
DClickConStr <con_string>           |
  The console string is the string that specifics the console window for  |
  external command, archive extract, archive list, archive add, and    |
  double click commands.                |
                     |
  The console window can be changed in the External Commands settings window .      ←
    |
                     |
    example: consolestring "con:%c/200/640/999/%t/screen %p"       |
```

1.54 Rush Help -- Internal Commands

```
Internal Commands
-----------------


Internal commands are the commands that are build into Rush that can be
specified in the gadget command in the preference files.

The internal commands are also listed in the Edit Gadgets window
and the Miscellaneous window.
```

The internal commands that are available are: noop, all, clear,
invert, compareselected, copy, rename, move, delete, protect, makedir,
size, archextract, archlist, parent, root, devicelist, dirreread,
about, iconify, quit, copydirtoclip, copyseltoclip, pastedirfromclip,
showerrors, screenmode, palette, editgadgets, listviewoptions,
archiveoptions, internalcommands, miscellaneous, loadsettings, and
savesettings.

Noop
  The noop command does nothing.

All
  All will select all the files in the listview that match the pattern
  in the pattern gadget.

Clear
  Clear will unselect all the files in the listview that match the
  pattern in the pattern gadget.

  If shift is held down when the Clear gadget is pressed it will
  unselect all selected files, including files on the source and
  destination side and in the select list. When shift is used
  with clear, the pattern gadget is not used.

Invert
  Invert will unselect the selected files and select the unselected files
  in the listview.

CompareSelected
  CompareSelected will compare the selected names on the active side
  with names on the destination side, if the name exist on the
  destination side it is unselected from the source side. If the name
  does not exist on the destination side it stays selected on the source
  side. This command does not compare the contents of the files, it
  just checks to see if the file exists.

Copy
  Copy will copy files from the source side to the destination side. If
  one of the selected entry is a directory, all files in the directory
  that match the pattern gadget will be recursively copied.

  If an entry on the source side is a file link it will be copied to the
  destination as a file. If an entry on the source side is a directory
  link it will be copied to the destination as a directory and all the
  files in the directory link will be copied also.

  Pressing the Copy gadget while shift is held down will open the
  copy/move options window which allows the copy and move options to be
  set. The options that can be set are: clone date, clone protection
  bits, clone comment, and ask overwrite. These options can also be
  changed using the Internal Commands settings window.

  See the requesters section for a description of the requesters
  that can come up when copying files.

Rename
  Rename will rename a file or directory. The Rename window will open

allowing a new name to be entered.

Files can be renamed to a different directory as long as it is still on
the same device.

See the requesters section for a description of the requesters
that can come up when renaming files.

Move
  Move will move files from the source side to the destination side. If
  one of the selected entry is a directory, all files in the directory
  that match the pattern gadget will be recursively moved.

  If the source and destination are on the same device, the source will
  just be renamed to the destination. If the files are not on the same
  device, files will be copied and then deleted from the source.

  If an entry on the source side is a file link it will be moved to the
  destination as a file. If an entry on the source side is a directory
  link it will be moved to the destination as a directory and all the
  files in the directory link will be moved too. Since moving on the
  same device just renames the file or directory, the file or directory
  will remain a link.

  Pressing the Move gadget while shift is held down will open the
  copy/move options window which allows the copy and move options to be
  set. The options that can be set are: clone date, clone protection
  bits, clone comment, and ask overwrite. These options can also be
  changed using the Internal Commands settings window.

  See the requesters section for a description of the requesters
  that can come up when moving files.

Delete
  Delete will delete files or directories from the source side. If one
  of the selected entry is a directory, all the files in the directory
  that match the pattern gadget will be recursively deleted.

  File links will be deleted like normal files. Directory links will be
  deleted as if they are files. This means files inside a directory
  link will NOT be deleted.

  Pressing the Delete gadget while shift is held down will open the
  delete options window which allows the delete options to be set. The
  only option that can be set for delete is: ask delete.

  See the requesters section for a description of the requesters
  that can come up when deleting files.

Protect
  Protect will change the protection bits of a file or directory. If one
  of the selected entries is a directory, all the files in the directory
  that match the pattern gadget will recursively have there protection
  bits changed.

  File links will have there protection bits changed like normal files.
  Directory links will NOT be recursively protected. This is because

protect, size, and delete all use the same recursive directory scanning
function.

Pressing the Protect gadget while shift is held down will open the
protect options window which allows the protection bits to be set.

See the requesters section for a description of the requesters
that can come up when protecting files.

Makedir
  Makedir will create a directory. When this command is executed the
  makedir window will be opened. By default the directory name of the
  source side will be displayed in the string gadget. The directory can
  be made anywhere in the system not just in the directory on the active
  side.

  See the requesters section for a description of the requesters
  that can come up when making directories.

Size
  Size totals up the number of bytes in a directory. It recursively goes
  through directories and adds up the file sizes of files that match the
  pattern gadget.

  Size will NOT enter directory links and will NOT add file links to
  the total size.

  See the requesters section for a description of the requesters
  that can come up when sizing directories.

ArchExtract
  Archive extract will extract files from any archive type. It searches
  through the archive extract list to find the correct archive extracting
  program to use on the file. Only files are checked, directories are
  skipped.

