English

COLLABORATORS

	TITLE : English		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

English

1.1   ActionPrefsEdit V1.2 © 1997-98 Jan Hendrik Schulz

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                        ActionPrefs Edit
                  © 1997-98 Jan Hendrik Schulz
                   Version 1.2  (16.3.1998)


   Introduction            What is it? And Why?

   Requirements      New! Required hard- and software
   Legal                  Please read this!

   Installation           How to install ActionPrefsEdit
   Startup           New! and how to start it (->tooltypes)

   Menu

   Main Window            The main window of this program
   Menu Edit Window       Windows to edit menus
   Action Edit Window New! Windows to edit actions
   FileID List Window      List of available FileIDs

   Window Positions       About the Multi-Window-System
   Drag & Drop            What can be done with Drag & Drop?

   Known Bugs
   History           New! What's new since the last version?
   Future            New! What is planed for the future?

   Author                 How to contact the author
   Thanks to


 New! = Here is something new or changed since the last version.
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1.2   Introduction

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Introduction
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```
If you are a registered user of ScreenTab, you will have the DirWalker
PlugIn. This PlugIn needs a so called ActionPrefs file to specify what
action should be available with what filetype and what image should be
displayed in front of the files and the actions.
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As this ActionPrefs file is a simple textfile, it's of course possible
to edit it with a texteditor, and maybe you have done that allready.
But it is not much fun to edit such a (complex and maybe long) file
with a texteditor, so I decided to write a special Preferences Editor
to make it easier to edit those ActionPrefs files.
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First I called this program 'DirWalkerPrefs' as the ActionPrefs file
is only used by the DirWalker PlugIn until now. But the information in
the ActionPrefs file can be usefull for other PlugIns or programs too,
that's why I decided to call this program ActionPrefsEdit.
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1.3 Requirements

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Requirements
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· AmigaOS 2.04 (or better)
· MUI 3.8 (or better)
· FileID Library 2.0 (or better)
· ScreenTab with DirWalker PlugIn, or any other program that needs an
  ActionPrefs file.
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1.4 Legal

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Legal
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```
   This version of ActionPrefsEdit is freeware. Redistributing of
  ActionPrefsEdit is only allowed, if all files are included and
   unchanged. It's not allowed to make any profit in any way by
   redistributing ActionPrefsEdit. Including ActionPrefsEdit on
   CD-ROMs is allowed as long as the CD-ROM costs not more than
  30 DM / 20 US$. Before including ActionPrefsEdit on coverdisks
         you have to ask me to get a written permission.
```

