Unnamed_Database

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COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Unnamed_Database

1.1   Where_K

<pre>
                          WHERE_K Version 1995

                              1 March 1995

                           All Purpose Utility

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         Reserved.

                          SYSTEM REQUIREMENTS~~ ~~
                          WHAT IS WHERE_K
                          EXPLAIN BUTTONS & KEYS
                          EXPLAIN MENU
                          THINGS TO KNOW
                          CHANGES IN VERSION 1995A
                          OTHER USES
                          WHERE_K FILE REQUESTER
                          HISTORY
                          INSTALLING
</pre>

1.2   INSTALL

<pre>
                         WHERE_K INSTALL
</pre>

USE THE INSTALLER FOR AUTOMATIC INSTALLING.

MANUAL INSTALL:

CREATE A DRAWER CALLED WK ON YOUR HARD DRIVE AND COPY EVERYTHING TO IT
EXCEPT THE DRAWER 'COMMANDS' AND ITS CONTENTS. COPY THE CONTENTS OF THE 'COMMANDS'
DRAWER TO YOUR SYS:C DIRECTORY.

YOU ARE NOW ALL SET TO GO.

1.3 THINGS TO KNOW

HANDY THINGS TO KNOW

1. OUTPUT TO MULTIVIEW OR AMOS TEXT READER - CLICK ON CLOSE GADGET IN UPPER LEFT
   HAND CORNER OF SCREEN TO PROCEED.

2. OUTPUT TO MULTIVIEW - YOU CAN CONTINUE TO USE MULTIVIEW BY USING ITS MENUS
   TO LOAD ITEMS SUCH AS PICTURES, SOUNDS, TEXT ETC.. THE MORE 'DATATYPES' YOU
   HAVE MOUNTED THE MORE VERSATILE MULTIVIEW BECOMES. SEE YOU COMPUTER MANUAL.

3. WHERE_K CAN READ AMIGA.GUIDE FILES. JUST CLICK ON MULTIV AND LOAD THE
   GUIDE FILE.

4. WRITE DOWN YOUR PASSWORD AS YOU MAY WANT TO LOCK OR UNLOCK A MODULE OF
   WHERE_K.

5. IF NO TEXT READER AND/OR NO PICTURE VIEWER AND/OR NO SOUND PLAYER IS/ARE
   SELECTED, MULTIVIEW IS AUTOMATICALLY USED.

6. IF NO MUSIC PLAYER IS SELECTED THE BUILT IN AMOS MOD PLAYER IS USED.

1.4 SYSTEM REQUIREMENTS

WHAT IS NEEDED TO RUN WHERE_K ?

1. WORKBENCH VERSION *3.0 OR ABOVE.

2. YOU MUST HAVE MULTIVIEW IN THE DIRECTORY SYS:UTILITIES

3. THE FOLLOWING FILES ARE REQUIRED TO BE IN THE 'C'
   DIRECTORY OF YOUR STARTUP DISK OR PARTITION:

   DIR,LIST,COPY,RUN,LIST,NEWCLI,ENDCLI,RENAME,DELETE,
   VERSION,JOIN,DISKCHANGE,STATUS,CHANGETASKPRI,INFO,
   FILENOTE,LOCK,MAKEDIR,CD

   THERE MAY BE SOME OTHER SYS:C COMMANDS REQUIRED BUT IF
   THERE ARE THEY ARE ALL STANDARD ONES YOU WOULD HAVE
   ANYWAY.

4. IF YOU INTEND TO USE TALK YOU MUST HAVE THE
   NARRATOR DEVICE IN YOUR SYS:DEVS DIRECTORY.

5. APPROXIMATELY 3.5 TO 4 MEGS OF MEMORY.

* WHILE THIS PROGRAM MAY BE ABLE TO RUN ON VERSION 2.1 OF WORKBENCH, I AM
  NOT MAKING ANY PROMISES SINCE I DO NOT HAVE VERSION 2.1 OF WORKBENCH TO
  TEST IT ON. REMEMBER MULTIVIEW MUST BE SUPPORTED AND IN THE SYS:UTILITIES
  DIRECTORY.

1.5 WHAT IS WHERE_K

                         WHAT IS WHERE_K ?

I AM PROUD TO SAY THAT WHERE_K HAVE BEEN AROUND FOR A COUPLE OF YEARS AND HAS
APPEARED ON SEVERAL FRED FISH DISKS, AND THE LAST VERSION CAN BE FOUND ON THE
CD 'GOLD FISH VOLUME 2.

WHERE_K IS A UTILITY THAT DOES MANY THINGS. IT IS NOT A MENU UTILITY, YET IT
CAN LOOK AT DIRECTORIES, IT IS NOT A 'C' COMMAND, YET IT CAN RUN ALL THE 'C'
COMMANDS INCLUDING A FEW I INVENTED.

WHERE_K IS THE UTILITY THAT TRIES TO PUT ALMOST EVERYTHING YOU USE AT YOUR
FINGERTIPS.

IT PLAYS MUSIC, SOUNDS, SHOWS PICTURES, READS TEXT, ALTERS TASK PRIORITIES,
LAUNCHES PROGRAMS, CHANGES ICONS, CATALOGS DISKS, READS MEMORY LOCATIONS,
COPIES FILES, FORMATS DISKS, CREATES FILE NOTES, READS LIBRARY VERSION NUMBERS,
TALKS, DISPLAYS AN INCREDIBLE AMOUNT OF INFORMATION, EXECUTES SCRIPTS, CREATES
FILES FROM DIRECTORIES, DROPS TO THE BACK TO GET OUT OF YOUR WAY, RENAMES FILES,
LOCKS DEVICES, UNARCS LHA FILES, RUNS ED, SHOWS ASCII CODES, HAS A SCREEN BLANKER ←
    ,
ALLOWS YOU TO SELECT A PROGRAM TO LOAD UPON BOOTING, MAKES DIRECTORIES, RUNS
MULTIVIEW, ALLOWS YOU TO SELECT PROGRAMS SUCH AS THE MUSIC PLAYER, SOUND PLAYER,
PICTURE VIEWER, AND TEXT READER WHICH THE PROGRAM WILL USE AS ITS' DEFAULT.

THERE IS MUCH MORE TO WHERE_K AS YOU WILL SEE AS YOU READ ON. THE ABOVE
DESCRIPTION IF FAR FROM COMPLETE.

1.6 CHANGES

                      WHAT HAS CHANGES IN VERSION 1995A OF WHERE_K ?

WHERE_K HAS RECEIVED AN EXTENSIVE REWRITE. OVER 70% OF THE CODE HAS BEEN UPDATED
AND MADE MORE EFFICIENT. WHILE SOME THINGS MAY NOT SEEM TO HAVE CHANGED IT MAY ←
    ONLY
BE BECAUSE THE INTERFACE LOOKS THE SAME.

ADDED

MULTIVIEW SUPPORT. MULTIVIEW IS THE DEFAULT IN MOST PLACES REQUIRING A
VIEWER, READER, SOUND PALYER.

AUTOMATIC VOICE OFF WHEN MUSIC PLAYED.

VOICE SUPPORT FOR ALL MODULES.

PICTURE MODE NOW SUPPORTS ANY PICTURE VIEWER YOU WANT AND IT LOADS AUTOMATICALLY.

MUSIC MODE STILL HAS BUILT IN MOD PLAYER BUT WILL SUPPORT THE MUSIC PLAYER OF
 YOU CHOICE IF YOU WANT TO SELECT YOUR OWN AND IT LOADS AUTOMATICALLY.

SOUND MODE USES MULTIVIEW AS THE DEFAULT UNLESS YOU SELECT A DIFFERENT PLAYER.
 IF A DIFFERENT PLAYER IS SELECTED IT WILL LOAD AUTOMATICALLY FROM NOW ON.

COMPARE MODE HAS BEEN REWRITTEN. IT HAS A MUCH BETTER INTERFACE AND NOW USES
 AN 'EXACT MATCH' SEARCH INSTEAD OF THE PREVIOUS 'STRING SEARCH'.

