ABCDirectory

COLLABORATORS

	TITLE : ABCDirectory		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 24, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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ABCDirectory

1.1 Documentation for ABCDirectory

```
                           28 octobre 1993
                              _   ____
            /\  ||)) // ||\\ || ||)) ||_ //   ||  //\\ ||)) \\// v3.0
           //\\ ||)) \\ ||// || ||\\ ||_ \\   ||  \\// ||\\  ||


                     Copyright © 1991-1993 Marc Dionne
                                   ~    ~




                  «the top dog of directory utilities»

                            SHAREWARE 20$



                              Marc Dionne
                \   /  le      ~     ~
              _ /\ _ chef    350 Surrey
                \/   du      Baie D'Urfe, Québec
               /  \  soleil  H9X 3V8
                              Canada




        Me & my proggy
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```

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        The font

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```

1.2 Me & my proggy

```
                    S H A R E  &  E N J O Y
                    ~ ~ ~ ~ ~     ~ ~ ~ ~ ~
```
I love my program. I've put a lot of energy into it. I'm selling it. Sorta.
It's.. shareware! That's right. So if you use ABCDirectory, an appreciation
fee would be very nice. 20$ is what I'm suggesting. Imagination accepted.
It's up to you.

I'm interested in fractal math, Aldous Huxley, soundtracker modules, 3D,
68060, portable AMIGA, high desity drives, COCO II emulator, fractal music,
painting, drawing, playing guitar, England and «there must be a green-eyed
redheaded lady out there for love to gush out of me.»


```
                        Marc Dionne
        \   /  le        ~      ~
      _ /\ _  chef    350 Surrey
        \/    du      Baie D'Urfe, Québec
       /  \   soleil  H9X 3V8
                      Canada
```

1.3 ??? ??? ???

```
                    W H Y   A B C D I R
                    ~ ~ ~   ~ ~ ~ ~ ~ ~
                A dream is a dream is a dream
```


Although I knew that a directory utility on the Amiga wasn't such a new idea,
and that there were many a dir utils, none of them were what I thought a dir
util should be. Some had power but lacked flexibility, others were flexible
but forgot how to be intuitive, and still others were intuitive, flexible and
powerful, but were spread over ten thousand screens and buttons.

So here is ABCDirectory, an extremely powerful file manipulation utility under
a simple and integrated roof.

Features that highlight ABCDirectory:

x It makes good use of those filenotes (comments). While the mouse moves
  over entries, their comments can be displayed on the error/info line. So
  comment all of your files & NEVER EVER be left wondering: «what's this
  file again?».
x An infinite number of uses can be extrapolated from the simple filetype
  recognition system ABCDirectory uses which makes it _very_ versatile.
x LHADirs treat LHA archives as if they were directories.
x It's simple to use and very functional, hence the ABC.
x Most of its gadgets are at the top of the display so you won't have to move
  your mouse up & down the screen like madman.
x No pixel is left to chance.
x It's QUICK!QUICK!QUICK!
x It has online help (file ABCDir.help) for its neat flash gadgets.
x It has a shell.
x It has smart remembered and buffered dirs. RemDirs & BuffDirs
x It's intuitive as hell (or something in that vicinity).
x It has kling klang kabang kool scrolling (if you have the req.library
  installed of course..)
x The progress of commands that go into recursive directories can actually BE
  SEEN. This means that you don't only see the name of files being copied, but
  that you see the loaded directory with all the entries selected & then suc-
  cessively deselected & acted upon.
  Try it! Copy any old dir to RAM:, observe, and live the wonder....

1.4 What to do & what not to

                    I N S T A L L A T I O N   &   D I S T R I B U T I O N
              ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~   ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
The only file ABCDirectory requires to run is the executable ABCDir. All other
files are optional. No files may be modified in any way, shape or form and all
files must be distributed together. No profit may be made from the distribution
of these files except for the media used to distibute them (ie: disk cost).

ABCDir   AmigaDOS2.0+ version of ABCDirectory.
ABCDir.info
ABCDir.config   A sample config file. Copy to «s:» dir.
ABCDir.desc   A short & sweet description of ABCDirectory.
ABCDir.guide   This file. Any insight on how to improve it?
ABCDir.guide.info
ABCDir.filetypes   Some filetypes to start things up. Copy to «s:» dir.
ABCDir.future   ABCDir's future.
ABCDir.future.info
ABCDir.help   Help text file that is needed if you want online quick
                        help. Copy to «s:» directory. This is an ASCII file
                        and can be modified at each individual user's
                        discretion.
ABCDir.history   Modifications done to ABCDir from the start.
ABCDir.history.info

powerpacker.library   This library enables ABCDir to read powerpacked files
                        & config files.
req.library   This library enhances the scrolling & is necessary
                        if you want to change the colors ABC uses.

Read.me   Read it!

1.5 ABCDirectory's configuration window

