

# **Rush**

Douglas Keller

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**COLLABORATORS**

	<i>TITLE :</i> Rush		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## Rush

### 1.1 Rush Help -- Contents

Rush.guide 37.33 for Rush release 2 version 37.5370  
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## 1.2 Rush Help -- Using AmigaGuide

Using AmigaGuide® with Rush  
-----

AmigaGuide® can be invoked from within Rush with the Help key or selecting the AmigaGuide® menu item under the Help menu.

Once the AmigaGuide® window is opened, Rush's window can be activated again and the Help key can be pressed while the mouse is over any area of Rush's window. AmigaGuide® will then update to show help on this area of Rush's window.

The Help key can also be pressed while the mouse is over a menu item and help will be shown on that menu item.

If the Help is pressed over an area that Rush does not know about the table of contents will be shown.

When inside any of the windows that open on Rush, it does not matter where the mouse is when the Help key is pressed, the help will explain the entire window.

## 1.3 Rush Help -- Keystrokes

Keystrokes  
-----

Return or Tab

Activates the directory string gadget on the active side.

Up Arrow

Scrolls the listview on the active side up one line.

Down Arrow

Scrolls the listview on the active side down one line.

Shift Up Arrow

Scrolls the listview on the active side up one page.

Shift Down Arrow

Scrolls the listview on the active side down one page.

**Left Arrow**

Scrolls the listview on the active side left one character.

**Right Arrow**

Scrolls the listview on the active side right one character.

**Shift Left Arrow**

Scrolls the listview on the active side left one page.

**Shift Right Arrow**

Scrolls the listview on the active side right one page.

**Delete**

Changes the active side to the other side.

**Space**

Rereads the directory on the active side.

**Ctrl-E**

Expands the directory name on the active side into its full path.  
For example "env:rush" would expand to "Ram Disk:env/rush".

**D**

Puts up the device list on the active side.

**M**

If the directory on the active side is a multiple assign, this will bring up a listview of the directories that this multiple assign points to, allowing any of these directories to be loaded.

See Multiple Assign window.

**A**

Toggles between ascending and descending sort.

**R**

Toggles between directories first and directories mixed sort.

**O**

Cycles the listview sort type between: name, size, date.  
Shift-O cycles backwards.

**P**

Activates the pattern gadget.

**ESC**

Closes any of Rush's windows, same as press the Close Gadget.

The following keystrokes are active during internal commands (copy, move, delete, protect, and size).

**Esc**

Abort the current command.

**Space**

Pause the current command.

## 1.4 Rush Help -- Mouse

Mouse

-----

LeftButton

The left mouse button selects the side that is clicked on. If the mouse is above a gadget it will execute the gadgets functions.

MiddleButton

The middle mouse button can execute any internal command. The command the middle button executes can be changed using the Miscellaneous settings window. Before the command is executed whatever side the mouse is over is activated.

RightButton

The middle mouse button can execute any internal command. The command the right button executes can be changed using the Miscellaneous settings window. Before the command is executed whatever side the mouse is over is activated.

See the listviews section for more information on using the mouse in the listviews.

## 1.5 Rush Help -- Requesters

Requesters

-----

This section explains the requesters that can come up while using Rush. When Rush is executing internal commands regular DOS requesters are disabled. There are five different requesters, one is a general error requester and the other four are specific to the current operation.

General Error Requester

The general error requester will come up for errors which you can only retry or cancel. The requester will say, "Error: could not command filename" and give a reason why the error occurred. Command is the operation that failed and filename is the file the error occurred on.

Your choices will be: Retry, SkipErrors, Skip, and Cancel.

Retry will retry the operation that failed.

SkipErrors will skip the operation on this file and any other errors that occur during this operation. Errors that are skipped are added to the error list with the Skipped column set to Yes. The error list can be shown with the ShowErrors menu item.

Skip will skip the operation on this file and the error requester

will be shown again if another error occurs.

Cancel will abort the current operation.

#### Delete Requester

The delete requester will come up if you have ask deletion option on. The requester will say, "You cannot get back what you delete!, Ok to delete file?, Selected: # file(s) # dir(s)". File is the file that will be deleted. # are the number of files and directories that are selected.

Your choices will be: Delete, DeleteAll #, Skip, and Cancel.

Delete will delete the file and ask again for the next file.

DeleteAll # will delete the file and all the following selected files. # is the total number of selected files and directories, this is not the actual number of files that will be deleted, it is the number of selected files.

Skip will not delete the file and ask again for the next file.

Cancel will abort the delete operation.

See the Delete Options in the Internal Commands settings window for information on setting the ask deletion option.

#### Protected From Deletion Requester

The protected from deletion requester will come up if a file is protected from deletion and it is trying to be deleted. It will say, "Could not Delete file, file is protected from deletion", where file is the file trying to be deleted.

Your choices will be: Delete, DeleteAll, SkipProtect, Skip, and Cancel.

Delete will overwrite the protection bits and delete the file, and ask again for the next file that is protected from deletion.

DeleteAllProtect # will overwrite the protection bits and delete all files that are protected from deletion. # is the total number of selected files and directories

SkipProtected will not delete this or any file that is protected from deletion.

Skip will not delete this file, and it will ask again for the next file that is protected from deletion.

Cancel will abort the delete operation.

#### Copy Requester

The copy requester will come up if you have the askover write option on for copy/move. It will say, "file already exists", and give the size, protection bits, date, and time of both the source and destination files. File is the file that already exists on the

destination side.

Your choices will be: Replace, ReplaceAll, SkipAll, Skip, and Cancel.

Replace will replace the file and ask again for the next file that exists.

ReplaceAll will replace the file and all files that exist after that.

Skip will skip the file and ask again for the next file that exists.

SkipAll will skip the file and all files that exist.

Cancel will abort the copy operation.

See the Copy Options in the Internal Commands settings window for information on setting the askover write option.

#### Read, Write, and Delete Protected Requester

Starting with AmigaDOS 2.0 the filesystem allows files to be protected from reading and writing. This requester will come up if one these files read or written. It will say "Could not command file, file is protected from deletion, reading, or writing". Command is the operation that failed and file is the file that is protected from deletion, reading, or writing.

Your choices will be: OverWriteProtection, SkipProtected, Skip, Cancel.

OverWriteProtection will overwrite the file and ask again for the next file that is protected.

SkipProtected will skip the file and all files that are protected.

Skip will skip the file and ask again for the next file that is protected.

Cancel will abort the operation.

## 1.6 Rush Help -- Error Messages

### Error Messages -----

This section explains some of the messages that might be shown by Rush. Most of the messages are shown in a requester, but some are shown in the status area. Most of the messages are errors, but some are just warnings or helpful information. Below is an explanation of each of the messages, there are three sections labeled error requester, shell message, or status message. Error requester means an error requester shows the error. Shell message means the message is printed to the shell that Rush is run from. Status message means the message is shown in the status area.

---

Error requesters

Could not open the preference file.

There were errors in the preference file. Run Rush from a Shell to see the errors when they are printed.

Could not iconify Rush, Workbench might be not be opened.

Online help requires AmigaGuide

Could not CreateGadgets.

Could not Lock xxx

Error reading xxx

Could not save settings as xxx yyy

Rush.guide file not found in the AmigaGuide path

Could not lock PublicScreen xxx.

Could not OpenScreen, xxx

where xxx is on of the following:

monitor not available.

new chipset not available.

memory not available.

chip memory not available.

public screen already open.

mode ID is unknown.

deeper than hardware supports.

unknown error.

Shell messages

Error: line yyy, 'xxx' is not a valid internal command

Error: xxx: line yyy:

Error: xxx: line yyy: 'zzz' is not a valid command.\n

Status messages

Can not archive extract to device list, select a destination directory

Can not copy or move to device list, select a destination directory

NOTE: nothing was done, pattern gadget might have an unwanted value.

There were errors, check ShowErrors to see a full description.

## 1.7 Rush Help -- Cli Options

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## Cli Options and Workbench Tooltypes

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The Cli options and the Workbench tooltypes are the same except that the screen type must have SCREEN= in front of it for the Workbench tooltypes. The first six options are the screen type.

The Cli options and Workbench tooltypes overwrite the options that are in the preference file.

WB/S	Open Rush as a window on the Workbench screen.
HIRES/S	Open on a HiRes screen.
SHR=SUPERHIRES/S	Open on a SuperHiRes screen.
PRO=PRODUCTIVITY/S	Open on a Productivity screen.
NOLACE/S	Open on a non-interlace screen.
LACE/S	Open on an interlace screen.
L=LEFT/K/N	TopEdge of Rush's window or screen
T=TOP/K/N	LeftEdge of Rush's window or screen
W=WIDTH/K/N	Width of Rush's window or screen.
H=HEIGHT/K/N	Height of Rush's window or screen.
D=DEPTH/K/N	Depth of Rush screen.
PS=PUBSCREEN/K	Open on specific pubscreen.
PREFS/K	Used to specify prefs file to use on startup. If a prefs file is specified then RUSH.PREFS will NOT be read.
DISPLAYID/K	Used to specify any screen type to open. The DisplayID's are listed in C include files if you have them.
ICON=STARTICONIFY/K	Start Rush in the iconified state.
AREXX=MACRO/K	Execute the specified Arexx script when Rush is started.

The following tooltypes are used by Workbench when a program is started in the WBStartup drawer.

DONOTWAIT	Workbench will not wait for the program to finish before executing the next program in the drawer.
WAIT=#	The number of seconds for Workbench to wait before executing the next program in the drawer.
STARTPRI=#	Order Workbench will execute programs in the drawer, higher priority program will execute first.

## 1.8 Rush Help -- Concepts

### Concepts unique to Rush

-----

This section explains some of the ideas that are unique to Rush.

#### Sort Lists

The sort list is a list of directories with a sort tag connected to each directory. When a directory is loaded into one of the listviews, the name of the directory is compared to each of the

---

directories in the sort list, if the directory is found the listview sort options will be changed to the values in the sort list for that directory. The directory names in the sort list can also include AmigaDOS wildcards.

An example sort list might look like this:

```
sortlist DIR "dh2:downloads" SORT dscend BY date WITH dirsmixed DISPLAY date
sortlist DIR "#?"          SORT ascend BY name WITH dirsfirst DISPLAY size
```

When a directory is loaded what this would do is check to see if the directory name is "dh2:downloads", if it was it would load that directory and sort it descending by date with directories and files mixed and displaying the date. Since the last entry in the sort list is "#?", which matches any directory, if any other directory other than "dh2:downloads" is loaded it will be sorted ascending by name with directories before files and displaying the file size.

The sort list can be changed in the Listview settings window.

Archive Extract List, Archive List List, Double Click List

These three things are very similar, the only difference is what list gets searched. When the archive extract center gadget is pressed the archive extract list is searched. When the archive list center gadget is pressed the archive list list is searched. When a file in one of the listviews is double clicked on the double click list is searched.

Since the three lists work the same, only the the archive extract list will be explained here. The archive extract list contains three fields, an extension, a pattern, and a command. The extension is a string that will be compared to the selected filename, it can include AmigaDOS wildcards. The pattern is a template of up to 64 bytes that will be compared to the contents of the selected file. The command is the command that will get executed on the selected file if the extension and pattern match the file. If the extension or pattern is blank it will be ignored, this allows only one of the two to be provided.

This makes it so only one archive extract command is need, rather than one for each different archive type, and since the archive list is configurable, new archive types can be added to it.

An example archive extract list might look like this:

```
ArchExtList EXT ""          PATTERN "??-lh?-" COMMAND "lha -M x %s"
ArchExtList EXT "#?.tar" PATTERN ""          COMMAND "tar xvf %s"
```

When archive extract is executed it first look to see if the file had "??-lh?-" as the first seven bytes of the file. If it did, lha would be executed on the file. If did not, the filename would be compared to "#?.tar", if it matched, tar would be executed on the file. A question mark in the pattern will match any character.

The archive extract list and archive list list can be changed in the Archive settings window.