A PREFS BUTTON HAS BEEN ADDED TO SHOW THE PREFS YOU SELECTED UPON RUNNING
 THE PROGRAM FOR THE FIRST TIME.

ICONS MODE HAS BEEN IMPROVED AND THE DEFAULT ICONS REDRAWN.

BLANKER MODE HAS BEEN REWRITTEN AND THE BLANKER IS NOW A STAR FIELD IN COLOR
 WITH SOUND.

PROCESS MODE HAS BEEN REWRITTEN COMPLETELY AND NOW ALLOWS YOU TO ALTER THE
 TASK PRIORITIES, WHICH CAN SPEED UP OR SLOW DOWN DIFFERENT RUNNING PROGRAMS.

MULTIVIEW BUTTON ADDED GIVING DIRECT ACCESS TO MULTIVIEW.

PEEK MODE WAS GIVEN A NICE NEW INTERFACE TO IMPROVE IT.

RESTORE MODE WAS REWRITTEN TO MAKE IT MORE POWERFUL WHEN RESTORING MEMORY.

UNARC MODE ADDED. THIS ALLOWS YOU TO USE YOUR FAVORITE LHA UNARCER PROGRAM
 THROUGH THE WHERE_K INTERFACE FOR EASY USE.

LOCK MODE ADDED. ALLOWS YOU TO LOCK DEVICES SUCH AS DRIVES ETC.

MARK MODE ADDED. ALLOWS YOU TO SELECT A PROGRAM TO LOAD UPON BOOTING THE AMIGA.

UNMARK MODE ADDED. ERASES YOUR BOOKMARK FOR LOADING A SELECTED PROGRAM UPON
 BOOTING.

FILE NOTE MODE ADDED. ALLOWS YOU TO CREATE FILE NOTES. (SEE AMIGA DOS MANUAL)

EDITOR MODE ADDED. ALLOWS YOU TO RUN 'ED'

ASCII MODE ADDED. ALLOWS YOU TO EITHER ENTER A KEY PRESS OR CODE NUMBER AND
 GET THE CHARACTER OR ASCII CODE.

DISKCOPY MODE ADDED. GIVES YOU ABILITY TO COPY DISKS.

PROTECT MODE ADDS. YOU CAN LOCK ANY OR ALL MODULES.

FORMAT MODE ADDED. ALLOWS YOU TO FORMAT DISKS.

MENU ITEMS ADDS:
 TEXT EDITOR, PICTURE LOADER, SOUND SAMPLER, MUSIC PLAYER. THESE ALLOW YOU TO
 CHANGE YOUR DEFAULT SELECTION OF ANY OF THE ABOVE.

MENU ITEM ADDED SEE PREFS, SAME AS BUTTON

MEMORY REMAINING BUTTON ADDED. CLICK ON IT TO SEE SPACE REMAINING ON DEVICES.

WHERE_K BUTTON ADDED. CLICK ON IT TO SEE CREDITS.

AMOS BUTTON, YES ITS A BUTTON, CLICK ON IT FOR AMOS INFO.

                              DELETED

THE PICTURE CATALOGER, IT WAS A PIECE OF CRAP ANYWAY. I WAS GOING TO UPGRADE IT ↩
    BUT
YOU CAN RUN PICTICON AND IT IS SO GOOD, THAT I DECIDED MY
PICTURE CATALOGER WASN'T NECESSARY SINCE WHERE_K WOULD LAUNCH PICTICON IF ↩
    NECESSARY.

1.7 HD SPACE NEEDED

1.8 PICTICON

                             PICTICON

PICTICON IS A PUBLIC DOMAIN PROGRAM BY CHAD RANDALL. IT CREATES AN APPICON THAT ↩
    YOU
DROP A PICTURE ICON INTO AND THE PROGRAM CREATES AN ICON OF THE PICTURE AND SHOWS
ITS RESOLUTION UNDER IT. IF YOU PLACE THESE ICONS ON THE DISKS CONTAINING THE
PICTURES YOU HAVE AN EXCELLENT PICTURE CATALOG OF WHAT THE DISK CONTAINS.

MAKE SURE YOU MAKE A COPY OF THE PICTURE YOU ARE DROPPING INTO THE APPICON SINCE
IT WILL BE CONVERTED.

CONGRATULATIONS CHAD, NICE WORK...........

1.9 DosK

K COMMANDS INCLUDED WITH THIS PROGRAM ARE ALL PART OF DosK
WHERE IS DosK AVAILABLE ?

Q What the heck is DosK Anyway ?

A DosK is an enhancement to the Amiga Dos system. It does not replace~
  Amiga Dos but rather improves it. While Amiga Dos has improved over the
  years it still uses the same interface. This interface is the typed
  line that scrolls past the screen and requires a great knowledge of
  the options available with each Amiga Dos Command. DosK allows you
  to use Amiga Dos commands without typing, in most cases, and very
  little in others. DosK will never scroll past the screen since it
  supplies a scroll bar which will allow you to scroll back up and see
  what slid past you.~Now you can also print any text screen without
  having to use a dump program and it is done by using one of the
  menus that are now at the top of your screen along with bookmarks
  and many other goodies.

  More good news:

  DosK has its own commands that will increase the usefulness of
  Amiga~Dos.

  DosK is available on the following BBS (FOR SURE) and could be on many
  others by now:

  PORTAL, AMUG, SAFE HARBOR

  DosK may be on a Fish Disk I am not sure.

1.10 DosK Availability

                        HOW TO GET DosK

        DosK is available from the following sources:

        1. Portal Communications

        2. A.M.U.G. BBS

        3. Safe Harbor BBS

    The above locations are 'for sure' however by now you will~might
    be able to find iT on other BBS or services.

1.11 OTHER USES

                        OTHER USES FOR WHERE_K

I DISCOVERED, QUITE BY ACCIDENT, THAT IF YOU SELECT 'ALL ON' WHILE IN PROTECT

MODE AND YOU HAVE USED THE 'MARK' BUTTON TO SELECT WHERE_K AS THE PROGRAM TO
LOAD WHEN BOOTING:

    YOU HAVE SECURED YOUR COMPUTER IF YOU STEP AWAY

    *IF ANYONE TRIES TO REBOOT IT, WHERE_K WILL RELOAD AND THE COMPUTER
    WILL REMAIN LOCKED.

* FOR THIS TO WORK YOU MUST HAVE SELECTED 'ALL ON' IN PROTECT MODE AND EXITED
  PROTECT MODE SO THAT YOUR SELECTIONS WERE SAVED.

1.12 BUTTONS & KEYS

```
                              BUTTONS AND KEYS

                              TEMP LIST~  ~~
                              PERM LIST~~  ~
                              RENAME~       ~
                              READER   ~~  ~
                              RUN       ~   ~
                              HELP       ~~ ~
                              LIB VER   ~  ~
                              CATALOG      ~
                              SAVE      ~~  ~
                              VOICE     ~~  ~
                              STATUS    ~~  ~
                              SCRIPTS      ~
                              PICTURE   ~~  ~
                              MUSIC       ~~
                              SOUNDS      ~~
                              COMPARE      ~
                              DDBASEK      ~~
                              CLI       ~~   ~
                              DIR       ~~  ~
                              PREFS      ~  ~
                              BACK      ~~  ~
                              ICONS      ~  ~
                              BLANKER  ~~  ~
                              PROCESS      ~
                              MULTIV      ~~
                              PEEK      ~~  ~
                              RESTORE  ~~  ~
                              COPY      ~~ ~
                              UNARC     ~~  ~
                              LOCK      ~~ ~
                              MARK      ~~  ~
                              UNMARK    ~   ~
                              MAKEDIR      ~
                              FNOTE      ~ ~
                              EDITOR   ~~  ~
                              ASCII    ~~  ~
                              DCOPY      ~ ~
                              PROTECT  ~~  ~
                              FORMAT    ~  ~
                              F1      ~      ~
```

```
F2     ~        ~
F3     ~        ~
F4     ~        ~
F5     ~        ~
F6     ~        ~
F7     ~        ~
F8     ~        ~
F10     ~       ~
<--      ~       ~
-->      ~       ~
LEFT AMIGA + A
```

1.13 CLI

                                    CLI

PRESSING THE CLI BUTTON GIVES YOU ACCESS TO THE AMIGA'S COMMAND LINE
INTERFACE. (SEE DOS MANUAL) YOU WILL NOW BE ABLE TO TYPE ANY DOS COMMAND
RUN ANY DOS PROGRAM ETC. YOU CAN TOGGLE BACK AND
FORTH BETWEEN THE CLI AND WHERE_K.

