

AddPower

COLLABORATORS

	TITLE : AddPower		
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WRITTEN BY		November 24, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AddPower	1
1.1	main	1
1.2	Introduction	1
1.3	Installation	2
1.4	preferences	3
1.5	requirements	4
1.6	Commodities	4
1.7	fontcache	5
1.8	Defining Menus	5
1.9	Author	6
1.10	copyright	6
1.11	Update History	6
1.12	registration	9
1.13	localization	10
1.14	AddPower Index	11
1.15	Input Preferences	11
1.16	Intuition Preferences	12
1.17	Hotkey Preferences	13
1.18	Shell Preferences	14
1.19	Assign Preferences	15
1.20	Path Preferences	16
1.21	Alias Preferences	16
1.22	Floppy Preferences	17

Chapter 1

AddPower

1.1 main

Welcome to AddPower 95.4! - ©1995

Ian J. Einman

```
- \-INTRODUCTION- \-----+
  Introduction    What is AddPower?
  Installation    How do I install AddPower?
  Requirements    What does my Amiga need to use AddPower?

- \-PREFERENCES-- \-----+
  Input           Mouse/Keyboard Enhancements
  Intuition       Intuition Enhancements
  Hotkey          Hotkey Manager
  Shell           Shell Enhancements/Prompt/CD
  Assign          Manage Assigns
  Path            Manage Shell Paths
  Alias           Manage Shell Aliases
  Floppy          Set Floppy Drive Parameters

- \-INFORMATION-- \-----+
  Copyright       What is the legal status of AddPower?
  Registration    How (and why) should I register AddPower?
  Localization    How do I make AddPower speak my language?
  Author          Who and where is the author?
  History         What is new to AddPower?

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```

1.2 Introduction

Welcome to AddPower 95.4! - ©1995

Ian J. Einman

AddPower is a commodity that adds many useful features to your system. Chances are you already have a program or two (or six or seven!) that add many of these same features, but AddPower may be better.

The goal of AddPower is this: to add a wealth of features to the system, with as little overhead and as much intercompatibility as possible. Great care has been taken to incorporate as many features as users have requested in as small of a program as possible.

AddPower Features and Advantages:

1. AddPower is coded in very compact assembly language, and has lower overhead than a conglomeration of commodities all running at the same time.
2. All AddPower settings are adjusted through font-sensitive resizable GUI windows. These windows do not use a huge memory-eating GUI layout library, they use my "systemplus.library", which is under 10 kilobytes.
3. AddPower allows you to set your Aliases, Paths, Assigns, Prompt and Current Directory for the shell all from user friendly windows. Say goodbye to your conglomeration of Path and Assign managing programs, here is one to do it all.
4. Add as many Hotkeys as you like to perform AddPower functions or even launch external programs.
5. Enhance your Workbench look and feel by automatically centering windows, borderblanking screens, and enhancing the menus and screens of pre-2.0 programs.
6. Add all those input functions you need: Click to Front, Click to Back, Align Mouse, Sun Mouse, Swap Buttons, No Caps-Lock, and more.
7. Control your floppy drives from AddPower. Adjust the buffers, step rate, and retry count from a window, and STOP THE CLICKING!!! Take those AddBuffers commands out of your startup-sequence.
8. In 1997 there will be AddPower, unlike some commodities that seem to come and go. I am dedicated to supporting the Amiga and will continue to update AddPower for years, regardless of what happens to the Amiga. I have a lot of plans for it.

1.3 Installation

To install AddPower, follow these steps:

1. Install the "systemplus.library" in your LIBS: directory, if it is more recent than the one you already have.
2. Install the AddPower program by one of the following methods:
 - a. If you use AutoStart (©1995 Ian J. Einman), drag the AddPower icon to your SYS:Tools/Commodities drawer, or somewhere else if you have a better home. Run the AutoStart prefs, and drag the AddPower icon from where you just put it into the AutoStart window. Put it at (or near) the top of the list. Until you know AddPower is trouble-free on your system, I recommend "MouseButton: Skip" so you have a way out if something is wrong. (see #2 below.) Save your preferences.

