

Vinci

Martin Wulffeld

COLLABORATORS

	<i>TITLE :</i> Vinci		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Vinci	1
1.1	Vinci guide documentation	1
1.2	Disclaimer	2
1.3	License	2
1.4	Installation	3
1.5	Installation	3
1.6	Authenticity	4
1.7	Introduction to Vinci	4
1.8	Features in Vinci	5
1.9	Getting updates of Vinci	5
1.10	How to use Vinci	6
1.11	The menus	7
1.12	Project menu	7
1.13	Search menu	8
1.14	Mark menu	8
1.15	Miscellaneous menu	8
1.16	Preferences menu	9
1.17	ARexx menu	9
1.18	Index menu	9
1.19	Project menu	9
1.20	Project menu	9
1.21	Project menu	10
1.22	Project menu	10
1.23	Project menu	10
1.24	Project menu	10
1.25	Project menu	10
1.26	Project menu	11
1.27	Project menu	11
1.28	Project menu	11
1.29	Project menu	11

1.30 Project menu	11
1.31 Project menu	11
1.32 Project menu	12
1.33 Project menu	12
1.34 Project menu	12
1.35 Search menu	12
1.36 Search menu	13
1.37 Search menu	13
1.38 Search menu	13
1.39 Marks menu	13
1.40 Marks menu	13
1.41 Marks menu	13
1.42 Miscellaneous menu	14
1.43 Miscellaneous menu	14
1.44 Miscellaneous menu	15
1.45 Miscellaneous menu	15
1.46 Miscellaneous menu	16
1.47 Miscellaneous menu	16
1.48 Miscellaneous menu	16
1.49 Miscellaneous menu	16
1.50 Miscellaneous menu	17
1.51 Preferences menu	17
1.52 Preferences menu	18
1.53 Preferences menu	19
1.54 Preferences menu	21
1.55 Preferences menu	22
1.56 Preferences menu	22
1.57 Preferences menu	23
1.58 Preferences menu	23
1.59 Preferences menu	23
1.60 ARexx menu	23
1.61 The CLI interface	23
1.62 Keyboard usage	24
1.63 Archivers	26
1.64 Paths	26
1.65 ARexx interface	26
1.66 ARexx command: SHOW	27
1.67 ARexx command: HIDE	28
1.68 ARexx command: REQUESTUSER	28

1.69 ARexx command: REQUESTSTRING	28
1.70 ARexx command: REQUESTNUMBER	29
1.71 ARexx command: GETFILE	29
1.72 ARexx command: GETPATH	30
1.73 ARexx command: LOADFILE	30
1.74 ARexx command: LOADNEW	31
1.75 ARexx command: LOADANDSHOW	31
1.76 ARexx command: LOADFROMFILEBASE	32
1.77 ARexx command: LOADFROMPATHBASE	32
1.78 ARexx command: LOADASAMIGAGUIDE	32
1.79 ARexx command: LOADASTEXT	33
1.80 ARexx command: PRINT	33
1.81 ARexx command: SAVE	33
1.82 ARexx command: CLEAR	34
1.83 ARexx command: CLEARALL	34
1.84 ARexx command: SWITCHTEXTFONT	35
1.85 ARexx command: SEARCH	35
1.86 Tricks & Tips	35
1.87 HowToRegister	36
1.88 What do I get?	37
1.89 No nukes!	37
1.90 Power is Amiga	38
1.91 History	38
1.92 Version 1.0 : 23.1.1995 : 49308 bytes	39
1.93 Version 1.1 : 27.1.1995 : 50148 bytes	39
1.94 Version 1.2 : 6.4.1995 : 63936 bytes	39
1.95 Version 1.3 : 28.5.1995 : 70232 bytes	40
1.96 Version 1.4 : 30.6.1995 : 77700 bytes	41
1.97 Version 1.5 : 16.7.1995 : 79444 bytes	42
1.98 Version 1.6 : 28.8.1995 : 84712 bytes	43
1.99 Version 2.0 : 30.1.1996 : 90956 bytes	44
1.100Version 2.1 : 4.2.1996 : 90848 bytes	46
1.101Version 2.2 : 10.2.1996 : 90884 bytes	46
1.102How to use ChangeDefaultTool	46
1.103How to use ChangeDefaultTool	46
1.104History of ChangeDefaultTool	48
1.105Version 1.0 : 23.1.1995 : 2848 bytes	48
1.106Version 1.1 : 22.2.1995 : 3144 bytes	48
1.107Version 1.2 : 27.1.1996 : 3216 bytes	48

1.108	How to use Minci	49
1.109	How to use Minci	49
1.110	History of Minci	50
1.111	Version 1.0 : 28.8.1995 : 2052 bytes	50
1.112	Version 1.1 : 28.1.1996 : 2040 bytes	50

Chapter 1

Vinci

1.1 Vinci guide documentation

Vinci

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Version 2.2 - Release date 10.2.1996

1. Legal issues

- 1.1 - Disclaimer
- 1.2 - License

2. Installation

- 2.1 - Notes concerning installation
- 2.2 - Installation
- 2.3 - Authenticity

3. Introduction

- 3.1 - Introduction to Vinci
- 3.2 - Features
- 3.3 - Getting the newest version

4. Usage

- 4.1 - General usage
- 4.2 - The menus
- 4.3 - Decrunch and extract handling
- 4.4 - CLI interface
- 4.5 - Keyboard control
- 4.6 - Environment variables
- 4.7 - ARexx interface
- 4.8 - Tricks & Tips

5. Registration

- 5.1 - How to register
- 5.2 - What do I get if I register
- 5.3 - Registered users of Vinci

- 6. Miscellaneous

- 6.1 - Acknowledgements
- 6.2 - History

- 7. Support tools

- 7.1 - ChangeDefaultTool
- 7.2 - Minci

1.2 Disclaimer

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- You may not disassemble, decompile, re-source or otherwise reverse engineer the program.
- You may use the programs for a period of up to 2 weeks for evaluation. After that, you have to register or quit using the program.
- You agree to cease distributing the program and data involved if requested to do so by the author.
- You may charge a fee to recover distribution costs. The fee for diskette distribution may not be more than the cost to obtain a public domain diskette from Fred Fish.

1.4 Installation

Notes concerning installation

If you want to manually install Vinci you should simply copy the libraries to your LIBS: assign and then install the other files wherever you want.

1.5 Installation

Installation

Click on the installer icon to start the installation.

1.6 Authenticity

Authenticity

As of version 1.6 all executables and main documentation will be PGP signed with my key (below).

To check if the files are authentic first save the key below to a separate file. Start PGP with the filename of that separate file and add my key to your keyring. Now you are ready to check the files with my key.

To check a signed file start PGP with the '.sig' file as the first argument and as the second argument the file which is related to the '.sig' file.

E.g.: 1:> PGP Vinci.sig Vinci

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6ui (Amiga)

mQCNAjAWEggAAAAEAMBNVPwDx1sHsnh5Cg8lR7duuVh4I0uT3q/aI1EpqBEUsSp
WGDx0h1JBKWrgBVKR1mT7Wtrm5x4rImTurKsjXtK4hCJHhJXPFj0bxjNiGi jDVfq
eEt6Pj2n7sghc/bSMH71sUx8FZEa2//hAAPIL9a5+2CxrFT/OaKcaztHngaFAAUR
tClNYXJ0aW4gV3VsZmZlbGQgPHd1bGZmZWxkQGRhdGFzaG9wcGVyLmRrPg==
=0dHU

-----END PGP PUBLIC KEY BLOCK-----

1.7 Introduction to Vinci

Introduction

Vinci is copyright © 1995-1996 Martin Wulffeld. All Rights Reserved.

It uses the ReqTools library which is copyright © Nico François.

Vinci requires at least Kickstart 2.04 and Workbench 2.1 is required for locale support.

NOTE: Per 1st of July 1996 everything I develop (Vinci, Xtruder etc.)
MIGHT require at least Kickstart 3.0!

Vinci is yet another text viewer. So why write another text viewer? Well, I just could not find any textviewer which suited exactly my delicate needs. Some of those needs were:

- The ability to quickly start an external editor, so I could edit the file I was viewing.
- The ability to have some predefined files/directories loaded each time I start my viewer (for example some include files).
- The ability to select a file from an archive and view it without having to extract the whole archive.
- And a quite unique feature which is that the viewer instead of starting multiple copies of itself, simply "dispatches" the arguments to the already running viewer.

