

megad

COLLABORATORS

	<i>TITLE :</i> megad		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 24, 2025	

REVISION HISTORY

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Chapter 1

megad

1.1 MegaD v3.1 - by John L. Jones

The BEST Directory Utility Made For The Amiga Computer

Heeeellllppppp!!! =====	Read Me First
Miscellaneous Garbage: =====	Acknowledgements Administrative Stuff
Handicapping: =====	Crippling Features MegaD Registration
Nice To Know Stuff: =====	Introduction To MegaD MegaD Manuals Starting MegaD Contacting the Author
The Fundamentals: =====	MegaD Main Window Directory Windows
Technical Hogwosh: =====	Gadget Types Built-In Commands Menus
As you wish: =====	Preferences Windows
Too Many Damn Windows: =====	Gadget Set Window Panic Window Pattern Match Window Program Control Window Setup Export Window Text-Viewer Window
Other Doo Doo: =====	String Gadget Operation

Wrapping It Up: Index
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1.2 MegaD v3.1 - by John L. Jones

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MegaD was written by:
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1.3 MegaD v3.1 - by John L. Jones

E-Mail Contacts:

```

@{ " MsgPort (BBS) " link "MsgPort (BBS) " }
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  Discussions
    Message Area 6

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  E-Mail address
    john_jones

@{ " GEnie " link "GEnie" }

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E-Mail address
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Discussions
Starship Category 4:Applications, Tools & Utilities
Area 4: MegaD

@{ " US Mail " link "About The Author" }

1.4 MegaD v3.1 - by John L. Jones

Introduction To MsgPort (BBS)
The Official Support BBS of MegaD

Node #1: (801) 569-2240 14400 V.32bis Public Node
Node #2: (801) 569-2055 2400 Registered MegaD/Coop Node

MsgPort (BBS), pronounced Message Port, is the official support bulletin board for MegaD the ultimate directory utility for the Amiga. The purpose of MsgPort (BBS) is to help support local Amiga users and to promote the Amiga in general. It will also now be aimed at providing on-line support for MegaD to assist users in getting the most out of this very powerful directory utility.

MsgPort (BBS) supports the exchange of all freely distributable files for the Amiga. I, the Sysop, am very interested especially in original Amiga art and music files that show off the Amiga at it's best. MsgPort (BBS) encourages exchange of information between users and especially promotes the exchange of programming information. This does not mean that you have to be an expert programmer. Merely that if you're learning to program the Amiga that you can find a place here to exchange information and to learn things from other users. MsgPort (BBS) encourages Amiga users to support shareware whenever possible and to also support commercial software by not pirating software. Piracy will only assist the decline and or demise of the Amiga.

MsgPort (BBS) does NOT allow any form of software piracy to occur on-line. If you become aware of any non freely distributable software on MsgPort (BBS) then please inform the Sysop immediately.

Now for the MegaD user information, any Amiga user is welcome to call MsgPort (BBS). There are two nodes (phone numbers) into the BBS. The first one is 801-569-2240. Node #1 is open to all. It is currently running on a USR Sporster modem that supports V.32bis connections at 14400 baud maximum. No minimum baudrate is imposed. Node #2 is only available to coop members of the BBS who send in a minimum \$5 to assist in the purchase of equipment to upgrade the BBS. and is also available for registered MegaD users.

MegaD registered users must first log in to MsgPort (BBS) on Node #1 to register. Leave a message in the private E-mail message base #0, to John L. Jones asking for registered MegaD access to Node #2. You should be allowed access to Node #2 within a day or two at most. Node #2 is currently being run on a Telebit Trailblazer at 2400/1200 baud. The biggest advantage of having Node #2 access is that you can get into MsgPort (BBS) easier than just competing for Node #1 with all other users.

The MegaD message base is message base #6. From the Main Menu

type M <RETURN> to get to the message area. Then type J;6 <RETURN> to "J"oin message base #6. You can then Read the messages by "N"ew or "R"ead. The "R"ead command will be followed by an options menu that allows you to read forward, backward or various other options.

All callers to MsgPort(BBS) are expected to behave civilly. Disputes and flames are allowed as long as they are not deemed to be personal attacks

So if you're looking for the best information on how to run MegaD then call MsgPort(BBS). And if there is anything that D-Opus can do that MegaD can't then we would all like to know about it.

Richard Brady - Sysop of MsgPort(BBS)

1.5 MegaD v3.1 - by John L. Jones

Signing up for GENie

To signup for GENie, use the automated sign-up procedure.

1. Set your communications software for for half duplex (local echo) at 300, 1200 or 2400 baud
2. Dial (toll free) 1-800-638-8369. Upon connection, enter HHH
3. At the U#= prompt enter XJM11718,ALADDIN and press return.

There is no initial fee to join the GENie network. At the end of the online registration, a personal User Number and temporary password will be displayed on your screen. Both are required for logon, so please be sure to make a note of them.

1.6 MegaD v3.1 - by John L. Jones

Signing up for BIX

LOG ON INSTRUCTIONS

Step 1: Set your computer's telecommunications program for full duplex using 7-bit words, even parity, and 1 stop bit, or 8-bit words, no parity, and 1 stop bit. You may call at either 300, 1200, or 2400 bps.

Step 2: To reach BIX via Tymnet
BIX is accessible from within the U.S., some of its territories and possessions, and major Canadian cities through local Tymnet numbers. If you don't know the Tymnet phone number(s) for your area, contact the BIX Customer Service Line (see below). At other times, numbers can be obtained by calling Tymnet at 800-937-2862.

Some Tymnet callers outside the continental U.S. may

be charged higher telecommunications rates. See the 'bix.business' conference for details. Call your local Tymnet number.

Depending on your bps rate, Tymnet will respond with "garble" or request a terminal identifier. Enter the letter A.

Tymnet will ask you to log in. Enter BIX and a carriage return (CR). You will then be at the door to the BIX computer.

If after you enter the letter A, your terminal is still unreadable, you must change your settings from 8 bits, 1 stop bit, no parity to 7 bits, 1 stop bit, even parity, or vice versa.

Step 3: You should see the BIX welcome screen and a prompt asking you to enter your name. Respond with the BIX user name that you selected during registration. When prompted, enter your password.

If you are registering, respond to the name prompt with the word new.

Accessing BIX from Outside the U.S.

To reach BIX from outside the U.S., you need a packet network account with your local Postal Telephone & Telegraph (PTT) company. From your PTT, enter 310690157800. Then follow instructions starting at Step 3. A list of PTT addresses and contacts for most countries is available by calling or writing BIX. (See "Problems," on page 206 for the address and telephone number of BIX.)

1.7 MegaD v3.1 - by John L. Jones

Read Me First:

=====

This section discussess the wonderful "help" system that MegaD has devised...

MegaD has incorporated a system which allows you to obtain immediate help on any MegaD gadget, or menu item, merely by clicking on that gadget, or selecting that menu.

Location:

=====

For this help system to work, you must:

- (1) Ensure the MegaD amigaguide file is named <MegaD.Guide>,

and place the <MegaD.Guide> file in the same drawer as MegaD.

-or-

- (2) If you choose to change the name of the <MegaD.Guide> file, or to place it in a separate drawer, you MUST alter the <MDGUIDE> tooltype:

For example, if you changed the guide name to <MyMD.Guide>, and you placed it in your <Work:MyDocs> drawer, the tooltype would be:

```
MDGUIDE=Work:MyDocs/MyMD.Guide
```

Operation:

=====

To use this online help, accomplish the following:

- (1) From within MegaD, press your <Help> key on your keyboard. You should notice a window similar to the following opened in the upper left corner of your screen:

```
-----
|*|  MegaD Amigaguide Help Activate  |
-----
```

- (2) Now, select any MegaD gadget or menu item. The <MegaD.Guide> document automatically opens to that gadget's text description.
- (3) To open the <MegaD.Guide> document to it's table of contents, merely press your keyboard's <Help> key a second time.

To "turn off" the help feature, merely close the help window in the upper left corner of your screen.

See Also: -

1.8 MegaD v3.1 - by John L. Jones

Acknowledgements:

=====

Dedication
Beta Testers
Special Thanks

1.9 MegaD v3.1 - by John L. Jones

Dedication:

=====

Through the years of my obsession with this beast (MegaD), there are three who have always been by my side.

Kathy, my loving wife for 18 years.

Who, still is not quite sure what MegaD does. Yet she will give it a chance. I know this because, she has not taken a sledge hammer to the two Amiga computers we have.

Christina My daughter, 16.

Who, simply accepts me for what I am. Who, gives me many reasons to be proud of her.

Benjamin, my son, 14.

Who, is my little buddy. Who, will pay me back, for all the things I did to my parents while I was growing up.

All three have put up with me through the years, I love each of them with all of my heart.

1.10 MegaD v3.1 - by John L. Jones

Thanks to all the Beta Testers!!!

=====

Andrew Porter,	Etobicoke, Ontario, Canada
Blaine Gardner,	Bountiful, Utah, USA
Bob Krusinski,	Littelson, Colorado, USA
Chris Acree,	Salt Lake City, Utah, USA
David Cole,	Albuquerque, New Mexico, USA
Doug Nakakihara,	Simi Valley, California, USA
Jeff Wagg,	Salt Lake City, Utah, USA
John Mabunga,	Salt Lake City, Utah, USA
Michael Piel,	Salt Lake City, Utah, USA
Micheal Salls,	Salt Lake City, Utah, USA
Richard Brady,	Salt Lake City, Utah, USA
Richard Cawley,	Centerville, Utah, USA
Rodney Volkmar,	State Line, Nevada, USA
Roger Nedel,	Salt Lake City, Utah, USA
Ron Sudweeks,	Salt Lake City, Utah, USA
Scott Reynolds,	West Valley City, Utah, USA
Terry Fisher,	West Jordan, Utah, USA
Tim Madden,	Bountiful, Utah, USA

The "James W. Greenidge Group" in Queens, NY, USA which includes:

James W. Greenidge
Alyce Greenidge
Melissa Greenidge

Jared Greenidge
and classmates and friends at
"The Mary Louis Academy for Girls" in Queens.

This group of users was instrumental in a surprisingly large group of additions, modifications and bug exterminations in this version. They were unyielding in many request and at the same time gave me new insight into what the influence of users can do to a program and the programmer. I know that some items were not implemented, moving the scroll gadget of the left list in "Two Window" mode for one, but don't despair, they may still happen.

With the limited resources I have, it would be impossible to create a program of this type without a large amount of help to debug the code. This help was freely offered from those listed in this document and shows the kind of commitment to a computer system that is only found within the Amiga Computer community.

I am sure that I have missed listing a few names for people who should have been acknowledge here, I apologized for this and please accept this that thanks.

1.11 MegaD v3.1 - by John L. Jones

Special thanks goes to:
=====

Roger Nedel - Salt Lake City, Utah:
What can I say?

At the tail end of MegaD 2.0 you offered to help proof read the MegaD.Tutorial file, you came back in a few days with changes, additions and badly needed insights that improved the document ten folds.

You've prodded, suggested and criticized me all the way through version 3.1 of MegaD, once again, you were a great help.

Now with this document, MegaD.Guide, you've outdone yourself. I didn't think that it was possible.

MegaD has grown to be an incredible program with far reaching capabilities. You've taking the time required, matched it to your great writing talents and created the best full featured AmigaGuide document know to man kind. Now the users has a simple way to find his answers on how to use MegaD.

I can never thank you enough for what you've done.

Richard Brady - West Jordan, Utah:

Richard runs the @{ " MsgPort(BBS) BBS " link "MsgPort(BBS)"}, it is a local ↔
BBS (Bulletin Board
Service) that supports the Amiga Computer. Richard has gone out

of his way to supply the local users with and efficient and well run BBS. Along with this service he has helped me in my endeavors in countless ways. Without his BBS, support and suggestions, MegaD would be much less than what it is.

Chris Hopps - Royal Oak, Michigan:

Who wrote the compile time library, "MemLib". This library does two things for the user. First, it prevents memory fragmentation. Second, it ensures all memory used by the program is returned to the system when you quit MegaD.

Sebastiano Vigna - Milano, Italy:

A programmer, whom I admire. He is the author of Leggi, SuperDuper, Mostra and many others. If you like the fact the MegaD menus and windows support screen and text fonts, you can thank him for pushing them. If you like the speed with which MegaD copies large files from one floppy to another, you can thank Sebastiano for supplying me example code. Along with this, he has given many suggestions to think about, work on, and include with MegaD.

Steve Tibbett:

Another noted programmer on the Amiga. Steve was willing to take time from his busy schedule to look over MegaD. He offered comments, complaints and suggestions. Though I doubt I have won him over from DiskMaster II, he was still very helpful.

Timothy Madden - Bountiful, Utah

Tim offered to put the original 2.0 documentation together for me. With MegaD 3.1, this form of the documentation was traded for AmigaGuide format. Tim's work laid the foundation for the MegaD.Guide file and I am very grateful for his help. He has help shape MegaD even before version 1.0.

I am sure that I have overlooked some, who have helped me in one way or another with this project. If I have, please forgive me, and accept this as that thanks.

1.12 MegaD v3.1 - by John L. Jones

Administrative Stuff:

=====

Disclaimer
More Legal Stuff

1.13 MegaD v3.1 - by John L. Jones

Disclaimer:

=====

No warranties are implied or expressed with regard to the fitness or merchantability of MegaD for any particular purpose. All risks and damages, incidental or otherwise, arising through the use or misuse of MegaD the sole responsibility of the user.

While considerable effort has been made to provide you with a reliable product, there is no guarantee that this program is 100% "bug-free". Any problems that do arise will be corrected when and if feasible. Maintenance releases will be made available in order to correct potentially hazardous malfunctions within the program. Fixes for benign problems, usually cosmetic in nature, will most likely be deferred until the next major release of MegaD. This disclaimer does not guarantee future versions of this product, only a prescribed method of dealing with possible errors, and their corrections, to this program.

1.14 MegaD v3.1 - by John L. Jones

More Legal Stuff:

=====

MegaD Shareware version is freely distributable as long as all of the following conditions are met:

1. All copyright notices must remain unaltered.
2. MegaD may not appear on shareware or public domain disks for which thee consumers are charged more than a reasonable disk copying fee of seven dollars per disk.
3. MegaD may not appear on any electronic agency which charges more than the basic access fee to down-load MegaD.
4. MegaD may not appear on any electronic agency that claims copyrights to uploaded programs, either alone or as part of a collection.
5. MegaD may not be sold commercially alone or as an element in another product.
6. All of the files must be included in their original form without additions, deletions, or modifications of any kind. Any such modifications must appear in separate files.

If you would like a waiver to any of the above conditions, please contact me.

See Also: About the Author

1.15 MegaD v3.1 - by John L. Jones

Crippling Features:

=====

The shareware version of MegaD has been slightly crippled, in an attempt to get folks to register. The decision to cripple MegaD has been a particularly difficult one to make...I didn't do so rashly, or without first consulting others.

I have attempted to "tone down" my crippling, since MegaD's last version. Nonetheless, MegaD does provide a gentle reminder, designed to torment those with any sort of a conscience. So how is it crippled???

The shareware version of MegaD has 5 volume buffer limit. Once you attempt to buffer your 6th volume, MegaD will open a requester, which accomplishes just that. It "requests" that you pay poor little old me.

After you close the requester, you can continue using MegaD as normal. After this gentle prodding, you may want to use the Free Volumes gadget to remove some or all of the buffered volumes.

As I said, relatively painless, but hopefully shame provoking. Oh yeah. It should be fairly obvious, but if you register, then not only do you gain some invaluable "peace of mind", but you get a copy without any buffered volume limit.

See Also: MegaD Registration

1.16 MegaD v3.1 - by John L. Jones

MegaD Registration: How To Print This Page

=====

Copyright © 1990-1993 John L. Jones, All Rights Reserved.

Remit to:
John L. Jones
PO Box 292
Midvale, Utah, 84047
USA

MegaD Registered Disk:
USA, \$30.00
Overseas, \$30.00

Remit cashiers checks, bank drafts or international/postal money orders in

U.S. dollars that have been drawn on a US bank will be accepted. U.S. funds are preferred, though foreign currency is accepted. Personal check drawn on U.S. banks will be accepted at my discretion. Any registration not meeting this request will be returned without exception.

Your mailing address:

Phone:_____ (optional)

By signing this registration form you agree to the provisions and limitations of the license described in the MegaD.Guide documentation file. Registrations which lack a signature will be returned without exception.

Signed_____

Comments:_____

1.17 MegaD v3.1 - by John L. Jones

How To Print Out A MegaD Registration Form:

=====

- (1) Naturally, ensure that your printer is ready to accept data.
- (2) Return to the amigaguide page containing the registration form.
- (3) From the amigiguide's menu, select:

<Edit / Select All>

The entire page becomes highlighted.

(4) From the amigaguide menu, select:

<Edit / Print>

(5) That's all folks!

1.18 MegaD v3.1 - by John L. Jones

Introduction To MegaD:

=====

Welcome to MegaD, the best directory utility ever written for the Amiga computer!!!

Although there are many programs to manipulate files and directories, none of them incorporates the versatility and power of MegaD. Some, but certainly not all, of the unusual features of MegaD include:

- Multiple Directory Windows
- Bootting Other Software
- Buffered Directories
- Full ARexx Compatability
- Pop Up Gadgets
- The Ultimate In Configurability

See Also: -

1.19 MegaD v3.1 - by John L. Jones

Multiple Directory Windows:

=====

Unlike other software of this nature, MegaD is not restricted to only two disk directory windows open at one time. You can now open as many directory windows as your computer's memory will allow.

Additionally, you can copy files from one source directory to multiple target directories, or vice-versa.

See Also: -

1.20 MegaD v3.1 - by John L. Jones

Booting Other Software:

=====

You can configure MegaD to run external programs (such as an IFF viewer) with the click of a button. The power of this "Autoboot" feature is truly amazing. MegaD will allow you to literally teach it which program to run when you double-click on certain types of files.

See Also: AutoBoots discussion
 ABoot Add built-in command

1.21 MegaD v3.1 - by John L. Jones

Buffered Directories:

=====

Once MegaD reads a directory, the contents of that directory remains in memory (buffered). Buffering directories provides certain advantages, as well as disadvantages.

Advantage: Lets say that you open a directory window for the floppy in DF0:. MegaD "buffers" this directory into memory. Now lets say that you close DF0:'s directory window. MegaD still remembers the contents of the window.

So where does the advantage come in? If you attempt to reopen DF0:'s directory window, MegaD saves time by NOT re-reading DF0:'s directory. It just opens a directory window containing those files that were previously present.

The main advantage, therefore, is the speed in which MegaD can reopen directory windows.

Disadvantage: Lets say that you are running two programs on your Amiga. We'll say that these programs are your word processor and MegaD. If you open a directory window for DF0: using MegaD, the contents of DF0: gets buffered. Now lets say that you close DF0:'s directory window.

After closing DF0:'s directory window you use your word processor to save a file to DF0:. Now you reopen a directory window for DF0:. Because MegaD doesn't reread DF0:, this newly saved file will not appear in the directory window.

Buffering has another main disadvantage...it requires more memory than programs which don't buffer.

Solutions: MegaD provides solutions to both of buffering's disadvantages.

Update Dir Re-reads a buffered directory.
Free Volumes Unbuffers directories.

See Also: Free Volumes built-in command
 Free Volumes gadget
 Menu Options / Free on disk remove menu item
 Update Dir built-in command
 Auto Update Windows defaults preference

1.22 MegaD v3.1 - by John L. Jones

MegaD is Fully ARexx Compatabile:

=====

I always cringe when someone insults me by saying that their software is FULLY ARexx compatable, and I then find that it contains an ARexx port and 2-3 meaningless commands.

Such is not the case with MegaD. Virtually anything you can do with a mouse and MegaD, you can also do with ARexx and MegaD.

The last time I counted, MegaD contained 123 separate ARexx commands. Now that's about as FULLY as fully can be!!!!

See Also: ARexx Gadgets discussion
 MDARexx.guide discussion
 ARexx Port Name print preferences

1.23 MegaD v3.1 - by John L. Jones

Pop Up Gadgets:

=====

This latest release of MegaD introduces a totally new critter... drum roll please...gadget sets.

What are gadget sets? Often, I find that I have a related set of items that I rarely use. But when I do use those items, I would like to be able to access all of them easily. For these types of items, I design a window full of gadgets that will pop up at the touch of a button...a gadget set.

Whenever I need to access these items, I press a hotkey. The set of functions appears in a new window, and I can access them with ease.

Besides being easy to access, a nice feature of gadget sets is their total configurability. You can design gadget set windows to include whatever functions you want, and in any window design you desire. It's all up to you!

See Also: Gadget Sets

1.24 MegaD v3.1 - by John L. Jones

MegaD Manuals:

=====

MegaD.guide	Technical Manual
MegaD.tutorial	User Tutorial
MDARexx.guide	ARexx Interface Manual
MDSpool.Guide	Print Spool Manual

See Also: -

1.25 MegaD v3.1 - by John L. Jones

MegaD.guide:

=====

This amigaguide document is to the point. It offers short descriptions for MegaD's commands and settings.

See Also:	MegaD.tutorial	User Tutorial
	MDARexx.guide	ARexx Interface Manual
	MDSpool.Guide	Print Spool Manual

1.26 MegaD v3.1 - by John L. Jones

MegaD.tutorial:

=====

The MegaD.Tutorial file was designed to take you step by step through the all of MegaD's functions and preference settings. If this is your first time behind the wheel of MegaD, I suggest you start with the MegaD.Tutorial file. If you like to jump into a program, get lost somewhere (as I do), and then read the manual, this is your best choice.

See Also:	MegaD.guide	Technical Manual
	MDARexx.guide	ARexx Interface Manual
	MDSpool.Guide	Print Spool Manual

1.27 MegaD v3.1 - by John L. Jones

MDARexx.guide:

=====

The MDARexx.guide contains the information needed to drive MegaD

with ARexx. At last count there were 123 different ARexx command that could be sent to the 'MEGAD' ARexx port. This does not count the 'Program Controls' and 'Gadget Sets' that you create, as these are automatically added to the ARexx command list.

See Also:	MegaD.guide	Technical Manual
	MegaD.tutorial	User Tutorial
	MDSpool.Guide	Print Spool Manual

1.28 MegaD v3.1 - by John L. Jones

MDSpool.Guide:

=====

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you choose to use MDSpool, then this document explains its use.

See Also:	MegaD.guide	Technical Manual
	MegaD.tutorial	User Tutorial
	MDARexx.guide	ARexx Interface Manual

1.29 MegaD v3.1 - by John L. Jones

Starting MegaD:

=====

MegaD can be started from either the Command Line Interface (CLI), or from Workbench.

CLI:

===

To start it from the CLI, change the current directory to the one in which MegaD lay, and type:

```
run MegaD
```

MegaD accepts only 1 (optional) CLI argument. You can specify an alternate preference file from the CLI. The default preference file is located in the same directory that MegaD resides, and is called "megad2.pf". The following example runs MegaD, and loads an alternate preference file with the pathname "s:myprefs". First CD to the directory containing MegaD and then enter:

```
run MegaD s:myprefs
```

WorkBench:

=====

Workbench users should open the drawer in which MegaD resides. To run MegaD, simply double-click on the MegaD icon. The following are acceptable tooltypes:

AREXXSTARTUP

If you wish to have special ARexx commands executed each time you run MegaD, add this tool type. It will look for the program specified, and if found, will launch it as an ARexx task.

As a default, MegaD will automatically look for MDARexxStart.rexx within MegaD's current directory.

Example: AREXXSTARTUP=MegaD:MyStart.rexx

CREATEICONS

MegaD will automatically create icons for all saved preference files. If you don't want these created, add this tool type.

Example: CREATEICONS=NO

MDPREFS

To maintain preferences, MegaD uses two separate files. The first, called MDPrefs, is a program. The second, called "MegaD2.pf" is a data file containing your own configuration preferences. This <MDPREFS> tooltype deals with the "MDPrefs" program (NOT with the "MegaD2.pf" data file).

When setting MegaD preferences, MegaD needs access to the MDPrefs program. If it is in MegaD's current directory, MegaD will have no problem finding it. If you feel that you need MDPrefs in its own directory or on another disk, you will need to set this tool type.

Example: MDPREFS=Work:MyPrefs/MDPrefs

SETTINGS

To maintain preferences, MegaD uses two separate files. The first, called MDPrefs, is a program. The second, called "MegaD2.pf" is a data file containing your own configuration preferences. This <SETTINGS> tooltype deals with the "MegaD2.pf" data file (NOT with the "MDPrefs" program).

If you wish MegaD to place the preferences file in other than the MegaD's current directory, you will need to set this tooltype. Merely specify the path leading to the directory containing the preferences file ("MegaD2.pf").

Example: SETTINGS=System2.0:S

MDGUIDE

If you choose to change the name of the <MegaD.Guide> file, or to place it in a separate drawer, you must alter the <MDGUIDE> tooltype:

For example, if you changed the guide name to <MyMD.Guide>, and you placed it in your <Work:MyDocs> drawer, the tooltype would be:

MDGUIDE=Work:MyDocs/MyMD.Guide

MDICONS

MegaD allows you to change the image of the icons that it save it's preferences files with and the image that it uses for the application icon when it is iconified. These are found in the 'Icons' drawer. Should you move the Icons from this directory or move MegaD out of it's home directory and wish MegaD to still find the icons images you will need to add this tool type to point to the correct directory. This need to be the full path to the directory.

An example of this if you were to start MegaD from the WBStartup drawer would be:

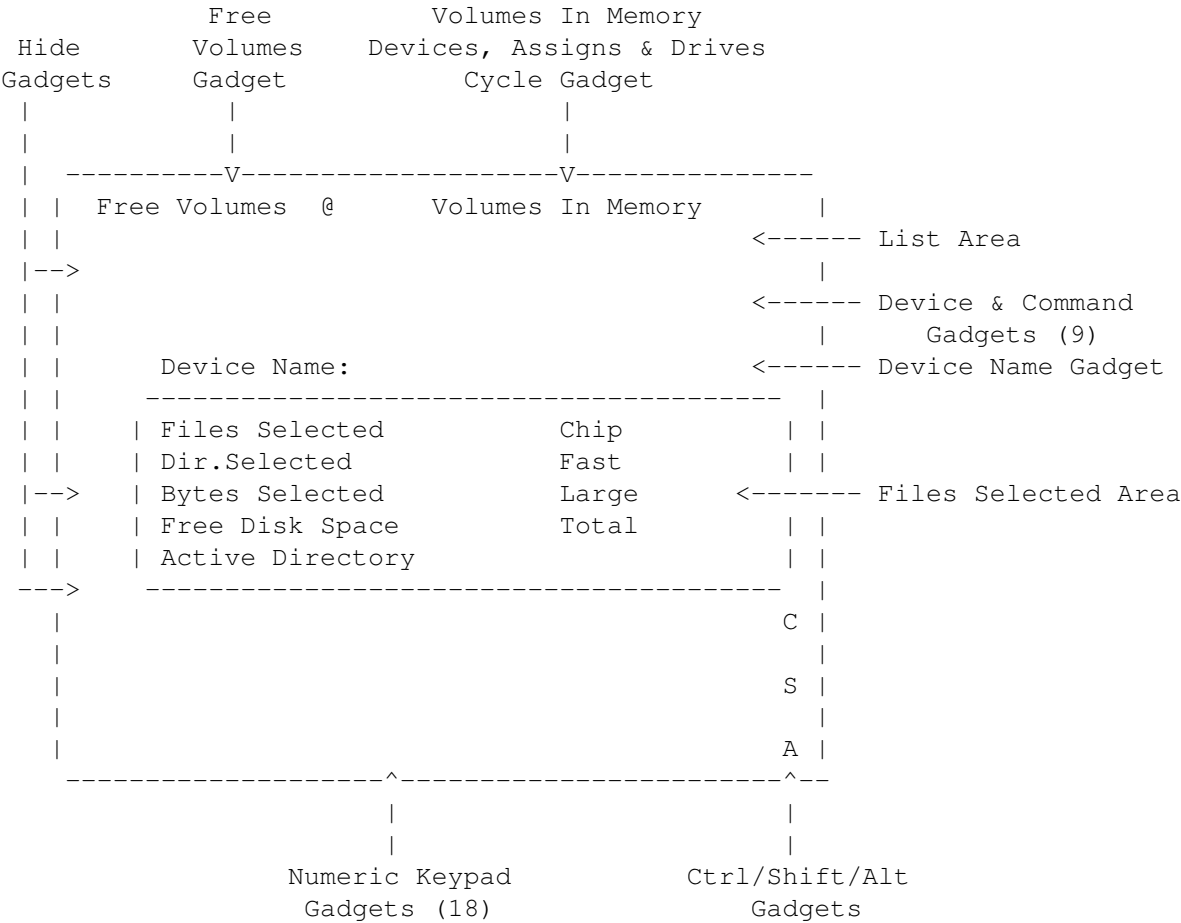
MDICONS=Work:MegaD/Icons

Once MegaD is started, the MegaD main window will open. The MegaD main window is the control center for the MegaD. All program functions can be accessed through this window.

See Also: -

1.30 MegaD v3.1 - by John L. Jones

MegaD Main Window:
=====



See Also: F8 Function Key operation
F9 Function Key operation
F10 Function Key operation

1.31 MegaD v3.1 - by John L. Jones

'Free Volumes' gadget:
=====

In the upper left hand corner of the main window is a gadget labeled <Free Volumes>. Clicking on it will empty all buffers for the volumes in memory. This is one way of updating the status of a volume or device. This will also free memory for other applications.

To use this command to unbuffer ALL volumes, merely single-click on the <Free Volumes> gadget in the upper left corner of the MegaD main

Single-clicking on the upper gadget hides the nine device & command gadgets.

Single-clicking on the middle gadget will hide the Files Selected informational area.

Single-clicking on the lower gadget hides the numeric keypad gadgets in the bottom of the MegaD window.

The purpose of these three "hide" gadgets is to allow you to hide areas of the MegaD window that you may not be concerned about, and as a result, free up more room to view list area information. The settings of the hide gadgets are saved so that the next time you run the program, the main window reflects the conditions of the last session.

```

Hide
Gadgets
|
|
|-----|
| | Free Volumes @ Volumes In Memory |
| |                                     |
|-->                                     |
| |                                     | |
| |                                     |
| | Device Name:                       |
| | -----|
| | | Files Selected Chip |
| | | Dir.Selected Fast |
|--> | Bytes Selected Large | <-- Files Selected Area
| | | Free Disk Space Total |
| | | Active Directory |
---> -----|
| C |
|   |
| S |
|   |
| A |

```

See Also: List Area discussion

```
F8 Function Key      operation
F9 Function Key      operation
F10 Function Key     operation
```

1.34 MegaD v3.1 - by John L. Jones

Numeric Keypad gadgets:

We call the eighteen gadgets in the lower left portion of the MegaD main window numeric keypad gadgets. This is for two reasons:

F9 Function Key operation
 F10 Function Key operation

1.35 MegaD v3.1 - by John L. Jones

'Volumes In Memory' / 'Devices, Assigns & Drives' cycle gadget:

=====

The <Volumes In Memory> / <Devices, Assigns & Drives> cycle gadget is located on the top right side of the MegaD main window. It's sole purpose is to determine what is displayed in the list area.

By selecting <Volumes in Memory>, the list area displays all volumes that are currently buffered into memory.

By selecting <Devices, Assigns and Drives>, the list area displays all "logical and physical devices", as well as "assigns" available to the computer. If you don't understand what "logical and physical devices", or what "assigns" are, refer to your AmigaDOS manual.