```
   ActionPrefsEdit is © copyright 1997-98 Jan Hendrik Schulz
```

```
  ActionPrefsEdit is provided as-is, without warranty of any kind.
   You are using ActionPrefsEdit on your own risk. I'm in no way
   responsible for any damage or data loose, which may result in
    any way, directly or indirectly out of the usage of, or the
             impossibility to use ActionPrefsEdit.
```

1.5 Installation

Installation

The installation is very simple. Just copy the program and its icon to
where you want it and set the Tooltypes (see Startup) to the correct
values. That's it!

See also: Startup

1.6 Startup

Startup

You can run the program either from the Workbench by double-clicking
on its icon, or from a Shell. The following Tooltypes/Shell arguments
are available:

PREFSFILE
  Filename (incl path) of the ActionPrefs file. If you don't use
  this Tooltype/Shell argument to specify the ActionPrefs file,
  a filerequester pops up to ask for the file. If you cancel the
  filerequester, no file is loaded and you can create a totally
  new ActionPrefs file.
  Note: If you allready have a hand-made ActionPrefs file, you
  should be able to load it into ActionPrefsEdit to modify it,
  but better make a copy of your file first, just in case!

IMAGEDIR
  Corresponds to the ScreenTab IMAGEDIR Tooltype and should be
  set to the same directory!

IMAGEHEIGHT/N
  This value is necessary to correctly display images in the
  lists. Set this Tooltype/Shellargument as exactly as possible
  to the real height of the highest used image.
  If the value is to small, some images may be displayed cut
  off on the bottom; if the value is to big the lines of the
  lists are unnecessary height. The default value is 17.

IMAGECACHE/S
  Without this tooltype the data of an image(-file) is removed from
  memory as soon as it isn't needed anymore (eg. because the window
  where the image was displayed in, is closed). So, if the image data
  is needed again later, it has to be loaded again.
  Whith this tooltype the data of an image stays in memory until the
  program ends, and is re-used if needed.
  In every case the data of each imagefile is hold in memory only
  once, even if the image is used more than once and is displayed
  more than once at the same time.

FILEIDSHOWALL/S
FILEIDSORTBYID/S
FILEIDPATTERN
  With this Tooltypes/Shellarguments you can specify default

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    values for the FileID list window. See there for more infos.

SHOWCOMMAND/S
    See Action Test Function
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1.7 Menu

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Menu

ActionPrefsEdit has a Project menu, which contains the following
items:

Open...
    Open an ActionPrefs file for editing.
    Note: Only one ActionPrefs file can be edited at a time. So, if you
    made changes to an ActionPrefs file, don't forget to save it before
    loading another file, or all changes are lost!

Save
    The same function as the Save button of the Main Window.

Save as...
    Save the ActionPrefs in a new file. This function will not quit the
    program, but it will close all edit windows!

Use
    The same function as the Use button of the Main Window.

About...
    Show some information about the program.

About MUI...
    Show some information about MUI.

Quit
    The same function as the Cancel button of the Main Window.
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1.8 Main Window

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Main Window

The Main window contains the following elements:

Menu list
    This list contains all the menus. (A menu is a list of actions
    associated to a group of file types.)
    Every menu is represented by a name and the image (if defined) that
    will be shown by the DirWalker PlugIn in front of the associated
    files. One menu will be the default menu, which is used for at least
    all those files without a special menu associated to them.
    Additionaly you can tell the DirWalker PlugIn to show this menu with
    all files, in this case the name of the default menu is used as its
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    titel.
    The names of all other menus are not used by the DirWalker PlugIn.
    To indicate which menu is the default menu, its name is shown in a
    different color.

'New' button
    Creates a new menu and opens a Menu-Edit window for it.

'Edit' button
    Opens a Menu-Edit window for the selected list entry or moves an
    existing window of that entry to front. The same action happens if
    you double-click on a menu list entry.

'Delete' button
    Deletes the selected menu list entry. Note: The default menu can not
    be deleted!

'Open/Close FileID list window' button
    Opens or closes the main FileID list window.

'Save' button
    The (changed) settings are saved to the ActionPrefs file that was
    previously loaded and than the program ends. If no ActionPrefs file
    was loaded, a filerequester pops up to ask for the filename and path
    to use for saving the prefs.
    If the path of the ActionPrefs file starts with 'ENV:', a copy of
    the file is also written to ENVARC: (by replacing the 'ENV:' of the
    filepath with 'ENVARC:').

'Use' button
    This button is only available if the path of the ActionPrefs file
    starts with 'ENV:'. The Use button has the same effect as the Save
    button, but without writing a copy of the file to ENVARC:. That
    leaves the file in ENVARC: unchanged and at the next reboot this
    unchanged file is copied to ENV: and used again.

'Cancel' button
    Quit the program without writing the changed data to a prefs file.
    Note: Like with every preferences program, there is no requester
    that asks for confirmation; the program quits immediately!


See also:  Drag & Drop  and  Menu Edit Window
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1.9 Menu Edit Window

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Menu Edit Window

Window Contents:

'Name' string gadget
    String gadget to enter the name of the menu. This name is only used
    in the menu list of the Main Window to specify the menu. The name is
    not used by the DirWalker PlugIn and is stored in the ActionPrefs
    file as a comment.
```

'Image' image select gadget
  Image to be displayed by the DirWalker PlugIn in front of each file
  this menu is used for. This image is also displayed in the menu list
  of the Main Window, in front of the menu name.

A register group with two pages:

'Actions' page

    'Actions' list
      List of all actions of the menu.

    'New' button
      Creates a new action and opens an Action-Edit window for it.

    'Edit' button
      Opens an Action-Edit window for the selected list entry or moves
      an existing window of that entry to front. The same happens if
      you double-click on an action list entry.

    'Delete' button
      Deletes the selected action list entry.