- b. Drag it into your WBStartup drawer. Change the STARTPRI (or TOOLPRI?) tooltype to a higher value than the rest of your tools (this makes the patches take effect as soon as possible).
3. Add the following to the top of your "S:Shell-Startup" file:
:1: If EXISTS S:Plus-Startup
:2: Execute S:Plus-Startup
:3: EndIf
This will add the paths and aliases to each shell. If you add these same lines to your S:Startup-Sequence before the LoadWB command, Workbench can use the paths and aliases also.
4. OPTIONAL: Install the on-line help "AddPower.guide" in the "HELP:Plus" directory. You will need to create this directory if you have never installed any of my software. If you are not using Workbench 2.1 or higher, you may need to assign HELP: to somewhere. If you do not install this guide file, on-line help will not be available from within the program.
5. OPTIONAL: Copy any catalog files you wish to use to LOCALE:Catalogs. If your language is not included, you can create it yourself with the included MakeTrans utility. This requires Workbench 2.1+.
6. OPTIONAL: If this is your first installation of AddPower, create the "SYS:Prefs/Plus" directory and copy the provided starter file into it.

Installation Troubleshooting:

1. Make sure you have installed the most recent copy of "systemplus.library" in your LIBS: directory. Check the version and revision, which are the year and month I assembled it. Note that under this system, 94.10 is after 94.9. Having an older version/revision of this library than the one I provide (or no version!) will ALWAYS cause problems.
2. You may find that other programs that patch the system interfere with AddPower. This does not mean you can not use them. Adjusting the start order may eliminate many system conflicts. Put AddPower at the top of your AutoStartup, and programs that seem trouble free immediately after it. Inserting a "Wait" command may help as well.

This is possible, but not easy to do if you do not have AutoStart. You may order the registered version from me for \$10.

1.4 preferences

To save your default preferences, select "Save" from the menu. You may also save different sets of preferences under different file names with the "Save As" item. You may later reload these preferences with the "Open" item.

Preferences are stored in ASCII format. You may edit this file with a text editor, but there is no need to do so. All features may be controlled from within AddPower.

The format is extensible; any unknown options are ignored. Future versions

of AddPower will be able to read this format, even if many features are added or changed.

There are advanced uses of this text format. For example, you can splice the Path prefs from one file into another. You could use this facility to take your current shell aliases and paths, and automate their addition into AddPower.

1.5 requirements

Workbench 3.0+: Highly recommended. AddPower is designed for 3.1.

Workbench 2.1: Recommended. AddPower "likes" 2.1, and requires it for localization. Some past versions even crashed under plain vanilla 2.0. Hopefully this one does not.

Workbench 2.0: Compatible. 2.04 is the minimum requirement. You may have to install AddPower manually, and assign HELP: to somewhere. You cannot localize it.

Workbench 1.3: Are you on drugs? This OS is dead. Not supported.

You must have amigaguide.library to use the on-line help. AmigaGuide is available for all Amigas, and is included with Workbench 3.0+.

The latest version of systemplus.library must be present in your LIBS: directory, and is included.

1.6 Commodities

AddPower installs itself as a Commodity, and recognizes standard Commodities icon tooltypes CX_PRI, CX_POPUP, and CX_POPKEY.

AddPower can be controlled from Commodities Exchange. If you make AddPower "Inactive", hotkeys and input enhancements are deactivated. Other options are not affected. Selecting "Remove" will quit the program and remove all features.

AddPower will respond to the following external signals:

CTRL-C:	Quit	CTRL-E:	Quit
CTRL-D:	Window Disappear	CTRL-F:	Window Appear

When AddPower is first run, it does not show its window unless CX_POPUP=YES. Running it again will cause the master window to appear. You may also assign hotkeys that will cause any AddPower window to appear.

When you close the AddPower window, AddPower is hidden but active. To remove AddPower and all of its patches from memory, select "Quit" from the menu, or "Remove" it from Commodities Exchange.