```

              Volumes In Memory
        Devices, Assigns & Drives
              Cycle Gadget
                |
                |
                V
-----V-----
| Free Volumes  @      Volumes In Memory |
|                                           |
|                                           |
|           Device Name:                   |
|-----|-----|
| | Files Selected      Chip                | |
| | Dir.Selected        Fast                 | |
| | Bytes Selected      Large                | |<-- Files Selected Area
| | Free Disk Space     Total                | |
| | Active Directory    |                   | |
|-----|-----|
|                                           |
|                                           C |
|                                           |
|                                           S |
|                                           |
|                                           A |
-----|-----

```

See Also: List Area discussion

F8 Function Key operation
 F9 Function Key operation
 F10 Function Key operation

1.36 MegaD v3.1 - by John L. Jones

Device & Command gadgets:

=====

Immediately above the Device Name string gadget is a collection of nine user-defined gadgets. You can activate these nine gadgets in one of two ways. The most obvious way is by single-clicking on them. You can also activate them using the 9 numeric gadgets (1-9) on the TOP OF YOUR KEYBOARD (do not attempt to activate these gadgets using the numeric keypad on the right side of your keyboard). The figure below illustrates which key corresponds to each gadget.

	Free Volumes	@	Volumes In Memory	
	#1		#4	#7
	#2		#5	#8
	#3		#6	#9
	Device Name:			

	Files Selected		Chip	
	Dir.Selected		Fast	
	Bytes Selected		Large	
	Free Disk Space		Total	
	Active Directory			

				C
				S
				A

You can toggle the function of these gadgets to act as either command gadgets, or as device gadgets. Use the MegaD menu item Utilities / Utilities in Window to toggle between the two.

When you have NOT selected the Utilities / Utilities in Window menu item, these nine gadgets act as device gadgets. In this case, you can configure them so that they act as quick access buttons for opening directory windows. Lets say you configure the gadgets as follows:

	Free Volumes	@	Volumes In Memory	
	df0:	Work:	DPaintIV:	
	df1:	System2.0:	Ram:Env	
	df2:	Ram:	Work:MyStuff	
	Device Name:			

In this case, you could open a directory window for "Ram:" by either clicking on it's gadget, or by selecting the "6" key on the top of your keyboard.

By selecting the menu item Utilities / Utilities in Window, these nine gadgets will contain the same commands contained in the MegaD Utilities menu. If you select Utilities / Utilities in Window under MegaD's default configuration, then these nine gadgets will contain the following:

```

-----
| Free Volumes  @      Volumes In Memory      |
|                                                    |
|      LhA      Pack  LhA      Test      First  |
|      LhA      UnPack LhA Recursive  Next      |
|      LhA      List  Copy/Format  Previous  |
|      Device Name:                                     |

```

In this configuration, these nine gadgets no longer open directory windows. Rather, they perform commands similar to those possible using the Utilities menu.

See Also: Menus & Devices preferences window
 Devices & Titles preferences discussion
 Utilities / Utilities In Window menu item
 Utilities / User Menu Items 1-5 menu items

 F8 Function Key operation
 F9 Function Key operation
 F10 Function Key operation

1.37 MegaD v3.1 - by John L. Jones

'Device Name' string gadget:
 =====

In the middle of the main window is a string gadget labeled <Device Name:>. You can open a directory window for a logical or physical device by entering that device's path into this string gadget.

For example, to open a window to the C: directory, enter 'C:' (don't include the apostrophes) into this gadget, and press <return>. If the contents of C: has already been buffered MegaD will not reread C:. Rather, it will display the previously read buffer for C:.

```

-----
| Free Volumes  @      Volumes In Memory      |
|                                                    |
|                                                    |
|                                                    |
|      Device Name:                                     |
|      -----                                     |
|      | Files Selected      Chip      | |
|      | Dir.Selected      Fast      | |

```

<----- Device Name Gadget

```

|   | Bytes Selected      Large   | |<-- Files Selected Area
|   | Free Disk Space    Total    | |
|   | Active Directory    | |
|   |-----|
|   |                                     C |
|   |                                     |
|   |                                     S |
|   |                                     |
|   |                                     A |
|-----|

```

See Also: Device & Command Gadgets discussion

F8 Function Key	operation
F9 Function Key	operation
F10 Function Key	operation

1.38 MegaD v3.1 - by John L. Jones

Files Selected area:

=====

Directly in the middle of the MegaD main window lies the <Files Selected> area. This area contains file and memory information.

The <Files Selected> area contains a "hidden" gadget as well. By single clicking on the upper-left portion of this area, the information displayed will change between <Files/Dir/Bytes Selected> and <Source Files/Source Dir/Source Bytes>

The <Files Selected> area always displays the following:

=====

Free Disk Space: The amount of disk space available in whichever directory window is the DEST directory. In the case where 2 or more directory windows are all DEST windows, then free disk space is displayed for whichever window was first selected as DEST. An easy way to determine which window's free disk space is being displayed is to look at the <Active Directory> in the bottom of the <Files Selected> area.

Active Directory: This lists the window whose free disk space is being computed.

Chip: The amount of chip memory which is not being used.

Fast: The amount of fast memory which is not being used.

Large: This lists the largest single block of ram memory available on your computer.

Total: The total amount of ram (chip & fast) available.

Normally, the <Files Selected> area also displays the following:

```
=====
```

Files Selected: The total number of files selected within all open
 directory windows.

Dir. Selected: The total number of directories selected within all
 open directory windows.

Bytes Selected: The total number of bytes in all of the files and
 directories that have been selected. This value
 can sometimes be misleading though.

Let's say you select one directory. In this case,
IF that directory has already been buffered, then
<Bytes Selected> will display the number of bytes
in all of the files within that directory.

If on the other hand, that directory hadn't yet been
buffered, then MegaD will only display the number of
bytes taken up by that directory - as if it were an
empty directory.

By single-clicking in the upper-left of the <Files Selected> area:

```
=====
```

Source Files: The total number of files selected in all open
 source directories. A source directory is any
 directory whose DEST gadget is not selected.

Source Dir.: The total number of directories selected within all
 source directory windows.

Source Bytes: The total number of bytes in all of the files and
 directories selected in source windows. This value
 can sometimes be misleading though.

Let's say only one source directory is selected.
In this case, IF that directory has already been
buffered, then <Source Bytes> will display the
number of bytes in all of the files within that
directory.

If on the other hand, that directory hadn't yet been
buffered, then MegaD will only display the number of
bytes taken up by that directory - as if it were an
empty directory.

```
-----
```

	Free Volumes	@	Volumes In Memory	


```

|                                     |
|      Device Name:                  |
|      -----                      |
|      | Files Selected      Chip   | |
|      | Dir.Selected      Fast    | |
|      | Bytes Selected    Large   | |<-- Files Selected Area
|      | Free Disk Space   Total   | |
|      | Active Directory   |      | |
|      -----                      |
|                                     |
|                                     C |
|                                     |
|                                     S |
|                                     |
|                                     A |
|-----|

```

See Also: Display File, Directories, Bytes defaults preference
 Display Memory, Date, Time defaults preference

 F8 Function Key operation
 F9 Function Key operation
 F10 Function Key operation

1.39 MegaD v3.1 - by John L. Jones

Ctrl / Shift / Alt Gadgets:
 =====

The <C>, <S> and <A> gadgets in the lower right portion of the MegaD main window are designed to work in conjunction with the 18 numeric keypad gadgets. Their sole purpose is to expand the number of commands accessible from the numeric keypad to 72.

How do they work. Think of the numeric keypad gadgets as containing 4 separate banks of command gadgets.

- The 1st bank is available when neither of the <C>, <S> or <A> gadgets are selected.
- The 2nd bank is available when the <C> gadget is selected.
- The 3rd bank is available when the <S> gadget is selected.
- The 4th bank is available when the <A> gadget is selected.

Why are the gadgets labelled <C>, <S> and <A>? They can be activated in two ways. First, and obvious, is by single-clicking on them. The second way is to depress the <Ctrl>, <Shift> or <Alt> keys on your keyboard.

```

|-----|
| Free Volumes @       Volumes In Memory |
|-----|

```

```

Device Name:
-----
| Files Selected      Chip      |
| Dir.Selected        Fast      |
| Bytes Selected      Large     |
| Free Disk Space     Total     |
| Active Directory    |
-----
C
S
A
^
|
Ctrl/Shift/Alt
Gadgets

```

See Also: Numeric Keypad Gadgets discussion

F8 Function Key	operation
F9 Function Key	operation
F10 Function Key	operation

1.40 MegaD v3.1 - by John L. Jones

```
F8 Function Key:
=====
```

The F8 function key accomplishes two things:

- (1) It changes the Volumes In Memory gadget from <Volumes In Memory> to <Devices, Assigns and Drives>.
- (2) It toggles the main control window between the front and back of the screen.

See Also:	MegaD Main Window	description
	Volumes In Memory	gadget
	F9 Function Key	description
	F10 Function Key	description

1.41 MegaD v3.1 - by John L. Jones

F9 Function Key:
=====

The F9 function key accomplishes two things:

- (1) It changes the Volumes In Memory gadget to from <Devices, Assigns and Drives> to <Volumes In Memory>.
- (2) It toggles the main control window between the front and back of the screen.

See Also: MegaD Main Window description
 Volumes In Memory gadget
 F8 Function Key description
 F10 Function Key description

1.42 MegaD v3.1 - by John L. Jones

F10 Function Key:
=====

The sole purpose of this key is to toggle the main control window between the front and back of the screen.

NOTE: If the you have set the MegaD preference
 F10 Closes Control Window, then, the F10
 key toggles the MegaD's main window closed
 and opened instead.

See Also: MegaD Main Window description
 Volumes In Memory gadget
 F8 Function Key description
 F9 Function Key description
 Defaults preference window
 F10 Closes Control Window default preference

1.43 MegaD v3.1 - by John L. Jones

Directory Windows:
=====

Opening Directory Windows

```
-----  
| |System2.0:            |#|@|  
|-----|  
| Parent /    Dest    Lock |
```

```

|-----| |
| C      | |
| Devs   | |
| Expansion | |
| Fonts  | |
| L      | |
| Libs    <----- Directory Contents Area
| monitors | |
| Prefs    | |
| Rexxc    | |
| S        | |
| System   | |
| Trashcan | |
| Utilities | |
| WBStartup | |
| disk.info | |
| Expansion.info | |
| Monitors.info | |
| Prefs.info  | |
| Shell.info  | |
| System.info | |
| Trashcan.info |-|
| Utilities.info |^|
| WBStartup.info |-|
|               |v| | |
|---|---|---|---|
|               |<|>|/|
|-----|

```

1.44 MegaD v3.1 - by John L. Jones

Opening Directory Windows:

=====

MegaD provides 4 basic ways of opening a directory window:

1. Select the top cycle gadget in the MegaD window such that it no longer shows Volumes in Memory, but instead shows Devices, Assigns and Drives. Next, double-click on one of the devices displayed in the list area immediately below that cycle gadget. A directory window showing the contents of that device, assign or drive appears.
2. Select the top cycle gadget in the MegaD window such that it no longer shows Devices, Assigns and Drives, but instead shows Volumes in Memory. The list area immediately below that cycle gadget should list all volumes which have already been buffered into memory. It is possible (in the case that you haven't yet opened any directory windows) that no volumes have been buffered. If any volumes have been buffered, you can reopen those volume window(s) by double clicking on their entries in that list area.
3. You can open a window using one of the nine device & command gadgets located directly below the list area. First, ensure that there is no checkmark next to the menu item Utilities / Utilities in Window.

Then single-click on one of those nine gadgets. A directory window showing the contents of that device opens.

4. Immediately below the nine device & command gadgets is a string gadget labelled Device Name:. You can open any directory window by typing the path leading to that directory.

See Also: -

1.45 MegaD v3.1 - by John L. Jones

'Parent' gadget:
=====

The <Parent> gadget is located in the upper left portion of the directory window. Single-clicking on this gadget will allow you to view the contents of its "parent" directory.

When the contents of a directory window is the root directory of a device, the <Parent> gadget is disabled (because, by definition, a root directory has no "parent" directory).

Replace Window -vs- Open New Window:
=====

As was stated above, when you select the <Parent> gadget, you will be able to view the contents of that window's "parent" directory.

There is however, a minor question concerning whether the parent directory will replace the current window, or whether a new window (containing the parent directory) will open.

This depends upon two factors:

- The state of the window's lock gadget, and
- The settings you've chosen for the menu item
Windows / # Windows Per Volume

Without going into too much detail, I'll attempt to explain:

- If the lock gadget is selected, then selecting the <Parent> gadget will open a new window. At that point, you will have the original directory window open, plus you will have a new window (containing the parent directory) open.
 - If you've set Windows / # Windows Per Volume to 1, (and the lock gadget is not selected), then selecting the <Parent> gadget will replace the current directory window's contents with the contents of the parent directory.
-

If you've set Windows / # Windows Per Volume to greater than 1, then selecting the <Parent> gadget will open an new directory window (rather than replacing the contents of the old window) until the number specified in Windows / # Windows Per Volume has been reached.

See Also: Directory Windows discussion
 Lock Gadget discussion
 Windows / # Volumes Per Screen menu item
 Windows / # Windows Per Volume menu item
 VolPerScr built-in command
 Windows / Use Limits menu item

1.46 MegaD v3.1 - by John L. Jones

'DEST' gadget:
=====

The <DEST> gadget is located in the upper part of a directory window, sandwiched between the Parent and Lock gadgets. The <Dest> gadget is used to select which directory windows are "destination" windows.

Destination -vs- Source:
=====

MegaD directory windows come in two types only..."source" and "destination" windows. If a directory window's <DEST> gadget appears recessed, then that window is a destination window. Conversely, if a window's <DEST> gadget is not recessed, then that window is a source window.

That's nice, but what's the difference between a "source" and a "destination" window? In general, sources and destinations affect different commands in different manners, but to give you a feel for what they mean, take the following example:

Let's say that you want to copy the file "myfile" from the "Ram Disk:" directory to the "DF0:" directory. In this example, you would have to do the following:

- Open two directory windows, one for "Ram Disk:" and the other for "DF0:".
- Select the file "Ram Disk:myfile" (by single-clicking on the file).
- Make "Ram Disk:" a source directory, and make "DF0:" a destination directory.
- Choose MegaD's Copy command.

So in this case, you copied a file from a "source" directory

to a "destination" directory. This example holds true for many MegaD commands. You "move" files from source to destination. You "un-archive" files in a source directory, into a destination directory, etc.

Three Positions:

=====

Each directory window's <DEST> gadget has three positions:

(1) Un-Selected: The gadget does not appear recessed.

This directory window is a "source" directory.

(2) Auto-Selected: The gadget appears recessed, but its border is not "raised white".

MegaD automatically selects <DEST> windows for you. You can control the way in which MegaD auto-chooses destination windows using the Last active window is destination gadget in MegaD's defaults prefs.

(3) Manual-Selected: The gadget appears recessed, and its border appears "raised white".

You can override MegaD's automatic <DEST> selection by manually selecting the <DEST> gadget. This feature is most often used when you want to select multiple destinations.

See Also: Directory Windows discussion
 Last Active Window Is Destination defaults preference

1.47 MegaD v3.1 - by John L. Jones

'Lock' gadget:

=====

The <Lock> gadget serves a simple, yet potentially confusing purpose. When you select a directory window's <Lock> gadget, you are telling MegaD that you don't want the contents of a newly opened directory to replace the contents of that directory.

I'll use an example to explain:

Lets say you've set the menu item Windows / # Windows Per Volume to "1 window per volume". Open a window for "Ram:". A new directory window appears. Now, within the "Ram:" directory window, double-click on the "Clipboards" directory. Notice how the

contents of the "Ram:" directory window is replaced with the contents of "Ram:Clipboards".

Now to demonstrate the <Lock> gadget. Return to the "Ram:" window by selecting the parent gadget. The contents of "Ram:" replaces the window's contents. Select the directory window's <Lock> gadget, and then double-click on the "Clipboards" directory. Notice that MegaD opens a new directory window rather than merely replacing the contents of the original window.

WARNING!!!

=====

It is easy to confuse the meaning of the <Lock> gadget. DO NOT think that the <Lock> gadget prevents MegaD from performing actions on items in that window. If, for example, you attempt to delete a file from within a <Locked> directory, THAT FILE WILL BE DELETED!!!

See Also: Directory Windows discussion
 Windows / # Windows Per Volume menu item
 Windows / Use Limits menu item

1.48 MegaD v3.1 - by John L. Jones

Directory Contents Area:

=====

This area is the "meat & potatoes" of the directory window. You will find a listing of all files and subdirectories within this area. Beyond that, you can decide what and how to display information.

Display Configurability:

=====

At your discretion, MegaD can display the following:

- Subdirectories and files contained within that directory must be displayed, however you can choose to list subdirectories first, list files first, or list items mixed. Refer to Megad's Display - Directory Listing Order preferences.
- You can choose to display one or all of file size, date, protection bits, and comments. Additionally, you can choose any left-to-right order with which to these items are displayed. Refer to the Megad Show menu to specify which of these items are displayed within directory windows. Refer to Display - Directory Listing Order preferences to specify the left-to-right order of these items.

Single Clicking:

=====

Single clicking on an item within a directory window "selects" that item. When an item is selected, it will be highlighted. The purpose behind selecting items is to tell MegaD which items you want a task performed on.

For instance, if you were to select MegaD's delete command without first selecting an item(s), MegaD wouldn't know what to delete! If on the other hand, you first select a file, and then select the delete command, MegaD knows which file you want to delete.

You select files and directories in the same manner...by single clicking.

Window Size:

=====

MegaD allows you to choose one of three methods for determining the size and location of newly opened directory windows:

- If you choose the menu item Windows / Use Overlap Locations, MegaD will automatically size newly opened windows to the right size...just large enough to display all directories and files.
- If you choose the menu item Windows / Use Grid Locations MegaD will open new directory windows to a predetermined grid size and location.
- Using the menu item, Windows / Set Snapshot in conjunction with Menu Windows / Use Snapshot, you can create your own grid.

Scrolling Through Directory Contents:

=====

If you need to scroll through a directory window because it is too small to all information, you can do so in one of three ways:

- Use the standard scroll gadgets on the lower and right sides of the directory window.
- Alternatively, you can use the right mouse button to scroll through a directory window. Size a directory window so that it doesn't display all of its information. Place the mouse within the bounds of the <directory contents area> and hold down the right mouse button. If you move the mouse around (holding the RMB down) you should see the display scroll. Using this method, you can scroll right and left, as well as up and down.
- While a Directory Window is active you may use the following key press to move within the window.

ALT CURSOR or CURSOR, moves one line in direction.
SHIFT CURSOR, moves one window width in direction.
CONTROL CURSOR, move start or end of list or text.

See Also: Directory Windows discussion
 Directory Listing Order display preference
 Menu Show menu

1.49 MegaD v3.1 - by John L. Jones

MegaD has 7 different gadget types:

=====

ARexx Gadgets
AutoBoots
Built In's
Device Gadgets
Gadget Sets
Menu Sets
User Gadgets

You can assign gadgets from each of these types into any numeric keypad gadget. Additionally, you can assign gadgets of these types to MegaD's Utilities menu, and can define hot keys which will execute the commands defined by these gadgets.

See Also: Keypads preference window

1.50 MegaD v3.1 - by John L. Jones

ARexx Gadgets:

=====

ARexx gadgets are one of MegaD's 7 gadget types.

ARexx gadgets, when selected, will be executed as ARexx scripts. The bottom line is this...if you want to configure a MegaD gadget or menu item such that it executes an ARexx script, you must first define that ARexx script as an ARexx type (within the Keypads Preferences).

See Also: Keypads - ARexx preference window

1.51 MegaD v3.1 - by John L. Jones

AutoBoots:

=====

AutoBoots are one of MegaD's 7 gadget types.

What is an autoboot:

=====

Lets say that you own, and regularly use, a word processor named "excellence". It would be real nice if merely double-clicking on a text file in a MegaD window would automatically run excellence, and load that file into it. This type of "auto-loading" is what an autoboot allows. For a discussion on how to create an autoboot, refer to the command ABoot Add.

Unlimited Applications!!

=====

It is not limited to text files. To give you an idea of how helpful autoboots can be, I'll list some of the applications I've created autoboots for on my system:

- Amigaguide: Automatically recognize AmigaGuide documents (by the file extension ".guide"). When one of these is double-clicked on, load it into AmigaGuide.
 - Play Sound: Recognize any sound file (regardless of its file name or file extension), and load it into my favorite sound player when double-clicked.
- NOTE: MegaD can recognize certain types of data files (for instance 8SVX, ILBM, etc). It will recognize these regardless of their filenames, and as such, can create autoboots based upon the data contained within rather than by their file extensions.
- LhArc: Recongnize LhArc archives (by the file extension ".arc"). When one of these files is double-clicked on, list the contents of the archive.
 - Program: Recognize any file with a ".c" extension as C source code. Automatically load that file into my SAS text editor.
 - LhA: Recognize any file with a ".lha" extension as an LhA archive. When double-clicked upon, list the contents of that archive.
 - View IFF: Recognize any IFF (ILBM) picture file, and automatically load that picture into my favorite IFF viewing program (Monstra).
 - PPage: Recognize any Professional Page data file (by the contents of the file - and not the filename). When double-clicked upon, automatically run Professional Page, loading that file.
-

How does MegaD know which data file belongs to which autoboot?

=====

When you create an autoboot, MegaD uses a number of methods to match data files to program files.

- It will read all of the data files, looking for similar data. If found, then MegaD assumes that any other file matching this type of data belongs to this autoboot.

An example of this occurs within IFF ILBM (picture) files. Every ILBM will contain the data "ILBM" at a certain location within the file. As MegaD creates the autoboot for displaying a picture, it will recognize that all files happen to have this in common and will use this as the autoboot "recognition method".

- If MegaD can't find similar data within the file, it will look at file extensions. For instance, you could create an autoboot in which all files with the ".guide" extension would autoboot amigaguide.
- If MegaD can't find either of these, it will inform you that it can't find anything in common between the sample data files you provided, and will not create the autoboot.

See Also: Keypads - AutoBoots preference window
 Clr ABoot built-in command
 Sel ABoot built-in command
 ABoot Add built-in command
 ABoot Edit built-in command
 Options / Activate AutoBoot menu item

1.52 MegaD v3.1 - by John L. Jones

Built In's:

=====

Built In gadgets are one of MegaD's 7 gadget types.

MegaD comes with quite a comprehensive set of built in commands. These commands range from copying, moving and deleting files, to creating a database of the files on your harddisk.

To view a list of all of MegaD's built in commands, refer to Built-In Commands .

See Also: Built-In Commands table of contents
 Keypads - Built In's preference window

1.53 MegaD v3.1 - by John L. Jones

Device Gadgets:

=====

Device gadgets are one of MegaD's 7 gadget types.

Device gadgets simply represent any logical or physical device on your system. The purpose behind device gadgets is to provide a convenient way to open a directory window for any directory.

You can create a device gadget for any directory. For instance, lets say that you frequently need to access files in the following directory:

Work:MyStuff/Hobbies/Sports/Golf

It would be a pain to have to work you way through all these directories just to reach the <Golf> subdirectory. Why not create a device gadget which represents that entire path. This way, clicking on that device gadget will automatically open the <Golf> subdirectory window.

Refer to MegaD's Menus & Devices preference section to define device gadgets. Refer to MegaD's Keypads preferences to assign a device to a numeric keypad gadget.

See Also:	Keypads - Dev Gadgets	preference window
	Device & Command Gadgets	discussion
	Menus & Devices	preference window
	Device Name	string gadget

1.54 MegaD v3.1 - by John L. Jones

Gadget Sets:

=====

Gadget sets are one of MegaD's 7 gadget types.

What is a gadget set?

=====

Gadget sets are different from the other gadget types in that they don't represent actual commands. A gadget set is literally that ... a "set of gadgets".

Confused yet? Well you should already know that MegaD provides 4 banks of numeric keypad gadgets (the regular bank, ctrl bank, shift bank, and alt bank). Think of each of those 4 banks as a separate gadget set. Each is nothing more than a set of 18 gadgets.

Flexibility:

=====

The numeric keypad gadgets, while similar to gadget sets, are also quite different.

The main difference, is you can design gadget sets to your own liking. You might want a gadget set which contains 4 rows of 6 gadgets, and you might want to place that "smack dab" in the center of your screen:

```

-----
|         |         |         |         |         |         |
-----
|         |         |         |         |         |         |
-----
|         |         |         |         |         |         |
-----
|         |         |         |         |         |         |
-----

```

You might want to create a gadget set which has only 1 row of 3 gadgets. You may want these gadgets to be fairly wide and fairly high, and finally, you might want this gadget set placed in the lower portion of your screen:

```

-----
|         |         |         |
|         |         |         |
|         |         |         |
-----

```

You can design gadget sets HOWEVER YOU LIKE. You can assign other gadgets into the gadget sets, just as you can assign gadgets to the numeric keypad. In short, anything you can do with a numeric keypad gadget, you can also do with a gadget set.

At your convenience:

=====

When you create a gadget set, you will define when that set of gadgets will appear on your screen. It might clutter your screen if the gadget set were constantly visible. As a result, you might want to assign that gadget set to a hot key, or to the numeric keypad.

You will also be able to specify whether or not selecting a gadget within a gadget set automatically closes the gadget set window.

In short, MegaD gadget sets are flexible enough to be a convenience, rather than a hinderance.

Examples:

=====

I generally create a gadget set when I have a group of related commands. For instance:

- (1) When using my word processor, I want gadgets which (a) run the word processor, and (b) give me access to 3 separate directories.

I created a gadget set which contains 4 gadgets. The first gadget contains a User Gadget which merely runs my word processor. The 2nd through 4th gadgets contain Device Gadgets which open directory windows associated with my word processor.

I assigned a hot key to pop up this gadget set. I have decided that the gadget set should remain open until I manually closed it.

- (2) I have two printers, and use a switch box to specify which printer receives output. A problem though is that I need to change my system's printer prefs depending upon which printer I'm using.

I created a gadget set containing 2 gadgets. The first one calls an ARexx script which sets my printer prefs to an HP PaintJet. The second gadget calls an ARexx script which sets my prefs to an Okidata printer.

I have configured MegaD so that a numeric keypad gadget will pop up this gadget set. I have chosen that the gadget set should automatically disappear after I have selected one of the two printers.

To create gadget sets, use MegaD's Keypads preferences. This will ultimately take you to the gadget set definition window.

See Also: Keypads - Gadget Sets preference window
 Gadget Set definition window

1.55 MegaD v3.1 - by John L. Jones

Menu Sets:
=====

Menu sets are one of MegaD's 7 gadget types.

MegaD allows you to define items in its utilities menu. You do so via MegaD's Menus & Devices preferences. Any menu item defined in this preference area is considered a part of a menu set.

After having defined a menu set (via the Menus & Devices preferences), you can assign the same menu item to a numeric keypad

via MegaD's Menu Sets section of the Keypads preferences.

See Also: Keypads - Menu Sets preference window
 Menu Utilities menu
 Menu Utilities / User Menu Items 1-5 menu items

1.56 MegaD v3.1 - by John L. Jones

User Gadgets:
 =====

Menu sets are one of MegaD's 7 gadget types.

User Gadgets are any gadget defined by the user. This is a rather vague statement, because the rules are rather vague.

Generally, I define a user gadget when that gadget doesn't fit into any of the other 7 gadget types. Why do I do this? The only reason to define a gadget is if you are going to link it into a numeric keypad, gadget set, menu or hotkey.

Well, you can link ARexx gadgets, AutoBoots, Built In gadgets, Device Gadgets and Menu Sets into all of these. So if you create a gadget using one of these methods, then there's no need to duplicate it as a User Gadget. On the other hand, if you need to create a gadget, and it doesn't fit any of the other categories, then create it as a User Gadget.

See Also: Keypads - User Gadgets preference window

1.57 MegaD v3.1 - by John L. Jones

Built-In Commands:
 =====

ABoot Add	Label Times	Set Misc...
ABoot Edit	Move	Set Preferences
Clear All	Move As	Set Print...
Close Windows	Open Windows	Set Protect
Clr ABoot	Open...	Set Screen...
Clr Dir	Output File	TX Close
Clr Files	Output Prt	TX Close All
Clr Pattern	Print Spooler	TX Find
Clr Src	Prt Text	TX Hex
ClrSrcDir	Quit	TX PrintAll
ClrSrcFile	Relabel	TX PrintWindow
Copy	Rename	TX RepeatFind
Copy As	Reset All	TX ScrollDown
Copy/Format	Save As...	TX ScrollUp
Create Dir	Save Preferences	TX SideToSide

Delete	Search Text	TX TopBottom
DirCloseWindows	Sel ABoot	Update Dir
DirOpenWindows	Sel Dir	View Icon
Duplicate	Sel File	View Text
Export File	Sel Pattern	VolPerScr
File Comment	Sel Src	
Filters +	Select All	
Filters -	SelSrcDir	
Find	SelSrcFile	
Free Volumes	Set Color...	
Go Deep	Set Default...	
Iconify	Set Display...	
Lab. Modify	Set Export	
Label	Set Keypad...	
Label Align	Set MenuDev...	

See Also: -

1.58 MegaD v3.1 - by John L. Jones

'ABoot Add' command:
=====

For a complete discussion of what an autoboot is, and what it can allow, refer to AutoBoots .

Creating an autoboot:
=====

MegaD certainly can't know what files should run what programs. You must teach MegaD this. To do so, select AT LEAST two data files, AND one program file (for instance, at least two text files, and excellence). Then select the <ABoot Add> gadget.

A very powerfully requestor called the Program Control Window appears. After completing the program control window, a requester similar to the following will appear:

