

ADBUS

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Contents

1	ADBUS	1
1.1	AmigaDOS For Beginners - Using AmigaDOS For Beginners	1
1.2	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Using the DEMO Version	1
1.3	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Formatting of Text	2
1.4	AmigaDOS For Beginners - Using AmigaDOS For Beginners - The ADB: Assignment	3
1.5	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Amigaguide Or Multiview	4
1.6	AmigaDOS For Beginners - Using AmigaDOS For Beginners - The AG/MV Window & A Shell/CLI	5
1.7	AmigaDOS For Beginners - Using AmigaDOS For Beginners - The Glossary	6
1.8	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Cross References	6
1.9	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Where To Start	8
1.10	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Article Design	8
1.11	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Window Size & Line Lengths	8
1.12	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Example Scripts	9
1.13	AmigaDOS For Beginners - Using AmigaDOS For Beginners - Writing Your Own Programs	11
1.14	AmigaDOS For Beginners - Using AmigaDOS For Beginners - A Note On Spelling	11

Chapter 1

ADBUS

1.1 AmigaDOS For Beginners - Using AmigaDOS For Beginners

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS

BY FRANK BUNTON

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This article contains the following topics. I would suggest that you read them all before starting on the AmigaDOS articles themselves as the comments in these items will help you in finding your way around the articles and make your task of learning AmigaDOS a lot easier:-

Using The DEMO Version
Formatting Of Text
The ADB: Assignment
Amigaguide (AG) or Multiview (MV)
The AG/MV Window & A Shell/CLI
Window Size & Line Lengths
The Glossary
Cross Referencing
Where To Start
Article Design
Example Scripts
Writing Your Own Example Scripts
A Note On Spelling

=== End of Text ===

1.2 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Using the DEMO Version

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - THE DEMO VERSION

The demo version of AmigaDOS For Beginners has most of the articles and example scripts encrypted in the file "ADB-Coded".

When you register you will be able to decode these files.

In the meantime you will only be able to access these files:-

```
01.INTRODUCTION
02.AMIGADOS_&_CLI
03.DIRS_FILES_PATHS
04.USING_SHELL-CLI
05.COMMANDS
06.NEWCLI-ENDCLI
07.CD
08.DIR
09.RUN
10.MAKEDIR
```

Glossary

Clicking on links to other files will get you nowhere. The title bar of your Amigaguide or Multiview window should give the message such as:-

```
Couldn't open .... (filename) ....
```

or

```
Couldn't locate .... (filename) ....
```

=== End of Text ===

1.3 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Formatting of Text

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - FORMATTING OF TEXT

The text in these articles has been formatted with some text:-

In bold text

With underlined text

Centred text

If the above three lines are NOT, respectively, in bold underlined and centred, then you have an early version of the file amigaguide.library.

Bold and underlining is available from version 39 onwards.

Centring is available from version 40 onwards.

If you have an earlier version, then the formatting will not be as good as it could be. However, I trust that this will not prevent you from getting the full benefit of the articles.

If you notice that, in some articles, there is a gap between the line "=== End of Text ===" and the end of the window then DO NOT go into the file and delete this space!! It is there because some instances of cross referencing can be to some of the last lines of a node. If the space (blank lines) was not there then the cross reference link would go to a line before the intended line.

This is a fault with Multiview/Amigaguide, not with my editing!

=== End of Text ===

1.4 AmigaDOS For Beginners - Using AmigaDOS For Beginners - The ADB: Assignment

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - THE ADB: ASSIGNMENT

When you double click on the INDEX icon, an AmigaDOS script is activated which includes this line:-

```
ASSIGN >Nil: ADB: ""
```

This ensures that the assignment to ADB: is made to WHATEVER directory the INDEX file is in. The system does not need to know which hard drive partition of drawer your "AmigaDOS For Beginners" articles are in. All reference to them throughout the index and cross references in these articles is to the ADB: assignment.