OF COURSE IF YOU ARE FORTUNATE TO BE RUNNING DosK YOU WILL HAVE FULL ACCESS TO IT.

THIS IS A BIT OF HUMOR HERE (SMALL BIT) SINCE I WROTE DosK.

1.14 DIR

                                    DIR

PUSHING THE DIR BUTTON BRINGS UP A DIRECTORY. IT CAN BE USED TO SEE ANY DIRECTORY
OR SUBDIRECTORY. IT IS NON FUNCTIONAL EXCEPT FOR THIS TASK.

1.15 PREFS

                                    PREFS

PRESSING THE PREFS BUTTON BRINGS UP THE PREFS VIEWER. THE VIEWER SHOWS YOU
WHICH TEXT VIEWER,~PICTURE VIEWER, SOUND SAMPLE PLAYER AND MUSIC PLAYER
YOU SELECTED AS THE ONES TO BE LOADED WHEN WHERE_K IS LOADED.

THIS CAN BE CHANGED BY USING THE MENU ITEMS 1-4.

1.16 BACK

                                    BACK

PRESSING BACK IS JUST ANOTHER WAY OF SENDING WHERE_K BEHIND THE WORKBENCH

SCREEN.

1.17   ICONS

ICONS

PRESSING THE ICON BUTTON WILL ALLOW YOU TO ENTER THE ICON ROUTINE WHERE
PREDRAWN ICONS CAN BE ASSIGNED TO PROGRAMS NEEDING ICONS OR TO PROGRAMS WHERE
YOU WOULD LIKE THE ICON TO BE CHANGED.

PLEASE REMEMBER THAT EACH ICON HAS A TOOL TYPE AND WHEN YOU COPY ICONS TO A FILE
THEY MUST BE OF THE CORRECT TYPE.

ICON MENU ONE 'ICON TYPES':
JUST CLICK ON THE TYPE OF ICON YOU WANT TO ASSIGN TO A FILE. REMEMBER THE TYPE
MUST BE THE SAME AS THE FILE REQUIRES.
CLICKING ON 'CLONE' ALLOWS YOU TO COPY A ICON FROM ONE PROGRAM TO ANOTHER.

ICON MENU TWO 'ICON SIZE':
CLICK ON THE SIZE YOU WANT THE ICON TO BE.

ICON MENU THREE 'ICON ERASE;:
ICON ERASE HAS 2 MODES, AUTOMATIC AND MANUAL.
IF YOU ARE USING ICON ERASE DON'T CLICK ON 'ICON TYPES' OR 'ICON SIZE'.
AUTO WILL ERASE ALL ICONS IN A SELECTED DIRECTORY AS LONG AS ONLY ONE '.'
APPEARS IN THE NAME. E.G. TEST.BASE.INFO WOULD BE SKIPPED IN AUTO MODE
BUT COULD BE ERASED USING MANUAL MODE.
MANUAL MODE ERASES ONE ICON AT A TIME.

PLEASE NOTE THAT ALL ACTIONS SELECTED FROM THIS MENU WILL BE CARRIED
OUT IMMEDIATELY AND DO NOT REQUIRE PRESSING THE 'DO' BUTTON IN THE
'ACTION MENU'.

ICON MENU FOUR 'ACTION':
DO – CARRY OUT THE SELECTED ACTION FROM THE SELECTIONS MADE IN THE PREVIOUS
     ICON MENUS 1 & 2
EXIT – RETURN TO MAIN SCREEN

1.18   BLANKER

BLANKER

PRESSING THE BLANKER BUTTON BRINGS UP A SCREEN BLANKER WHICH IS A COLORFUL
STARFIELD WITH SOUND. JUST PRESS THE MOUSE BUTTON OR ANY KEY TO EXIT IT.

1.19   PROCESS

```
                              PROCESS
```

PRESSING THE PROCESS BUTTON DOES 2 THINGS:

1. YOU WILL BE ABLE TO VIEW ALL PROCESSES RUNNING.
2. YOU WILL BE ABLE TO CHANGE THE PRIORITY OF RUNNING PROCESSES
   WHICH WILL SPEED THEM UP OR SLOW THEM DOWN.

NEGATIVE NUMBERS ARE OF LOWER IMPORTANCE THAN ARE POSITIVE NUMBERS.

THIS IS VERY HELPFUL WHEN LAUNCHING PROGRAMS TO RUN.

SEE AMIGA DOS 'CHANGETASKPRI'

1.20 MULTIV

```
                              MULTIV
```

PRESSING MULTIV BRINGS UP MULTIVIEW

YOU MAY NOW VIEW FILES, PLAY SOUNDS AND LOOK AT PICTURES. MULTIVIEW IS
ALSO USED AS THE DEFAULT.

1.21 PEEK

```
                               PEEK
```

PRESSING THE PEEK BUTTON ALLOWS YOU TO READ A MEMORY LOCATION. WHEN
THIS LOCATION IS DISPLAYED BOTH IN HEX AND ASCII, YOU WILL BE ASKED
IF YOU WANT TO PRINT IT. IF YOU DO, MAKE SURE YOUR PRINTER IS ON
LINE BEFORE SELECTING YES.

1.22 RESTORE

```
                              RESTORE
```

PRESSING THE RESTORE BUTTON FREES UP SOME MEMORY. ITS FUNCTION IS
TO FLUSH ALL UNUSED LIBRARIES, CLOSE ALL OPEN SCREENS NOT IT USE, ERASE
ALL FILES FROM RAM: ETC., THUS GIVING YOU SOME MORE MEMORY.

REMEMBER SINCE ALL FILES IN RAM: WILL BE ERASED, MAKE SURE YOU SAVE
ANYTHING YOU MIGHT WANT, BEFORE PRESSING THE RESTORE BUTTON.

AN EXAMPLE OF THIS IS THE DDBASE_K FILE WHICH IS SOMETIMES IN RAM:.

1.23 UNARC

UNARC

DECOMPRESSION ONLY:

PRESSING UNARC BRINGS UP THE UnarcKCOMMAND REQUESTER.
UnarcK IS USED FOR LHA TYPE COMPRESSED FILES ONLY. YOU MUST HAVE THE LHA
PROGRAM IN YOUR PATH, SUCH AS SYS:C, BEFORE THIS COMMAND CAN BE USED.
ANOTHER THING TO NOTE IS WHATEVER LHA TYPE PROGRAM YOU USE TO DECOMPRESS
A FILE MUST USE THE SAME COMMANDS AS LHA TO WORK.

PRESS DECOMPRESS AND SELECT THE FILE COMPRESSED IN LHA FORMAT TO DECOMPRESS.
SELECT THE DESTINATION.

TO EXIT PRESS BYE.

1.24 LOCK

LOCK

LOCK − LOCK IS SOFTWARE FOR LOCKING AND UNLOCKING DEVICES. ONCE A DEVICE
       IS LOCKED IT BEHAVES AS IF IT WAS LOCK BY HARDWARE.

       E.G. YOU DECIDE TO LOCK THE DRIVE DF0:. IF A DISK IS IN THE DRIVE
            IT WILL ACT THE SAME AS IF YOU HAVE PUT THE TAB UP SO IT CAN'T
            BE WRITTEN TO.

PRESSING THE LOCK BUTTON BRINGS UP THE LockKCOMMAND REQUESTER.

THERE ARE 3 CHOICES ON THE LockK REQUESTER:

1. LOCK − SELECT DEVICE TO LOCK
2. UNLOCK − SELECT DEVICE TO UNLOCK. DEVICE MUST HAVE BEEN LOCKED.
3. BYE − EXIT LockK COMMAND

1.25 MARK

MARK

MARK IS A BOOKMARK. YOU 'MARK' A PROGRAM OR SCRIPT AND IT WILL AUTOMATICALLY
LOAD AND RUN OR EXECUTE EVERYTIME YOU BOOT YOUR AMIGA.