```
                    C O N F I G U R A T I O N
                    ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
```
These are the options that affect the way ABCDirectory behaves. They are
saved in the file «s:ABCDir.config» along with the gadget definitions.

/\ and \/ represent the beginning and end of cycle gadgets (respectively).


```
                           RED OPTIONS
```

Confirm del operation: Asks before it starts deleting anything.

Confirm file deletion: Asks before deleting files.

Confirm dir deletion: Asks before deleting a directory.

Ignore del protection: Deletes files even if they're protected from deletion.

/\Always replace: Always replaces files.

  Never replace: Never replaces files.

  Replace if older: Replaces files if they are older. Otherwise asks before
    replacing.

\/Ask before replacing: Asks before replacing files.

Act on icons also (unimplemented): Perform all actions on the files' respective
    icons.

Create icons with dirs (unimplemented): When a «Make dir» command is executed,
    the new dir will have an icon identical to the one defined in the «Makedir
    icon» string (defined below).


```
                          YELLOW OPTIONS
```

Autoselect icons: When a file is selected, its accompanying icon is selected.

Hide hidden files: Files with the HIDDEN protection bit set will simply not
    be read from disk. Note that the effect of changing this option won't be
    immediate: already loaded dirs with hidden files will have to be reloaded.

Clone date: Copies the date of the original file along with the file.

Clone protection: Copies the protection of the original file along with the
    file.

Clone comment: Copies the comment of the original file along with the file.

Check space before copy: Checks if there is enough room on the destination
    disk before starting the copy operation. Note: it won't recursively check
    directories & does not yet calculate the EXACT size in blocks.

Set archive bit after copy: Sets the archived protection bit on the original
    file after copying it.

                                BLUE OPTIONS

Display directory loading: Shows the files being loaded. Useful on floppies
    with tons of files: if the files you want to play with have been loaded,
    you can then abort the load.

Expand paths: Expands the name of the directory. Ex: «here:» is assigned to
    «wowbench:c». If the dir «here:» is loaded, it will be converted to
    «wowbench:c».

Reload dir if modified: If a certain directory has been buffered, but it has
    been modified, it will be loaded from disk instead of taken from the list.
    This helps ensure that what you see is what's really on the disk.

Refresh other side if same: Refreshes the opposite side if one of them is
    modified and they are the same directory.

Auto disk change (unimplemented): Re-reads a directory when a new disk is
    inserted in the drive.

                                GREEN OPTIONS

/\Flexible origin: The origin will be able to change.

  Origin on left: The origin will always remain on the left. Note that you
    won't be able to perform ANY operations on the right side unless a gadget
    acts specifically on that side.

\/Origin on right: Self explanatory.

/\Show dirs first: Shows the directories before the files.

  Show files first: Shows the files before the directories.

\/Mix files & dirs: Files & directories will be mixed. Note: already loaded
    dirs won't be resorted automagically after you change this. They will
    have to be resorted manually or reloaded.

Show progress: Deselects files as they are acted upon. The advantage of not
    having this enabled is that it speeds things up.

STOP & PAUSE gadgets: When a command that acts on multiple entries is
    executed, the STOP & the PAUSE gadgets appear.

Follow operation: Moves the list down to follow an operation taking place.
    This option is automagically off if «Show progress» is off.

Display file comments: Displays the comments of the entry under the pointer
    on the error bar.

Flash gadget help: Displays short online help when the mouse goes over certain
    gadgets.

                              WHITE OPTIONS

Wildstar: Turns the AmigaDOS pattern * into #?.

Clock: A clock.

Shell: Opens up a shell in the left lowest corner of the display.

/\8 colors: 8 color screen

\/4 colors: 4 color screen

Custom screen: Opens ABCDirectory on a custom screen. If this option isn't
    selected (ie: ABCDir will be on the WB screen), the sizing gadget will
    be located at the bottom of the window but it'll be invisible.

Backdrop: Makes the main window a backdrop window.

/\Interlaced   640x4yy
    Opens a full height interlaced screen   NOTE: the yy in all of
