DOpusLhARexx

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DOpusLhARexx

1.1 DOpusLhARexx Documentation

Documentation for DOpusLhARexx 40.2

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Date: July 1, 1994

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Author: Geoff Seeley

Overview - About the archive.

What's New? - Changes from the last release.

Installation - Setting up on your system.

Operation - Using the scripts.

Copyrights - Important information.

Acknowledgments - Who made it possible.

Known Bugs - What doesn't work.

Program History - What was done to fix the above :-)

The Furture - What I would like to do.

1.2 Preface

Preface

~~~~~~~

DOpusLhARexx is a set of ARexx scripts for Directory Opus that will allow

you to view LhA archive files in a DOpus window and extract, delete, add,

view and print one or more files to/from the archive.

The DOpusLhARexx programs were developed and tested using the following

programs and libraries. Your mileage may vary with other versions....

LhA v1.38

Directory Opus v4.11

rexxsupport.library v34.9

1.3 What's New

Changes from Release 40.1

~~~~~~~~~~~~~~~~~~~~~~~~

Enhancements

~~~~~~~~~~~~

- Increased speed!!

- Added script to view file(s) from an LhA archive

- Added script to print file(s) from an LhA archive

- Double click on a file to view

- Click-m-Click extraction of files

- Restore or ignore full pathnames in archive

- Ability to preserve existing files upon extraction

- Directory Opus format help file for scripts

- Proper pattern matching in file selection

Bug Fixes

~~~~~~~~~

- Fixed problems with rexxsupport.library when it's not installed in

the ARexx search path.

- Fixed problems with names containing spaces.

1.4 Copyrights

Copyrights

~~~~~~~~~~

The code within DOpusLhARexx is freely distributable and may not be

sold for profit, however the code remains:

Copyrighted © 1994 (All rights reserved)

by Nirvana Software and Geoff Seeley.

DOpusLhARexx may be included in public domain libraries such as Fred

Fish's "Amiga Freely Redistributable Library" as long as no profit

is made from these programs and no files in the archive are modified

in any way.

DOpusLhARexx may also be included on the AmiNet CD-ROM. (As long as

I get my free copy :-)

If you *must* make improvements to these programs, please, either send

them to me for inclusion in a future release, or at least upload them

to your nearest AmiNet archive site so that the Amiga community can

benefit and enjoy.

No warrantees are expressed or implied for these programs. Use them at

your own risk.

Directory Opus is copyrighted by Jonathan Potter and sold by

Inovatronics, Inc.

ARexx is a trademark of the Wishful Thinking Developement Corp. and

William S. Hawes.

LhA is copyrighted by Stefan Boberg.

AmigaGuide, Commodore's Installer and Workbench are copyrighted trademarks

of Commodore-Amiga, Inc.

1.5 Acknowledgements

Acknowledgements

~~~~~~~~~~~~~~~~

The following people and groups made these programs possible.

Thanks go to:

Jonathan Potter for creating the indispensable Directory Opus program.

Bill Hawes for implementing Rexx for the Amiga, and Commodore for

including it into the OS.

Billy Gates and MicroSoft for creating DOS6, Windows, Word, Excel, etc.

which convince me each and every work day that the Commodore Amiga is

the one and *only* platform to program/use...

The Vancouver Canucks hockey team for providing me with exciting

1994 Stanley Cup play-off action to watch while updating these boring

documents. Go Canucks!

Pink Floyd for a *wonderful* concert in Vancouver...

Thanks to the following people for feedback and/or bug reports:

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Micheal Barsoom mbars@bluejay.creighton.edu

Bill Leath(?) bleath@BIX.com

Lothar Mai Hiedermotzing, Germany

Any anybody else I may have missed. (Sorry). Thanks!