PRESSING MARK BRINGS UP THE PlaceKCOMMAND REQUESTER.

THE PlaceK COMMAND HAS 3 CHOICES:

1. PROGRAM − SELECT THE PROGRAM TO RUN UPON BOOTING YOUR AMIGA
2. SCRIPT − SELECT THE SCRIPT TO EXECUTE UPON BOOTING YOUR AMIGA
3. BYE − EXIT THE PlaceK COMMAND

1.26 UNMARK

UNMARK

UNMARK EXECUTES THE UnplaceKCOMMAND UPON PRESSING THE UNMARK BUTTON.

UNMARK WILL DELETE ANY~ACTIVE MARK. AFTER THIS COMMAND IS EXECUTED
YOUR AMIGA WILL RUN NORMALLY AND NOT RUN OR EXECUTE ANY PROGRAMS
THAT WERE PREVIOUSLY SELECTED AS BOOKMARKS.

1.27 MAKEDIR

MAKEDIR

MAKE DIRECTORY COMMAND

PRESSING THE MAKEDIR BUTTON BRINGS THE MakedirKCOMMAND REQUESTER.

SELECT THE DIRECTORY OR DISK TO CREATE A DIRECTORY ON THEN TYPE NAME OF NEW
DIRECTORY.

THERE ARE 3 OPTIONS ON THE MakedirK COMMAND:

1. DOIT – WILL DO ONE OF 2 THINGS:
   A. IF AREA SELECTED TO CREATE NEW DIRECTORY IN AND NEW DIRECTORY NAME
      SELECTED WILL CARRY OUT THE ACTION.
   B. IF NO SELECTION MADE, SELECT AREA TO CREATE A NEW DIRECTORY IN AND
      TYPE NAME OF NEW DIRECTORY ON BOTTOM LINE.

2. ABORT – DON'T CREATE NEW DIRECTORY BUT ALLOW NEW DIRECTORY CHOICE.

3. BYE – EXIT MakedirK

1.28 FNOTE

FNOTE

PRESSING THE FNOTE BUTTON BRINGS UP THE FilenoteKCOMMAND.

FilenoteK CREATES FILE NOTES TO ATTACH TO FILE NAMES. THIS CAN BE VERY HANDY
SINCE DDBASE_K ON WHERE_K CAN CONTAIN THEM.

E.G. I WANT TO CATALOG WHERE_KV1995A. I CAN ATTACH A FILE NOTE SAYING
':UTILITY PROGRAM'. I CAN NOW USE A TEXT READER TO SEARCH FOR ALL UTILITY
PROGRAMS AND WHERE_K WOULD COME UP.

FilenoteK HAS 3 BUTTONS:

1. READ – READ FILENOTES IN A DIRECTORY OR DISK.
   E.G. SELECT DF0: AND ALL FILES ON DF0: WILL DISPLAY THEIR FILE NOTES.
        TO SEE THE FILE NOTES ON A SUBDIRECTORY YOU WOULD HAVE TO SELECT IT.

2. FILENOTE - CREATE FILE NOTES.

3. BYE - EXIT FilenoteK

1.29 EDITOR

EDITOR

PRESSING THE EDITOR BUTTON BRINGS UP THE 'ED' EDITOR IF IT IS IN
SYS:C. THIS IS A HANDY TEXT EDITOR AND WELL SUITED FOR SMALL AND
MEDIUM JOBS.

1.30 ASCII

ASCII

PRESSING THE ASCII KEY WILL ALLOW YOU TO:

1. GET THE ASCII CODE OF A KEY INPUT
2. SEE THE CHARACTER OF A ASCII CODE

ASCII IS A UNIVERSAL CODE SYSTEM THAT REPRESENTS EACH KEY.

PRESSING THE ASCII BUTTON WILL BRING UP THE FOLLOWING REQUESTER:

```
 -----------------------------------
|   ENTER CODE 1-255 (S)WITCH (Q)UIT   |
|                                     |
|   ? <ret>                           |
|                                     |
 -----------------------------------
```

SWITCH = TOGGLES BETWEEN ENTERING CODES AND ENTERING KEYS TO SEE CODES OF
QUIT = QUIT THE COMMAND

1.31 DCOPY

DCOPY

DCOPY STANDS FOR DISK COPY. DISK COPY DOESN'T REQUIRE FORMATTED DISKS.

DCOPY WILL ALLOW 3 CHOICES:

1. DISK COPY DF0: TO DF1:

2. DISK COPY DF1: TO DF0:

3. ABORT

DISKS COPIED WITH DISKCOPY WILL WORK ON ANY AMIGA AND DO NOT USE CACHES.

1.32 PROTECT

                                    PROTECT

PRESSING PROTECT BRINGS UP A SCREEN REQUESTER ASKING FOR YOUR PASSWORD.
THE PASSWORD IS THE NUMBER YOU WERE ASKED FOR BY THE PROGRAM. AFTER YOU
ENTER IT CORRECTLY THE REQUESTER WILL DISAPPEAR AND YOU ARE FREE TO
SELECT ANY PROGRAM MODULE TO LOCK.

E.G. YOU DECIDE TO LOCK DDBASE_K SO NO ONE CAN LOAD IT INTO RAM:
     CLICK ON THE BUTTON 'DDBASE_K' AND EXIT. DDBASE_K IS LOCKED.

WHAT IS WRONG HERE ? I GAVE THIS EXAMPLE ON PURPOSE TO SHOW HOW YOU HAVE
TO THINK AHEAD. YOU HAVE LOCKED DDBASE_K BUT DDBASE_K CAN STILL BE LOADED
INTO RAM: USING THE COPY COMMAND. IF YOU TRULY WANTED TO PREVENT DDBASE_K
FROM BEING LOADED INTO RAM: YOU WOULD HAVE TO LOCK BOTH MODULES, COPY &
DDBASE_K.

ALL LOCKED MODULES WILL ALWAYS REMAIN LOCKED EVEN IF THE PROGRAM IS EXITED
AND RELOADED, UNTIL THEY ARE UNLOCKED.

1.33 FORMAT

                                    FORMAT

PRESSING THIS BUTTON WILL BRING UP THE FOLLOWING REQUESTER:

```
  |----------------------------------------------------------------------|
  |                                                                      |
  |                                                                      |
  |                                                                      |
  |SELECT ONE:                                                           |
  |1. FORMAT DISK IN DRIVE DF0:  2. FAST FORMAT DISK IN DRIVE DF0:        |
  |3. FORMAT DISK IN DRIVE DF1:  4. FAST FORMAT DISK IN DRIVE DF1:        |
  |Q = QUIT                                                              |
  |                                                                      |
  |CHOICE ?                                                              |
  |----------------------------------------------------------------------|
```

 ONLY USE FAST FORMAT ON DISKS THAT WERE PREVIOUSLY FORMATTED. IT IS BASICALLY
 USED TO ERASE A DISK.

 ALL FORMATTED DISKS RUN ON ANY AMIGA, USE THE FFS (FAST FILE SYSTEM) AND
 NO ICONS. ALL DISKS ARE NAMED WKEMPTY AND CAN EASILY BE RENAMED.

1.34 F1

F1

PRESSING F1 IS THE SHORTCUT FOR THE MENU ITEM CHANGE TEXT READER

1.35 F2

F2

PRESSING F2 IS THE SHORTCUT FOR THE MENU ITEM CHANGE PICTURE LOADER

1.36 F3

F3

PRESSING F3 IS THE SHORTCUT FOR THE MENU ITEM CHANGE SOUND SAMPLER

1.37 F4

F4

PRESSING F4 IS THE SHORTCUT FOR THE MENU ITEM CHANGE MUSIC PLAYER

1.38 F5

F5

PRESSING F5 IS THE SHORTCUT FOR THE MENU ITEM PRINT ANY TEXT FILE

1.39 F6

F6

PRESSING F6 IS THE SHORTCUT FOR THE MENU ITEM RAM READ

1.40 F7

F7

PRESSING F7 IS THE SHORTCUT FOR THE MENU ITEM DELETE FILE

1.41 F8

F8

PRESSING F8 IS THE SHORTCUT FOR THE MENU ITEM SEE PREFS

1.42 F10

F10

PRESSING F10 IS THE SHORTCUT FOR THE MENU ITEM ABOUT

1.43 <--

<---

PRESSING THE LEFT ARROW TOGGLES WHERE_K TO THE FRONT IF FORMER SCREEN
WAS THE MAIN SCREEN.

