AddItem

COLLABORATORS

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

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Chapter 1

AddItem

1.1 Introduction

A brief introduction....

"AddItem" was designed after the request of one user who owns a "Draco" Computer (C. Davies). He had problems to start programs with various program launchers, e.g. the original "FKey" program. Most launched programs, he said, terminate with a message: "Can’t access file....".
After Mr. Berson who is helping Mr. Davies to produce Video sequences reported me that I started to write a utility called "AddItem". This utility only adds ’items’ into the Workbench tool menu and since it should work on a "Draco" Computer, it only uses the official way to add and remove these ’items’. Version one of "AddItem" was written by me in a day or so and then given to Mr. Davies.
He tried it and said it worked well, until he got installed that new program which failed with: "Can’t access file PROGDIR:.... ". "What the hell happened?" I asked myself, till I read (once again) the AMIGA OS 2 documentation. PROGDIR: is an invention of AMIGA OS 2, which is only the home directory of a program. It is used when a program attempts to read a file in its home-dir. Instead of:

CD0:Graphic/Raytracers/SuperRayTrace/loaders/jpec

it can access the file jpec via:

PROGDIR:loaders/jpec

since the system will initialise PROGDIR: with "CD0:Graphic/Raytracers/SuperRayTrace".

Because "AddItem" only launched the programs via DOS-function Execute() only a ChangeDir was performed. To set up the PROGDIR: something more had to be done.

Mr. Berson gave me a tip. "Why", he asked, "don't you launch the programs as they where started from Workbench".

After thinking about a solution (I thought emulating a WB start is a difficult thing) I came to the conclusion that Mr. Berson was right, emulating a WB start is the only thing that helps.

So "AddItem 2" was born. I took about another day to finish it.

After several inventions (mainly better fault handling) I gave it to Mr. Davies. Since that day he never had problems again with any program launched by "AddItem 2".

"AddItem 2" supports three types of program launching:

[1] Execute as single program as the program was started from Shell
[2] Execute as single program as the program was started from Shell with argument
[3] Execute as single program as the program was started from Workbench

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1.3 Execute as Shell-process

Executing a single command without any arguments...

AddItem can achieve any program that can be started from within a CLI or Shell window. Even scripts can be
executed.

If you wish to continue with AddItem while those programs are running, use a RUN >NIL: <NIL: . This prevents
AddItem to be inhibiting while the programs are running.

1.4 Execute as Shell-process with arguments

Executing a single command with arguments...

It makes not really sense to call a CLI-program without any arguments. So this is implemented in AddItem, too.

If your command-line for AddItem is set to report this, any program that can be started from a CLI or Shell
window can be started this way from AddItem. Even scripts are supported!

If you wish to continue with AddItem while those programs are running, use a RUN >NIL: <NIL: . This prevents
AddItem to be inhibiting while the programs are running.

1.5 Create a background process

Creating an independent background process...

When launching a program as it was started from Workbench a process must be started. A bit special is the
message for this process, which it will get as soon as it request for it.

Most of the AMIGA programs with a graphical user interface can be started from within the Workbench; those
programs can be launched from AddItem as a background process. The advantage of this way running a
program is that no RUN >NIL: <NIL: is required since after the program was started by AddItem it runs as an
independent process and thus AddItem isn't inhibit while the program is running. So you can start the same or
different programs after each other without waiting for the end of each program.

The disadvantage is that no command line interface (CLI) program (can be found in the C: drawer) can be
execute this way, since those programs will never request for a start-message. In this case AddItem will

wait, and wait, and wait....
Also no script files can be started this way since they contain CLI-programs...

If you would like to start a program with arguments this way I have to tell you that this isn't implemented (yet).
Perhaps a future version will allow it.

1.6 Description

A (brief?) description for the use of AddItem

Double clicking on AddItem's icon or from Shell by calling AddItem by its name will start AddItem up. For
testing it can be so started, but when you going to use AddItem every session, I prefer you drop AddItem in
the Workbench start-up drawer.

AddItem requires a data file where the settings (command, command lines) are saved so that it can display
your dynamic wishes and not those rigid I would have made.

To make it much simpler than ever, the icon file (pictogram) is used for it.

```
  AddItem   the object file
  AddItem.info  the data file
```

AddItem required data are stored as usually in the Tool Types. So to edit the Tool Types go to your
'Workbench' and open AddItem's icon file:

  Click once on the icon image labelled AddItem, choose 'Information' from the Workbench tool
  menu or easily press Left AMIGA key in conjunction with the "I"-key. A window appears.

  If nothing is set till now click on the Gadget "New".
  Enter at the appearing prompt:
  DONOTWAIT

  This statement has nothing to do with AddItem itself, it prevents Workbench only to wait until
  AddItem quits - and we want Workbench to continue - don't we?

  If the above is done, press RETURN on your keyboard.

  Now click again on the gadget labelled "New".
  Enter at the appearing prompt:
  ADDITEM=

  For this keyword AddItem will search. If none of this type if set AddItem cannot add items since no description for an item is visible for it, and (currently) it cannot read thought.