1.8 Features in Vinci

Features

- Locale support (WB 2.1 or higher).
- Supports 3.x features (New look menus, hires lace pointer, etc.).
- ANSI support.
- Multiple files can be loaded. Only memory sets the limit.
- When it comes to the size of the file the memory once again sets the limit.
- Support for AmigaGuide documents.
- Public screen.
- Can open on a public screen.
- Font sensitive GUI.
- File base for easy access to files.
- Path base for easy access to paths :)
- Load predefined files and directories.
- Up to 10 marks in each file.
- Can load almost any type of crunched file via the unpack library.
- LZX and LhA support (load files from an archive).
- Very fast search.
- Supports numeric keypad movements.
- AppIcon. Drag icons onto the Vinci AppIcon and they will be loaded.
- Launch editors to edit the file.
- Is a commodity.
- Load normal files as were they AmigaGuide and vice versa.
- Advanced ARexx interface.
- Index menu of files loaded.

1.9 Getting updates of Vinci

Getting updates

Whenever a new version of Vinci is released it will be uploaded to:

- Insomnia:

Node #1 +45 98380575 24H 28k8 2:238/127.0@FidoNet

```
Node #2 +45 96869090 24H ISDN 2:238/1006.0@FidoNet

Magic filename: VINCI

- FlashBack:

Node #1 +45 43624162 24H 28k8 2:236/25.0@FidoNet
Node #1 +45 43624147 24H 28k8 2:236/75.0@FidoNet

- On Aminet in the 'text/show' directory.
```

1.10 How to use Vinci

Usage

NOTE: Some features are "locked" in the unregistered version. They are marked with the abbreviation OFRU (Only For Registered Users) in this manual.

Miscellaneous

As you can see there is a scroller in the right side of the window but I bet you know what it is for so I will take my chances and skip the "idiots-guide-on-how-to-use-a-scroller" section :-).

Just below the scroller there is a tiny gadget which simply works as a "shortcut" for the Info menu item.

Dispatching of arguments

If Vinci has been started once and it is started once more it will not open its GUI or stay in memory but instead dispatch its arguments to the active Vinci.

Documents

If there are 2 or more files with the same name including leading paths, Vinci will not know the difference and simply go for the first one it finds in its list of stored files even if you select the other. This is because Vinci scans through the list from top to bottom.

AmigaGuide documents

The handling of AmigaGuide documents can be asynchronous and you therefore do not need to close an AmigaGuide window to let the 'dispatched files' in for processing.

An important thing about AmigaGuide documents. When you have closed an AmigaGuide window you have not by doing that chosen another file (obviously). The AmigaGuide you were viewing is still the current file so in order to make it "inactive" you must view another file.

If you want to clear an AmigaGuide document from the index you first have to view it. Now close the AmigaGuide window and select Clear from the menu.

NOTE: After testing various versions of AmigaGuide.library it seems that at least version 40 is required if you want to use the asynchronous mode.

Dropping icons onto the AppIcon

Because Vinci can create an AppIcon (short for 'Application Icon') you have the ability to drop icons onto that icon (not the one from which you started Vinci). This feature requires that the Workbench is present.

GUI

Scrolling in listviews besides using the scroller is possible by using the keyboard.

Use the up and down cursor keys to move the current selected entry. By holding down 'alt' you will scroll two times. Hold down 'shift' a page will be scrolled. Use 'control' to move to either the top or bottom.

Pressing return on an entry acts as either a doubleclick or a single click depending on the listview you operate on.

All windows can be canceled/closed with a press on the escape key except the main window.

1.11 The menus

Menus

- Project
- Search
- Mark
- Miscellaneous
- Preferences
- ARexx
- Index

1.12 Project menu

The project menu

- Clear
- Clear and return
- Clear all
- Load new...
- Load and show...
- Load from file base...
- Load from path base...
- Load as AmigaGuide...

Load as text...
Reload...

Print...
Save...

Index...

Hide
About

Quit

1.13 Search menu

The search menu

Search...
Search previous...
Search next...

Case sensitive

1.14 Mark menu

The mark menu

Set
Go to

Sort

1.15 Miscellaneous menu

The miscellaneous menu

Preload base...
File base...
Path base...

Edit ASCII
Edit hex

Info...

Flush work path...

Jump to line...

Text font

1.16 Preferences menu

The preferences menu

```
GUI...
Decrunching...
Files...
ARexx...
Miscellaneous...

Save palette

Load...
Save...
Save as...
```

1.17 ARexx menu

The ARexx Menu

```
Execute script...
```

1.18 Index menu

The Index Menu

This menu holds the filenames of the files currently stored. By choosing one of them the file will be shown. Just as if you selected it from the index

1.19 Project menu

Clear

If a file is being viewed, no matter what type it is (ASCII or an AmigaGuide document), it will be flushed from memory.

1.20 Project menu

Clear and return

Clears the file being viewed and returns to the screen Vinci was last opened from.

1.21 Project menu

Clear all

Flushes all files from memory. A file does not have to be viewed for this function to work.

1.22 Project menu

Load new

Load a file. If a file is being viewed it will be cleared.

1.23 Project menu

Load and show

Load a file. Adds a file to the list of stored files and views it.

If a file is an archive a list will be made of the contents and you will then be able to select a file to extract. If the file you want to extract is another archive it simply opens another window with the contents of this file! Even if it for example is an LZX within a lha archive.

1.24 Project menu

Load from file base

Load a file from the file base. Doubleclick on an entry in the listview and it is loaded and shown.

The window can be resized and the position and size are saved when you save preferences.

1.25 Project menu

Load from path base

If you have specified any paths in the path base a window with them will appear. By selecting one of the paths it will be used as the current directory.

If you cancel the path window (by pressing escape) the file requester will still appear.

The path window can be resized and the position and size are saved when you save preferences.

1.26 Project menu

Load as AmigaGuide

When loading files Vinci acts as are they AmigaGuide documents and therefore tries to show in them in an AmigaGuide window.

1.27 Project menu

Load as text

When loading files Vinci acts as are they normal text files. This way you can load an AmigaGuide document as a normal text file.

1.28 Project menu

Reload

Clears the file currently being viewed and reloads it. Usefull after having edited in the file.

1.29 Project menu

Print

Print a file to either 'PRT:' or another destination.

1.30 Project menu

Save

Save a file. If you do not select a new file you will have to confirm an overwriting of it.

NOTE: You cannot save an AmigaGuide document because Vinci does not buffer these files. It only stores the filename in memory.

I strongly advise you NOT TO SAVE anything else but text files. The saved file will NOT work properly or at all if it is e.g. an executable or a picture.

1.31 Project menu

Index

If there are more than 1 file stored this window will show them in a Listview gadget. You can doubleclick or press return on an entry and it will be viewed. Use the up and down cursor keys to scroll through the list. Pressing shift or alt with a cursor key will move the selected entry respectively 2 or to the top/bottom. Pressing escape or the close gadget will cancel the selection.

The window can be resized and the position and size is saved when you save preferences.

1.32 Project menu

Hide

Hides Vinci. Press the popkey to make it appear or use Exchange.

If the Hide menu item is ghosted (you can not select it) it is because you have entered a invalid popkey. It is invalid if it is in use by some other program or if it has been written incorrectly. Refer to your Workbench for how to enter a popkey.

1.33 Project menu

About

Miscellaneous information on Vinci.

1.34 Project menu

Quit

Quits Vinci. If preferences have been changed and you have not saved them a requester will inform you about that and give you the possibility to either Save them, Quit or (only in some cases) Cancel quit.

1.35 Search menu

Search

What would a text viewer be without a search function? Not much! So here you have a amazingly fast search function :-). Just write the text in the string gadget and away we go. If the string could not be found Vinci flashes the display once.

It is not possible to search in an AmigaGuide document unless you load it as a text file.

1.36 Search menu

Search previous

Searches for the previous occurrence of the search string. If the search string is empty it will request a string.

1.37 Search menu

Search next

Searches for the next occurrence of the search string. If the search string is empty it will request a string.