'Files' page

    'Pattern' string gadget
      String gadget to specify a DOS pattern, that the filename of
      every file this menu is used for should match.

    'FileIDs' list
      List of FileIDs of those files, this menu should be used for.
      Use Drag & Drop to move FileIDs from the main FileID list or the
      FileID list of another menu into this list, or from this list to
      the main FileID list or the FileID list of another menu.
      And if ActionPrefsEdit runs on the workbench screen, you can drop
      icons of files on this list to add the FileID of the file.
      The sort order of the entries in this list depends on the sort
      order specified for the main FileID list.

'OK' button
  Accept all changes made to the menu and close the Menu-Edit window.

'Cancel' button
  Undo all changes made to the menu and close the Menu-Edit window.
  If you have moved a FileID from this menu to another menu, a
  requester will ask you if you want to undo this too, as therfore
  that FileID has to be removed from the other menu.

Note: The contents of the Menu Edit window is a little bit different
if the menu is the default menu. The differences are as follows:

· Only the contents of the Actions page of the above mentioned page
  group is available instead of the whole page group.

· The 'Name' string gadget is labled 'Title' because what you type in
  there is used by the DirWalker PlugIn as the title of the default
  menu, whilst the names of the other menus are only used whithin this
  program.

See also: Drag & Drop , Window Positions

1.10 Action Edit Window

Action Edit Window

Window Contents:

'Name' string gadget
  String gadget to enter the name of the action.

'Image' image select gadget
  Image to be displayed by the DirWalker PlugIn in front of the action
  name.

'Action' string gadget
  The shell command-line that should be executed if this action is
  used. To set the program to be used, you don't have to type it in
  (of course you can), you can drop the icon of the program onto this
  string gadget or use the file popup button to select the program
  via filerequester. In both cases only the first part of the string
  will be replaced, keeping the arguments unchanged!

  This command-line can include the following special codes:

     Code   Function
     {f}   Name of the file (with path and in Quotes) the
               action is used for.
     {f-}   Like {f}, but without quotes.
     {n;X}   Ask for a number. Instead of X type in the question
               that should be displayed in the requester.
     {s;X}   Ask for a string. Instead of X type in the question
               that should be displayed in the requester.
     {p;X}   Ask for a file incl. path. Instead of X type in the
               text that should be used as title of the file-
               requester.
     {d;X}   Ask for a directory. Instead of X type in the text
               that should be used as title of the requester.
     {q;X;Y}   Show a requester to confirm the action. Instead of
               X type in the question, instead of Y type in the
               answers like Yes|No. Only if the first answer is
               selected, the action will be executed.

  (See also the documentation of the DirWalker PlugIn!)

'OK' button
  Accept all changes made to the action and close the window.

'Cancel' button

      Undo all changes made to the action and close the window.

'Test' button
  Use this button to test the action string. ActionPrefsEdit will parse
  the action string for special codes and if something is wrong, you
  will get an error message. In this case the cursor of the action string
  gadget will be placed at the position of the error (as soon as you close
  the error requester).
  If the action string contains special codes, a window will pop up to
  ask for the necessary information. If the action contains the special
  code {q;X;Y} the 'OK' and 'Cancel' buttons of the window are replaced
  with the buttons of the {q;X;Y} command.
  As the action is not assigned to a file here (like it would be when the
  action is excuted by the DirWalker PlugIn), the window will contain
  a filegadget to ask for the file to be use for the {f} or {f-} code, if
  necessary. Or you can drop an icon of a file onto the 'Test' button
  to test the action with this file used for {f} and {f-}. In this case
  the filename is displayed on top of the window (if the action contains
  additional codes) and the gadgets for {p;X} and {d;X} are initialised
  with this file or it's directory.
  If you close the window with 'OK' or the positive button of the {q;X;Y}
  command - or if no window is necessary - ActionPrefsEdit will create the
  command line and will than execute this command as a new process. You
  can specify the SHOWCOMMAND tooltype if you want to see the resulting
  command line before it is executed. ActionPrefsEdit will show the command
  line in another window and you have to close this window with 'Execute'
  to execute the command.