After the keyword has been entered (ADDITEM=) we write the string that appears in the tool menu
of Workbench:

```
ADDITEM=Show Guide
```

This string "Show Guide" will appear in tool menu of Workbench when AddItem is running.

Since what we have written till now doesn't make sense (what program we want to launch?) we
have to add a bit more.

```
ADDITEM=Show Guide,SYS:Utilities/Multiview
```

Now we have the appearing item string:
  ShowGuide
and the command string
  SYS:Utilities/MultiView
where
  SYS:Utilities
is the path (home-dir) of the program MultiView and where
  MultiView
is the name of the (object) file (command)

but this isn't enough for AddItem, it requires additional information, this is the output terminal where
the strings are written (when the program makes some).

```
ADDITEM=Show Guide,SYS:Utilities/MultiView,NIL:
```

In this example I used the data fault NIL: which means that no outputs are made (do write nada...).

Now let's try, save the modifications, click therefore the Save gadget. The window is gone.

Take a look at the Workbench's tool menu, nothing there? - Okay, click double on AddItem's icon
(pictogram).

Take once more a look at the Workbench's tool menu (what, you don't know how? - press the
right mouse button, go to the top of the screen with your mouse (-pointer), move the mouse to a
text named Tools, a box will appear).

You see the entry "Show Guide" ? - Pweeh, I'm glad, you've made no mistake.
Select this item, a file requester appears? That's it! You just forced AddItem for the first time to
execute a command.

Select a text file to view with MultiView. It should open a window and display this text file.

Size the MultiView window to minimum.
Select Show Guide again from the Workbench’s tool menu.
Nothing happens? Yes, unfortunately AddItem is inhibiting to execute a second program while the
first didn’t quit.
To avoid this, change the above line

```
  ADDITEM=Show Guide,SYS:Utilities/MultiView,NIL:
in
  ADDITEM=Show Guide,RUN >NIL: <NIL: SYS:Utilities/MultiView,NIL:
```

Quit now MultiView and ignore the appearing file requester.

Try, and restart the procedure (choosing Show Guide and so on).
What, nothing is changed, AddItem is still blocked while MultiView is active?
Yep, fellow, that’s right. Why? While AddItem is active (staying alive) it does not re-scan its ".info"
file and thus changes are not visible for it.

What we have first to do is to quit AddItem, but how?
Very easy, of course, re-start AddItem! When started a second time it will look for itself in memory,
when it finds itself, it will force the existing copy of it to quit. (For programmers: sending a CTRL-C
signal can stop an existing AddItem process).

Now re-start AddItem (awake it to life).
Try and execute Show Guide 2 times, 2 file requesters appear? That’s correct, now AddItem isn’t
blocked while MultiView or several copies of it are running.

The above stated I call single execute without arguments.

Now something smart:
Perhaps you have got a Workbench window open, e.g. the System drawer. There are several icons:
Shell
Format
RexxMast
FixFonts
NoFastMem
IntelliFont (Fountain)

For example you click on the RexxMast icon, wouldn’t it be nice to pass in MultiView an argument, like
called directly from Shell:

```
1> Sys:Utilties/Multiview Sys:System/RexxMast
```

Of course it makes no sense since MultiView will not recognize the data format of RexxMast.

But, the principle is for other files the same so we continue with it.

What I have to do to make arguments available to the commands set in AddItem(.info)?
You remembered this line?

```
    ADDITEM=Show Guide,RUN >NIL: <NIL: SYS:Utilities/MultiView,NIL:
```

If yes, change it to:

```
    ADDITEM=Show Guide,RUN >NIL: <NIL: SYS:Utilities/MultiView %s,NIL:
```

Whoops, what’s new? The characters %s after the command!
That’s all? Yes!

Now every selected icon on your Workbench will be over given to the command.
For example you have picked these icons:

```
  Work:DTP/Images/AddItemIcon.pic
  Work-II:DTP/Documents/AddItem.doc
  Work-II:Sources/AddItemV2.0.c
```

and you choose Show Guide from the tool menu then AddItem makes out of

```
  RUN >NIL: <NIL: SYS:Utilities/MultiView %s

  RUN >NIL: <NIL: SYS:Utilities/MultiView Work:DTP/Images/AddItemIcon.pic
  RUN >NIL: <NIL: SYS:Utilities/MultiView Work-II:DTP/Documents/AddItem.doc
  RUN >NIL: <NIL: SYS:Utilities/MultiView Work-II:Sources/AddItemV2.0.c
```

Since it is a bit dangerous to over give an argument that doesn’t stand within double quotes (or are you sure
that no argument ever contains a blank?) you should change

```
    ADDITEM=Show Guide,RUN >NIL: <NIL: SYS:Utilities/MultiView %s,NIL:
```

to

```
    ADDITEM=Show Guide,RUN >NIL: <NIL: SYS:Utilities/MultiView "%s",NIL:
```

which gives in our example:

```
  RUN >NIL: <NIL: SYS:Utilities/MultiView "Work:DTP/Images/AddItemIcon.pic"
  RUN >NIL: <NIL: SYS:Utilities/MultiView "Work-II:DTP/Documents/AddItem.doc"
  RUN >NIL: <NIL: SYS:Utilities/MultiView "Work-II:Sources/AddItemV2.0.c"
```