1.38 Search menu

Case sensitive

If ticked the search will be case sensitive.

1.39 Marks menu

Set

Choosing one of the sub items and the current line number of the text file you are viewing will be stored.

1.40 Marks menu

Go to

Choose one of the sub items and Vinci will jump to the marked location immediately. If an item is ghosted it is (obviously) because you have not stored a mark there.

1.41 Marks menu

Sort

Will sort the marks so the mark with the lowest line number will be the first one and so on. Therefore, if you f.x. have line 103 assigned to F4 and line 53 to F8 they will after a sort be rearranged so that F1 will have line 53 and F2 103.

1.42 Miscellaneous menu

Preload base

The name says it all, no? Preload base is a list of files which will be loaded the first time Vinci is started. This is probably not a feature you want all the time so you therefore you may specify IGNOREPRELOAD as an CLI argument and the preload base entries will be ignored.

Anyway if you press Add a requester pops up and you can select BOTH directories and files. Selected entries will appear the listview gadget. Doubleclicking or pressing return on a highlighted entry will activate the string gadget placed below the listview. Now WHY is a string gadget so great you ask? Well, because you can add a pattern to an entry. For example you want the some 'C' include files from an include directory and not the assembler files which end with ".i". For those of you who are not familiar with these strange include files I will just explain to you that include files holds various important information for programmers.

You could have the following as an entry:

```
INCLUDES:dos/#?.h
```

This entry will load ALL files in that directory which ends with ".h" and ALL files in this directory's subdirectories as well!!

Press Remove to remove an entry. You must of course first select an entry :-)

Press Sort to sort the entries alphabetically.

You may load previously saved entries by pressing Load and selecting a file. The current list will be flushed the second you confirm the selection of a file.

To save the entries press Save and select a file to save to.

NOTE: You will not be notified about changes to the list when you quit Vinci so remember to save the entries before you quit.

1.43 Miscellaneous menu

File base

Have you wanted easy access to a lot of files? Yes! Well, me to. So instead of going through endless links of directories I have created the File Base.

Adding, removing and sorting entries works in exactly the same way as in Preload base.

If there are no entries Load specified... will be ghosted.

As an example to what you could use File base for I can say that I mostly use it for easy & fast access to include files, BBS file lists, docs and lyrics. Could not live without it :)

Just select Load specified... from the menu and select the file you wish to load and magic will happen.

You may load previously saved entries by pressing Load and selecting a file. The current list will be flushed the second you confirm the selection of a file.

To save the entries press Save and select a file to save to.

NOTE: You will not be notified about changes to the list when you quit Vinci so remember to save the entries.

1.44 Miscellaneous menu

Path base

Usually when I select a file, it is located in a directory which I often access when using Vinci. For example my directory with BBS file lists. The problem was that I found it tedious because I always had to work my way through those darn sub directories to get to a file. I do not know why but some say that I have an organized HD.. Maybe it is all those sub directories I have!? :-) (Get to the bloody point, Martin) Okay, okay.. eh.. well, instead of working your way through all those sub directories you can now via this Path base easily add "the common" directories to a list which could e.g. be forced to pop up every time before you load a file. See Files...

Adding, removing and sorting entries works in exactly the same way as in Preload base.

If there are no entries Load from path base... will be ghosted.

Use Load from path base... if you want to load a file from a directory you have added to the list.

You may load previously saved entries by pressing Load and selecting a file. The current list will be flushed the second you confirm the selection of a file.

To save the entries press Save and select a file to save to.

NOTE: You will not be notified about changes to the list when you quit Vinci so remember to save the entries.

1.45 Miscellaneous menu

Edit ASCII

Launch the ASCII editor to edit the file you are viewing.

1.46 Miscellaneous menu

Edit hex

Launch the hex editor with the file you are viewing.

1.47 Miscellaneous menu

Info

Shows information on the current file, marks in the current file and memory consumption. I think most of the information is pretty obvious and need no explanation but there are a couple of things I would like to explain.

File memory use is the sizes of the stored files added together along with the memory they use for e.g. line indexes.

Largest memory block gives you an estimate of how large a file you will be able to store in Vinci BEYOND the already stored files.

1.48 Miscellaneous menu

Flush work path

When Vinci decrunches or extracts files it uses the work path for the decrunched/extracted file.

Files extracted from archives are not deleted afterwards and decrunched files which are AmigaGuide are also not deleted since they are needed. Other decrunched files are treated accordingly to the temp file setting.

The bottom line is that the more files you decrunch and extract the less memory/disk space (wherever you have your work path) will be free. Therefore, you may flush the work path (delete all the files in the work path. Depending on the decrunch preferences a console window will be opened on the screen and the DOS Delete command will start deleting. You can therefore at any time during deletion press Control-C to stop it when the console window is active!

1.49 Miscellaneous menu

Jump to line

Select the line you wish to jump to by typing it in the requester.

1.50 Miscellaneous menu

Text font

To switch between the two text fonts simply select the one not in use. First is Text font and Second is 2nd text font.

1.51 Preferences menu

GUI

Pressing Okay affects Vinci immediately. Pressing Cancel will abort the changes you have made.

Screen Mode

Select the screen mode you want Vinci to be in.

The screen is public so you may open other windows on Vinci. The name of the screen is 'VINCI'.

Public screen name

If you always want Vinci to appear on a specific public screen such as f.x. the Workbench you could enter the name of the screen here. The alternative is to specify the name each time on the command line.

Screen font

This font is used for everything which does not require a fixed font. E.g. the menus.

Text font

This font is used for the text and the info bar in the bottom.

2nd text font

As of version 1.4 of Vinci you can switch between two fonts. This one and the above. Great if you stumble upon a PC text which usually requires an IBM sort of font. Only non-proportional fonts are supported here.

Palette

Set the colors to suit your personal taste.

Information bar

Represents the appearance of the information bar. May be one of three:

Standard

Will use color 0 as background for the information.

Checkers

Will use a checkered background pattern for the information.

None

If you do not want it at all. If you select this you will get MUCH faster scrolling especially in ANSI mode. You will also get an extra line :)

Scroller

Specifies where should the scroller be placed.

On right side

On the right side of the screen.

On left side

On the left side of the screen.

None

The scroller is not used.

Scroller width

The width of scroller on the right side of the main window.

Listview scroller width

The width of the scrollers in listviews.

Hide AppIcon

If you do not want the AppIcon present on the Workbench tick this.

1.52 Preferences menu

Decrunching

Pressing Okay affects Vinci immediately. Pressing Cancel will abort the changes you have made.

Work path

This is used for the decrunching/extracting of files so select a path which is of NO importance e.g. 'T:' which is the default. A decrunched (not extracted) file will always have the name:

'<temp path>Vinci.temp'

Auto create

If ticked the above path will be created when selecting Okay and whenever you start Vinci. I suggest you have a work path called 'RAM:Vinci' and then tick Auto create.

Flush on exit

If ticked Vinci will delete all in the work path when you exit Vinci. This requires that you have the standard 'Delete' CLI commando available.

Confirm

Confirm flushing of work path.

Quiet

All output of the flushin process will be sent to NIL:. In plain English: It will not open a window.

Temporary file

Signifies what Vinci should do to the temp file after it has decrunched it. May be one of these three:

Delete

Delete the temp file without asking you.

Request

Asks you if it should delete the temp file.

Ignore

Ignores the temp file.

Auto decrunch

Tick this if Vinci should automatically decrunch and extract files.

1.53 Preferences menu

Files

Pressing Okay affects Vinci immediately. Pressing Cancel will abort the changes you have made.

Tabulator size

Tabulator size can be set from 1 to 16.

Index menu

Tick if you want the index menu to be active.

View mode

The view mode of AmigaGuide documents may be one of these three:

Synchronous

When the AmigaGuide document is shown it blocks for all other input to Vinci.

Asynchronous

The AmigaGuide document uses a separate process which controls it. This allows you to view several AmigaGuide documents at the same time.

As text

When loading a NEW file it will not be checked if it is an AmigaGuide document. This way you can load AmigaGuide documents and search in them. (I said it would be possible to search in AmigaGuide documents :)

NOTE: You can not convert an AmigaGuide document loaded when view mode was set to Synchronous or Asynchronous by changing view mode to As text. This must happen at load time.