1.6 Installation

Installation

~~~~~~~~~~~~

Sorry, no Commodore Installer script. You have to install this by hand.

Please read this whole section before starting the installation process.

The DOpusLhARexx archive should contain the following files:

.Product-Info

DOpusLhARexx.readme

DOpusLhARexx/Docs/DOpusLhARexx.guide

DOpusLhARexx/Docs/DOpusLhARexx.doc

DOpusLhARexx/Docs/DOpusLhARexx.HLP

DOpusLhARexx/ARexx/ListLhA.rexx

DOpusLhARexx/ARexx/GetSizesLhA.rexx

DOpusLhARexx/ARexx/ExtractFilesLhA.rexx

DOpusLhARexx/ARexx/SelectFilesLhA.rexx

DOpusLhARexx/ARexx/DelFilesLhA.rexx

DOpusLhARexx/ARexx/AddFilesLhA.rexx

DOpusLhARexx/ARexx/RestoreLhADir.rexx

DOpusLhARexx/ARexx/ViewLhAFile.rexx

DOpusLhARexx/ARexx/PrintLhAFiles.rexx

DOpusLhARexx/ARexx/LhaHandler.rexx

DOpusLhARexx/ARexx/StopLhAHandler.rexx

DOpusLhARexx/s/DirectoryOpus.CFG

DOpusLhARexx/s/DirectoryOpus.CLA

Step 1: Installing the files

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

I would suggest that you create a subdirectory in DOpus: called "ARexx"

and place the *.rexx files in this directory. Alternatively, you can

place them into REXX: or even S:. Be sure the set the 'S' (script) bit

on the *.rexx files using the C:Protect command.

Make sure you have the assign T: setup and pointing to a location with

some free space for temporary files. By default, all the scripts use

T: to store file lists and other temporary files although you may change

this when configuring the scripts to your setup. (See below)

In addition, you should make sure that rexxsupport.library is installed

in LIBS: as the scripts require a few functions from this library.

Step 2: Configuring Directory Opus

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Start up DOpus and go into the configuration editor.

Select the "Buttons" editor.

Create new buttons with the following characterisics:

Name Cmd Type Command

~~~~ ~~~~~~~~ ~~~~~~~

ListLhA ARexx DOpus:ARexx/ListLhA.rexx

GetSizesLhA ARexx DOpus:ARexx/GetSizesLhA.rexx

ExtLhaFiles ARexx DOpus:ARexx/ExtractFilesLhA.rexx

SelectFilesLhA ARexx DOpus:ARexx/SelectFilesLhA.rexx

DelFilesLhA ARexx DOpus:ARexx/DelFilesLhA.rexx

AddFilesLhA ARexx DOpus:ARexx/AddFilesLhA.rexx

RestoreLhADir ARexx DOpus:ARexx/RestoreLhADir.rexx

ViewLhAFile ARexx DOpus:ARexx/ViewLhAFile.rexx

PrintLhAFiles ARexx DOpus:ARexx/PrintLhAFiles.rexx

All of these buttons should have no flags set and the default stack,

priority and close delay values. (Consult the DOpus manual under the

section "3.5 BUTTONS/EDITOR" if you don't understand what the above

means)

Next, go into the "Menus" editor and add a new menu with the following

sub-items: (See section "3.15 MENUS/MANAGER" in the DOpus manual)

Menu Title: Lha Options

Sub Item: Restore LhA Paths

Commands: AmigaDOS Setenv LHAREXX_EXT_OPTS "-x x "

Command Notify Now Restoring LhA Paths...

Flags: None

Sub Item: Ignore LhA Paths~

Commands: AmigaDOS Setenv LHAREXX_EXT_OPTS "-x0 e "

Command Notify Now Ignoring LhA paths...

Flags: None

Sub Item: Overwrite Existing Files

Commands: AmigaDOS Setenv LHAREXX_OVR_OPTS "-m "

Command Notify Overwrite Existing Files On...

Flags: None

Sub Item: Keep Existing Files~

Commands: AmigaDOS Setenv LHAREXX_OVR_OPTS "-m0 "

Command Notify Existing Files Will Be Kept...

Flags: None

Sub Item: Start LhA Handler

Commands: AmigaDOS Run RX DOpus:ARexx/LhaHandler.rexx

Flags: Output Window

Run asynchronously

Workbench to front

Sub Item: Stop LhA Handler

Commands: AmigaDOS Run RX DOpus:ARexx/StopLhaHandler.rexx

Flags: Output Window

Run asynchronously

Workbench to front

(NOTE: The tildes (~) and extras spaces above ARE significate)

Step 3: Configuring the Scripts to your Setup

~~~~~~

Fire up your favorite text editor and modify the *.rexx files listed

above to conform to your system setup. You will only need to modify

a few variables near the top of each file in the "configuration

variables section".

Step 4: Double-Click/Click-M-Click Support (OPTIONAL)