SEE BACK

1.44 -->

--->

PRESSING THE RIGHT ARROW WHEN IN THE MAIN MENU TOGGLES WHERE_K TO THE BACK

SEE BACK

1.45 MENU

WHERE_K MENU

MENU ITEMS
    1. CHANGE TEXT READER - YOU CAN CHANGE THE TEXT READER SELECTED WHEN YOU FIRST
       RAN WHERE_K

    2. CHANGE PICTURE LOADER - YOU CAN CHANGE THE PICTURE LOADER SELECTED WHEN YOU
       FIRST RAN WHERE_K

    3. CHANGE SOUND SAMPLER - YOU CAN CHANGE THE SOUND SAMPLER SELECTED WHEN YOU
       FIRST RAN WHERE_K

    4. CHANGE MUSIC PLAYER - YOU CAN CHANGE THE MUSIC PLAYER SELECTED WHEN YOU
       FIRST RAN WHERE_K

    5. PRINT ANY TEXT FILE - ALLOWS PRINTING OF TEXT FILES IF PRINTER IS ON

6. RAM READ – SEE CONTENTS OF RAM:

7. DELETE FILE – BE CAREFUL, YOU CAN DELETE ANY PROGRAM OR FILE

8. SEE PREFS – SAME FUNCTION AS PREFS BUTTON. SHOWS INITIAL SELECTION OF
   TEXT READER, PICTURE LOADER, SOUND SAMPLER AND MUSIC PLAYER

9. NONE

10.ABOUT – INFO ABOUT WHERE_K

1.46 SCREEN TOGGLE

                          TOGGLING WHERE_K & THE WORKBENCH

WHERE_K CAN BE TOGGLED BY:

        1. PRESSING THE LEFT AMIGA KEY + A

        2. IF YOU WERE IN THE MAIN SCREEN YOU CAN TOGGLE BACK AND FORTH
           USING THE THE ARROW KEYS '<--' AND '-->'.

1.47 SOUNDS

                                SOUNDS

PRESSING THE SOUNDS BUTTON BRINGS UP A SELECTOR WITH THE FOLLOWING CHOICES:

   LEFT MOUSE KEY = CONTINUE – IF YOU SELECTED A SOUND SAMPLE PLAYER AT
                STARTUP THEN IT WILL COME UP HERE AND YOU CAN USE IT TO
                PLAY SAMPLED SOUNDS.

   * DIFFERENT PLAYER – ALLOWS YOU TO CHANGE SOUND SAMPLERS TO PLAY SOUNDS
                ON FOR THIS SESSION ONLY. YOUR SELECTION WILL NOT BE SAVED
                AS A PREFERENCE.

   WHEN YOUR SOUND SAMPLE IS SELECTED FOR PLAYING PRESS THE 'PLAY SOUND'
   BUTTON. USE THE 'EXIT' BUTTON TO LEAVE THIS MODULE.

ALTERNATE LOADING OF SOUND SAMPLES USING MULTIVIEW. ONCE YOU HAVE SELECTED
A SOUND SAMPLE TO PLAY USING MULTIVIEW, PRESS ON THE SPEAKER ICON TO HEAR IT.
TO PLAY ANOTHER SOUND YOU COULD GO UP TO THE MULTIVIEW MENU AND PICK OPEN AND
LOAD A NEW SOUND SAMPLE FOR PLAYING.

1.48 COMPARE

COMPARE

COMPARE GIVES YOU AN 'EXACT' SEARCH OF YOUR DATABASE. WHAT THIS MEANS IS THAT
NO PARTIAL MATCHES WILL REGISTER AND UPON THE FIRST MATCH THE SEARCH IS FINISHED
AS RELATES TO THE ITEM IT IS TRYING TO MATCH.

COMPARE IS THE UTILITY THAT WILL COMPARE WHAT YOU HAVE ON YOUR INSERTED DISK
AGAINST DDBASE_K, YOUR DISK DATA BASE FILE. PLEASE NOTE THAT BEFORE COMPARE
CAN BE USED YOU MUST HAVE LOADED DDBASE_K INTO RAM:.

USING COMPARE:

COMPARE IS SELF SUFFICIENT. THIS MODE HAS ITS OWN TALK BUTTON, PRINT BUTTON AND
LOG BUTTON. THE VOICE BUTTON FROM THE MAIN SCREEN DOESN'T GOVERN THIS MODE.

PLEASE NOTE THE LETTERS REPRESENT KEY SHORTCUTS.

H HELP - AUTOMATIC HELP MODE GIVES YOU A PREVIEW OF ALL BUTTONS AND KEYS.

M MANUAL BUTTON - ALLOWS YOU TO ENTER IN A STRING TO SEARCH FOR.

A AUTOMATIC BUTTON - SETS THE SEARCH TYPE TO AUTOMATICALLY COMPARING A DISK.

0 DF0
1 DF1
2 DF2
THE ABOVE REPRESENT FLOPPY DEVICES AND WHEN THAT BUTTON IS PUSHED OR KEY PRESSED
THE SEARCH WILL START

U USER - SAME AS ABOVE BUT USER SELECTED DEVICE SUCH AS A HARD DRIVE.

L LOG - WILL KEEP A LOG OF MATCHES IN RAM:

SEE - READS LOG WHEN PRESSED.

D DIRECTORY - ALLOWS VIEWING OF DIRECTORIES.

P PRINT - PRINTS LOG.

T TALK - USES A VOICE TO REGISTER MATCHES AND NON MATCHES.

Q QUIT - RETURNS TO MAIN SCREEN.

1.49 DDBASE_K

DDBASE_K

THIS BUTTON HAS ONLY ONE USE, TO LOAD YOUR DISK DATABASE.

THE BUTTON MARKED DDBASE_K WILL LOAD THE DDBASE_K DATABASE INTO THE RAM: DIRECTORY ↩
  .
IF FOR SOME REASON YOU HAVE A PROBLEM WITH THIS, YOU CAN USE THE COPY BUTTON

1.50 COPY

                                   COPY

PRESSING THE COPY BUTTON WILL ALLOW YOU TO COPY ANY PROGRAM FROM ONE AREA TO
ANOTHER. YOU CAN COPY FROM A FLOPPY TO A HARD DRIVE ETC.. JUST FOLLOW THE
INSTRUCTIONS ON THE FILE SELECTORS, IT IS A VERY SIMPLE OPERATION.

1.51 MUSIC

                                   MUSIC

PRESSING THE MUSIC BUTTON BRINGS UP A SELECTOR WITH THE FOLLOWING CHOICES:
  LEFT MOUSE KEY = CONTINUE- IF YOU SELECTED A MUSIC PLAYER AT STARTUP THEN
                IT WILL COME UP HERE AND YOU CAN USE IT TO PLAY MUSIC. IF NO
                MUSIC PLAYER WAS SELECTED THAN THE EXCELLENT WHERE_K MOD
                PLAYER WILL BE USED.

  * WHERE_K MOD PLAYER - AN EXCELLENT MOD PLAYER. JUST PRESS THE '*' TO USE
                IT IF YOU SELECTED A MUSIC PLAYER AT STARTUP AND WOULD
                RATHER USE THE WHERE_K MOD PLAYER.

  S STOP WHERE_K PLAYER _ WILL STOP THE WHERE_K MOD PLAYER ONLY, FROM
                PLAYING.

  IF NO MUSIC PLAYER IS SELECTED AT STARTUP THEN THE SYSTEM DEFAULTS TO THE
  WHERE_K MOD PLAYER.

  PRESSING THE MUSIC BUTTON TOGGLES OFF THE VOICE. THE VOICE WILL NOT WORK
  WHILE MUSIC IS PLAYING.