```

-----
| This auto boot has been added |
| To keep, use Save Preferences |
|           -----           |
|           | Continue |       |
|           -----           |
|                               |
-----

```

Select the Save Preferences gadget so that the autoboot will exist the next time you run MegaD.

IMPORTANT:
=====

All autoboots are disabled unless the Options / Activate AutoBoot menu item is selected

Common Questions:

=====

(1) How does MegaD know which data file belongs to which autoboot?

When you create an autoboot, MegaD uses a number of methods to match data files to program files.

- It will read all of the data files, looking for similar data. If found, then MegaD assumes that any other file matching this type of data belongs to this autoboot.

An example of this occurs within IFF ILBM (picture) files. Every ILBM will contain the data "ILBM" at a certain location within the file. As MegaD creates the autoboot for displaying a picture, it will recognize that all files happen to have this in common and will use this as the autoboot "recognition method".

- If MegaD can't find similar data within the file, it will look at file extensions. For instance, you could create an autoboot in which all files with the ".guide" extension would autoboot amigaguide.
- If MegaD can't find either of these, it will inform you that it can't find anything in common between the sample data files you provided, and will not create the autoboot.

(2) How many files should I select when creating an autoboot?

As was stated above, you must select AT LEAST 2 data files AND one program file. The more data files you select, the better the chances that MegaD will find what TRULY separates these data files from other data files. For instance, all sound files will have 8SVX as data in the beginning of the file. MegaD would use this as a criteria for autobooting sound files into a sound playing program.

You MUST also select 1 program file. The program file you select will be the program that MegaD will boot whenever a similar data file is double-clicked upon.

(3) Do I have to deselect ".info" files when creating an autoboot?

No. As you select data/program files during the creation of an autoboot, MegaD automatically selects ".info" files also. Don't worry about this. When MegaD searches for file similarities, it will automatically disregard any ".info" file.

(4) How do you execute an autoboot?

- After having created an autoboot, ensure that the menu item Options / Activate AutoBoot is selected.

- Then double-click on a data file fitting the description of the autoboot. MegaD will run the associated program, loading that particular data file.

See Also:

AutoBoots	discussion
ABoot Edit	built-in command
Clr ABoot	built-in command
Sel ABoot	built-in command
Options /	Activate AutoBoot menu item

1.59 MegaD v3.1 - by John L. Jones

'ABoot Edit' command:
=====

Selecting <ABoot Edit>, merely opens the preferences window for your autoboots. It is simply a shortcut to open this preference window.

See Also:

AutoBoots	discussion
ABoot Add	built-in command
Clr ABoot	built-in command
Sel ABoot	built-in command
Options /	Activate AutoBoot menu item

1.60 MegaD v3.1 - by John L. Jones

'Clear All' command:
=====

When selected <Clear All> will "deselect" all currently selected items within open directory windows.

See Also:

Clr Aboot	built-in command
Clr Dir	built-in command
Clr Files	built-in command
Clr Pattern	built-in command
Clr Src	built-in command
ClrSrcDir	built-in command
ClrSrcFile	built-in command

1.61 MegaD v3.1 - by John L. Jones

'Close Windows' command:
=====

This command Closes all currently open directory windows without

unbuffering their contents.

See Also: DirCloseWindows built-in command
 Windows / Close Windows menu item

1.62 MegaD v3.1 - by John L. Jones

'Clr ABoot' command:
=====

Clear Items in open directory windows by use of the autoboot parameters. This command is very disk intensive.

This command was a mystery to me for a while, so I'll attempt to explain it using an example. Lets say that you happened to create two autoboots - one that displays IFF files, and another that plays sound files. Lets further say that you have a particular directory which contains many IFF files AND many sound files. You decide one day that you'd like to separate these files into two distinct directories. But you have a problem. It's going to take a while figuring out which files are IFF and which are sound. Here's where <Clr ABoot> (or for that matter Sel ABoot) can help you.

To use <Clr ABoot> in this case, drag select every file in the directory. Then select the <Clr ABoot> gadget. MegaD opens a window containing an entry for every autoboot you've created. Select the autoboot corresponding to your IFF viewer, and then close that window. MegaD will "unselect" all files which match that IFF autoboot, leaving the remaining sound files selected.

See Also: Clear All built-in command
 Clr Dir built-in command
 Clr Files built-in command
 Clr Pattern built-in command
 Clr Src built-in command
 ClrSrcDir built-in command
 ClrSrcFile built-in command

 AutoBoots discussion
 Sel ABoot built-in command
 ABoot Add built-in command
 ABoot Edit built-in command
 Options / Activate AutoBoot menu item

1.63 MegaD v3.1 - by John L. Jones

'Clr Dir' command:
=====

When selected <Clr Dir> will "deselect" all currently selected directories inside any open directory window.

<Clr Dir> will not deselect any files.

See Also:	Clear All	built-in command
	Clr Aboot	built-in command
	Clr Files	built-in command
	Clr Pattern	built-in command
	Clr Src	built-in command
	ClrSrcDir	built-in command
	ClrSrcFile	built-in command

1.64 MegaD v3.1 - by John L. Jones

'Clr Files' command:
=====

When selected <Clr Files> will "deselect" all currently selected directories inside any open directory window.

<Clr Files> will not deselect any directories.

See Also:	Clear All	built-in command
	Clr Aboot	built-in command
	Clr Dir	built-in command
	Clr Pattern	built-in command
	Clr Src	built-in command
	ClrSrcDir	built-in command
	ClrSrcFile	built-in command

1.65 MegaD v3.1 - by John L. Jones

'Clr Pattern' command:
=====

Unselects file/directory items from all currently open directories by use of an AmigaDOS pattern match.

When you select the <Clr Pattern> command, MegaD opens the pattern match window. Enter the pattern match for items you want "deselected" from all open directory windows.

After completing the pattern match window, and selecting its <Use> gadget, all matching directories and files in any open directory window will be deselected.

Name/Size/Date/Protect Cycle Gadget:
=====

Allows you to select whether you want to match based upon the

file or directory's name, size (in bytes), date created, or protection bits set.

Clr Pattern String Gadget:

=====

Enter the pattern that you are attempting to match. Use the standard AmigaDOS pattern matching conventions. The MegaD Pattern Match Window lists an abbreviated version of these pattern matching commands for your reference, however, to fully understand AmigaDOS pattern matching conventions, refer to your AmigaDOS manual.

In/Out Cycle Gadget:

=====

This gadget can be a bit confusing. To explain it's function, I'll provide a simple example. Lets say that you want to isolate all ".info" files in a directory from the other files in that directory. You would first select all files and directories within the desired directory window. You could then set up the window as follows:

Name	#?.info	In	Activate
------	---------	----	----------

After selecting the <Use> gadget, all files ending in ".info" would be unselected, and all other files would remain selected.

Now lets look at the "Out" option. If you set up the window as follows:

Name	#?.info	Out	Activate
------	---------	-----	----------

After selecting the <Use> gadget, all files ending in ".info" would remain selected, and all other files would be unselected. The exact opposite!

Activate Gadget:

=====

The Pattern Match Window contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

See Also:	Clear All	built-in command
	Clr Aboot	built-in command
	Clr Dir	built-in command
	Clr Files	built-in command
	Clr Src	built-in command
	ClrSrcDir	built-in command
	ClrSrcFile	built-in command

1.66 MegaD v3.1 - by John L. Jones

'Clr Src' command:
=====

When selected <Clr Src> will "deselect" all currently selected files and directories inside any source directory windows.

<Clr Src> will not deselect any files or directories inside DEST windows.

See Also:	Clear All	built-in command
	Clr Aboot	built-in command
	Clr Dir	built-in command
	Clr Files	built-in command
	Clr Pattern	built-in command
	ClrSrcDir	built-in command
	ClrSrcFile	built-in command

1.67 MegaD v3.1 - by John L. Jones

'ClrSrcDir' command:
=====

When selected <ClrSrcDir> will "deselect" all currently selected directories inside any source directory windows.

<ClrSrcDir> will not deselect any files. Additionally, it will not deselect any directories inside DEST windows.

See Also:	Clear All	built-in command
	Clr Aboot	built-in command
	Clr Dir	built-in command
	Clr Files	built-in command
	Clr Pattern	built-in command
	Clr Src	built-in command
	ClrSrcFile	built-in command

1.68 MegaD v3.1 - by John L. Jones

'ClrSrcFile' command:
=====

When selected <ClrSrcFile> will "deselect" all currently selected files inside any source directory windows.

<ClrSrcFile> will not deselect any directories. Additionally, it will not deselect any directories inside DEST windows.

See Also:	Clear All	built-in command
-----------	-----------	------------------

Clr Aboot	built-in command
Clr Dir	built-in command
Clr Files	built-in command
Clr Pattern	built-in command
Clr Src	built-in command
ClrSrcDir	built-in command

1.69 MegaD v3.1 - by John L. Jones

'Copy' command:

=====

This command will copy selected files and/or directories into all DEST directory window(s).

When you select the Copy gadget, MegaD will check to see if the selected directory(s)/file(s) will fit onto the destination disk. If not, MegaD will inform you that insufficient space is available on the destination disk.

If you have selected the warn before copy default preference, then MegaD will query you immediately before commencing the copy operation.

See Also:	Copy As	built-in command
	Move	built-in command
	Move As	built-in command

1.70 MegaD v3.1 - by John L. Jones

'Copy As' command:

=====

This command will copy selected files and/or directories into the destination directory window(s), and will allow you the opportunity to change each directory/file name as it is copied. The destination window(s) will all have the DEST gadget selected.

NOTE: When you change a file or directory's name during a Copy As operation, the original file/directory name will remain unchanged. Only the new file/directory will receive a new name. For example, lets say that you want to copy "Work:oldfile" to "Ram:", and that you want to change it's filename to "newfile". You would select the file "Work:oldfile", and ensure that "Ram:" is the the DEST directory. Then select the Copy As command. First off, a requester queries whether or not you want to copy 1 file into 1 destination. When you answer <Yes> to this requester, a second requester asks you for the new filename, so enter "newfile". After the copy operation is complete, you will have the following files:

Work:oldfile -and- Ram:newfile

When you select the Copy As gadget, MegaD will check to see if the selected directory(s)/file(s) will fit onto the destination disk. If not, MegaD will inform you that insufficient space is available on the destination disk.

See Also: Copy built-in command
 Move built-in command
 Move As built-in command

1.71 MegaD v3.1 - by John L. Jones

'Copy/Format' command & Menu Utilities / 'Copy-Format' menu item:
=====

This gadget is designed for copying or formatting an entire disk. When selected, MegaD will execute a program designed for this purpose. MegaD comes with its own default disk copying/formatting program (called MDdisk).

One nice feature, however, is you can configure this gadget so that it calls whatever disk copy/format program you prefer. For example, if you're a fan of Sebastiano Vigna, you could configure MegaD to run "Super Duper" (a different copy/format program) whenever the <Copy/Format> gadget is selected. Here's how you would configure MegaD in this case:

Use MegaD's Miscellaneous Preferences Window to configure MegaD for another copy/format program.

See also: Copy/Format miscellaneous preferences

1.72 MegaD v3.1 - by John L. Jones

'Create Dir' command:
=====

This will create a new sub-directory in the DEST window(s). When selected, MegaD will open a requester asking for the name of the new sub-directory.

See Also: -

1.73 MegaD v3.1 - by John L. Jones

When selected, this gadget will close all selected directory windows. There are three different ways in which you can select a window to close when using this command.

1. Select an open directory window in the Volumes in Memory cycle gadget, and then select the <DirCloseWindows> gadget.
2. Select an open directory window in the Devices, Assigns and Drives cycle gadget, and then select the <DirCloseWindows> gadget.
3. Select a directory (whose window is already open) in that window's parent directory, and then select the <DirCloseWindows> gadget. Now this sounds a bit confusing, so lets demonstrate how this could be done.

Open a directory window for "Ram:". Select the LOCK gadget in the "Ram:" window. Inside the "Ram:" directory, you should find a sub-directory called "env". Open that directory. At this point you should have two directory windows open..."Ram:" and "Ram:env". Now, within the "Ram:" window, single-click on the "env" directory item (so that it is selected). We're almost done...Click on the <DirCloseWindows> gadget. Notice that the "Ram:env" window closes.

See Also: Close Windows built-in command
 Windows / Close Windows menu item

1.75 MegaD v3.1 - by John L. Jones

'DirOpenWindows' command:
=====

When selected, this gadget will open all selected directory windows. There are three different ways in which you can select a window to open when using this command.

1. Select an previously opened volume in the list area below the Volumes in Memory cycle gadget, and then select the <DirOpenWindows> gadget.
2. Select an in the list area below the Devices, Assigns and Drives cycle gadget, and then select the <DirOpenWindows> gadget.
3. Select a sub-directory inside an already open directory window, and then select the <DirOpenWindows> gadget.

See Also: Open Windows built-in command
 Windows / Open Windows menu item

1.76 MegaD v3.1 - by John L. Jones

'Duplicate' command:

=====

This command will create an identical copy of all selected file(s) and directory(s). When you select <duplicate>, MegaD will ask you to supply a new file/directory name, and will then create a duplicate file/directory with that new name.

See Also: -

1.77 MegaD v3.1 - by John L. Jones

'Export File' command & Menu Output / DataBase Export File:

=====

Creates a database export file for use with you favorite database.

MegaD has the ability to create a data file (compatible with a database) from selected files and directories. This database would be one that would allow you to keep track of your many disks, and of the programs which are stored on those disks. This text can not possibly teach you how to use or control a database. But if you are familiar with databases and know the difference between a record and a field, you will feel right at home with this part of MegaD. If you do not have a database, this command will be of little value to you, and you may want to spare yourself the anguish of reading this section.

Setting Up Export:

=====

Before <Export File> will work, you must set the attributes for the export function. To do so, first determine the directory into which you'd like the export file written, and make that the DEST directory. A good directory for this is the same directory that you would place the data files for the database. Once you've opened this directory window and selected its DEST gadget, select the menu item Output / Setup Export..., or the built-in command Set Export.

The "Set Export" window will open. This window lets you set what file attributes you wish to include in your database export file.

Creating the Database:

=====

Once, you've set up the Set Export window to your liking, click on the <Use> gadget. Select the files/directories which you would like exported, and select the <Export File> command or the menu item <Output / DataBase Export File>. Below are the results of a sample export in which only two files were selected, and for which all 9 file attributes were selected (in the Set Export window).

```
DP4,Work:,Work:DPaint,FILE,06-29-92 18:02:37,379732,752,---arwed,,
DP4.info,Work:,Work:DPaint,FILE,05-25-93 07:49:02,1630,4,----rw-d,,
```

As you can see, commas separate each file attribute, and there is a return at the end of each line signifying a new record. The format, while not too aesthetically pleasing, is easily digested by a good database program.

Empty Fields:

=====

Notice the two commas at the end of each line. If each file had contained a file comment, then MegaD would have placed them between these commas.

Exporting volumes/directories:

=====

MegaD will export all of the information found in selected volumes and directories. To send all of the information found in a volume, select the appropriate volume from the list area below the Volumes In Memory cycle gadget. Then select the <Export File> built-in command or the <Output / DataBase Export File> menu item.

To send all of the information found in a directory, select appropriate directory from within a directory window. Then select the <Export File> built-in command, or the <Output / DataBase Export File> menu item).

Practice:

=====

I suggest that you create an export file a few times. Each time load the newly created export file into a text window so that you can see how it works. After you're sure that it is exporting the kind of information you want, you may start creating a database of all of your files and programs.

See Also:	Set Export	built-in command
	Export Directories & Files	set export window item
	Field & Record Separators	set export window item
	File Attribute Fields	set export window item
	Filename for Path	set export window item
	Overwrite Or Append Old File	set export window item

1.78 MegaD v3.1 - by John L. Jones

'File Comment' command:

=====

AmigaDOS allows the user to attach a comment to each file and directory, as a brief reminder of the contents of that file or directory. The MegaD <File Comment> command is used to alter these attached comments. Merely select the file or directory whose comment you'd like to alter, and then select the <File Comment> gadget. MegaD will open a requester similar to the following:

```

-----
|               Source Directory               |
|               Work:                         |
|               Source Filename               |
|               |                             |

```

```

|               DPaintIV               |
|           Destination Directory         |
|               Work:                     |
|                                         |
|           Enter comment to add          |
|           to this file                  |
|                                         |
|   -----                             |
|   |                                     | |
|   -----                             |
|                                         |
|   -----   -----   -----   -----   -----   |
|   | Use | | All | | Rcrsv | | Skip | | Cancel | | |
|   -----   -----   -----   -----   -----   |
|-----|

```

Enter the new comment into the string gadget, and select either <Use>, <All> or <Rcrsv>.

Use:

===

When selected, the <Use> gadget will attach the new file comment to only the file specified in the requester.

Lets say that you want to alter the file comments for 3 files. Lets further say that you want each file to contain a separate file comment. Select all 3 files, and then select the <File Comment> gadget. When the "File Comment" requester appears, enter the new comment for the first file, and select <Use>. MegaD will attach the new comment to only that first file, and will re-open the requester for the second file. Accomplish the same steps for the second and third files.

All:

===

When selected, the <All> gadget will attach the specified file comment to ALL selected files. It will not, however, recursively add comments to files within a directory. Lets look at an example.

Lets say that you want to add the exact same file comment to two separate files and to one directory. For this example, lets say that you selected "DirA", "File1" and "File2".

Work:

```

DirA          <-- selected
  DirAA
    FileAA1
  FileA1
  FileA2
DirB
  FileB1
  FileB2
File1          <-- selected
File2          <-- selected

```

Now lets say that you select the <File Comment> gadget. MegaD opens the "File Comment" requester, you enter the comment

"New Comment!", and finally select the <All> gadget. The following files will have recieved the following comments:

Work:

```
DirA          /* New Comment! */
  DirAA
    FileAA1
  FileA1
  FileA2
DirB
  FileB1
  FileB2
File1          /* New Comment! */
File2          /* New Comment! */
```

Rcrsv:

=====

When selected, the <Rcrsv> gadget will "recursively" add the same file comment to all files in all of the selected directories and sub-directories. Here's an example.

Lets say that you have the following directory, in which you've selected only the "DirA" directory.

Work:

```
DirA          <-- selected
  DirAA
    FileAA1
  FileA1
  FileA2
DirB
  FileB1
  FileB2
File1
File2
```

Now lets say that you select the <File Comment> gadget. MegaD opens the "File Comment" requester, you enter the comment "New Comment!", and finally select the <Rcrsv> gadget. The following files will have recieved the following comments:

Work:

```
DirA          /* New Comment! */
  DirAA        /* New Comment! */
    FileAA1    /* New Comment! */
  FileA1       /* New Comment! */
  FileA2       /* New Comment! */
DirB
  FileB1
  FileB2
File1
File2
```

Skip:

=====

The <Skip> gadget allows you to refrain from attaching a file comment to a particular file, without aborting the entire "File Comment"

process.

Lets say that you select 2 files, and then select the <File Comment> gadget. The moment the "File Comment" requester appears, you realize that you didn't intend to comment the 1st file, but that you still want to comment the 2nd. Merely select the <Skip> gadget for the 1st file. MegaD will NOT alter its comment. Rather, MegaD will skip ahead to the 2nd file, allowing you the opportunity to alter its comment.

Cancel:

=====

The <Cancel> gadget allows you to abort the remainder of the file commenting process. Realize that selecting the <Cancel> gadget will not "undo" any file comment that has already been altered.

Miscellaneous Notes:

=====

The maximum length for any comment is 79 characters. Do not worry that you are wasting memory by commenting your files and directories, as AmigaDOS reserves the space, regardless of whether or not you use it.

As a sidelight, MegaD provides you an easy way to determine whether or not a file/dir contains a comment. When viewing a MegaD directory window, any file/dir already containing a comment will be followed by an asterisk (*).

See Also: Menu Show / Comment menu item

1.79 MegaD v3.1 - by John L. Jones

'Filters +' command & Menu Options / 'Filter Directory' menu item:

=====

Hides file/directory items by use of a pattern match.

Lets say that you want to hide all files in a directory that end in <.info>. Selecting the <Filter +> gadget would open the Pattern Match Window. You would fill out the window, using <#?.info> as the pattern string.

Name/Size/Date/Protect Cycle Gadget:

=====

Allows you to select whether you want to match based upon the file/directory's name, size (in bytes), date created, or protection bits set. For our current example, you would select <Name>.

Filter + String Gadget:

=====

Enter the pattern that you are attempting to match. Use the standard AmigaDOS pattern matching conventions. The MegaD Filter + Window lists an abbreviated version of these pattern matching commands for your reference, however,

to fully understand AmigaDOS pattern matching conventions, refer to your AmigaDOS manual. For our current example, you would enter <#?.info>.

In/Out Cycle Gadget:

=====

This gadget can be a bit confusing. To explain it's function, I'll provide a continue with our .info example. You would set up the window as follows:

Name	#?.info	In	Activate
------	---------	----	----------

After selecting the <Use> gadget, all files ending in ".info" would still be visible, but all other files would not be seen. This is not to say that the other files have been deleted, rather that they are not currently listed in the directory window.

Now lets look at the "Out" option. If you set up the window as follows:

Name	#?.info	Out	Activate
------	---------	-----	----------

After selecting the <Use> gadget, all files ending in ".info" would no longer be listed in the directory window, while all other files would still be visible. The exact opposite!

Activate Gadget:

=====

The "Filter +" window contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

Remove gadget:

=====

This gadget, if selected, will remove any filter matching the <Active> patterns.

Set to all directories gadget:

=====

Unless you select <Set to all directories>, filters normally work only on the DEST window. When selected, MegaD creates a global filter which will be used in ALL directory windows.

See Also: Filters - built-in command
 Options / Remove All Filters menu item

1.80 MegaD v3.1 - by John L. Jones

'Filters -' command & Menu Options / 'Remove All Filters' menu item:
=====

Removes all filters which have been set with the Filters + command. Refer to Filters + for a more thorough discussion of filters.

See Also: Filters + built-in command
 Options / Filter Directory menu item

1.81 MegaD v3.1 - by John L. Jones

'Find' command:
=====

<Find> will search through whole volumes or selected directories for a specified file or directory.

You may know the name, or partial name, of a file that you want, but you can't seem to locate it. <Find> will Go Deep into the volume or directory until the file is located, or until the end of the search area is reached.

Find utilizes the standard AmigaDOS pattern matching characters to enable you to find a file, while specifying merely a portion of a filename. It does this through the Pattern Match Window. Fill out this window as follows:

Name/Size/Date/Protect Cycle Gadget:
=====

Allows you to select whether you want to match based upon the file or directory's name, size (in bytes), date created, or protection bits set.

Find String Gadget:
=====

Enter the pattern that you are attempting to match. Use the standard AmigaDOS pattern matching conventions. The MegaD Find window lists an abbreviated version of these pattern matching commands for your reference, however, to fully understand Amiga OS pattern matching conventions, refer to your AmigaDOS manual.

In/Out Cycle Gadget:
=====

This gadget can be a bit confusing. To explain it's function, I'll provide a simple example. Lets say that you want to find all files in a directory that contain begin with the text "MegaD". You would set up the window as follows:

Name	MegaD#?	In	Activate
------	---------	----	----------

After selecting the <Use> gadget, MegaD would search for all files beginning with "MegaD".

Now lets look at the "Out" option. If you set up the window as follows:

Name	MegaD#?	Out	Activate
------	---------	-----	----------

After selecting the <Use> gadget, the exact opposite would occur! MegaD would search for all files NOT BEGINNING with MegaD.

Activate Gadget:

=====

The Find window contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

Find Directory & Files cycle gadget:

=====

This cycle gadget has three options, all of which are self-explanatory.

<Find Directories only>,
<Find Files only>, and
<Find Directory & Files>

'Path and filename for items found' string gadget:

=====

MegaD allows two methods of notification when files are located. The first, and default method, is to notify you through a requester. When MegaD locates a matching file, it opens a requester similar to the following:

```

-----
|  A match has been found in  |
|      Work:UtilitiesMegaD   |
|          as filename       |
|          MegaD.doc         |
|                             |
|      Continue Search?     |
|  -----  |               | | |
|  | Yes |   |               |
|  -----  |               |
|                             |
|-----|

```

You enable this method by leaving the <Path and filename for items found> string gadget blank.

The second method of notification is for MegaD to print all matches into a file. You enable this method by entering the full pathname of the file into which you'd like this information saved. Enter this pathname into the <Path and filename for items found> string gadget. To the right of this string gadget is a folder gadget, by selecting this gadget you will be able to use the ASL File Requestor to fill in the <Path and filename for items found>. When you select the <Use> gadget, MegaD will search for all matching files. At the completion of the search, MegaD will open a requester similar to the following:

```

-----
| 15 matches were found |
|                         |
| -----               |
| | Continue |          |
| -----               |
|                         |
-----

```

And then, MegaD will automatically open a window listing all matching files.

See Also: Search Text built-in command

1.82 MegaD v3.1 - by John L. Jones

'Free Volumes' command:

=====

When selected, <Free Volumes> will unbuffer all selected volumes. In the event the user doesn't select any volumes, then <Free Volumes> will unbuffer all volumes.

To use this command to unbuffer ALL volumes, merely single-click on the <Free Volumes> gadget in the upper left corner of the MegaD main window.

To use this command to unbuffer only selected volume(s), ensure that Volumes in Memory is selected in the cycle gadget in the upper right corner of the MegaD main window. Then select the volume(s) that you'd like to unbuffer, from within the list area immediately below the <Free Volumes> gadget. Finally, select the <Free Volumes> gadget.

See Also: Free Volumes gadget
 Options / Free On Disk Remove menu item
 Buffered Directories discussion

1.83 MegaD v3.1 - by John L. Jones

'Go Deep' command:

=====

This will buffer all sub-directories in a marked volume or directory.

Lets say that you are interested in knowing how many bytes a directory (including all of its sub-directories) contains. <Go Deep> is perfect for that. Select the directory in question and then select <Go Deep>. MegaD will buffer every file in that directory, and in all of its sub-directories. Once this is done, you can reselect the same directory, and by referring to the Bytes Selected section (in the middle of the

MegaD Main Window), determine the number of bytes contained within that directory.

See Also: Buffered Directories discussion

1.84 MegaD v3.1 - by John L. Jones

'Iconify' command & Menu Project / 'Iconify' menu item:
=====

If you are running version 2.0 or higher of the Amiga operating system, this will create an application icon for MegaD.

See Also: Application Icons discussion
 Iconify At Start default preference

1.85 MegaD v3.1 - by John L. Jones

'Lab. Modify' command:
=====

MegaD creates automatic labels, however, it gives you the option to modify the printed lines before they reach the printer.

This command combines the ease of creating automatic labels with the flexibility of manually creating labels. To use this command, select the directory item(s) that you would like printed onto a label, and then select the <Lab. Modify> gadget. MegaD will open a window displaying the selected items in label format. Alter the items as you see fit, and then select the window's <Print> gadget.

See Also: Label built-in command
 Label Align built-in command
 Label Times built-in command
 Output / Disk Label menu item
 Label Height print preference
 Label Width print preference

1.86 MegaD v3.1 - by John L. Jones

'Label' command:
=====

This command prints disk labels. If you select directory items prior to selecting <Label>, then it will create and print a disk label containing those selected items. If you select <Label> without having previously selected any directory items, MegaD opens a window allowing

you to input the information to print.

See Also: Lab. Modify built-in command
 Label Align built-in command
 Label Times built-in command
 Output / Disk Label menu item
 Label Height print preference
 Label Width print preference

1.87 MegaD v3.1 - by John L. Jones

'Label Align' command:
=====

Prints "alignment" dots to the printer to help align the label.

I used to waste paper whenever I tried printing labels. This was because of my inability to properly align the label to the printhead. The <Label Align> command is designed to alleviate this problem.

When you select <Label Align>, MegaD will print two "alignment" dots on your printer. Adjust your printer so that these dots are immediately above the label, and so that the label is centered (horizontally) between the dots.

See Also: Lab. Modify built-in command
 Label built-in command
 Label Times built-in command
 Output / Disk Label menu item
 Label Height print preference
 Label Width print preference

1.88 MegaD v3.1 - by John L. Jones

'Label Times' command:
=====

This command is similar to the Label command, but gives the option for duplicate labels.

If you select directory items prior to selecting <Label Times>, MegaD will open a requester asking how many copies you would like to print. It then creates and print as many copies of that disk label as you want.

If you select <Label> without having previously selected any directory items, MegaD first opens a window allowing you to input the label information. After you design the label, MegaD will ask how many copies you would like to print.

See Also: Lab. Modify built-in command
 Label built-in command
 Label Align built-in command
 Output / Disk Label menu item
 Label Height print preference
 Label Width print preference

1.89 MegaD v3.1 - by John L. Jones

'Move' command:

=====

Move, accomplishes two actions. It first copies the selected file/dir(s) into a new directory, and then deletes the original file/dir(s) from the old directory.

To use the <Move> command, select the file/dir(s) that you would like to move. Then, ensure the desired destination directory(s) DEST gadgets are selected. Finally, select the <Move> gadget. At that point, MegaD will open a requester similar to the following:

```

-----
|          5 File/s marked for move          |
|      0 Directory/ies marked for move      |
|  To be moved to 1 directory window/s  |
|              Continue                    |
|  -----                                |
|  | Yes |                                | No | |
|  -----                                |
-----

```

NOTE: <Move> will not move a directory into a sub-directory of itself.

See Also: Copy built-in command
 Copy As built-in command
 Move As built-in command

1.90 MegaD v3.1 - by John L. Jones

'Move As' command:

=====

<Move As> is similar to the Move command, however it adds one feature. <Move As> not only allows you to move files and directories into a new directory, but it also allows you to rename the files/dirs that are moved.

To use the <Move As> command, select the file/dir(s) that

you would like to move. Then, ensure the desired destination directory(s) DEST gadgets are selected. Finally, select the <Move As> gadget. At that point, MegaD will open a requester similar to the following:

```

-----
|          5 File/s marked for move          |
|          0 Directory/ies marked for move    |
|      To be moved to 1 directory window/s    |
|              Continue                      |
|      -----                               |
|      | Yes |                               | No | |
|      -----                               ----- |
-----

```

If you select the requester's <Yes> gadget, then MegaD will ask you to provide the new name for each file/dir selected. It will do so with a requester similar to the following:

```

-----
|          Source Directory                   |
|              Work:                         |
|          Source Filename                   |
|              Myfile                       |
|      Destination Directory                 |
|              Ram Disk:                    |
|              Enter filename                |
|      rename moved copy of this file        |
|      -----                               |
|      |                                     | |
|      -----                               ----- |
|      -----                               ----- |
|      | Use |      | Skip |      | Cancel | |
|      -----                               ----- |
-----

```

NOTE: <Move As> will not move a directory into a sub-directory of itself.

See Also: Copy built-in command
 Copy As built-in command
 Move built-in command

1.91 MegaD v3.1 - by John L. Jones

'Open Windows' command:

```
=====
```

This will open all previously buffered directories windows. As an example, try the following:

Unbuffer all volumes by selecting the Free Volumes gadget.

Then open a directory window for "Work:" (assuming you have a hard-drive), or for "DF0:" (if you don't have a hard-drive). Additionally, open a directory window for "Ram:". Now close all directory windows, and then select the <Open Windows> gadget. All windows that you just closed should re-open.

See Also: DirOpenWindows built-in command
 Windows / Open Windows menu item
 Opening Directory Windows discussion

1.92 MegaD v3.1 - by John L. Jones

'Open...' command & Menu Project / 'Open...' menu item:
 =====

The <Open...> command allows you to load a different MegaD preference file. When selected, a file requester queries you for the new preference file to load.

While certainly not necessary, it is a good idea to end all of your preference files with the ".pf" extension. This is because the file requester used when you select <Open...> automatically filters out all files not ending with ".pf".

See Also: Save As... built-in command
 Save Preferences built-in command
 Project / Save As menu item
 Project / Save Preferences menu item

1.93 MegaD v3.1 - by John L. Jones

'Output File' command & Menu Output / 'File' menu item:
 =====

This command creates a listing of all files in any selected directory or volume (including all sub-directories).

<Output File> can be quite a handy command for keeping track of files. Lets take a look at some sample output off of my harddrive. For this example, I opened a window for my SYS: directory, and selected the "Devs" sub-directory. I then selected the <Output File> command. A requester similar to the following appeared:

```
-----
| Destination Directory |
|           SYS:       |
|                      |
| Enter output filename |
|                for    |
|                      |
```

```

| Destination Directory |
|                       |
| -----             |
| |                   | |
| -----             |
| -----             |
| | Use |           | Cancel | |
| -----             |
| -----             |

```

Enter a filename of your choosing (I used "MyList"), and then select the <Use> gadget. MegaD will create a file containing something similar to the following:

```

System2.0:
  System2.0:Devs
    System2.0:Devs/Keymaps
      cdn * gb *
      chl * i *
      ch2 * is *
      cmap * n *
      d * s *
      dk * usa0 *
      e * usa2 *
      f * *
    System2.0:Devs/Printers
      CalComp_ColorMaster * ImagewriterII *
      CalComp_ColorMaster2 * NEC_Pinwriter *
      CBM_MPS1000 * Okidata_293I *
      Diablo_630 * Okidata_92 *
      EpsonQ * Okimate_20 *
      EpsonX * Seiko_5300 *
      EpsonXold * Seiko_5300a *
      EpsonX[CBM_MPS-1250] * Sharp_JX-730 *
      generic * Tektronix_4693D *
      Howtek_Pixelmaster * Tektronix_4696 *
      HP_DeskJet * Toshiba_P351C *
      HP_LaserJet * Toshiba_P351SX *
      HP_PaintJet * Xerox_4020 *
      HP_ThinkJet * *
      clipboard.device * parallel.device *
      kickstart * printer.device *
      MountList * serial.device *
      narrator.device * system-configuration *

```

The current display information will be included in this list. For example, if you've set your preferences such that a directory window displays file size and protection bits, then the output file will also display those two items.

One other note deals with the menu item Output / W-Tree Lines. When this is selected, the file output will look similar to:

```

System2.0:
  |--System2.0:Devs
    |--System2.0:Devs/Keymaps
      | |--cdn * gb *

```

```

|  |--ch1  *  i      *
|  |--ch2  *  is     *
.
.
.

```

See Also: Output Prt built-in command
 Output / Output Printer menu item
 Output / W-Tree Lines menu item

1.94 MegaD v3.1 - by John L. Jones

'Output Prt' command & Menu Output / 'Printer' menu item:

=====

This command sends a listing of all files in any selected directory or volume (including all sub-directories) to the printer.

<Output Ptr> can be quite a handy command for keeping track of files. Lets take a look at some sample output off of my harddrive. For this example, I opened a window for my SYS: directory, and selected the "Devs" sub-directory. I then selected the <Output Ptr> command. The following information was sent to my printer:

```

System2.0:
  System2.0:Devs
    System2.0:Devs/Keymaps
      cdn * gb *
      chl * i *
      ch2 * is *
      cmap * n *
      d * s *
      dk * usa0 *
      e * usa2 *
      f *
    System2.0:Devs/Printers
      CalComp_ColorMaster * ImagewriterII *
      CalComp_ColorMaster2 * NEC_Pinwriter *
      CBM_MPS1000 * Okidata_293I *
      Diablo_630 * Okidata_92 *
      EpsonQ * Okimate_20 *
      EpsonX * Seiko_5300 *
      EpsonXOld * Seiko_5300a *
      EpsonX[CBM_MPS-1250] * Sharp_JX-730 *
      generic * Tektronix_4693D *
      Howtek_Pixelmaster * Tektronix_4696 *
      HP_DeskJet * Toshiba_P351C *
      HP_LaserJet * Toshiba_P351SX *
      HP_PaintJet * Xerox_4020 *
      HP_ThinkJet *
      clipboard.device * parallel.device *
      kickstart * printer.device *

```

```

MountList          *  serial.device          *
narrator.device    *  system-configuration *

```

The current display information will be included in this list. For example, if you've set your preferences such that a directory window displays file size and protection bits, then the output file will also display those two items.

One other note deals with the menu item Output / W-Tree Lines. When this is selected, the file output will look similar to:

```

System2.0:
|--System2.0:Devs
  |--System2.0:Devs/Keymaps
  |   |--cdn * gb *
  |   |--ch1 * i *
  |   |--ch2 * is *
  |   .
  |   .
  |   .

```

See Also: Output File built-in command
 Output / Output File menu item
 Output / W-Tree Lines menu item

1.95 MegaD v3.1 - by John L. Jones

'Print Spooler' command & Menu Output / 'Print Spooler' menu item:
 =====

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

Selecting <Print Spooler> opens the ARexx print spooler window (assuming that you've obtained the separate MDSPool program, and have configured it into MegaD's print preferences).

While <Print Spooler> opens the print spool window, it does not give the spooler any file to print. This command can be useful

in presetting the spooler for a special task.

See Also:

MDSpool.Guide	document
Prt Text	built-in command
TX PrintAll	built-in command
TX Print Window	built-in command
Panic / CANCEL ALL PRINT	menu item
Panic / CANCEL PRINT	menu item
Print Spooler	print preference

1.96 MegaD v3.1 - by John L. Jones

'Prt Text' command:
=====

<Prt Text> sends all selected text files to the print spooler.

Operation of this command should rather self-explanatory. Nonetheless, select one or more text files which you desire to print, and then select the <Prt Text> command. The print spooler will automatically print all selected text files.

See Also:

MDSpool.Guide	document
Print Spooler	built-in command
TX PrintAll	built-in command
TX Print Window	built-in command
Output / Print Spooler	menu item
Panic / CANCEL ALL PRINT	menu item
Panic / CANCEL PRINT	menu item
Print Spooler	print preference

1.97 MegaD v3.1 - by John L. Jones

'Quit' command & Menu Project / 'Quit' menu item:
=====

When selected, this command will exit MegaD. This command is comparable to selecting the MegaD window's close gadget.

See Also: Confirm Quit defaults preference

1.98 MegaD v3.1 - by John L. Jones

'Relabel' command:
=====

This command will work only under version 2.0 or later of the

```

|  -----  -----  -----  |
|  | Use |    | Skip |    | Cancel |  |
|  -----  -----  -----  |
|-----|

```

Enter the new file or directory name, and select the <Use> gadget.

See Also: -

1.100 MegaD v3.1 - by John L. Jones

'Reset All' command:
=====

This command forces MegaD to redraw all currently open directory windows. This is useful after you've modified the sort or display attributes of the directory windows.

As an example, open two or more directory windows. After having opened them, change one of the Show menu items. For instance, if the menu item Show / Size was turned off, then turn it on. Notice how only the currently selected directory window will show file sizes. To force all currently open directory windows to show filesize, select the menu item <Show / Reset All>.

See Also: -

1.101 MegaD v3.1 - by John L. Jones

'Save As...' command & Menu Project / 'Save As...' menu item:
=====

This command allows you to save the current MegaD preferences under a filename of your choosing.

MegaD uses the file "megad2.pf" as the default preference file. If you want to save more than one preference file, then use the <Save As> option. Later, when you want to reuse that preference file, you can use the Open... command.

See Also: Open... built-in command
 Save Preferences built-in command
 Project / Open... menu item
 Project / Save Preferences menu item

1.102 MegaD v3.1 - by John L. Jones

'Save Preferences' command & Menu Project / 'Save Preferences' menu item:
=====

The <Save Preferences> command saves the current MegaD preferences as "megad2.pf", or as the last Save As... filename.

See Also: Open... built-in command
 Save As... built-in command
 Project / Open... menu item
 Project / Save As... menu item

1.103 MegaD v3.1 - by John L. Jones

'Search Text' command:
=====

The <Search Text> command will search through a text file for a string. It gives you the option of (1) saving (to disk) the line numbers on which matches were found, or (2) viewing the matches immediately.

To show how this works, I'll explain the actions necessary to search your <S:Startup-Sequence> file for the text "path".

Open a directory window for your S: directory, and select the file "Startup-Sequence". Then select MegaD's <Search Text> command. A window similar to the following will open:

```

-----
|      Destination Directory      |
|      System2.0:S              |
|                                |
|  Enter the string to search for |
|      in all marked files       |
|      ?, #?, * permitted       |
|  Include optional filename to  |
|  create a list of locations found |
|                                |
|      Search String             |
|      -----                  |
|      |                        | |
|      |                        | |
|                                |
|      Optional filename for list |
|      -----                  |
|      |                        | | |
|      |                        | | |
|      |                        | | |
|      |                        | | |
|      |                        | | |
|  | Use |                      | Cancel |
|  -----                      | -----
|                                |
-----

```

At this point, enter "path" (without the quotes) into the <Search String>

gadget, and leave the bottom string gadget empty. Finally, select the <Use> gadget. MegaD will search the file for any occurrences. When it finishes searching, MegaD will open a window similar to the following:

```

-----
|               path               |
|      Was found in path          |
|      System2.0:S                |
|      under filename             |
|      Startup-Sequence           |
|                                  |
|      Open this text window?     |
|                                  |
|  -----  -----  -----  -----  |
|  | Yes |   | Open |   | Skip |   | Quit |   |
|  -----  -----  -----  -----  |
|-----|

```

Select either <Yes> or <Open>. MegaD will open a text window displaying <S:User-Startup>. Within that window, all occurrences of "path" will be highlighted. To view the next occurrence of "path" within the textfile, use the text window's <Cursor / Repeat Search> menu item.

Yes -vs- Open -vs- Skip:

=====

There is a difference between the <Yes>, <Open> and <Skip> gadgets within this requester. Lets say that you are searching for the string "King Charles" within 10 separate files. When MegaD has found an occurrence of this string, it will open the requester described above. If you answer <Yes>, then MegaD will:

- Open a text window displaying the matches.
- Abort searching all remaining files.

If, on the other hand, you select <Open>, then MegaD will:

- Open a text window displaying the matches.
- Continue searching the remainder of the 10 files after you've closed the text window.

Finally, if you select the <Skip> gadget, then MegaD will:

- Not open a window for the current match.
- Continue searching the remaining files.

(NEW 2.x):

=====

Should you select a directory, 'Search Text' will look through the entire directory and its sub-directories for any occurrences of the string within text files, this is very disk intensive but also very powerful.

'Optional filename for list' string gadget:

=====

This gadget allows you to save a record of all matches to a diskfile of your choosing. Merely enter the filename in which you'd like all matches saved. To the right of this string gadget is a folder gadget, by selecting this gadget you will be able to use the ASL File Requestor to fill in the <Path and filename for items found>.

Lets say that you enter "SearchFile" into the <Optional filename for list> gadget. MegaD will then search the selected files, recording all matches into the file "SearchFile". After the search is complete, MegaD will automatically open a requester similar to the following:

```

-----
|      foo was found 3 times      |
|      and was saved in file      |
|      Work:MyFiles/SearchFile    |
|      -----                  |
|      | Continue |              |
|      -----                  |
|      -----                  |

```

When you select the <Continue> gadget, MegaD will automatically display the contents of "SearchFile". This file will contain the pathnames of each matching file along with the line numbers of each match:

```

Work:Misc/File1
 37: what's it foo you anyway?
 59: oh foo bar he angrily exclaimed.

Work:Misc/File2
 83: asked for a helping of toe foo.

```

See Also: Find built-in command

1.104 MegaD v3.1 - by John L. Jones

'Sel ABoot' command:

=====

Selects items in open directory windows by use of the AutoBoot parameters. This command is very disk intensive.

This command can seem rather mysterious, so I'll attempt to explain it using an example. Lets say that you happened to create two autoboots - one that displays IFF files, and another that plays sound files. Lets further say that you have a particular directory which contains many IFF files AND many sound files. You decide one day that you'd like to separate these files into two distinct directories. But you have a problem. It's going to take a while figuring out which files are IFF and which are sound. Here's where <Sel ABoot> (or for that matter Clr ABoot) can help you.

Merely select the <Sel ABoot> gadget. MegaD opens a window containing an entry for every autoboot you've created. Select the autoboot corresponding to your IFF viewer, and then close that window. MegaD will "select" all files which match that IFF autoboot, leaving the remaining sound files unselected.

See Also:	Select All	built-in command
	Sel Dir	built-in command
	Sel File	built-in command
	Sel Pattern	built-in command
	Sel Src	built-in command
	SelSrcDir	built-in command
	SelSrcFile	built-in command
	Clr ABoot	built-in command
	ABoot Add	built-in command
	ABoot Edit	built-in command
	Options /	Activate AutoBoot menu item

1.105 MegaD v3.1 - by John L. Jones

'Sel Dir' command:
=====

Selects all directories in all open directory windows.

See Also:	Select All	built-in command
	Sel File	built-in command
	Sel Pattern	built-in command
	Sel Src	built-in command
	SelSrcDir	built-in command
	SelSrcFile	built-in command

1.106 MegaD v3.1 - by John L. Jones

'Sel File' command:
=====

Selects all files in all open directory windows.

See Also:	Select All	built-in command
	Sel Dir	built-in command
	Sel Pattern	built-in command
	Sel Src	built-in command
	SelSrcDir	built-in command
	SelSrcFile	built-in command

1.107 MegaD v3.1 - by John L. Jones

'Sel Pattern' command:

=====

Selects file/directory items from all currently open directories by use of an AmigaDOS pattern match.

When you select the <Sel Pattern> command, MegaD opens the pattern match window. Enter the pattern match for items you want "selected" from all open directory windows.

After completing the pattern match window, and selecting its <Use> gadget, all matching directories and files in any open directory window will be selected.

Name/Size/Date/Protect Cycle Gadget:

=====

Allows you to select whether you want to match based upon the file or directory's name, size (in bytes), date created, or protection bits set.

Sel Pattern String Gadget:

=====

Enter the pattern that you are attempting to match. Use the standard AmigaDOS pattern matching conventions. The MegaD Pattern Match Window lists an abbreviated version of these pattern matching commands for your reference, however, to fully understand AmigaDOS pattern matching conventions, refer to your AmigaDOS manual.

In/Out Cycle Gadget:

=====

This gadget can be a bit confusing. To explain it's function, I'll provide a simple example. Lets say that you want to isolate all ".info" files in a directory from the other files in that directory. First, ensure all files and directories within the directory window are deselected. You could then set up the window as follows:

Name	#?.info	In	Activate
------	---------	----	----------

After selecting the <Use> gadget, all files ending in ".info" would be selected, and all other files would remain deselected.

Now lets look at the "Out" option. If you set up the window as follows:

Name	#?.info	Out	Activate
------	---------	-----	----------

After selecting the <Use> gadget, all files ending in ".info" would remain deselected, and all other files would be selected. The exact opposite!

Activate Gadget:

=====

The Pattern Match Window contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

'Dest'ination directories / All directories Cycle Gadget:

=====

Allows you to tell MegaD to perform the pattern match selection on all open directory windows, or only on the DEST directory windows.

See Also:	Select All	built-in command
	Sel Dir	built-in command
	Sel File	built-in command
	Sel Src	built-in command
	SelSrcDir	built-in command
	SelSrcFile	built-in command

1.108 MegaD v3.1 - by John L. Jones

'Sel Src' command:

=====

Selects all items (files & directories) in all open source (non-DEST) windows.

See Also:	Select All	built-in command
	Sel Dir	built-in command
	Sel File	built-in command
	Sel Pattern	built-in command
	SelSrcDir	built-in command
	SelSrcFile	built-in command

1.109 MegaD v3.1 - by John L. Jones

'Select All' command:

=====

Selects all items (files & directories) in all open directory windows.

See Also:	Sel Dir	built-in command
	Sel File	built-in command
	Sel Pattern	built-in command
	Sel Src	built-in command
	SelSrcDir	built-in command

SelSrcFile built-in command

1.110 MegaD v3.1 - by John L. Jones

'SelSrcDir' command:
=====

Selects all directories in all open source (non-DEST) windows.
All files within these source windows will remain in their
previous state (selected or unselected).

See Also:	Select All	built-in command
	Sel Dir	built-in command
	Sel File	built-in command
	Sel Pattern	built-in command
	Sel Src	built-in command
	SelSrcFile	built-in command

1.111 MegaD v3.1 - by John L. Jones

'SelSrcFile' command:
=====

Selects all files in all open source (non-DEST) windows.
All directories within these source windows will remain in their
previous state (selected or unselected).

See Also:	Select All	built-in command
	Sel Dir	built-in command
	Sel File	built-in command
	Sel Pattern	built-in command
	Sel Src	built-in command
	SelSrcDir	built-in command

1.112 MegaD v3.1 - by John L. Jones

'Set Color...' command:
=====

Calls the MDPrefs program, opening the
MegaD Preferences Set Color window .

See Also: Set Preferences built-in command
 Project / Set Preferences menu item

1.113 MegaD v3.1 - by John L. Jones

'Set Default...' command:
=====

Calls the MDPrefs program, opening the
MegaD Preferences Set Default window .

See Also: Set Preferences built-in command
Project / Set Preferences menu item

1.114 MegaD v3.1 - by John L. Jones

'Set Display...' command:
=====

Calls the MDPrefs program, opening the
MegaD Preferences Set Display window .

See Also: Set Preferences built-in command
Project / Set Preferences menu item

1.115 MegaD v3.1 - by John L. Jones

'Set Export' command & Menu Output / Setup Export...:
=====

When you use the <Set Export> command, the following window opens.
This allows you to set the paramaters desired for a database export.
For a thorough discussion of this feature, refer to the Export File
built-in command or the Output / Database Export File menu item.

	Filename	maximum size	30	Field Separator	
	Volume Name	maximum size	30		
	Path	maximum size	180	Record Separator	
	Type	size	4		
	Date	size	18	Filename for path	
	Size	size	8		
	Blocks used	size	8		
	Protection	size	8	@ Export Directory & Files	
	Comment	maximum size	80	@ Overwrite old file	
	Use			Cancel	

See Also: Export File built-in command
Output / Database Export File menu item
Export Directories & Files set export window item

Field & Record Separators	set export window item
File Attribute Fields	set export window item
Filename for Path	set export window item
Overwrite Or Append Old File	set export window item

1.116 MegaD v3.1 - by John L. Jones

Set Export - File Attribute Fields:

=====

You will find 9 separate file attribute gadgets on the left side of the Set Export window. Select those attributes that you want included in your database. It's important that you think this part out thoroughly. Some database programs are rigid, allowing very little changing once the database is started. Others allow you to add new fields to an already created database.

MegaD lists the maximum field size to the right of each attribute. If you create your database with fields that are smaller than those listed, you may either lose information, or your database may not accept the export file.

See Also:	Export File	built-in command
	Output / Database Export File	menu item
	Set Export	built-in command
	Export Directories & Files	set export window item
	Field & Record Separators	set export window item
	Filename for Path	set export window item
	Overwrite Or Append Old File	set export window item

1.117 MegaD v3.1 - by John L. Jones

Set Export - Field/Record Separators:

=====

On the right side of the window, you will find two integer string gadgets. One is titled <Field Separator>, the other is titled <Record Separator>. Both require that you know the ASCII value of the character separating your fields and your records (as defined by your database). MegaD defaults to the standard used by most databases. The value for the Field Separator is 44 (which is the ASCII value of a comma). The value for the Record Separator is 10 (which is the value of a return character).

See Also:	Export File	built-in command
	Output / Database Export File	menu item
	Set Export	built-in command
	Export Directories & Files	set export window item
	File Attribute Fields	set export window item
	Filename for Path	set export window item
	Overwrite Or Append Old File	set export window item

1.118 MegaD v3.1 - by John L. Jones

Set Export - Filename for path string gadget:

=====

You have already told MegaD the path into which you'd like to place the export file (you did this by choosing a DEST directory earlier). Now you must tell MegaD what to name the export file. Do so in this string gadget. I do want to stress, only put the filename (not the whole path) inside this gadget, since the path has already been defined.

See Also:	Export File	built-in command
	Output / Database Export File	menu item
	Set Export	built-in command
	Export Directories & Files	set export window item
	Field & Record Separators	set export window item
	File Attribute Fields	set export window item
	Overwrite Or Append Old File	set export window item

1.119 MegaD v3.1 - by John L. Jones

Set Export - Export Directories & Files cycle gadget:

=====

This gadget has three options.

<Export Directories & Files>,
 <Export Files only>, and
 <Export Directories only>.

The function of this gadget should be self explanatory.

See Also:	Export File	built-in command
	Output / Database Export File	menu item
	Set Export	built-in command
	Field & Record Separators	set export window item
	File Attribute Fields	set export window item
	Filename for Path	set export window item
	Overwrite Or Append Old File	set export window item

1.120 MegaD v3.1 - by John L. Jones

Set Export - Overwrite/Append cycle gadget:

=====

If <Overwrite old file> is selected, then MegaD will discard any previous export file of the same pathname (if one exists), and replace it with the new export file. Otherwise, MegaD will create a new file, and place the export information in it. Using this option requires you to read the data file into your database before the Export File command is used again, or you will lose your previously created export file.

The <Append to end of file> option is my favorite way to use this. The

first time the Export File command is used, MegaD creates a new file. Each subsequent time, MegaD will append the new information to the end of the file. Now remember that the filename you created is somewhat permanent. As long as you save the preferences after setting the export function up, MegaD will always try to write the file to the same place, and in doing so will constantly append the newly exported information. This has one drawback. You MUST delete the export file once you have read it into your database. If you don't, then MegaD will constantly append new information to a file that has already been used by your database.

See Also:	Export File	built-in command
	Output / Database Export File	menu item
	Set Export	built-in command
	Export Directories & Files	set export window item
	Field & Record Separators	set export window item
	File Attribute Fields	set export window item
	Filename for Path	set export window item

1.121 MegaD v3.1 - by John L. Jones

'Set Keypad...' command:
=====

Calls the MDPrefs program, opening the
MegaD Preferences Set Keypad window .

See Also: Set Preferences built-in command
Project / Set Preferences menu item

1.122 MegaD v3.1 - by John L. Jones

'Set MenuDev...' command:
=====

Calls the MDPrefs program, opening the
MegaD Preferences Set MenuDev window .

See Also: Set Preferences built-in command
Project / Set Preferences menu item

1.123 MegaD v3.1 - by John L. Jones

'Set Misc...' command:
=====

Calls the MDPrefs program, opening the

MegaD Preferences Set Misc window .

See Also: Set Preferences built-in command
Project / Set Preferences menu item

1.124 MegaD v3.1 - by John L. Jones

'Set Preferences' command & Menu Project / 'Set Preferences' menu item:
=====

This command allows you to alter MegaD's preferences. When selected, <Set Preferences> will open a main preferences window, leading you into all kinds of preferences areas.

See Also: Set Color... built-in command
Set Default... built-in command
Set Display... built-in command
Set Keypad... built-in command
Set MenuDev... built-in command
Set Misc... built-in command
Set Print... built-in command
Set Screen... built-in command

1.125 MegaD v3.1 - by John L. Jones

'Set Print...' command:
=====

Calls the MDPrefs program, opening the
MegaD Preferences Set Print window .

See Also: Set Preferences built-in command
Project / Set Preferences menu item

1.126 MegaD v3.1 - by John L. Jones

'Set Protect' command:
=====

This command allows you to alter the protection bits of a file or directory.

AmigaDOS equips each file and directory with a set of eight bits, called protection bits. These bits specify what types of actions can be performed upon the file or directory. These bits are:

d = Delete (the file can be deleted).

e = Execute (the file is an executable program).
 w = Write (the file can be written to, or altered).
 r = Read (the file can be read).
 a = Archived (the file has been archived)
 p = Pure (the file is a pure command that can be made resident).
 s = Script (the file is a script).
 ? = Were not sure

NOTE: ????? Were not sure:

=====

Commodore/Amiga at one time defined the ? bit as 'h' for hidden. This, now, is not supported. At the time the final bit is defined, MegaD will be modified correctly.

When you select the <Set Protect> gadget, MegaD opens the following window:

```

-----
|      Select protect information      |
|      for selected item              |
|      myfile                        |
|-----|
|      [] d Delete                   |
|      [] e Executable               |
|      [] w Write                    |
|      [] r Read                     |
|      [] a Archived                 |
|      [] p Pure                     |
|      [] s Script                   |
|      [] ? Were not sure            |
|-----|
|  Use  | All | Skip | Cancel |
|-----|
-----

```

Select the protection bits that you want set, and then single click on <Use> or <All>.

Use -vs- All -vs- Skip -vs- Cancel:

=====

Use: Sets those bits for the current file only. Additionally, the <Use> gadget can be used to recursively set the protection bits for all files in a directory. See the <Set Protect Deep> paragraph below for more information.

All: Sets those bits for all files selected.

Skip: Skips setting the bits for the current file and moves on to the next selected file.

Cancel: Skips setting the bits for the current and all remaining selected files.

Set Protect Deep:

=====

Should you want to set the protection bits for all files in a directory (and it's subdirectories) to the same bits, you can do so with the <Use> gadget in the <Set Protect> window (described above).

To accomplish this select the directory containing the files whose protection bits you wish to change.. Select the proper protection bits, and then single-click on the <Use> gadget. A small requester similar to the following will appear:

```

-----
| Would you also like to set |
| all items in directory   |
|      MyDirectory         |
|-----|
| -----|
| | Yes |           | No | |
| -----|           |-----|
|-----|

```

Answer Yes to this request and MegaD will set the protection bits for all files within this directory and its subdirectories.

See Also: Show / Show Protection menu item
 Warn If Deleting Protected File defaults preference

1.127 MegaD v3.1 - by John L. Jones

'Set Screen...' command:

=====

Calls the MDPrefs program, opening the
 MegaD Preferences Set Screen window .

See Also: Set Preferences built-in command
 Project / Set Preferences menu item

1.128 MegaD v3.1 - by John L. Jones

'TX Close' command:

=====

Closes the active or the last active MegaD text-viewer text window.

This command has no effect when there are no MegaD text-viewer windows open.

See Also: TX Close All built-in command

1.129 MegaD v3.1 - by John L. Jones

'TX Close All' command:
=====

Closes all open MegaD text-viewer text windows. This command has no effect when there are no MegaD text-viewer windows open.

See Also: TX Close built-in command

1.130 MegaD v3.1 - by John L. Jones

'TX Find' command:
=====

Allows you to search for a text string within the most recently selected MegaD text-viewer text window. This command has no effect when there are no MegaD text-viewer windows open.

When you select <TX Find>, MegaD opens a window similar to the following:

```

-----
| Enter the string to search for |
|                                |
|      ?, #?, * permitted      |
|-----|
|           Search String       |
|-----|
| |                             | |
|-----|
|-----|
| | Use |                       | Cancel | |
|-----|
|-----|

```

Enter the string that you'd like to find (pattern match symbols are acceptable), and select the <Use> gadget. MegaD will highlight all occurrences of that string.

To scroll forward through each occurrence of the string, use the TX RepeatFind command.

See Also: TX RepeatFind built-in command

1.131 MegaD v3.1 - by John L. Jones

'TX Hex' command:
=====

Allows you to toggle the most recently selected MegaD text-viewer text window between an ASCII and HEX display mode. This command has no effect when there are no MegaD text-viewer windows open.

See Also: -

1.132 MegaD v3.1 - by John L. Jones

'TX PrintAll' command:
=====

Prints the entire file being displayed in the most recently selected MegaD text-viewer text window. This command has no effect when there are no MegaD text-viewer windows open.

See Also:

TX Print Window	built-in command
Prt Text	built-in command
Print Spooler	built-in command
Output / Print Spooler	menu item
Panic / CANCEL ALL PRINT	menu item
Panic / CANCEL PRINT	menu item
Print Spooler	print preference
MDSpool.Guide	document

1.133 MegaD v3.1 - by John L. Jones

'TX PrintWindow' command:
=====

Prints only those lines of text that can be seen in the most recently selected MegaD text-viewer text window. This command has no effect when there are no MegaD text-viewer windows open.

See Also:

TX PrintAll	built-in command
Prt Text	built-in command
Print Spooler	built-in command
Output / Print Spooler	menu item
Panic / CANCEL ALL PRINT	menu item
Panic / CANCEL PRINT	menu item
Print Spooler	print preference
MDSpool.Guide	document

1.134 MegaD v3.1 - by John L. Jones

'TX RepeatFind' command:
=====

This command works in conjunction with the TX Find command. It finds the next occurrence of the string previously searched for using the TX Find command.

See Also: TX Find built-in command

1.135 MegaD v3.1 - by John L. Jones

'TX ScrollDown' command:
=====

Scrolls the active MegaD text-viewer text window down one page.

See Also: TX ScrollUp built-in command
TX SideToSide built-in command
TX TopBottom built-in command

1.136 MegaD v3.1 - by John L. Jones

'TX ScrollUp' command:
=====

Scrolls the active MegaD text-viewer text window up one page.

See Also: TX ScrollDown built-in command
TX SideToSide built-in command
TX TopBottom built-in command

1.137 MegaD v3.1 - by John L. Jones

'TX SideToSide' command:
=====

Toggles the active MegaD text-viewer text window between the far left and far right sides of the text page.

See Also: TX ScrollDown built-in command
TX ScrollUp built-in command
TX TopBottom built-in command

1.138 MegaD v3.1 - by John L. Jones

'TX TopBottom' command:
=====

Toggles the active MegaD text-viewer text window between the top and bottom of the text document.

See Also: TX ScrollDown built-in command
 TX ScrollUp built-in command
 TX SideToSide built-in command

1.139 MegaD v3.1 - by John L. Jones

'Update Dir' command:
=====

Due to the multitasking ability of the Amiga computer, the contents of a directory can be altered by programs other than MegaD. MegaD can't automatically know that another program has altered a directory. MegaD only discovers this when it attempts to re-read the altered directory.

If the validity of a directory is in question, use the <Update Dir> command. MegaD will attempt to re-read the directory.

- If the directory's contents have been altered, MegaD will update the directory window, displaying the proper information.
- If the directory has been deleted by another program, then MegaD will remove the directory window from the screen.

See Also: Buffered Directories discussion

1.140 MegaD v3.1 - by John L. Jones

'View Icon' command:
=====

When selected, <View Icon> will show a picture of all selected icon (.info) files.

See Also: -

1.141 MegaD v3.1 - by John L. Jones

'View Text' command:

=====

This will load all selected files into a MegaD text-viewer window. It will first check to see if the marked file is a text (ASCII) file. If the file is a text (ASCII) file, MegaD will load it into the MegaD text-viewer and you will be able to read the contents of the file normally.

If MegaD is not sure what type of a file it is, it will open a requester similar to the following:

```

-----
|           MyFile           |
| is not a true text file |
|           Load anyway?   |
|-----|
|  -----  |
| | Yes |   | No | |
|  -----  |
|-----|

```

Clicking on the yes gadget will allow MegaD to load the file in the HEX mode. In the HEX mode, the MegaD text-viewer will only display the true ASCII characters of the file. All other (non-printable) characters will be represented by blank spaces.

Viewing Multiple Text Files:

=====

If you wish to view more than one file at a time, simply select more than one text file from any of the open directory windows. MegaD's <View Text> command is designed just like the directory windows...to allow an unlimited number of text files to be viewed at one time. The only limitation is available memory on your computer. All of MegaD's normal directory options and windows are active, even when a text window is open on the screen. So if you want to open another text window, select the desired file and select <View Text> again.

Oh no!!! Not another window...

=====

MegaD's text-viewer incorporates a totally new menu set. Additionally, text-viewer windows have their own set of rules for how to scroll around, etc. For information on how to use the MegaD text-viewer, refer to MegaD Text-Viewer.

See Also: MegaD Text-Viewer discussion

1.142 MegaD v3.1 - by John L. Jones

MegaD Text-Viewer:

=====

Whenever you use the View Text command, or you double-click on a text file within a directory window (assuming no AutoBoot governs that text file), MegaD will load the file into a text-viewer window. This special window has its own set of rules governing scrolling, and a completely new set of menus.

Moving Around In The MegaD Text-Viewer

MegaD Text-Viewer Menus

Toggling Between Open Text Windows function

See Also: View Text built-in command

1.143 MegaD v3.1 - by John L. Jones

Moving Around In The MegaD Text-Viewer:

=====

The MegaD text-viewer window contains scroll bars on the right and bottom sides of the window. As you probably guessed, you can use these scroll bars to move around in the text file. This window will stay open until you select it's close gadget.

If you prefer, you can use keyboard gadgets to move around through the text-viewer. The following lists their operation:

Scroll Up:	Up Arrow Num-8 (numeric keypad)
Scroll Down:	Down Arrow Num-2 (numeric keypad)
Scroll Left:	Left Arrow Num-4 (numeric keypad)
Scroll Right:	Right Arrow Num-6 (numeric keypad)
Page Up:	Num-9 (numeric keypad)
Page Down:	Num-3 (numeric keypad)
Beginning of Document:	Num-7 (numeric keypad)
End of Document:	Num-1 (numeric keypad)
Close Text-Viewer:	ESC key

(NEW 2.x)

Auto Text Window Scroll:

=====

There is one final way to scroll through a text window. Simply single click somewhere within the text-viewer window. Notice how the mouse pointer changes to a different pointer. Now, move the mouse up, down, right, and left. Notice how the document scrolls based upon where the mouse is. To stop the automatic scrolling, either, reclick on the mouse button, or press any key.

See Also:	View Text	built-in command
	MegaD Text-Viewer Menus	discussion
	Toggling Text Windows	function

1.144 MegaD v3.1 - by John L. Jones

MegaD Text-Viewer Menus:

=====

Text Project:

=====

Close:	Closes that text-viewer window.
Close All:	Closes all text-viewer windows currently open.
Toggle Hex:	Refer to the TX Hex built-in command.
Quit MegaD:	Guess what...it quit's MegaD.

Text Colors:

=====

This is quite a "colorful" menu. Merely select the background and foreground color combination you prefer.

Text Print:

=====

Print All:	Refer to the TX PrintAll built-in command.
Print Window:	Refer to the TX PrintWindow built-in command.

Cursor:

=====

Scroll Up:	Refer to the TX ScrollUp built-in command.
Scroll Down:	Refer to the TX ScrollDown built-in command.

Beg/End of File: Refer to the TX TopBottom built-in command.

Side to Side: Refer to the TX SideToSide built-in command.

Search String: Refer to the TX Find built-in command.

Repeat Search: Refer to the TX Repeat Find built-in command.

Panic:

=====

STOP PROCESS: Refer to MegaD's main Panic / STOP PROCESS menu.

CANCEL PRINT: Refer to MegaD's main Panic / CANCEL PRINT menu.

CANCEL ALL PRINT: Refer to MegaD's main Panic / CANCEL ALL PRINT menu.

See Also: View Text built-in command
Moving Around In The MegaD Text-Viewer discussion
Toggling Text Windows function

1.145 MegaD v3.1 - by John L. Jones

F7 Function Key:

=====

The F7 function key allows you to toggle MegaD Text-Viewer windows to and from the front of the screen.

If only one text window is open, then the F7 key toggles that window between the frontmost and backmost window positions.

If more than one text window is open, the F7 key rotates through each open one, making it the frontmost window on the screen.

See Also: View Text built-in command
Moving Around In The MegaD Text-Viewer discussion
MegaD Text-Viewer Menus discussion

1.146 MegaD v3.1 - by John L. Jones

'VolPerScr' command & Menu Windows / 'Volumes Per Screen' menu item:

=====

NOTE: This command not only allows you to set the number of <volumes per screen>, but the number of <windows per volume>.

The effect of the <VolPerScr> command varies depending upon whether you have selected:

```
Windows / Use Overlap Locations
Windows / Use Grid Locations
Windows / Use Snapshot
```

In all three cases, the values you select for <Volumes Per Screen>, and for <Windows Per Volume> determine the number of directory windows MegaD will allow on the screen (this will be further explained below). The only difference occurs as follows:

- In addition to the number of windows allowed on the screen, if you select Windows / Use Grid Locations, then MegaD uses these values to determine the size of the grid. Refer to the menu item Windows / Use Grid Locations for more information concerning this.

Number of directory windows allowed on the screen:

=====

When selected, the <VolPerScr> command will open a window similar to the following:

```

-----
|      New Values for Limits      |
|      Number Volumes Per Screen  |
|          ---                    |
|          |9 |                  |
|          ---                    |
|      Number of Windows per Volume |
|          ---                    |
|          |2 |                  |
|          ---                    |
|  -----      -----          |
|  | Use |      | Cancel |      |
|  -----      -----          |
-----

```

Enter the number of volumes you want MegaD to allow on the screen in the upper gadget. Enter the number of windows you want MegaD to allow per volume in the lower gadget.

The following example illustrates the usage of these items:

```
Vol Per Scr:  2
Win Per Vol:  3
```

Action	Windows Open	Comments
=====	=====	=====
Open DF0: window	DF0:	1 vol open (1 below vol limit)
Open DF1: window	DF0: DF1:	2 vol open (at vol limit)

Open DF2: window	DF0:	DF2:	DF2: replaced DF1: (vol limit)
Open DF2:Dir1 window	DF0:	DF2: Dir1	2 win per DF2: at this time (1 below win per vol limit)
Open DF2:Dir2 window	DF0:	DF2: Dir1 Dir2	3 win per DF2: (at win per vol limit for DF2:)
Open DF2:Dir3 window	DF0:	DF2: Dir2 Dir3	Dir3 replaces Dir1 (because of win per vol limit)

NOTE: You can force MegaD to open new windows (rather than replacing windows) when the 'Volume Per Screen' or 'Window Per Volume' limits are met, simply by using the lock gadget in the directory window.

See Also: Windows / Use Limits menu item
 Windows / Use Grid Locations menu item
 Lock gadget

1.147 MegaD v3.1 - by John L. Jones

```
Pattern Match Window:
=====
```

This window is common to a number of MegaD commands. In fact, any command allowing you to utilize AmigaDOS's pattern matching features will utilize this window.

Notice the text in the upper portion of the pattern match window. This is designed to act as a reminder of the different types of patterns you can use. Acceptable patterns will be discussed in the pattern match window's string gadget section.