~~~~~~

If you wish to have the ability to extract files with click-m-click

or the ability to view a file via a double-click, you will have to

install the custom handler script. The custom handler consists of

two scripts:

LhaHandler

StopLhAHandler

I had originally planned to use DOpus' System/Startup ARexx script

configuration option to run the custom handler upon startup of DOpus

and this does in fact work, however, the problem is when you attempt

to exit DOpus, DOpus waits for the handler script to finish (which it

doesn't unless it gets the command to do so). The StopLhAHandler

script will send the "quit" command to the custom handler which will

stop it.

The best way to install and run the custom handler that I've found is

to Run it as a background task at boot time. Add a line to your

S:User-Startup (or S:Startup-Sequence) that does the following command:

Run RX DOpus:ARexx/LhaHandler.rexx >NIL:

The ListLhA script looks for the custom handler script's port when

listing the archive and will instruct DOpus to pass click-m-click/

double clicks to the custom handler if the port exists.

If your destination window is full and you use click-m-click to extract

a file, you'll notice that, undoubtedly, a file in the destination window

will be highlighted. If this bothers you, I suggest that you use

click-hold-drag (same as click-m-click) to extract the file. Click on

the file and hold the button, then drag the file horizontally into the

destination window.

Step 5: Help File (OPTIONAL)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~

If you wish to install DOpus style help for the new buttons and menu items,

you must edit the DOpus help file:

DOpus:s/DirectoryOpus.HLP

and add the contents of the DOpusLhARexx.HLP file to this file either at

the start or the end of the file.

Sample Configuration

~~~~~~~~~~~~~~~~~~~~~~

I've included a copy of my DOpus configuration files in the s/ subdirectory

which you may load into ConfigOpus module via the "Configure->Open" menu.

*** BE CAREFUL NOT TO SAVE THIS CONFIGURATION OVER YOUR PREVIOUS ***

*** CONFIGURATION. YOU HAVE BEEN WARNED. ***

1.7   rexxsupport.library

rexxsupport.library

~~~~~~~~~~~~~~~~~~~

Is an external shared library distributed with ARexx and should already

be installed in your LIBS: directory. Consult your ARexx documentation

if rexxsupport.library is not already installed on your system.

1.8   ListLhA

ListLhA

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What it does:

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The ListLhA script allows the user to list an LhA archive in a buffer

window.

How to use it:

~~~~~~~~~~~~~~

Move into the directory containing the LhA archive you wish to list.

Select an LhA file (only the first selected file is looked at)

Click on the "ListLhA" button.

If the selected file is indeed an LhA archive, the buffer window will clear

and the archive will be listed in the window.

Notes

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The buffer window will display the total size of all the files in the LhA

archive and well as the number of files at the bottom of the buffer window

(These two entries are un-selectable).

If LhA detects a corrupt file within the archive, ListLhA with put up a

requester during the file list parsing which displays the name of the

file in question as well as the error message from LhA.

1.9 GetSizesLhA

GetSizesLhA

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What it does:

~~~~~~~~~~~~~

The GetSizesLhA script will do a byte count (total) on the files currently

selected in an LhA archive window. (Much like the DOpus equivalent of

the "GetSizes" button)

How to use it:

~~~~~~~~~~~~~~

Select the file(s) you wish to total in an LhA archive buffer window.

Click on the "GetSizesLhA" button.

You should then see the total byte/file count listed in the status bar.

1.10 ExtLhaFiles

ExtLhaFiles

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What it does:

~~~~~~~~~~~~~

The ExtLhaFiles script will extract one or more files from an LhA archive

window into the destination window.

How to use it:

~~~~~~~~~~~~~~

Select the file(s) you wish to extract in the LhA archive buffer window.

Click on the "ExtLhaFiles" button.

The script will then extract the selected file(s) to the destination

window.

Extraction Options:

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The ExtLhaFiles script will use the environment variables set using the

Menu Options to allow restoring/ignoring of full pathnames and also

auto-overwriting/confirming overwriting of existing files.

If, during extraction, LhA requires input from the user to confirm an

action such as overwriting a file, an LhA_Input window will appear

below the LhA_Output window. See the LhA Issues section for information

on using these windows.

See the Known Bugs section for problems relating to these extraction

options.

1.11 SelectFilesLhA

SelectFilesLhA

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What it does:

~~~~~~~~~~~~~

The SelectFilesLhA script will allow the user to select file(s) in the

archive window via a search pattern.