The double click list can be changed in the Double Click settings window

### Select List

The select list is a list of the selected files or directories. This list contains the selected items from the listviews and the selected items from directories that are not currently being displayed. The idea is that items can be selected, then another directory can be loaded, and when the original directory is loaded again the files will still be selected. When a directory is loaded and it has selected items, the first selected item will be visible so the user knows there are selected items.

## 1.9 Rush Help -- Hints

### Common Problems and Helpful Hints

-----

#### Common Problems

- Make sure you are running release levels of the AmigaDOS, beta version known to have problems. For example v40.2 of AmigaGuide has a problem that will cause Rush to crash.

#### Helpful Hints

- Resident commonly used external commands and double click commands. This greatly increases the speed even on machines with fast harddisks. An example of a commonly used program might be a reader program that gets executed when a text file is double clicked on.

## 1.10 Rush Help -- About

### About

-----

I started writing Rush on June 25 1991 and programmed it during my senior year in college and evenings when I am not working my real job. The ideas behind Rush are to keep it simple yet make it powerful and flexible enough to do its job. Another strong idea is the use the AmigaOS as much as possible and not try to create my own 3-d look just for AmigaDOS 1.3 compatibility. Gadtools and boopsi are used for gadgets, locale.library is used for localization, and AmigaGuide® is used for online help. Rush is not just AmigaDOS 3.0 compatible, like some other programs, it uses all the features of 3.0 that make sense for a directory utility.

A lot of work has gone into Rush, for example the revision number 4908, is the number of times Rush has been compiled.

About the Author:

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I received my Bachelor of Science in Electrical Engineering from Northeastern University in Boston, MA in June 1992. I have been programming the Amiga since 1987.

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Technical specification:

Rush is made up of about 610k of C code and a very little assembler code. Custom boopsi button class is used for the center gadgets.

Developed on the Amiga using:

AmigaDOS 2.0, 2.1, and 3.0 on an Amiga 3000  
AmigaTeX  
CygnusEd Professional 2.12 and 3.5  
Sas/C 5.10b, 6.3, and 6.50  
WShell 2.0  
Sas2Ced 2.25  
FindADI 37  
Enforcer, Mungwall, SegTracker, and Memoration

Thanks to:

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## 1.11 Rush Help -- Legal

Legal Mush  
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## 1.12 Rush Help -- Listviews

### Listviews -----

The listviews are the area where the directories or the device list are displayed. The listview entries can be sorted by name, date, and size, see sort gadget for more information. The listviews display the file size, date and time, and protect bits. |

Each listview is also an icon drop area. If an file icon is dropped on one of the listviews, the directory of the file is loaded is that

listview. If a drawer icon is dropped on one of the listviews that directory will be loaded.

#### LeftButton Drag

This is used to select or unselect multiple entries. If the entry that is clicked on is an unselected entry it will be selected as will all the entries that are drag across. If the entry is selected it will be unselected as will all the entries that are drag across. If the mouse is dragged off the top or bottom of the listview, the listview will scroll. If the mouse is less then 10 pixels off the listview it will scroll at a slow rate, if it is greater then 10 pixels off the listview it will scroll at a faster rate.

#### LeftButton SingleClick

Toggles between selecting and unselecting the entry under the mouse.

#### LeftButton DoubleClick

If the entry is a directory this will load the directory into the current listview.

If the entry is a file this will execute an external command on the entry. See the Double Click settings window for information on setting up double click commands.

#### Shift LeftButton

If the entry is a directory, this will load the directory into the other listview.

#### Capslock LeftButton

If the entry is a directory, this will load the directory into the current listview, with only a single click. With this option on you can go in and out of directories quickly with the left and right buttons, if the right button is configured to be the parent command.

#### Right Button

This will execute the internal command that is specified in the Miscellaneous settings window.

#### Middle Button

This will execute the internal command that is specified in the Miscellaneous settings window.

#### LeftButton in one listview, then LeftButton in the other listview

If the entry is a directory, this will load the directory into the other listview. This is the same as Shift LeftButton.

See the keystrokes section for keyboard equivalents to scrolling.

See the Sort gadgets section for sorting options for the listview.

## 1.13 Rush Help -- Directory String Gadget

### Directory String Gadget

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---

The directory string gadget is where the directory is entered that will be displayed in the listview.

Standard AmigaDOS wildcards can be entered for the file part of the directory. For example "dh0:#?.info" would display only .info files. If a wildcard is used, it will not effect the directories that are displayed in the listview.

See the pattern gadget section for information on AmigaDOS wildcards.

To activate the string gadget you can press Return or Tab.

While the string gadget is active, the following keys are active:

RightAmiga-X

Clears the string gadget.

RightAmiga-Q

Undo, puts back what was in the string gadget when it was first activated.

Up Arrow

Scroll the listview up one line.

Down Arrow

Scroll the listview down one line.

Shift Up Arrow

Scroll the listview up one page.

Shift Down Arrow

Scroll the listview down one page.

## 1.14 Rush Help -- Multiple Assigns

Multiple Assign Gadget

-----

The multiple assign gadget is only enabled when the directory in the directory string gadget is a multiple assign. When this gadget is pressed the Multiple Assign Window will be opened. This window has a listview containing all the directories that the multiple assign points to, if one of the directories is selected that directory will be load into the listview.

Multiple assigns can be entered in the Shell with the following command:

```
1> assign fonts: sys:fonts2 sys:font1 sys:fonts
```

## 1.15 Rush Help -- Device List

Device List Gadget

-----

---

The device list gadget will bring up the device list in the current listview. If the device list is already being shown, it will be updated. If a floppy disk is added or removed the device list will also be updated.

The device list shows all the devices (disks) and all the assigns in the system. Devices are displayed with their volume name and percentage full, free space, and used space. Assigns have Assign after them and Multiple assigns have Multiple Assign after them.

## 1.16 Rush Help -- Info

Info Text Gadget  
-----

The Info text gadget is the text area below the listviews. The Info text gadget shows the percentage full, bytes free and bytes used for the device of the directory being shown.

The two Info text gadgets, under the left and right listviews, update every four seconds even when an internal or an external command is being executed.

## 1.17 Rush Help -- Sort

Sort Gadgets  
-----

The Sort gadgets are the three gadgets below the Info text gadgets. They control the way the directory is sorted, they do not effect the device list which is always sorted by name.

Sort

The Sort gadget is used to select which field the listview is sorted by. The choices are: name, date, or size.

A/D

The A/D gadget is used to select whether the sort is ascending or descending. The gadget is checked for descending.

Dir

The Dir gadget is used to select whether directories should be displayed before files or they should be mixed with files. The gadget is checked for directories before files.

## 1.18 Rush Help -- Status

---

## Status Text Gadget

-----

The status text gadget is located above both listviews, just below the titlebar. The status area is used to display information to the user. All the internal commands display what they are doing in the status area.

When files and directories are being selected, the status text gadget displays the total number of files, directories, and bytes, and the selected files, directories, and bytes for each listview.

## 1.19 Rush Help -- Pattern

### Pattern Gadget

-----

The pattern is located below the center gadgets. It is used to select the pattern that will be used for some of the internal commands. The internal commands that use the pattern are: All, Clear, Delete, Copy, Move, Size, Protect, and Archive Add.

Double clicking in the Pattern String gadget will change the string gadget to "#?".

Through out Rush where wildcards can be used, including the pattern gadget, standard AmigaDOS wild cards can be used. The AmigaDOS wild card characters are:

?	Matches a single character.
#	Matches the following expression 0 or more times.
(ab cd)	Matches any one of the items separated by ' '. ~
~	Negates the following expression. It matches all strings that do not match the expression (ie. ~(foo) matches all strings that are not exactly "foo").
[abc]	Character class: matches any of the characters in the class.
[~bc]	Character class: matches any of the characters not in the class.
a-z	Character range (only within character classes).
%	Matches 0 characters always (useful in "(foo bar %)").
*	Synonym for "#?", not available by default in 2.0. Available as an option that can be turned on.

"Expression" in the above table means either a single character (ex: "#?"), or an alternation (ex: "#(ab|cd|ef)"), or a character class (ex: "#[a-zA-Z]").

Example: enter "#?.c" in the pattern gadget, select ALL, all the files that end in .c will be selected in the active listview.

Other wild card examples:

#?.(o|gst|sym) matches any file ending with .o, .gst, or .sym.

~(#?.c) matches any file NOT ending with .c.  
 #?.[ch] matches any file ending with .c or .h.

## 1.20 Rush Help -- Center Gadgets

Center Gadgets  
 -----

The center gadgets are the gadgets down the center of the screen. They can be defined to execute internal commands, external commands, or load a directory. At the bottom of the center gadgets is horizontal scrollbar which is used to scroll through gadgets which are defined.

Valid internal commands are:

Noop	Mkdir	About	ListviewOptions
All	Size	Iconify	ArchiveOptions
Clear	ArchExtract	Quit	InternalCommands
Invert	ArchList	CopyDirToClip	Miscellaneous
CmpSelected	ArchAdd	CopySelToClip	LoadSettings
Copy	Parent	PasteDirFromClip	AppendSettings
Rename	Root	ShowErrors	SaveSettings
Move	DeviceList	ScreenMode	
Delete	DirReRead	Palette	
Protect	Info	EditGadgets	

The background and text color can be changed for each gadget in the Edit Gadgets settings window.

See the Edit Gadgets settings window for information on setting up the center gadgets.

## 1.21 Rush Help -- Fit Gadget

Fit Gadget  
 -----

The fit gadget is the small read only box near the bottom center of the screen. It is between the Pattern Gadget and Center Gadgets.

This gadget shows whether the selected files and directories will fit on the the destination side. Directories will need to be Sized for fit to be accurate.

## 1.22 Rush Help -- Project Menu

Project Menu  
 -----

The Project menu is the first menu, it contains the following menu items:

```
About...    Amiga-?
Iconify     Amiga-I
Quit       Amiga-Q
```

## 1.23 Rush Help -- Protect Menu -- About

Project Menu / About Amiga-?  
-----

About brings up a requester that shows how many copies of Rush are running, the version number, and date of Rush. It will show something like this:

```
RUSH.# release X v??.???? (%.%92)
```

where # is the #'th copy of Rush running.

X is the release number, release 1 in this case.

??.???? is the version number, something like 37.4390.

(%.%92) is the date this version of Rush was compiled on, the format is (day.month.year).

The public screen name and the Arexx port name are also shown, "N/A" for the Arexx port means Arexx is not running.

## 1.24 Rush Help -- Project Menu -- Iconify

Project Menu / Iconify Amiga-I  
-----

This iconifies Rush down to an appicon on Workbench. By default the appicon is unsnapshot and will appear under the last icon on the left side of the Workbench.

Rush will use any standard icon created with IconEdit for the appicon. The icon will be looked for def\_icon.info in a directory called Prefs off of the directory Rush is located in, then in env:rush. For example if Rush is located in Work:Programs, then the icon would be Work:Programs/Prefs/def\_icon.info.

To snapshot the icon at a certain position, save the icon to ram:, put it out on the Workbench and snapshot it where you want it. Then copy the icon to def\_icon.info in the directory Prefs off of the directory Rush is located in.

## 1.25 Rush Help -- Project Menu -- Quit

Project Menu / Quit Amiga-Q  
-----

Quit will cause Rush to quit.

## 1.26 Rush Help -- Edit Menu

Edit Menu  
-----

The Edit menu is the second menu, it contains the following menu items:

Copy Directory	Amiga-X
Copy Selected	Amiga-C
Paste Directory	Amiga-V

## 1.27 Rush Help -- Edit Menu -- Copy Directory

Edit Menu / Copy Directory Amiga-X  
-----

Copy Directory will copy the directory name on the active side to the clipboard.