1.7 fontcache

If you have several fonts, activating the Font Cache will greatly reduce the time it takes for applications to get the list of available fonts.

FontCache stores the entire font listing as a small file in your FONTS: directory, and also keeps it in memory. This listing is created the first time an application reads the FONTS: directory.

You must flush the FontCache each time you add or remove fonts from the system in order for the listing to be updated. The "Flush FontCache" menu item will delete the file and erase the list from memory properly.

FONT CACHE HAS BEEN TEMPORARILY REMOVED DUE TO COMPATIBILITY PROBLEMS.
WILL RETURN LATER.

1.8 Defining Menus

AddPower allows you to add custom menus to the Workbench menu. It is easy to do, but AddPower does this in a different way than other programs you might be familiar with, so read this carefully.

First, be sure you know how to type the "«" and "»" characters on your keyboard. These characters are ALT-9 and ALT-0 on many keyboards, though this may vary in your country. Use the KeyShow utility if necessary to find these characters before proceeding.

To define a new menu, create a new tool item, and enter «MenuName» in its menu string gadget. The Command and Path fields should be left blank. Any tool items above this menu title will not be part of any menu, so you should place all tools that are not included in a menu at the top of the list.

Now enter a proper name for each menu item that is to be included in the menu. To create a separator bar, create a new tool item and enter a - (hyphen) for the item name. To make an item be part of a submenu, enter a » before the item name. A separator bar in a submenu would be »-.

Here is an example of one properly defined menu:

Menu Name	Command	Explanation
	(DOS) NewShell	* Command doesn't appear in menu
«Preferences»		* Menu
Input	(WB) SYS:Prefs/Input	* Item
Locale	(WB) SYS:Prefs/Locale	* Item
-		* Separator Bar
Printer		* Item is SubMenu heading
»Printer	(WB) SYS:Prefs/Printer	* SubItem of Printer
»PrinterGfx	(WB) SYS:Prefs/PrinterGfx	* SubItem of Printer
Serial	(WB) SYS:Prefs/Serial	* Item

1.9 Author

Program and Documentation by:

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Developed with:

A3000/25MHz 68030 (the Slayer)
Workbench 3.1 BETA Kick 40.38
HiSoft Devpac 3 assembler

SCSI2=NEC 3Xe Triple-Speed CD-ROM
SCSI6=240MB HD, SCSI5=50MB HD
df0=1.76MB, df1=880K Floppy

Please write me with any suggestions, questions, or complaints.

Thanks to:

Richard Thoresen - for testing all of my programs on his A1200,
Fred Fish - for distributing AddPower in his excellent collection,
You - for using the software and making it what it is today.

1.10 copyright

AddPower is ©1995 Ian J. Einman.

This software is released as shareware. I encourage widespread distribution of this software. I have not disabled the software in any way. If you use the software, you should register it, to ensure technical support and update information.

You may not legally modify the software except by compression or encryption, and you must keep all documentation with the program. You cannot include the software in a copyrighted collection if your copyright infringes on anyone else's right to do the same.

The English text and Spanish translations also must be distributed with the program, and are ©1995 Ian J. Einman.

Translation into other languages is allowed, and the copyright does not extend to these translations, which may be distributed with the software or not as you see fit.

I am not responsible for any harm to your data, computer, dog, or garden that the software may cause. Dammit Jim, I'm a man, not a machine. Contact me if you do have any problems, and I will try to help.

1.11 Update History

AddPower will be constantly updated and enhanced. New ideas are constantly under development. You can obtain updates from me or from many public domain collections. This is a history of previous versions.