How to use it:

~~~~~~~~~~~~~~

Click on the "SelectFilesLhA" button.

A requester will appear asking you for a pattern to match on. Type in

a string that will match all the files you want to select. You may

include AmigaDOS wildcards in the pattern (~,*,#?,[],etc).

All files which match the pattern will be selected. Additionally, the

GetSizesLhA script will be called and the byte count (total) of the

selected files will appear in the status bar.

Notes

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In addition, the following special patterns perform the following

functions:

"*" - Select ALL files

"~" - Toggle selection state of files (a selected file is unselected

and vice versa)

"" - De-select ALL files

1.12 DelFilesLhA

DelFilesLhA

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What it does:

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The DelFilesLhA script will delete the selected file(s) from an archive

window.

How to use it:

~~~~~~~~~~~~~~

Select the file(s) you wish to delete from the LhA archive.

Click on the "DelFilesLhA" button.

A confirmation requester will appear giving you the chance to abort the

operation. (Once the files are deleted you CANNOT get them back)

After the files have been deleted from the LhA archive, the buffer

window will be updated by calling the ListLhA script.

If you have deleted ALL the files in the LhA archive, you will be asked

if you wish to delete the LhA archive. Selecting yes will delete the

archive and load the original directory back into the window. If you

choose no, the LhA buffer is left alone and you may add files into the

empty archive via the "AddFilesLhA" button.

Notes

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The DelFilesLha script will prompt the user for confirmation if any of

the selected files are actually directory entries. Deleting a directory

within an LhA archive, also deletes ALL directories and files in/under

that directory. BE AWARE OF THIS!

1.13 AddFilesLhA

AddFilesLhA

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What it does:

~~~~~~~~~~~~~

The AddFilesLhA script allows the user to add one or more files to an

LhA archive.

How to use it:

~~~~~~~~~~~~~~

List an LhA archive you want to add files into.

In the destination window, select the files and/or directories you wish
to add into the archive.

Click on the "AddFilesLhA" button.

A requester will appear asking you if you wish to store the pathnames of
the files to be added. Selecting yes will store the paths relative to
the source directory you have listed in the source window. Selecting
no will ignore the paths and store the files into the archive as if they
appeared in one directory.

A second requester will then appear asking you if you wish to add any
possible sub-directories. If you have selected a directory in the
source window and you say yes to this requester, LhA will also
recursively add any files/directories contained within the directorie(s)
you have selected. Selecting no will only add files contained in the
selected directorie(s) but no sub-directories below that.

The files will be added to the LhA archive and the buffer window will be
updated by calling the ListLha script.

Notes

~~~~~

Adding possible subdirectories automatically stores the full path names
in the archive.

If you click on the "AddFilesLhA" button with no LhA archive listed, a
requester will appear asking you if you wish to create a new LhA archive.
Selecting yes will bring up a second requester asking you for a filename
for the new archive. Enter a filename (with or without the ".lha"
extension, but excluding the path) noting that the archive will be created
in the in-active directory window. (The path where the archive is to be
created is listed in the requester)

1.14   RestoreLhADir

RestoreLhADir

~~~~~~~~~~~~~

What it does:

~~~~~~~~~~~~~

The RestoreLhADir script will re-read the directory containing the current
LhA archive listed into the buffer window. After the directory has been
re-scanned, the LhA archive file is re-highlighted.

How to use it:

~~~~~~~~~~~~~~

Click on the "RestoreLhADir" button.

The directory containing the LhA archive will be read into the buffer

window.

Notes

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The LhA archive which was previously listed in the buffer will then be

auto-selected in the directory window.

1.15   ViewLhAFile

ViewLhAFile

~~~~~~~~~~~

What it does:

~~~~~~~~~~~~~

The ViewLhAFile script will extract and view the selected file(s) using an

approriate viewer.