Provided that you copied the whole "AmigaDOS_For_Beginners" drawer to your hard drive without removing or altering any of the files or directories that are in it then you should have no problems.

If you are just a beginner, then there is no need to worry about this any further at this stage. However, when you come to the ASSIGN article I will have a cross reference back to this section so that you can read it then with more understanding.

However, if you are interested in reading further now, then by all means go ahead and click on ASSIGN .

=== End of Text ===

1.5 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Amigaguide Or Multiview

AMIGADOS FOR BEGINNERS

USING AMIGAGUIDE OR MULTIVIEW

I have NOT included a default tool of either AMIGAGUIDE or MULTIVIEW in the INDEX icon. If I had then those without the program that I had included would have had to change the default tool.

In any case, I wanted to use an AmigaDOS script to allow an assignment of ADB:, so the same script can decide whether to use AMIGAGUIDE or MULTIVIEW. Of course, if you have MULTIVIEW then that will be used in preference to AMIGAGUIDE!

When you double click on the INDEX icon, the following lines from the AmigaDOS script are activated:-

```
WHICH >Nil: Multiview
IF NOT WARN
  RUN >Nil: Multiview ADB:Misc/Index.Text
  SKIP End
ENDIF
```

```
WHICH >Nil: Amigaguide
IF NOT WARN
  RUN >Nil: Amigaguide ADB:Misc/Index.Text
  SKIP End
ENDIF
```

The AmigaDOS command WHICH will return a code of 5 if the program is not found in the path. If it is found, a return code of 0 is given and the lines after "IF NOT WARN" are operated.

Thus, it looks for MULTIVIEW first. If it is in the path, then that is used and the script skips to the end.

If MULTIVIEW is not found, then a test for AMIGAGUIDE is made and that is used if it is found.

If neither are found then this part of the script is reached:-

```
ECHO "*nNeither MULTIVIEW nor AMIGAGUIDE have been found in your
  system's path."
ECHO "Please click on the file *"PATH SETTING*"."

ASK "*nPRESS THE RETURN KEY TO CONTINUE"
```

The file Path Setting will give an explanation of how to proceed.

=== End of Text ===

1.6 AmigaDOS For Beginners - Using AmigaDOS For Beginners - The AG/MV Window & A Shell/CLI

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS

THE AMIGAGUIDE OR MULTIVIEW WINDOW & A SHELL/CLI WINDOW

I originally arranged for the Amigaguide or Multiview (AG/MV) window to open in the top two thirds of the screen and for a Shell/CLI window to open in the bottom third.

However, as different people have different sizes and types of screens, a window set up that suited one person would not suit another person.

As it is handy to have a Shell/CLI window open to practice AmigaDOS as you read about it, and to run the example scripts, I would suggest that you follow these steps:-

1. Change the size and position of this window so that it takes up the top two thirds of your screen. The best size is one that has about 24 lines of text in it as this will ensure cross referencing is done correctly. Any other number of text lines might result in some of the cross references going to incorrect lines.

If your version of AG/MV has a menu item:-

Settings or Prefs

with a sub menu item:-

Save As Defaults

then select that sub menu item and the window will always open at that size/position.

See also Window Size and Line Lengths.

2. Open a Shell or CLI window and position it in the bottom third of the screen

To have a permanent Shell/CLI window on your workbench screen you can alter your "S:User-Startup" file as I have done.

I use a "MULTISCAN:Productivity" screen size 656 x 480.

I have a command line using in my "User-Startup" file to start a new Shell which reads as follows:-

```
NEWSHELL "CON:0/320/656/160/AmigaShell OS 3.1/Close"
```

This opens a new shell window in the bottom third of the screen.

If you are using a standard "PAL:Hi Res" screen size 640 x 255

then you could use this command line:-

```
NEWSHELL "CON:0/175/640/80/AmigaShell OS 3.1/Close"
```

=== End of Text ===

1.7 AmigaDOS For Beginners - Using AmigaDOS For Beginners - The Glossary

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - THE GLOSSARY

I have included a glossary of terms that can be accessed by clicking with the left mouse button on highlighted words within the text of the articles. An example of this is the word Format mentioned earlier.