                                                                 these depend on
  Half-height interlaced   640x2yy   the vertical
    Opens a half height interlaced screen   size of text
                                                                 overscan as def-
  Non-interlaced   640x2yy   ined using the
    Opens a full height non-interlaced screen   Overscan program
                                                                 in the Prefs
  3/4-height non-interlaced screen   640xyyy   drawer.
    Opens a 3/4 height non-interlaced screen

\/Double-height non-interlaced screen   640x4yy
    Opens a double height non-interlaced screen

                              OTHER OPTIONS

Command lists: Number of command lists.

Commands/list: Number of commands per command list.

Buffered dirs: Number of directories to keep in memory.

Makedir's icon (unimplemented): Name of the icon to use when creating a
    directory. If it's empty, no icon is created.

1.6 **ABCDirectory's filetypes definition window**

                              F I L E T Y P E S
                              ~ ~ ~ ~ ~ ~ ~ ~ ~
Simply put, a filetype is a description. For example, the pattern «*.doc»
describes doc files and the pattern «464F524D*494C424D*» («FORM*ILBM*» in
hex) describes IFF pictures. But a filetype is more than that, for it also
tells ABCDirectory WHAT to do with the filetype: should the doc file be
read with the internal «Read» command when double clicked? should the IFF
be printed with the program IFFPrint when the «Print» command is issued?

A filetype is made-up of one or more of the following patterns: filename
pattern, comment pattern and data pattern. ABCDirectory will go through the
list twice to determine the filetype of a file by comparing the patterns with
the file's attributes. The first time round, it will try to match the
patterns with the «must match» flag set. If that is unsuccessful, it will
try again with the other patterns. (best guess)

Note: AmigaDOS pattern matching is used, so please refer to any AmigaDOS
reference manual for details on the matter.

Filetypes can be defined by selecting Filetypes->Edit from the menu. A
window will open. The following is a description of all the gadgets and
text fields on the _right_ side of that window, top to bottom.

Name: The name of the filetype. Ex: «LHA archive».

Filename: The filename pattern. Ex: «*.doc».

Sequence: The HEX sequence of the 32 first bytes of a file. These can be
    found using the «HexRead» command on files. Ex: «#((2-9|A-F)(0-9|A-F))*»
    (ASCII files).

    Note: Don't forget to end your pattern with a * [or #?], or it will
        NEVER match.

Comment: The comment pattern. Ex: «A stunning mandelbrot program called *»

Must match: To match a file with a filetype, ABCDirectory goes through the
    filetype list twice. On the first pass, only patterns with this flag set
    will be evaluated.

All options on the left are the same ones as for the «Run command» except
for the last two, which are detailed below. They describe what the filetype
stands for and how it should be handled.

/\Don't act on click: No action is performed on this filetype if it is

double clicked or left-right clicked.

  Act on double click: If the «Click-click» or the «Mark» command is issued,
    or a file is double clicked, then ABCDir will search for filetypes
    having this flag on.

\/Act on left-right click: If the «Left-right» command is issued or a file is
    left-right clicked, then only filetypes with this flag will be searched
    for.

/\List archive: If you define a gadget as a «List archive» command & click on
    it, it searches for filetypes having this flag on. It then executes the
    command associated with the filetype on the file [if it found one]. Many
    different archivers may be handled this way.

  Xtract archive: Ditto.

  Create archive: Ditto.

  Add archive: Ditto.

  Read: Ditto.

  Hex read: Ditto.

  Other: Ditto.

  Print: Ditto.

  LHADir copy in: The run command to execute when entrie(s) are to be copied
    into an LHADir.

  LHADir copy out: The run command to execute when entrie(s) are to be copied
    out of an LHADir.

  LHADir move: the run command to be executed when entries are to be moved
    into an LHADir.

  LHADir delete: the run command to be executed when entries are to be deleted
    from an LHADir.

  Run: A simple «Run» command.

  Modify: If you double-click on a file of this filetype, it will bring up the
    modify requester for this file.

\/Nothing: Does absolutely & utterly NOTHING about this filetype! It will only
    be used along with the «Modify» command.

If all this seems too cryptic to you, experiment with the filetypes provided
with ABCDir. It's really quite simple. Trust me.

1.7 Layout