How to use it:

~~~~~~~~~~~~~~

Select the files you wish to view.

Click on the "ViewLhAFile" button.

Each selected file will be extracted from the archive and viewed with one

of the configured viewers based on the extension of the filename. (ie. a

file ending in .GIF will be viewed using the GIFViewer command)

If the extension on the filename is not known, the file will be viewed

using a default viewer.

Notes

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The following file extensions are recognized:

Type Extension(s)

~~~~ ~~~~~~~~~~~~

Text .doc .readme .man .text .txt .me

IFF ILBM .iff .ham .pic .brush

Jpeg .jpg .jpeg .jfif

Gif .gif .jif

Icon .info

8svx Sound .snd .8svx

IFF Anim .anim

Mpeg Movie .mpeg .mpg

If the file is not recognized, it will be shown using the default viewer,

I suggest that you use a viewer such as xMore as the default viewer as
xMore will display a text file as text and a binary file as a hex dump.
The ViewLhAFile only looks at the filename to determine it's type, it does
NOT use DOpus' file class function. This may be implemented in a future
version.

1.16 PrintLhAFiles

PrintLhAFiles
~~~~~~~~~~~~~
What it does:
~~~~~~~~~~~~~
The PrintLhAFiles script will extract and print the selected file(s) using
the DOpus printing function.
In addition, the contents of the LhA buffer window (archive contents) can
also be printed via the DOpus PrintDir function.
How to use it:
~~~~~~~~~~~~~~
Select the files you wish to view.
Click on the "PrintLhAFiles" button.
A requester will appear asking you if you wish to print the buffer window
or the selected files. Selecting the "Buffer" button will call the DOpus
PrintDir function (See section "2.5 Print Dir Requester" in the DOpus
manual). If you select "Files", then the following action takes place.
Each selected file will be extracted from the archive and the DOpus
print requester will pop up to allow you to select your favorite printing
options. (See section "2.6 Print Requester" in the DOpus manual).
Notes
~~~~~
If you don't have any files selected, you will be asked if you want to
print the buffer window contents.

## 1.17  LhaHandler

LhaHandler
~~~~~~~~~~
What it does:
~~~~~~~~~~~~~
The LhaHandler script in a custom handler routine that will allow

click-m-click extraction of files and double-click viewing of files

in an LhA buffer window.

How to use it:

~~~~~~~~~~~~~~

The LhaHandler normally runs as a separate process (See Installation

for details on setting up the handler) and opens an AmigaDOS port for

receiving messages from DOpus. If this port is active when the user

lists an archive in a directory window, DOpus is instructed to pass

click-m-click and double-click messages to the port. The LhaHandler will

then perform the corresponding action.

## 1.18  StopLhAHandler

StopLhAHandler

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What it does:

~~~~~~~~~~~~~

The StopLhAHandler script can be used to shut down the LhaHandler custom

handler.

How to use it:

~~~~~~~~~~~~~~

Selecting the "Stop LhA Handler" menu item or running the

StopLhAHandler.rexx script from the CLI with "rx" will send a QUIT

message to the port of the LhaHandler.

Notes

~~~~~

Stopping the LhaHandler while a current LhA buffer window is listed

will cause DOpus to pop up a requester complaining about a missing port

if you attempt to click-m-click or double click on a file in the LhA

buffer window. (the buffer window is still attached to the handlers port)

1.19 Menu Options

Menu Options

~~~~~~~~~~~~

Restore LhA Paths

~~~~~~~~~~~~~~~~~~

Selecting this menu option will set the environment variable used by the

ExtLhAFiles and the LhaHandler scripts to tell LhA to restore the full

pathname of the extracted file(s).

Ignore LhA Paths

~~~~~~~~~~~~~~~~

Selecting this menu option will set the environment variable used by the
ExtLhAFiles and the LhaHandler scripts to tell LhA to ignore the full
pathname of the extracted file(s).

Overwrite Existing Files

~~~~~~~~~~~~~~~~~~~~~~~~

Selecting this menu option will set the environment variable used by the
ExtLhAFiles and the LhaHandler scripts to tell LhA to automatically
overwrite files with the same name when extracting file(s).

Keep Existing Files

~~~~~~~~~~~~~~~~~~~

Selecting this menu option will set the environment variable used by the
ExtLhAFiles and the LhaHandler scripts to tell LhA to prompt the user
before overwriting files with the same name when extracting file(s).

Start LhA Handler

~~~~~~~~~~~~~~~~~

Selecting this menu option will start the custom handler as a background
task if it is not already running.

