

Ordering

COLLABORATORS

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REVISION HISTORY

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Chapter 1

Ordering

1.1 Ordering documentation

```
Ordering v. 1.02
=====

by Julien TORRES

15.06.95
```

```
Important
Introduction
Installation
Main program
Preferences editor
Author's address
Acknowledgements
History
```

1.2 Important

```
Important
=====
```

Ordering can be freely distributed as long as the following conditions are respected :

- all the files of this archive must be supplied
- none of the files may be changed in any way other than archiving or crunching
- no more than a reasonable fee can be charged to cover copying costs

No commercial usage of Ordering is allowed without my written permission. This program can be included in all public domain collections and magazines may distribute it on their coverdisks. Ordering can be downloaded from BBS and FTP sites.

Warning :

Ordering has been tested many times. But there is no warranty. You use it at your own risk. I can not be made responsible for any damages or loss of data that may result directly or indirectly from the use of Ordering.

1.3 Introduction

Introduction

=====

Ordering is a tool designed to manage easily disks and files. Most important features are :

- configurable with its external preferences editor
- neat interface
- completely written in assembler
- fast (compare...)
- localized
- reconize lots of filetypes by using whatis.library (flexible)
- main program's size below 100 Kb
- few memory used

Ordering needs KickStart 2.04 to work. It may use diskfont.library, icon.library, locale.library, amigaguide.library, whatis.library, reqtools.library and powerpacker.library if they are present. Both last libraries are Copyright © Nico François.

1.4 Installation

Installation

=====

You only have to double-click the "Install" icon in your Workbench. Then follow the instructions. If you don't like to use Installer, here is the installation process :

- Copy the files "Ordering" and "OrderingPrefs" (with their icons) to the directory of your choice.
- Copy reqtools.library, powerpacker.library, whatis.library to Libs: and FileTypes to S:.
- Ordering.guide must be copied to the HELP: assign, else the online help will not work.

Note : configuration file (Ordering.prefs) is located in the ENVARC: directory.

1.5 Main program

Main program

=====

On the main program's screen, you can see two large windows, where the directories contents is displayed. You can choose these directories, either by typing their pathes in the boxes (above the windows), or by clicking one of the buttons located on the left-upper corner of the screen. Each button contains one path. On the right of these buttons, a slider allow to scroll the list. The contents of the buttons may be edited with the preferences editor (Pathes option).

To select a directory window, press the left mousebutton when the pointer is over it. The selection mode may be changed with OrderingPrefs (Screen option, page 2, window selection). The selected window is the source directory, and the other one the destination directory.

Then you can do many things on the selected files and directories. That's why there are two banks of buttons. The second bank can be made visible just by clicking the little vertical bar (on the right of the buttons). Of course, each button may be configured (Buttons option). It is possible to associate two actions with one button, the one called with the left mousebutton, and the other with the right mousebutton. At last, the buttons may be above (default) or below the directories windows (see Screen).

Moreover, you have menus, configurable as well (Menus option). They usually are used to place options that do not directly act on files or directories (for example : formatting a disk).

Finally, a status bar allow Ordering to indicates what it is doing.

1.6 Preferences editor

Preferences editor

=====

With the preferences editor, you may configure :

- The buttons
- The pathes
- The menus
- The actions for each filtype
- The screen's options
- The general options

When your configuration is completed, you can save it (the filename is displayed at the bottom of the screen). But you may load another configuration file, or come back to the default configuration ("New" option).

1.7 Buttons edition

Buttons edition

=====

Both banks are set the one above the other. By clicking one button, its configuration is displayed. Then you may edit its name, its function and its options, its colours. It is also possible to add it a shortcut key. Of course you can do that for each mousebutton.

Once come back to the two banks, you may swap buttons, copy one upon others, or clear several of them.

1.8 Pathes edition

Pathes edition

=====

If you have not yet created a configuration file, the main program displays the list of the present devices (DF0:, RAM:, etc.). However, you may personalize this list and preset the pathes that you wish (for example DH0:, DH0:c, DH0:libs, etc.). Click the "Add a path" button. Then type the path that you wish. Next click the "Path" button: the entered path is displayed in the "Name" box. In fact "Path" is the directory read by the program, whereas "Name" is the text displayed in the buttons (so make sure that it is not too long, else it will be truncated).

Now create a list of pathes. You can notice that pathes are always added at the end of the list. You may move them with "Move up" and "Move down" options.