1.52 PICTURE

                                  PICTURE

PRESSING THE PICTURE BUTTON BRINGS UP A SELECTOR WITH THE FOLLOWING CHOICES:

  LEFT MOUSE KEY = CONTINUE - THE VIEWER YOU SELECTED THE FIRST TIME YOU RAN ↩
     WHERE_K
                OR CHANGED TO USING THE OPTION TO CHANGE THE VIEWER FROM THE MENU
                WILL BE USED FOR PICTURE VIEWING.

  * DIFF VIEWER - YOU MAY SELECTED A DIFFERENT VIEWER TO USE FOR THIS SESSION,
                IT WILL NOT BE SAVED AS A PREFERENCE.

USE THE SELECTOR TO PICK THE PICTURE FOR VIEWING

MULTIVIEW CAN BE USED AS A PICTURE VIEWER, AND WILL VIEW ANY PICTURE
THAT YOU HAVE A DATATYPE FOR. PLEASE NOTE IF USING MULTVIEW AS A VIEWER
BY PRESSING THE PICTURE BUTTON, YOU WILL GET THE CORRECT SIZE SCREEN ON ALL
PICTURES VIEWED EXCEPT JPEG PICTURES. TO USE MULTIVIEW TO CREATE A 320X200
SCREEN USE THE MULTI BUTTON.

1.53 SCRIPTS

SCRIPTS

EXECUTE DOS SCRIPTS IN FRONT OF, OR BEHIND, WHERE_K. WHAT ELSE CAN I SAY ?
IF YOU HAVE A PROBLEM READ YOUR DOS MANUAL.

1.54 STATUS

STATUS

PRESSING THE STATUS BUTTON BRINGS UP THE InfoK COMMAND.

InfoK ALLOWS YOU TO VIEW STATUS INFORMATION 5 DIFFERENT WAYS:

     VAST – AN INCREDIBLE AMOUNT OF INFORMATION IS SHOWN
     STANDARD – THE INFO YOU GET FROM THE DOS 'INFO' COMMAND
     DEVICE – INFORMATION ON A DEVICE
     STARTUP-SEQ – VIEW THE STARTUP SEQUENCE FROM SYS:S
     USER-STARTUP – VIEW THE USER-STARTUP SEQUENCE FROM SYS:S

     BYE – EXITS BACK TO WHERE_K

1.55 VOICE

VOICE

THE VOICE BUTTON TOGGLES THE CUE READER. THE MINI BUTTON TO THE LEFT OF THE VOICE
BUTTON CONTROLS THE TYPE OF VOICE USED. IF THE BUTTON IS IN, A FEMALE VOICE WILL
BE USED, ELSE A MALE VOICE IS USED.

THE VOICE AUTOMATICALLY TOGGLES TO OFF WHEN THEN MUSIC BUTTON IS PRESSED.

1.56 SAVE

                                        SAVE

'SAVE' DOES EXACTLY WHAT YOU WOULD THINK, IT SAVES FILES. USE IT TO SAVE THE
LIST OF LIBRARY VERSIONS, THE DDBASEK FILE OR ANY FILE.

1.57 CATALOG

                                    CATALOG

HERE IS SOMETHING I USE AT LEAST ONCE A WEEK. I ROUTINELY DOWNLOAD PD DISKS EVERY
WEEK, AND CATALOG THESE DISKS SO I KNOW WHERE TO FIND A PROGRAM AND ALSO SO THAT
I DON'T SAVE A PROGRAM THAT I ALREADY HAVE.

HERE IS WHAT I DO:

WHEN I DOWNLOAD I USE MY PROGRAM CALLED 'ABFDIK'. EACH PROGRAM DOWNLOADED IS PUT
INTO IS OWN DIRECTORY.(THIS IS NICE AND NEAT AND PREVENTS PROGRAMS FROM MIXING ←
    THEIR
FILES TOGETHER) AFTER THE PROGRAMS ARE DECOMPRESS I USE THE DDBASEK BUTTON TO LOAD
THE DISK DATA BASE (CALLED DDBASE_K) INTO RAM:.

  * WHEN A PROGRAM IS DECOMPRESS TO ITS OWN DIRECTORY I RENAME THE DIRECTORY IN
    CAPS WITH THE NAME OF THE PROGRAM AND ITS VERSION NUMBER.

        E.G. WHERE_K BECOMES WHERE_KV1995A.0

      IF NO VERSION NUMBER EXISTS I WOULD RENAME IT AS WHERE_KV.NONE

    ALL THIS MAY SEEM A LITTLE SILLY, BUT IT REALLY WORKS AND PREVENTS MATCHES ←
        FROM
    OCCURRING IN ERROR SINCE SOME PROGRAMMERS WRITE PROGRAMS WHICH MAY RECEIVE ←
        VERSION
    NUMBERS AT A LATTER DATE.

NEXT I GO TO THE COMPARE UTILITY AND LOAD IN EACH DISK CONTAINING THE PROGRAMS I
DECOMPRESS TO SEE IF I HAVE THEN IN MY DATABASE. IF I HAVE A PROGRAM, I ERASE IT.

AFTER ALL MY DISKS ARE CHECKED, I NOW USE THE CATALOGER TO ADD THE CONTENTS TO MY
DISK DATA BASE WHICH IS ALWAYS CALLED DDBASEK. IF YOU WANT TO KEEP SEVERAL ←
    DIFFERENT
DATA BASES YOU WILL HAVE TO CATALOG THEM ONE AT A TIME, SAVE THEM, AND THEM RENAME
THEM.

IT IS VERY IMPORTANT TO REMEMBER TO ERASE ALL WHERE_K FILES FROM RAM: USING DELETE
BEFORE BUILDING A SECOND DATABASE, OTHERWISE THEY WILL MERGE!!!

WHEN MY CATALOGING IS FINISHED I SELECT 'S' TO SAVE THE DDBASE FILE. THE NEXT ←
    THING
I DO IS SELECT 'SAVE', THEN SELECT RAM:DDBASEK THEN SELECT THE DIRECTORY TO SAVE ←
    IT
TO (I SAVE A COPY TO A DISK AS A BACKUP) AND THEN SAVE IT.

OTHER OPTIONS AVAILABLE FOR THE CATALOGER:

FULL - CATALOGS EVERYTHING ON THE DISK.
PART - DOESN'T SHOW CONTENTS OF DIRECTORIES
DIR ONLY - DISCUSSED ABOVE
ABORT - EXIT CATALOGER

MINIBUTTON THIS BUTTON IF ON SETS THE CATALOGER TO OPT D DISCUSSED
 ABOVE.

1.58   LIB VER

                                    LIB VER

GENERATES A LIST OF ALL LIBRARY VERSIONS FOR YOUR SYS: (BOOTING DISK). ALSO
SHOWS THE WORKBENCH AND KICKSTART VERSIONS. THE LIST IS PRINTABLE AND VERY
HANDY TO HAVE IF YOU ADD LIBRARIES AS I DO, AND DON'T WANT TO REPLACE
A NEW LIBRARY WITH AN OLDER VERSION BY MISTAKE.

MINIBUTTON THIS BUTTON IF ON WILL ONLY PERMIT YOU TO CHECK THE VERSION
 OF ONE LIBRARY AT A TIME.

1.59   HELP

                                    HELP

WHEN HELP IS SELECTED YOU WILL PROMPTED WITH THE FOLLOWING MESSAGE:

SELECT ONE:
1. BUTTON MANUAL 2. WHERE_K GUIDE 3. ABORT

1. SELECTS THE BUTTON HELP MODE. ONCE IN THIS MODE YOU CAN POINT AND CLICK
AT ANY BUTTONS AND THEIR USES WILL BE SHOWN ON THE SCREEN. TO EXIT HELP
MODE CLICK ON HELP AGAIN.