Auto quit

If you want to automatically quit Vinci after you have viewed an AmigaGuide document tick this. BUT! To be able to quit after having viewed an AmigaGuide document the following things must be obeyed:

- There must only be 1 file in the index (the AmigaGuide document).
- The AmigaGuide document must have been opened by one of the following:
 - As an argument from the CLI.
 - As a preloaded file.
 - Icon selected with Vinci. NOT dropped onto the AppIcon.
 - Chosen from the Index.
 - Loaded by Load new or Load and show.

Startup

This specifies how Vinci should request a file when it is first started. Four ways:

Load and show

The original way. Pops up a file requester.

Load from file base

Just the same as if you selected this from the menu.

Load from path base

Just the same as if you selected this from the menu. .. Is there an echo in here?

None

Vinci will not request a file.

Load all as AmigaGuide

If ticked all files will be loaded as are they AmigaGuide documents.

Pop up paths

If ticked a window with all the paths you have entered in the path base will appear when you want to load a file. If you select a path it will be the default path for the file requester.

1.54 Preferences menu

ARexx preferences

Pressing Okay affects Vinci immediately. Pressing Cancel will abort the changes you have made.

Items

The names of the items.

Name

The name of the selected item.

Add

Add a script or a separator bar.

Remove

Remove a script or a separator bar.

Up

Move an entry upwards.

Down

Move an entry downwards.

Sort alphabetically

Sort the entries alphabetically.

Script

The script to execute.

1.55 Preferences menu

Miscellaneous

Pressing Okay affects Vinci immediately. Pressing Cancel will abort the changes you have made.

Popkey

Any commodity needs a popkey and this is it. When pressing the popkey combination Vinci will unhide itself or move its screen and window to the front. Every second time you press the popkey sequence Vinci will show the screen from which it was opened on. Example: You open Vinci with a custom screen while Workbench is the frontmost screen. Then if you press the popkey Vinci will move the Workbench screen to the front.

Popup at start

Tick this if you want Vinci to show its GUI when it is first loaded.

ASCII editor

The editor you want to use for editing text files. You must append a '%s' (without the apostrophes) to the editor. This tells Vinci where to put the filename. If there are spaces in the filename you need to put a pair of quotation marks around '%s'.

Example: MyEditor "%s"

Hex editor

The editor you want to use for editing binary files. Look above for more information.

Edit file

If you do not want to use the original file for editing you can make Vinci copy it to the name of this string gadget and use this instead. If you do not want this then clear it and the original filename will be used.

1.56 Preferences menu

Save palette

If ticked Vinci will save the palette for the screen it is on. Otherwise it will save the palette it got from the loaded preferences file again.

This is a usefull feature if you want to resize the main window of Vinci on a public screen but do not want to alter your palette which might differ

from the palette of the public screen your on.

1.57 Preferences menu

Load

Load preferences. Requests the filename of the preferences file you want to load.

1.58 Preferences menu

Save

Save preferences.

1.59 Preferences menu

Save as

Save preferences. Requests the filename of the preferences file you want to save.

1.60 ARexx menu

Execute script

Choosing this will pop up a file requester where you can select an ARexx script which will be executed.

1.61 The CLI interface

The CLI interface

You can type 'Vinci ?' to see the command line interface of Vinci.

It looks like this:

F=FILE/M,A=ALL/S,I=IGNOREPRELOAD/S,C=CLEARALL/S,C=CLEARCURRENT/S,
P=PUBSCREEN/K,X=WINX/N,Y=WINY/N,W=WINWIDTH/N,H=WINHEIGHT/N

If you then type ? followed by a return you will then be presented with a little help text describing the arguments.

FILE abbreviated F

The file(s) you want loaded. Supports pattern matching.

ALL abbreviated A

If specified, subdirectories will be entered too.

IGNOREPRELOAD abbreviated I

Specify this if you do not want the preloaded entries to be loaded.

CLEARALL abbreviated C

Flushes all buffers in Vinci.

CLEARCURRENT abbreviated C

Flushes the current buffer in Vinci.

PUBSCREEN

If you want Vinci to open on a public screen you can specify a name for it here. This argument overrides any settings in GUI preferences .

E.g. '1:> Vinci P=Workbench' would make Vinci appear on the Workbench screen if it is open that is.

WINX

The left edge of the text window on a public screen. This and the following 3 arguments overrides stored positions and dimensions if they are specified.

WINY

The top edge of the text window on a public screen.

WINWIDTH

The width of the text window on a public screen.

WINHEIGHT

The height of the text window on a public screen.

1.62 Keyboard usage

Now listen carefully, I shall say this only once!

Numeric keypad is abbreviated NKP.

Key combination	Effect
-----	-----
Cursor UP	Scroll 1 line up

NKP 8

Cursor DOWN NKP 2	Scroll 1 line down
----------------------	--------------------

Cursor UP + ALT NKP 8 + ALT	Scroll 2 lines up
--------------------------------	-------------------

Cursor DOWN + ALT NKP 2 + ALT	Scroll 2 lines down
----------------------------------	---------------------

Cursor UP + SHIFT + ALT NKP 8 + SHIFT + ALT	Scroll 4 lines up
--	-------------------

Cursor DOWN + SHIFT + ALT NKP 2 + SHIFT + ALT	Scroll 4 lines down
--	---------------------

Cursor UP + SHIFT NKP 8 + SHIFT NKP 9	Scroll a page up
---	------------------

Cursor DOWN + SHIFT NKP 2 + SHIFT NKP 3	Scroll a page down
---	--------------------

Cursor UP + CONTROL NKP 7	Move to start of buffer
------------------------------	-------------------------

Cursor DOWN + CONTROL NKP 1	Move to end of buffer
--------------------------------	-----------------------

Cursor LEFT NKP 4	Move to previous buffer
----------------------	-------------------------

Cursor RIGHT NKP 6	Move to next buffer
-----------------------	---------------------

Cursor LEFT + SHIFT NKP 4 + SHIFT	Move to first buffer
--------------------------------------	----------------------

Cursor RIGHT + SHIFT NKP 6 + SHIFT	Move to last buffer
---------------------------------------	---------------------

F1 - F10 work as markers and pressing one of those with a shift key will store the current line. Pressing it without a shift key will make it jump to the stored line.

To make it more comfortable moving around in Vinci while doing ya thang I have added some convenient keyboard shortcuts:

Key	Function
---	-----
C	Clear
L	Load new
W	Load and show

F	Load from file base
P	Load from path base
A	Load as AmigaGuide
T	Load as text
I	Index
H	Hide
Q	Quit
S	Search
B	Search previous
N	Search forward

These shortcuts are localized and therefore vary from language to language.

Pressing 'Help' will load the Vinci documentation provided it has been installed properly!

1.63 Archivers

Supported archivers

Currently only two archivers are supported but those are also the most used. They are:

- LhA
- LZX

I may implement other archivers such as Zip and Arj.. I do not know if anyone wants it? It is no trouble to implement, just my lazyness that keeps me from doing it :-)

1.64 Paths

Special paths

As of version 1.6 you can use a file to specify an alternative path for preferences (Vinci.prefs).

For the preferences file the name is PREFSLOCATION.

The file must be placed in either the directory where Vinci is run from or in 'ENV:Vinci'.

1.65 ARexx interface

ARexx interface

Commands:

SHOW

HIDE

REQUESTUSER

REQUESTSTRING

REQUESTNUMBER

GETFILE

GETPATH

LOADFILE

LOADNEW

LOADANDSHOW

LOADFROMFILEBASE

LOADFROMPATHBASE

LOADASAMIGAGUIDE

LOADASTEXT

PRINT

SAVE

CLEAR

CLEARALL

SWITCHTEXTFONT

SEARCH

1.66 ARexx command: SHOW

SHOW

NAME

SHOW - Show Vinci's screen.

SYNOPSIS

SHOW

FUNCTION

You should use this command just before the first time in the script Vinci might want to write something to the user in its window. E.g. if you would use Loadfile because Loadfile does not open the interface.

INPUTS

None

RESULTS

None

1.67 ARexx command: HIDE

HIDE

NAME

HIDE - Hide Vinci's screen.