## 1.28 Rush Help -- Edit Menu -- Copy

Edit Menu / Copy Selected Amiga-C  
-----

Copy Selected will copy the selected entries on the active side to the clipboard. The directory name is prepended to each entry. Each entry is separated by a space and quoted with double quotes.

example: "env:sys/font.prefs" "env:sys/input.prefs" "env:sys/sound.prefs"

## 1.29 Rush Help -- Edit Menu -- Paste

Edit Menu / Paste Directory Amiga-V  
-----

Paste Directory pastes from the clipboard to the active side's directory string gadget, and the directory is loaded.

---

## 1.30 Rush Help -- Help Menu

Help Menu  
-----

The Help menu is the third menu, it contains the following menu items:

```
AmigaGuide@ Help... [HELP]
  Simple Help      Amiga-H
```

## 1.31 Rush Help -- Help -- AmigaGuide

Help Menu / AmigaGuide@ Help [HELP]  
-----

AmigaGuide@ help will open AmigaGuide using this help file.  
The AmigaGuide@ menu item will be disabled when Rush is first loaded while AmigaGuide initializes itself. If AmigaGuide is not available or the Rush.guide file(this file) is not found this menu item will remain disabled.

See Using AmigaGuide@ with Rush for more information on using AmigaGuide.

## 1.32 Rush Help -- Help -- Simple Help

Help Menu / Simple Help Amiga-H  
-----

Simple help will show in the status area what the object under the mouse is.

See Using AmigaGuide@ with Rush for more information on using AmigaGuide.

## 1.33 Rush Help -- Commands Menu

Commands Menu  
-----

The Commands menu is the forth menu, it contains the following menu item:

```
Auto Icon Select Amiga-U
ShowErrors...      Amiga-O
```

## 1.34 Rush Help -- Commands Menu -- Auto Icon Select

Command Menu / Auto Icon Select Amiga-U  
-----

Auto Icon Select is used to automatically select icons when files are selected. When this option is on icons and their parent file will be selected and unselected together.

Also see Auto Icon Rename in the Internal Commands settings window.

## 1.35 Rush Help -- Commands Menu -- ShowErrors

Command Menu / ShowErrors Amiga-O  
-----

ShowErrors will open a window and show all AmigaDOS errors that have occurred in Rush for this session. This menu item will be disabled if there are no errors to display.

When ever Rush brings up one of the error requesters it adds the filename to the error list. A maximum of 50 errors will be shown in this window, if more then 50 error occur, only the most recent 50 will be seen.

The ShowErrors window has a read only listview that displays for each error: filename, command, skip, and error message.

### Filename

The filename is the file that the error occurred on.

### Command

The command is the internal commands that caused the error.

### Skip

Skipped shows if the error was skipped or shown. If skipped is yes it means SkipErrors was selected on the error requester and a requester was not shown for the error. If skipped is no it means the error requester was shown for the error.

### Error Message

Error message is the error message that AmigaDOS reported was the problem.

Below the listview are two gadgets, Continue and Clear Errors.

### Continue

Continue will close the ShowErrors window.

### Clear Errors

Clear Errors will clear the error list and close the ShowErrors window.

See requesters section for a description of the requesters that can come up while using Rush.

---

### 1.36 Rush Help -- Arexx Menu

Arexx Menu  
-----

The Arexxs menu is the fifth menu, it contains the following menu items:

Command Shell...	Amiga-Z
Execute Arexx Script...	Amiga-Y

### 1.37 Rush Help -- Arexx Menu

Arexx Menu / Command Shell Amiga-Z  
-----

The Command Shell is used to interactively execute Rush's Arexx commands.

Return or Control-\ will close the Command Shell.

### 1.38 Rush Help -- Arexx Menu

Arexx Menu / Execute Arexx Script Amiga-Y  
-----

Execute Arexx script will open a file requester which is used to select an Arexx script to execute.

The Arexx script will have a default host which is the same as the copy of Rush that executed the script. For example if two copies of Rush are running and the second one execute a script, it will have a default host of "RUSH.2".

### 1.39 Rush Help -- Settings Menu

Settings Menu  
-----

The Settings menu is the sixth menu, it contains the following menu items:

Screen Mode...	Amiga-S
Palette...	Amiga-P
Edit Gadgets...	Amiga-G
Listview...	Amiga-L
Archive...	Amiga-A
Double Click...	Amiga-D
Internal Commands...	Amiga-N
External Commands...	Amiga-E
Miscellaneous...	Amiga-M

---

Append Settings...	Amiga-T
Load Settings...	Amiga-R
Save Settings...	Amiga-W

## 1.40 Rush Help -- Settings Menu -- Screen

Settings Menu / Screen Mode Amiga-S  
-----

The Screen Mode settings window is used to selected the type and size of the screen for Rush.

### Display Mode

The listview on the left is used to select the display mode. The display modes that are shown are based on the monitors in the Workbench monitor's drawer and the modes supported by the hardware.

### Colors

Below the display mode listview is the Colors slider. This is used to select the number of colors for the screen.

### Overscan

Below the colors gadget is a cycle gadget used to select the overscan type. The choices are Text Size and Graphics Size. These correspond to the overscan sizes set for the current monitor in the Workbench overscan preference editor. If any of the size string gadgets are set to default they will change when the overscan type is changed.

### Workbench

Below the overscan gadget a check box gadget labeled Workbench. If this gadget is selected Rush will open as a window on Workbench, if it is unselected Rush will open as a public screen. When the Workbench gadget is selected the Display Mode listview, Colors slider, and Overscan type are disabled.

### Left, Top, Width, Height

The four string gadgets on right are used to specify the Left, Top, Width, and Height of Rush. If Rush is a window, on a public screen or Workbench, these values specify the size and position of the window. If Rush is opened on its own screen these values specify the size and position of the screen.

### Default

Next to each string gadget is a check box gadget labeled default. When this gadget is selected the string gadget is disabled and the default size for the current display mode is used, otherwise a custom size can be entered in the string gadget.

### Screen Font, Size, and Font Requester

The screen font string gadget is used to enter name of the font which will be used for the screen. The size string gadget is used to enter the size of the font. If the font requester gadget is pressed the ASL font requester will be opened to select the listview font and size. The font name and size will be displayed in the two string gadgets if a font is selected with the ASL font requester. The

font name should include the .font extension. If the font does not end with .font, .font will be added to the font name.

See the arexx section for a description of Arexx commands that effect the screen mode. |

## 1.41 Rush Help -- Settings Menu -- Palette

Settings Menu / Palette Amiga-P  
-----

The Palette window is used to change the screen colors and pens.

Across the top is a Palette gadget that is used to select the color to change.

Red, Green, Blue

Below the Palette gadget are three sliders used to change the Red, Green, and Blue levels of the currently selected color.

Screen Pens

Below the color sliders are a three gadget used to change the screen pens. The Default checkbox gadget is used to select between the default screen pens and a custom set of screen pens. When Default is checked, the two other gadgets are disabled and the default screen pens will be used. The cycle gadget is used to select which pen is being shown. The button below cycle gadget, labeled Palette Requester..., shows the color of the current screen pen and if selected it will bring up a small palette window which can be used to select the color.

Color Wheel and Gradient Slider

If Rush is being run under AmigaDOS 3.0, on the right of the palette window will be a ColorWheel and Gradient slider gadget. If Rush's screen is two, four, or eight colors the ColorWheel gadget will be monochrome and use letters for the different color areas. The letter is the first letter of the color; R=Red, Y=Yellow, G=Green, C=Cyan, B=Blue, and M=Magenta.

If Rush is opened as a window on Workbench or a public screen the color sliders and screen pen gadgets will be disabled.

See the arexx section for a description of Arexx commands that effect the palette. |

## 1.42 Rush Help -- Settings Menu -- EditGadgets

Settings Menu / Edit Gadgets Amiga-G  
-----

The Edit Gadgets window is used to change the center gadgets.

### CenterGadgets

The listview on the left contains the name for each center gadgets. When an entry in the listview is selected the other gadgets in the window update to show what that entry does.

Below the listview are five gadgets: a string gadget, add, del, plus(+), and minus(-).

The string gadget shows the currently selected entry and is used to edit the name of the selected entry.

The add gadget is used to add a new entry to the listview. The new entry will have a default name of "(new)".

The del gadget is used to delete the selected entry.

The plus(+) gadget is used to move the selected entry down one position.

The minus(-) gadget is used to move the selected entry up one position.

### Gadget Type

In the top center are four radio buttons labeled gadget type which are used to select the type of function the selected entry will perform. The choices are noop, internal, external, and device. If noop is selected the gadget will do nothing. If internal is selected the gadget will execute an internal command. If external is selected the gadget will execute an external command. If device is selected the gadget will load a directory on the active side.

### Gadget Color

Below the gadget type radio buttons are two gadgets which are used to select the gadget color of the selected entry. One of the gadgets is labeled text and one is labeled back. The text gadget is used to change the text color of the center gadget. The back gadget is used to select the background color of the center gadget. When these gadgets are pressed a palette window will be opened for selecting the color for the center gadget.

### Internal Commands

In the upper right is a listview labeled internal commands. It is used to select the internal command that will be executed when the center gadget is pressed. The internal command listview will only be enabled if the gadget type is set to internal.

### External Command

Below the internal command listview is a string gadget labeled external command. This gadget is used to select an external command that will be executed when the center gadget is pressed.

A %s can be placed in the line and will be replaced with the selected entry from the listview when the command is executed. A %p will be replaced with the public screen name of Rush.

Also see external commands section.

---

The external command string gadget will only be enabled if the gadget type is set to external.

#### Device

Below the external command string gadget is a string gadget labeled device. This gadget is used to select the directory that will be loaded on the active side when the center gadget is pressed. The device string gadget will only be enabled if the gadget type is set to device.

## 1.43 Rush Help -- Settings Menu -- Listview

Settings Menu / Listview Amiga-L  
-----

The Listview window is used to change options related to the listviews.

#### Sort List

The listview on the left is labeled sort list. It is used to enter a directory, including AmigaDOS wildcards, that will be sorted a specify way when it is loaded into one of the listviews.

For example if "dh0:lib#?" were in the listview, any directory starting with lib on dh0: would be sorted and displayed the way the Sort, A/D, Dir, and Display gadgets show.

Also see Concepts that are unique to Rush for a description of sort lists.

Below the listview are five gadgets: a string gadget, add, del, plus(+), and minus(-).

The string gadget shows the currently selected entry and is used to edit the name of the selected entry.

The add gadget is used to add a new entry to the listview. The new entry will have a default name of "(dir)".

The del gadget is used to delete the selected entry.

The plus(+) gadget is used to move the selected entry down one position.

The minus(-) gadget is used to move the selected entry up one position.

#### Sort, A/D, Dir

In the upper right corner are three gadgets labeled: Sort, A/D, Dir. | They are used to selected the sort and display type for the selected entry in the sort list listview.

#### No Change

Below the Sort, A/D, and Dir gadgets are checkbox gadgets | with the word No Change next to them. If the checkbox is checked

the respective gadget above it will be disabled and that property of the listview will not be changed when the directory is loaded.

#### Listview Text Colors

These three gadgets are used to select the color of files, directories, and selected entries in the listviews. When these gadgets are pressed a palette window will be opened which is used to select the color.

#### Listview Font, Size, and Font Requester

The listview font string gadget is used to enter name of the font which will be used in the listviews. The size string gadget is used to enter the size of the font. If the font requester gadget is pressed the ASL font requester will be opened to select the listview font and size. The font name and size will be displayed in the two string gadgets if a font is selected with the ASL font requester. The font name should include the .font extension. If the font does not end with .font, .font will be added to the font name.

See the pattern gadget section for a description of AmigaDOS wildcard patterns that can be used in the sort list.

See the arexx section for a description of Arexx commands that effect the listviews. |

## 1.44 Rush Help -- Settings Menu -- Archive

Settings Menu / Archive Amiga-A  
-----

The Archive window is used to change which programs are executed for different archive types.

#### List

In the upper left corner is a cycle gadget which is labeled List, it is used to select which archive list is being edited: Archive Extract, Archive List, or Archive Add.