  Archives will be extracted to the destination directory. Currently a
  destination directory must be selected for archive extract to work.

  The archive extracting program will be executed with the AmigaDOS
  System() function. This means the default UserShell will be used for
  the console and the window will close after the program has extracted
  the archive. If the archive program returns an error, the window will
  remain open until the close gadget is selected so the error message
  can be seen.

  The archive extract list can be changed using the
  Archive settings window.

  The console window used for archive extract can be changed in the
  External Commands settings window .

ArchList
  Archive list will list files in any archive type. It searches
  through the archive list list to find the correct archive listing
  program to use on the file. Only files are checked, directories are
  skipped.

The archive listing program will be executed with the AmigaDOS
System() function. This means the default UserShell will be used for
the console and the window will close after the program has extracted
the archive. If the archive program returns an error, the window will
remain open until the close gadget is selected so the error message
can be seen.

The archive list list can be changed using the
Archive settings window.

The console window used for archive list can be changed in the
External Commands settings window .

ArchAdd
  ArchiveAdd is used to create an archive file. The archive add window
  will be used to prompt the user for the archive type and filename.

  The archive program will be executed with the AmigaDOS System()
  function. This means the default UserShell will be used for the
  console and the window will close after the program has added files to
  the archive. If the archive program returns an error, the window will
  remain open until the close gadget is selected so the error messages
  can be seen.

  The archive add programs can be changed using the
  Archive settings window.

  The console window used for archive add can be changed in the
  External Commands settings window .

Parent
  Parent loads the parent directory of the active side. If the root
  of the device is already being shown the device list will be
  displayed.

Root
  Root loads the root directory of the active side. If the
  root directory is already being shown it will be read again.

DeviceList
  DeviceList will show the device list on the active side. If
  the device list is already being shown it will be updated.

DirReRead
  DirReRead rereads the directory on the active side. If the device
  list is being shown it will be updated.

Info
  Info opens the info window for the selected files on the active side.

FileFind
  search the selected directrories for a specified filename or |
  pattern. |

The following internal commands are already available in the menus,
but they can be used in the center gadgets also.

About
  About shows the about requester. This is the same as pressing Amiga-?
  or selecting About... from the Project menu.

Iconify
  Iconify iconifies Rush down to an AppIcon on Workbench. This the
  same as pressing Amiga-I or selecting Iconify from the
  Project menu.

Quit
  Quit quits Rush. This the same a pressing Amiga-Q or selecting Quit
  from the Project menu.

CopyDirToClip
  Copy Directory will copy the directory name on the active side to the
  clipboard. This is the same a pressing Amiga-X or selecting
  Copy Directory from the Edit menu.

CopySelToClip
  Copy Selected will copy the selected entries on the active side to the
  clipboard. The directory name is prepended to each entry and each entry
  is separated by a space and quoted with double quotes. This is the
  same a pressing Amiga-C or selecting Copy Selected from the Edit menu.

PasteDirFromClip
  Paste Directory pastes from the clipboard to the active side's
  directory, and the directory is loaded. This is the same a pressing
  Amiga-V or selecting Paste Directory from the Edit menu.

ShowErrors
  ShowErrors opens the showerrors window showing all the AmigaDOS errors that
  Rush has encountered. This is the same as pressing Amiga-E or
  selecting ShowErrors from the Commands menu.

ScreenMode
  ScreenMode will open the ScreenMode settings window. This is the same
  as pressing Amiga-S or selecting Screen Mode... from the
  Settings menu.

Palette
  Palette will open the Palette settings window. This is the same as
  pressing Amiga-P or selecting Palette... from the Settings menu.

EditGadgets
  EditGadgets will open the EditGadgets settings window. This is the
  same as pressing Amiga-G or selecting Edit Gadgets... from the
  Settings menu.

ListviewOptions
  ListviewOptions will open the Listview settings window. This is the
  same as pressing Amiga-L or selecting Listview... from the
  Settings menu.

ArchiveOptions
  ArchiveOptions will open the Archive settings window. This is the
  same as pressing Amiga-A or selecting Archive... from the

    Settings menu.

InternalCommands
  InternalCommands will open the Internal Commands settings window.
  This is the same as pressing Amiga-N or selecting Internal Commands...
  from the Settings menu.

Miscellaneous
  Miscellaneous will open the Miscellaneous settings window. This is
  the same as pressing Amiga-M or selecting Miscellaneous... from
  the Settings menu.

LoadSettings
  LoadSettings will open the ASL file requester. This is the
  same as pressing Amiga-E or selecting Load Settings... from the
  Settings menu.

AppendSettings
  AppendSettings will open the ASL file requester. This is the
  same as pressing Amiga-R or selecting Append Settings... from the
  Settings menu.

SaveSettings
  SaveSettings will open the Save Settings window. This is the
  same as pressing Amiga-W or selecting Save Settings... from the
  Settings menu.

1.55 Rush Help -- External Commands

External Commands

External commands are standard AmigaDOS commands that can be executed
from within Rush. External commands are executed with the AmigaDOS
System() function so the default UserShell will be used for the console
and the window will close after the program has executed. If the
external command returns an error, the window will remain open until
the close gadget is selected so the error message can be seen.
External commands are configured using the EditGadgets settings window.

There are three escape sequences that can be specified in the command:

  %s will be replaced with the selected file or directory name.

  %p will be replaced with the public screen name for Rush.

  %d will be replaced with the destination directory name.

External commands are executed from the directory where Rush is
located, this allows commands to be found relative to Rush's
program directory.

For example "scripts/format_disk" could be used to execute the script
"format_disk" in a directory called "scripts" off of the directory

where Rush is located.

1.56   Rush Help -- Copy/Move