95.4 Additions:

Localized
Font sensitive (well, less numb)

Path Settings
Alias Settings
Shell/Prompt, Shell/Path, Shell/RequestLibsNotFound
Input/MMB=Shift

95.3 Additions:

Most window/screen incompatibilities fixed
Assign Settings

95.2 Additions:

Will not center windows that cover a small portion of the screen

94.11 Additions:

Improved hotkeys preferences:
Unlimited number of hotkeys, uses list format
New built-in commands, plus unlimited custom commands
New format for preferences, and relocated to SYS:Prefs/Plus/AddPower.prefs
Custom commodities events (SunMouse, ClickFront, etc.) are now seperately
inserted in the input chain only if enabled, for maximum efficiency
AlignMouse, NoCapsLock, and IconKill options

94.10 Additions:

Created a multi-windowed preference editor environment
Windows are font sensitive - can use any fixed width font size
Replaced input handling with automatic SystemPlus input handling
Renamed many options with descriptions rather than catchy words

94.9 Additions:

Replaced raw patches with safer SystemPlus patches
Changed to use buffered file output whenever possible

38.19 Additions:

Integrated with new SystemPlus library
Fixed bug with selecting multiple menu items
Fixed bug in sunmouse when dragging icons
Removed dependency on 2.1 locale.library, wasn't supposed to be opened

38.18 Additions:

Fixed long-standing incompatibilities with Terminus, Opus, etc.

37.17 Additions:

Added CloseWindow hotkey
Rearranged window and menus

37.16 Additions:

Fixed a small bug in FontCache
Moved many checkmark items to the menu

37.15 Additions:

Integrated FontCache into AddPower, added Flush Cache
Added Input: SunMouse, ClickBack, ClickFront, SwapButtons

37.14 Additions:

Fixed ViewMode problem with SAS/CPR 6.5
AUTOCENTER will not center backdrop or no-dragbar windows
Layed out window interface a little better

37.13 Additions:

- AUTOCENTER will center windows in more cases
- Optimized code, tuned up OpenWindow function
- Added LayoutMenus Hotkey, removed a lame one (don't remember what)

37.12 Additions:

- Rewrote FIXSCREENS to be more reliable and accurate:
 - Now will horizontally center any screen (including OctaMED)
 - Will not change any program supplied tags (such as pen colors)
- SHANGHAI now works by patching LockPubScreen(0) to return front screen

37.11 Additions:

- Gadget creation code rewritten using new algorithm; faster, smaller, and easier to add/change/move gadgets in the future
- Window redesigned in a more attractive and easy to use manner

37.10 Additions:

- NewShell uses path list of Workbench if loaded from Workbench
- Added menu and removed action buttons

37.9 Additions:

- AddPower now uses ReadArgs for both DOS and Tooltype arguments
- Added Hotkeys for NewShell and several Intuition functions
- Changed font from Topaz 8 to system default font
- Code optimized, enhanced, and restructured

37.8 Additions:

- AddPower is now a commodity with standard commodity features
- Patch process significantly altered and enhanced
- Patches share global data with AddPower for internal communication
- DOS Status display eliminated (no longer useful)
- AddPower responds to CTRL-C, CTRL-E, and CTRL-F signals
- Added BUFFERS to floppy disk preferences
- Fixed some potential incompatibilities with 68040 copyback mode

37.7 Additions:

- Added Floppy Disk Preferences
- Removed CANCEL gadget (not very useful)
- Added Close Gadget to window
- Many changes in internal code
- Changed look of user interface

37.6 Additions:

- ASSIGNSYS Option
- Workbench now saves options as tool types
- New format for AmigaDOS display of current features

37.5 Additions:

- "WINDOW" Option (replaced by "CX_POPUP=yes" v37.8)
- Changed AmigaDOS template to keyword format
- Workbench now parses tooltypes; user can configure program without DOS
- Does not open window upon first installation; usable with WBStartup
- BORDERBLANK now affects all open screens

37.4 Additions:

- CENTERWINDOW Option (renamed AUTOCENTER v37.8)
- REQTOOLS Option

Replaced portion of patch that depended on v39 utility.library.
No longer has illegal instruction errors under Workbench 2.1 and below.