You also certainly have noticed the little "Always read directory" gadget at the bottom of the screen. If you activate this option for a path, it will always be read each time you click its button in the main program. Else it will be searched in the buffer list and redisplayed if necessary. This is very useful for directories of which the contents is often modified by other programs, because if the directory is searched in the buffer list, the contents may not be updated. Therefore reading the directory again will update it. On the other hand it will take more time. Furthermore, the "Rereading of all pathes" button allow to enable this option for all the pathes, and the "No rereading of the pathes" button allow to disable it for each path.

1.9 Menus edition

Menus edition

=====

By default, there are two menus ("Project" and "Disk"), each one containing four items. Of course, it is possible to modify them. First click the "Menus" button in the preferences editor. So you can select the menu to edit with "Previous menu" and "Next menu". You may also add a

menu (always at the end of the list) using the option "Add menu". It is possible to delete the current menu with "Delete menu".

When you have selected the menu, you may add some items ("Add item"). Another window is opened, and the item's name, its shortcut key, and its function may be chosen. You can also edit an item, just by clicking it in the list. Furthermore, it is possible to swap two items ("Swap items"), to copy an item upon other items ("Copy item"), and to delete several items ("Delete items").

1.10 Filetypes

Filetypes

=====

You may associate two actions with a filetype, the one for a click on the left mousebutton, and the other one for a click on the right mousebutton. Two modes are available to try to find the type :

- WhatIs mode : `whatis.library` is used (if it is present in your `LIBS:` directory). This search is done in the first place.
- Internal mode : this analysis is directly done by Ordering if the WhatIs mode failed, or if no action has been associated to the type returned by `whatis.library`. Several actions are defined for some filetypes. It is not possible to modify them, but you may edit the options of certain actions.

Click the filetype with which you want to associate an action. Then choose the mousebutton, and select the wished action. The following actions are available :

```
External tool
Show icon
Show ILBM picture
Play sound
Show font
Read
Hexadecimal read
Run
Get version
```

You may also delete actions : click the "Delete" button, and select the filetypes of which you want to delete the associated actions. When this is completed, click the "Delete" button once again.

Moreover, it is possible to add new filetypes (recognized in WhatIs mode), just by editing the `S:FileTypes` file with your favourite text editor.

`Whatis.library` uses subtypes ("SUBTYPE") : for example an AmigaGuide document is a subtype of text. Therefore, if you associate an action with the filetype "Text", the action will be applied to the AmigaGuide documents as well, except if you associate another action with the filetype

"Guide".

1.11 Screen configuration

Screen configuration

=====

- Page 1 :

- Display mode : allow to change the main program screen depth and resolution. The minimal size is 640*200. The number of colours must be between 4 and 256.
- Fonts : you may use several fonts for : screen (and menus), buttons (non proportional), directories windows (non proportional), path names, disk names, status bar, text viewer (non proportional), and requesters and windows (non proportional, 8 pixels high).
- Buttons position : buttons may be located above or below directories windows.
- Palette : to edit colours.

- Page 2 :

- Sliders : the vertical sliders may be located on the left or on the right of their windows. You can also adjust the vertical sliders width and the horizontal sliders height. Vertical sliders may have arrows. If you have OS 3.0 or better, sliders may be rendered with the new look.
- Window selection : by default, destination window is inward. But if you prefer, source window can be inward, or the disk name of the source may be coloured.

1.12 General options

General options

=====

- Page 1 :

- Directories reading : you have three possibilities and two options to manage buttons to read directories :
 - Don't use right mousebutton : menus will be available. But you will have use the slider to scroll the buttons list.
 - Use right mousebutton to scroll down drives buttons : if you press the right mousebutton when the pointer is over the buttons, the list will be scrolled down. Of course, slider may be use as well.
 - Use mousebuttons to select the directory window : if you press left mousebutton, directory will be displayed in the

left window. If you press the right mousebutton, it will be displayed in the right window.