SYNOPSIS

HIDE

FUNCTION

Hides Vinci's interface.

INPUTS

None

RESULTS

None

1.68 ARexx command: REQUESTUSER

REQUESTUSER

NAME

REQUESTUSER - Request a response from the user

SYNOPSIS

REQUESTUSER T=TITLE/K,P=PROMPT/K/A,R=RESPONSE/K

FUNCTION

Request a response from the user.

INPUTS

Title - The title of the requester. Default is 'Vinci Information'.
Prompt - The body text.
Response - The gadgets. Default is 'Okay'. To have several responses separate the gadget texts with vertical bars. E.g.:
'Okay|Maybe|Cancel'.

RESULTS

For RESPONSE passed as Okay|Maybe|Cancel it will return 1 for Okay, 2 for Maybe and 0 for Cancel. The rightmost gadget will always return 0.

1.69 ARexx command: REQUESTSTRING

REQUESTSTRING

NAME

REQUESTSTRING - Request a string from the user

SYNOPSIS

REQUESTSTRING T=TITLE/K,P=PROMPT/K,S=STRING/K,M=MAXBUFLN/N,
A=ALLOWEMPTY/S,R=RESPONSE/K

FUNCTION

Get a string from the user.

INPUTS

Title - Refer to REQUESTUSER
 Prompt - Refer to REQUESTUSER
 String - A default string to put in the string gadget.
 Maxbuflen - Max number of characters allowed in string. May not be more than 255. If not specified it defaults to 255. May not be 0.
 Allowempty - Usually pressing return with an empty string gadget will cancel the requester. Specify ALLOWEMPTY for allowing empty strings.
 Response - Refer to REQUESTUSER

RESULTS

1.70 ARexx command: REQUESTNUMBER

REQUESTNUMBER

NAME

REQUESTNUMBER - Request a number from the user

SYNOPSIS

REQUESTNUMBER T=TITLE/K,P=PROMPT/K,M=MIN/N,X=MAX/N,N=NUMBER/N,
S=SHOWDEFAULT/S,R=RESPONSE/K

FUNCTION

Get an integer number from the user.

INPUTS

Title - Refer to REQUESTUSER
 Prompt - Refer to REQUESTUSER
 Min - Minimum value allowed.
 Max - Maximum value allowed.
 Number - A default number to put in the integer gadget.
 Showdefault - If specified the value in NUMBER will be shown and otherwise hidden.
 Response - Refer to REQUESTUSER

RESULTS

None

1.71 ARexx command: GETFILE

GETFILE

NAME

GETFILE - Get a filename

SYNOPSIS

GETFILE T=TITLE/K,P=PATH/K,F=FILE/K

FUNCTION

Get a filename from the user.

INPUTS

Title - The title of the requester.

Path - The path which to position the requester in. If you know that a file always is in 'S:' you could pass 'S:' here to unburden the user.

File - A standard filename without leading path.

RESULTS

If the requester was canceled RC will be 5. Otherwise 0 and RESULT will then hold the selected filename including possible leading path.

1.72 ARexx command: GETPATH

GETPATH

NAME

GETPATH - Get a path

SYNOPSIS

GETPATH T=TITLE/K,P=PATH/K

FUNCTION

Get a path from the user.

INPUTS

Title - The title of the requester.

Path - The path which to position the requester in.

RESULTS

If the requester was canceled RC will be 5. Otherwise 0 and RESULT will then hold the selected path.

1.73 ARexx command: LOADFILE

LOADFILE

NAME

LOADFILE - Load a file

SYNOPSIS

LOADFILE F=FILENAME/K/A,M=MODE/N/A

FUNCTION

Load a file into Vinci where it will be shown.

INPUTS

Filename - The name of the file to load.
Mode - A number. One of the following:

- 1 - Load new
- 2 - Load and show
- 3 - Load as AmigaGuide
- 4 - Load as text

RESULTS

None

1.74 ARexx command: LOADNEW

LOADNEW

NAME

LOADNEW - Load new file.

SYNOPSIS

LOADNEW

FUNCTION

Equivalent to selecting Load new in the menu.

INPUTS

None

RESULTS

None

1.75 ARexx command: LOADANDSHOW

LOADANDSHOW

NAME

LOADANDSHOW - Load and show a file

SYNOPSIS

LOADANDSHOW

FUNCTION

Equivalent to selecting Load and show in the menu.

INPUTS

None

RESULTS

None

1.76 ARexx command: LOADFROMFILEBASE

LOADFROMFILEBASE

NAME

LOADFROMFILEBASE - Load a file from the filebase list.

SYNOPSIS

LOADFROMFILEBASE

FUNCTION

Equivalent to selecting Load from file base in the menu.

INPUTS

None

RESULTS

None

1.77 ARexx command: LOADFROMPATHBASE

LOADFROMPATHBASE

NAME

LOADFROMPATHBASE - Load a file via the path base.

SYNOPSIS

LOADFROMPATHBASE

FUNCTION

Equivalent to selecting Load from path base in the menu.

INPUTS

None

RESULTS

None

1.78 ARexx command: LOADASAMIGAGUIDE

LOADASAMIGAGUIDE

NAME

LOADASAMIGAGUIDE - Load a file as were it AmigaGuide.

SYNOPSIS

LOADASAMIGAGUIDE

FUNCTION

Equivalent to selecting Load as AmigaGuide in the menu.

INPUTS

None

RESULTS

None

1.79 ARexx command: LOADASTEXT

LOADASTEXT

NAME

LOADASTEXT - Load a file as were it a plain text file.

SYNOPSIS

LOADASTEXT

FUNCTION

Equivalent to selecting Load as text in the menu.

INPUTS

None

RESULTS

None

1.80 ARexx command: PRINT

PRINT

NAME

PRINT - Print the current file being viewed.

SYNOPSIS

PRINT

FUNCTION

Equivalent to selecting Print in the menu.

INPUTS

None

RESULTS

None

1.81 ARexx command: SAVE

SAVE

NAME

SAVE - Save current file being viewed

SYNOPSIS

SAVE

FUNCTION

Equivalent to selecting Save in the menu.

INPUTS

None

RESULTS

None

1.82 ARexx command: CLEAR

CLEAR

NAME

CLEAR - Clear the current file being viewed

SYNOPSIS

CLEAR

FUNCTION

Equivalent to selecting Clear in the menu.

INPUTS

None

RESULTS

None

1.83 ARexx command: CLEARALL

CLEARALL

NAME

CLEARALL - Clear all files stored

SYNOPSIS

CLEARALL

FUNCTION

Equivalent to selecting Clear all in the menu.

INPUTS

None

RESULTS

None

1.84 ARexx command: SWITCHTEXTFONT

SWITCHTEXTFONT

NAME

SWITCHTEXTFONT - Switch text font

SYNOPSIS

SWITCHTEXTFONT

FUNCTION

Switches between the two fonts used for text.

INPUTS

None

RESULTS

None

1.85 ARexx command: SEARCH

SEARCH

NAME

SEARCH - Search for a string

SYNOPSIS

SEARCH S=STRING/K,P=PREVIOUS/S

FUNCTION

Search for a string in the file forwards or backwards.

INPUTS

String - The string you want to search for.

Previous - Specify this switch if you want to search for the previous occurrence.

RESULTS

None

1.86 Tricks & Tips

Tricks and tips

To speed up scrolling there are several things you can do.

The wider the font you use is the faster the scrolling will be. Just try it out and see for yourself.

The information bar slows down scrolling considerably. By turning it off (set it to None) scrolling will be much faster.

Buy a graphics card ;-)

1.87 HowToRegister

How to register Vinci

To register, FIRST fill out the registration form which is included in the distribution as Vinci.regform and send it to me to one of the addresses below.

THEN there are 3 ways you can send the registration fee to me.

1. The first and easiest way (in my opinion) is to send cash to my snailmail address below.

But keep in mind that it is at your own risk if you do that. I cannot be responsible for lost letters. But just remember to wrap a piece of paper around the cash so the possibly corrupt mailman is unable to see what is inside the envelope.