```
                    D I S P L A Y   &   G A D G E T   A C T I O N S
                    ~ ~ ~ ~ ~ ~ ~   ~   ~ ~ ~ ~ ~ ~   ~ ~ ~ ~ ~ ~ ~
          .---.-------------------------------------------------------.---.
          | 0 |                                                       | |  |
          |---^-------------------------------------------------------^---|
          |                              I                                |
          |-------------.---.-.-------.-------.-------.-.---.-------------|
          |     2       | 3 |4| A | B | A |5| 3 |     2       |
          |------.---.--+---+-+-------^-------^-------+-+---+---.---.------|
          | C  | 6 | 7 | 8 |9|        L        |9| 8 | 7 | 6 |  C |
          |------^---^---^---+-+-------------------+-+---^---^---^------|
          |              | |                      | |                  |
          E        F     | |                      | |      F        E
          |              | |          D           | |                  |
          |-----------------+-|                   |-+-----------------|
          |     G          |1|                    |1|      G           |
          |----------------^-^----------------------^-^--.-.-----------|
          |                                       | |                  |
          |                J                      | |      K           |
          |                                       | |                  |
          `------------------------------------------^-^------------’
```

0. Close gadget to quit ABCDirectory. A confirmation requester will pop up
   in case you hit it by mistake. The ESC key also performs this.

1. «Selected/Total bytes» on/off switch. Modifies the information the
   directory information [16] line gives.

2. Command gadgets which can be defined when the define [4] gadget is on.

3. Volume gadgets which will flip the display of the volume list [K] in its
   corresponding file list [F].

4. Flips define on/off. This permits you to define the command gadgets [2] &
   [D]. When this mode is on, the «D» will be red & the command gadgets’
   contour will light up in red.

5. «Buffered/remembered directory kill» on/off switch. The «K» will be in
   red when it is on. Clicking on a buff/rem dir will then kill it. This
   is useful for freeing up memory. You can see how much memory each RemDir
   & BuffDir occupies by clicking on the Volume gadget [3].

6. The file info display gadget determines what information gets displayed
   after each entry in the file lists. It will toggle between BYTES, BLOCKS,
   TIME-DATE, COMMENT & PROTECTION. The right mouse button will toggle
   through the sorting modes in the opposite direction.

7. The sorting mode gadget determines how files get sorted. It will toggle
   between BY NAME, BY EXTENSION, BY SIZE, BY DATE & BY COMMENT. The right
   mouse button will toggle through the sorting modes in the opposite
   direction.

8. Rereads the current directory.

9. Forces ABCDirectory to remember the current directory.

A. The arrow on the left copies the contents of the right file box to the
   left's. If it is lit, then files will originate from the right file list,
   and vice versa.

B. Flips the two file lists.

C. The name of the current directory.

D. Command gadgets. These are the same as [2], except that they may not
   always be visible because of the scrollbar.

E. Parent gadgets. Goes back one directory. If the directory path is an
   assign (ie: "dwn:"), then the parent dir is taken from the full path
   of "dwn".

F. The file lists where files are listed (heavy sentence).

G. Gives information on the current directory; Shows how many files are
   selected over the total number of files, how many dirs are selected
   over the total number of dirs & finally how much room is left on the
   disk (in kilobytes, or megabytes, depending on how much is left). Note
   that 1 Kbyte represents 1000 bytes, & 1 MByte represents 1000000 bytes.
   This is only true in ABCDirectory of course...

   They can also display how many bytes are selected over the total. This
   behavior can be changed using the «Selected/Total bytes» on/off switch
   [1].

   They are also used to change the display size.

I. Gives online help on the flash gadgets & DOS errors.

J. Shell window. Yeah, it's the real thing. It operates just like any old
   shell except that it doesn't execute s:shell-startup when it gets opened
   due to forces beyond my grasp (yet..)

K. Volume list. Contains all the device, volumes, assigned, buffered &
   remembered dirs available. Clicking on the right side of the list will
   load that dir onto the right file list & vice versa. A yellow line on
   either border of that list indicates on which side the dir will be loaded.

L. Command scroll gadget. Horizontal scrolling browses through all of the
   command lists. Vertical scrolling moves through the current one.

1.8 Mouse movements

                       M O U S E   A C T I O N S
                       ~ ~ ~ ~ ~   ~ ~ ~ ~ ~ ~ ~
The left mouse button selects/deselects files & activates gadgets. You can
select files farther than the file box window simply by moving higher/lower
than the file box while still holding the mouse button.