I hope you could follow till this point, since the next is the pseudo Workbench start!

```
--------------------------------------------------------------------------------
```

Pseudo Workbench start

What does this mean?
First of all, it seems for the application that has been launched by AddItem as it was started from Workbench.
The goal is that you don’t have to force explicitly the application to a background process (RUN >NIL: <NIL:).
The next one is that the PROGDIR is set up. Unfortunately no arguments can be supplied to the command

```
and  the  command  itself  has  to offer a special start-up code. Mostly, only  ↩
   applications with a GUI have this
start-up code.

What  you  have  to  do  when  you  want  to  start  such  a  program? A  good   ↩
   thing  is first to check for the
application  required  stack size, read its documentation or simply click on its . ↩
   info file (pictogram) and choose
Information  from  the  Icon menu. Take a look. Somewhere is a box with a label " ↩
   Stack". The value itself is the
minimum stack size. Remember this value, open AddItem's .info file (pictogram) and ↩
    click on "New".
Enter at the appearing prompt (e.g.):

    ADDITEM=MultiView,SYS:Utilities/MultiView,4096

The  only  different  is  that  the  output terminal is replaced through a number. ↩
    This number is the stack size! If
AddItem  encounters a number instead of an output terminal it will create a  ↩
   background process when this item
is chosen.

That's all!
```

```
                                                                                   ↩
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```

```
To have an overview this is what I call personal settings...

DONOTWAIT
ADDITEM=###############, ,NIL:
ADDITEM=NewShell,NEWSHELL CON:///130/AmigaShell/AUTO/CLOSE,NIL:
ADDITEM=Turn Caches Off,C:CPU NOCACHE,NIL:
ADDITEM=Turn Caches On,C:CPU CACHE,NIL:
ADDITEM=Lock Volume,C:Lock "%s" ON,NIL:
ADDITEM=UnLock Volume,C:Lock "%s" OFF,NIL:
ADDITEM=Display,RUN >NIL: <NIL: Work:Tools/Viewer "%s",NIL:
ADDITEM=Show Guide,SYS:Utilties/MultiView "%s",NIL:
ADDITEM=###############, ,NIL:
ADDITEM=DOpus,DOPus:DirectoryOpus,20480
ADDITEM=Devpac,Work:Devpac/Devpac/4096
ADDITEM=MaxonC++,Work:MCPP/BIN/MCPP/10240
ADDITEM=PPaint,Work-II:DTP/PPaint/PPaint,4096
ADDITEM=MultiView,SYS:Utilties/MultiView,4096
```

```
                                                                                   ↩
----------------------------------------------------------------------------------------
```

1.7 Who did it?

Author

```
-------------------------------------------------------------------------------
```

The author of this simple program is:

  Jörg van de Loo

  Hövel 15
  47559 Kranenburg
  Germany

1.8 What do I need to make AddItem running...

Requirements

```
-------------------------------------------------------------------------------
```

You need at least any AMIGA / Draco Computer with AMIGA OS 2.0 to let AddItem run.

Since AddItem is very small it can be also used with one disk drive computers, but recommended is a hard
drive.

AddItem is modest as you can see...

1.9 Restrictions - oh, noooooo...

Restrictions

```
-------------------------------------------------------------------------------
```

AddItem can only add items when there is enough room left to do it, this means that the tool menu of
Workbench should have some free entries, since there is a limit of 63 entries for the tool menu and AddItem
cannot skip this...

The only program that I currently know which does not deal correctly with AddItem is the original Commodore
Screen Mode Requester of OS 3.0 .
This means:
  Starting works, but after selecting Use (screen mode) the program hangs...

As stated somewhere in this document before, AddItem over gives no argument when a Workbench start is emulated.

No graphical user interface and no commodity entry; since this isn't necessary to run AddItem I didn't
implement it.

No locale library support.

Doesn't work under Kickstart V33 (OS1.2) through V35.

The author takes no liability for any probable made mistake.

Unnecessary to tell you that you use this material at your own risk.

1.10 What you have to pay when you use AddItem

Copyright

Before you go ahead and use AddItem you have to pay first the Shareware - it cost you only 75 US$. You
agree that this is a fair price since I spent a lot time to write AddItem (nearly three evenings). Remember that
when you don't pay me I will leave the AMIGA platform and continue on an IBM-compatible computer,
where the users will honour my work - and take this also into account: Good software has it price and since
the AMIGA market is broken shareware authors hold the forth where lesser people desert, pay the only who
are still supporting the AMIGA with fine software...

Jokes onside - here am I:

No, no, you don't have to pay anything for this program AddItem. It's truly " Public Domain". I'm fed up to read
ever and ever again the same: - "This Is Shareware" - even for programs that aren't difficult to write or take
long to be written. So I wrote the above (just kidding).

Once more:
This Software Is Public Domain!!!
The same applies to the source code of AddItem.

I am (Jörg van de Loo) only the author of it; there is neither a copyright sign nor a copyright owner
(till now).

AddItem can be used without paying the author!
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1.11 "

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