```
| Set for all directories
| All Amiga patterns for Names, ? # #? (ab|cd) ~ [abc] [~bc] a-z %
| Sample Patterns
| Protect, -s +a Select non-Script Archived file. Pro.Bits (?sparwed)
| Date,DD-MM-YY HH:MM:SS Select on date (24 hour clock)
| Date, +DD-MM-YY HH:MM:SS After Date, -DD-MM-YY HH:MM:SS Before
| Size, 2000 Select exact size
| Size, +2000 Above size, Size, -2000 Below size
|
| @      Name                      @      In      @ Activate
| @      Name                      @      In      @ Activate
| @      Name                      @      In      @ Activate
| @      Name                      @      In      @ Activate
| @      Name                      @      In      @ Activate
```


M?File MaFile, MeFile, MyFile...

#?.info megad.info, my.file.info, info.info...

AmigaDOS pattern matching commands are much more powerful than this brief description alludes to. To fully understand the AmigaDOS pattern matching commands, refer to your AmigaDOS manual.

Refer to Complex Pattern Matches for some more complex examples of the power of this window.

Date: MegaD allows you to match files and directories
==== which were created on, before, or after a certain
 date.

To select a file/directory with an exact creation date, use the following format:

DD-MM-YY HH:MM:SS

As far as the time goes, use a 24 hour clock. So to match a file which was created at 1 second after midnight, on Christmas morning, 1992, you would enter:

25-12-92 00:00:01

That's generally not too helpful...how often do you need to search for a file that was created on an exact date at an exact time??? More helpful, perhaps, is the ability to match files that were created before or after certain dates. To match all files which were created before a certain date, use the following format:

-DD-MM-YY HH:MM:SS

Conversely, to select files which were created after a certain date, use the following format:

+DD-MM-YY HH:MM:SS

As an example, the following will match all files which were created after noon on March 17, 1985:

+17-03-85 12:00:00

Refer to Complex Pattern Matches for some more complex examples of the power of this window.

Size: MegaD allows you to match files which match an
==== exact size (in bytes), or which are greater
 or smaller than a specified size. The easiest

way to explain this is to use examples...

To match all files which are exactly 19,200 bytes large, use the following:

19200

To match all files which are smaller than 45,273 bytes, use the following:

-45273

To match all files which are larger than 9375 bytes, use the following:

+9375

Refer to Complex Pattern Matches for some more complex examples of the power of this window.

Protect: The final option available for pattern matches are
===== the protection bits of files. Each file has the
following protection bits available:

```
r = Read (the file can be read).
w = Write (the file can be altered)
e = Executable (the file is a program)
d = Deletable (the file can be deleted)
s = Script (the file is a script file)
p = Pure (the file is a can be made resident)
a = Archived (the file has been archived)
? = Were not sure
```

You can match files based upon whether certain protection bits are or are not set. For example, to match all script files, use the following:

+s

To match all files which have not been archived, use the following:

-a

Refer to Complex Pattern Matches for some more complex examples of the power of this window.

See Also: Pattern Match main window

1.150 MegaD v3.1 - by John L. Jones

Complex Pattern Match Examples (pattern match window):

=====

When attempting to match a file, you are not limited to using only one pattern. In fact, you will often need to specify two or more patterns. To do so, merely enter the appropriate patterns on separate lines of the pattern match window, and select each line's activate gadget. Enough of that...Lets try some examples...

Problem: Match all files which were created after Nov 7, 1983, but before Jan 15, 1985.

Solution: This will require two separate entries:

```
Date    07-11-83 00:00:00    In    Activate
Date    14-01-85 23:59:59    In    Activate
```

=====

Problem: Match all files which are unarchived, scripts.

Solution: Again, this requires to separate entries:

```
Protect  -a    In    Activate
Protect   s    In    Activate
```

=====

Problem: For the grand finale, find all files which:

- End in ".myfile",
- Were created on or after May 22, 1993,
- Are at least 25,000 bytes large, and
- Are executable

Solution: This example requires 4 separate lines:

```
Name      #?.myfile          In    Activate
Date      22-05-93 00:00:00    In    Activate
Size      +25000              In    Activate
Protect   e                  In    Activate
```

See Also: Pattern Match main window

1.151 MegaD v3.1 - by John L. Jones

In/Out Cycle Gadget (pattern match window):

=====

This gadget can be a bit confusing. To explain its function, I'll provide a simple example using MegaD's Sel Pattern command. Lets say that you want to isolate all ".info" files in a directory from the other files in that directory. You could then set up the window in two separate ways.

Possibility #1 - using 'In':

=====

Name	#?.info	In	Activate

After selecting the <Use> gadget, all files ending in ".info" would be selected, and all other files would be unselected.

Possibility #2 - using 'Out':

=====

Name	#?.info	Out	Activate

After selecting the <Use> gadget, all files ending in ".info" would NOT be selected. Rather, MegaD would have selected all files which DID NOT end in ".info"

Using the above example, you should see that the In and Out options are merely opposites of each other.

See Also: Pattern Match main window

1.152 MegaD v3.1 - by John L. Jones

Activate Gadget (pattern match window):

=====

The pattern match window contains five allowable entries, however, only those entries whose <Activate> gadget have been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns without selecting them each time you perform a pattern match.

See Also: Pattern Match main window

1.153 MegaD v3.1 - by John L. Jones

'Path and Filename For Items Found' (pattern match window):

=====

The <Path and filename for items found> string gadget occurs ONLY in the Find pattern match window. Refer to the Find Command for a description of its function.

See Also: Pattern Match main window
 Find built-in command

1.154 MegaD v3.1 - by John L. Jones

'Remove' Gadget (pattern match window):
=====

The <Remove> gadget is not present in all pattern match windows.
In the Filters + pattern match window, the <Remove> gadget will be present.

If you currently have a filter set, selecting the <Remove> gadget will remove that filter. Refer to the built-in commands Filters + and Filters - for more information.

See Also: Pattern Match main window
 Filters + built-in command
 Filters - built-in command
 Menu Options / Filter Directory... menu item
 Menu Options / Remove All Filters menu item

1.155 MegaD v3.1 - by John L. Jones

Directories cycle gadget (pattern match window):
=====

This cycle gadget is function dependent. For a description of how this gadget works, refer to the command which opened the pattern match window.

See Also: Pattern Match main window

1.156 MegaD v3.1 - by John L. Jones

Program Control Window - page 1:
=====

The idea behind the program control window is threefold:

- Basically, the upper left side of the window tells MegaD whether or not it should use any files/directories which happen to be selected within directory windows during the execution of the command you're defining.
 - The middle/bottom left side of the window has a few miscellaneous options concerning things like which screen the program should be started on.
-

- For the most part, the right side of the window is telling MegaD how it should "construct" the CLI command line that MegaD should launch the program as a CLI process).

```

Getfile
Gadget -----
|
|
|-----|
| * Skip selected directories      Title      Verify Title & Path/name | |
| * Skip selected files           |          | |
| * Work without selected items   Path and Program name | |
| * Skip .info files              <-      | |
| * Combine all selected on one line Flags to add after Program Name | |
| Workbench screen to front at start | |
| MegaD screen to front at end      Text to append to end of Command Line | |
| * Reload current directory at end | |
| * Query for destination filename  Redirect Output to a file or device | |
| Warn before launch               | |
| @ Place Program on MegaD Screen  Accept Input from a file or device | |
| @ CLI                            ^ | |
| ^ More...                       | Use Cancel | |
|-----|-----|
|
|
Execute Type      Screen Control
Cycle Gadget      Cycle Gadget

```

The check gadgets that have an '*' in front of the title of the gadget have no control over an AutoBoot. If you are completing the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined AutoBoot on one or more of the keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

Go To Page 2 Of The Program Control Window

1.157 program control - skip selected directories

* Skip selected directories (program control window - page 1) :
=====

If this item is checked, any directory which is selected will be ignored. Most programs will want to ignore selected directories, therefore, you will most often want to select this item.

For example, a sound playing program cannot play a directory! A notable exception might be an archiving program (where you are concerned with archiving and unarchiving directories).

NOTE: This item has no control over an autoboot. If you are working on the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.158 MegaD v3.1 - by John L. Jones

* Skip selected files (program control window - page 1):

=====

If this item is checked, any file which is selected will be ingored
As you might imagine, this is rarely checked. Most programs will
want to work on a selected file.

For instance, if you link an IFF viewer into a numeric keypad, you
want to be able to select an IFF data file, select the IFF viewer's
numeric keypad gadget, and have the IFF viewing program display that
"selected IFF file".

NOTE: This item has no control over an autoboot. If you are working on the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.159 MegaD v3.1 - by John L. Jones

* Work without selected items (program control window - page 1):

=====

If checked, MegaD will call the program even if nothing is selected in
a directory window during the call.

Why would you want this? Let's say that you frequently play Tetris when you're bored. You could assign a numeric keypad gadget such that it will run Tetris when clicked. Now Tetris doesn't load any user specified files (such as text files) or directories when it is run, so in this case, you would select the <Work without selected items> gadget.

NOTE: This item has no control over an autoboot. If you are working on the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.160 MegaD v3.1 - by John L. Jones

* Skip .info files (program control window - page 1):
=====

If checked, MegaD ignores selected .info files during the program call. Very few programs work on icon files, therefore, you will usually want to select this gadget.

Let's look at an example of when you wouldn't want this item checked. On my system, I have a program which will display the pictures associated with .info (icon) files. To use this program, you supply it an .info file, and it magically shows you its icon. In this example, you'd want to leave <Skip .info files> blank.

NOTE: This item has no control over an autoboot. If you are working on the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.161 MegaD v3.1 - by John L. Jones

* Combine all selected on one line (program control window - page 1):

=====

Before, discussing exactly how this gadget works, you should realize that MegaD can launch a program two different ways...via a Workbench process, or as a CLI task. This is determined by a cycle gadget located in the lower left portion of the program control window. For now, it is enough for you to know of these two ways to launch a program. We will discuss Workbench vs CLI in more detail later.

If <Combine all selected on one line> is checked:

=====

(1) And this program is launched via Workbench:

All selected items will be sent to the called program as a group of Workbench arguments. How the launched program handles these multiple arguments is really up to the program itself. Some programs will accept the multiple arguments. Others will not deal with multiple arguments and will ignore all but the first argument. Finally, some programs won't accept even a single argument.

(2) And this is a CLI launched program:

The selected information will be assembled into a CLI (Command Line Interface) command. A CLI command can be about 255 characters long. If all of the selected items can not be placed onto one line, MegaD will create extra lines, and recall the program until all selected items have been fed to the program (see Command Lines and Program Control for more information.)

If <Combine all selected on one line> is not checked:

=====

(1) And this program is launched via Workbench:

All selected items will be fed to the called program one at a time. Each time the called program returns, the program will be re-called and given the next selected item. This mode has a high overhead due to the fact that the program must be reloaded for each call.

(2) And this is a CLI launched program:

The selected information will be assembled into a CLI (Command Line Interface) command. MegaD will create a command line for each selected item and recall the program until all selected items have been fed to the program. This mode has a high overhead due to the fact that the program must be reloaded for each call (see Command Lines and Program Control for more information.).

NOTE: This item has no control over an autoboot. If you are working on the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.162 MegaD v3.1 - by John L. Jones

Workbench screen to front at start (program control window - page 1) :
=====

If checked, MegaD will move the Workbench screen to the front position among all other screens running on the system. MegaD will do this when it launches the program.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 MegaD Screen To Front At End program control gadget

1.163 MegaD v3.1 - by John L. Jones

MegaD screen to front at end (program control window - page 1) :
=====

If checked, MegaD will move the MegaD screen to the front position among all other screens running on the system. MegaD will do this when the launched program ends.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Workbench Screen To Front At Start program control gadget

1.164 MegaD v3.1 - by John L. Jones

* Reload current directory at end (program control window - page 1) :
=====

If this gadget is checked, MegaD will require that at least one DEST window be available on the screen. Once the launched program returns, MegaD will reload the current directory and redisplay the information in this DEST window. If the destination window was closed during the process, it will be reopened.

Forced Destination: <Reload current directory at end> also forces the DEST window to become the current directory for the called program. This is useful for programs that unarchive files into such directories.

If <Reload current directory at end> is not selected, the called program is given its own home directory as its current directory. In this case, no directory is reloaded once the launched program ends.

NOTE: This item has no control over an autoboot. If you are working on the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.165 MegaD v3.1 - by John L. Jones

* Query for destination filename (program control window - page 1) :
=====

If checked, MegaD will require that at least one destination window be available on the screen. MegaD will then open a requester for you to input the filename to be used.

An example of when you might want to select this gadget is when creating a program control which will create an archive. In this case, you would like to select a number of files/directories, and then select your newly created "archive add" gadget. At that point, MegaD would ask you to supply the filename for the new archive. (see Command Lines and Program Control for more information.)

NOTE: This item has no control over an autoboot. If you are working on the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.166 MegaD v3.1 - by John L. Jones

Warn before launch (program control window - page 1):

=====

If checked, prior to launching the program, MegaD will open a requester verifying that you actually want to run the program. Why might you want to check this gadget?

Lets say that you created an ARexx program which automatically deletes all .info files in a selected directory. Lets further say that you link this ARexx program into a MegaD gadget. In this case, you might want to have 1 last chance to abort this program in the event you accidentally select the gadget. Warn before launch will provide that last chance.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window

1.167 MegaD v3.1 - by John L. Jones

Screen Control cycle gadget (program control window - page 1):

=====

When MegaD launches a program as a CLI process, it automatically opens a console window (see execute type cycle gadget). The <Screen Control cycle gadget> determines which screen that console window will be placed on.

Place Program on Workbench Screen:

=====

Place the console window for the CLI program on Workbench screen.

Place Program on MegaD Screen:

=====

Place the console window for the CLI program on MegaD screen.

NOTE: This gadget has no effect on programs which are launched as Workbench tasks (see execute type cycle gadget).

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Workbench Screen To Front At Start program control gadget
 MegaD Screen To Front At End program control gadget

1.168 MegaD v3.1 - by John L. Jones

Execute type cycle gadget (program control window - page 1):

=====

The purpose of the <execute type cycle gadget> is to determine what type of process MegaD uses to launch a program. The gadget has three possible settings...<CLI>, <CLI With Hold> and <Workbench>.

CLI:

===

Real People: MegaD executes this program as a CLI process.

For Techies: MegaD spawns a simple task to control the called program. This task executes the command line or lines that were created by the program control. If more than one command line was created for this call it will continue executing each line until the job is completed.

NOTE: For information on how MegaD builds a command line, refer to Command Lines And Program Control.

CLI With Hold:

=====

Real People: MegaD executes this program as a CLI process. Additionally, when the program is finished, MegaD will wait for you to press <return> or <Q>.

For Techies: MegaD spawns a simple task to control the called program. This task executes the command line or lines that were created by the program control. If more than one command line was created for this call the task will wait for a <return> to spawn the next task, or for input of the letter 'Q' to quit all remaining tasks. If the letter 'Q' is not entered it will continue calling each line until the job is completed.

NOTE: For information on how MegaD builds a command line, refer to Command Lines And Program Control.

Workbench:

=====

For All: MegaD spawns the program as a Workbench task. No command line is created. Only Workbench arguments are passed to the called program. Input and output channels are not supplied, so DO NOT use this call with programs that are CLI only type programs. The best way to know if this will work is if the program that you are setting up has an icon file (.info).

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.169 MegaD v3.1 - by John L. Jones

Verify Title & Path/Name (program control window - page 1):

As its title suggests, this gadget verifies the validity of the pathname in the path and program name gadget.

When you select this gadget, MegaD will check to see if the file specified in the path and program name gadget exists. If it does exist, MegaD will tell you:

```

-----
| Title Path/name are good |
|                           |
|           -----        |
|           | Continue |   |
|           -----        |
|                           |
-----

```

If MegaD can't find the file, then it will tell you:

```

-----
| Could not access Path and Program name |
|                           |
|           -----        |
|           | Continue |   |
|           -----        |
|                           |
-----

```

See Also: Program Control - Page 1 window
 Program Control - Page 2 window

1.170 MegaD v3.1 - by John L. Jones

```
'Title' string gadget ( program control window - page 1 ):
=====
```

You must define a unique title for each program control. This title should be one that will remind yourself what the program control function does. Though the room for the title is large, it is best to keep it to 12 characters or less. This way the title will be completely visible if the program control is attached to a numeric keypad gadget.

See Also: -

1.171 MegaD v3.1 - by John L. Jones

```
'Path and Program name' string gadget ( program control window - page 1 ):
=====
```

This should contain the complete path and filename of the executable file for this program control. You can verify that the pathname in this gadget is valid by selecting the Verify Title & Path/name gadget at the top of the program control window.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window

1.172 MegaD v3.1 - by John L. Jones

```
square shaped getfile gadget ( program control window - page 1 ):
=====
```

As an alternative to manually entering the path/filename into the Path and Program Name string gadget, you can use the square shaped gadget located immediately to the right of the Path and Program Name gadget. When you select this square gadget, MegaD opens a file requester, allowing you to select the appropriate file using a mouse.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window

1.173 MegaD v3.1 - by John L. Jones

```
Flags to add after Program Name ( program control window - page 1 ):
=====
```

Often, programs will allow you to specify special actions at "run-time".

To do so, these programs will accept arguments, usually in the form of flags or text [-f -a PUBSCREEN=TERM]. If a program allows these arguments, and if it requires they be placed immediately after the program name, you can place them in the <Flags to add after Program Name> string gadget. MegaD will automatically add them after the program name when it launches the program. For information on how MegaD builds a command line, refer to Command Lines And Program Control.

Lets take the popular archiving program LhA as an example. If you desired to extract the files from an archive, you might enter the following command in a shell window:

```
LhA e Work:MyArchive Ram:
```

Where: "e" is the flag telling LhA to extract files from an archive,

"Work:MyArchive" is the archive that you want extracted, and

"Ram:" is the destination in which you'd like the extracted files placed.

To set this up in MegaD, you would want the flag "e" to immediately follow the program name (LhA). As a result, you would place "e" (without the quotes) in this string gadget.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.174 MegaD v3.1 - by John L. Jones

Text to append to end of Command Line (program control window - page 1) :
=====

Often, programs will allow you to specify special actions at "run-time". To do so, these programs will accept arguments, usually in the form of flags or text [-f -a PUBSCREEN=TERM]. If a program allows these arguments, and if it requires they be placed at the end of the command, you can place them in the <Text to append to end of Command Line> string gadget. MegaD will automatically add them to the end of the command created to launch the program. For information on how MegaD builds a command line, refer to Command Lines And Program Control.

Using the archiving program LhA as an example, if you wanted to extract files from an archive, into the "Ram:" directory, you might enter the following into a shell window:

```
LhA e Work:MyArchive Ram:
```

Where: "e" is the flag telling LhA to extract files from an archive,

"Work:MyArchive" is the archive that you want extracted, and

"Ram:" is the destination in which you'd like the extracted files placed.

Now lets concentrate solely on the "Ram:" portion of the above command. If you knew that you ALWAYS wanted extracted files placed in ram:, you could merely place "Ram:" (without the quotes) in the <Text to Append to the end of Command Line> string gadget.

On the other hand, if you don't always want extracted files placed in ram:, then leave this string gadget blank. In this case, files will be extracted into whichever directory window is selected as the destination (by the DEST gadget in the directory windows).

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.175 MegaD v3.1 - by John L. Jones

Redirect Output to a file or device (program control window - page 1):
=====

For those of you who understand AmigaDOS redirection, place the filename/device for the redirected output into this string gadget. A commonly used redirection output device is PRT: which forces the output information to be sent to the printer.

Redirection is a complex issue, and is more fully explained in your AmigaDOS manual.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.176 MegaD v3.1 - by John L. Jones

Accept Input From a file or device (program control window - page 1):
=====

Redirected input is unusual, and unless you are sure of what you are doing you should probably not use this. What happens is this. If

the called program requires any information from the console window, it will instead be given what ever information is found in the input file specified in this string gadget.

Redirection is a complex issue, and is more fully explained in your AmigaDOS manual.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.177 MegaD v3.1 - by John L. Jones

Program Control Window - page 2:

=====

This is the 2nd of 2 windows which comprise the Program Control Window.

```

close window
sizing gadget --
|
|-----|
Query for 'Flags to add'           Console window string      V
Query for 'Text to append'         []
Stack size
|
|
|
|
|
|
|
|
|
OK
```

Return to Program Control Window #1

1.178 MegaD v3.1 - by John L. Jones

Query for 'Flags to Add' (program control window - page 2):

[illegible]

The <Query for 'Flags to Add'> gadget is similar to the Flags to add after Program Name gadget on page 1 of the program control window. If you select the <Query for 'Flags to Add'> gadget, then prior to launching the program, MegaD will query you

for any flags to add immediately following the program name in the command line.

There's only one difference between <Query for 'Flags to Add'> and Flags to add after Program Name. <Query for 'Flags to Add'> gives the user the ability to decide which flags to use AT THE TIME OF PROGRAM EXECUTION, rather than at the time the program control is created.

For information on how MegaD builds a command line, refer to Command Lines And Program Control.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.179 MegaD v3.1 - by John L. Jones

Query for 'Text to append' (program control window - page 2) :
=====

The <Query for 'Text to append'> gadget is similar to the Text to append to end of Command Line gadget located on the 1st page of the program control window. If you select the <Query for 'Text to append'> gadget, then prior to launching the program, MegaD will query you for any text you'd like added to the end of the command line.

There's only one difference between the two. <Query for 'Text to append'> gives the user the ability to decide which text to use AT THE TIME OF PROGRAM EXECUTION, rather than at the time the program control is created.

For information on how MegaD builds a command line, refer to Command Lines And Program Control.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window
 Command Lines And Program Control discussion

1.180 MegaD v3.1 - by John L. Jones

Console window string (program control window - page 2) :
=====

Whenever MegaD launches a program as a CLI process, it automatically opens a console window. This string gadget allows you to specify the location and dimensions of this console window. If you leave this

string gadget blank, MegaD automatically chooses a default location and size for the console window. If, on the other hand, you want to set the size and location of this window, use the following format for a string:

```
CON:10/22/150/200
```

```
CON - Means console window.
10  - Window left edge (in pixels).
22  - Window top edge (in pixels).
150 - Window width (in pixels).
200 - Window height (in pixels).
```

There's actually an easier way to define the location and size of the console window. Immediately to the right of the <Console window string> gadget, you should see a gadget resembling a window's 'close gadget'.

If you single-click on this 'close gadget', then a new window appears on the screen. The window is titled, "Adjust window to proper size, then close". Do just that...size and place that window to the exact location and dimensions that you'd like the console window to be, then close the window. Once you close the window, a string defining that window's dimensions will appear in the <Console window string> gadget.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window

1.181 MegaD v3.1 - by John L. Jones

```
close sizing gadget ( program control window - page 2 ):
=====
```

Whenever MegaD launches a program as a CLI process, it automatically opens a console window. This "close window" sizing gadget allows you to define the location and dimensions of this console window.

If you single-click on this "close" gadget, then a new window appears on the screen. The window is titled, "Adjust window to proper size, then close". Do just that...size and place that window to the exact location and dimensions that you'd like the console window to be, then close the window. Once you close the window, a string defining that window's dimensions will appear in the Console window string gadget.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window

1.182 MegaD v3.1 - by John L. Jones

```
Stack Size ( program control window - page 2 ):
=====
```

This gadget, as you might suspect, allows you to alter the size of the stack allocated for this program. When MegaD launches a program, it uses the following priority to determine stack size:

1. Stack size set in page 2 of the program control window.
2. If the user doesn't enter a stack size in the program control window, then MegaD uses the stack size specified in the launched program's associated icon. (MegaD will use this method even if the program was launched as a CLI process).
3. If the program doesn't have an associated icon, MegaD uses it's own stack size - that is, whatever you have set for MegaD's stack, will be set for the newly launched program.
4. MegaD will ensure that the stack size is at least 4096 bytes.

See Also: Program Control - Page 1 window
 Program Control - Page 2 window

1.183 MegaD v3.1 - by John L. Jones

Command Lines and Program Controls (program control window - page 1):
 =====

Now I'd like to warn those of you who are not too CLI knowledgable, or who are faint of heart, that the following won't be easy...On the other hand, a basic understanding of this is necessary to configuring MegaD.

When working with AmigaDOS and CLI command lines, MegaD must create full sentences (command lines) in order to tell the called program exactly what the user wants done. MegaD uses all of the information in the program control string gadgets. Additionally, it uses information from files selected within directory windows. To form a command line, MegaD pieces all of this information together in the following order:

```

Path and Program Name
> Redirect Output to a file or device
< Accept Input From a file or device
Flags to add after Program Name -or- Query for 'Flags to add'
Query for destination filename
complete filenames of selected files
Text to append to end of Command Line -or- Query for 'Text to append'
```

I'm going to attempt to "diagram" a complete CLI command in the same manner in which MegaD would create it:

```

Path and Program Name
|
|      Accept Input From a file or device
```


directory windows.

Selected: The background color of items which are selected within directory windows.

Unselected: The background color of items which are not selected within directory windows.

Text Window Colors:

=====

Text: The foreground color in which text will be displayed when using MegaD's text file viewer.

Background: The background color in which text will be displayed when using MegaD's text file viewer.

Other Colors:

=====

Titles: The foreground color in which various titles within various windows will be displayed. These titles vary from window to window.

Information: The foreground color in which miscellaneous information will be displayed. This varies from window to window.

Border 1: The color in which the upper-left border of unselected gadgets will be displayed. Most folks will want to set this to white.

Border 2: The color in which the lower-right border of unselected gadgets will be displayed. Most folks will want to set this to black.

Gadget Colors:

=====

Gadget Back: The background color inside unselected gadgets.

Gadget Text: The color in which gadget text is displayed.

Changing MegaD screen colors:

=====

MegaD allows you to set the screen colors for when MegaD opens its own public screen. The colors are set from a small program found with MegaD called MDPalette. You may start MDPalette by first opening a Directory Window that contains the program MDPalette and double clicking the MDPalette.info file or you could create a User Gadget that would call MDPalette.

Once MDPalette is running on the MegaD screen you may adjust the

colors to your liking and then use the save gadget. MDPalette defaults the saved name as MegaD.plt. You have the option to save this file as other names but MegaD will only read the settings from the filename MegaD.plt.

Once this is done MegaD will read the palette settings each time it needs to open a screen.

See Also: Preferences main window

1.186 MegaD v3.1 - by John L. Jones

'Defaults' preferences:

=====

	Auto resize windows	Save defaults at closing
	Auto update windows	Save window positions
	Confirm quit	Simple refresh windows
	Display memory, date, time	Warn before copy
	Display file, directories, bytes	Warn before delete
	Iconfy at start	Warn before move
	Keep active window to front	Warn if deleting protected file
	Last active window is destination	Warn if replacing larger file
	Place tool icon & menu on Workbench	Warn if replacing newer file
	Messages off	Warn if replacing file
	Panic button window	Warn if replacing preference file
	Return keypad to unshifted	F10 Closes control window
		Use Cancel

See Also: Other Flags Set from ARexx
 Preferences main window

1.187 MegaD v3.1 - by John L. Jones

Other Flags Set from ARexx:

=====

When adding features to MegaD and ways to customize the way the program works from one user to the next, one of the biggest overhead is creating a way for the user to set those settings. With the release of 3.1 I have decided to try a slightly deferent approach. All of the internal preference settings of MegaD can be changed from ARexx with very simple ARexx programs. The following settings can only be set from ARexx and each example is fully functional and commented:

```
----- Cut -----
/*
MegaD has the ability to launch ARexx programs. This can be
```

done in a number of ways. This program will let you set the action MegaD performs when you double click and ARexx program from a Directory Window.

*/

ADDRESS MEGAD

/*

Tell MegaD to only View ARexx programs when an ARexx script is double clicked.

*/

SetFlag 123 1

/*

The '123' of the above command tells MegaD which flag to changed. The '1' is the value that the flag to be changed to. This flag can be set to the following values.

'0' Launch or View ARexx scripts when double clicked

'1' Always view ARexx scripts when double clicked

'2' Always launch ARexx scripts when double clicked

*/

----- Cut -----

/*

MegaD will warn you if you are attempting to load a text file into a Text Window. You can turn it off by using this ARexx program.

*/

ADDRESS MEGAD

/*

Turn off warnings before loading HEX files into View Text Windows.

*/

SetFlag 124 1

/*

The '124' of the above command tells MegaD which flag to changed. The '1' is the value that the flag to be changed to. This flag can be set to the following values.

'0' Warn before loading a HEX file into a Text Window

'1' No Waring before loading a HEX file into a Text Window

*/

----- Cut -----

1.188 MegaD v3.1 - by John L. Jones

Prefs Defaults - Auto Resize Windows:

=====

When you select <Auto Resize Windows> (assuming you have also

selected the menu item Windows / Use Overlap Locations, then MegaD will automatically size directory windows to the exact size needed to display all information. In other words, the directory windows will display all files and directories, without using excess space.

See Also: Defaults preference window

1.189 MegaD v3.1 - by John L. Jones

Prefs Defaults - Auto Update Windows:
=====

If you select <Auto Update Windows>, then MegaD will re-read the contents of a directory every time its directory window is opened.

Refer to buffered directories for further explanation.

See Also: Defaults preference window

1.190 MegaD v3.1 - by John L. Jones

Prefs Defaults - Confirm Quit:
=====

If you select <Confirm Quit>, then anytime you attempt to quit MegaD, the following requester will verify that you REALLY do want to quit.