The registration fee may be one of the following:

- 50,- DKR (Danish kroners)
- 50,- SKR (Swedish kroners)
- 50,- NKR (Norwegian kroners)
- 15,- DEM (German D-mark)
- 10,- USD (US-Dollars)
- 5,- GBP (British pound sterling)

2. Eurocheque

Send a Eurocheque payable to 'Martin Wulffeld' with the amount of 50 DKR (Danish kroners).

If you send any other kind of cheque please include an extra 50 DKR since the bank charges outrageous fees.

3. Transfer the equivalent of 50,- DKR to my bank:

Unibank
Praestoe Afdeling
Adelgade 76
4720 Praestoe
Denmark

Name: Martin Wulffeld

Reg. number: 0047
Account number: 4482-600-846

=====

ASAP on receipt of your registration I will send a personalized keyfile to you on a disk. But things take time so please allow up to 8 weeks for delivery, thanks = absolute, extremely worst case. Usually from you

sending the registration till you get the key will not take more than 2 weeks.

Put the keyfile in your L: assign or the path where Vinci is started from.

You may not sell or give away the keyfile. The keyfile will make all (future) locked features available to you.

=====

- Snail mail: Martin Wulffeld
Odensevej 121, 2 TV
4700 Naestved
Denmark
- Internet: wulffeld@datashopper.dk
- FidoNet: 2:236/25.4
- AmigaNet: 39:141/132.4
- Phone: +45 (55) 77 01 37

1.88 What do I get?

If I register what do I get?

- Access to the File base feature.
- Access to the Path base feature.
- No more annoying requesters.
- A disk with the latest version of Vinci, Xtruder, Leagues and other of my recent productions if you want your keyfile via snailmail.

1.89 No nukes!

Registered users

In alphabetical order:

- Allan Schmidt
 - Anders Drejer
 - Bjørn Moritz
 - Christian Pedersen
 - Daniel Kirner
 - Edward D. Peyton
 - Erik Børsting
 - Flemming Slabiak
 - Frank Hand
-

- Heiko Bernhörster
- Jacob Dahl Pind
- Jen Allen
- Jens Heller Sørensen
- Jimmie Bagge
- Jon B. Peterson
- Klaus Jensen
- Magnani Moreno
- Mario Rigacci
- Mark Dyer
- Michael Johnstone
- Pauline Higham
- Stewart St. John
- Tony Belding
- Tony Dooley
- Torben Danø
- Truls Osmundsen

1.90 Power is Amiga

Acknowledgements

- ARexx by William S. Hawes, Wishful Thinking Development Corp.
- LhA is copyright © 1991,92 Stefan Boberg.
- LZX is copyright © 1995 Data Compression Technologies.

Thanks to Olaf 'Olsen' Barthel for releasing the source to 'term'.

Many thanks to the following people for their bug reports, suggestions, coolness, drunkness or helpfulness:

Alex Holst, Mikkel Kirkgaard Nielsen, Klaus Jensen, Anders Melchiorsen, Jens Heller Sørensen, Jimmie Bagge, Thomas Neumann, Stefan Skotte, Michael Wentzel, Flemming Slabiak, Allan Schmidt, Preben Nielsen.

1.91 History

History of Vinci

Version:

- 1.0
- 1.1
- 1.2
- 1.3
- 1.4
- 1.5
- 1.6
- 2.0
- 2.1
- 2.2

1.92 Version 1.0 : 23.1.1995 : 49308 bytes

- First public release.

1.93 Version 1.1 : 27.1.1995 : 50148 bytes

(Only released as a patch)

Changes

- Online help added.
- In Preferences/Miscellaneous 3 settings required a file/path requester but the contents of the gadgets were not copied to the requester. Now they are.
- Now sets the used font in the font requester instead of the default (topaz 8).

Bug fixes

- Loaded the preloaded files BEFORE the CLI/icon specified. Fixed to first loading the preloaded files and then the specified. Alex Holst.
- Case sensitivity now works.
- A minor bug concerning gadget creation.
- When scrolling in the index gadget the list is now updated correctly.
- The thing with dispatched arguments did not work if the filenames without leading path name came from another directory than the one Vinci was started in.
- The MSG_ERROR_DECRUNCHING string was not handled correct.

1.94 Version 1.2 : 6.4.1995 : 63936 bytes

Changes

- File base implemented.
 - Radically restructured preferences system. Preloaded files was moved to the Miscellaneous menu (it was not preferences) and Screen Mode, Font and Palette were put together in a "section". Miscellaneous was also changed and a Decrunching item was created. Okay and cancel gadgets were implemented to all preferences windows.
 - Jump to line feature.
 - Temp file feature.
 - Flush temp path on exit feature. Alex Holst.
 - Check boxes are now scaled according to size of font.
 - Removal of an entry in a listview is now much, much faster.
 - Autoscroll is now optional.
 - Font and screen mode requester are now centered on screen. Makes it more comfortable in my opinion.
 - You can now specify an edit file for the external editors instead of using the original filename. Flemming Slabiak.
 - File, font and screen mode requesters now make full use of the height of the screen.
-

- Preferences/Miscellaneous window has been made wider.
- When you use the scroller and move more than a screen page there is no flicker anymore (if you use the right scroll routine :)
- Search routine optimized a bit.
- Now checks to see if a file comes from the temp path and if so does not remember the path. This now means you can decrunch a file from e.g. 'SYS:' to the temp path 'T:' and the next time you load a file the file requester will get the contents of 'SYS:'.
- Checks if a file is already loaded and if so asks if it should be loaded once more. Kasper B. Graversen.
- Now selected features has a shortcut key (e.g. 'S' for Search). No need to press right Amiga all the time. Torben Danø.
- You can no longer use fonts which Y size is less than 8. Why? Because I say so.

Bug fixes

- When sorting names longer than 50 characters in Preloaded files Vinci would crash.
- Minor bug in Preferences/Miscellaneous.
- Bug in 32-bit palette handling.
- Major bugs in search routine fixed. When a match occurred on the start of a line the inverted box would be misplaced. And if there were tabs in a line it would act as if they were spaces and misplace the inverted box again :(
- Font problem with LhA & Index list window.
- Now does not load an entire AmigaGuide document into memory anymore. (That was useless).
- Wrong version of diskfont.library was requested.
- The default hotkey was 'control lamiga v' and worked fine under 3.x but with the 2.x Workbench 'lamiga' was not recognised. New default hotkey is 'control lcommand v'.
- Something weird happened under Kickstart 2.x. The right-bottom gadget was placed in the top of the window!
- Incorrect memory deallocation with LhA routines.
- If a file was decrunched to temporary path and you chose Edit ASCII/Hex Vinci would pass the crunched file to the editor. Flemming Slabiak.
- Missed some quotation marks in a locale string. Flemming Slabiak.
- The online help would only work if you were viewing a file.
- If Vinci was started as hidden it would pop up a filerequester. Not exactly clever if put in WBStartup. Ie changed.
- Due to one tiny assembler instruction Vinci could not handle files with more than 65535 lines correctly and would very likely crash. Alex Holst.
- If AmigaGuide library was not present you could not show a file which first characters were '@database' (the start of an AmigaGuide document).
- Some enforcer hits removed. Alex Holst.

1.95 Version 1.3 : 28.5.1995 : 70232 bytes

Changes

- ANSI mode.
 - No matter what Vinci is doing, where it is doing it and how it is doing
-

it you can press its popkey and Vinci will appear for your very eyes.
Alex Holst.