```
Copy and Move Options Window
----------------------------
```

The copy/move options window is used to set the options for the copy
and move internal commands.

```
   Clone Protection   - Set the protection bits on the destination file
                         the same as the source file.  If this option is
                         off the destination file will have protection
                         bits set to RWED.

   Clone Date         - Set the date of the destination file the same as
                         the source file.  If this option is off the
                         destination file's date will be set to the
                         current time.

   Clone Comment      - Set the comment of the destination file the same
                         as the source file.  If this option is off the
                         destination file will have no comment.

   Ask Overwrite      - Ask the user about overwriting files if the file
                         already exists.

   Unset Archive Bit  - Remove the archive bit of the destination file
                         when it is copied.
```

The Copy and Move options can also be changed in the
Internal Commands settings window.

1.57   Rush Help -- Delete

```
Delete Options Window
---------------------
```

The delete options window is used to set the options for the
delete internal command.

```
   Confirm Delete - Ask the user before deleting files.
```

The Delete options can also be changed in the
Internal Commands settings window.

1.58   Rush Help -- Protect

```
Protect Options Window
----------------------
```

The protect options window is used to set the options for the
protect internal command.

```
  H bit       - The H bit is currently not used by AmigaDOS.

  Script      - Set the script bit.

  Pure        - Set the pure bit.

  Archived    - Set the archived bit.

  Readable    - Set the readable bit.

  Writable    - Set the writable bit.

  Executable  - Set the executable bit.

