DDTI

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COLLABORATORS

	TITLE : DDTI		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

DDTI

1.1   DefDTIcon documentation

        Documentation for DefDTIcon version 1.4 ©1994 Lee Kindness

        DDTI... Trying to bring some conformity to all those gastly icons.

    Foreword   : introduction, features and legal stuff
    Installation   : how to setup the program
    Usage   : Using the program
    Thanks   : acknowledgments
    Version history   : how the program has evolved
    Waffle   : contact address and more

1.2   Foreword

  DefDTIcon (DDTI) creates a menu item on the Workbench tools menu. When this
item is picked any icons that are selected have their icon imagery changed to
the default for their datatype. If datatypes library is not available then the
images used are those of the default tool, etc.
  DDTI requires at least Workbench 2, and Workbench 3 for use of the datatypes
feature.

1.3   Installation

  The included install script should be used to install DDTI.

1.4   Usage

  To use DDTI select icons on workbench (shift click/marque) and select
"Default icon" from the tools menu.

  A number of program arguments are supported, these may be entered as

Workbench tooltypes or used as command line arguments:

COARSE : Specifying this argument makes DDTI load in one of the base datatype
         icons, determined from the datatypes groupID, see below.

NODATATYPE : Specifying this forces DDTI to use the default project icon for
         all data files. With this enabled DDTI acts exactly like DefIconer.

NOTOOLWIN : Specifying this forces DDTI not to change the icons Toolwindow
         pointer when changing icons. The Toolwindow is currently not used
         but in future OS releases it may be and the copying of it from
         the default icon may be undesirable, so I added this option.

  When DDTI tries to load in a default icon a number of steps are taken:
  1. If the file is a disk or drawer then the default WB icon for it is used.
  2. If a file is a program then the default wb tool icon is used.
  3. if COARSE is selected then the icon name is based on the files groupID.
     This is in the form "Env:Sys/def_"+groupID name. The following default
     icons should exist for this mode:
       Env:Sys/def_syst : for system files
       Env:Sys/def_text : for formatted/unformatted text
       Env:Sys/def_docu : for formatted text which may contain other datatypes
       Env:Sys/def_soun : for sounds
       Env:Sys/def_inst : musical instruments used for musical scores
       Env:Sys/def_musi : musical scores
       Env:Sys/def_pict : still pictures
       Env:Sys/def_anim : animated picture
       Env:Sys/def_movi : animation with audio track
     if the appropriate icon is not found then the default project icon is
     used.
   4. If COARSE is not selected then the icons name is based on the files
      datatypes name. If this fails then the datatypes basename is tried
      and then step 3. is tried and if this fails then the default project
      icon is loaded.

   To determine what icon will be used for a certain file use the supplied
program AskDDTI. It accepts the same arguments as DDTI.

   Several datatypes are supplied with the program, these are only the datatype
descriptor part of the datatypes and cannot be used to load programs into
multiview etc.

NB.
   You may find that animations (for example) have the Def_Sys icon attached to
them by DefDTIcon. This is not a bug, it is due to the instrument, music,
animation and movie Datatypes only being supplied with WB3.1+.

1.5 Ta Billy

   Various people who deserve "Ta Billy's" for the icons, myself :),
Tom Ekström (IconPack), Tom Pettigrew, Jon Pettigrew, Adam Kindness and
others that I can't mind.

1.6 Version history

DDTI is written in HighSpeed Pascal on an Amiga A1200.

    1.0 : 21.06.94
       - Initial version.

    1.1 : 24.06.94
       - Added NODATATYPE and NOTOOLWIN arguments.

    1.2 : 14.07.94
       - default icon is now based on the files datatypes name and not the
         base name.
       - removed FORCEFTXT argument as it is now obsolete (because of above)
       - New CBM installation script.
       - Added the datatypes.

    1.2a: xx.08.94
       - Removed Datatypes.

    1.3 : 20.09.94
       - Misc. obscure bug fixes (DDTI no does not alter WBAPPICON and
         WBDEVICE type icons).

    1.4 : 01.10.94
       - DDTI nolonger tags the icons it alters, it' not very compatible
         behaviour afterall.
       - Requester now shown when DDTI is quit.

1.7 Contact

I can be contacted at:

     8 Craigmarn Road
     Portlethen village
     Aberdeen
     AB1 4QR
     Scotland.

  The program is supplied with a number of datatypes, if you require another
then feel free to send me at least three example files, if possible an icon
to be used as a default and £2 (or equivelent) and I will create a datatype
for you and send you it and the latest version of DDTI and a number of other
programs.
  Please send in any smart icons that you have, I can then distribute them
with DDTI as default icons.
  If you find DDTI useful then let me know. Any gifts, cash and
even bug reports are greatly appreciated ¿-) If you want the current
version of DDTI (and a wad more progs) then send £3 (or equivalent of
£5 plus) to me.

  HINT: Your free memory can be greatly reduced by loading heaps of
environment variables and default icons into Ram:env/. Why not assign ENV:
to a location on your harddrive, eg

```
1. make a directory SYS:Prefs/Env
2. make a directory DEVS:Clips
3. make a directory SYS:T
4. delete the following line in your startup-sequence:
     C:MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys
5. Add thses lines to your startup-sequence (just after the above line):
     C:Delete SYS:T/#? ALL
     C:Delete SYS:Prefs/Env/#? ALL
6. Change the following lines in your startup-Sequence:
     a) C:Copy >NIL: ENVARC: RAM:ENV ALL NOREQ
      to
        C:Copy >NIL: ENVARC: SYS:Prefs/ENV ALL NOREQ
     b) Assign >NIL: ENV: RAM:ENV
      to
        Assign >NIL: ENV: SYS:Prefs/ENV
     c) Assign >NIL: T: RAM:T
      to
        Assign >NIL: T: SYS:T
     d) Assign >NIL: CLIPS: RAM:Clipboards
       to
        Assign >NIL: CLIPS: DEVS:Clips
```

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