2. PUTS WHERE_K BEHIND AND THIS GUIDE IN THE FRONT.

3. NO HELP GIVEN, HELP MODE EXITED.

1.60   RUN

                                    RUN

MULTITASK A PROGRAM. DOESN'T WORK WITH SCRIPTS.
MANY PROGRAMS WILL RUN THIS WAY. BEFORE RUNNING A PROGRAM (LAUNCHING) MAKE
SURE THE PROGRAM YOU RUN CAN BE STOPPED. IF IT CAN'T, YOU WILL NOT BE ABLE
TO RETURN TO WHERE_K WHEN YOU ARE FINISHED. PROCESS
CAN BE USED TO CHANGE THE TASK PRIORITY OF THE PROGRAM YOU RUN.
ANOTHER THING TO BE SURE OF IS THAT YOU HAVE SUFFICIENT MEMORY TO SUPPORT
THE EXTRA PROGRAMS YOU ARE RUNNING, IF YOU DON'T YOUR AMIGA WILL CRASH.

YOU CAN RUN WHERE_K IN FRONT OR BACK OF A RUNNING PROGRAM.

1.61 READER

                              READER

BRINGS UP THE TEXT FILE READER.

MINIBUTTON THIS BUTTON IF ON WILL USE THE SELECTED TEXT READER TO READ
 READ THE FILE SELECTED. IF THE MINIBUTTON IS OFF THEN MULTIVIEW WILL READ YOU ←
    FILE.

1.62 RENAME

                              RENAME

NEVER CHANGE THE NAMES OF THE FILES IN RAM:!!! HAVING SAID THIS YOU CAN USE
PERMANENT MODE TO SAVE YOUR 'WHERE_IS' FILE (THE FILE YOU CREATE FROM A
DIRECTORY OR DIRECTORIES IS ALWAYS CALLED 'WHERE_IS'), AND THEN USE RENAME
TO CHANGE ITS NAME. RENAMING A 'WHERE_IS' FILE AFTER IT IS SAVED ALLOWS YOU
TO CREATE AND SAVE AS MANY 'WHERE_IS' FILES AS YOU WANT.

RENAME CAN ALSO BE USED TO RENAME ANY FILE.

1.63 PREM LIST

                              PLIST

CREATES A PERMANENT FILE. YOU MUST HAVE FIRST CREATED A TEMPORARY FILE
WHICH IS RESIDING IN RAM:. IF YOU CREATED A TEMPORARY FILE YOU CAN
NOW COPY IT TO ANY DISK OR HARD DRIVE.

THE FILE CREATED IS ALWAYS NAMED 'WHERE_IS', SO IF YOU WANT TO SAVE IT
DO NOT CREATE A SECOND FILE UNTIL YOU HAVE DONE SO.

MINIBUTTON THIS BUTTON IF ON WILL LET THE SELECTED TEXT READER AUTOMATICALLY
 READ THE FILE WHEN IT IS CREATED WITHOUT FURTHER ACTION BY THE USER.

1.64 TEMP LIST

                              TLIST

 CREATES A TEMPORARY FILE IN RAM FROM THE DIRECTORY OR DIRECTORIES SELECTED.
 THIS FILE WILL ALSO INCLUDE ANY SUB DIRECTORIES CONTAINED THEREIN.
 IF YOU WANT A DIRECTORY CREATED FROM A LEVEL 1 DIRECTORY SUCH AS THE ENTIRE
 DISK OR HARD DRIVE PUT A '/' AFTER THE DEVICE.

```
        E.G. HD1:/
```

 THIS IS NOT NECESSARY FOR SIBLING DIRECTORIES. (SUB DIRECTORIES)

 THE FILE CREATED IS ALWAYS NAMED 'WHERE_IS', SO IF YOU WANT TO SAVE IT
 DON NOT CREATE A SECOND FILE UNTIL YOU HAVE DONE SO.

 MINIBUTTON THIS BUTTON IF ON WILL LET THE SELECTED TEXT READER AUTOMATICALLY
 READ THE FILE WHEN IT IS CREATED WITHOUT FURTHER ACTION BY THE USER.

1.65 ABFDIK

ABFDIK IS AN AUTOMATIC BULK DECOMPRESSION INTERFACE PROGRAM. IT WILL DECOMPRESS ←
   ALL
FILES IN A GIVEN DIRECTORY THAT MEET THE COMPRESSION TYPE THAT YOU HAVE SELECTED.
GONE FOREVER IS THE UNCOMPRESSING OF ONE FILE AT A TIME. YOU CAN START THE
DECOMPRESSION OPERATION AND LEAVE THE COMPUTER. I HAVE DECOMPRESS OVER 100
PROGRAMS AT A TIME THIS WAY.

ABFDIK © JUNE 1994 BY KENNETH J. McCORMICK. ALL RIGHTS RESERVED.

AVAILABLE FOR SURE FROM:

  PORTAL, AMUG, SAFE HARBOR BBS.

  By now could be anywhere. Might be on Fred Fish ?

1.66 MINIBUTTONS

                          MINIBUTTONS

THESE ARE THE TINY BUTTONS THAT APPEAR TO THE LEFT OF SOME OF THE MAIN BUTTONS.

SELECT THEM BY CLICKING ON THEM WITH THE MOUSE.

HERE ARE THE ASSIGNMENTS FOR THESE BUTTONS:

TEMP LIST MINIBUTTON - IF ON READS CREATED FILE IMMEDIATELY, USES SELECTED READER
PREM LIST MINIBUTTON - IF ON READS CREATED FILE IMMEDIATELY, USES SELECTED READER
READER MINIBUTTON   - IF ON USES SELECTED READER, IF OFF USES MULTIVIEW
RUN MINIBUTTON   - IF ON PROGRAM SELECTED RUNS IN FRONT OF WHERE_K
LIB VER MINIBUTTON   - IF ON ALLOWS ONLY 1 VERSION AT A TIME TO BE SELECTED.
CATALOG MINIBUTTON   - IF ON USES OPT D FOR CATALOG, READS PROGRAMS IN A DIRECTORY ←
   ,
                        THIS IS THE RECOMMENDED WAY. IF OFF BRINGS UP REQUESTER
```

```
                            TO CHOOSE TYPE OF CATALOGING. (SEE DOS MANUAL)
SAVE MINIBUTTON          - IF ON SAVE EVERYTHING TO DF0: DIRECTORY
VOICE MINIBUTTON         - IF ON FEMALE VOICE, IF OFF ROBOTIC VOICE
```

1.67   WHERE AM I

You can leave me a message on any of the following:

```
PORTAL - Kenneth McCormick
AMUG BBS  - Kenneth McCormick
SAFE HARBOR BBS - Kenneth J. McCormick
```

1.68   OTHER BBS

EXAMPLES OF OTHER BBS THAT MIGHT HAVE DosK

Delphi

Genie

Compuserve

Bix

Local BBS

1.69   Multiview

```
              ****        MULTIVIEW      ****
```

Multiview is a system which allows operations on a file, if a datatype
for the file has been put into the Workbench Devs Datatypes Drawer.

E.G. You can load a sound file into MULTIVIEW and a sound Icon will~appear.
    Clicking on this icon plays a sound. This works because you were
    supplied with a data type in the SYS:Devs/Datatypes drawer called
    8SVX.

From time to time new datatypes will appear on a BBS OR SERVICE

1.70   GUIDE FILES

GUIDE FILES

GUIDE FILES ARE A SPECIAL TYPE OF FILE THAT USUALLY HAS A '.guide' APPENDED
TO ITS NAME. IT USES HYPER TEXT, CAN CONTAIN SOUND AND PICTURES AND SOMETIMES
IS EVEN USED TO LAUNCH PROGRAMS AND PLAY MUSIC. TO FULLY APPRECIATE A GUIDE
FILE, MULTIVIEW SHOULD BE USED. THERE IS ANOTHER VIEWER AVAILABLE CALLED
THE AMIGA.GUIDE AND IT IS USEFUL FOR VIEWING GUIDE FILES IF YOU HAVE A
WORKBENCH SUCH AS V2.0 WHICH DOESN'T SUPPORT MULTIVIEW.

MULTIVIEW CAN BE USED FOR QUITE A FEW DIFFERENT FUNCTIONS, AND ITS USE
IS INCREASED BY ADDING *DATATYPES*. (SEE AMIGA DOS MANUAL)

1.71 REQUESTER

USING THE FILE REQUESTOR