  Deletable   - Set the deletable bit.
```

The Protect options can also be changed in the
Internal Commands settings window.

1.59 Rush Help -- Info

```
Info Window
-----------
```

The Info window shows information on a file or directory. The Info
window is shown when the info internal command is used.

Name
  This is the filename of the file or directory which is being shown.

Type
  This is the type of file that is being shown, it will show one of
  the following:

      file - standard file

      directory - standard directory

      file hardlink to xxx - hardlink to file xxx

      directory hardlink to xxx - hardlink to directory xxx

Date
  This is the date of the file or directory.

Comment
  This string gadget is the comment or filenote of the file.

Protection bits
  The protection bits show the current protection bits for the file
  or directory.

Save
  Save will save the comment and protection bits to the file and
  then show the next selected file.

Next
  Next will show info on the next selected file.

Cancel
  Cancel will stop info.

1.60 Rush Help -- Makedir

Makedir Window

The Makedir window is used to make a directory.

The makedir window contains a string gadget where the name of the
directory to be created is entered. The name should include the the
full pathname of the directory to be created. Pressing return while
in the string gadget is the same as pressing OK. Pressing |
shift-return while in the string gadget is the same as |
pressing Apply. |

Create Icons
  If the create icons checkbox is check an icon will be created for the
  directory. The drawer icon will be the default system drawer icon.

OK
  OK will make the directory in the string gadget.

Apply |
  Apply will make the directory in the string gadget and keep the |
  window opened so more directories can be created. |

Cancel
  Cancel will not make the directory.

Create Icons option can also be changed in the
Internal Commands settings window.

1.61 Rush Help -- MultiAssign

Multiple Assign Window

The Multiple Assign window is used to select different directories
from a multiple assign.

The Multiple Assign window will only be able to be open if the
multiple assign gadget is enabled and the current directory being show
in the listview is a multiple assign.

The window shows a listview of all the directories in the multiple
assign. Selecting a directory from the listview and pressing OK, or
double clicking on an entry will load that directory into the
listview.

1.62   Rush Help -- Rename

Rename Window

The Rename window is used to rename a file or directory.

The Rename window is opened by the rename internal command.

The string gadget will contain the current name for the file or
directory. Pressing return while the cursor is in the string gadget
is the same as pressing OK.

Auto Icon Rename
  If the Auto Icon Rename checkbox is check and an icon exists for the
  entry being renamed, the icon will also be rename. If an icon is
  renamed its parent file or directory will also be renamed.

OK
  OK will rename the file and go on to the next selected file.

Cancel
  Cancel will not rename the file and will abort the rename command.

Auto Icon Rename can also be changed in the
Internal Commands settings window.

1.63   Rush Help -- Archive Add

Archive Add Window

The Archive Add window is used to create an archive.

The string gadget labeled Archive is where the archive name is
entered. The full path and filename are entered.

The listview on the left is used to select the archive type.

Archive types can be configured using the Archive settings window.

1.64 Rush Help -- Palette

```
Palette Window
--------------
```

The Palette window is used to select the colors for the center
gadgets, the colors of the text in the listviews and the
screen pens.

The Palette window opens a small window showing 2, 4, or 8 colors.
Selecting one of the colors will close the window and select that
color. The closegadget of the window can be used to abort
selecting a color.

1.65 Rush Help -- Comment

```
Comment Window
--------------
```

The Comment window is used to change the comment on a file or
directory.

The string gadget will contain the current comment for the file or
directory. Pressing return while the cursor is in the string gadget
is the same as pressing OK.

OK
  OK will change the comment for the file or directory and go on to
  the next selected file or directory.

All
  All will change the comment for all the selected entries to the
  comment that is currently in the string gadget. Esc can
  be used to abort the Comment operation if All is used.

Cancel
  Cancel will not change the comment on the current entry, and will
  abort the Comment operation.

1.66 Rush Help -- Arexx String Window

```
Arexx String Window
-------------------
```

The Arexx string requester is used to prompt for a string from Arexx. |
Pressing return while the string gadget is active is the same a |
pressing OK. |

OK
  The contents of the string gadget are returned to Arexx in the
  RESULT variable, and RC is set to zero.