- You can now view multiple AmigaGuide documents at the same time. Great if you need to mess around with autodocs ;) But in a future version you will be able to switch between synchronous and asynchronous handling of AmigaGuide documents.
- You can scroll 4 lines at the time by holding down shift and alt while pressing the up and down cursor keys.
- The Index and Load Specified windows can now be resized and of course the dimensions can then be saved.
- A match (search) is now inverted in the fourth colour instead. Makes it easier to locate the match.
- Removed the when-you-hit-the-cursor-the-pointer-is-removed-function. There are so many small programs which does that nice and easy. QMouse by Dan Babcock for example so why reinvent the wheel?
- You can now select a screen font. Looks nicer :-)
- It is now possible to change the depth (amount of colors) of the screen. 8 color ANSI rules :)
- Format routine optimized a bit. All CR's (carriage return) are converted to LF's (linefeed) for speed.
- LZX support.
- Added scroller to Preferences/GUI which specifies the width of the scrollers in listviews. Such as Index and File Base.
- Depth gadgets added to those windows which missed one :)

Bug fixes

- Minor font problem solved. Well, two actually :-)
- CLEARALL CLI argument now actually works.
- If icons were dropped onto the AppIcon, Vinci did not popup if it was hidden nor did it move its screen to front. Jacob Nørgaard.
- Forgot to put quotation marks around the filename when creating a list of files in an archive.
- Minor bug concerning scrollers in preferences windows fixed. Did not update the slider correctly.
- ASCII editor, Hex editor and Edit file did not respond properly to a get file operation. But no one seemed to mind so...
- Sometimes Vinci would load itself when icons were dropped onto the app icon or if the path of Vinci for a default tool in an icon was an assign e.g. C:Vinci.
- Minor bug when scrolling all the way down in a listview using 'alt'.
- When calculating the file memory use the size of AmigaGuide documents was also added which is wrong because they are not buffered.
- Some incorrect calculations were made when changing screen mode. Could cause a crash.
- Screen mode requester was not updated when selected twice without quitting the preferences window.

1.96 Version 1.4 : 30.6.1995 : 77700 bytes

>> 1 year anniversary for the beginning of Vinci :-) <<

Changes

- Vinci can now open on a public screen.

- CLI interface has due to the above been expanded with the 5 new arguments PUBSCREEN, WINX, WINY, WINWIDTH and WINHEIGHT.
- The search string of the previous file OR the next if no previous will be copied to a new file loaded.
- 'Del' is now used to bring up the requester with shortcuts. Tobias Biehl.
- Formatting routines changed a bit. Now interprets a CR+LF sequence as one line instead of two. Anders Melchiorson.
- You can now hide the AppIcon.
- You can now quit Vinci when you quit an AmigaGuide document AND it is the only file stored. Tobias Biehl.
- It is now possible to select case sensitive search when the search requester is brought up. Quite handy sometimes.
- If changes in preferences causes Vinci to reformat its buffers only the current buffer will now be reformatted instead of all of them.
- The file/screen mode/font requesters does not use the height of the screen anymore but instead uses the ReqTools prefs editor settings. Anders Melchiorson.
- If you have changed the preferences and did not save before you chose Quit you will be asked if the preferences should be saved.
- You can now switch between two fonts. Great if you sometimes read PC texts (Ibm.font :). Anders Melchiorson.
- When wanting to extract a file from an archive Vinci now does not ask for confirmation if auto decrunch is set. Alex Holst.
- You can now also load files from archives when loading via Load new.

Bug fixes

- Palette entries are now no longer "black" if not used.
- Online help now works.. :*)
- Screen mode requester was not updated when selected twice without quitting the preferences window. (Thought I had fixed it in 1.3 but you know.. shit happens ;-)
- Some minor bugs in the formatting routine for normal text mode fixed.
- When extracting a file from an LZX archive twice LZX would hang when it asked if it should overwrite the existing file.
- The current selected entry of a listview after extracting a file is now the extracted file instead of none.
- Text which does not fit in the bottom bar will now be truncated.
- When you did not have a popkey Vinci would complain and say that it could not create a commodity. Alex Holst.
- Could not enter an LZX archive within a LhA/LZX archive.
- If you had a Picasso (II ?) graphics board Vinci could not open its screen. You had to use screen promotor (?). I hope this is now fixed. If not please tell me so.

1.97 Version 1.5 : 16.7.1995 : 79444 bytes

Changes

- The information bar can now be without the checkered pattern or you can completely remove it. Anders Melchiorson.
 - After much pressure I decided to make Vinci hide instead of quit if you click the close gadget when Vinci is on a public screen.
-

- Marks menu added.
- Certain menu items are now ghosted if there is no file to view. E.g. Jump to line.
- The screen font is now used for gadgets. Therefore you can no longer select a special text style for it.
- When extracting a file from an archive you no longer need to reply in a separate window if a file should be overwritten. That was a tricky one to figure out :)
- A checkmark is now used in the text mode and text font sub menus to visualize the selected mode and font. Kasper B. Graversen.
- When Vinci is not showing a file it will (optionally of course) write a quote in the information bar taken from a file. Kasper B. Graversen.
- Formatting routine now a bit faster. Especially with big files.
- If no file is shown and there is an information bar it will show the number of files stored.
- About->Author and Info now uses the selected text font instead of the screen font. It looks better.
- Now the tabulator size also has effect in ANSI mode.

Bug fixes

- That damn formatting routine was buggy again. Would sometimes count 1 column less than it really should.
- Now it should not crash anymore after you have viewed binary files in ANSI mode.
- Wrong allocation fixed. Only happened with crunched files.
- A rather large amount of MungWall hits removed :*)
- Some trouble with the get file gadgets in Miscellaneous prefs fixed.

1.98 Version 1.6 : 28.8.1995 : 84712 bytes

Changes

- Now it does not need to close the screen when changing from normal mode to ANSI mode or vice versa.
 - You can now use files to specify where Vinci should look for the keyfile and preferences. Paths
 - Now uses faster scrolling routines in ANSI mode when specific conditions are met. Especially noticable when scrolling more than a screen up/down.
 - Rearranged a bit in Miscellaneous preferences.
 - Added a Save palette item in the Preferences menu. If ticked the palette will be saved. Otherwise it will be intact.
 - Added Path base feature and along with that a Load from path item in the Project menu.
 - Added Startup feature.
 - You can now load and save the contents of Preloaded, File base and Path base lists to a separate file.
 - Removed the CLI extended help text. Read the manual!
 - Added CLEARCURRENT CLI argument.
 - Now binary files are viewed in a more comfortable way. (More text on a line).
 - A match is found when searching in ANSI mode it is now inverted the same way as in normal mode. I.e. it only inverts the match.
-

Bug fixes

- Forgot to clean up correctly after clearing an asynchronous AmigaGuide document. Alex Holst.
- Now Vinci WILL pop up/to front whenever a file is dispatched to it.
- ARGH! Flush temp path on exit was broken! Damn misplaced '"' caused havoc. Jimmie Bagge.
- Vinci would crash if you pressed Control-D when extracting a file.
- Forgot to close keymap.library. Hmmm...
- YAHOO! Finally found the bug that haunted the ANSI formatting function since 1.3 and made it impossible to view binary files in a comfortable way.

1.99 Version 2.0 : 30.1.1996 : 90956 bytes

Changes

- Normal text mode removed.
- Mouse support. Niels van Willigenburg.
- Optimized scrolling routines a bit.
- ARexx interface. Portname is 'VINCI'.
- Load and store feature removed. Pretty useless in my eyes.
- The port for communication between Vincis renamed from 'VINCI' to 'VINCI.COM'. So remember to replace all copies you have of Vinci and Minci unless you want to experience bad, baaaad things.
- Index menu added. Shows all the files stored.
- Now shows the filename in the title bar if there is no information bar.
- KEYFILELOCATION environment variable feature removed. Sorry! Place your keyfile in either the path where you start Vinci from or in L:.
- Load specified renamed to Load from file base.
- Added Load as AmigaGuide feature. Handy if you f.x. want to examine a 'C' source which usually does not comply with the width of your screen.
- Added Load as text. Now you can read AmigaGuide files as if were they plain text files.
- Renamed Quit after last AG to Auto quit.
- Changed Asynchronous AG handling to View mode.
- Preferences windows do not fallback to Topaz 8 if they can not fit on the screen anymore. Instead they try to open a new screen that fits their window.
- About now changes the public screen name if Vinci is on a public screen.
- Info, Jump to line, Edit ASCII and Edit hex features now also available to unregistered users. Am I nice or what?
- Quote feature removed. Pretty useless and actually waste of good bytes.
- Pressing escape will move the window to the back if on a public screen.
- When a match is found after a search it will be placed in the middle of the screen instead of in the top. Klaus Jensen.
- Added shortcuts to Load as AmigaGuide and Load as text.
- Changed in shortcuts Load specified to Load from file base. Shortcut key for Load from path base changed to 'P'.