Stop LhA Handler

~~~~~~~~~~~~~~~~

Selecting this menu option will stop the custom handler running in the
background.

1.20   Using The Scripts

Action Scripts

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ListLhA - Listing an LhA archive

GetSizesLhA - Totaling selected files

ExtLhaFiles - Extracting selected files

SelectFilesLhA - Selecting file via a pattern

DelFilesLhA - Deleting selected files

AddFilesLhA - Adding selected files

RestoreLhADir - Restoring parent directory

ViewLhAFile - Viewing selected files

PrintLhAFiles - Printing selected files

Utility Scripts

~~~~~~~~~~~~~~~

LhaHandler - Custom buffer handler

StopLhAHandler - Stopping the handler

Menu Items

~~~~~~~~~~

Restore LhA Paths - Make LhA restore full pathnames

Ignore LhA Paths - Make LhA ignore pathnames

Overwrite Existing Files - Make LhA auto-overwrite files

Keep Existing Files - Make LhA confirm overwrites

Start LhA Handler - Start custom handler

Stop LhA Handler - Stop custom handler

1.21 Bugs

Known Bugs

~~~~~~~~~~

If you find a problem, please tell me about it (See Author), and I'll
try to fix it ASAP. Please feel free to send in your suggestions for
enhancements as well...
1) None of the scripts which modify the LhA archive (add/delete) check
the permissions of the archive file to check if it's writable

Limitations & Quirks

~~~~~~~~~~~~~~~~~~~~

DOpus (at this time) only allows file entries of 256 characters. This of
course limits the scripts to LhA archives with pathnames of about 246
characters in length.

LhA has path limits similar to those of DOpus as well.

When ignoring pathname restoration during file extraction, LhA will attempt
to extract ALL files in the archive with the same name as one of the
selected files (regardless of whether the other file(s) are selected or
not). If you have the overwrite existing files option turned off, you
may selectively choose the correct files to extract as the files are
extracted in the order they are listed in the buffer window.

LhA archives containing auto-display files (.displayme) will display the
.displayme file on the Workbench screen and not the DOpus screen. If it
appears as if LhA has "frozen" during the extraction process, flip the
Workbench screen to the front to check for and cancel the .displayme
file. Additionally, you can add an option (-M) to LhA's global options
environment variable (ENV:LHAOPTS) to make LhA ignore all .displayme
files.

1.22 History

ListLhA.rexx

~~~~~~~~~~~~

40.1 - initial quick hack, only displayed files.

40.2 - found bug, was bitten by ARexx quoting so spaces in file names

screwed up.

- added true file size in display after figuring out problem above.

- added two unselectable total entries for new companion script

GetSizesLhA.rexx.

- improved messages to user showing just what the hell is going on. :-)

40.3 - added check to ignore file comments in archive.

- added check to make sure file entry is less than 256 chars.

(DOpus limit)

40.4 - added code so that DelFilesLhA and AddFilesLhA could call ListLhA

to update the window as it would be tricky for DelFilesLhA and

AddFilesLhA to do this.

40.5 - added code to set the ADDRESS to DOpus if the script was called

from someplace else, namely, DelFilesLhA and AddFilesLhA.

- bug fix. DOpus will only allow 30 characters in the window title,

I was storing the path AND LhA filename in there (which is fine

if your lha files are in a top level directory). To fix this,

I changed the code to store only the LhA filename in the window

title and added some code to store the path to the LhA archive

within the directory window itself. By playing with the display

pens, this entry is "invisible" to the user.

- added new function Quote() for dealing with filenames containing

spaces.

Release 40.2

40.6 - bug fix: added rexxsupport.library via ADDLIB() Thanks to Michael

Barsoom for reporting this bug.

- bug fix: added quotes around archive pathname for device names

with spaces in them. Thanks to Reto Thoma for reporting this.

- added code to catch and display error messages from LHA.