There is also an index to the glossary items so that you can read them at any time independently of the articles.

=== End of Text ===

1.8 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Cross References

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - CROSS REFERENCING

There is a lot of cross referencing in these articles and glossary notes. Clicking on a highlighted item could take you to a glossary item or another article. You might then click on a cross reference in the new display thus ending up a long way from where you started. You could even end up with the same article or glossary item that you started off from!

To go back to where you started from just keep clicking on the "Retrace" gadget until you get there.

OR - you can click on one of the following buttons in the Amigaguide or Multiview window (if they are not shaded):-

INDEX - to take you straight to the MAIN INDEX

CONTENTS - to take you to the first page of the document currently being read.

The CONTENTS button can be useful if you have followed a cross reference to a node that is not the first page of a document. Clicking CONTENTS will then take you to that first page.

SPECIAL NOTE ABOUT CROSS REFERENCING

In most cases, the cross referencing will take you to the start of an Amigaguide "Node", i.e. the first line of that part of the article being displayed. These cross references usually withstand subsequent corrections to the text.

However, in some cases the cross reference will be to a particular line within the node, i.e. at some point beyond the first line. This is done by nominating a line number in the hidden links.

There are a couple of reasons why cross referencing to a particular line within a node may take you to an unintended line.

Firstly, your Multiview/Amigaguide window needs to be of a size to display about 24 lines of text. Other window sizes may give incorrect cross referencing when the referenced line is close to the end of the node. This is a fault with Multiview/Amigaguide, not with my editing!

Secondly, as there are inevitably corrections to be made, the particular line that I am aiming to jump to may have shifted from where it was when the link was a created. If this happens, then you will be sent to a part of the document a bit removed from the intended part.

I have done my best to correct such links. However, not being quite perfect ;-) I may have slipped up at times. If the cross reference does not seem correct, then just scroll up or down a few lines.

It would appreciated if you could let me know of any such errors

=== End of Text ===

1.9 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Where To Start

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - WHERE TO START

It is recommended that the new user should start at the beginning and work through the articles in the order set out in the menu:-

Part 1 - Contents in Sequence .

In that way, the reader should not often come across commands or usages that have not already been explained. If later articles are read before previous ones then the reader may come across unexplained concepts.

However, the use of a command not yet covered is, at times, unavoidable. On these occasions I have done my best to try to explain what is going on.

=== End of Text ===

1.10 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Article Design

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - ARTICLE DESIGN

The contents of "AmigaDOS For Beginners" are split into various articles. Some articles will deal with only one topic or command. Other parts will deal with a number of related commands. In all cases I have tried to make the individual parts as logical and as self contained as possible.

The articles are held in directories named for the numbers of the articles they hold. For example:-

Directory name:- Parts_01-10
Holds articles:- 1 to 10

All examples scripts relating to an article are held in the same directory as the article.

=== End of Text ===

1.11 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Window Size & Line Lengths

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - WINDOW SIZE & LINE LENGTHS

I have already mentioned that your Multiview/Amigaguide window should be sized to show about 24 lines of text.

As not all people use the same versions of Amigaguide or Multiview, I cannot rely on the Amigaguide command WORDWRAP to properly word wrap paragraphs. (WORDWRAP only works with amigaguide.library v39 and later).

I have therefore formatted the articles so that each line that appears in the window has a maximum of 75 characters with a line feed at the end of each line rather than only at the end of each paragraph. This should allow each line to be displayed in a window that has the same width as your screen provided that you are not using a font size bigger than 8.

Of course, if a cross reference takes you to read an example script file that is an actual AmigaDOS script rather than a copy of it within an article then you could very well have text going beyond the right edge of the window. If I put line feeds into the scripts to make them fit in the window then it would corrupt the script and it would not work!