37.3 Additions:

Workbench interface
DISKMUTE Option

37.2 Additions:

WILDSTAR Option

37.1 Creation:

Integration of CreateDirPatch, NewLook, DashReq into one DOS command.

I apologize for any inconvenience that may occur due to undetected programming errors. I am only able to test this program with a 68030 and Workbench 3.1, but this program is intended to be compatible with V2.0/2.1 machines and 68000 and 68040 processors as well. Please report any incompatibilities with your system to me immediately. Thank you.

1.12 registration

The development of AddPower is a continuing process, reflecting extensive effort on my part to bring you a commercial quality product. I would like to ensure that all AddPower users around the world have a stable and powerful utility that evolves to suit their needs. I must dedicate much time and money to maintain technical support and updates, and I have little of either.

In order to meet these costs, I have made AddPower shareware. If you use AddPower, I ask that you register it.

Registration includes:

The latest version of AddPower
Technical support - e-mail/regular mail/telephone
Upgrade mailings/notification - at least one upgrade free
Upgrades often include other utilities

Fee: \$20.00 U.S. (or equivalent in Canadian)

Accepted payment: U.S. or Canadian cash, U.S. bank check, money order.

Payee: Ian J. Einman

Please send payment to:

Ian J. Einman
P.O. Box 5711
Bellingham, WA 98227-5711
U.S.A.

Include:

Payment as described above
An address so I can mail updates to you
What Amiga you are using
The version of AmigaDOS you are using
The version of AddPower you are using

Any comments or suggestions about the program

These fees are reasonable and meant only to reflect my costs in creating and maintaining AddPower, and mailing correspondence and updates.

1.13 localization

AddPower may be localized to any language if you create a catalog for it. You do this, or edit an old catalog, with the supplied "MakeTrans" program. When the program is run in a language other than English, the text may be crowded in the windows. This is easily fixed by resizing the window larger. The sizes of each window are remembered as long as AddPower is running.

LOCALIZATION REQUIRES WORKBENCH 2.1 OR HIGHER.

Translation Files:

Load the supplied "english.trans" file into a text editor. Translate all of the strings in quotes (") to your language. Do not change the lines that begin with an equals (=) sign. Change the date in the first line to today's date (dd.mm.yy). Do not change the name or version. Save this file as "<language>.trans" somewhere on your disk. I would also appreciate it if you would send the file to me.

Using MakeTrans:

From the Shell, copy MakeTrans and <language>.trans file to the RAM: disk. CD to RAM:, and type "MakeTrans >NIL: <language>". Do not append ".trans" to the file name. Do this EXACTLY like I said, the program is not forgiving of errors. You MUST do this all on a disk named RAM:, not SPAM: or anything else. The catalog is created in LOCALE:Catalogs.

Example:

```
Copy CODE:Assembly/AddPower/español.trans RAM:
Copy CODE:Assembly/AddPower/MakeTrans RAM:
CD RAM:
MakeTrans >NIL: español
```

Notes:

Never rearrange the order of the lines in the <language>.trans file, or delete any of the lines.

If you do not want a menu item to have a key equivalent, enclose a space in quotes " ". Do not simply use a null string "".

Button and checkbox gadgets will automatically recognize key equivalents that are preceded by an underline. The key equivalents for the cycle gadgets are hard-coded in English and cannot be changed at this time.

It is easiest to choose the key equivalents for strings that are used in more than one window first (Up/Down/Top/Bottom et al.), then choose the rest later. This helps avoid conflicts. If you choose the same key for two gadgets, only the first one will get it.

If you would like to distribute your AddPower catalogs to other people, feel free, but please include the <language.trans> file. I would appreciate getting a copy.

If you know Spanish better than me, feel free to improve the translation, and send it to me. If you know English more gooder than me, feel free to improve the translation and send it to me.