#### Archive Commands

The listview on the left is used to enter the archive command that will be executed if the selected file matches the Extension or Type field.

For Archive Extract and Archive List a %s can be placed in the line and will be replaced with the selected entry from the listview when the command is executed.

example: lha x %s      or      lha v %s

For Archive Add a %s can be placed in the line and will be replaced with the new archive name the user enters when the archive command is executed. A %f can be used and will be replaced with input filename if the Add Input Source is set to File. Also see Add Input Source below.

example: lha -i%f a %s

For Archive Extract, List, and Add a %p can be used and will be replaced with the public screen name of Rush. A %d can be used and will be replaced with the destination directory name.

Archive Add and Archive List commands are executed from the directory where Rush is located, this allows commands to be found relative to Rush's program directory. Archive Extract commands are executed from the destination directory, this is so the archive extract command will extract its file to the destination directory.

For example "scripts/format\_disk" could be used to execute the script "format\_disk" in a directory called "scripts" off of the directory where Rush is located.

Below the listview are five gadgets: a string gadget, add, del, plus(+), and minus(-).

The string gadget shows the currently selected entry and is used to edit the name of the selected entry.

The add gadget is used to add a new entry to the listview. The new entry will have a default name of "cmd x %s" if adding to the extract list, "cmd v %s" if the adding to the list list, and "cmd a %s" if adding to the add list. This is a little reminder of the command format.

The del gadget is used to delete the selected entry.

The plus(+) gadget is used to move the selected entry down one position.

The minus(-) gadget is used to move the selected entry up one position.

#### Extension and Type

The Extension and Type are used for Archive Extract and Archive List to find the correct archive program to extract or list the file. The Extension and Type must both match for that archive program to be used. If either the Extension or Type are blank it will match anything, for the Extension it is the same as "#?" and for the Type it is the same as "?". If only the Extension is to be used the Type should be left blank, if only the Type is to be used the Extension should be left blank.

#### Extension

The Extension string gadget is used to enter the extension, which can include AmigaDOS wildcards.

example: #?.(lha|lzh)

#### Type

The Type string gadget is used to entry the type of the file. This is up to the first 64 bytes of the file. A "?" can be used to match any character and non ASCII characters can be entered in octal format if escaped by a "\". For example character 27 would be \033. It is

---

best to only use the Type field and leave the Extension blank, this way if an archive gets renamed the archive commands will still work. Also see Sample Files below.

example: `??-lh?-` will match lharc files.

#### Sample Files

The Sample Files gadget will open an ASL multiselect file requester, which is used to select sample files of the current type. Shift must be held down to select multiple files in the ASL file requester. These sample files will be used to fill in the Type string gadget with a type that will work for the sample files. Since the sample files are used to fill in the Type string gadget, the more sample files that are selected the better.

The Type string gadget is usually filled in with more than is necessary and can be edited after Sample Files is used. For example the Type string gadget might be filled in with `"??-lh?-??\000\000"`, this can be edited to `"??-lh?-"`.

#### Add Input Source

Add Input Source cycle gadget is used to select where the Archive Add program gets its file list from, it can set to: File, Command Line, or Standard Input. This gadget will only be enabled when the List cycle gadget is set to Archive Add.

When File is used, a temporary file is created in `t:.` The temporary file will contain a list of files to be added to the archive, with one filename per line. `%f` should be used somewhere in the Archive Command line so the file list is used.

example: `lha -x -i%f a %s`

When Command Line is used, a string up to 255 characters is build of the files to be added to the archive and the Archive Add program is run. This happens over and over again until all the files are added to the archive. The drawback to this method is that Archive Add program is run over and over which can be slow on a floppy based system, but some archive commands, like Arc, only accept filenames on the command line.

example: `arc a %s`

When Standard Input is used, a temporary file is created in `t:.` Then temporary file will contain a list of files to be added to the archive, with one file per line. This file is then redirect into standard input when the Archive Add program is run.

example: `zoo aI %s`

File or Standard Input should be used if possible since the Archive Add program is only run once.

#### Quote

If the Quote checkbox is checked the filenames will be quoted with double quotes. This is necessary in some cases so filenames with spaces can be added to the archive.

---

Lha, lharc, and arc should all have Quote on, zoo should have not have Quote on.

#### Setups for Currently Available Archivers

Currently the following archivers are available: lharc, lha, lz, zoo, arc, pkax, unzip, unarj, tar, gzip, uudecode, and uncompress. The following table shows suitable values for each archiver.

Archive Extract		
Archive Command	Extension	Type
lharc x %s		??-lh?-
lha x %s		??-lh?-
lz x %s		??-lh?-
zoo x %s		ZOO ??? Archive
arc x %s	#?.arc	\032\010
pkax -x %s	#?.arc	\032\010
unzip %s		PK\003\004
unarj x %s	#?.arj	
tar xvf %s	#?.tar	
gzip %s	#?.gz	\037
uudecode %s		begin ???
uncompress %s		\037\235\220

Archive List		
Archive Command	Extension	Type
lharc v %s		??-lh?-
lha v %s		??-lh?-
lz v %s		??-lh?-
zoo v %s		ZOO ??? Archive
arc v %s	#?.arc	\032\010
pkax -v %s	#?.arc	\032\010
unzip -v %		PK\003\004
unarj l %s	#?.arj	
tar tvf %s	#?.tar	

Archive Add		
Archive Command	Input Source	Quote
lharc -x -i%f a %s	File	Yes
lha -x -i%f a %s	File	Yes
lz -x -i%f a %s	File	Yes
zoo ahI %s	StdIn	No
arc a %s	CmdLine	Yes
tar cvf %s -T %f	File	No

Also see Concepts that are unique to Rush for a description of archive extract and archive list lists.

See the External Commands setting window section for a description of console strings which are used for the Archive commands.

The console window used for the archive commands can be changed in the External Commands settings window .

## 1.45 Rush Help -- Settings Menu -- DoubleClick

Settings Menu / Double Click Amiga-D  
-----

The Double Click window is used to change which programs are executed when a file is double clicked on.

### Double Click Commands

The listview on the left is used to enter the command that will be executed if the selected file matches the Extension or Type field.

A %s can be placed in the line and will be replaced with the selected entry from the listview when the command is executed. A %p can be used and will be replaced with the public screen name of Rush. A %d can be used and will be replaced with the destination directory.

example: read %s pubscreen %p

Double Click commands are executed from the directory where Rush is located, this allows commands to be found relative to Rush's program directory.

For example "scripts/format\_disk" could be used to execute the script "format\_disk" in a directory called "scripts" off of the directory where Rush is located.

Below the listview are five gadgets: a string gadget, add, del, plus(+), and minus(-).

The string gadget shows the currently selected entry and is used to edit the name of the selected entry.

The add gadget is used to add a new entry to the listview. The new entry will have a default name of "cmd %s", this is a reminder of the command format.

The del gadget is used to delete the selected entry.

The plus(+) gadget is used to move the selected entry down one position.

The minus(-) gadget is used to move the selected entry up one position.

### Extension and Type

The Extension and Type are used to find the correct program to execute when a given file is double clicked on. The Extension and Type must both match for that program to be used. If either the Extension or Type are blank it will match anything, for the Extension it is the same as "#?" and for the Type it is the same as "?". If only the Extension is to be used the Type should be left blank, if only the Type is to be used the Extension should be left blank.

---

### Extension

The Extension string gadget is used to enter the extension, which can include AmigaDOS wildcards.

example: #?.[ch] will match any .c or .h files.

### Type

The Type string gadget is used to entry the type of the file. This is up to the first 64 bytes of the file. A "?" can be used to match any character and non ASCII characters can be entered in octal format if escaped by a "\". For example character 27 would be \033. Also see Sample Files below.

example: ??-lh?- will match lharc files.

### Sample Files

The Sample Files gadget will open an ASL multiselect file requester, which is used to select sample files of the current type. Shift must be held down to select multiple files in the ASL file requester. These sample files will be used to fill in the Type string gadget with a type that will work for the sample files. Since the sample files are used to fill in the Type string gadget, the more sample files that are selected the better.

The Type string gadget is usually filled in with more than is necessary and can be edited after Sample Files is used. For example the Type string gadget might be filled in with "??-lh?-??\000\000", this can be edited to "??-lh?-".

Also see Concepts that are unique to Rush for a description of double click lists.

See the External Commands setting window section for a description of console strings which are used for the Double Click commands.

The console window used for double click commands can be changed in the External Commands settings window .

## 1.46 Rush Help -- Settings Menu -- Internal Commands

Settings Menu / Internal Commands Amiga-N  
-----

The Internal commands window is used to change options for the internal commands.

### Copy and Move Options

The Copy and Move Options are options that effect both the Copy and Move internal commands.

Clone Protection - Set the protection bits on the destination file the same as the source file. If this option is off the destination file will have protection bits set to RWED.

- Clone Date - Set the date of the destination file the same as the source file. If this option is off the destination file's date will be set to the current time.
- Clone Comment - Set the comment of the destination file the same as the source file. If this option is off the destination file will have no comment.
- Ask Overwrite - Ask the user about overwriting files if the file already exists. See the Requesters section for information on the copy requester.
- Unset Archive Bit - Remove the archive bit of the destination file when it is copied.

The copy and move options can also be changed by holding down shift when the copy or move center gadget is pressed.

#### Delete Options

The Delete Options are options that effect the Delete internal command.

- Confirm Delete - Ask the user before deleting files. See the Requesters section for information on the delete requester.

The delete options can also be changed by holding down shift when the delete center gadget is pressed.

#### Makedir Options

The Makedir Options are options that effect the Makedir internal command.

- Create Icons - Create icons when directories are created. The drawer icon will be the default system drawer icon.

The makedir window also allows the Create Icons option to be changed when creating directories.

#### Protect Options

The Protect Options are the protection bits that will be used when Protect internal command is used.

- H bit - The H bit is currently not used by AmigaDOS.

Script - Set the script bit.

Pure - Set the pure bit.

Archived - Set the archived bit.

Readable - Set the readable bit.

Writable - Set the writable bit.

Executable - Set the executable bit.

---

Deletable - Set the deletable bit.

The protect options can also be changed by holding down shift when the protect center gadget is pressed.

#### Rename Options

The Rename Options are options that effect the Rename internal command.

Auto Icon Rename - If the Auto Icon Rename checkbox is check and an icon exists for the entry being renamed, the icon will also be rename. If an icon is renamed its parent file or directory will also be renamed.

The rename window also allows the Auto Icon Rename option to be changed when renaming entries.

## 1.47 Rush Help -- Settings Menu -- External Commands

Settings Menu / External Commands Amiga-E

The External commands window is used to change the console strings which are used for console windows for all AmigaDOS commands. AmigaDOS commands include external commands, double click commands, and archive commands. Each one of theses console strings can be set individually. |

The console strings can contain two escape sequences, %t and %p.

%t will be replaced with a title for the AmigaDOS command, for example external commands will use "External Command" for a title.

%p will be replaced by the public screen name of Rush.

Note for the Amiga Shell the SCREEN parameter must be last.

example: con:0/200/620/200/%t/auto/close/alt0,0,640,400/screen %p

Starting with release 1.1 each type of external command can have a totally difference console string that it uses. Unlike before when ALL external commands used the same console string, some having WAIT appended to them. |

#### External Commands

This is the console string which is used for center gadgets which execute external commands. These commands can be changed in the edit gadgets settings window. |

#### Archive Extract

This is the console string which is used for Archive Extract commands. These commands can be changed using the archive settings window. |

#### Archive List

This is the console string which is used for Archive List commands. |  
 These commands can be changed using the archive settings window. |

The Archive List console string should usually contain the WAIT |  
 keyword so console window says opened after the command has |  
 executed. |

#### Archive Add

This is the console string which is used for Archive Add commands. |  
 These commands can be changed using the archive settings window. |

#### Double Click

This is the console string which is used for Double Click commands. |  
 These commands can be changed using the double click settings window. |

The Double Click console string should usually contain the WAIT |  
 keyword so console window says opened after the command has |  
 executed. |

#### Console

The Console gadget will open an example console window based on the  
 contents of the Console String. The window can be moved and  
 resize and when it is closed it will update the Console  
 String with the size.