Double clicking on a directory or single clicking in a volume list (with

assigns & such) will load it.

Double clicking on a file will perform a filetype action on it if a double-
click filetype exists for the file.

Left-right clicking on a directory will load it on the opposite side.

Left-right clicking on a file will perform a filetype action on it if a left-
right click filetype exists for the file.

Left-right clicking will not work if you are using ClockDJ & may not work
with other programs that steal imput events.

The right mouse button scrolls all of the lists in ABCDir, so you don't have
to lose time going to the arrow/scroll gadgets. If you want to access the
menus, go to the top of the display, just as in DeluxePaint.

1.9   Manoeuvres keyboardiennes

                        K E Y B O A R D   A C T I O N S
                        ~ ~ ~ ~ ~ ~ ~ ~ ~   ~ ~ ~ ~ ~ ~ ~
ESCAPE will quit a requester or the program. Don't worry, a confirmation
requester'll pop up so you can't quit by accident.

RETURN or ENTER will confirm a requester.

Any key will abort an ongoing operation; say loading a directory or copying
files. Here again, a confirmation requester will pop up.

1.10   LHA directories

                           L H A   D I R S
                           ~ ~ ~   ~ ~ ~ ~
LHA directories (LHADirs) represent the inside structure of LHA archives.
Files can therefore easily be copied, moved or deleted from the archive
without having to mess with the CLI. LHADirs require an LHA archive
compressor/extractor to function to their full extent & are therefore limited
to the actions that that program can perform. In the future, more actions will
be supported.

Note that no external program is needed to load the archive into memory. (I'd
like to know more about LHA standards so that I can implement them better...
or an LHA.library would be INCREDIBLE!!!)

1.11   BuffDirs & RemDirs

                  B U F F E R E D   &   R E M E M B E R E D   D I R S
                  ~ ~ ~ ~ ~ ~ ~ ~ ~   ~   ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~   ~ ~ ~ ~
Buffered directories (BuffDirs) are totally managed by ABCDirectory. When a
new directory is accessed, the present file list is saved as a BuffDir. It

will be placed before all other BuffDirs. If the maximum number of BuffDirs is
exceeded, the last BuffDir accessed (lowest in the volume list) will be
removed.

If a directory is to be loaded & it happens to have been previously saved, it
will be taken from the BuffDir list & it's corresponding entry in the volume
list will be removed. Note that a directory WILL be loaded from disk if the
directory has been modified since it was saved. This can be over-ridden with
the «Reload dir if modified» option in the configuration. This DOES NOT apply
to the other type of saved directory: remembered directories.

Remembered directories (RemDirs) are created using the R (Remember) gadget &
they will ONLY be removed using the K (Kill) gadget (or when you quit). If a
RemDir has been created & the R gadget is hit again on the same dir, the
RemDir will be freshened instead of duplicating itself. It will also be
freshened when a BuffDir that bears the same name is saved. This type of
saved dir is useful if you want to keep special dirs in memory all of the
time.

The idea behind RemDirs & BuffDirs is that they prevent useless disk access &
they speed things up. They can be accessed from the «volume list» in the right
hand corner (if it is visible) or by clicking the green VOL gadget.

1.12   Read command

                            T E X T   R E A D E R
                            ~ ~ ~ ~   ~ ~ ~ ~ ~ ~
ABCDirectory has a relatively fast and versatile text reader built into it.
It is capable of interpreting simple ANSI files which change the style and
color of text (note that bold isn't supported due to the smallness of the
font). Tabs are 8 characters wide (might change) & page breaks are shown as
horizontal lines.

The numeric keypad (Home, End, Pg Up etc..), the arrow keys & the ALT/SHIFT
keys can be used to maneuver through the file.

Please note: there is an invisible sizing gadget located at the bottom of the
window & it occupies all of the window's width (minus the scroll bar).

1.13   AmigaDOS Sea Shell

                              S H E L L
                              ~ ~ ~ ~ ~
ABCDirectory boasts a wonderous (& let's not forget, very nice) 80 column
shell which will NEVER EVER block your view. This means no more switching to
the workbench screen to do a simple shell operation.

As of version 1.5 of ABCDirectory, the shell should close automagically. If
it were not to do so (due to forces beyond my present grasp), simply select
the window with the mouse and do a CTRL-\. If you can not see the shell,
DON'T PANNICK; it is still there. Simply click in the bottom left hand side
of the screen and do a CTRL-\. ABCDirectory should proceed by then.

Note 1: It is not advised to start programs from this shell, as they may not
be completely detached from it & will therefore prevent it from closing.

Note 2: The commodities.library is needed to close the shell. If it is not
present in the LIBS: directory, the shell won't be opened.

1.14   Trump font!