But if lines are extending beyond the right edge of the window when reading the articles you may have to do one or more of:-

- widen the window to the full width of the screen
- reset your screen preferences to a width of 255 pixels at least
- reset the "Fonts" preferences to set the "system Default Text" font to a size of 8 or less.

If you are using the standard preferences that came with your Amiga then you should not have any problems.

=== End of Text ===

1.12 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Example Scripts

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - EXAMPLE SCRIPTS

At times I have example scripts in an article. These scripts are also saved to disk as separate files. This is to save you typing in the script yourself. The script files have the same number as the article number, followed by a number indicating whether it is example number 1 or number 2, etc., for that article. For example, the article:-

30.QUIT

has these three example scripts:-

Example-30.1
Example-30.2
Example-30.3

The example script files are in the same directories as the articles to which they belong.

Except for Examples 33-1, 33-2 and 33-3, none of the example script files have icons. These three only have icons because they are there to illustrate how to operated scripts from an icon (See ICONX article).

Changing The Current Directory

To use the example scripts, go to your Shell/CLI window and use the AmigaDOS command CD to change the current directory to that in which the examples are held. To do so, use one of these command lines:-

```
> CD ADB:Parts_01-10
> CD ADB:Parts_11-20
> CD ADB:Parts_21-30
> CD ADB:Parts_31-40
> CD ADB:Parts_41-50
> CD ADB:Parts_51-60
> CD ADB:Parts_61-70
> CD ADB:Parts_71-80
```

Note ADB: is a logical device that is assigned when you first double click on the INDEX icon.

Executing The Scripts

Provided that you have already used the CD command to change the current directory, all you need do to execute the desired example script is to enter in the Shell/CLI window:-

```
> ScriptName
```

For example, to execute Example-27.1 you would enter:-

```
> Example-27.1
```

If you get one of these messages (which, in all likelihood, you will not get unless you are using AmigaDOS v1.2 or earlier):-

```
With v1.x - Unable to load Example-xx.x: file is not an object module.
With v2+ - Example-xx.x: file is not executable
```

then try entering:-

```
> Execute Scriptname
```

Then have a read of the section of Part 25 - Setting The 'S' Bit.

Don't worry too much about it now. By the time that you have read through to the first script example in the article SCRIPT_FILES you should have a far better idea of how to enter the above example command lines.

AmigaDOS v1.2 and earlier users must always use the EXECUTE command even when the text of the articles say just to enter the script name.

=== End of Text ===

1.13 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Writing Your Own Programs

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - WRITING YOUR OWN EXAMPLE PROGRAMS

In learning to write scripts, it is far better to try things out for yourself and learn by the mistakes you will inevitably make. I make them too! I have found that seeing why the mistake has occurred is a great way to learn not to make the same mistake again!

So, after reading my examples, if an idea strikes you then have a go at writing a script and trying it out.

Can you assume that if you do things differently than I do then you got it wrong? NO!!

There are many ways of doing the same job. It will be inevitable that your scripts will be a bit different to mine.

Will mine be better than yours? NO!! not necessarily. In fact, yours might well be better than mine! I do not always write a perfect script!

So look at ALL the ways of doing the same job and see if you can work out the best way and learn by the comparisons. Analysing scripts written by other people is another great way to learn how to write scripts.

=== End of Text ===

1.14 AmigaDOS For Beginners - Using AmigaDOS For Beginners - A Note On Spelling

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - A NOTE ON SPELLING

This note is for all those who use American spelling.

In Australian we use the British conventions for spelling and so these articles were spell checked using a British dictionary.

So, if this is being read by Americans, you will find things like:-

analyse instead of analyze

centre instead of center

colour instead of color

etc. etc.

After all it is the ENGLISH language ;-)

However, I will not guarantee it is all spelt correctly even in the British conventions. All typographical mistakes will be blamed on "Bee Bee", our Blue Burmese kitten who insists on sitting on my lap or walking over the keyboard while I am typing!

If you find spelling and/or grammatical errors I would appreciate your advice.

=== End of Text ===