#### Screen To Front

If this option is on, Rush's screen or window will be brought to the |  
 front after external commands are executed. |

## 1.48 Rush Help -- Settings Menu -- Misc

### Settings Menu / Miscellaneous Amiga-M

-----

The Miscellaneous window is used to change which directory is  
 loaded when Rush is started, what the middle and right mouse  
 button do, and the center gadget size.

#### StartUpDirLeft and StartUpDirRight

The two string gadgets labeled StartUpDirLeft and StartUpDirRight are  
 used to enter a directory name that will be loaded into the left and  
 right listviews when Rush is started.

To the right of each of the string gadgets is a drawer gadget, if this  
 gadget is pressed an ASL directory requester will be opened allowing a  
 directory to be selected. The selected directory will then be  
 displayed in the startup string gadget.

To the right of each of the drawer gadgets is a checkbox gadget  
 labeled Device List. If the Device List gadget is checked  
 the device list will be shown when Rush is started instead of a  
 directory.

#### Mouse Button Commands

The Mouse Button Commands are used to select what function the middle

---

and right mouse buttons will perform. The Middle and Right radio buttons are used to select which of the two button's command is being show in the Internal Commands listview.

An internal command of NOOP will allow the button to perform no function within Rush. For example if right button is set to NOOP is will be the regular menu button. If the right button is set to something other then NOOP, it will still operate as the menu button when the mouse is in the titlebar or above it.

#### Gadget Size

Gadget Size is used to change the size of the center gadgets. The Width, Height, and Spacing between the gadgets can be changed by using the sliders. The valid rage for the width is between 60 and 100 pixels. The valid range for the height is 10 to 20 pixels and the valid range for the spacing is 0 to 8 pixels.

## 1.49 Rush Help -- Settings Menu -- Append

Settings Menu / Append Settings Amiga-T  
-----

Append Settings is used to load a preference file.

The difference between Append Settings and Load Settings, is that Load Settings will reset everything back to the defaults before loading the preference file and Append Settings will not.

Rush's preference files are ascii text files that can be edited with a text editor like ed. All the options in the preference files can be change from within Rush, but can also be changed with a text editor if you prefer.

## 1.50 Rush Help -- Settings Menu -- Load

Settings Menu / Load Settings Amiga-R  
-----

The Load Settings menu is used to load a preference file.

The difference between Append Settings and Load Settings, is that Load Settings will reset everything back to the defaults before loading the preference file and Append Settings will not.

Rush's preference files are ascii text files that can be edited with a text editor like ed. All the options in the preference files can be change from within Rush, but can also be changed with a text editor if you prefer.

## 1.51 Rush Help -- Settings Menu -- Save

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## Settings Menu / Save Settings Amiga-W

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The Save Setting window is used to save Rush's settings to a file.

### Radio Buttons

On the top of the Save window are four radio buttons labeled: Prefs and Gadgets in separate files, Prefs without Gadgets, Gadgets Only, Prefs and Gadgets in same file.

Prefs means all the single line settings, like the screen size and display mode. Gadgets means all the lists that are available in Rush, like Gadgets, DClickList, and others.

### Prefs and Gadgets in separate files

When prefs and gadgets are saved in separate files, the prefs file includes the gadgets file using the preference include command. This allows more than one prefs file to include the same gadgets file. The reason for this is usually all prefs files will include the same gadgets file so only one gadgets file will have to keep up to date.

### Prefs without Gadgets

Prefs without gadgets will only save the prefs information without any include statement. Gadgets are not saved.

### Gadgets Only

Gadgets only will save only the lists: gadgets definitions, sort list, archive extract list, archive list list, archive add list, and double click list. Prefs are not saved.

### Prefs and Gadgets in same file

Prefs and gadgets will save all of Rush's settings in the same file.

Prefs and Gadgets in separate files is the recommend method.

### Prefs File

The string gadget labeled Prefs File is the name of the main prefs file that Rush will save.

To the right of the string gadget is a drawer gadget, this gadget will open an ASL file requester which can be used to select the main prefs file. If ok is pressed in the ASL file requester the selected filename will be put in the prefs file string gadget.

The prefs file string gadget will be disabled if the radio buttons are set to Gadgets Only.

### Gadgets File

The string gadget labeled Gadgets File is name of the gadgets file that Rush will save.

To the right of the string gadget is a drawer gadget, this gadget will open an ASL file requester which can be used to select the gadgets file. If ok is pressed in the ASL file requester the selected filename will be put in the gadgets file string gadget.

---

The gadgets file string gadget will be disabled if the radio buttons are set to Prefs without Gadgets or Prefs and Gadgets in the same file.

#### Create Icons

When the create icons checkbox is checked, icons will be saved for the prefs and gadgets files. The default tool for the icons will be Rush, so the icons can be double clicked on and Rush will run with selected prefs file.

## 1.52 Rush Help -- Lastpath Menu

Lastpath Menu Amiga-[1-0]  
-----

The lastpaths menu displays the last ten directories that were loaded into the listviews. If a directory is selected that directory will be loaded into the listview on the active side.

## 1.53 Rush Help -- Preference File

Preference File  
-----

The preference files for Rush are regular ASCII text files. They can be edited with a standard text editor. Whenever a ';' is encountered the rest of the line is ignored.

When Rush is loaded it looks for a preference file called rush.prefs in a directory called Prefs or off the directory where Rush is located, then in env:rush.

NOTE: It is not necessary that you understand the preference file, all these options can be changed from within Rush using the preference windows under the Settings Menu.

The following commands are available in preference files.

```

Left <number>
Top <number>
Width <number>
Height <number>
DisplayID <modeid>
Depth <number of bitplanes>
Colors <rgb1 rgb2 rgb3 rgb4>
SPens <detail block text shine shadow fill filltext background
      highlighttext menudetail menublock menutrim>
LVPens <lvdire lvfile lvselect>
LVFont FONT <fontname.font> SIZE <size>
OscanType <text | graphics>
ScreenFont FONT <fontname.font> SIZE <size> |

```

```

ProtectOptions <rwedasph>
DeleteOptions <ask>
CopyOptions <clonedate> <cloneprotect> <clonecomment> <askover>

Pattern <pattern for pattern gadget>
SortLeft SORT <ascend | dscend> BY <name | date | size>
    WITH <dirsfirst | dirsmixed>
SortRight SORT <ascend | dscend> BY <name | date | size>
    WITH <dirsfirst | dirsmixed>
GadgetSize WIDTH <width> HEIGHT <height> SPACE <distance between>

Gadget NAME <display name> TYPE <internal | external | device | noop>
    COMMAND <cmd>
SortList DIR <dir> SORT <ascend | dscend> BY <name | date | size>
    WITH <dirsfirst | dirsmixed>

ArchExtList EXT <pattern> PATTERN <template> COMMAND <cmd>
ArchListList EXT <pattern> PATTERN <template> COMMAND <cmd>
ArchAddList INPUT <file | stdin | cmdline> COMMAND <cmd>
DClickList EXT <extension> PATTERN <template> COMMAND <cmd>

Include <file>
StartUpDirLeft <dir>
StartUpDirRight <dir>
RightButton COMMAND <cmd>
MiddleButton COMMAND <cmd>
Icons <prefs> <noprefs> <mkdir> <nomkdir> <autosel> <noautosel>
    <autorename> <noautorename>
ScreenToFront <true/false>
ConsoleString <con_string>
ArchExtConStr <con_string>
ArchListConStr <con_string>
ArchAddConStr <con_string>
DClickConStr <con_string>

```

Each of the commands are explained in more detail below.

```

Left <number>
Top <number>
Width <number>
Height <number>

```

These are the coordinates of the window or screen that Rush will open on. The defaults for left and top are 0, and for width and height it is the full size of the screen. These can be set using the Screen Mode settings window.

example: Width 640

```

DisplayID <modeid>

```

This is the screen type that Rush will open on. A displayid of 0xffffffff means to open Rush as a window on the Workbench. The default screen type is the same as Workbench. The displayid can be set using the Screen Mode settings window.

example: DisplayID 0x00019004

Depth <number of bitplanes>

This is used to specify the number of bitplanes for Rush's screen. The default is the same depth as Workbench. The depth can be set using the Screen Mode settings window.

```
1 is 2 colors
2 is 4 colors
3 is 8 colors
4 is 16 colors
5 is 32 colors
6 is 64 colors
7 is 128 colors
8 is 256 colors
```

example: depth 3

Colors <rgb1 rgb2 rgb3 rgb4 ...>

This is used to specify the colors for Rush when it opens on a custom screen. The first eight hex values for each group is the value for red, the second eight hex values is green, and the third eight hex values is blue. The rgb values are hex values ranging from 0 to ffffffff, 0 is the lowest intensity and ffffffff is the highest intensity. Using these 32-bit values allows the full AGA palette range to be selected. Up to 8 colors can be specified, if there are more colors available, they will be made available to visitor programs. There is a default set of colors built into Rush. The screen colors can be set using the Palette settings window.

example: colors 11111111aaaaaaaa88888888 22222222bbbbbbbb00000000 ...

SPens <detail block text shine shadow fill filltext background highlighttext menudetail menublock menutrim>

This option is used to specify the pens used when Rush is on a custom screen. The first pen is the detail pen that is used for detail information. The second pen is the block pen that is used for block or background information. The third pen is the text pen which is used for text. The fourth and fifth pens are the shine and shadow pens and they are used for the 3d newlook information. The sixth pen is the fill pen and is used for filling. The seventh pen is the filltext pen which is used for text in a fill area. The eighth pen is the background pen which is used for the background. The ninth pen is the highlighttext pen which is used for highlighted text.

Under v39 of AmigaOS there are three additional pens which control the colors for the newlook titlebar and menus. The three new pens are menu detail pen, menu block pen, and menu trim pen.

The default is ~0, which uses the default pens for the system. The screen pens can be set using the Palette settings window.

example: spens 0 1 1 2 1 3 1 0 2 1 2 1

LVPens <dir file select>

This option is used to specify which pens are used for the directory, file, and selected entries in the listviews. The first pen is the pen for directories, the second for files, and the third is for selected

entries. The default is 2 1 3. The listview pens can be set using the Listview settings window.

example: pens 2 1 3

LVFont FONT <name.font> SIZE <size>

This option is used to specify the font that is used for the listviews. The font must be a non-proportional spaced font. The default is topaz.font at 8 points. The listview font can be set using the Listview settings window.

example: lvfont FONT topaz.font SIZE 8

OscanType <text | graphics>

This option is used to select the overscan type that Rush uses when it opens on a custom screen. Text is text overscan, and graphics is graphics overscan. Text and graphics overscan are set in the Workbench Overscan preference editor. The overscan type can be set using the Screen Mode settings window.

ScreenFont FONT <fontname.font> SIZE <size>

This option is used to specify the font that is used for the screen. |  
The default is the Workbench screen font. The screen font can be set |  
using the ScreenMode settings window. |

example: screenfont FONT topaz.font SIZE 8

ProtectOptions <rwedasph>

This option is used to specify the default protection bits for the protect command. This option can be changed in Rush by holding down shift and pressing the protect center gadget or using the Internal Commands settings window.

The default is rwed.

example: protectoptions rwed

DeleteOptions <ask>

This option is used to specify whether delete asks before it deletes files. This option can be changed in Rush by holding down shift and press the delete center gadget or using the Internal Commands settings window.

If the ask option is on, a requester will open asking whether the file should be deleted. See the delete requester in the requester section for more information on this requester.

The default is to not ask.

example: deleteoptions ask

CopyOptions <clonedate> <cloneprotect> <clonecomment> <askover> <unsetarch>

This option is used to specify options for copy. When files are copied it allows the date, protect bits, and comments to be copied with files. It also allows unsetting of the archive bit when copying files, and whether copy asks before overwriting a file. This option can be changed in Rush by holding down shift and press

the copy center gadget or using the Internal Commands settings window.