```
O.K. = DO IT
CANCEL = DON'T DO IT
PARENT = MOVE BACK ONE DIRECTORY IF POSSIBLE
DEVICES = DRIVES. E.G. DH0:, HD1:, DF0: ETC.
ASSIGNS = SHOWS ALL ASSIGNMENTS MADE
SORT = PUT IN ALPHA ORDER
SIZES = SHOW FILE SIZES
GET DIR = REFRESH DIRECTORY LISTING. VERY IMPORTANT. SINCE DIRECTORIES
          ARE DRAWN FROM MEMORY YOU CAN LOAD A DIRECTORY THAT DOESN'T
          SHOW CHANGES. BE SURE TO PRESS THIS BUTTON IF YOU HAVE ADDED
          OR DELETED FILES TO REFRESH AND UPDATE THE DISPLAY.
CLICKING IN BOX  BEFORE X = BRINGS UP MEMORIZED DIRECTORIES
STORE = STORES DIRECTORIES IN MEMORY FOR FASTER OPERATION
X = ERASE STORED DIRECTORIES.
BOTTOM LINE 1 = PATH LINE
BOTTOM LINE 2 = FILE NAME
USE SLIDER OR ARROWS TO MOVE DISPLAY UP AND DOWN.
```

E.G. HOW TO SAVE A FILE UNDER THE 'SAVE' OPTION:

CLICK ON FILE NAME TO SAVE, IT WILL APPEAR ON THE BOTTOM LINE OF
THE REQUESTOR. IN CERTAIN CIRCUMSTANCES IT MIGHT BE NECESSARY TO CLICK
ON 'DEVICES' FIRST THEN CLICK ON THE DEVICE CONTAINING THE FILE TO SAVE
SUCH AS CLICKING ON DEVICES, THEN RAM: FILENAME.

CLICK ON DEVICES AGAIN AND PICK THE DEVICE WHERE YOU WANT TO SAVE
THE FILE TO. YOU CAN ALSO PICK A DIRECTORY IN THAT DEVICE AND SUB
DIRECTORIES. IF YOU DO THIS RIGHT THE FILENAME WILL STILL BE ON THE
BOTTOM LINE OF THE REQUESTOR. YOU MIGHT BE DOING SOMETHING LIKE THIS,
CLICKING ON DEVICES,DF1:PROGRAMS/ THEN CLICKING OK. THIS WILL SAVE A
DATA FILE CALLED FILENAME ON DISK DF1: IN DIRECTORY PROGRAMS

1.72 CREATION SPEED

TEMPORARY FILE CREATION SPEED

THIS SPEED RATE DOES NOT APPLY TO READING FILES SINCE ONCE THEY ARE
CREATED THE READ RATE IS ALMOST INSTANT.

THE FOLLOWING IMPROVED RATES HAVE BEEN OBSERVED:

AMIGA 500 1MEG CHIP RAM 4 MEGS FAST RAM
SYQUEST 44 MEG REMOVABLE MEDIA DRIVE READ 4,580,476
BYTES IN 16 SECONDS. TEMPORARY FILE SIZE 21,852 BYTES
BUFFERS SET AT STANDARD AMOUNT

AMIGA 1200 2 MEG CHIP RAM 8 MEGS FAST RAM MBX1200 BOARD
MAXTOR 85 MEG H.D. READ 45,246,233 BYTES IN 1 MIN 28 SECONDS.
TEMPORARY FILE SIZE 228,373 BYTES
BUFFERS SET AT STANDARD AMOUNT

1.73 HISTORY

WHAT HAS CHANGED IN V4.0 OF WHERE_K ?

ADDED:

ABILITY TO GIVE VOICE CUES
ABILITY TO AUTOMATICALLY RUN A SELECTED TEXT EDITOR AS
DEFAULT ON STARTUP

IMPROVED EDITOR HANDLING
TAB TO SEE KEY ASSIGNMENTS
INCREASED USE OF 'ESC' KEY FOR EASIER TRAVELING

HISTORY

WHAT HAS CHANGED IN V5.0 OF WHERE_K

ADDED:

MINI CONFIGURATIONS BUTTONS FOR ADDED FLEXIBILITY
FULL STATUS SCREEN
USE OF 'ESC' TO ABORT DISK CATALOGER WHEN DISK REQUESTED

WHAT HAS CHANGED IN V6.0 OF WHERE_K

ADDED:

MODE TO COMPARE DOWNLOADED FILES TO DATABASE TO TEST FOR
DUPLICATION.

WHAT HAS CHANGED IN V8.0 OF WHERE_K

FIXED:

```
   STATUS SCREEN NOW SHOWS CORRECT STATUS OF TEXT READER
   SHIFTED KEYS NOW WORK

   ADDED:

   STATUS SCREEN DISPLAYS INFO ON LOCK FOR SAVES TO DRIVE DF0:
   NEW LOOK FOR COMPARE MODE.
   COMPARE MODE NOW LISTS BOTH FOUND AND NOT FOUND FILES IN THE
   DATA BASE.
   RAM READ FOR QUICK ACCESS TO RAM TO SEE FILES CONTAINED
   THEREIN.
   LOADING AND VIEWING OF PICTURES
   LOADING AND PLAYING OF MODS
   A PICTURE CATALOGER. YOUR ASKED FOR IT AND YOU GOT IT
```

WHAT HAS CHANGED IN V9.0 OF WHERE_K

ADDED:

```
 DOS SCRIPT CAPABILITY. YOU CAN NOW RUN ANY DOS SCRIPT FROM
 THE PULL DOWN MENU.
 A CLOSE BUTTON HAS BEEN ADDED TO THE SHELL WINDOWS
```

WHAT HAS CHANGED IN V9.5 OF WHERE_K

DELETED:

KEY SHORT-CUTS

ADDED:

```
BETTER INTERFACE - DOS SCRIPT BUTTON AND MINI BUTTON ADDED
                   & NEW ROW OF BUTTONS ADDED. MUCH EASIER
                   USE OF BUTTONS THEN MENU ITEMS.
SOUND SAMPLES    - YOU CAN NOW PLAY SOUND SAMPLES WITH A VERY
                   EASY TO USE PLAYER.
```

WHAT HAS CHANGED IN V9.6 OF WHERE_K

FIXED:
SMALL BUG FOUND IN V9.5 AND FIXED. PROGRAM REQUIRED REPEATED
RESETTING OF CHOSEN TEXT READER.

ADDED:
STATUS MONITOR - SHOWS ALL ACTIVE PROCESSES BEHIND WHERE_K
NEW SEARCH ROUTINE FOR DISK DATABASE

WHAT HAS CHANGED IN V9.7 OF WHERE_K

ADDED:
SCREEN BLANKER
MOUSE OR KEY CONTINUATIONS
IMPROVED INTERFACE

CHANGED:

```
USE OF THE MINI BUTTON FOR RUN

WHAT HAS CHANGED IN V9.8 OF WHERE_K

ADDED:
1 KEY PROGRAM TO FRONT
MEMORY RETURN ROUTINE
READ MEMORY LOCATIONS
DIRECT ACCESS TO MULTIVIEW
ICON FOR FILES WITHOUT ICONS
BUTTON FOR PROGRAM TO BACK

CHANGED:
REWORKED HELP ROUTINE
BLANKER MOVED TO A BUTTON
PROCESS MOVED TO A BUTTON


WHERE_K9.9

BUG FIX - WHERE_K CAN NOW FIND ITSELF. IN VERSION 9.8 THE
WRONG DIRECTORY WAS USED. SORRY!!!

WHERE_KA1

WHAT HAS CHANGED IN VA1 OF WHERE_K

BUG FIX - ICON ERASE NOW WORKS. I REALLY NEED A BETA TESTER.
          HOPE EVERYTHING IS FINE NOW.

CHANGED:
REWORKED MINIBUTTON RECOGNITION FILE TO OPERATE BETTER
STATUS WINDOW NOW SHOWS ALL DRIVES WHICH WERE ASSIGNED
        EVEN IF THEY ARE NOT MOUNTED.


VERSION 1995A VERSION 1995A CHANGES
```