1.14 AddPower Index

Installation	Defaults	Copyright		
History				
Registration				
Requirements				
Commodities				
Author	Future			
Intuition:	Center Window	Toggle Filter	AutoCenter	FixScreens
	Next Window	Layout Menus	Shanghai	FixMenus
	Zip Window		BorderBlank	
Input:	SwapButtons			
ClickToFront	SunMouse			
ClickToBack				
Shell:	Shell Command	MultiDir	AssignSys	
	Shell Key	WildStar	DosReq	
Floppy:	Mute			
Step Rate				
Calibrate				
	Buffers			
Settle Delay				
Retry Count				
Misc:	ReqTools	FontCache		

1.15 Input Preferences

AddPower can give your mouse and keyboard a few new abilities. Check the box to enable each option.

DEL = Icon Delete/Format:

If you select icons in a Workbench window, press the DELETE key to delete files and drawers, empty trashcans, or format disks.

Middle Mouse Button = SHIFT:

For selecting multiple icons, the Middle Mouse Button will take the place of the Shift key (if you have one; I don't, so this is untested!)

Click Windows To Back:

If you hold down the selection button in a window and press the menu button, the window will be sent to the back. If there are no other windows, the screen will be sent to the back.

Click Windows To Front:

If you click in a window N times, it will be brought to the front. Set the number of clicks on the slider (from 1 to 5).

Caps-Lock Disabled:

The CapsLock key will have no effect anymore.

CTRL-SHIFT = Align Mouse:

If you hold down the CONTROL and LEFT SHIFT keys, mouse movement will be horizontally or vertically restricted in the first direction you move.

Activate Windows Under Pointer:

Activates the window currently under the mouse pointer (SunMouse).

Swap Mouse Buttons:

Trades the left and right mouse buttons for lefties who prefer it.

1.16 Intuition Preferences

AddPower has several enhancements for screens, windows, and menus.

To activate an option, check the corresponding box.

Center Windows Upon Opening:

Center many windows that open with no specific position, like 2.0+ windows with no WA_Left/WA_Top tags, and 1.3- windows with a (0,0) position.

Will not affect the following:

- a. Windows that occupy a relatively small portion of the screen, to keep titlebar/clock-type windows from opening in the wrong place
- b. Backdrop windows and other windows that are not draggable
- c. Extremely big windows that are meant to open right under the titlebar

Open Windows on Front Screen:

All windows that try to open on the default public screen appear on the front screen, which does not have to be public. This will "shanghai" the AmigaShell and most utilities that usually open on the Workbench screen.

BorderBlank All Screens:

Makes the area outside all screens black instead of the background color. This is only for visual effect; you may prefer the new look. This feature turns on genlock borderblanking for all screens. If you are actually using a genlock, it will block the image around the border.

Add v37 Screen Enhancements:

Adds new operating system features to 1.3-style screens. Only affects screens upon opening, not screens that have already opened. Programs that specifically disable any of these features will not be affected.

The following things are done:

1. The screen font is set to your Preferences screen font.
 2. The palette is initialized to your full Preferences palette.
 3. The screen pens are cloned from your default public screen.
 4. The screen is centered horizontally to your overscan dimensions.
 5. The interscreen gap is set to minimum (v40).
-

6. Autoscroll is enabled.

Add v39 Menu Enhancements:

Fix the colors of all menus (when they are first laid out).

The following things are done:

1. All windows are set up for NewLookMenus (v39).
2. All menus are given the proper colors.

Use ReqTools Requesters:

System requesters will use the "reqtools.library". Requesters are centered on screen and the text is centered in the requester. The Return and Escape keys are key equivalents for the left and right buttons respectively.

If you do not have reqtools.library, the option will have no effect.
"reqtools.library" is ©1992 Nico François, v38+ required.

1.17 Hotkey Preferences

AddPower's hotkey editor allows you to assign any action to the press of a key. You may assign custom Shell and Workbench commands to hotkeys, or use the internal commands.

Hotkey:

AddPower uses Commodities for hotkey processing. Any standard Commodities hotkey definition is accepted. Consult your Workbench User Guide for more information on hotkey definitions.