If the askover write option is on, a requester will open asking whether the file should be overwritten. See the copy requester in the requester section for more information on this requester.

These options are used for both copy and move. The default is copying the protection bits.

example: copyoptions cloneprotect clonecomment ask

Pattern <AmigaDOS pattern>

This is the default wildcard pattern that use for internal commands. It is what will appear in the pattern gadget. The default is "#?".

See the pattern gadget section for information on AmigaDOS wildcards.

example: pattern ~(#?.info)

SortLeft SORT <ascend | dscend> BY <name | date | size>  
WITH <dirsfirst | dirsmixed>

SortRight SORT <ascend | dscend> BY <name | date | size>  
WITH <dirsfirst | dirsmixed>

These options are used to select the default sort type for the listviews on the left and right side. The listviews can be sorted by name, date, or size, and ascending or descending. Ascending is from smallest to biggest, and descending is from biggest to smallest. Directories can be mixed with files or be shown before files.

Sorting can also be changed using sort lists, which can be configured using the Listview settings window.

The default is to sort ascending by name with directories and files mixed.

Also see the sortlist preference command below.

example: sortleft SORT ascend BY name WITH dirsfirst

GadgetSize WIDTH <width> HEIGHT <height> SPACE <distance between>

This option is used to set the size of the center gadgets. The width and height of the gadgets and how much space is between each gadget can be specified. These values are in pixels. The width must be between 60 and 100 pixels, the height must be greater than six pixels, and the space between gadgets must be greater than or equal to zero.

The defaults are a width of 80 pixels, height of 11 pixels, and spacing of 5 pixels for an interlace screen and 1 pixel for a non-interlace screen.

The GadgetSize can be changed using the Miscellaneous settings window.

example: gadgetsize WIDTH 60 HEIGHT 12 SPACE 0

Gadget NAME <display name> TYPE <internal | external | device | noop>

---

COMMAND <cmd>

The gadget command is used to define center gadgets. They will be displayed in the order that they are specified in the preference file. The center gadgets can be defined to execute internal or external commands, load a directory on the active side, or do nothing at all.

The center gadgets can be configured using the Edit Gadgets settings window.

See the internal commands section for the list of internal commands.

example: gadget NAME "All" TYPE internal COMMAND all

See the external commands section for more information on external commands.

example: gadget NAME "Calc" TYPE external COMMAND "calculator pubscreen %p"

The gadget command can also load a directory on the active side when the gadget is pressed.

example: gadget NAME "MySrcCode" TYPE device COMMAND "work:source/CoolProgram"

Gadgets can also be define to do nothing.

example: gadget NAME "" TYPE noop COMMAND ""

SortList DIR <dir name> SORT <ascend | dscend> BY <name | date | size>  
WITH <dirsfirst | dirsmixed>

The sortlist command is used to specify sort options for specific directories. This allows different directories to be automatically sorted differently when they are loaded.

The directory name uses standard AmigaDOS pattern matching so wildcards can be used in it.

See the pattern gadget section for a description of AmigaDOS wildcard patterns.

Also see Concepts that are unique to Rush for a description of sort lists.

example: sortlist DIR "work:dl#?" SORT dscend BY date WITH dirsfirst

ArchExtList EXT <extension> PATTERN <template> COMMAND <cmd>

ArchListList EXT <extension> PATTERN <template> COMMAND <cmd>

These commands allow files to be automatically matched when the archive extract or archive list internal commands are executed on a file. The two commands have the same options, the difference is what list is searched. ArchExtList will be searched for the archive extract command, and ArchListList will be searched for the archive list command.

These commands will use an extension which will be compared with the filename of the archive and a template of the first few bytes of the file which will be compared with the file itself to find the correct archive command. Both the extension and template do not need to be

specified, if only one is specified, only that one will be used.

For the extension, standard AmigaDOS pattern matching is used. See the pattern gadget section for more information on AmigaDOS pattern matching.

For the template, up to the first 64 bytes of a file can be specified. It can be specified in ASCII or as octal, base 8, numbers. A question mark (?) can be used to match any character. An example of ASCII would be "Zoo ??? Archive". An example of octal would be "\120\113\003\004". Octal numbers needs to be used if the characters are no printable.

For the command, a %s will be substituted with the archive filename, a %p will be substituted with Rush's public screen name, and a %d will be substituted with the destination directory.

The archive extract list and archive list list can be configured using the Archive settings window.

Also see archextract and archlist in the internal commands section.

Also see Concepts that are unique to Rush for a description of archive extract and archive list lists.

examples:

Only matching the extension:

```
archextlist EXT "#?.zoo" TYPE "" COMMAND "zoo x %s"
```

Only matching the file type:

```
archextlist EXT "" TYPE "ZOO ??? Archive" COMMAND "zoo x %s"
```

Both extension and type:

```
archextlist EXT "#?.(lzh|lha)" TYPE "??-lh?-" COMMAND "lha x %s"
```

```
ArchAddList INPUT <file | stdin | cmdline> COMMAND <cmd> <QUOTE>
```

This command is used to create a list of archivers which can be used for creating archives with the Archive Add internal command. Input sets the way the filelist will be given to the archive command. Command is the archive command which can include %s and %f. %s will be replaced by the archive name the user enters when creating the archive, and %f will be replaced by the filelist filename for the file option. If the quote option is given the filenames will be quoted with double quotes.

The archive add list can be changed using the Archive settings window.

Also see ArchAdd in the internal commands section.

example: archaddlist INPUT File COMMAND "lha -x -i%f a %s" QUOTE

```
DClickList EXT <extension> PATTERN <template> COMMAND <cmd>
```

This command is used to automatically match files when they are double click on in the listviews.

This command will use an extension which will be compared with the filename of the entry in the listview and a template of the first few

bytes of the file which will be compared with the file itself to find the correct double click command. Both the extension and template do not need to be specified, if only one is specified, only that one will be used.

For the extension, standard AmigaDOS pattern matching is used. See the pattern gadget section for more information on AmigaDOS pattern matching.

For the type, up to the first 64 bytes of a file can be specified. It can be specified in ASCII or as octal, base 8, numbers. A question mark (?) can be used to match any character. An example of ASCII would be "Zoo ??? Archive". An example of octal would be "\120\113\003\004". Octal numbers needs to be used if the characters are no printable.

For the command, a %s will be substituted with the archive filename, a %p will be substituted with Rush's public screen name, and a %d will be substituted with the destination directory.

Also see Concepts that are unique to Rush for a description of double click lists.

The double click list can be configured using the DoubleClick settings window.

```
example: dclicklist EXT "" PATTERN "FORM????ILBM" COMMAND "multiview %s ←
        pubscreen %p"
```

Include <file>

The include command is used to include another preference file. Multiple preference files could include the same gadget preference file so that only one gadget file need to be kept up to date.

```
example: include "gadget.prefs"
```

StartUpDirLeft <dir>

StartUpDirRight <dir>

These commands allow a directory to be automatically loaded in to one of the listviews when Rush is started. The no directory is specified the device list will be shown at startup.

The startup directories can be configured using the Miscellaneous settings window.

```
example: startupdirleft "ram:"
```

RightButton COMMAND <cmd>

MiddleButton COMMAND <cmd>

These commands allow the middle and right mouse buttons to be defined to execute internal commands.

The mouse buttons can be configured using the Miscellaneous settings window.

```
example:
        rightbutton COMMAND parent
```

middlebutton COMMAND dirreread

Icons <prefs> <noprefs> <mkdir> <nomkdir> <autosel> <noautosel>  
<autorename> <noautorename>

This command select options related to icons.

By default icons are created for both preference files and when directories are created.

Whether icons are created for directories can be changed when directories are created using the mkdir window.

Whether icons are created for preference files can be changed using the Save Settings Window.

Auto Icon Select can be changed using the Auto Icon Select menuitem.

Auto Icon Renaming can be changed when entries are renamed in the rename window.

example: icons nomkdir ;do not create icons for directories

ScreenToFront <true/false> |  
This command causes Rush to be pulled to the front after any |  
external command. |

The default is not to pulled the screen to the front. |

example: ScreenToFront TRUE |

ConsoleString <console\_string> |  
ArchExtConStr <con\_string> |  
ArchListConStr <con\_string> |  
ArchAddConStr <con\_string> |  
DClickConStr <con\_string> |  
The console string is the string that specifics the console window for |  
external command, archive extract, archive list, archive add, and |  
double click commands. |

The console window can be changed in the External Commands settings window . ↵

example: consolestring "con:%c/200/640/999/%t/screen %p" |

## 1.54 Rush Help -- Internal Commands

Internal Commands  
-----

Internal commands are the commands that are build into Rush that can be specified in the gadget command in the preference files.

The internal commands are also listed in the Edit Gadgets window and the Miscellaneous window.

The internal commands that are available are: noop, all, clear, invert, compareselected, copy, rename, move, delete, protect, mkdir, size, archextract, archlist, parent, root, devicelist, dirread, about, iconify, quit, copydirclip, copyselclip, pastedirfromclip, showerrors, screenmode, palette, editgadgets, listviewoptions, archiveoptions, internalcommands, miscellaneous, loadsettings, and savesettings.

#### Noop

The noop command does nothing.

#### All

All will select all the files in the listview that match the pattern in the pattern gadget.

#### Clear

Clear will unselect all the files in the listview that match the pattern in the pattern gadget.

If shift is held down when the Clear gadget is pressed it will unselect all selected files, including files on the source and destination side and in the select list. When shift is used with clear, the pattern gadget is not used.

#### Invert

Invert will unselect the selected files and select the unselected files in the listview.

#### CompareSelected

CompareSelected will compare the selected names on the active side with names on the destination side, if the name exist on the destination side it is unselected from the source side. If the name does not exist on the destination side it stays selected on the source side. This command does not compare the contents of the files, it just checks to see if the file exists.

#### Copy

Copy will copy files from the source side to the destination side. If one of the selected entry is a directory, all files in the directory that match the pattern gadget will be recursively copied.

If an entry on the source side is a file link it will be copied to the destination as a file. If an entry on the source side is a directory link it will be copied to the destination as a directory and all the files in the directory link will be copied also.

Pressing the Copy gadget while shift is held down will open the copy/move options window which allows the copy and move options to be set. The options that can be set are: clone date, clone protection bits, clone comment, and ask overwrite. These options can also be changed using the Internal Commands settings window.

See the requesters section for a description of the requesters that can come up when copying files.

#### Rename

Rename will rename a file or directory. The Rename window will open

allowing a new name to be entered.

Files can be renamed to a different directory as long as it is still on the same device.

See the requesters section for a description of the requesters that can come up when renaming files.

#### Move

Move will move files from the source side to the destination side. If one of the selected entry is a directory, all files in the directory that match the pattern gadget will be recursively moved.

If the source and destination are on the same device, the source will just be renamed to the destination. If the files are not on the same device, files will be copied and then deleted from the source.

If an entry on the source side is a file link it will be moved to the destination as a file. If an entry on the source side is a directory link it will be moved to the destination as a directory and all the files in the directory link will be moved too. Since moving on the same device just renames the file or directory, the file or directory will remain a link.

Pressing the Move gadget while shift is held down will open the copy/move options window which allows the copy and move options to be set. The options that can be set are: clone date, clone protection bits, clone comment, and ask overwrite. These options can also be changed using the Internal Commands settings window.

See the requesters section for a description of the requesters that can come up when moving files.

#### Delete

Delete will delete files or directories from the source side. If one of the selected entry is a directory, all the files in the directory that match the pattern gadget will be recursively deleted.

File links will be deleted like normal files. Directory links will be deleted as if they are files. This means files inside a directory link will NOT be deleted.

Pressing the Delete gadget while shift is held down will open the delete options window which allows the delete options to be set. The only option that can be set for delete is: ask delete.