```
Cancel
   The Arexx RC variable is set to one.
```

See the string requester Arexx command.

1.67   Rush Help -- File Find Window

```
File Find Window
----------------
```

```
File find is made up of two windows, the first window prompts for a    |
filename to search for, the second window displays a list of found     |
files.                          |
```

```
Filename prompt window
  The first window has only a string gadget that is used to enter the   |
  filename to find.  The filename can include AmigaDOS wildcards.   |
```

```
  OK
     All the selected directories on the active side are scanned,
     searching for the filename in the string gadget.
```

```
  Cancel
     Close the file find window without searching.
```

```
File list window
  The second window has a listview which shows all the files which    |
  match the filename.  If one of these files is selected and OK is     |
  pressed, the directory the file is located in will be loaded on the   |
  active side.                     |
```

```
  While directories are being scanned Escape can be used to abort    |
  the scan.                     |
```

```
  OK
     Load the directory of the selected file on the active side.
```

```
  Cancel
     Close the file find window without loading any directories.
```

See the pattern gadget section for information on AmigaDOS wildcards.

1.68   Rush Help -- Arexx

```
Arexx
-----
```

```
Rush's Arexx port name is shown in the About requester and it is the
same as the public screen name if Rush is opened on a custom screen.
```

```
This section is new to release 1.1, release 1.1 is the first release    |
of Rush which has an Arexx interface.              |
```

The following is a list of Arexx functions Rush supports, each one is
described below.

```
Requester          IsIconify         SetScreenFont      GetDeleteOptions
StringRequester    SetScreenMode     GetScreenFont      SetProtectOptions
StatusMsg          GetScreenMode     SetListviewFont    GetProtectOptions
SetActiveSide      SetPalette        GetListviewFont    SetSort
GetActiveSide      GetPalette        SetPattern         GetSort
SetDirectory       SetScreenPens     GetPattern         GetSelected
GetDirectory       GetScreenPens     SetCopyOptions     GetPubScreenName
RushToFront        SetListviewPens   GetCopyOptions
RushToBack         GetListviewPens   SetDeleteOptions
```

The follow internal commands are also Arexx functions from within Rush,
they perform the same operation as they do when they are used in
center gadgets.

```
Noop             Makedir      About              ListviewOptions
All              Size         Iconify            ArchiveOptions
Clear            ArchExtract  Quit               InternalCommands
Invert           ArchList     CopyDirToClip      Miscellaneous
CmpSelected      ArchAdd      CopySelToClip      LoadSettings
Copy             Parent       PasteDirFromClip   AppendSettings
Rename           Root         ShowErrors         SaveSettings
Move             DeviceList   ScreenMode
Delete           DirReRead    Palette
Protect          Info         EditGadgets
```

Requester GADGETS/A,BODY/A

  Posts an Intuition requester with body as the text and gadgets as
  the buttons.

  ARGUMENTS
    gadgets - List of gadgets that should be used in the requester, multiple
              buttons are separated my vertical bars(|).
    body   - The main text for the requester. Newline characters
              can be entered as ascii newline character 10 or as the
              two characters "\n". In Arexx is is easier to use "\n".

  RESULTS
    result - Number of the button that is pressed. The buttons are
             numbered from left to right starting with one and the
             last button is all was zero.

StringRequester PROMPT/A,DEFAULT

  Prompts the user for a string, prompt will be displayed in the
  in the requester window above the string gadget, default if given
  will used for the default text in the string gadget.

  ARGUMENTS
    prompt - prompt text to display above the string gadget,
              only one line of text can be specified
    default - optional default text for the string gadget

```
  RESULTS
    result - if OK is selected this will contain the contents
             of the string gadget, if Cancel is selectec this will
             contain the string RESULT
    rc     - 0 if OK is selected, 1 of Cancel is selected

  SEE ALSO
    Arexx String Requester
```

StatusMsg MSG/A

```
  Displays msg in the status text gadget.

  ARGUMENTS
    msg - Text to display in the status area.

  RESULTS
    none

  SEE ALSO
    Status Text Gadget
```

SetActiveSide SIDE/A

```
  Changes the active side.  Side can be LEFT, RIGHT, or OTHER.

  ARGUMENTS
    side - left, right, or other

  RESULTS
    none
```

GetActiveSide

```
  Gets the active side.  Returns LEFT if the left side is active,
  RIGHT if the right side is active.

  ARGUMENTS
    none

  RESULTS
    result - which side is active: left or right
```

SetDirectory DIR/A,SIDE

```
  Sets the directory to dir and reads the directory.  By
  default it effects the active side, side can be used to specify a
  different side.