Path:

AddPower will change to this directory before launching the program.
You may leave this blank for internal commands and resident Shell commands.

Command:

The program or command you wish to run. These are always launched as separate processes, so there is no need to use "run" with Shell commands. You may use "execute" and "rx" to run Shell and ARexx scripts respectively.

«« AppWindow »»

Dropping an icon into the Hotkey window will add the path and tool as a Workbench tool. Simply define the Hotkey and it is ready to go.

View:

You may list the tools in the Listview by Hotkey or Command.

Type:

Use «Workbench» for application-type programs, especially programs that need to read tooltypes from their icon. AddPower will simulate clicking on the program's icon. Be sure to set the path properly.

Use «Shell» for shell commands. Enter any arguments in this gadget also.

Use «Internal» to call one of AddPower's internal commands, listed below.

WindowCenter: Center active window on screen.

WindowNext: Activate next window on screen and bring it to front.

WindowPrev: Activate previous window and bring it to front.
 WindowClose: Simulate clicking on the active window's Close gadget.
 WindowFront: Move active window in front of all other windows.
 WindowBack: Move active window behind all other windows.
 WindowZoom: Zoom window to alternate size and dimensions.
 WindowMin: Size window to as small as it can be.
 WindowMax: Size window to as large as it can be.
 ScreenTop: Move active screen to the top of the display.
 ScreenHalf: Move active screen halfway down the display.
 ScreenBottom: Move active screen to bottom with only titlebar showing.
 ToggleFilter: Change the state of the audio filter on most Amigas.
 PrefsInput: Open/activate Input Preferences window
 PrefsIntuition: Open/activate Intuition Preferences window
 PrefsShell: Open/activate Shell Preferences window
 PrefsPath: Open/activate Path Preferences window
 PrefsAlias: Open/activate Alias Preferences window
 PrefsFloppy: Open/activate Floppy Preferences window
 PrefsHotkey: Open/activate Hotkey Preferences window
 CX_POPKEY: Open/activate Master window

1.18 Shell Preferences

AddPower has several features for use with the AmigaDOS Shell.

Multiple Directory Creation:

Allows recursive directory creation. Without this option, you cannot create directory "a/b" if "a" does not exist. With this option, all directories are created automatically.

The command

```
makedir ram:t/u/v/w
```

will not fail if ram:t/u/v does not exist, but will do the following:

```
makedir ram:t
makedir ram:t/u
makedir ram:t/u/v
makedir ram:t/u/v/w
```

Wildcard "*" stands for "#?"

Many users are familiar with a primitive operating system in which the "*" character is the "match anything" wildcard. Activate this option to make "*" equivalent to the wildcard "#?" in AmigaDOS.

Request Libraries Not Found:

Any time a library fails to open, a requester will appear, giving you an opportunity to install the library and retry.

Assign SYS: does all Assigns:

ASSIGNSYS will allow you to make all system assigns at once with one assign. When this feature is enabled, if you assign "SYS:" to a different location, AddPower will attempt to make as many system assignments to it as possible.

« Assign SYS: disk: » will:

1. Assign SYS: disk:
2. Assign C: disk:C disk:RexxC
3. Assign S: disk:S

4. Assign L: disk:L
5. Assign LIBS: disk:Libs disk:Classes
6. Assign DEVS: disk:Devs
7. Assign KEYMAPS: disk:Devs/Keymaps
8. Assign PRINTERS: disk:Devs/Printers
9. Assign FONTS: disk:Fonts
10. Assign LOCALE: disk:Locale
11. Assign HELP: disk:Locale/Help
12. Assign REXX: disk:Rexx
13. Assign PREFS: disk:Prefs
14. Assign ENVARC: disk:Prefs/Env-Archive

It is not necessary for all of these directories to exist. Only assigns to valid directories will be changed.

"^^" opens File Requesters:

Allows file requesters to be used in programs that do not support them. Use a double caret "^^" as the file name to call the file requester. The sequence "^_" refers to the last name selected by the file requester. This may not work with some programs, but it is harmless to try.