And the two options are :

- Separate drives buttons : if you click the left side of the button, directory will be displayed in the left window. If you click the right side of the button, it will be displayed in the right window.
 - Always search for an empty directory window : if active, this option has priority over all the other ways to choose the window.
- General :
- Memory monitor : available memory is displayed in the screen's title bar.
 - Use ExAll() : ExAll() is a DOS function to read quickly a directory. ExAll() would be a very good function if it wasn't bugged. Under OS 3.0, with a DC-FFS disk, the first char of a comment is truncated. I don't know what exactly happens under OS 2.x. I think there are problems with comments as well. If this option isn't active Ordering uses other functions a little bit slower, but which works fine... So try with and without this option. I think that with a goob hard disk, there are few differences.
 - Menus available when mouse is over the buttons : you can use menus even if the pointer is over the buttons. On the other hand, clicking a button with the right mousebutton will not be possible.
 - Output window : you may define the output window parameters. Output window is used by Run and External tool. If you want the window to be opened on Ordering's screen, you should add the SCREEN%s option into the parameter list. "%s" will be replaced by the Ordering public screen name (that may changes, see About). Of course it is possible to use a file instead of a window.
 - Printer : you may define the device used by the Print and Print directory functions. It is usually PRT:. But it may also be a file or a window. In that case, the SCREEN%s option works as well.

- Page 2 :

- Directories windows : entries are sorted alphabetically. But directories can be above or below files, or they can be mixed.

You also have three options :

- Use right mousebutton to scroll list : if active, this option allow to scroll the list without using sliders. Press right mousebutton when the pointer is over the source window, and move the mouse up or down.
 - Use double-click : if this option is not active, files can't be reconized.
 - Memorize selected entries in buffers : if you select a buffer entries remains selected as they were when the directory has been memorized. Else selection will be cleared.
-

- Windows opening : requesters and windows may be opened either over the mouse pointer, or in the middle of the screen. In that case, pointer may be moved.

- Page 3 :
Informations (name, size, type...) displayed in the directories windows may be edited. You can change informations, their order, and the date format.

1.13 Functions

Functions

=====

Directory selection :

Parent directory
Root directory
Reread directory
Select buffer
Clear buffers
Tree
Read directory
Disk informations

Windows :

Swap windows
Toggle source/destination

Entries selection :

Select all entries
Clear selection
Toggle selection
Select entries
Hunt files
Memorize selection
Restore selection

Transfer/Deletion :

Copy
Move
Clone
Delete
Create directory

Informations :

Rename
Calculate directory size
Get filetype
Set comment
Set protection
Set date
Add icon
Get version

Reading/Viewing :
Action
Show ILBM picture
Show icon
Play sound
Show font
Read
Hexadecimal read
Search string

Running :
Run
External tool

Printing :
Print
Print directory

Disk operations :
Copy a disk
Format a device
Relabel a volume
Install a disk

General :
About Ordering
Iconify
Reread preferences
Quit

1.14 Parent directory

Parent directory
=====

FUNCTION

Reads the parent directory, and display it.

OPTIONS

None.

COMMENT

First the parent directory is searched in the buffers. If it is not found, it is directly read from the device. If this function is called whereas the source directory is the root, the Reread directory function is called.

1.15 Root directory

Root directory
=====

FUNCTION

Reads the root directory.

OPTIONS

None.

COMMENT

First the parent directory is searched in the buffers. If it is not found, it is directly read from the device. If this function is called whereas the source directory is the root, the Reread directory function is called.

1.16 Reread directory

Reread directory
=====

FUNCTION

Forces to read and display the source directory again.

OPTIONS

None.

COMMENT

The current selection will be lost.

1.17 Select buffer

Select buffer
=====

FUNCTION

A requester is opened to select a directory among the buffers.

OPTIONS

None.

COMMENT

None.

1.18 Clear buffers

Clear buffers
=====

FUNCTION

To clear several directories among the buffers.

OPTIONS

None.

COMMENT

None.

1.19 Tree

Tree
=====

FUNCTION

A window is opened to display all directories and sub-directories of the current volume. Then you may select a directory.

OPTIONS

None.

COMMENT

All the directories are stored in the buffers. So using this options sometimes needs lots of memory.

1.20 Read directory

Read directory
=====

FUNCTION

This function reads selected directories and stores them in the buffers. They are not displayed in the current window.

OPTIONS

Read sub-directories :
Sub-directories will be read and stored as well.

COMMENT

Directories read can be displayed using the Select buffer function.

1.21 Disk informations

Disk informations
=====

FUNCTION

Displays informations about current device.

OPTIONS

None.

COMMENT

None.

1.22 Swap windows

Swap windows
=====

FUNCTION

The left window is redisplayed in the right window, and the right one is redisplayed in the left one.