See the requesters section for a description of the requesters that can come up when deleting files.

#### Protect

Protect will change the protection bits of a file or directory. If one of the selected entries is a directory, all the files in the directory that match the pattern gadget will recursively have there protection bits changed.

File links will have there protection bits changed like normal files. Directory links will NOT be recursively protected. This is because

---

protect, size, and delete all use the same recursive directory scanning function.

Pressing the Protect gadget while shift is held down will open the protect options window which allows the protection bits to be set.

See the requesters section for a description of the requesters that can come up when protecting files.

#### Makedir

Makedir will create a directory. When this command is executed the makedir window will be opened. By default the directory name of the source side will be displayed in the string gadget. The directory can be made anywhere in the system not just in the directory on the active side.

See the requesters section for a description of the requesters that can come up when making directories.

#### Size

Size totals up the number of bytes in a directory. It recursively goes through directories and adds up the file sizes of files that match the pattern gadget.

Size will NOT enter directory links and will NOT add file links to the total size.

See the requesters section for a description of the requesters that can come up when sizing directories.

#### ArchExtract

Archive extract will extract files from any archive type. It searches through the archive extract list to find the correct archive extracting program to use on the file. Only files are checked, directories are skipped.

Archives will be extracted to the destination directory. Currently a destination directory must be selected for archive extract to work.

The archive extracting program will be executed with the AmigaDOS System() function. This means the default UserShell will be used for the console and the window will close after the program has extracted the archive. If the archive program returns an error, the window will remain open until the close gadget is selected so the error message can be seen.

The archive extract list can be changed using the Archive settings window.

The console window used for archive extract can be changed in the External Commands settings window .

#### ArchList

Archive list will list files in any archive type. It searches through the archive list list to find the correct archive listing program to use on the file. Only files are checked, directories are skipped.

---

The archive listing program will be executed with the AmigaDOS System() function. This means the default UserShell will be used for the console and the window will close after the program has extracted the archive. If the archive program returns an error, the window will remain open until the close gadget is selected so the error message can be seen.

The archive list list can be changed using the Archive settings window.

The console window used for archive list can be changed in the External Commands settings window .

#### ArchAdd

ArchiveAdd is used to create an archive file. The archive add window will be used to prompt the user for the archive type and filename.

The archive program will be executed with the AmigaDOS System() function. This means the default UserShell will be used for the console and the window will close after the program has added files to the archive. If the archive program returns an error, the window will remain open until the close gadget is selected so the error messages can be seen.

The archive add programs can be changed using the Archive settings window.

The console window used for archive add can be changed in the External Commands settings window .

#### Parent

Parent loads the parent directory of the active side. If the root of the device is already being shown the device list will be displayed.

#### Root

Root loads the root directory of the active side. If the root directory is already being shown it will be read again.

#### DeviceList

DeviceList will show the device list on the active side. If the device list is already being shown it will be updated.

#### DirReRead

DirReRead rereads the directory on the active side. If the device list is being shown it will be updated.

#### Info

Info opens the info window for the selected files on the active side.

#### FileFind

search the selected directories for a specified filename or |  
pattern. |

The following internal commands are already available in the menus, but they can be used in the center gadgets also.

---

#### About

About shows the about requester. This is the same as pressing Amiga-? or selecting About... from the Project menu.

#### Iconify

Iconify iconifies Rush down to an AppIcon on Workbench. This the same as pressing Amiga-I or selecting Iconify from the Project menu.

#### Quit

Quit quits Rush. This the same a pressing Amiga-Q or selecting Quit from the Project menu.

#### CopyDirToClip

Copy Directory will copy the directory name on the active side to the clipboard. This is the same a pressing Amiga-X or selecting Copy Directory from the Edit menu.

#### CopySelToClip

Copy Selected will copy the selected entries on the active side to the clipboard. The directory name is prepended to each entry and each entry is separated by a space and quoted with double quotes. This is the same a pressing Amiga-C or selecting Copy Selected from the Edit menu.

#### PasteDirFromClip

Paste Directory pastes from the clipboard to the active side's directory, and the directory is loaded. This is the same a pressing Amiga-V or selecting Paste Directory from the Edit menu.

#### ShowErrors

ShowErrors opens the showerrors window showing all the AmigaDOS errors that Rush has encountered. This is the same as pressing Amiga-E or selecting ShowErrors from the Commands menu.

#### ScreenMode

ScreenMode will open the ScreenMode settings window. This is the same as pressing Amiga-S or selecting Screen Mode... from the Settings menu.

#### Palette

Palette will open the Palette settings window. This is the same as pressing Amiga-P or selecting Palette... from the Settings menu.

#### EditGadgets

EditGadgets will open the EditGadgets settings window. This is the same as pressing Amiga-G or selecting Edit Gadgets... from the Settings menu.

#### ListviewOptions

ListviewOptions will open the Listview settings window. This is the same as pressing Amiga-L or selecting Listview... from the Settings menu.

#### ArchiveOptions

ArchiveOptions will open the Archive settings window. This is the same as pressing Amiga-A or selecting Archive... from the

Settings menu.

#### InternalCommands

InternalCommands will open the Internal Commands settings window. This is the same as pressing Amiga-N or selecting Internal Commands... from the Settings menu.

#### Miscellaneous

Miscellaneous will open the Miscellaneous settings window. This is the same as pressing Amiga-M or selecting Miscellaneous... from the Settings menu.

#### LoadSettings

LoadSettings will open the ASL file requester. This is the same as pressing Amiga-E or selecting Load Settings... from the Settings menu.

#### AppendSettings

AppendSettings will open the ASL file requester. This is the same as pressing Amiga-R or selecting Append Settings... from the Settings menu.

#### SaveSettings

SaveSettings will open the Save Settings window. This is the same as pressing Amiga-W or selecting Save Settings... from the Settings menu.

## 1.55 Rush Help -- External Commands

### External Commands

-----

External commands are standard AmigaDOS commands that can be executed from within Rush. External commands are executed with the AmigaDOS System() function so the default UserShell will be used for the console and the window will close after the program has executed. If the external command returns an error, the window will remain open until the close gadget is selected so the error message can be seen. External commands are configured using the EditGadgets settings window.

There are three escape sequences that can be specified in the command:

%s will be replaced with the selected file or directory name.

%p will be replaced with the public screen name for Rush.

%d will be replaced with the destination directory name.

External commands are executed from the directory where Rush is located, this allows commands to be found relative to Rush's program directory.

For example "scripts/format\_disk" could be used to execute the script "format\_disk" in a directory called "scripts" off of the directory

---

where Rush is located.

## 1.56 Rush Help -- Copy/Move

Copy and Move Options Window  
-----

The copy/move options window is used to set the options for the copy and move internal commands.

- Clone Protection - Set the protection bits on the destination file the same as the source file. If this option is off the destination file will have protection bits set to RWED.
- Clone Date - Set the date of the destination file the same as the source file. If this option is off the destination file's date will be set to the current time.
- Clone Comment - Set the comment of the destination file the same as the source file. If this option is off the destination file will have no comment.
- Ask Overwrite - Ask the user about overwriting files if the file already exists.
- Unset Archive Bit - Remove the archive bit of the destination file when it is copied.

The Copy and Move options can also be changed in the Internal Commands settings window.

## 1.57 Rush Help -- Delete

Delete Options Window  
-----

The delete options window is used to set the options for the delete internal command.

- Confirm Delete - Ask the user before deleting files.

The Delete options can also be changed in the Internal Commands settings window.

## 1.58 Rush Help -- Protect

---

## Protect Options Window

-----

The protect options window is used to set the options for the protect internal command.

- H bit - The H bit is currently not used by AmigaDOS.
- Script - Set the script bit.
- Pure - Set the pure bit.
- Archived - Set the archived bit.
- Readable - Set the readable bit.
- Writable - Set the writable bit.
- Executable - Set the executable bit.
- Deletable - Set the deletable bit.

The Protect options can also be changed in the Internal Commands settings window.

## 1.59 Rush Help -- Info

### Info Window

-----

The Info window shows information on a file or directory. The Info window is shown when the info internal command is used.

#### Name

This is the filename of the file or directory which is being shown.

#### Type

This is the type of file that is being shown, it will show one of the following:

file - standard file

directory - standard directory

file hardlink to xxx - hardlink to file xxx

directory hardlink to xxx - hardlink to directory xxx

#### Date

This is the date of the file or directory.

#### Comment

This string gadget is the comment or filenote of the file.

---

#### Protection bits

The protection bits show the current protection bits for the file or directory.

#### Save

Save will save the comment and protection bits to the file and then show the next selected file.

#### Next

Next will show info on the next selected file.

#### Cancel

Cancel will stop info.

## 1.60 Rush Help -- Mkdir

### Mkdir Window

-----

The Mkdir window is used to make a directory.

The mkdir window contains a string gadget where the name of the directory to be created is entered. The name should include the full pathname of the directory to be created. Pressing return while in the string gadget is the same as pressing OK. Pressing shift-return while in the string gadget is the same as pressing Apply.

#### Create Icons

If the create icons checkbox is checked an icon will be created for the directory. The drawer icon will be the default system drawer icon.

#### OK

OK will make the directory in the string gadget.

#### Apply

Apply will make the directory in the string gadget and keep the window opened so more directories can be created.

#### Cancel

Cancel will not make the directory.

Create Icons option can also be changed in the Internal Commands settings window.

## 1.61 Rush Help -- MultiAssign

### Multiple Assign Window

-----

The Multiple Assign window is used to select different directories from a multiple assign.

The Multiple Assign window will only be able to be open if the multiple assign gadget is enabled and the current directory being show in the listview is a multiple assign.

The window shows a listview of all the directories in the multiple assign. Selecting a directory from the listview and pressing OK, or double clicking on an entry will load that directory into the listview.

## 1.62 Rush Help -- Rename

Rename Window  
-----

The Rename window is used to rename a file or directory.

The Rename window is opened by the rename internal command.

The string gadget will contain the current name for the file or directory. Pressing return while the cursor is in the string gadget is the same as pressing OK.

Auto Icon Rename

If the Auto Icon Rename checkbox is check and an icon exists for the entry being renamed, the icon will also be rename. If an icon is renamed its parent file or directory will also be renamed.

OK

OK will rename the file and go on to the next selected file.

Cancel

Cancel will not rename the file and will abort the rename command.

Auto Icon Rename can also be changed in the Internal Commands settings window.

## 1.63 Rush Help -- Archive Add

Archive Add Window  
-----

The Archive Add window is used to create an archive.

The string gadget labeled Archive is where the archive name is entered. The full path and filename are entered.

The listview on the left is used to select the archive type.

Archive types can be configured using the Archive settings window.

---

## 1.64 Rush Help -- Palette

Palette Window  
-----

The Palette window is used to select the colors for the center gadgets, the colors of the text in the listviews and the screen pens.

The Palette window opens a small window showing 2, 4, or 8 colors. Selecting one of the colors will close the window and select that color. The close gadget of the window can be used to abort selecting a color.

## 1.65 Rush Help -- Comment

Comment Window  
-----

The Comment window is used to change the comment on a file or directory.

The string gadget will contain the current comment for the file or directory. Pressing return while the cursor is in the string gadget is the same as pressing OK.

OK

OK will change the comment for the file or directory and go on to the next selected file or directory.

All

All will change the comment for all the selected entries to the comment that is currently in the string gadget. Esc can be used to abort the Comment operation if All is used.

Cancel

Cancel will not change the comment on the current entry, and will abort the Comment operation.

## 1.66 Rush Help -- Arexx String Window

Arexx String Window  
-----

The Arexx string requester is used to prompt for a string from Arexx. Pressing return while the string gadget is active is the same as pressing OK.

OK

The contents of the string gadget are returned to Arexx in the RESULT variable, and RC is set to zero.

---

Cancel

The Arexx RC variable is set to one.

See the string requester Arexx command.

## 1.67 Rush Help -- File Find Window

File Find Window

-----  
File find is made up of two windows, the first window prompts for a filename to search for, the second window displays a list of found files.