Path:

The default directory for Shell windows. A CD command to this directory is added to the Shell-Startup. The default directory is usually "SYS:". Leave this blank for the default.

«« AppWindow »»

Drop a drawer or disk onto the window to be used as the default Shell path.

Prompt:

The default prompt string. A Prompt command is added to the Shell-Startup. You may enter any of the ANSI characters the AmigaShell recognizes, and all of the formatting characters Prompt recognizes. Consult your AmigaDOS manual for more information. Use "*e" for the escape character, if you cannot type it into the window. Leave this blank for the default.

1.19 Assign Preferences

You can set your user assigns from within AddPower. System assigns that are needed during the startup-sequence should not be added to this list, since they are not resolved until AddPower is run. Note that multiple (ADD) assigns are not yet supported, and must be done in the startup-sequence.

Assign:

The name of the assign, without the trailing colon. If you type the colon, it will be removed automatically.

Directory:

The directory the assign points to. Click the "?" to bring up a directory requester, or from the keyboard, enter a "?" in the string gadget.

«« AppWindow »»

Drop a drawer or disk onto the window and a new assign will be created. The icon is placed in the Directory string gadget, and you may now add an assign name.

First Access:

The assign will not be resolved until the first time it is accessed.
This is equivalent to the "DEFER" type in AmigaDOS.

Every Access:

The assign will be resolved each time it is accessed, and no lock will be made. This is equivalent to the "PATH" type in AmigaDOS.

1.20 Path Preferences

You can control your command path from within AddPower. This will affect any new shells that open. If you want the changes to take place in a shell window that is already open, type "Execute Plus-Startup" and the paths and aliases are updated immediately.

The order that the directories are listed is the order the command path will be searched. You may optimize this by putting commonly accessed directories near the top. The current directory is always searched first, and "C:" is searched last. Even though "C:" is searched at the end, try adding it again to the top of the list to speed up the process.

Directory:

The directory to add to the command path. If the directory does not exist, it will be saved in the AddPower preferences, but not in the Plus-Startup. This prevents the Plus-Startup from failing.

«« AppWindow »»

Drop a drawer or disk onto the window and the directory is added to the command path.

1.21 Alias Preferences

You can control your shell aliases from within AddPower. This will affect any new shells that open. If you want the changes to take place in a shell window that is already open, type "Execute Plus-Startup" and the paths and aliases are updated immediately.

The order is always alphabetized, since the Shell always displays them this way.

Alias:

The name of the alias. This should be short, and should not contain spaces.

Command:

The command this alias stands for. When the alias is used, any arguments specified are added to the end. You may put them in a different location by entering a "[" where the arguments should be inserted.

«« AppWindow »»

Drop an icon into the window, and the name is placed in the Alias string gadget. The whole path and name is placed in the command gadget. You may change what you wish. The default behavior is useful for making

simple aliases that point to commands deep within your hard drive.

1.22 Floppy Preferences

AddPower can stop the clicking and change the buffer size of your floppy drives, and make a few advanced modifications.

Select the drive you wish to modify in the cycle gadget.

Mute: Check this box to silence the drive clicking. Vote YES.

Buffers: Set this slider to the desired disk buffer size. This replaces any AddBuffers commands for floppy drives in your Startup-Sequence.

Step: The rate at which the disk drive head will seek across the disk.
Set this slider to the step rate your drive should function at.
The default value is 3000, if your drive can handle a faster speed
with no problems set this to 2500 or even less.

Retry: The number of times that DOS will try to determine the format of
the disk. If you are using CrossDOS or another alien filesystem,
or MultiFileSystem by Nicola Salmoria, set this to a lower number
(3 or less) to speed up filesystem recognition considerably.

Other: Provided for advanced users only. The default value for each is
in the middle of the slider. Consult a hardware reference manual
for more information. If you don't have a reason to change these,
please leave them alone.