See also: Drag & Drop , Window Positions

1.11   FileID List Window

FileID List Window

This window - which can be opened and closed from the Main Window -
contains a list of all the FileIDs (ID and description) supported by
the installed FileID.library. This list is used as a Drag&Drop source
to add FileIDs to menus, or as a Drag&Drop destination to remove
FileIDs from menus. (See also: Drag & Drop)

Additionaly to that list the window contains the following gadgets:

'Sort by' cycle gadget
  With this cycle gadget you can choose whether the FileID list in
  this window and all the FileID lists in the Menu-Edit windows are
  sorted by the FileID IDs or by there description texts.
  By default the lists are sorted by the description texts, but that
  can be changed with the FILEIDSORTBYID Tooltype/Shellargument.

'Show' cycle gadget
  Here you can choose if you want to see all FileIDs in the list of
  this window, or only those not used by a menu. If you choose "All"
  the used FileIDs are shown in a different color and with the name
  of the menu they are used for behind them.

The default is to show only the unused FileIDs, but you can
change that with the FILEIDSHOWALL Tooltype/Shellargument.

'Pattern' string gadget
  To make it easier to find a FileID you can type in a DOS stile
  pattern here to see only those FileIDs with a discription text
  matching this pattern.
  The dafault value of this gadgat is #? to show all FileIDs. That
  can be changed with the FILEIDPATTERN Tooltype/Shellargument.

See also: Drag & Drop , Startup and Main Window

1.12   Window Positions

Window Position

As you can have several Menu Edit or Action Edit windows opened for
different menus or actions at the same time, I made it possible to
use the MUI snapshot function to snapshot different window positions
for up to 32 Menu Edit windows and up to 32 Action Edit windows.
(Internally up to 2x32 different window IDs are used.) Everytime a
new Menu/Action Edit window is opened, it will use the first of these
snapshots (window IDs) currently not used be another window.

For example, if there are two windows opened which are using the first
two snapshot positions (window IDs) and you open another one, it will
use snapshot position three, as that is the first currently unused.
But if you first close the window using snapshot position one, the new
window will use that snapshot position and not number three.

So, if you will – for example – never use more than three Menu Edit
windows at a time, open three windows, place them where you want them,
snapshot everyone and close them. From now on every Menu Edit window
that will be opened will use one of these three positions (no matter
in which order you open and close your windows); as long as there are
not allready three windows open who are using these three positions
(window IDs). As soon as you will open a 4th Menu Edit window, it will
use the 4th window ID with a different – still undefined – snapshot
position.

Note: Even if this feature is implemented for both, Menu Edit and
Action Edit windows, they are handled separately. No Menu Edit window
will ever use a snapshot position (window ID) of an Action Edit
window, nor the other way round.

1.13   Drag & Drop

Drag & Drop

ActionPrefsEdit makes heavy usage of MUI's Drag & Drop feature. And if
you run ActionPrefsEdit on the Workbench, even Workbench's Drag & Drop

(AppWindow) features are used:

· Every string gadget can be droped onto every other string gadget
  to replace the contents of the destination gadget with the one of
  the source gadget.
  (Hint: To drag a string gadget use the middle mouse button - if
   you have a three button mouse - (see MUI prefs) or click on the
   border of the string gadget!)

· Use Drag&Drop to change the order of the entries in the menu list
  and the action lists.

· Use Drag&Drop to move actions between menus.

· Use Drag&Drop to move FileIDs between menus or from and to the
  main FileID list window.

· Use Drag&Drop to copy all the data of a menu to another menu by
  draging the source menu from the menu list and drop it on the
  Edit window of the destination menu. Every data of the destination
  menu is replaced by a copy of the data of the dropped menu.
  Exception: The FileID list is not copied, as this would result
  in double usage of the FileIDs! Instead the FileID list of the
  destination menu keeps unchanged.

· Use Drag&Drop to copy all the data of an action to another action
  by draging the source action from an action list and drop it on
  the Edit window of the destination action. Every data of the
  destiantion action is replaced by a copy of the data of the dropped
  action. No matter if the two actions both belong to the same menu
  or to different menus.

If ActionPrefsEdit runs on the Workbench:

· You can drop icons of image files onto the image select gadgets of
  the Menu Edit and Action Edit windows.