- Numerous changes to Decrunch preferences. Mostly visual.
- Added Auto create and Quiet to Decrunch preferences.
- Added Load and Save as features to Preferences menu. Jimmie Bagge.
- Added shortcut to Hide.
- Changed the way you scroll in listviews. Refer to Usage for detailed description. Alex Holst.
- Hundreds of minor but still very important optimizations to keep the size down.
- You may now put the scroller in the left side or completely hide it.
- Now Vinci will not refresh the text when searching. This means that earlier highlighted matches still visible will not be cleared. It also means that the annoying flash when showing the search is gone.
- Added shortcut to Clear.
- Archive list windows are now also sizable.
- Every second time you press the popkey Vinci will show the screen from which it was opened. Refer to Miscellaneous preferences for detailed description. Klaus Jensen.
- Added Clear and return feature. Klaus Jensen.
- Renamed Special menu to Miscellaneous menu.
- Added Reload feature. Klaus Jensen.

Bug fixes

- If a crunched file was decrunched Vinci would wrongly store the crunched size.
 - Used the same keyboard shortcut for Sort and Save in the bases.
 - If you pressed return in the string gadget in e.g. file base Vinci would update the wrong entry.
 - A couple of bugs regarding scrolling fixed.
 - Used the width of the main window instead of the screen to calculate the width of gadgets in base windows. Could lead to a very strange GUI.
 - Used the wrong font to write the title in the base windows.
 - Sometimes the popkey would dissappear. Alex Holst.
 - Minor bug concerning menu ghosting.
 - Sometimes an AmigaGuide document's window would not open. Hope it is fixed now.
 - When using Vinci on/with a screen using 32 or more colors it could crash.
 - Minor bug with handling of icons fixed.
 - If Vinci was in "dispatch" mode it would incorrectly dispatch the preload entries.
 - Bug in the search routine fixed. Could cause enforcer hits in very rare cases.
 - When on a public screen the menus would use the screen font instead of the system screen font.
 - Used the wrong font with archive list windows.
 - Forgot to set the busy pointer in the base windows when loading or saving entries.
 - Could not load files from a XFH device due to what I believe is a bug in XFH. Mikkel Kirkgaard Nielsen.
 - Minor problem with the '%s' when selecting editors in preferences.
-

1.100 Version 2.1 : 4.2.1996 : 90848 bytes

Bug fixes

- ARexx string bug.
- Bug in the Flush work path routine.
- After loading prefs it would not show the file. Jimmie Bagge.

1.101 Version 2.2 : 10.2.1996 : 90884 bytes

Changes

- Changed the color for search matches from black to white. Makes it easier to locate. Jimmie Bagge.
- Instead of using topaz 8 as default font for the screen it now uses the system default font.
- If the search requester is empty it will now copy the last used search string. Klaus Jensen.

Bug fixes

- ARGH! Will I ever get it right. Flush work path was broken. Jimmie Bagge.
- Used same shortcut for two menuitems.
- If a display mode was not available Vinci could not open its screen. Now it clones the default public screen.

1.102 How to use ChangeDefaultTool

ChangeDefaultTool

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1. ChangeDefaultTool

- 1.1 - Usage
- 1.2 - History

1.103 How to use ChangeDefaultTool

Usage

I faced a problem when I had to change from using my old preferred textviewer to Vinci. I had literally hundreds of icons which needed a new default tool. It would take ages to change them manually so instead I wrote a program which I know some of you might find useful.

It is called ChangeDefaultTool (CDT for short) and is included in this distribution.

You can type 'ChangeDefaultTool ?' to see the command line interface of CDT.

It looks like this:

```
F=FILE,A=ALL/S,N=NEWDEFTOOL/K/A,O=OLDDEFTOOL/K,R=REQUESTERS/S
```

FILE abbreviation F

The file(s) which icon should have a new icon. Supports pattern matching.

ALL abbreviation A

If specified, subdirectories will be entered too.

NEWDEFTOOL abbreviation N

This is the FULL path where the new default tool is. F.x. 'C:Vinci'. If there are spaces in the name you will have to put a pair of quotation marks around it.

OLDDEFTOOL abbreviation O

If you only want certain icons' default tools to be changed you may specify default tool names. The various names must be separated by a comma.

F.x. if you specify the following O=C:OldTxtViewer,DH1:GuideReader then ONLY the icons with either 'OldTxtViewer' or 'GuideReader' as the default tool will be changed.

NOTE: The leading paths 'C:' and 'DH1:' have no effect when comparing an icon's default tool with OLDDEFTOOL. Only the executable's name is looked at.

REQUESTERS abbreviation R

If you specify this option ALL other options have no effect. A file requester will appear where you can select the files and drawers you wish to change tools for. Then a string requester appears which has the same function as the above OLDDEFTOOL. You may enter nothing here. The last string requester has the same function as the above NEWDEFTOOL except that you do not have to worry about spaces in the filename.

Clicking on ChangeDefaultTool's icon will automatically invoke this command and you will therefore be prompted with a bunch of requesters.

Example:

```
ChangeDefaultTool F=~(#?.info) ALL N=C:Vinci O=SYS:System/AmigaGuide
```

This will go through all files not having '.info' at the end and enter sub directories. When it finds an icon it will check if the default tool ends with 'AmigaGuide' and if so change it to 'C:Vinci'.

In DirectoryOpus you could create a button like this:

```
ChangeDefaultTool {f} N={RsEnter full filename for new default tool}  
O={RsEnter old default tools (separate by comma)}
```

And set CD source, Do all files, Output window and Rescan source.

Then save configuration and return to the main Opus window. Select some files and hit the new button.

1.104 History of ChangeDefaultTool

History

Version:

1.0
1.1
1.2

1.105 Version 1.0 : 23.1.1995 : 2848 bytes

First public release.

1.106 Version 1.1 : 22.2.1995 : 3144 bytes

Changes

- Now it is possible to select files and drawers with the use of reqtools library. Much easier than using the CLI interface.
- Much more verbose output.
- You can now also start it by clicking on its icon. This works just as if you had specified REQUESTERS on the command line.

Bug fixes

- Files with no default tool would be changed even if you had specified names with old tool names :-(

1.107 Version 1.2 : 27.1.1996 : 3216 bytes

Bug fixes

- Could not compare with more than 2 old default tools.

1.108 How to use Minci

Minci

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1. Minci

- 1.1 - Usage
- 1.2 - History

1.109 How to use Minci

Usage

Minci is sort of an auxiliary program for Vinci. It has two main functions:

1. Start Vinci.
2. Dispatch arguments to Vinci.

When Vinci is not running in the background Minci will start Vinci with the supplied arguments. E.g.:

```
1:> Minci FILE=foo.txt bar.txt CLEARALL
```

...is exactly the same as if you wrote:

```
1:> Vinci FILE=foo.txt bar.txt CLEARALL
```

So why use Minci you might wonder. Well the size of Minci is a mere ~2K and Vinci is... well a lot more :) But the real benefit first comes when you already have Vinci running in the background.

Then Minci dispatches the following 4 arguments to the running Vinci:

F=FILE/M,A=ALL/S,C=CLEARALL/S,L=CLEARCURRENT/S

Refer to the CLI section for the purpose of those arguments.

Let us say you have configured your directory utility to use Minci whenever you doubleclick on a text file.

1. You click on foo.txt and thereby start Minci which then starts Vinci. That was 2K + 85K that had to be loaded from the drive.
2. You then go back to the directory utility, without quitting Vinci, and click on bar.txt. Now only 2K is loaded from your drive since Minci dispatches the argument to Vinci. It is faster both in terms of loading the dispatch program and dispatching the arguments to Vinci and is less memory consuming.

For Minci to find Vinci you must specify where it is in the environment variable Vinci/VINCILOCATION.

Just create 'ENVARC:Vinci/VINCILOCATION' and write the full name of the place where Vinci is. E.g. 'C:Vinci'.

1.110 History of Minci

History

Version:

1.0
1.1

1.111 Version 1.0 : 28.8.1995 : 2052 bytes

- First public release.

1.112 Version 1.1 : 28.1.1996 : 2040 bytes

Changes

- Due to the changes in Vinci 2.0 Minci looks for the port name 'VINCI.COM' instead of 'VINCI' which is now used as the ARexx port name.

Bug fixes

- Forgot to include a version string.
-