GetSizesLhA.rexx

~~~~~~~~~~~~~~~~

40.1 - initial version.

- tried to mimic DOpus 'GetSizes' button.

40.2 - adjusted index calculations due to new info in the footer of the
directory window.

Release 40.2

40.3 - removed ScrollToShow for speed.

- added IsLhaFile() function to script.

- added code to check other window for LhA buffer, if current
window isn't.

- bug fix: added -1 (current window) to all 'Status' calls.

ExtractFilesLhA.rexx

~~~~~~~~~~~~~~~~~~~~

40.1 - initial hack after playing with AddCustHandler (gave up...
for now at least :-) The problem? Well, AddCustHandler passes
some arguments, but not quite enough info to be able to extract
files from the archive. I could get the information I need from
DOpus itself, however AddCustHandler is 'blocking' DOpus.
(ie. DOpus won't respond to ARexx as it's waiting for the
AddCustHandler script to end/return) If I can find a clean way
of using AddCustHandler for Click-M-Click extraction, I'll update
the archive.

40.2 - added code to allow extracting of all selected files at one time,
instead of having to open a CON:/LhA for each file. Left original
code in there for users who like that method. :-)

- improved messages to user.

- added check to see if there is a valid destination path.

40.3 - added code to set the ADDRESS to DOpus in case DOpus didn't invoke
the script.

40.4 - changed code to get the path to the LhA archive from the directory
window.

40.5 - added TopText call and moved "Busy on" call before requester.

40.6 - bug fixes. added missing quotes and parameters for Status calls.

40.7 - found out that LhA doesn't like certain characters in the file names
it uses to extract. Added function to change these to wildcards.

40.8 - added code to check the other window if no LhA buffer found in
current window.

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40.9 - added quotes around DestinationPath for those people having spaces
in their filenames.

- removed ExtractEachFile function in the sake of speed (nobody used

this, right? thought so...)

- added code to call ListLha script if user has only selected the

archive but not listed it yet.

- added code to extract all files if none are selected. User must

comfirm this action.

- added code to handle case where only an archive file has been

selected, but not listed.

- added code to use new extraction options.

- added code to allow input to the LhA program to confirm actions

such as overwriting.

- bug fix: added quotes to filename when extracting without restoring

the full path to allow filenames with spaces.

- added Quote() and StripQuotes() functions. changed code to use them.

- bug fix: added StripQuotes() call in GetFileInPath() function when

no path was found.

- bug fix: changed code to removed CurrentWindow variable to fix

problems with rescaning the correct window after extraction.

AddFilesLhA.rexx

~~~~~~~~~~~~~~~~

40.1 - initial version. I said, "What the hell!", might as well be able to

add and delete files from the archive as well as extract them...

40.2 - added code to get the path to the LhA archive from the directory

window.

40.3 - added TopText call and moved "Busy on" call before requester.

40.4 - added code to allow the user to create a new archive.

- added option to recurse subdirectories.

40.5 - found out that LhA doesn't like certain characters in the file names

it uses to add. Added function to change these to wildcards.

40.6 - added code to list a new archive after creation.

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40.7 - added code to use a selected LhA archive file if no LhA buffer

is found.

- added code to allow adding of files/dirs with spaces in their names.

- added Quote() and StripQuotes() functions.

DelFilesLhA.rexx

~~~~~~~~~~~~~~~~

40.1 - initial version

40.2 - changed the way DelFilesLhA.rexx called ListLhA.rexx as I was
getting some *very* impressive crashes (continuous yellow screen
upon reboot!) via 'call ListLhA.rexx'.
- moved the code to restore DOpus's requester button text from the
CleanUp function as I don't think it was hitting it.
40.3 - added code to get the path to the LhA archive from the directory
window.
40.4 - added TopText call and moved "Busy on" call before confirmation
requester.
- added code to see if the archive is empty after the delete. If
it is, the user is given the option of deleting the empty archive.
40.5 - added Busy on call after Request as it seems DOpus turns Busy off
after the Request.
40.6 - found out that LhA doesn't like certain characters in the file names
it uses to delete. Added function to change these to wildcards.
- added check to see if the LhA archive is empty to begin with, if
so the user is given the option of deleting it.
40.7 - added code to check the other buffer window if no archive is
detected in the current window.
Release 40.2