OPTIONS

None.

COMMENT

None.

1.23 Toggle source/destination

Toggle source/destination
=====

FUNCTION

The source window becomes the destination. The destination window becomes the source window.

OPTIONS

None.

COMMENT

None.

1.24 Select all entries

Select all entries
=====

FUNCTION

Select all files and directories of the source directory.

OPTIONS

None.

COMMENT

None.

1.25 Clear selection

Clear selection
=====

FUNCTION

Unselect all files and directories of the source directory.

OPTIONS

None.

COMMENT

None.

1.26 Toggle selection

Toggle selection
=====

FUNCTION

Selected entries become unselected, and unselected ones become selected.

OPTIONS

None.

COMMENT

None.

1.27 Select entries

Select entries

=====

FUNCTION

Select entries that match with the entered pattern.

OPTIONS

None.

COMMENT

None.

1.28 Hunt files

Hunt files

=====

FUNCTION

Search for files that match with the entered pattern. Files are searched in the selected directories.

OPTIONS

None.

COMMENT

None.

1.29 Memorize selection

Memorize selection

=====

FUNCTION

Memorizes selected entries. You may restore them using Restore selection.

OPTIONS

None.

COMMENT

See Restore selection.

1.30 Restore selection

Restore selection

=====

FUNCTION

Select entries memorized with Memorize selection, if they exist. All the other entries will be unselected.

OPTIONS

Toggle selection :

Instead of being selected, memorized entries will be unselected. The other ones will be selected.

COMMENT

Example : Imagine you want to unarchive files to RAM: to test new utilities. Therefore many files and directories appears in RAM:, and you will have to delete them. But RAM: also contents the "Clipboards", "ENV" and "T" directories, that you must not delete. So before unarchiving anything, select these three directories and memorize the selection. Then unarchive and test what you want. Next restore the selection (with the toggle selection option). All entries are selected except the "Clipboards", "ENV" and "T" directories. And you only have to call the delete function.

1.31 Copy

Copy

====

FUNCTION

All selected entries will be copied from the source to the destination directory. Moreover the program calculates and displays the size of all the copied directories (see Calculate directory size).

OPTIONS

Copy date :

If this option is not active, date of the copied files will be the current date. Else it will be the source files date.

Copy protection :

If this option is active, the protection bits of the copied files will be identical to the ones of the source files. Else RWED bits will be active.

Copy comment :

If the source entry has a comment it will be copied.

Ask for name :

Ordering will ask you to type the name of the destination entry. This option is like the "Copy as" function in some other tools.

Low memory :

This option allows to reduce memory usage during the copy. Ordering will only use a 11 kB buffer. But files of more than 11 kB will be copied several times, and this is much slower.

Copy icon as well :

If an icon is associated to a file or a directory, it will be copied, even if it is not selected.

COMMENT

None.

1.32 Move

Move

====

FUNCTION

Selected entries are copied to the destination directory and then are deleted, except if the source device and the destination device are the same. In this case, entries are directly moved.

OPTIONS**Copy date :**

If this option is not active, date of the copied files will be the current date. Else it will be the source files date.

Copy protection :

If this option is active, the protection bits of the copied files will be identical to the ones of the source files. Else RWED bits will be active.

Copy comment :

If the source entry has a comment it will be copied.

Ask for name :

Ordering will ask you to type the name of the destination entry. This option is like the "Copy as" function in some other tools.

Low memory :

This option is only available if source and destination devices are different. It allows to reduce memory usage during the copy. Ordering will only use a 11 kB buffer. But files of more than 11 kB will be copied in several times, and this is much slower.

Copy icon as well :

If an icon is associated to a file or a directory, it will be copied, even it is not selected.

COMMENT

None.

1.33 Clone

Clone

=====

FUNCTION

Duplicates selected files and directories. Ordering asks you to type the name of the duplicated entries.

OPTIONS

Copy date :

If this option is not active, date of the copied files will be the current date. Else it will be the source files date.

Copy protection :

If this option is active, the protection bits of the copied files will be identical to the ones of the source files. Else RWED bits will be active.

Copy comment :

If the source entry has a comment it will be copied.

Ask for name :

This option doesn't do anything with this function.

Low memory :

This option allows to reduce memory usage during the copy. Ordering will only use a 11 kB buffer. But files of more than 11 kB will be copied several times, and this is much slower.