  ARGUMENTS
    dir  - directory to load
    side - which side to load the directory: active, left,
                    right, or other

  RESULTS
    none
```

SEE ALSO
  Directory String Gadget

GetDirectory SIDE

  Gets the directory name that is loaded on side. By default
  this gets the directory on the active side.

  ARGUMENTS
    side - which side to get the directory name from:active,
                    left, right, or other

  RESULTS
    result - directory name, NULL if device list
    RC   - 0 if directory, 1 if device list

  SEE ALSO
    Directory String Gadget

RushToFront

  Pulls the screen that Rush is on to the front, if Rush is a window
  it also pulls the window to the front of all other windows.

  ARGUMENTS
    none

  RESULTS
    none

RushToBack

  Pushes the screen that Rush is on to the back, if Rush is a window
  it also pushes the window to the back of all other windows.

  ARGUMENTS
    none

  RESULTS
    none

IsIconify

  Test if Rush is iconified.

  ARGUMENTS
    none

  RESULTS
    result - 0 if NOT iconified, 1 if iconified

  SEE ALSO
    Iconify menuitem, Iconify Internal command

SetScreenMode ID/K,WB/S,DEPTH/N,LEFT/K,TOP/K,WIDTH/K,HEIGHT/K,OVERSCAN/K

Change Rush's screen attributes. Not all the arguments need to be
specified, values that are not specified will not be changed.

```
ARGUMENTS
  id       - display id of the screen to open, if started with 0x
             it is considered hex, otherwise decimal
  wb       - if this switch is specified Rush will open as
             a window on the Workbench, this has persidence over id
  depth    - depth of the screen to open if on a custom screen
  left     - left edge of the screen or window
  top      - top edge of the screen or window
  width    - width of the screen or window
  height   - height of the screen or window
  overscan - overscan type, TEXT or GRAPHICS
```

```
RESULTS
  none
```

```
SEE ALSO
  ScreenMode settings window, Preference commands: displayid, depth,
  left, top, width, height, overscan
```

GetScreenMode

Gets the current screenmode information. Returns a string that
contains the display id, depth, leftedge, topedge, width, height, and
overscan type, in that order.

```
ARGUMENTS
  none
```

```
RESULTS
  result - screenmode info
```

```
SEE ALSO
  ScreenMode settings window, Preference commands: displayid, depth,
  left, top, width, height, overscan
```

SetPalette PEN/N/A,RED/K/A,GREEN/K/A,BLUE/K/A

Set pen to the color specified by red, green, and blue.

```
ARGUMENTS
  pen   - pen number to set
  red   - red value, if it begins with 0x it is considered hex,
          otherwise decimal
  green - green value, if it begins with 0x it is considered hex,
          otherwise decimal
  blue  - blue value, if it begins with 0x it is considered hex,
          otherwise decimal
```

```
RESULTS
  none
```

```
SEE ALSO
  Palette settings window, Preference command: colors
```

```
GetPalette PEN/N/A
```

   Gets palette information for pen. Returns pen number, red,
   green, and blue.

     ARGUMENTS
       pen – pen to return red, green, blue value for

     RESULTS
       result – pen number and red, green, blue value

     SEE ALSO
       Palette settings window, Preference command: colors

```
SetScreenPens PENS/M/A
```

   Sets the screen pens.

     ARGUMENTS
       pens – list of screen pens

     RESULTS
       none

     SEE ALSO
       Palette settings window, Preference command: spens

```
GetScreenPens
```

   Gets the screen pen list.

     ARGUMENTS
       none

     RESULTS
       result – list of screen pens, "" if default pens

     SEE ALSO
       Palette settings window, Preference command: spens

```
SetListviewPens PENS/M/A
```

   Sets the listview pens.

     ARGUMENTS
       pens – list of listview pens, in the order: dirpen filepen selectpen

     RESULTS
       none

     SEE ALSO
       Listview settings window, Preference command: lvpens

```
GetListviewPens
```

   Gets the listview pen list.

```
  ARGUMENTS
    none

  RESULTS
    result - list of listview pens, in the order: dirpen filepen selectpen

  SEE ALSO
    Listview settings window, Preference command: lvpens
```

SetScreenFont FONT/K/A,SIZE/N/A

```
  Sets the screen font.

  ARGUMENTS
    font - font to use, including the .font extension
    size - size of the font to use

  RESULTS
    none

  SEE ALSO
    ScreenMode settings window, Preference command: screenfont
```

GetScreenFont

```
  Gets the screen font.