· You can drop icons of programms onto the action string gadgets of
  the Action Edit windows to set the program of the action. This will
  only change the first part of the string and keeps the arguments
  unchanged!

· You can drop icons of files onto the FileID list of a Menu Edit Window to
  add the FileID of that file to the list.

1.14 Known Bugs

Known Bugs

No known bugs. But if you find a bug, please send me a bugreport! (Do not
rely on someone else doing it! Thanks!)

1.15 History

History

version 1.2 (16.3.1998)
· NEW: Action Test function completely rewritten:
  – No ReqTools library needed anymore
  – The complete string is parsed before anything is displayed. So if the
    action string contains more than one special code and the second one
    is wrong, you don't have to answer the requester of the first one just
    to get the errormessage for the second one.
  – You can see the resulting comandline before it is executed, if you want.
    (See tooltype SHOWCOMMAND)

· Some minor code improvements.

version 1.1 (25.1.1998)
· BUG: Whenever there was no image assigned to something, instead of simply
  displaying no image the program tried to load a file without name as
  image – and only because that failed, no image was displayed.

· NEW: Improved image handling: Until now every displayed image was handled
  seperately, so if the same image was displayed twice (e.g. in different
  windows) the image data was loaded twice and hold in memory twice at the
  same time. Now an image file is loaded only if the data is not in memory
  allready.

· NEW: IMAGECACHE tooltype/shellargument added.

· NEW: Action test function added. See Action Edit Window.

· NEW: Program now localised. German catalog available; if you want to make
  a catalog for another language, please send me an email.

· NEW: You can now drop icons on a FileID list in a Menu Edit Window to add
  the FileID of that file to the list.

· Improved error handling. In many situations there was no error message if
  something went wrong, e.g. if ActionPrefsEdit was unable to load or save
  the ActionPrefs file.

· Some minor code improvements.

version 1.0
· First public release.

1.16 Future

Future

If you have any ideas, why not send me an email!?

1.17 Author

```
Author

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IMPORTANT NOTES:
· Please don't send your emails to both email-addresses! First try one
  of them and only if that fails try the other one. Thanks!
· If you expect an answer per snail-mail, please send me enough money
  or (german!) stamps to cover my costs.
```

1.18 Thanks to

```
Thanks to

Michael Link        for ScreenTab
Stefan Stuntz       for MUI
Wouter van Oortmerssen      for AmigaE
```

1.19 MUI

```
                    This application uses


                 MUI - MagicUserInterface

          (c) Copyright 1993-96 by Stefan Stuntz


MUI is a system to generate and maintain graphical user interfaces. With the
aid  of  a  preferences program, the user of an application has the ability to
customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots
of examples and more information about registration please look for a  file
called  "muiXXusr.lha"  (XX means the latest version number) on your local
bulletin boards or on public domain disks.

         If you want to register directly, feel free to send


                 DM 30.-  or  US$ 20.-

                        to
```

```
                                   Stefan Stuntz
                            Eduard-Spranger-Straße 7
                                 80935 München
                                    GERMANY
```

```
                Support and online registration is available at

                              http://www.sasg.com/
```

1.20 ScreenTab

ScreenTab

ScreenTab is © by Michael Link (link@userwst2.fh-reutlingen.de) and
can be found on AmiNet.

ScreenTab is one of those Windows95 Start-Button tools, but with some
very nice features, like:

· The task-bar appears only, if you move the mouse to the bottom of
  the screen.
· The task-bar can appear on every screen you want, not only on the
  Workbench screen.
· Instead of tasks (or windows) the task-bar shows the screens and
  makes it possible to go to another screen.
· The Start button can be configured with a nice preferences program
  and features PlugIns. With those PlugIns it's for example possible
  to have a list of all commodities (you can use that PlugIn instead
  of the commodities exchange program), or with the DirWalker PlugIn
  you can show the contents of a directory as part of the Start button
  menu structure and you can perform actions on the files, depending
  on the filetype.

And that are only some of the features, offered by ScreenTab.

ScreenTab is Shareware, and some of the PlugIns (like the DirWalker
PlugIn) are only available to registered users, but it isn't too
expensive to become a registered ScreenTab user, and it is really
worth the money!