Copy icon as well :

If an icon is associated to a file or a directory, it will be copied, even it is not selected.

COMMENT

None.

1.34 Delete

Delete

=====

FUNCTION

Deletes selected entries.

OPTIONS

Confirm at the beginning :

Ordering will ask you a confirmation, then it will delete everything selected.

Confirm for each entry :

Ordering will ask you a confirmation for each deletion.

Auto remove protection :

If a file to delete is protected from deletion (D bit set), Ordering will remove the protection, then it will delete the file. If this option is not active, Ordering will ask you a confirmation before deleting the file.

Delete icon as well :

Even if not selected, the icon associated to a file to delete will be deleted as well

COMMENT

None.

1.35 Create directory

Create directory

=====

FUNCTION

Creates a new directory. Ordering will ask you to type its name.

OPTIONS

Add icon :

Creates an icon associated with the directory.

COMMENT

None.

1.36 Rename

Rename

=====

FUNCTION

Renames selected entries.

OPTIONS

Rename icon as well :

If the file or the directory to rename has an icon, it will also be renamed.

Example : imagine you want to rename the file "NoFastMem" into "NoFast"; the file "NoFastMem.info" will be renamed into "NoFast.info".

Re-examine :

This option has been designed only because of the peecees mediocrity. It affects PC0: disks (CrossDOSFileSystem). Filenames mustn't be more than 8 characters long, and they have to be upper case. Moreover, many chars are forbidden. However, even if you don't apply these rules, the OS will manage the name so that it suits, and no error will be generated. So if you try to rename th file "PICTURE.LBM" into "Beautiful Picture.ilbm", Ordering will display "Beautiful Picture.ilbm" in the window. But if you read the directory again, the file will appear as "BEAUTIFU.ILB". This option allows to read inforations directly from the disk, and prevents Ordering from displaying a bad filename.

COMMENT

Peecees are very bad computers.

1.37 Calculate directory size

Calculate directory size

=====

FUNCTION

Calculates the size (in bytes) token by all the files contained in the selected directories.

OPTIONS

None.

COMMENT

None.

1.38 Get filetype

Get filetype

=====

FUNCTION

Uses WhatIs.library to find the type of the selected files. If WhatIs.library is not available, Ordering uses its internal process. Then the filetype is displayed.

OPTIONS

None.

COMMENT

See also Filetypes.

1.39 Set comment

Set comment

=====

FUNCTION

Allows to set the comment of the selected entries.

OPTIONS

None.

COMMENT

None.

1.40 Set protection

Set protection

=====

FUNCTION

Allows to edit the protection bits of the selected entries.

OPTIONS

None.

COMMENT

None.

1.41 Set date

Set date
=====

FUNCTION

Allows to edit the creation date of the selected entries.

OPTIONS

None.

COMMENT

None.

1.42 Add icon

Add icon
=====

FUNCTION

Add an icon to the selected entries. WhatIs.library is used to find the corresponding icon. If this process fails, Icon.library is used.

OPTIONS

None.

COMMENT

None.

1.43 Get version

Get version
=====

FUNCTION

Try to find version of the selected files.

OPTIONS

None.

COMMENT

Except libraries and devices, files must have the "\$VER..." string. So this function will fail with all crunched files.

1.44 Action

Action

=====

FUNCTION

Determines the type of each selected file and launch the associated action. See .

OPTIONS

None.

COMMENT

None.

1.45 Show ILBM picture

Show ILBM picture

=====

FUNCTION

Displays an IFF-ILBM picture. When the picture is displayed, you may press space to show or to hide the pointer. To come back to the main program, press the left mousebutton.

OPTIONS

Force DBLPAL/DBLNTSC :

Tries to open the screen in DBLPAL or DBLNTSC. If it fails, the screen will be opened with the resolution given in the picture.

COMMENT

This viewer is fast, but it uses more memory than the other ones, because the file is entirely loaded. I have never found pictures that do not work with my viewer. But if you have such images, please send them to me (I will send your disk back to you). Moreover, I couldn't test it on an Amiga with a graphic card. So it may crash with pictures of more than eight bitplanes. If you have problems, please write me. I would like to get any documentation about these cards (software).

1.46 Show icon

Show icon

=====

FUNCTION

Displays selected icons.

OPTIONS

None.

COMMENT

None.