```

-----
|   Quit   MegaD   |
|  -----   ----  |
| | Yes | | No | |
|  -----   ----  |
|-----|

```

See Also: Defaults preference window
Quit built-in command
Project / Quit menu item

1.191 MegaD v3.1 - by John L. Jones

Prefs Defaults - Display Memory, Date, Time:
=====

If you select <Display memory, date, time>, then MegaD will intermittantly

display the following information in the screen's title bar:

C: 610,304 F: 1,140,304 L: 752,376 T: 1,750,608 06-02-93 19:37:46

Where C = amount of chip memory available
F = amount of fast memory available
L = largest continuous chunk of memory available
T = total amount of memory available (chip & fast)

This information will be intermittantly displayed, and will only be displayed when a MegaD window is active.

See Also: Defaults preference window

1.192 MegaD v3.1 - by John L. Jones

Prefs Defaults - Display File, Directories, Bytes:

=====

If you select <Display file, directories, bytes>, MegaD will intermittantly display the following information in the screen's title bar:

Files: 5 Dirs: 2 Bytes: 1,547,329 FSpace: 14,371,259

Where: Files = total files selected -or- source files selected
Dirs = total dirs selected -or- source dirs selected
Bytes = total bytes selected -or- source bytes selected
FSpace = free space available on destination volume

This information will be intermittantly displayed, and it will only be displayed when a MegaD window is active.

Refer to the section covering MegaD's main window files selected area for a more indepth discussion of this subject.

See Also: Defaults preference window

1.193 MegaD v3.1 - by John L. Jones

Prefs Defaults - Iconify At Start:

=====

If you select <Iconify at start>, then when MegaD is run, it will automatically iconify itself into an application icon.

See Also: Defaults preference window

Iconify built-in command
 Project / Iconify menu item
 Application Icons discussion

1.194 MegaD v3.1 - by John L. Jones

Prefs Defaults - Keep Active Window To Front:
 =====

If you select <Keep active window to front>, then MegaD will automatically move any newly selected directory window or text window to the front of the screen.

I want to draw a distinction between the active window and a destination window:

A destination window is any directory window (possibly more than 1) whose DEST gadget is selected. Destination windows have nothing to do with the <Keep active window to front> gadget.

An active window is THE directory window (only 1) in which the mouse was last clicked. You can recognize it by the fact that its border is a different color from all non-active windows on the screen. The <Keep active window to front> preference deals with this window.

This will have no affect on moving MegaD's main window to the front.

See Also: Defaults preference window

1.195 MegaD v3.1 - by John L. Jones

Prefs Defaults - Last Active Window Is Destination:
 =====

This preference is a bit difficult to put into words, so I'll attempt to explain it using an example.

1. <Last active window is destination> selected:
 =====

To start this example, lets say you don't have any directory windows open on your screen.

- You open a directory window for your <Work:> directory. The Amiga automatically makes this directory window the screen's active window (as is evident by its colored border).

This directory IS NOT the DEST window (because it wasn't the last active window - on the contrary, it is the current active window).

- You open a new directory window for your <Ram:> directory. The Amiga automatically makes the <Ram:> directory window the screen's active window (<Work:> is no longer the screen's active window).

At this time, <Ram:> (the currently active window) is a source window, and <Work:> (the "last" active window) is the DEST window.

- Clear as mud???

Why would you want a setup like this? If you choose to work with only two directory windows open on the screen, this setup would be convenient. Operations such as copying a file would be simple because, the moment you select the file to copy, the other directory becomes the destination.

2. <Last active window is destination> IS NOT SELECTED:

=====

This one's easy to explain. Whichever directory window is the screen's active window, is also the DEST window.

If you plan on running MegaD with 3 or more directory windows open at once, I'd suggest running in this mode.

See Also: Defaults preference window

1.196 MegaD v3.1 - by John L. Jones

Prefs Defaults - Place Tool Icon & Menu On Workbench:

=====

If you select the <Place tool icon & menu on workbench>, MegaD will, upon startup, place an appicon on the Workbench screen. It will also place two menu items in your Workbench Utilities menu:

Call MegaD
Quit MegaD

NOTE: This preference will not take place until you have

- (1) Saved the preference, and
- (2) Restarted MegaD.

Don't be confused if you save this preference and don't see an immediate appicon or menu items. They won't appear until the next time you start up MegaD.

See Also: Defaults preference window

1.197 MegaD v3.1 - by John L. Jones

Prefs Defaults - Messages Off:
=====

Many MegaD functions will generate information only messages. You can generally recognize these messages because the only gadget they contain is a <Continue> gadget.

If you select <Messages Off>, then MegaD will suppress these informational messages.

NOTE: The information in these messages usually explains why a task or function failed to work properly. If you select <Messages Off>, you may be asking for confusion, since a failed process won't explain itself for you.

See Also: Defaults preference window

1.198 MegaD v3.1 - by John L. Jones

Prefs Defaults - Panic Button Window:
=====

It's probably safe to say the we've all experienced that sinking panic...you know right after you depress the return key to delete a directory. For a split second, you're afraid that you might be deleting the wrong directory.

MegaD provides a method to minimize damage when you get this sick-to-your-stomach feeling. It's called the panic window.

If you select the <Panic button window> in default preferences, then whenever you initiate a delete, copy, move... operation, MegaD opens a window called the panic window. The panic window looks like the following:

```
-----  
|                                     |  
|                                     |  
|                                     |
```

```

|
|
|
| Deleting File DpaintIV.info
| Deleting File Excellence!.info
| Deleting File Games.info
|-----|
| Suspend                                Cancel |
|-----|

```

What the panic window allows is for you to immediately "suspend" or "cancel" the current operation, thereby minimizing damage.

NOTE: Whatever actions have occurred prior to suspending or cancelling the operation, are done...forever. The panic window will not allow "undoing" an operation. It merely prevents the damage from being to great.

See Also:

Defaults	preference window
Panic /	STOP PROCESS menu item
Panic /	CANCEL PRINT menu item
Panic /	CANCEL ALL PRINT menu item
Cancel	panic window button
Suspend	panic window button

1.199 MegaD v3.1 - by John L. Jones

Panic Window - 'Suspend' gadget:
=====

When you select the <Suspend> gadget, MegaD temporarily stops whatever operation it is currently performing. You will be able to recognize the temporary suspension of the process because the <Suspend> gadget will be highlighted. Additionally, any text scrolling through the panic window will stop.

At that point, you have one of two options:

- (1) Continue the process by deselecting the <Suspend> gadget.
- (2) Terminate the process by selecting the panic window's Cancel gadget.

See Also:

Defaults	preference window
Panic /	STOP PROCESS menu item
Panic /	CANCEL PRINT menu item
Panic /	CANCEL ALL PRINT menu item
Panic Button Window	defaults preference
Cancel	panic window button

1.200 MegaD v3.1 - by John L. Jones

Panic Window - 'Cancel' gadget:
=====

When you select the panic window's <Cancel> gadget, MegaD opens the following window:

```

-----
|   Are you sure that you   |
| want to cancel this task? |
| -----                |
| | Yes |                  | No | |
| -----                |
-----

```

If you answer <Yes> at this point, then MegaD completely stops the current operation, however, MegaD will not "undo" any actions that have already been accomplished. NOTE: Yoy cab determine what actions MegaD has already accomplished by reading the text inside the panic window

If you answer <No> to this requester, then MegaD will continue with the process.

See Also:

Defaults	preference window
Panic / STOP PROCESS	menu item
Panic / CANCEL PRINT	menu item
Panic / CANCEL ALL PRINT	menu item
Panic Button Window	defaults preference
Suspend	panic window button

1.201 MegaD v3.1 - by John L. Jones

Prefs Defaults - Return Keypad To Unshifted:
=====

MegaD offers two ways of selecting the <Ctrl>, <Shift> and <Alt> numeric keypads. You can hold down the appropriate key on the keyboard, or you can select the C , S or A gadgets in MegaD's main window.

The <Return keypad to unshifted> preference deals solely with the times you use the mouse to select the C , S or A gadget.

<Return keypad to unshifted> selected:
=====

Lets say that you use the mouse to select the C bank of numeric keypad gadgets, and then you execute a command on one of the keypad gadgets.

As soon as the command is finished, the MegaD main window will automatically return from the C bank to the original bank of gadgets.

<Return keypad to unshifted> NOT SELECTED:

=====

Again, lets say you use the mouse to select the C bank of numeric keypad gadgets, and then you execute a command on one of the keypad gadgets.

The MegaD main window will remain on the C bank of numeric keypad gadgets after the command is finished.

See Also: Defaults preference window

1.202 MegaD v3.1 - by John L. Jones

Prefs Defaults - Save Defaults At Closing:

=====

If you select <Save defaults at closing>, MegaD will automatically save the current preference settings prior to quitting.

See Also: Defaults preference window
Save Preferences built-in command
Menu Project / Save Preferences

1.203 MegaD v3.1 - by John L. Jones

Prefs Defaults - Save Window Positions:

=====

If you select <Save Window Positions>, then MegaD will remember the locations of requesters. Each time MegaD needs to open that requester, it will do so in the position it last remembered.

If you choose not to select this preference, then MegaD attempts to open requesters directly under the current mouse position.

See Also: Defaults preference window

1.204 MegaD v3.1 - by John L. Jones

Prefs Defaults - Simple Refresh Windows:

=====

For folks tight on memory, selecting the <Simple refresh windows> preference can help.

When you use simple refresh windows, you save memory at the expense of slower refresh rates when moving, sizing, and uncovering windows.

See Also: Defaults preference window

1.205 MegaD v3.1 - by John L. Jones

Prefs Defaults - Warn Before Copy:

=====

When `<Warn before copy>` is selected, a requester similar to the following opens before any copy operation is commenced:

```

-----
|           5 File/s marked for copy
|    0 Directory/ies  marked for copy
| To be copied to 1 directory window/s
|           Continue
|-----
|          -----          -----
|   | Yes |                | No |
|   -----                -----

```

See Also:	Defaults	preference window
	Copy	built-in command
	Copy As	built-in command

1.206 MegaD v3.1 - by John L. Jones

Prefs Defaults - Warn Before Delete:

=====

When <Warn before delete> is selected, a requester similar to the following opens before any delete operation is commenced:

```

-----
|      2 File/s marked for delete      |
|      1 Directory/ies marked for delete  |
|              Continue                |
-----

```


Move As built-in command

1.208 MegaD v3.1 - by John L. Jones

Prefs Defaults - Warn If Deleting Protected File:
=====

When <Warn if deleting protected file> is selected, a requester similar to the following opens for every write protected file that MegaD attempts to delete:

```

-----
|   File MyFile   |
|   is protected  |
| Delete Anyway   |
|-----|
|   -----   |
| | Yes |   | No | |
|   -----   |
|-----|

```

See Also: Defaults preference window
 Delete built-in command
 Set Protect built-in command
 Show / Show Protection menu item

1.209 MegaD v3.1 - by John L. Jones

Prefs Defaults - Warn If Replacing Larger File:
=====

When <Warn if replacing larger file> is selected, a requester similar to the following opens whenever you attempt to replace a file with a larger one:

```

-----
| You will be replacing |
|   the larger file    |
|   MyBigFile          |
|   in directory       |
|   Ram:               |
|   Replace it?        |
|-----|
|   -----   |
| | Yes |           | No | |
|   -----   |
|-----|

```

See Also: Defaults preference window

1.210 MegaD v3.1 - by John L. Jones

Prefs Defaults - Warn If Replacing Newer File:
=====

When <Warn if replacing newer file> is selected, a requester similar to the following opens whenever you attempt to replace a newer file with an older one:

```
-----  
| You will be replacing |  
|   the newer file     |  
|   MyNewFile          |  
|   in directory       |  
|   Ram:                |  
|   Replace it?        |  
|-----|  
|  -----  |  
| | Yes |    | No | |  
|  -----  |  
|-----|
```

See Also: Defaults preference window

1.211 MegaD v3.1 - by John L. Jones

Prefs Defaults - Warn If Replacing File:
=====

When <Warn if replacing file> is selected, a requester similar to the following opens whenever you attempt to replace any file with another:

```
-----  
| You will be replacing |  
|   AnyFile            |  
|   in directory       |  
|   Ram:                |  
|   Replace it?        |  
|-----|  
|  -----  |  
| | Yes |    | No | |  
|  -----  |  
|-----|
```

See Also: Defaults preference window

1.212 MegaD v3.1 - by John L. Jones

Prefs Defaults - Warn If Replacing Preference File:
=====

When you select the <Warn if replacing preference file> option, a requester similar to the following will appear if you attempt to replace a preference file using MegaD's Save Preferences, or Save As... commands:

```

-----
| You will be replacing |
|      MegaD2.pf      |
|      Continue       |
|-----|
|  -----  |
| | Yes |    | No | |
|  -----  |
|-----|

```

See Also: Defaults preference window
 Save As... built-in command
 Save Preferences built-in command

1.213 MegaD v3.1 - by John L. Jones

Prefs Defaults - F10 Closes Control Window:
=====

The F10 key can function in two manners, depending upon the status of this preference:

<F10 closes control window> selected:
=====

Many (if not most) of MegaD's commands can be initiated from the keyboard. For that reason, MegaD's main window is not really a necessity (provided at least one directory window is already open).

Assuming AT LEAST 1 directory window is open, pressing the F10 key, closes the MegaD main window. It will not close any open directory windows. Additionally, it will NOT create a MegaD appicon.

At this point, you must either use the keyboard to execute MegaD commands, or you must select the F10 key again (to get the window back).

(NEW 2.x) This attribute also works with gadget sets. If you define any gadget set with the Open At Startup pref, and this item is checked, then MegaD will open the gadget set instead of the main control window.

<F10 closes control window> NOT SELECTED:
=====

Under this configuration, depressing the F10 key will move MegaD's main window to the back of the screen. Pressing it a second time will return the MegaD window to the front of the screen.

See Also: Defaults preference window

1.214 MegaD v3.1 - by John L. Jones

'Display' preferences:
=====

```

-----
|                                     |
| Date format                       | Directory listing order |
| @      mm/dd/yy                   | @      List directories first |
| 1000 Separator                     | Order of file information |
| @      1,000,000                   | @ 1 Name |
| Use Today / Yesterday              | @ 2 Size |
| 12 Hour Clock                     | @ 4 Date |
| Decimal is Comma                  | @ 5 Protection |
|                                     | @ 3 Comment |
|                                     |
|                                     | ----- | | |
|                                     | | Name 64000 Comment Jun 03 93 13:40:18 ----rwed | |
|                                     | ----- |
|                                     |
|                                     | Use          Cancel      |
|                                     |
|-----|

```

See Also: Preferences main window

1.215 MegaD v3.1 - by John L. Jones

Prefs Display - Date Format:
=====

The <Date Format> cycle gadget specifies what format you would

like MegaD to display all dates. Possibilities include:

mm/dd/yy	05-30-93
dd/mm/yy	30-05-93
yy/mmdd/dd	93-05-30
dd/mmdd/yy	30-May-93

See Also:

Display	preference window
Use Today Yesterday	display preference
Menu Show / Date	menu item
Display Memory, Date, Time	defaults preference

1.216 MegaD v3.1 - by John L. Jones

```
Prefs Display - 1000 Separator:
=====
```

The <1000 Separator> cycle gadget specifies what format you would like MegaD to use when displaying numbers. Possibilities include:

1,000,000
1.000.000
1 000 000
1000000

Each of the above examples represents one million.

See Also: Display preference window

1.217 MegaD v3.1 - by John L. Jones

```
Prefs Display - Use Today Yesterday:
=====
```

When <Use today/yesterday> is selected, MegaD displays files created today and yesterday with the strings "Today" and "Yesterday", instead of using the normal date string.

Additionally, MegaD will display file creation dates between 2 days and 7 days prior, with "Sunday", "Monday", "Tuesday", etc.

Any file created greater than 7 days prior will use the standard date string.

This feature functions only under Workbench 2.0 or higher.

See Also: Display preference window

See Also: Display preference window

1.221 MegaD v3.1 - by John L. Jones

 Prefs Display - Order Of File Information:
=====

<Order of file information> incorporates five separate cycle gadgets, labelled <Name>, <Size>, <Date>, <Protection> and <Comment>.

Using these gadgets, you can specify the order in which MegaD displays these items inside directory windows. Items will be listed with the lowest numbered item to the left, and the highest numbered item to the right of directory windows.

NOTE: Simply because these items are numbered doesn't mean that they will necessarily be displayed inside directory windows. Use MegaD's show menu to toggle these items on and off inside directory windows.

See Also: Display preference window
 Show menu

1.222 MegaD v3.1 - by John L. Jones

 'Keypads' preferences - Built In's:
=====

This window is one of the most powerful within MegaD. I'll try to describe it's major features:

	ABoot Add	Clr Pattern	Create Dir	Filters +	Label	Output File	
	ABoot Edit	Clr Src	Delete	Filters -	Label Align	Output Prt	
	Clear All	ClrSrcDir	DirCloseWin	Find	Label Times	Print Spool	
	Close Wind	ClrSrcFile	DirOpenWind	Free Volume	Move	Prt Text	
	Clr ABoot	Copy	Duplicate	Go Deep	Move As	Quit	
	Clr Dir	Copy As	Export File	Iconify	Open Window	Relabel	
	Clr Files	Copy/Format	File Commen	Lab. Modify	Open...	Rename	
	@ Page 1						
	@ Built In's						
	Add Delete						
	Modify						

			A
	Hot Key	Use	Cancel

Configuring Numeric Keypad Gadgets:

In the lower right corner of the window is a representation of the numeric keypad gadgets. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the 7 different types of gadgets.

You can create gadgets using the Add Gadget and then configure them into the numeric keypad gadgets.

You can alter certain types of gadgets, including gadget names and colors using the Modify Gadget.

You can remove gadgets using the Delete gadget.

Finally, you can assign gadgets a Hot Key, which will automatically execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <Built In's>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <Built-In's>:

- ARexx Gadgets
- AutoBoots
- Device Gadgets
- Gadget Sets
- Menu Sets
- User Gadgets

See Also: Built-In Commands

1.223 MegaD v3.1 - by John L. Jones

Prefs Keypads - Menu Sets:

```
=====
```

The following shows how some of the menu sets that I have configured into my MegaD.

	LhA	Pack	Zoo List
	LhA	UnPack	Zoo Text
	LhA	List	Zoo Recurs
	LhA	Text	
	LhA	Recurs	
	Zoo	Pack	
	Zoo	UnPack	
	@	Page 1	
			C
	@	Menu Sets	
	Add	Delete	S
		Modify	
			A
	Hot	Key	Use Cancel

Configuring Numeric Keypad Gadgets:

```
=====
```

In the lower right corner of the window is a representation of the numeric keypad gadgets. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

```
=====
```

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the 7 different types of gadgets.

You can create gadgets using the Add Gadget and then configure them into the numeric keypad gadgets.

You can alter certain types of gadgets, including gadget names and colors using the Modify Gadget.

You can remove gadgets using the Delete gadget.

Finally, you can assign gadgets a Hot Key, which will automatically execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <Menu Sets>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <Menu Sets>:

- ARexx Gadgets
- AutoBoots
- Built In's
- Device Gadgets
- Gadget Sets
- User Gadgets

See Also:	Menu Sets	discussion
	Set MenuDev...	built-in command
	Menus & Devices	preference window
	User Defined Menus	discussion
	Utilities	menu
	Menu Utilities /	User Menu Items 1-5
		menu items

1.224 MegaD v3.1 - by John L. Jones

```
Prefs Keypads - Autoboots:
=====
```

The following shows some of the autoboots I have configured on my MegaD.

	AmigaGuide	View Anim	
	Arc	View IFF	
	Edit		
	LhA		
	Play Sound		
	PPage		
	Program		
@	Page 1		
			C
@	AutoBoots		
	Add	Delete	S
	Modify		
			A
	Hot Key	Use	Cancel

Configuring Numeric Keypad Gadgets:

In the lower right corner of the window is a representation of the

numeric keypad gadgets. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:
=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the 7 different types of gadgets.

You can create gadgets using the Add Gadget and then configure them into the numeric keypad gadgets.

You can alter certain types of gadgets, including gadget names and colors using the Modify Gadget.

You can remove gadgets using the Delete gadget.

Finally, you can assign gadgets a Hot Key, which will automatically execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <AutoBoots>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <AutoBoots>:

ARexx Gadgets
Built In's
Device Gadgets
Gadget Sets
Menu Sets
User Gadgets

See Also: AutoBoots discussion
 Menu Options / Activate AutoBoot menu item
 ABoot Add built-in command
 ABoot Edit built-in command

1.225 MegaD v3.1 - by John L. Jones

Prefs Keypads - User Gadgets:
=====

The following shows some user gadgets that I have configured on my MegaD.

	Excellence	
	IntroCad	
	Solitaire	
	@ Page 1	
		C
	@ User Gadgets	
	Add Delete	S
	Modify	
		A
	Hot Key	Use Cancel

Configuring Numeric Keypad Gadgets:

=====

In the lower right corner of the window is a representation of the numeric keypad gadgets. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the 7 different types of gadgets.

You can create gadgets using the Add Gadget and then configure them into the numeric keypad gadgets.

You can alter certain types of gadgets, including gadget names and colors using the Modify Gadget.

You can remove gadgets using the Delete gadget.

Finally, you can assign gadgets a Hot Key, which will automatically execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <User Gadgets>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <User Gadgets>:

ARexx Gadgets
 AutoBoots
 Built In's
 Device Gadgets
 Gadget Sets
 Menu Sets

See Also: User Gadgets

1.226 MegaD v3.1 - by John L. Jones

Prefs Keypads - ARexx:
 =====

The following shows some ARexx commands I've configured on my MegaD.

```

-----
| Hewlett Pack                                |
|   Okidata                                  |
|   Auto Docs                                |
|   Term Guide                               |
|                                           |
|                                           |
| @      Page 1                               |
|                                           |
| @      Arexx                               |
|   Add      Delete                           |
|   Modify                                         |
|                                           |
|                                           |
|   Hot  Key                                Use      Cancel |
-----

```

Configuring Numeric Keypad Gadgets:
 =====

In the lower right corner of the window is a representation of the numeric keypad gadgets. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

	Add	Delete		S	
		Modify			
				A	
	Hot	Key	Use	Cancel	

Configuring Numeric Keypad Gadgets:

=====

In the lower right corner of the window is a representation of the numeric keypad gadgets. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the 7 different types of gadgets.

You can create gadgets using the Add Gadget and then configure them into the numeric keypad gadgets.

You can alter certain types of gadgets, including gadget names and colors using the Modify Gadget.

You can remove gadgets using the Delete gadget.

Finally, you can assign gadgets a Hot Key, which will automatically execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <Dev. Gadgets>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <Dev. Gadgets>:

- ARexx Gadgets
- AutoBoots
- Built In's
- Gadget Sets
- Menu Sets
- User Gadgets

See Also: Device Gadgets discussion
 Device & Command Gadgets discussion

Device Name	string gadget
Menus & Devices	preference window

1.228 **MegaD v3.1 - by John L. Jones**

Prefs Keypads - Gadget Sets:
=====

The following shows some of the gadget sets I have configured on my MegaD.

```
-----
|   AGuide                                     |
|   PrintPrefs                               |
|   ManualBoot                               |
|   ExcellGads                               |
|                                           |
|                                           |
|   @   Page 1                               |
|                                           |
|                                           | C |
|   @   Gadget Sets                           |
|   Add   Delete                               | S |
|       Modify                               |
|                                           | A |
|                                           |
|   Hot   Key                               Use   Cancel |
|-----
```

Configuring Numeric Keypad Gadgets:
=====

In the lower right corner of the window is a representation of the numeric keypad gadgets. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:
=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the 7 different types of gadgets.

You can create gadgets using the Add Gadget and then configure them into the numeric keypad gadgets.

You can alter certain types of gadgets, including gadget names and colors using the Modify Gadget.

You can remove gadgets using the Delete gadget.

Finally, you can assign gadgets a Hot Key, which will automatically execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <Gadget Set>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <Gadget Set>:

```
ARexx Gadgets
AutoBoots
Built In's
Device Gadgets
Menu Sets
User Gadgets
```

See Also: Gadget Sets discussion
 Gadget Set window

1.229 MegaD v3.1 - by John L. Jones

Prefs Keypads - command bank:
=====

When you select one of the command gadgets in the command bank, you are telling MegaD that you are going to configure this command in one way or another.

Possibilities include:

If the command is a Built In or Device Gadget you can:
=====

- Place the command on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
- Assign a hot key for the command by selecting the Hot Key gadget.

If the command is a Menu Set , you can:
=====

- Place the command on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
 - Alter the parameters (program control window) used when executing the command.
-

- Assign a hot key for the command by selecting the Hot Key gadget.

If the command is an AutoBoot , User Gadget or ARexx Gadget , you can:

=====

- Place the command on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
- Delete the command from the command bank.
- Alter the parameters (program control window) used when executing the command.
- Assign a hot key for the command by selecting the Hot Key gadget.

If the command is an Gadget Set , you can:

=====

- Place the gadget set on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
- Delete the gadget set from the command bank.
- Alter the parameters (such as dimensions of gadget set, number of gadgets included, etc) of the gadget set.
- Assign a hot key for the gadget set by selecting the Hot Key gadget.

See Also:	Keypads	preferences window
	Numeric Keypad Gadgets	discussion
	Program Control	window
	ARexx Gadgets	discussion
	AutoBoots	discussion
	Built In's	discussion
	Device Gadgets	discussion
	Gadget Sets	discussion
	Menu Sets	discussion
	User Gadgets	discussion

1.230 MegaD v3.1 - by John L. Jones

Prefs Keypads - 'Page' gadget:

=====

The command bank in the keypads preferences window only has room for 42 commands. Therefore, MegaD provides a gadget which will call up a second page of 42 commands if necessary.

If a second page of commands exists, then selecting the <Page> gadget will cycle between the 1st and 2nd page.

See Also: Keypads preferences window

1.231 MegaD v3.1 - by John L. Jones

Prefs Keypads - 'Add' gadget:
=====

The <Add> gadget allows you to add a new command to a bank of commands. The <Add> gadget will be enabled for only:

ARexx Gadgets
Gadget Sets
User Gadgets

It will be disabled for all other types of gadgets.

See Also: Keypads preferences window

1.232 MegaD v3.1 - by John L. Jones

Prefs Keypads - 'Delete' gadget:
=====

The <Delete> gadget will delete the previously selected command from a bank of commands.

To delete a command from the command bank:

- (1) Select the correct command bank using the command type cycle gadget. This is the gadget initially labelled <Built-In's>.
- (2) Select the command that you'd like to delete.
- (3) Select the <Delete> gadget.

NOTE: The <Delete> gadget will be disabled for the following types of commands:

Built In's	You cannot delete Built In's.
Menu Sets	Use the Menus & Devices prefs window to delete these.
Device Gadgets	Use the Menus & Devices prefs window to delete these.

See Also: Keypads preferences window

1.233 MegaD v3.1 - by John L. Jones

Prefs Keypads - 'Modify' gadget:

The keypads preferences <Modify> gadget enables you to modify a previously selected command from a bank of commands.

To modify a gadget already assigned to a numeric keypad:

- (1) Select the built-in command bank using the command type cycle gadget.
- (2) Select the command that you'd like to modify from the numeric keypad gadgets in the lower right side of the preference window.
- (3) Select the <Modify> gadget. A window similar to the following appears:

```

-----
|                                     |
|               Built In's           |
|               DirOpenWindows       |
|                                     |
|               -----              |
|               |                     |
|               -----              |
|                                     |
|-----|
|               User defined title   |
|               -----              |
|               |                     |
|               -----              |
|                                     |
Gadget text color      [] [] [] [] [] [] [] []  [ ]
Gadget back color      [] [] [] [] [] [] [] []  [ ]
|                                     |
|-----|
|               Use                   |
|-----|
|                                     |
|-----|
|               Cancel                 |
|-----|

```

You can change the name of the numeric keypad gadget to something that you like better. For instance, you might not like the <Set Preferences> built-in command name because it is too long to fit on a numeric keypad gadget. You might use this to modify it to <Set Prefs>.

You can also change the foreground and background colors of gadgets assigned to numeric keypads using this window.

- **Shortcut:** If you would like to assign a numeric keypad the same color as another numeric keypad, you can use the "shift-click"

shortcut.

Within the keypad prefs window, select the numeric keypad gadget which has the color you like. It should highlight.

Now hold down the <shift> key and (within the prefs window) select the numeric keypad gadget to which you would like to transfer those colors. As long as you hold down the shift key, any numeric keypad gadget you select will change to those colors.

To modify source gadgets (from within the upper command bank):

=====

- (1) Select the correct command bank using the command type cycle gadget. This the gadget initially labelled <Built-In's>.
- (2) Select the command that you'd like to modify.
- (3) Select the <Modify> gadget.

At that point, the command's program control window (or in the case of a gadget set command, its gadget set definition window) will open. You can modify the command using these windows.

See Also: Keypads preferences window

1.234 MegaD v3.1 - by John L. Jones

Prefs Keypads - 'Hot Key' gadget:

=====

To arrive at the <Hot Key> window, first select a command from within the command bank of the Keypads preferences window, and then select the <Hot Key> gadget. When you select the <Hot Key> gadget, MegaD opens a window similar to the following:

```

-----
| ----- |
| |         | Hot Key character |
| ----- |
| [] Left Shift          [] Left Amiga |
| [] Right Shift         [] Right Amiga |
| [] Caps Lock           [] Numeric Keypad |
| [] Control             [] Middle Mouse Button |
| [] Left Alt            [] Right Mouse Button |
| [] Right Alt           [] Left Mouse Button |
| ----- |
| | Delete | | Use | | Cancel | |
| ----- |

```

To define a hot key:

=====

- Using the keyboard, select the desired action key (ie a-z, 0-9, etc). Notice that MegaD displays the key you select in the upper left corner of the hot key window.
- Use your mouse to select any qualifier key(s) you want to use (if any) to define this hot key (all qualifier keys are listed in the window starting at "Left Shift" and ending at "Left Mouse Button").
- Select the <Use> gadget.

To cancel a hot key:

=====

Merely select the <Delete> gadget, to cancel the hot key.

NOTE: If the command that you selected (from within the Keypads prefs command bank) didn't already have a hot key defined for it, then the <Delete> gadget will be disabled.

See Also: Keypads preferences window

1.235 MegaD v3.1 - by John L. Jones

Prefs Keypads - numeric keypad gadgets:

=====

These gadgets represent the numeric keypad gadgets.

To assign a command to a numeric keypad gadget:

=====

- Select the desired numeric keypad gadget (don't forget to select the correct Ctrl/Shift/Alt bank if desired).
- Select the desired command from the command bank.

To remove a command from a numeric keypad gadget:

=====

- Select the numeric keypad gadget containing the command you want removed.
 - Select a "blank" command from within the command bank.
-

NOTE: If the command bank is completely full, you will have to go to page 2 of the command bank to find a "blank" command.

See Also: Keypads preferences window
 Numeric Keypad Gadgets discussion

1.236 MegaD v3.1 - by John L. Jones

Prefs Keypads - 'Ctrl/Shift/Alt' gadgets:
=====

These <C>, <S> and <A> gadgets work identical to their counterparts in the MegaD main window. Use these to select the numeric keypad bank onto which you'd like to place or remove a command.

See Also: Keypads preferences window
 Ctrl & Shift & Alt Gadgets discussion
 Numeric Keypad Gadgets discussion

1.237 MegaD v3.1 - by John L. Jones

'Menus & Devices' preferences:
=====

	LhA	Arc	LhArc	Next	Prev	Add	Delete	Menu Sets
	Menu Title		Program Name	Flags		Append at end		
Menu 1								Control...
Menu 2								Control...
Menu 3								Control...
Menu 4								Control...
Menu 5								Control...
				Device Gadgets				
Devices	Titles		Devices	Titles		Devices	Titles	
				Use		Cancel		

The 'Menus & Devices' preference windows really combines two completely unrelated items into one window.

Top half of the window:

=====

The top half of the window lists an abbreviated view of the program control windows for user defined Utility Menu items.

Bottom half of the window:

=====

The bottom half of the window lists the logical and physical devices which can be attached to the nine device gadgets in the MegaD main window.

See Also:	Keypads - Menu Sets	preference window
	User Defined Menus	discussion
	Menu Sets	discussion
	Utilities	menu
	Menu Utilities / User Menu Items 1-5	menu items
	Keypads - Dev Gadgets	preference window
	Device & Command Gadgets	discussion
	Device Name	string gadget

1.238 MegaD v3.1 - by John L. Jones

User Defined Menus:

=====

MegaD's allows you to define the first 5 items of the Utilities menu. We'll call these five items a "set" of user defined menus.

Even better, MegaD allows you to define more than one set of 5 menu items for the Utilities menu. You can select which set of 5 items is displayed in the menu using the menu items:

```
Utilities / Next Menu Set
Utilities / Prev Menu Set
Utilities / First Menu Set
Utilities / Last Menu Set
```

Use MegaD's Menus & Devices preferences to define menu sets.

See Also:	Keypads - Menu Sets	preference window
	Menus & Devices	preference window
	Menu Sets	discussion
	Utilities	menu
	Menu Utilities / User Menu Items 1-5	menu items

1.239 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices - LhA, Arc, LhArc, Next & Prev:

=====

[illegible]

The first 5 (out of 7) button gadgets on the top row of the Menus & Devices Preferences Window merely select which menu set is displayed in the window.

MegaD's default configuration includes three separate menu sets...<LhA>, <Arc> and <LhArc>.

Selecting the following gadget accomplishes the following:

<LhA> Loads the first menu set into the Menus & Devices preferences window (under MegaD's default config, LhA is the first menu set).

<Arc> Loads the second menu set into the Menus & Devices preferences window (under MegaD's default config, Arc is the first menu set).

<LhArc> Loads the third menu set into the Menus & Devices preferences window (under MegaD's default config, LhArc is the first menu set).

<Next> Loads the next menu set into the Menus & Devices preferences window.