  ARGUMENTS
    none

  RESULTS
    result - fontname and fontsize

  SEE ALSO
    ScreenMode settings window, Preference command: screenfont
```

SetListviewFont FONT/K/A,SIZE/N/A

```
  Sets the listview font.

  ARGUMENTS
    font - font to use, including the .font extension
    size - size of the font to use

  RESULTS
    none

  SEE ALSO
    Listview settings window, Preference command: lvfont
```

GetListviewFont

```
  Gets the listview font.

  ARGUMENTS
    none
```

```
    RESULTS
      result - fontname and fontsize

    SEE ALSO
      Listview settings window, Preference command: lvfont

SetPattern PATTERN/A

  Sets the pattern gadget to pattern.

    ARGUMENTS
      pattern - string to set the pattern with

    RESULTS
      none

    SEE ALSO
      Pattern Gadget, Preference command: pattern

GetPattern

  Gets the contents of the pattern gadget.

    ARGUMENTS
      none

    RESULTS
      result - contents of the pattern gadget

    SEE ALSO
      Pattern Gadget, Preference command: pattern

SetCopyOptions CLONEDATE/S,CLONEPROTECT/S,CLONECOMMENT/S,ASKOVER/S,UNSETARCH/S

  Sets the copy and move options.

    ARGUMENTS
      clonedate    - clone date on copy/move
      cloneprotect - clone protection bits on copy/move
      clonecomment - clone comment on copy/move
      askover      - ask to overwrite if destination exists
      unsetarch    - unset archive bit when file is copied/moved

    RESULTS
      none

    SEE ALSO
      Copy/Move settings window, Preference command: copyoptions

GetCopyOptions

  Gets the copy options that are currently on.

    ARGUMENTS
      none

    RESULTS
```

```
      result - string containing the copy options that are on,
              in the order: clonedate cloneprotect clonecomment askover
              unsetarch

   SEE ALSO
     Copy/Move settings window, Preference command: copyoptions

SetDeleteOptions ASK/S

   Sets the delete options.

   ARGUMENTS
     ask - ask when deleting files are directories

   RESULTS
     none

   SEE ALSO
     Delete settings window, Preference command: deleteoptions

GetDeleteOptions

   Get delete options that are currently on.

   ARGUMENTS
     none

   RESULTS
     result - ASK if ask options is on, else nothing

   SEE ALSO
     Delete settings window, Preference command: deleteoptions

SetProtectOptions PROTECTBITS

   Sets the protection bits which are used by the protect internal command.

   ARGUMENTS
     protectbits - string containing: hsparwed

   RESULTS
     none

   SEE ALSO
     Protect settings window, Preference command: protectoptions

GetProtectOptions

   Get the currently set protection bits which are used by the
   protect command

   ARGUMENTS
     none

   RESULTS
     result - string contianing which bits are on,
              includes: hsparwed
```

```
    SEE ALSO
      Protect settings window, Preference command: protectoptions

SetSort SORT/K/A,BY/K/A,WITH/K/A,SIDE

  Sets the sort type for side.  If side is not
  specified, the active side will be effected.

  ARGUMENTS
    sort - ASCEND or DSCEND
    by   - NAME, DATE, or SIZE
    with - DIRSFIRST or DIRSMIXED
    side - ACTIVE, LEFT, RIGHT, or OTHER

  RESULTS
    none

  SEE ALSO
    Listview settings window, sort list, Preference command: sortlist,
    sortleft, sortright

GetSort SIDE

  Get the current sort type for side.

  ARGUMENTS
    side - side to get information on: active, left, right, or
           other.

  RESULTS
    result - string contain the current sort type,
             containing: [dscend | ascend] [name | date | size]
             [disfirst | dirsmixed]

  SEE ALSO
    Listview settings window, sort list, Preference command: sortlist,
    sortleft, sortright

GetSelected

  Get the next selected file or directory on the active side.

  ARGUMENTS
    none

  RESULTS
    result - the next selected file or directory, if
             it is a directory it will end with a "/"

GetPubScreenName

  Get the public screen name.

  ARGUMENTS
    none
```

```
     RESULTS
        result - the name of the public screen Rush is
                 opened on or the public screen name of Rush
```

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```
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