Filename prompt window

The first window has only a string gadget that is used to enter the filename to find. The filename can include AmigaDOS wildcards.

OK

All the selected directories on the active side are scanned, searching for the filename in the string gadget.

Cancel

Close the file find window without searching.

File list window

The second window has a listview which shows all the files which match the filename. If one of these files is selected and OK is pressed, the directory the file is located in will be loaded on the active side.

While directories are being scanned Escape can be used to abort the scan.

OK

Load the directory of the selected file on the active side.

Cancel

Close the file find window without loading any directories.

See the pattern gadget section for information on AmigaDOS wildcards.

## 1.68 Rush Help -- Arexx

Arexx

-----  
Rush's Arexx port name is shown in the About requester and it is the same as the public screen name if Rush is opened on a custom screen.

This section is new to release 1.1, release 1.1 is the first release of Rush which has an Arexx interface.

---

The following is a list of Arexx functions Rush supports, each one is described below.

Requester	IsIconify	SetScreenFont	GetDeleteOptions
StringRequester	SetScreenMode	GetScreenFont	SetProtectOptions
StatusMsg	GetScreenMode	SetListviewFont	GetProtectOptions
SetActiveSide	SetPalette	GetListviewFont	SetSort
GetActiveSide	GetPalette	SetPattern	GetSort
SetDirectory	SetScreenPens	GetPattern	GetSelected
GetDirectory	GetScreenPens	SetCopyOptions	GetPubScreenName
RushToFront	SetListviewPens	GetCopyOptions	
RushToBack	GetListviewPens	SetDeleteOptions	

The follow internal commands are also Arexx functions from within Rush, they perform the same operation as they do when they are used in center gadgets.

Noop	Makedir	About	ListviewOptions
All	Size	Iconify	ArchiveOptions
Clear	ArchExtract	Quit	InternalCommands
Invert	ArchList	CopyDirToClip	Miscellaneous
CmpSelected	ArchAdd	CopySelToClip	LoadSettings
Copy	Parent	PasteDirFromClip	AppendSettings
Rename	Root	ShowErrors	SaveSettings
Move	DeviceList	ScreenMode	
Delete	DirReRead	Palette	
Protect	Info	EditGadgets	

Requester GADGETS/A,BODY/A

Posts an Intuition requester with body as the text and gadgets as the buttons.

#### ARGUMENTS

- gadgets - List of gadgets that should be used in the requester, multiple buttons are separated my vertical bars(|).
- body - The main text for the requester. Newline characters can be entered as ascii newline character 10 or as the two characters "\n". In Arexx is is easier to use "\n".

#### RESULTS

- result - Number of the button that is pressed. The buttons are numbered from left to right starting with one and the last button is all was zero.

StringRequester PROMPT/A,DEFAULT

Prompts the user for a string, prompt will be displayed in the in the requester window above the string gadget, default if given will used for the default text in the string gadget.

#### ARGUMENTS

- prompt - prompt text to display above the string gadget, only one line of text can be specified
- default - optional default text for the string gadget

## RESULTS

result - if OK is selected this will contain the contents of the string gadget, if Cancel is selectec this will contain the string RESULT  
rc - 0 if OK is selected, 1 of Cancel is selected

## SEE ALSO

Arexx String Requester

## StatusMsg MSG/A

Displays msg in the status text gadget.

## ARGUMENTS

msg - Text to display in the status area.

## RESULTS

none

## SEE ALSO

Status Text Gadget

## SetActiveSide SIDE/A

Changes the active side. Side can be LEFT, RIGHT, or OTHER.

## ARGUMENTS

side - left, right, or other

## RESULTS

none

## GetActiveSide

Gets the active side. Returns LEFT if the left side is active, RIGHT if the right side is active.

## ARGUMENTS

none

## RESULTS

result - which side is active: left or right

## SetDirectory DIR/A,SIDE

Sets the directory to dir and reads the directory. By default it effects the active side, side can be used to specify a different side.

## ARGUMENTS

dir - directory to load  
side - which side to load the directory: active, left, right, or other

## RESULTS

none

---

SEE ALSO

Directory String Gadget

GetDirectory SIDE

Gets the directory name that is loaded on side. By default this gets the directory on the active side.

ARGUMENTS

side - which side to get the directory name from: active,  
left, right, or other

RESULTS

result - directory name, NULL if device list  
RC - 0 if directory, 1 if device list

SEE ALSO

Directory String Gadget

RushToFront

Pulls the screen that Rush is on to the front, if Rush is a window it also pulls the window to the front of all other windows.

ARGUMENTS

none

RESULTS

none

RushToBack

Pushes the screen that Rush is on to the back, if Rush is a window it also pushes the window to the back of all other windows.

ARGUMENTS

none

RESULTS

none

IsIconify

Test if Rush is iconified.

ARGUMENTS

none

RESULTS

result - 0 if NOT iconified, 1 if iconified

SEE ALSO

Iconify menuitem, Iconify Internal command

SetScreenMode ID/K, WB/S, DEPTH/N, LEFT/K, TOP/K, WIDTH/K, HEIGHT/K, OVERSCAN/K

---

Change Rush's screen attributes. Not all the arguments need to be specified, values that are not specified will not be changed.

**ARGUMENTS**

id - display id of the screen to open, if started with 0x it is considered hex, otherwise decimal  
wb - if this switch is specified Rush will open as a window on the Workbench, this has persistence over id  
depth - depth of the screen to open if on a custom screen  
left - left edge of the screen or window  
top - top edge of the screen or window  
width - width of the screen or window  
height - height of the screen or window  
overscan - overscan type, TEXT or GRAPHICS

**RESULTS**

none

**SEE ALSO**

ScreenMode settings window, Preference commands: displayid, depth, left, top, width, height, overscan

**GetScreenMode**

Gets the current screenmode information. Returns a string that contains the display id, depth, leftedge, topedge, width, height, and overscan type, in that order.

**ARGUMENTS**

none

**RESULTS**

result - screenmode info

**SEE ALSO**

ScreenMode settings window, Preference commands: displayid, depth, left, top, width, height, overscan

**SetPalette PEN/N/A, RED/K/A, GREEN/K/A, BLUE/K/A**

Set pen to the color specified by red, green, and blue.

**ARGUMENTS**

pen - pen number to set  
red - red value, if it begins with 0x it is considered hex, otherwise decimal  
green - green value, if it begins with 0x it is considered hex, otherwise decimal  
blue - blue value, if it begins with 0x it is considered hex, otherwise decimal

**RESULTS**

none

**SEE ALSO**

Palette settings window, Preference command: colors

---

---

### GetPalette PEN/N/A

Gets palette information for pen. Returns pen number, red, green, and blue.

#### ARGUMENTS

pen - pen to return red, green, blue value for

#### RESULTS

result - pen number and red, green, blue value

#### SEE ALSO

Palette settings window, Preference command: colors

### SetScreenPens PENS/M/A

Sets the screen pens.

#### ARGUMENTS

pens - list of screen pens

#### RESULTS

none

#### SEE ALSO

Palette settings window, Preference command: spens

### GetScreenPens

Gets the screen pen list.

#### ARGUMENTS

none

#### RESULTS

result - list of screen pens, "" if default pens

#### SEE ALSO

Palette settings window, Preference command: spens

### SetListviewPens PENS/M/A

Sets the listview pens.

#### ARGUMENTS

pens - list of listview pens, in the order: dirpen filepen selectpen

#### RESULTS

none

#### SEE ALSO

Listview settings window, Preference command: lypens

### GetListviewPens

Gets the listview pen list.

---

## ARGUMENTS

none

## RESULTS

result - list of listview pens, in the order: dirpen filepen selectpen

## SEE ALSO

Listview settings window, Preference command: lvpens

## SetScreenFont FONT/K/A,SIZE/N/A

Sets the screen font.

## ARGUMENTS

font - font to use, including the .font extension

size - size of the font to use

## RESULTS

none

## SEE ALSO

ScreenMode settings window, Preference command: screenfont

## GetScreenFont

Gets the screen font.

## ARGUMENTS

none

## RESULTS

result - fontname and fontsize

## SEE ALSO

ScreenMode settings window, Preference command: screenfont

## SetListviewFont FONT/K/A,SIZE/N/A

Sets the listview font.

## ARGUMENTS

font - font to use, including the .font extension

size - size of the font to use

## RESULTS

none

## SEE ALSO

Listview settings window, Preference command: lvfont

## GetListviewFont

Gets the listview font.

## ARGUMENTS

none

---

## RESULTS

result - fontname and fontsize

## SEE ALSO

Listview settings window, Preference command: lvfont

## SetPattern PATTERN/A

Sets the pattern gadget to pattern.

## ARGUMENTS

pattern - string to set the pattern with

## RESULTS

none

## SEE ALSO

Pattern Gadget, Preference command: pattern

## GetPattern

Gets the contents of the pattern gadget.

## ARGUMENTS

none

## RESULTS

result - contents of the pattern gadget

## SEE ALSO

Pattern Gadget, Preference command: pattern

## SetCopyOptions CLONEDATE/S,CLONEPROTECT/S,CLONECOMMENT/S,ASKOVER/S,UNSETARCH/S

Sets the copy and move options.

## ARGUMENTS

clondate - clone date on copy/move  
cloneprotect - clone protection bits on copy/move  
clonecomment - clone comment on copy/move  
askover - ask to overwrite if destination exists  
unsetarch - unset archive bit when file is copied/moved

## RESULTS

none

## SEE ALSO

Copy/Move settings window, Preference command: copyoptions

## GetCopyOptions

Gets the copy options that are currently on.

## ARGUMENTS

none

## RESULTS

result - string containing the copy options that are on,  
in the order: clonedate cloneprotect clonecomment askover  
unsetarch

## SEE ALSO

Copy/Move settings window, Preference command: copyoptions

## SetDeleteOptions ASK/S

Sets the delete options.

## ARGUMENTS

ask - ask when deleting files are directories

## RESULTS

none

## SEE ALSO

Delete settings window, Preference command: deleteoptions

## GetDeleteOptions

Get delete options that are currently on.

## ARGUMENTS

none

## RESULTS

result - ASK if ask options is on, else nothing

## SEE ALSO

Delete settings window, Preference command: deleteoptions

## SetProtectOptions PROTECTBITS

Sets the protection bits which are used by the protect internal command.

## ARGUMENTS

protectbits - string containing: hsparwed

## RESULTS

none

## SEE ALSO

Protect settings window, Preference command: protectoptions

## GetProtectOptions

Get the currently set protection bits which are used by the  
protect command

## ARGUMENTS

none

## RESULTS

result - string containing which bits are on,  
includes: hsparwed

---

## SEE ALSO

Protect settings window, Preference command: protectoptions

## SetSort SORT/K/A,BY/K/A,WITH/K/A,SIDE

Sets the sort type for side. If side is not specified, the active side will be effected.

## ARGUMENTS

sort - ASCEND or DSCEND  
by - NAME, DATE, or SIZE  
with - DIRSFIRST or DIRSMIXED  
side - ACTIVE, LEFT, RIGHT, or OTHER

## RESULTS

none

## SEE ALSO

Listview settings window, sort list, Preference command: sortlist, sortleft, sortright

## GetSort SIDE

Get the current sort type for side.

## ARGUMENTS

side - side to get information on: active, left, right, or other.

## RESULTS

result - string contain the current sort type,  
containing: [dscend | ascend] [name | date | size]  
[disfirst | dirsmixed]

## SEE ALSO

Listview settings window, sort list, Preference command: sortlist, sortleft, sortright

## GetSelected

Get the next selected file or directory on the active side.

## ARGUMENTS

none

## RESULTS

result - the next selected file or directory, if  
it is a directory it will end with a "/"

## GetPubScreenName

Get the public screen name.

## ARGUMENTS

none

---

## RESULTS

result - the name of the public screen Rush is  
opened on or the public screen name of Rush

## 1.69 Rush Help -- Index

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