```
<Prev>    Loads the previous menu set into the Menus & Devices
           preferences window.
```

See Also:	Keypads - Menu Sets	preference window
	Menus & Devices	preference window
	User Defined Menus	discussion
	Menu Sets	discussion
	Utilities	menu
	Menu Utilities / User Menu Items 1-5	menu items

1.240 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices - Add:

=====

```
|          LhA      Arc      LhArc      Next      Prev      Add      Delete      Menu Sets |
|          Menu Title      Program Name      Flags      Append at end      |
| Menu 1      Control... |
```

When selected, the <Add> gadget allows you to create a new menu set. A requester similar to the following will warn you that you will have to be able to create all 5 of the menu set items:

```
-----
| You will need to successfully |
| define all five Menu Sets |
|-----|
| ---- |-----|
| | OK | | Cancel | |
| ---- |-----|
|-----|
```

If you decide to create the new set of 5 menu items, then select OK and fill out the upper portion of the window (labelled Menu 1 through Menu 5), or alternatively, select the <Control...> gadget and fill out the program control windows.

See Also:

Keypads - Menu Sets	preference window
Menus & Devices	preference window
User Defined Menus	discussion
Menu Sets	discussion
Utilities	menu
Menu Utilities / User Menu Items 1-5	menu items

1.241 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices - Delete:

```
=====
|-----|
|          LhA      Arc      LhArc      Next      Prev      Add      Delete      Menu Sets |
|          Menu Title      Program Name      Flags      Append at end      |
| Menu 1      Control... |
```

When selected, the <Delete> gadget allows you to delete the menu set which is currently displayed in the Menus & Devices preference window. Selecting <Delete> will open a requester similar to the following:

```
-----
| Delete this Menu Set? |
|-----|
| ---- |-----|
```

		Yes				No		
		-----				----		

NOTE: While you can alter them, MegaD will not allow you to delete any of the first three menu sets.

See Also: Keypads - Menu Sets preference window
 Menus & Devices preference window
 User Defined Menus discussion
 Menu Sets discussion
 Utilities menu
 Menu Utilities / User Menu Items 1-5 menu items

1.242 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices - Menu 1 thru Menu 5:
=====

	LhA	Arc	LhArc	Next	Prev	Add	Delete	Menu	Sets	
	Menu Title		Program Name	Flags		Append at end				
	Menu 1								Control...	
	Menu 2								Control...	
	Menu 3								Control...	
	Menu 4								Control...	
	Menu 5								Control...	

The string gadgets in the upper portion of the Menus & Devices preference window correspond directly to their counterparts in the Program Control Window.

- Menu Title: Corresponds to the Title gadget.
- Program Name: Corresponds to the Path & Program Name gadget.
- Flags: Corresponds to the Flags to add after Program Name gadget.
- Append at end: Corresponds to the Text to append to end of Command Line gadget.

The Menus & Devices Preference Window allows you two options when defining a menu item. You can enter the parameters for the program control in these string gadgets, or you can select the <Control...> gadget and fill out the entire Program Control Window.

See Also: Keypads - Menu Sets preference window
 Menus & Devices preference window
 User Defined Menus discussion
 Menu Sets discussion
 Utilities menu

1.243 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices - Control:

=====

LhA	Arc	LhArc	Next	Prev	Add	Delete	Menu Sets
Menu Title	Program Name	Flags			Append at end		
Menu 1							Control...
Menu 2							Control...
Menu 3							Control...
Menu 4							Control...
Menu 5							Control...
Device Gadgets							

As an alternate method to defining a menu item using the string gadgets provided in the Menus & Devices Preference Window, you can select it's <Control...> gadget.

MegaD will open a Program Control Window in which you can define that menu command.

See Also: Keypads - Menu Sets preference window
 Menus & Devices preference window
 User Defined Menus discussion
 Menu Sets discussion
 Utilities menu
 Menu Utilities / User Menu Items 1-5 menu items

1.244 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices - Devices & Titles:

=====

This lower half of the Menus & Devices Preference Window allows you to create device gadgets for use with MegaD. Merely fill out the <Devices> and <Titles> string gadgets in pairs where:

<Devices> is set to the physical or logical device name, and
 <Titles> is set to any alias you want for this device.

For example, lets say I want to create a device gadget for the path <Work:AllMyStuff>. Lets further say that I think <Work:AllMyStuff> will look ugly if I place it on a gadget. Instead, I want to call it <MyStuff:>. I'd then enter the following:

Device Gadgets					
Devices	Titles	Devices	Titles	Devices	Titles
Work:AllMyS	MyStuff:				
			Use	Cancel	

See Also: Device & Command Gadgets discussion
 Device Gadgets discussion
 Device Name string gadget

1.245 MegaD v3.1 - by John L. Jones

'Miscellaneous' preferences:
=====

Copy/Format...			View Text tab width
	Control		
View Text		View Text word wrap	
	Control		
Source icon for directories			
	2.0 Default		
Dictionary filename			
Create master dictionary			
		Use	Cancel

See Also: Preferences main window

1.246 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous - Copy/Format:
=====

Copy/Format...			View Text tab width
	Control		
View Text		View Text word wrap	

| Control |

MegaD comes equipped with it's own default disk copying and formatting program called MDDisk. If you prefer to use your own favorite disk copy/format program, you can configure MegaD to automatically call it whenever the Copy/Format... gadget is selected.

Merely enter the pathname of the copy/format program that you would like to use instead of MDDisk. Then select the Control... gadget immediately to the right in order to complete the program control for the substitute disk copy/format program.

See Also: Miscellaneous preferences window
 Copy-Format built-in command

1.247 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous - View Text:
 =====

Copy/Format...	View Text tab width
Control	
View Text	View Text word wrap
Control	

MegaD has one of the most versatile text viewers around. But if you prefer using another text viewing program, you can configure MegaD to call it instead.

Merely enter the pathname of the text viewing program that you would like to use instead of MDViewText. Then select the Control... gadget immediately to the right in order to complete the program control for the substitute text viewing program.

See Also: Miscellaneous preferences window
 View Text built-in command
 MegaD Text-Viewer discussion

1.248 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous - Control:
 =====

Copy/Format...	View Text tab width
----------------	---------------------

		Control	
	View Text		View Text word wrap
		Control	

The Miscellaneous Preferences Window contains two separate <Control...> gadgets...one for the copy/format program, and the other for the text viewing program.

If you elect to substitute your favorite disk copying/formatting, or text viewing program, then select the associated <Control...> gadget to open a Program Control Window for that substitution.

See Also: Miscellaneous preferences window
 View Text built-in command
 MegaD Text-Viewer discussion

1.249 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous - Source Icon For Directories:

=====

	Copy/Format...		View Text tab width
		Control	
	View Text		View Text word wrap
		Control	
	Source icon for directories		
		2.0 Default	

Whenever you create an new directory, MegaD looks to this preference to create an icon for the new directory.

If you want MegaD to create an icon for a newly created directory:

=====

Place the full pathname leading to a directory whose icon you want duplicated (and ensure that the 2.0 Default gadget is not selected).

MegaD defaults to duplicating the icon for the directory:

SYS:system

If you don't want an icon created for new directories:

=====

Delete all characters from this string (and ensure that the 2.0 Default gadget is not selected).

NOTE: The dictionary file used (if any), must reside in the same directory in which the MegaD program resides.

IMPORTANT: If you specify a new dictionary file, MegaD will not utilize its translations until you reboot MegaD.

See Also:	Miscellaneous	preferences window
	Dictionary	discussion
	What Is A Program Dictionary?	discussion
	Create Master Dictionary	misc preference
	Dictionary Filename	misc preference

1.252 MegaD v3.1 - by John L. Jones

```
Prefs Miscellaneous - Create Master Dictionary:
=====
```

```
| Dictionary filename  
|  
| Create master dictionary  
|  
|                                     Use          Cancel
```

MegaD's native language is English and as a result, the English dictionary is built into MegaD. In order to obtain a listing of the current dictionary, select <Create Dictionary> within the Miscellaneous Preferences Window. A window similar to the following will appear:

```

-----
|               Master Dictionary
| will take about 18,000 bytes of disk space
|               Continue
|-----
|  -----
|  | Yes |
|  -----
|
|  -----
|  | No |
|  -----

```

If you select <Yes>, then MegaD will copy the dictionary into a file called <MDMaster.dic>, and will place that file in the MegaD home directory.

MegaD's current master dictionary contains 772 lines.

See Also:	Miscellaneous	preferences window
	Dictionary	discussion
	What Is A Program Dictionary?	discussion
	Dictionary Filename	misc preference
	Dictionary File Format	discussion
	Dictionary Rules Summary	discussion

1.253 MegaD v3.1 - by John L. Jones

What Is A Program Dictionary?
Dictionary File Format
Viewing The Default Dictionary
Dictionary Rules Summary
Selecting a Dictionary
An Offer From The Author

See Also: -

1.254 MegaD v3.1 - by John L. Jones

What is a program dictionary?
=====

MegaD has the ability to read a specialty formatted text file. Using the information in that file, MegaD can change the text used within all MegaD windows and requesters.

The purpose of such a file is to allow the complete translation of MegaD to other languages. MegaD will accept complete, partial, or no dictionary file.

If you elect to use a partial dictionary file, MegaD will use translations for only the lines specified in your dictionary file. All other lines will default to the English translation.

See Also:	Miscellaneous	preferences window
	Dictionary	discussion
	Create Master Dictionary	misc preference
	Dictionary Filename	misc preference
	Dictionary File Format	discussion
	Dictionary Rules Summary	discussion
	An Offer From The Author	discussion

1.255 MegaD v3.1 - by John L. Jones

Dictionary File Format:

=====

The format of the dictionary file is simple. Each line of translation text is followed by a number (or subscript if you are familiar with programming). A line in the dictionary takes the following format:

```
Close Windows; 78
```

Notice that the end of the text is marked by a semi-colon. The number following the semi-colon represents the position into which MegaD will place the translation. 78 is the position that MegaD uses to create the text for the menu item:

```
<Windows / Close Windows>
```

By changing this line to read:

```
Shut Windows; 78
```

MegaD will create the menu to read

```
<Windows / Shut Windows>
```

You need not sort the lines in your dictionary file. You may place your translation lines in any order you desire. You can even duplicate translation lines if you desire. As a technique, you may even WANT to duplicate lines as a way of remembering the original lines. In this manner, you would define the 1st line using the original text, and the 2nd containing the new translation. The following is a perfectly acceptable example:

```
Close Windows; 78
Shut Windows; 78
Do you really want to; 49
```

In this example, <Close Windows> would be disregarded, and <Shut Windows> would be the translation used. Additionally, MegaD would replace the original #49 statement (Are you sure that you) with <Do you really want to>. Notice a couple of things:

- The items are not in numerical order.
- If you duplicate a line number, the last entry is used.

See Also:	Miscellaneous	preferences window
	Dictionary	discussion
	What Is A Program Dictionary?	discussion
	Create Master Dictionary	misc preference
	Dictionary Filename	misc preference
	Dictionary Rules Summary	discussion
	An Offer From The Author	discussion

1.256 MegaD v3.1 - by John L. Jones

Dictionary Rules Summary:

=====

When creating your dictionary file remember these simple rules.

1. Text first, followed by a semicolon, followed by the position number.
2. You need to include only the dictionary lines that you wish to translate (MegaD will use its default for any lines you don't translate).
3. You may have the dictionary lines in any order you wish. (the dictionary file is not dependent on the order that the information is found, only by the number at the end of the dictionary line).
4. Duplicates dictionary lines are allowed. Only the last occurrence will be used.

See Also:	Miscellaneous	preferences window
	Dictionary	discussion
	What Is A Program Dictionary?	discussion
	Create Master Dictionary	misc preference
	Dictionary Filename	misc preference
	Dictionary File Format	discussion
	An Offer From The Author	discussion

1.257 MegaD v3.1 - by John L. Jones

An Offer From The Author:

=====

I do not have the talent to translate MegaD. I am willing to give a "Lifetime registration" to users who wishes to create a dictionary file to translate MegaD to other languages. The requirements for this offer are:

1. You MUST first contact me by using the address found in the About window found by use of the Project menu.

2. In the letter, you must inform me of what language you plan on translating MegaD to. And you must include your address.
3. If you are the first to make the offer to translate MegaD to that language and no others are trying to create the translated version for that language, I will mail to you a Registered version of MegaD.
4. Once you have finished the dictionary file and mailed it back to me (on disk) and I can verify the validity of the translation. I will mail to you a contract that will sign the rights of the work (dictionary file) to me (John L. Jones), in lieu of a "Lifetime registration" for you, from me (John L. Jones.)

Being MegaD is a Tryware offering, it will not read, nor write the MegaD preference file. MegaD defaults to "MegaD.dic" as the current dictionary file. So by naming your dictionary file to "MegaD.dic", and storing it in the Home directory of MegaD, you will be able to test the dictionary file out while it is being created. This also means that dictionary files can be released to public domain and made available to other users. They must be kept separate from the official archive that I, the author of MegaD, create. Releasing it this way will not get you a "Lifetime Registration" though.

See Also:	Miscellaneous	preferences window
	Dictionary	discussion
	What Is A Program Dictionary?	discussion
	Create Master Dictionary	misc preference
	Dictionary Filename	misc preference
	Dictionary File Format	discussion
	Dictionary Rules Summary	discussion
	An Offer From The Author	discussion

1.258 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous - View Text Tab Width:
=====

The <View Text Tab Width> is used to specify the number of blank spaces that MegaD's text viewer should use for a <TAB> character.

See Also:	Miscellaneous	preferences window
	View Text	built-in command
	MegaD Text-Viewer	discussion

1.259 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous - View Text Word Wrap:
=====

Use the <View Text Word Wrap> preference to define how many characters you want MegaD's text viewer to display before forcing a new line.

If you set this preference to zero (0), then MegaD's text viewer will automatically wrap words at the current screen width.

Minimum Value (not including 0) is 20 characters.

Maximum Value is 999 characters. This value is as close to disabling word wrap as MegaD allows.

See Also: Miscellaneous preferences window
 View Text built-in command
 MegaD Text-Viewer discussion

1.260 MegaD v3.1 - by John L. Jones

'Print' preferences:
=====

```

-----
|  Print Spooler                               |
|                                         Control...      Label width  |
|                                         ARexx port name  Label height |
|                                         Add Job          |
|                                         Add Job then delete file |
|                                         Stop All Jobs      |
|                                         Stop Current Job   |
|                                         Quit Spooler       |
|                                         |
|                                         Set to MDSpool     |
|                                         Set to internal spool |
|                                         |
|                                         Use                Cancel    |
-----

```

The Print Preference Window covers two basic sets of preferences:

- The left side of the window allows you to choose the print spooler with which MegaD will interface.
- The right side of the window allows you to set some default settings for disk label printing.

NOTE: John Jones has created a print spooler, designed for use

with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

Background Information:

=====

The MegaD print spooler is a completely separate program from MegaD. MegaD communicates with MDSpool via ARexx.

The commands which are entered in this window's string gadgets are the ARexx commands with which MegaD communicates with MDSpool.

3 Spoolers:

=====

MegaD allows you the option of selecting one of three print spools:

- (1) You can choose to use the MDSpool program (assuming you have obtained a copy of MDSpool). If you decide to use MDSpool as your print spooler, you set the default ARexx commands by selecting the Set To MDSpool gadget.
- (2) You can choose to use MegaD's own internal spool. Admittedly, MegaD's internal print spool isn't much of a spool at all. I can't see much benefit for using it however, if you want to use it, then select the Set To Internal Spool gadget.
- (3) You can choose to use your own favorite print spooler. To do so,
 - This spooler must support ARexx.
 - You must set the Add Job, Add Job then delete file, Stop All Jobs, Stop Current Job and Quit Spooler gadgets to the ARexx commands accepted by this spooler.

If you use MDSpool:

=====

It is beyond the scope of this document to teach you how to use MDSpool (refer to the "MDSpool.Guide" reference manual for a complete description of its operation).

For virtually all applications however, you should set MDSpool to <Pass Through>. If you haven't altered MDSpool's settings yet, then <Pass Through> should be set (since it is the default setting). If you have altered the settings, then do the following to ensure that <Pass Through> is currently set.

- Run MDSpool. You can do this with the MegaD built-in command Print Spooler.
- Within the "MegaD Spool" program window, select the <Settings...> gadget (lower left corner). A new window appears.
- Set the "Mode" cycle gadget (lower left corner) to <Pass Through>, and select the <OK> gadget.
- You should find yourself back at the "MegaD Spool" program window. Use the MDSpool menu item <Project / Save> or <Project / Save As...> to save these settings.

See Also: Preferences main window

1.261 MegaD v3.1 - by John L. Jones

Prefs Print - Print Spooler:

=====

```
-----
| Print Spooler                                     |
| Work:MegaD/MDSpool          Control...          | Label width  |
|                               ARexx port name     | Label height |
|                               Add Job              |              |
|-----|
```

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

The <Print Spooler> string gadget allows you to configure MegaD to automatically use you favorite print spooler. You have three options:

- (1) You can choose to use the MDSpool program. If you decide to use MDSpool as your print spooler
 - Enter the pathname leading to the MDSpool program in the <Print Spooler> string gadget.
 - Select the Set to MDSpool gadget).
- (2) You can choose to use MegaD's own internal spool. Admittedly, MegaD's internal print spool isn't much of a spool at all. I can't see much benefit for using it however, if you want to use it:
 - Ensure the <Print Spooler> string gadget is empty.
 - Select the Set to internal spool gadget.
- (3) You can choose to use your own favorite print spooler. To do so,
 - This spooler must support ARexx.
 - Set the <Print Spooler> string gadget to the pathname leading to that spooler.
 - Set the Add Job, Add Job then delete file, Stop All Jobs, Stop Current Job and Quit Spooler gadgets to the ARexx commands accepted by this spooler.

See Also:

Print	preference window
MDSpool.Guide	document
Print Spooler	built-in command
Prt Text	built-in command
TX PrintAll	built-in command
TX Print Window	built-in command
Output / Print Spooler	menu item
Panic / CANCEL ALL PRINT	menu item
Panic / CANCEL PRINT	menu item

1.262 MegaD v3.1 - by John L. Jones

Prefs Print - ARexx Port Name:

=====

Print Spooler			
	Control...	Label width	
MDSPPOOL.1	ARexx port name	Label height	
	Add Job		
	Add Job then delete file		

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSPool:

- This should be set to "MDSPool.1" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx port name used by that print spooler.

See Also: Print preference window
 MDSPool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.263 MegaD v3.1 - by John L. Jones

Prefs Print - Add Job:

=====

Print Spooler	Control...	Label width
	ARexx port name	Label height
AddJob	Add Job	
	Add Job then delete file	

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "AddJob" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will begin printing a new file.

See Also: Print preference window
 MDSpool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.264 MegaD v3.1 - by John L. Jones

Prefs Print - Add Job Then Delete File:

=====

	Add Job	
AddJobDel	Add Job then delete file	
	Stop All Jobs	
	Stop Current Job	
	Quit Spooler	

	Set to MDSpool	

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "AddJobDel" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will:

- Begin printing a new file, and

- Then delete that file after the print is complete.

See Also: Print preference window
 MDSpool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.265 MegaD v3.1 - by John L. Jones

Prefs Print - Stop All Jobs:

=====

	Add Job	
	Add Job then delete file	
StopAllJobs	Stop All Jobs	
	Stop Current Job	
	Quit Spooler	
	Set to MDSPool	

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSPool:

- This should be set to "StopAllJobs" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will terminate all current and waiting print jobs.

See Also: Print preference window
 MDSPool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.266 MegaD v3.1 - by John L. Jones

Prefs Print - Stop Current Job:

=====

	Add Job	
	Add Job then delete file	
	Stop All Jobs	
StopCurrentJob	Stop Current Job	
	Quit Spooler	
	Set to MDSpool	

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "StopCurrentJob" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will:

- Terminate the current print job.

- Continue with then next print job in the print queue.

See Also: Print preference window
 MDSpool.Guide document

```

Print Spooler      built-in command
Output / Print Spooler      menu item

```

1.267 MegaD v3.1 - by John L. Jones

```

Prefs Print  - Quit Spooler:
=====

```

	Add Job	
	Add Job then delete file	
	Stop All Jobs	
	Stop Current Job	
Quit	Quit Spooler	
	Set to MDSpool	

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "Quit" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will quit the print spooler program.

See Also: Print preference window
 MDSpool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.268 MegaD v3.1 - by John L. Jones

Prefs Print - Set To MDSpool:

```
=====

|                               Stop Current Job                               |
|                               Quit Spooler                                  |
|                               |                                              |
|                               Set to MDSpool                                |
|                               Set to internal spool                        |
|                               |                                              |
|                               |                                              |
|                               Use                                           Cancel                               |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
```

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

When you select the <Set to MDSpool> gadget, MegaD will automatically set all required string gadgets above to the settings used by the MDSpool print spooler.

See Also: Print preference window
 MDSpool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.269 MegaD v3.1 - by John L. Jones

Prefs Print - Set To Internal Spool:

```
=====
```

Stop Current Job	
Quit Spooler	
Set to MDSpool	
Set to internal spool	
Use	Cancel

```
-----
```

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

When you select <Set to internal spool>, MegaD will clear all of the above string gadgets so that MegaD's internal print spool will be used.

NOTE: Admittedly, MegaD's internal print spool isn't much of a spool at all, and I can't see much benefit for using it.

See Also: Print preference window
 MDSpool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.270 MegaD v3.1 - by John L. Jones

Prefs Print - Control:

```
=====
```

Print Spooler

```
-----
```

Control...	Label width
ARexx port name	Label height
Add Job	

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

When you select the <Control...> gadget, MegaD opens a program control window into which you can specify the parameters used to run your own favorite print spooler.

See Also: Print preference window
 MDSpool.Guide document
 Print Spooler built-in command
 Output / Print Spooler menu item

1.271 MegaD v3.1 - by John L. Jones

Prefs Print - Label Width:
 =====

Print Spooler			
Control...	48	Label width	
ARexx port name		Label height	
Add Job			

The <Label Width> preference allows you to specify the number of columns that MegaD will use when printing disk labels.

See Also: Print preference window
 Lab. Modify built-in command
 Label built-in command
 Label Align built-in command
 Label Times built-in command

```
Output / Disk Label menu item
Label Height print preference
```

1.272 MegaD v3.1 - by John L. Jones

```
Prefs Print - Label Height:
=====
```

```
-----
| Print Spooler                                     |
|                                     Control...      | Label width |
|                                     ARexx port name 24 | Label height|
|                                     Add Job          |            |
```

The <Label Height> preference allows you to specify the number of rows that MegaD will use when printing disk labels.

NOTE: If you select a value of 10 or less, MegaD will print a slightly different label, omitting the following:

- "Write Protect" (listed on the portion of the label laying on the back of the disk).
- "Write Enable" (listed on the portion of the label laying on the back of the disk).
- The disk title residing on the top (thin portion) of the disk.

In the situation where you selected a height of 10, a disk label would print:

- 2 lines for the disk title (on the front of the disk).
- 8 lines for the disk contents

```
See Also:  Print      preference window
           Lab. Modify built-in command
           Label      built-in command
           Label Align built-in command
           Label Times built-in command
           Output /   Disk Label menu item
           Label Width print preference
```

1.273 MegaD v3.1 - by John L. Jones

```
'Screen' preferences:
=====
```

Screen Type	Width	Height	
@ Workbench Screen	724	X 478	
@ 8 color screen			
ASL Screen			
	Use	Cancel	

See Also: Preferences main window

1.274 MegaD v3.1 - by John L. Jones

Prefs Screen - Screen Type:
=====

The <Screen Type> cycle gadget allows you to define the type of screen on which MegaD will be placed.

Basically, MegaD can be placed on it's own custom screen, or on the Workbench screen. The following are the options contained in the <Screen Type> cycle gadget:

WorkBench Screen: Place MegaD on the workbench screen.
=====

- MegaD will automatically use the colors defined by the workbench palette.
- MegaD will automatically use the resolution used by the workbench screen.

Hires: Place MegaD on its own custom Hires / Non-Interlaced
===== screen.

Hires-Interlace: Place MegaD on its own custom Hires / Interlaced
===== screen.

SuperHires: Place MegaD on its own custom SuperHires /
===== Non-Interlaced screen.

SuperHires-Lace: Place MegaD on its own custom SuperHires /
===== Interlaced screen.

See Also: Screen preference window

1.275 MegaD v3.1 - by John L. Jones

Prefs Screen - Number Of Colors:
=====

This cycle gadget allows you to specify the number of colors used by MegaD's custom screen. This gadget will allow either 2, 4, 8 or 16 colors.

NOTE: If you place MegaD on the Workbench screen, this gadget will have no effect.

See Also: Screen preference window

1.276 MegaD v3.1 - by John L. Jones

With the event of Workbench 2.1 a new ASL Screen request is available. Unless you have 2.1 or greater you will not see the 'ASL Screen' gadget. The ASL Screen request is a very powerful requestor that will allow complete control of the type and size of the screen you wish to run MegaD on. For more information see your Workbench documentation 2.1 or greater.

1.277 MegaD v3.1 - by John L. Jones

Gadget Set Window:
=====

```
-----
|
|           Title                | Minimum      Maximum | |
|           Inner Window Width  | 64           716    |
|           Inner Window Height | 12           467    |
|           Gadgets Across      | 1            21     |
|           Gadgets Down        | 1            4      |
|                               | Gadget Char. 36    |
|                               |-----|
|           Window Type         | Close once used    |
|           @ Fixed             | Keep to Front      |
| ->[]                          | Open at startup    |
| |                             |
| | Duplicate                   | Use                 |
| |                             | Cancel              |
|-----|
|
|
close
```

sizing
gadget

See Also: Keypads - Gadget Sets preference window
 Gadget Sets discussion

1.278 MegaD v3.1 - by John L. Jones

Gadget Set Window - Title:
=====

Give the gadget set a unique title, different from any other command
in any any command bank.

See Also: Gadget Set definition window
 Keypads - Gadget Sets preference window
 Gadget Sets discussion

1.279 MegaD v3.1 - by John L. Jones

Gadget Set Window - Inner Window Width:
=====

Enter the width (in pixels) that you'd desire for this gadget set.
The inner window width is the total width of the window minus the
width of the left and right borders.

Immediately to the right of the <Inner Window Width> integer gadget,
MegaD lists the minimum and maximum acceptable values for the <Inner
Window Width>. These values are based upon your screen's width.

Perhaps an easier way to define the dimensions of the gadget set
is to use the 'close sizing gadget' located immediately
below the "Window Type" cycle gadget in the Gadget Set
definition window.

See Also: Gadget Set definition window
 Gadget Set - Close Sizing Gadget discussion
 Gadget Set - Inner Window Height definition
 Keypads - Gadget Sets preference window
 Gadget Sets discussion

1.280 MegaD v3.1 - by John L. Jones

Gadget Set Window - Inner Window Height:

=====

Enter the height (in pixels) that you'd desire for this gadget set. The inner window height is the total height of the window minus the height of the top and bottom borders.

Immediately to the right of the <Inner Window Height> integer gadget, MegaD lists the minimum and maximum acceptable values for the <Inner Window Height>. These values are based upon your screen's height.

Perhaps an easier way to define the dimensions of the gadget set is to use the 'close sizing gadget' located immediately below the "Window Type" cycle gadget in the Gadget Set definition window.

See Also:	Gadget Set	definition window
	Gadget Set - Close Sizing Gadget	discussion
	Gadget Set - Inner Window Width	definition
	Keypads - Gadget Sets	preference window
	Gadget Sets	discussion

1.281 MegaD v3.1 - by John L. Jones

Gadget Set Window - Gadgets Across:

=====

Enter the number of gadgets wide that you want this gadget set to be.

Immediately to the right of the <Gadgets Across> integer gadget, MegaD lists the minimum and maximum acceptable values for the <Gadgets Across>. These values are based upon your entry in the Inner Window Width gadget.

See Also:	Gadget Set	definition window
	Gadget Set - Gadgets Down	definition
	Keypads - Gadget Sets	preference window
	Gadget Sets	discussion

1.282 MegaD v3.1 - by John L. Jones

Gadget Set Window - Gadgets Down:

=====

Enter the number of gadgets high that you want this gadget set to be.

Immediately to the right of the <Gadgets Down > integer gadget,

MegaD lists the minimum and maximum acceptable values for <Gadgets Down>. These values are based upon your entry in the Inner Window Height gadget.

See Also: Gadget Set definition window
 Gadget Set - Gadgets Across definition
 Keypads - Gadget Sets preference window
 Gadget Sets discussion

1.283 MegaD v3.1 - by John L. Jones

Gadget Set Window - Close Once Used:
=====

If you select the <Close once used> gadget, the gadget set will automatically close once you make your first selection from it.

If you do not select <Close once used>, then you will have to manually close the gadget set when you no longer want to use it.

See Also: Gadget Set definition window
 Keypads - Gadget Sets preference window
 Gadget Sets discussion

1.284 MegaD v3.1 - by John L. Jones

Gadget Set Window - Keep To Front:
=====

If you select the <Keep to Front> preference, then MegaD will ensure that the gadget set remains in front of other windows.

See Also: Gadget Set definition window
 Keypads - Gadget Sets preference window
 Gadget Sets discussion

1.285 MegaD v3.1 - by John L. Jones

Gadget Set Window - Open At Startup:
=====

If you select the <Open at startup> gadget, then the gadget set will automatically open upon MegaD startup.

See Also: Gadget Set definition window
 Keypads - Gadget Sets preference window

1.286 MegaD v3.1 - by John L. Jones

Gadget Set Window - Window Type:
=====

The <Window Type> cycle gadget has three possibilities:

- Fixed:
- MegaD will remember its screen location, and will reopen it at the same spot each time.
 - This gadget set window will have a drag bar.
 - The gadget set window has a close gadget.
- Rigid:
- MegaD will remember its screen location, and will reopen it at the same spot each time.
 - This gadget set window will not have a drag bar (under WB 2.0 or higher, this window can be moved with the cursor keys while the Shift, or the Ctrl-Shift keys are pressed).
 - The gadget set window does not have a close gadget (but can be closed using the Esc key).

Under Mouse: MegaD will attempt to open the gadget set window directly under the mouse pointer.

See Also: Gadget Set definition window
 Keypads - Gadget Sets preference window
 Gadget Sets discussion

1.287 MegaD v3.1 - by John L. Jones

Gadget Set Window - Close Sizing Gadget:
=====

The gadget set definition window contains a small gadget resembling a window's "close gadget". It is located between the Window Type cycle gadget and the Duplicate gadget.

When you select this <close window sizing> gadget, MegaD opens a window labelled "Adjust window to proper size, then close". What it is asking you to do is to size the window to the dimensions you would like the gadget set to be. Once you've done that, close the window.

At that point, MegaD will automatically place the dimensions of that window into the Inner Window Width and the Inner Window Height gadgets.

This method is generally much easier than manually entering values for inner window width and height.

See Also:	Gadget Set	definition window
	Gadget Set - Inner Window Height	definition
	Gadget Set - Inner Window Width	definition
	Keypads - Gadget Sets	preference window
	Gadget Sets	discussion

1.288 MegaD v3.1 - by John L. Jones

Gadget Set Window - Duplicate:
=====

When you select the <Duplicate> gadget, MegaD will create an identical gadget set. MegaD will give the new gadget set the same name as the original, except it will append a 1 to the end.

See Also:	Gadget Set	definition window
	Keypads - Gadget Sets	preference window
	Gadget Sets	discussion

1.289 MegaD v3.1 - by John L. Jones

Application Icons:
=====

Application Icons (appicons) and Application Windows (appwindows) are only available to folks running WorkBench 2.0 or higher. MegaD uses application icons. Additionally, MegaD's main window is an application window.

When you "drag" another workbench icon (such as a drawer, data file, or program icon) onto the appicon/appwindow, MegaD will try to "do something" with it. If you drag an icon onto the MegaD appicon, then at the very least, the MegaD window will reopen.

If you drag a disk or a directory icon onto MegaD's appicon or onto the MegaD main window (appwindow), MegaD will load that directory into a directory window.

If you drag a datafile icon onto MegaD's appicon/appwindow, and MegaD has an autoboot defined for that type of data file, then MegaD will load the file into that autoboot.

You may drop up to 10 Workbench objects onto the MegaD appicon/

appwindow. MegaD will work on each icon in sequence.

See Also: Iconify built-in command
 Project / Iconify menu item
 Iconify At Start default preference

1.290 MegaD v3.1 - by John L. Jones

Configuring MegaD:
=====

Probably the most impressive feature that MegaD has to offer is it's configurability. You can transform MegaD to meet your own needs.

The heart of MegaD's configurability is the Preferences area.

See Also: Preferences main window

1.291 MegaD v3.1 - by John L. Jones

MegaD Menus:
=====

Project
Windows
Utilities
Options
Show
Output
Panic

See Also: -

1.292 MegaD v3.1 - by John L. Jones

Project Menu:
=====

Project Windows Utilities Options Show Output Panic

```

Open...                A-O
=====
Save Preferences       A-W
Save As...
=====
Set Preferences...    A-D
=====
About...
=====
Iconify               A-Z
=====
Quit                 A-Q

```

1.293 MegaD v3.1 - by John L. Jones

```

Menu Project / About:
=====

```

When you select the <Project / About> menu item, MegaD opens a window telling you information about your MegaD version. It also lists some information concerning the "prolific" John L. Jones.

See Also: MegaD Registration

1.294 MegaD v3.1 - by John L. Jones