40.8 - removed display update while created the file list for speed.
- added code to delete all files if no files are selected. User must
confirm the action.
- added code to ask the user if they want to delete the archive when
no files are selected (asked if you wish delete all). This allows
quick deleting of the archive.
- added code to ask the user if they wish to delete the selected
LhA archive if no LhA buffer exists. (checks for proper extension)
- added code to check if the file is a directory entry. If it is, the
user is asked if they wish to delete the directory and all files
within the directory.
- bug fix: added quotes to name of parent directory to allow the
restoration of a parent directory with spaces in the name.
- added flag to skip asking user if they want to delete the archive
after relisting it if they already said no.
SelectFilesLhA.rexx

~~~~~~~~~~~~~~~~~~~

40.1 - initial version

40.2 - added code to call GetFileSizesLha.rexx after file selection to
show the totals.

- added ScrollToIndex call so user sees the selection process.

40.3 - added TopText call and moved "Busy on" call before the string
requester.

- added special pattern "*" to select all files

Release 40.2

40.4 - added new special case patterns "" and "~". Also added check to
see if any files are selected before calling GetSizesLhA to
avoid possible error message from that script.

- added code to do proper pattern matching using the DOpus command
PatternMatch (somehow missed this command before!)

RestoreLhADir.rexx

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40.1 - initial version

40.2 - added code to check the other buffer window as well.

40.3 - added code to re-highlight the LhA archive file after the
directory has been re-scanned.

Release 40.2

40.4 - bug fix: added quotes to name of parent directory to allow the
restoration of a parent directory with spaces in the name.

ViewLhAFile.rexx

~~~~~~~~~~~~~~~

Release 40.2

40.1 - initial version. Thanks to Reto Thoma for the suggestion, this
Buds for you :-)

- added code to view a file ending in .guide with MultiView.

- added code for many different file types including:

DOC README MAN TEXT TXT IFF HAM PIC JPG JPEG JFIF GIF JIF INFO
SND 8SVX ME MPG MPEG ANIM

- added a default viewer case (hex viewer)

- added a signal on failure trap to catch situation where the archive
is corrupt, but was listed successfully.

- added code to extract file with full path and then delete the full
path when done to get around problem where several files in the
archive have the same name and using the '-x0 e ' LhA options.

- now display the name of the file being extracted.

- added Quote() function to solve problems when dirs/files have

spaces in them.

- added BRUSH to files types (IFFViewer)

- added ILBM to file types (IFFViewer)

PrintLhAFiles.rexx

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Release 40.2

40.1 - initial version (last minute!)

- added code to check if any files are selected, if not don't

bother asking to print them.

LhaHandler.rexx

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Release 40.2

40.0 - initial test version.

40.1 - found problem preventing any usefulness of this CustomHandler

- added code to view a file on double-click

- added code to extract a file on click-m-click

- added code to use new env: options for restoring (or not)

paths from the archive.

- added code to allow input to the LhA program to confirm actions

such as overwriting.

StopLhAHandler.rexx

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Release 40.2

40.1 - initial version

1.23 Author

Contacting the Author

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If you have any comments, suggestions, gripes, or God forbid... bugs,

Please feel free to contact me at the following places:

Snail-Mail: Geoff Seeley

1240 Margaret Place,

Duncan, British Columbia

Canada

V9L 4T6

E-Mail: geoff@softwords.bc.ca (InterNet)

1.24 The Furture

Possible Future Enhancements

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- use DOpus' file classes to determine viewer to use in ViewLhAFiles

script.

- improve the configuration of the scripts

- compile the scripts with the ARexx compiler for speed (Can someone out

there do this please???)

- create non-commented versions for speed

- add support for ZIP, TAR, and other archivers.

- improve the creation of an archive (maybe make "CreateLhA"?)

- allow operations between archives (ie. list two archives, move files

between them)

- allow easier point and click? naming of the LhA archive (Suggested by

Bill (bleath@BIX.com)

- allow scripts to work with more than one running one of DOpus

- add code to check the permissions of a archive file before modifying

the archive.

1.25 LhA Issues

Input/Output with LhA

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Output from the LhA program will appear in a regular console window

with a title of "LhA_Output".

If the LhA program needs input from the user during operation, a console

window titled "LhA_Input" will appear below the LhA_Output window. Input

to LhA should be typed in this window and *NOT* in the LhA_Output window

where the input prompt appears.

1.26 Index