1.47 Play sound

Play sound

=====

FUNCTION

Plays selected sounds. 8SVX format is supported.

OPTIONS

None.

COMMENT

None.

1.48 Show font

Show font

=====

FUNCTION

Displays selected fonts.

OPTIONS

None.

COMMENT

None.

1.49 Read

Read

====

FUNCTION

This function allows to read the selected files (ascii). A slider is on the right of screen. On the right lower-corner, there are two numbers separated by a "/". The first one is the current line, and the second one is the number of lines of the file. Several buttons are located on the bottom of the screen :

- Print : print the file
- Abort : quit the text viewer, and abort the current operation. For example, if you have selected several texts, Ordering will stop reading these texts.
- Quit (shortcut key : "Q", "X" or "Esc") : quit the text viewer.
- Top (shortcut key : "T") : go to the top of the text.
- Bottom (shortcut key : "B") : go to the bottom of the text.
- Iconify (shortcut key : "I") : close the the window and the screen of the text viewer, and open a little window on the main program's screen. To come back to the text viewer, press the right mousebutton when this window is active. This option is only available if the text is read in background (if you double-click the file).
- Line Up (shortcut key : arrow up) : scroll the text up, line by line.
- Line Down (shortcut key : arrow down) : scroll the text down, line by line.
- Goto Line (shortcut key : "G") : the program asks you to enter the number of the line where you want to go.
- Page Up (shortcut key : "U" or Shift+arrow up) : scroll the text up, page by page.
- Page Down (shortcut key : "D" or Shift+arrow down) : scroll the text down, page by page.
- Hexa/Ascii (shortcut key : "H") : toggle hexadecimal/ascii display.
- Find... (shortcut key : "F") : search for a string.
- Previous (shortcut key : "P") : the program searches for the string entered with "Find...", from the current line, and backward.
- Next (shortcut key : "N") : the program searches for the string entered with "Find...", from the current line, and forward.

OPTIONS

Right mousebutton to quit :

You may come back to the main program just by pressing the right mousebutton.

COMMENT

The "Find..." option uses the Boyer-Moore algorithm. I think a better algorithm doesn't exist. It all the more fast since the string is long. So please compare it with other text viewers. If you find a faster one, please tell me about it.

1.50 Hexadecimal read

Hexadecimal read
=====

FUNCTION

This function is the same as Read LINK Read}, but the file is displayed ←
in
hexadecimal.

OPTIONS

Right mousebutton to quit :
You may come back to the main program just by pressing the righth
mousebutton.

COMMENT

See Read.

1.51 Search string

Search string
=====

FUNCTION

Ordering asks you to type a string to search for in the selected files and directories. If it is found, you may read the text and continue the search.

OPTIONS

None.

COMMENT

None.

1.52 Run

Run

===

FUNCTION

Run selected files, with arguments that you may enter.

OPTIONS

Runback :

Executes programs in background.

Output window :

A window will be opened for each launched program. Window may be defined with Options in the preferences editor.

COMMENT

None.

1.53 External tool

External tool

=====

FUNCTION

Allows to execute external programs with parameters.

OPTIONS

Runback :

Executes programs in background.

Output window :

A window will be opened for each launched program. Window may be defined with Options in the preferences editor.

Reread source directory :

When execution is completed, Ordering will read the source directory again.

Reread destination directory :

When execution is completed, Ordering will read the destination directory again.

External tool :

You should enter the name and the path of the program to run and its parameters in this box. There are two little buttons on the right side of the box. If you click the first one, you may select the tool with a file requester. If you click the second one, a window will be opened. A list of little strings is displayed. Each one starts with "%". When the tool is launched, they are replaced by what they represent. Here are several examples :

- Imagine you created a button with the "External tool" function, with "C:Dir %sd" in the box, and the "Output window" option active. "%sd" means "source directory". When you press the button, "%sd" is replaced by the current source directory. If it is "RAM:", Ordering will run the "C:Dir RAM:" command.

- Now let's see something more useful : how to list an LhA archive. Vous may associate to the filetype "LHArc" the "External tool" function, with "C:LhA v "%dcf"" in the box, and the "Output window" option active. %dcf means "double-clicked file". If you double-click the "Ordering.lha" file, located in the "DH0:Archives" directory, Ordering will launch the "C:LhA v "DH0:Archives/Ordering.lha"" command. Please note that "%dcf" is in quotation marks. This avoids lots of problems if the path name has spaces.

