

AssignManager

Matt Francis

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

AssignManager

1.1 Contents

ASSIGNMANAGER V1.00

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1.2 credits

ASSIGNMANAGER V1.00

Created by Matt Francis

ReqTools by Nico François

GUI created with GadToolsBox V2.0c

Comments, suggestions, bug reports etc. to

m.p.francis@newcastle.ac.uk

1.3 disclaimer

This program comes with no warranty, either expressed or implied. The author is in no way responsible for any damage or loss that may occur due to direct or indirect usage of this software. Use this software entirely at your own risk.

1.4 copyright

This software is freely distributable, BUT all programs and documentation are copyright 1993 Matt Francis. The ReqTools library is copyright to Nico François. Permission is NOT given to re-release this package if it has been altered in any way.

1.5 distribution

Permission is given to include this program in a public archive (such as a BBS, FTP site or PD library) providing that all parts of the original distribution are kept intact. These are as follows:

AssignManager/README

AssignManager/README.info

AssignManager/Assigns

AssignManager/Assigns.info

AssignManager/AssignManager.guide

AssignManager/AssignManager.guide.info

AssignManager.info

Libs/reqtools.library

No charge may be made for this program, other than a reasonable copying fee, and/or the price of the media.

1.6 requirments

AssignManager requires Kickstart V37 (release 2.04) or above. Also required is Nico François' ReqTools library V38 or above (supplied).

1.7 installation

To install AssignManager, drag the "Assigns" program into the drawer where all your other prefs editors are (usually "SYS:Prefs"). Then add the following line near the start of your "User-Startup":

Assigns USE

(NOTE: If your prefs drawer is not in your DOS path, you will have to use something like "SYS:Prefs/Assigns USE" instead. This won't be a problem if you use a standard configuration.)

1.8 introduction

AssignManager is a new prefs editor which handles your custom assigns in a friendly, all-encompassing way. No more fiddling with Assign commands in User-Startups. Now you can use AssignManager to edit your list of assigns to your heart's content.

AssignManager functions as a true prefs editor in every way. The only difference is that you must add a line near the start of your User-Startup (see [Installation](#)).

1.9 Using AssignManager

If you can use Commodore's prefs editors, and if you are familiar with GadTools gadgets, you should have no problems using AssignManager.

Shell usage:

Format: ASSIGNS [USE] [PUBSCREEN <public screen name>]

Template: USE/S,PUBSCREEN/K

Workbench tool types:

PUBSCREEN=<public screen name>

When the program is invoked from the Workbench, or without the "USE" switch from a Shell, AssignManager's window will appear. Most of it is self-explanatory, but a few things should be borne in mind:

When entering an assign name, don't add the trailing colon.

The cycle gadget allows you to select from four different types of assign. These correspond exactly to the switches the DOS Assign command uses, and are **Simple**, **Defer**, **Path** and **Add**.

AssignManager uses the standard prefs-editor format for its menus. Selecting "Reset To Defaults" in the "Edit" menu causes AssignManager to clear its current list of assigns.

Sending AssignManager a **CTRL-D** will cause it to pop up. AssignManager can be killed with a **CTRL-C**.

1.10 Assign Types: Simple

A conventional, single-directory assign (like using the Assign command without any switches). Also called a lock assign.

1.11 Assign Types: Defer

Same as the Assign command's "DEFER" switch. Also called a late assign. These types of assign don't bind immediately; the path is not locked until a reference is made to the assign. When this happens, the late assign becomes a lock assign. In simple terms, this means you can assign to a volume that isn't mounted without getting a requester.

1.12 Assign Types: Path

Same as the Assign command's "PATH" switch. Path assigns never bind. Instead, the path you specify is used each time the assign is referenced. For example, having assigned "LIBS:" to "DF0:Libs", getting a directory of "LIBS:" will yield a directory of the "Libs" directory of whichever disk happens to be in the drive.

1.13 Assign Types: Add

Same as the Assign command's "ADD" switch. Whereas the other types of assign replace any other assign of the same name, an add assign extends a lock assign (or a late assign that has been resolved) to cover more than one directory. Therefore you can have several physical "Libs" directories, with one assign pointing to all of them (very useful for separating system libraries and your own library collection).

1.14 signals

If you started AssignManager synchronously from a Shell (i.e. you didn't use the Run command) you can send it a CTRL-C or CTRL-D signal just by pressing those keys. If you started the program using the Run command, or you are in another Shell window, use the Status command to find AssignManager's process number and then use the Break command to send it a signal.

If you started AssignManager from the Workbench, you will have to find its process number some other way or use a task monitor program (e.g. TaskX or TaskE) to send it a signal.

1.15 acknowledgments

Thanks to the following people:

- Nico François for the ReqTools library, which makes life much more pleasant.
- Jan van den Baard for GadToolsBox, which was used to design AssignManager's GUI.
- CygnusSoft for CygnusEd, the fastest, most stable and best text editor for the Amiga (and, from what I've seen, for any computer!). And it still works without problems on my A1200!
- Commodore for brilliant computers which the competition just can't match.

1.16 history

V1.00

First version. Wrote it in assembler after being dissatisfied with a similar program called AssignPrefs.