```
                          T H E    F O N T
                          ~ ~ ~    ~ ~ ~ ~
```
The font ABCDir uses resides in its code. This has the advantage of not
requiering any external files to start the program. The disadvantage is that
the font needs to be added to the fonts in memory, which makes it available
to any application. If another application starts using that font, and ABCDir
quits (therefore removing the font AND the memory associated with it), the
computer is likely to crash... To prevent this from happening, I have decided
that the font will ALWAYS remain in memory, which solves everything (except
the odd 3Ks left over the first time ABCDir is run).

The font is presently non-configurable.

If you'd like to include this font in one of your programs, be my guest so
long as you give me credit for it in your «About».

1.15   Glossary

```
                          G L O S S A R Y
                          ~ ~ ~ ~ ~ ~ ~ ~
```
Double click: Rapidly (within preferences default) clicking twice on the LMB.

Filetype list: Can be seen as a file dictionnary as each file having a
    definition.

Flash gadget: A term used for the contoured gadgets used in ABCDirectory. The
    reason for their name is that they flash on & off all the time.

Left-right click: Clicking the RMB while holding the LMB.

LMB: Left mouse button.

RMB: Right mouse button.

1.16   Salut?

```
                          S A L U T
                          ~ ~ ~ ~ ~
```
A few flowers....

Christian Warren, of great help he is. You probably know him from DEKSID, the
    best HEX editor.

Martin W. Scott, maker of YAK and, frankly, quite a great guy.

Carl Read, who put a new flame into ABCDirectory.

Timm Martin, SID v1.06 inspired me, and I am greatful.

Allain Regainbald, mon monarque d'amour enjolivateur de courroies Pirelli!

Robert [ARREX] Williamson, the positive & constructive comments guy.

my dog: «veux-tu aller prendre une marche Joe?» (pis le chien jump sur les
 murs, y fait des pirouettes et je l'aime le fou !!!)

Lars Magnus Nordeide, Wisecrack often lights me up. Mucho gracias.

Et salut aussi à ceux qui suivent [dans un désordre assez parfaitement logique
 merci!]:

 Hrothgar [the axe wielder], Dominic [Moose] Labrosse, John [la Ronde]
 Gilbert, Pierre [Distribution Au Konsommateur] Baillargeon, Sean Mollit,
 Sir Nigel Flash, Larry Laffleur, mon chien [pour m'avoir dérangé si
 souvent] et Paul [The Beast] Ladouceur.

1.17 Quotes & such

                              B L A H   B L A H
                              ~ ~ ~ ~   ~ ~ ~ ~
 Playboy: Homme élégant au physique avantageux qui recherche le succès féminin.
         [dictionnaire Larousse de poche]

«Ame a Dios commo es en si y no commo se lo dice y forma su imaginacion»
         [Aldous Huxley's «After many a Summer»]

«Comme le disais le vieux sage couché sur un tas de scrap du port de
 Montréal...: "Nul n'est a l'abri des flux et des reflux du temps...celui
 qui s'imagine que tous les fruits murissent en même temps que les fraises
 ne connait rien aux framboises et aux raisins."»
         [Allain Regainbalde]

«A master's secrets are only as good as the master's ability to explain them
 to others.»
         [Michael Sinz]

«YOU ARE NOT TRULY GREAT IF YOU HAVE TO HIDE»
   [le chef du soleil]

1.18 I'm here!

```
          H O W   T O   R E A C H   M E
          ~ ~ ~   ~ ~   ~ ~ ~ ~ ~   ~ ~
```

I hope you have oodles of fun using this proggy. I can be reached on the
following Bulletin Boards:

```
          Image Électronique   (514) 937-9984, 14K
                               (514) 937-2137, 2400
          BECAQ                (514) 355-1280, 14K
                               (514) 421-0285, 14K
          Contact Point        (514) 684-7500, 14K
          Surfside Resort      (514) 624-6319, 14K
                               (514) 624-7730, 14K
```

also on the XenoLink_util echo, gotta love that DLG!

```
                  phone: (514) 457-4580

                       Marc Dionne
      \   /   le       ~     ~
    _ /\ _ chef     350 Surrey
      \/    du       Baie D'Urfe, Québec
     /  \   soleil  H9X 3V8
                       Canada
```

1.19 Pretzel à bagatelle, EOF!

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