- Here is the way to extract LhA archives : associate to the "LHArc" filetype (right mousebutton if you already have associated an action to this filetype), the "External tool" function, with "C:LhA x "%dcf" "%dd"" in the box, and the "Output window" and "Reread destination directory" options active. Imagine the destination directory is "RAM:". If you double-click the "Ordering.lha" file located in "DH0:Archives". The "C:LhA x "DH0:Archives/Ordering.lha" "RAM:"" will be launched. When this is completed, Ordering will read the destination directory again ("RAM:") in order to update it.

- And now, how to create an LhA archive. Create a button or a menu item with the "External tool" function, with "C:LhA -r a "%fr" %ase" in the box, and the "Output window" options active. "%fr" means "file requester" and %ase means "all selected entries". Imagine you select the "Disk.info" and "System.info" files in the "DH0:" directory. When you press the created button, a file requester will be opened. Select your archive name. If you have selected the "RAM:Test.lha" file, Ordering will launch the "C:LhA -r a "RAM:Test.lha" DH0:Disk.info DH0:System.info" command.

COMMENT

None.

1.54 Print

Print
=====

FUNCTION

Print selected files.

OPTIONS

None.

COMMENT

The device used may be edited with the preferences editor (Options).

1.55 Print directory

Print directory
=====

FUNCTION

Print the contents of the directory, as it is displayed.

OPTIONS

Print diskname :

If this option is active, Ordering will print the path, the diskname, and the free size.

COMMENT

The device used may be edited with the preferences editor (Options).

1.56 Copy a disk

Copy a disk
=====

FUNCTION

Copies a disk. If the "Verify" option is active, each written track is read and compared with the buffer to write. It is much slower, but disk will be correctly copied.

OPTIONS

None.

COMMENT

None.

1.57 Format a device

Format a device
=====

FUNCTION

Formats disks, hard disks...

OPTIONS

None.

COMMENT

The device is formatted in background. You may continue to use Ordering, and you may also format other devices (try to do that on a peecee).

1.58 Relabel a volume

Relabel a volume
=====

FUNCTION

Allows to relabel one of the present devices.

OPTIONS

None.

COMMENT

None.

1.59 Install a disk

Install a disk
=====

FUNCTION

Allows to install a bootblock on disks. You may load a BBM library, to install any bootblock.

OPTIONS

None.

COMMENT

None.

1.60 About Ordering

About Ordering
=====

FUNCTION

Displays informations about Ordering and its author (me). The name of the public screen is also displayed.

OPTIONS

None.

COMMENT

This function is not very useful... You should rather read the Important, Introduction and Author's address paragraphs.

1.61 Iconify

Iconify

=====

FUNCTION

Close the window and the screen, then open a little window on the Workbench screen. You may quit the program by closing the window, or come back to the usual screen by pressing the right mousebutton when the window is active.

OPTIONS

None.

COMMENT

Using this option allows to reduce memory usage if you don't need Ordering immediately.

1.62 Reread preferences

Reread preferences

=====

FUNCTION

Rereads the preferences file.

OPTIONS

None.

COMMENT

This option is very useful to create your own preferences. Each time you save the preferences in the preferences editor, you should call this function.

Warning : everything is reinitialized. Buffers, selection will be lost.

1.63 Quit

Quit
====

FUNCTION

Quits Ordering.

OPTIONS

Confirm :

The program asks if you really want to quit.

COMMENT

Don't forget to create a command to quit in the buttons or in the menus...

1.64 BBM librairies

BBM librairies
=====

A BBM librairy is file created by Bootblock Manager (BBM), which contains several bootblocks. So you may install the bootblocks that you want on your disks.

1.65 Author's address

Author's address
=====

If you like Ordering, if you use it, or if you have anything to tell me, send me a postcard (of course, you can send something else (money)). You can reach me at this address :

Julien TORRES
2 rue Pierre Fresnay
87410 Le Palais sur Vienne
FRANCE

If you have any ideas, any suggestions, if you find bugs, or if you have problems, please contact me (I like postcards).

1.66 Acknowledgements

Acknowledgements

=====

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- You, if you write me.

1.67 History

History

=====

- Version 1.01 (11.04.95) : first distributed version.
 - Version 1.02 (15.06.95) : some bugs fixed, some changes in the preferences editor, documentation completed.
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