```

Windows Menu:
=====

```

```

Project  Windows  Utilities  Options  Show  Output  Panic

Open Windows                >>
Close Windows               >>
=====
Use Overlap Locations
Use Grid Locations
Set Snapshot
Use Snapshot
=====
6 Volumes Per Screen
1 Windows Per Volume...
Use Limits
=====
Two Window Utility          A-T

```

1.295 MegaD v3.1 - by John L. Jones

Menu Windows / Open Windows:

=====

This menu item contains two sub-menu items:

All: This will open all windows which are currently buffered
=== into memory, with one caveat. It will still respect the
volumes per screen and windows per volume limits.

Selected Directories: This will open windows for all currently
===== selected directories, volumes and devices.

See Also: Open Windows built-in command
 DirOpenWindows built-in command

1.296 MegaD v3.1 - by John L. Jones

Menu Windows / Close Windows:

=====

This menu item contains two sub-menu items:

All: This will close all currently open directory windows.
===

Selected Directories: This will close windows for all currently
===== selected directory windows. The windows to
be closed can be selected from within other
directory windows, or from the list area.

See Also: Close Windows built-in command
 DirCloseWindows built-in command

1.297 MegaD v3.1 - by John L. Jones

Menu Windows / Use Overlap Locations:

=====

The <Overlap Locations> command allows you to specify where directory windows will be placed on the screen.

When selected, a new directory window will be placed on top of, but offset down and to the right of it's parent directory window. The amount offset down is equal to the height of the upper window border.

The amount offset right is equal to the width of a close gadget.
Overlapping directory windows allows for more files to be shown in large directories.

See Also: Windows / Use Grid Locations menu item
 Windows / Set Snapshot menu item
 Windows / Use Snapshot menu item
 Windows / Use Limits menu item
 Windows / Two Window Utility menu item

1.298 MegaD v3.1 - by John L. Jones

Menu Windows / Use Grid Locations:
 =====

<Use Grid Locations> tells MegaD to open new windows on an invisible grid. Restricting windows to a grid helps by not hiding titles underneath other windows. All titles are visible so a desired directory can be found without shuffling windows around the screen.

Defining the size of the grid:
 =====

Use the Windows / # Volumes Per Screen and the
 Windows / # Windows Per Volume menu items to define the size of the grid.
 MegaD uses these settings in the following manner to determine grid size:

Windows / # Volumes Per Screen determines the width of each grid location.
 Windows / # Windows Per Volume determines the height of each grid location.

For example, if you select 3 vol per screen, and 4 win per vol, then each grid location will be one-third the screen width, and one-fourth the screen height.

See Also: Windows / Use Overlap Locations menu item
 Windows / Set Snapshot menu item
 Windows / Use Snapshot menu item
 Windows / Use Limits menu item
 Windows / Two Window Utility menu item

1.299 MegaD v3.1 - by John L. Jones

Menu Windows / Set Snapshot:
 =====

<Set Snapshot> records the position of open directory windows for use with the Windows / Use Snapshot window positions.

See Also: Windows / Use Overlap Locations menu item
 Windows / Use Grid Locations menu item
 Windows / Use Snapshot menu item
 Windows / Use Limits menu item
 Windows / Two Window Utility menu item

1.300 MegaD v3.1 - by John L. Jones

Menu Windows / Use Snapshot:
=====

<Use Snapshot> uses the fixed positions the directory windows were in when the Windows / Set Snapshot menu item was selected. The Snapshot positions are used on a first come first serve basis. Unlike the Windows / Use Overlap Locations and the Windows / Use Grid Locations options which keep volumes aligned in columns.

See Also: Windows / Use Overlap Locations menu item
 Windows / Use Grid Locations menu item
 Windows / Set Snapshot menu item
 Windows / Use Limits menu item
 Windows / Two Window Utility menu item

1.301 MegaD v3.1 - by John L. Jones

Menu Windows / Use Limits:
=====

<Use Limits> allows you to restruct the number of windows MegaD has open at any one time.

The use of limits helps to avoid confusion when there are many large windows overlapping each other. It will also minimize the frequency of low memory situations.

Use the menu items Windows / # Volumes Per Screen and Windows / # Windows Per Volume to alter the limits, and use the <Windows / Use Limits> menu item to toggle those limits on and off.

See Also: Windows / Use Overlap Locations menu item
 Windows / Use Grid Locations menu item
 Windows / Set Snapshot menu item
 Windows / Use Snapshot menu item
 Windows / Two Window Utility menu item

1.302 MegaD v3.1 - by John L. Jones

Menu Windows / Two Window Utility:

=====

Two Window Utility will change MegaD into the more familiar directory program with two windows.

The main window functions are moved to the bottom of the screen. The windows are split by button gadgets for devices. These device gadgets have a right and left half. The right half affects the right window and the left half affects the left window.

If one window shows a directory and the opposite is empty, the contents of the directory will be swapped to the empty window when you select the side of a button gadget coinciding with the non-empty window. If both window have valid directory list in them, and you request one of those directories in the opposite window, both lists will be swapped to the opposite windows.

Confused??? Try <Two Window Utility>. It's basic operation is the same. It's presentation is merely different.

See Also: Windows / Use Overlap Locations menu item
 Windows / Use Grid Locations menu item
 Windows / Set Snapshot menu item
 Windows / Use Snapshot menu item
 Windows / Use Limits menu item

1.303 MegaD v3.1 - by John L. Jones

Utilities Menu:

=====

Project	Windows	Utilities	Options	Show	Output	Panic
		User Menu Item #1		A-1		
		User Menu Item #2		A-2		
		User Menu Item #3		A-3		
		User Menu Item #4		A-4		
		User Menu Item #5		A-5		
		Next Menu Set		A-6		
		Prev Menu Set		A-7		
		First Menu Set		A-8		
		Last Menu Set		A-9		
		Utilities In Window				
		=====				
		Copy/Format				

1.304 MegaD v3.1 - by John L. Jones

Menu Utilities / User Menu Items 1-5:

=====

The top 5 items in the Utilities Menu are user dependent. MegaD provides defaults for these menu items, but allows you to alter them to suit your needs.

Additionally, the first 5 items of the Utilities Menu are called a "user menu set". You can define more than one "set" of 5 user menu items. After defining these sets, you can use the following menu items to select the desired "user menu set":

```
Utilities / First Menu Set
Utilities / Prev Menu Set
Utilities / Next Menu Set
Utilities / Last Menu Set
```

Default Menu Sets:

=====

MegaD provides 3 default menu sets. They are:

Menu Set 1:	Menu Set 2:	Menu Set 3:
=====	=====	=====
LhA Pack	Arc Pack	LhArc Pack
LhA Unpack	Arc Unpack	LhArc Unpack
LhA List	Arc List	LhArc List
LhA Text	Type File2	Type File3
LhA Recursive	Edit File2	Edit File3

These menu sets are for use with the popular archiving utilities <LhA>, <Arc> and <LhArc>. If you don't use these archiving programs, don't worry. MegaD has included them as defaults merely because many people DO use them.

Altering / Adding Menu Sets:

=====

MegaD allows you to alter existing menu sets, and even to add new menu sets (thereby resulting in more than 3 menu sets).

To do so, use the MegaD Menus & Devices preference area.

See Also:

Utilities / First Menu Set	menu item
Utilities / Prev Menu Set	menu item
Utilities / Next Menu Set	menu item
Utilities / Last Menu Set	menu item
Menus & Devices	preferences

1.305 MegaD v3.1 - by John L. Jones

Menu Utilities / Next Menu Set:

=====

The <Utilities / Next Menu Set> menu item is used to scroll forward to the next set of 5 user-defined menu items.

See Also: Utilities / Menu Items 1-5 menu items
 Utilities / First Menu Set menu item
 Utilities / Prev Menu Set menu item
 Utilities / Last Menu Set menu item
 Menus & Devices preferences

1.306 MegaD v3.1 - by John L. Jones

Menu Utilities / Prev Menu Set:

=====

The <Utilities / Prev Menu Set> menu item is used to scroll backward to the previous set of 5 user-defined menu items.

See Also: Utilities / Menu Items 1-5 menu items
 Utilities / First Menu Set menu item
 Utilities / Next Menu Set menu item
 Utilities / Last Menu Set menu item
 Menus & Devices preferences

1.307 MegaD v3.1 - by John L. Jones

Menu Utilities / First Menu Set:

=====

The <Utilities / First Menu Set> menu item is used to jump to the first set of 5 user-defined menu items.

See Also: Utilities / Menu Items 1-5 menu items
 Utilities / Prev Menu Set menu item
 Utilities / Next Menu Set menu item
 Utilities / Last Menu Set menu item
 Menus & Devices preferences

1.308 MegaD v3.1 - by John L. Jones

Menu Utilities / Last Menu Set:

=====

The <Utilities / Last Menu Set> menu item is used to jump to the

lastt set of 5 user-defined menu items.

See Also: Utilities / Menu Items 1-5 menu items
 Utilities / First Menu Set menu item
 Utilities / Prev Menu Set menu item
 Utilities / Next Menu Set menu item
 Menus & Devices preferences

1.309 MegaD v3.1 - by John L. Jones

Menu Utilities / Utilities In Window:
=====

When you select the <Utilities / Utilities In Window> menu item, MegaD will put the current menu set into the main window's 9 device gadgets.

If you access a particular menu set frequently, this function may help speed the results.

See Also: Utilities / Menu Items 1-5 menu items
 Menu Sets discussion
 Device & Command Gadgets discussion

1.310 MegaD v3.1 - by John L. Jones

Options Menu:
=====

Project	Windows	Utilities	Options	Show	Output	Panic
			Select All Hide			A-H
			Clear All Hide			A-N
			Hide .INFO			A-I
			Hide Amiga Directories			A-A
			Hide C Directories			A-C
			Filter Directory...			A-F
			Remove All Filters			A-U
			=====			
			Keep .INFO With File			A-K
			Keep Extension With File			A-.
			=====			
			Activate AutoBoot			A-B
			Clone Copy			
			Load on disk insert			
			Free on disk remove			

1.311 MegaD v3.1 - by John L. Jones

Menu Options / Select All Hide:

=====

<Options / Select All Hide> is a quick and simple way of selecting three other <Options> menu items...namely:

Options / Hide .INFO
Options / Hide Amiga Directories
Options / Hide C Directories

See Also: Options / Clear All Hide menu item
 Options / Hide .INFO menu item
 Options / Hide Amiga Directories menu item
 Options / Hide C Directories menu item

1.312 MegaD v3.1 - by John L. Jones

Menu Options / Clear All Hide:

=====

<Options / Clear All Hide> is a quick and simple way of deselecting three other <Options> menu items...namely:

Options / Hide .INFO
Options / Hide Amiga Directories
Options / Hide C Directories

See Also: Options / Select All Hide menu item
 Options / Hide .INFO menu item
 Options / Hide Amiga Directories menu item
 Options / Hide C Directories menu item

1.313 MegaD v3.1 - by John L. Jones

Menu Options / Hide .INFO:

=====

<Options / Hide .INFO> eliminates all icon (.info) files from directory window displays. Just so there's no confusion, this menu item doesn't actually "delete" the .info files. Rather, it hides them from view so that your directory windows don't get too cluttered.

See Also: Options / Select All Hide menu item
 Options / Clear All Hide menu item
 Options / Hide Amiga Directories menu item
 Options / Hide C Directories menu item

1.314 MegaD v3.1 - by John L. Jones

Menu Options / Hide Amiga Directories:
=====

<Options / Hide Amiga Directories> hides all standard Amiga directories from view in directory windows.

Some standard Amiga directories are DEVS, FONT, and L, LIB, and S. The Amiga automatically assigns these directories upon booting. They will appear on all bootable disks. Removing them from the display helps keep your directory windows uncluttered.

See Also:	Options /	Select All Hide	menu item
	Options /	Clear All Hide	menu item
	Options /	Hide .INFO	menu item
	Options /	Hide C Directories	menu item

1.315 MegaD v3.1 - by John L. Jones

Menu Options / Hide C Directories:
=====

<Options / Hide C Directories> removes the Amiga C: directory (or any directory named 'c') from the window display. Just so there's no confusion, this menu item doesn't actually "delete" the C: directory(s). Rather, it hides them from view so that your directory windows don't get too cluttered.

See Also:	Options /	Select All Hide	menu item
	Options /	Clear All Hide	menu item
	Options /	Hide .INFO	menu item
	Options /	Hide Amiga Directories	menu item

1.316 MegaD v3.1 - by John L. Jones

Menu Options / Keep .INFO With File:
=====

When you select <Options / Keep .INFO With File>, MegaD acts as follows:

- If you select a file which has an associated .info file, MegaD will automatically select it's .info file too.
- This DOES NOT hold true for "drag selection" (drag selection occurs when you select multiple files by clicking AND HOLDING the mouse button while you move the mouse).

When <Options / Keep .INFO With File> is NOT selected:

- If you select a file which has an associated .info file, MegaD will NOT automatically select it's .info file too. You must manually select it's .info file if desired.

See Also: Options / Keep Extension With File menu item

1.317 MegaD v3.1 - by John L. Jones

Menu Options / Keep Extension With File:
=====

When you select <Options / Keep Extension With File>, MegaD acts as follows:

- If you select a file which has another file containing the same prefix, but different file extension, MegaD will select both files.
- This DOES NOT hold true for "drag selection" (drag selection occurs when you select multiple files by clicking AND HOLDING the mouse button while you move the mouse).

Example: Lets say that your directory window contains the following:

```
myfile
myfile.c
myfile.info
yourfile
yourfile.info
```

If you select <myfile>, then MegaD will automatically select <myfile>, <myfile.c> and <myfile.info>. This is because all three files have the same prefix (myfile) but different extensions.

See Also: Options / Keep .INFO With File menu item

1.318 MegaD v3.1 - by John L. Jones

Menu Options / Activate AutoBoot:
=====

If <Options / Activate AutoBoot> is selected, MegaD will attempt to "do something" whenever you double-click on a file. If you don't select this menu item, then all autoboots are disabled!!!

If the file you double-clicked on was a text file, MegaD will recognize that, and load it into a text-viewer window. If the file is an IFF file and you have created a picture viewer autoboot, then MegaD will automatically call that IFF viewing program to display the file. And so on, and so on...

For a much more indepth discussion of this subject, refer to autoboots.

See Also: AutoBoots discussion
 Clr ABoot built-in command
 Sel ABoot built-in command
 ABoot Add built-in command
 ABoot Edit built-in command

1.319 MegaD v3.1 - by John L. Jones

Menu Options / Clone Copy:
=====

When you copy a file to a new directory, MegaD normally does not copy the following information:

File Comment
File Date

If you select <Options / Clone Copy>, then MegaD will copy these two items whenever a file is copied to a new directory.

See Also: -

1.320 MegaD v3.1 - by John L. Jones

Menu Options / Load on disk insert:
=====

When you select <Options / Load on Disk Insert>, MegaD will automatically open a directory window for any new disk inserted into a standard floppy drive (df0: - df3:).

See Also: Options / Free on disk remove menu item

1.321 MegaD v3.1 - by John L. Jones

Menu Options / Free on disk remove:
=====

When you select <Options / Free On Disk Remove>, MegaD will automatically

unbuffer the contents of a volume which is removed from a standard floppy drive (df0: - df3:).

See Also: Free Volumes gadget
 Free Volumes built-in command
 Options / Load On Disk Insert menu item

1.322 MegaD v3.1 - by John L. Jones

Show Menu:

=====

Project	Windows	Utilities	Options	Show	Output	Panic
				All	A-[
				None	A-]	
				Size	A-S	
				Date	A-X	
				Protection	A-P	
				Comment	A-'	
				Sort On	>>	
				Reset All	A-R	

1.323 MegaD v3.1 - by John L. Jones

Menu Show / All:

=====

When you select <Show / All>, MegaD will include all of the following inside directory windows (in addition to filenames & directory names):

File size.
 Date & time the file was created.
 File protection bits.
 File comment.

As a matter of fact, selecting the <Show / All> menu item is merely a shortcut for selecting all of the following menu items:

Show / Size
 Show / Date
 Show / Protection
 Show / Comment

If you select <Show / All>, and not all windows reflect the change, select Show / Reset All to force the change.

See Also: Show / None menu item
 Show / Size menu item
 Show / Date menu item

```
Show / Protection menu item
Show / Comment menu item
Show / Reset All menu item
```

1.324 MegaD v3.1 - by John L. Jones

```
Menu Show / None:
=====
```

When you select <Show / None>, the only item displayed inside directory windows will be file and directory names. MegaD WILL NOT include any of the following;

```
File size.
Date & time the file was created.
File protection bits.
File comment.
```

As a matter of fact, selecting the <Show / None> menu item is merely a shortcut for deselecting all of the following menu items:

```
Show / Size
Show / Date
Show / Protection
Show / Comment
```

If you select <Show / None>, and not all windows reflect the change, select Show / Reset All to force the change.

```
See Also: Show / All menu item
          Show / Size menu item
          Show / Date menu item
          Show / Protection menu item
          Show / Comment menu item
          Show / Reset All menu item
```

1.325 MegaD v3.1 - by John L. Jones

```
Menu Show / Size:
=====
```

The <Show / Size> menu item is a toggle switch, which determines whether or not file sizes will be displayed inside directory windows.

If you select <Show / Size>, and not all windows reflect the change, select Show / Reset All to force the change.

```
See Also: Show / All menu item
          Show / None menu item
          Show / Date menu item
```

```
Show / Protection menu item
Show / Comment menu item
Show / Reset All menu item
```

1.326 MegaD v3.1 - by John L. Jones

```
Menu Show / Date:
=====
```

The <Show / Date> menu item is a toggle switch, which determines whether or not file creation dates and times will be displayed inside directory windows.

If you select <Show / Date>, and not all windows reflect the change, select Show / Reset All to force the change.

```
See Also: Show / All menu item
          Show / None menu item
          Show / Size menu item
          Show / Protection menu item
          Show / Comment menu item
          Show / Reset All menu item
```

1.327 MegaD v3.1 - by John L. Jones

```
Menu Show / Protection:
=====
```

The <Show / Protection> menu item is a toggle switch, which determines whether or not file protection bits will be displayed inside directory windows.

If you select <Show / Protection>, and not all windows reflect the change, select Show / Reset All to force the change.

```
See Also: Show / All menu item
          Show / None menu item
          Show / Size menu item
          Show / Date menu item
          Show / Comment menu item
          Show / Reset All menu item
          Set Protect built-in command
          Warn If Deleting Protected File defaults preference
```

1.328 MegaD v3.1 - by John L. Jones

Menu Show / Comment:

=====

The <Show / Comment> menu item is a toggle switch, which determines whether or not file comments will be displayed inside directory windows.

If you select <Show / Comment>, and not all windows reflect the change, select Show / Reset All to force the change.

See Also:

Show / All	menu item
Show / None	menu item
Show / Size	menu item
Show / Date	menu item
Show / Protection	menu item
Show / Reset All	menu item
File Comment	built-in command

1.329 MegaD v3.1 - by John L. Jones

Menu Show / Sort On:

=====

The <Show / Sort On> menu item allows you to specify what parameter MegaD should sort the contents of directory windows upon.

MegaD allows the following options:

- None (no sort)
- Name (filename)
- Size (file size)
- Date (file creation date/time)
- Protection (file protection bits)
- Comment (file comment)
- Extension (file extension)

See Also:

Set Protect	built-in command
File Comment	built-in command

1.330 MegaD v3.1 - by John L. Jones

Menu Show / Reset All:

=====

When you change the attributes for the display of the directory windows, only DEST windows will automatically show the change. If you wish to reset all open directory windows to reflect the current display options, select <Show / Reset All>.

```
See Also:    Show / All      menu item
             Show / None     menu item
             Show / Size     menu item
             Show / Date     menu item
             Show / Protection menu item
             Show / Comment  menu item
```

1.331 MegaD v3.1 - by John L. Jones

Output Menu:

=====

```
Project  Windows  Utilities  Options  Show  Output  Panic

Printer
File
W/Tree Lines
=====
Disk Label      >>
=====
Print Spooler
=====
DataBase Export File
Setup Export...
```

1.332 MegaD v3.1 - by John L. Jones

Menu Output / W-Tree Lines:

=====

The <Output / W-Tree Lines> menu item is designed to be used in conjunction with:

```
Output File  built-in command
Output Prt   built-in command
Output / Output File    menu item
Output / Output Printer menu item
```

The above commands allow you to create a record of all the files and directories contained on your system. You can choose to create this record using tree lines by selecting <Output / W-Tree Lines>.

Example: Without Tree-Lines:

=====

```
Work:
  Work:Games
    Work:Games/Solitaire
      .info      SolitaireHighScores
      Solitaire  Solitaire.info
    Work:Games/Tetris
```



```

        .info      Tetris
      BestScores  Tetris.info
Games.info

```

With Tree-Lines:
 =====

```

Work:
|--Work:Games
|  |--Work:Games/Solitaire
|  |  |--.info      Solitaire High Scores
|  |  |--Solitaire  Solitaire.info
|  |--Work:Games/Tetris
|  |  |--.info      Tetris
|  |  |--BestScores Tetris.info
|--Games.info

```

See Also: Output File built-in command
 Output Prt built-in command
 Output / Output File menu item
 Output / Output Printer menu item

1.333 MegaD v3.1 - by John L. Jones

Menu Output / Disk Label:
 =====

The <Output / Disk Label> menu item contains a few submenu items, all of which perform the exact same operation as other built-in commands.

For a description of each submenu item, refer to its associated built-in command:

```

<Output / Disk Label / Alignment> ..... Label Align
<Output / Disk Label / Print> ..... Label
<Output / Disk Label / Print W-Modify> .. Lab. Modify
<Output / Disk Label / Print Times> ..... Label Times

```

See Also: Lab. Modify built-in command
 Label built-in command
 Label Align built-in command
 Label Times built-in command
 Label Height print preference
 Label Width print preference

1.334 MegaD v3.1 - by John L. Jones

Panic Menu:

=====

Project	Windows	Utilities	Options	Show	Output	Panic	
						STOP PROCESS	A-E
						CANCEL PRINT	
						CANCEL ALL PRINT	

1.335 MegaD v3.1 - by John L. Jones

Menu Panic / STOP PROCESS:

=====

This will stop any current process MegaD is working on. When working with MegaD, it is EXTREMELY important that you know how to immediately stop a process that was started in error.

MegaD can easily delete MegaBytes of information in seconds. You can minimize the damage of an inadvertant delete by using the <Panic / STOP PROCESS> menu item.

MegaD allows a second method for stopping an inadvertant process. Refer to Panic Window for details of this other method.

NOTE: If you accidentally attempt to delete some files, you will probably lose some information, regardless of how fast you select <Panic / STOP PROCESS>.

See Also:

Panic / STOP PROCESS	menu item
Panic / CANCEL PRINT	menu item
Panic / CANCEL ALL PRINT	menu item
Panic Button Window	defaults preference
Cancel	panic window button
Suspend	panic window button

1.336 MegaD v3.1 - by John L. Jones

Menu Panic / CANCEL PRINT:

=====

This will stop the print process currently in operation, but will allow any subsequent print processes to continue.

See Also:

MDSpool.Guide	document
Print Spooler	built-in command
Prt Text	built-in command
TX PrintAll	built-in command

TX Print Window	built-in command
Output / Print Spooler	menu item
Panic / CANCEL ALL PRINT	menu item
Panic Button Window	defaults preference
Cancel	panic window button
Suspend	panic window button
Print Spooler	print preference

1.337 MegaD v3.1 - by John L. Jones

Menu Panic / CANCEL ALL PRINT:
=====

This will stop not only the currently operating print process, but all subsequent print processes.

See Also:

MDSpool.Guide	document
Print Spooler	built-in command
Prt Text	built-in command
TX PrintAll	built-in command
TX Print Window	built-in command
Output / Print Spooler	menu item
Panic / CANCEL PRINT	menu item
Panic Button Window	defaults preference
Cancel	panic window button
Suspend	panic window button
Print Spooler	print preference

1.338 MegaD v3.1 - by John L. Jones

String Gadgets:
=====

This section describes some of the features specific to MegaD string gadgets:

Space Bar:
=====

Whenever a MegaD window containing a string gadget is active, then pressing the space bar will place the cursor in the first string gadget in that window.

Return Key:
=====

If you are currently working within a MegaD window which contains only 1 string gadget, then pressing the <return> key acts the same as pressing the <Use> gadget.

If you are currently working within a MegaD window which contains multiple string gadgets, then pressing the <return> key will move the cursor from the current string gadget to the next string gadget.

Shift-Return Key:

=====

If you are currently working within a MegaD window which contains string gadgets, then pressing the <shift-return> key removes the cursor from the string gadget.

Why would you want this? Lets take the search text requester for example:

```

-----
|           Destination Directory           |
|           System2.0:S                   |
|                                           |
|   Enter the string to search for         |
|           in all marked files            |
|           ?, #?, * permitted            |
|   Include optional filename to           |
|   create a list of locations found       |
|                                           |
|           Search String                  |
|   -----                               |
|   |                                     |
|   -----                               |
|                                           |
|           Optional filename for list     |
|   -----                               |
|   |                                     |
|   -----                               |
|   -----                               |
|   | Use |                               | Cancel |
|   -----                               |
|                                           |
-----

```

When using this requester, you might want to:

- (1) Activate the top string gadget by pressing the <space bar>.
- (2) After typing in the search string, you might want to activate the second string gadget by pressing <return>.
- (3) Lets say that after typing in the optional filename for list, you then want to select the <Use> gadget by typing the letter <U>.

Well you can't do this, because the cursor is still in the second string gadget. You must first remove the cursor from that string gadget. Do this by pressing <shift-return>. The cursor disappears.

Now press <U>, as an alternative to clicking on the <Use> gadget.

Tab & Shift-Tab:
=====

The following applies only to WB2.X users only:

Use the <tab> key to cycle forward through string gadgets.
Use the <shift-tab> key to cycle backward through string gadgets.

See Also: -

1.339 MegaD v3.1 - by John L. Jones

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=====

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=====

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=====

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====

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=====

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=====

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=====

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=====

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=====

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=====

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=====

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==

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==

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==

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===

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=====

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=====

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=====

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=====

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=====

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=====

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=====

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=====

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=====

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=====

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=====

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Set Screen...
Prefs Defaults
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- Auto Update Windows
- Confirm Quit
- Display File, Directories, Bytes
- Display Memory, Date, Time
- F10 Closes Control Window
- Iconify At Start
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- Last Active Window Is Destination
- Messages Off
- Panic Button Window
- Place Tool Icon & Menu On Workbench
- Return Keypad To Unshifted
- Save Defaults At Closing
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- Simple Refresh Windows
- Warn Before Copy
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 - 12 Hour Clock
 - Date Format
 - Decimal Is Comma
 - Directory Listing Order
 - Order Of File Information
 - Use Today Yesterday
- Prefs Keypads - Built In's
- Prefs Keypads - ARexx
- Prefs Keypads - AutoBoots
- Prefs Keypads - Dev Gadgets
- Prefs Keypads - Gadget Sets
- Prefs Keypads - Menu Sets
- Prefs Keypads - User Gadgets
 - Add
 - Command Gadgets
 - Ctrl Shift Alt
 - Delete
 - Hot Key
 - Modify
 - Numeric Keypad Gadgets
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 - Devices & Titles
 - Delete
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 - Menu 1-5
- Prefs Miscellaneous
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 - Control
 - Copy Format

```
Create Master Dictionary
Dictionary Filename
Source Icon For Directories
View Text Tab Width
View Text Word Wrap
View Text
Prefs Print
  Add Job Then Delete File
  Add Job
  ARexx Port Name
  Control
  Label Height
  Label Width
  Print Spooler
  Quit Spooler
  Set To Internal Spool
  Set To MDSpool
  Stop All Jobs
  Stop Current Job
Prefs Screen
  Number Of Colors
  Screen Type
```

Previous:

=====

```
Prefs Menus & Devices - LhA/Arc/LhArc/Next/Prev
Utilities / Prev Menu Set
```

Print:

=====

```
Output File
Output Prt
Output / Printer
Output / W-Tree Lines
Output / Print Spooler
MDSpool.Guide
Panic / CANCEL PRINT
Panic / CANCEL ALL PRINT
Prefs Print
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  ARexx Port Name
  Control
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  Quit Spooler
  Set To Internal Spool
  Set To MDSpool
  Stop All Jobs
  Stop Current Job
Print Spooler
Prt Text
Set Print...
TX PrintAll
```


TX PrintWindow

Process:

=====

Panic / STOP PROCESS

Program Control:

=====

Command Lines And Program Control

Program Control Window 1

Accept Input From A File Or Device

Combine All Selected On One Line

Execute Type Cycle Gadget

Flags To Add After Program Name

Getfile Gadget

MegaD Screen To Front At End

Path And Program Name

Query For Destination Filename

Redirect Output To A File Or Device

Reload Current Directory At End

Screen Control Cycle Gadget

Skip .Info Files

Skip Selected Directories

Skip Selected Files

Text To Append To End of Command Line

Title

Verify Title & Pathname

Warn Before Launch

Work Without Selected Items

Workbench Screen To Front At Start

Program Control Window 2

Query For Flags To Add

Query For Text To Append

Console Window String

Stack Size

Close Sizing Gadget

Project:

=====

Project / Open...

Project / Save Preferences

Project / Save As...

Project / Set Preferences...

Project / About

Project / Iconify

Project / Quit

Protect:

=====

Prefs Defaults - Warn If Deleting Protected File

Set Protect

Show / Protection

Query:

=====

Program Control - Query For Destination Filename
Program Control - Query For Flags To Add
Program Control - Query For Text To Append

Quit:

=====

Prefs Defaults - Confirm Quit
Prefs Print - Quit Spooler
Prefs Print - Stop All Jobs
Prefs Print - Stop Current Job
Project / Quit
Quit

Record:

=====

Set Export - Field & Record Separators

Registration:

=====

About The Author
MegaD Registration

Relabel:

=====

Relabel

Rename:

=====

Rename

Replace:

=====

Prefs Defaults - Warn If Replacing File
Prefs Defaults - Warn If Replacing Larger File
Prefs Defaults - Warn If Replacing Newer File
Prefs Defaults - Warn If Replacing Preference File

Reset:

=====

Show / Reset All
Update Dir

Save:

=====

Prefs Defaults - Save Defaults At Closing
Prefs Defaults - Save Window Positions

```
Project / Save Preferences
Project / Save As...
Save As...
Save Preferences
```

Screen:

=====

```
Prefs Screen
    Number Of Colors
    Screen Type
Program Control - MegaD Screen To Front At End
Program Control - Screen Control Cycle Gadget
Program Control - Workbench Screen To Front At Start
Set Screen...
VolPerScr
```

Scroll:

=====

```
TX ScrollDown
TX ScrollUp
TX SideToSide
TX TopBottom
```

Search:

=====

```
Find
Search Text
TX RepeatFind
```

Select:

=====

```
Sel ABoot
Sel Dir
Sel File
Sel Pattern
Sel Src
Select All
SelSrcDir
SelSrcFile
```

Separate:

=====

```
Prefs Display - 1000 Separator
Set Export - Field & Record Separators
```

Set:

=====

```
Project / Set Preferences...
Set Color...
Set Default...
Set Display...
```

```
Set Export
Set Keypad...
Set MenuDev...
Set Misc...
Set Preferences
Set Print...
Set Protect
Set Screen...
```

Shift:

=====

```
Ctrl & Shift & Alt Gadgets
Prefs Defaults - Return Keypad To Unshifted
Prefs Keypads - Ctrl Shift Alt
Shift-Clicking
```

Show:

=====

```
Show / All
Show / None
Show / Size
Show / Date
Show / Protection
Show / Comment
Show / Sort On
Show / Reset All
```

Side:

=====

```
TX SideToSide
```

Size:

=====

```
Prefs Defaults - Auto Resize Windows
Prefs Defaults - Warn If Replacing Larger File
Program Control - Close Sizing Gadget
Show / Size
```

Sort:

=====

```
Show / Sort On
```

Source:

=====

```
Clr Src
ClrSrcDir
ClrSrcFile
Sel Src
Select All
SelSrcDir
SelSrcFile
```

Stack:

=====

Program Control - Stack Size

Startup:

=====

Starting MegaD

Stop:

=====

Panic / STOP PROCESS

Panic / CANCEL PRINT

Panic / CANCEL ALL PRINT

Prefs Print - Stop All Jobs

Prefs Print - Stop Current Job

String:

=====

String Gadgets

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=====

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TX Close

TX Find

TX Hex

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TX ScrollUp

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Thank You:

=====

Acknowledgements
Beta Testers
Dedication
Special Thanks

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=====

Prefs Defaults - Display Memory, Date, Time
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Prefs Display - 12 Hour Clock
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Show / Date

Title:

=====

Gadget Set - Title
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Toggle:

=====

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F10 Function Key

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=====

Prefs Defaults - Place Tool Icon & Menu On Workbench

Tooltypes:

=====

Starting MegaD

Top:

=====

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=====

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=====

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=====

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=====

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=====

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=====

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View Text

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=====

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F9 Function Key
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Warn:

=====

Prefs Defaults - Warn Before Copy
Prefs Defaults - Warn Before Delete
Prefs Defaults - Warn Before Move
Prefs Defaults - Warn If Deleting Protected File
Prefs Defaults - Warn If Replacing File

Prefs Defaults - Warn If Replacing Larger File
Prefs Defaults - Warn If Replacing Newer File
Prefs Defaults - Warn If Replacing Preference File
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=====

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=====

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