AView

Guido Mersmann

COLLABORATORS

	TITLE : AView	

ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Guido Mersmann	August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AView

1.1 AView

AView V1.46

(C) Guido Mersmann in 1996-1998

AVIEW IS A SHAREWARE PRODUCT

READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION

Contents

1.2 Introduction

```
 Introduction
--------------

 AView is an multiview enhancement. You ask why you  need  AView?  Every
 file  needs  a  datatype.  Many  datatypes aren´t available or not very
 effective.

 You want to view a JPG picture and your prefered  viewer?  No  problem!
 AView allows to specify a viewer for every file format.

 AView detects your file and runs the specified program or tool.
```

1.3 System requirements

```
 System requirements
---------------------

 AView (should work) works on all Amigas with OS 2.0 or higher.

 Some functions are not available under 2.0, because they presume OS3.x+
 (MemoryPools,...)

 From OS2.1 on AView is able to work multilingual.

 If you want  to  run  programs  by  using  the  WB-Mode  you  need  the
 WBStart.library  V2.x.  This  library  is  under  development of Stefan
 Becker and is available on Aminet.

 That‘s all!
```

1.4 Feature List

```
 Feature List
--------------

\textdegree{} Local support

\textdegree{} Kickstart 2.04 or higher is required.

\textdegree{} Programmed in Commodore Styleguide

\textdegree{} All adjustments are possible per Gadtools-GUI

\textdegree{} Different versions for different Kickstart versions.

\textdegree{} 100% Assembler

\textdegree{} Online help

\textdegree{} pre defined file types for an easy configuration

\textdegree{} allows to specify own file types.
```

1.5 Distribution

Distribution

This program should be published on every public medium, as long as all files in the archive are unchanged. If this medium is a CD I expect a free copy. (AminetCDs excluded)

AView is Shareware. Some features are not available without a keyfile.

I expect from everybody, who uses AView regularly, to register immediatly. I think this does not hurt anybody, and I will have more fun to integrate new features or write a new game.

Updates may be requested from Aminet and via ADSG Homepage http://www.amigaworld.com/adsg.

I am not liable for injures or data loss caused by AView. The use of AView is on your own responsibility !!!

1.6 How to register?

How to register?

AView registration is very easy. The Shareware fee is 10$ or 15DM. I think the requested fee is not to much for this program. After registration you are able to use the complete programm.

The registration of AView is done by the Amiga Developer Shareware Group (ADSG) More information about paying and shipping is available within the ADSG-RegTool. The keyfile will be shipped within 1 or 2 weeks.

If you want to register, then do it now.

Please use the included register-tool. This makes our work easier and your registration will be done much faster.

1.7 Restrictions of this unregistered version

Restrictions of this unregistered version

The unregistered version of AView is not able to process more than 10 file types.

This should be enough for your test procedure.

After registration AView allows to configurate an unlimited amount of file types.

1.8 Quick start

Quick start

After installing AView you should run AViewPrefs. Some file types are installed by default and are ready to be modified.

If you want to include new types, then use the select gadget. A new requester opens and allows to choose one of the pre defined file types.

After selecting one listview in the main window you are able to open the Edit window by using the "Return"-Key. It is also possible to choose via double clicking on one entry.

The Edit window allows to specify the command. This command will be started any time AView recognizes the specified file type. Use %f to define the position of the file name. AView replaces this pattern automatically during operation.

Repeat this actions until all file types are defined.

Note: The unregistered version is not able to handle more than 10 file types.

1.9 How to Install AView

How to Install AView

To install AView please use the original Commodore Installer. It creates a directory, in which AView is installed.

If you do not like AView, you can delete the whole drawer to destroy AView completely.

1.10 AView

AView

This is the main program and needed for daily usage. You are able to run AView via CLI, Workbench or AppIcon, by using Toolmanager or something like that.

Run via CLI

This is the aview template:

```
"AView Name/M,ARG=To=From/K,All/S,SC=SetComment/S,SD=ShowDetect/S,
       Debug/S"
```

Run via Workbench

Under normal conditions it is not useful, because AView isn´t able to get file names. AView opens a ASL-file requester.

Toolmanager and ..

By using tools like Toolmanager or something like that you are able to put AView on Docks, AppIcons, Menus and many more. AView will view all files without any problems.

But it is required to define your prefered file types. This procedure is required only once.

1.11 History

History

This text is telling the story of AView like a diary.

```
0.95B First working beta version.
0.96B Small changes.
      Manual updated and AView adjusted to allow the new features of
      the preference window
0.97B Small CurrentDir bug fixed. This bug causes crashes when using
       "mfs-handler" and "AmiCDFS". It seems that SystemTagList is
       doing some strange things by using the "NP_Current" tag that
       causes such problems. "df0:" it self didn‘t make any problems.
       AViewPrefs is sorting all entries automatically.
0.98B Small Match bug fixed.
      Debug mode implemented.
      Small prefs changes.
0.99B Some internal adjustments.
1.00  Small bugs fixed.
      ShowDetect feature implemented. (requested by Andreas Boerner)
      Empty files caused problems. (reported by Andreas Boerner)
      France catalogs included. (Thanks to Jerome Chesnot)
      Enlarged string gadgets. (requested by Andreas Boerner)
1.01  NOT Command implemented. (requested by Andreas Boerner)
1.02  Small sourcecode optimisations.
1.03  "1" and "0" are now valid commands, so it is possible to use
       AView to solve mathematical problems. I needed this "feature" to
       check the internal commands without using test files for
```

```
          recognition.
   1.04  Some Manual adjustments.
   1.05  It is possible to define Lha if DMS is already defined.
          (reported by Andreas Boerner)
   1.06  New Command FILESIZE. It allows to detect a file by its size.
   1.07  BUGFIX: No longer endless loops. Thrust me! 5 hours of intensive
          debugging. It wasn‘t possible to debug this direct, because
          the bug wasn‘t reproducable. I had to debug a running task.
         (reported by Andreas Boerner, Silke Bormann and me)
   1.08  Kickstart-Types implemented and ShowDetect function fixed.
   1.09  Keyfile-Support.
   1.10  Many new File types.
   1.11  During ShowDetect and SetComment AView is using the pre
          defined file types.
   1.12  AView allows to remove the "" around the file names. (Requested
          by Steffen Koch)
   1.13  A new %a option, allows to specify a argument.
   1.14  An other manual update.
   1.15  WB start is working correct now.
   1.16  Enlarged ASCII command to support ESC sequences.
   1.17  The whole detecting file detecting procedure enhanced.
   1.17  New AViewPrefs. No longer Up/Down gadgets. A new Edit
     |    window implemented.
   1.29  New expert mode.
   1.30  Small bug fixes and an other manual update.
   1.31  Menus added.
         AViewPrefs-preferences requester added. Currently there is only one
          point: Expert mode.
   1.32  AView adjustment to support the new features.
   1.33  Small bug fix. (Menu open)
   1.34  Screen title is viewing register information.
   1.35  = 1.34 (small catalog changes)
   1.36  Internal rework.
   1.37  Binary-command implemented.
   1.38  AViewPrefs detects problems within the identifier.
   1.39  Binary/Ascii quick detect implemented.
         The identifier gadget is auto activating after error reports.
   1.40  AVDefIcons implemented. This tool allows
          to define default icons for each filetype.
   1.41  Catalog files updated.
         Little library sorting bug fixed.
         Installerscript now supports deinstallation and AVDeficons install.
   1.42  = 1.41 (AVDeficons V1.1 included)
   1.43  AVDefIcons is converting icons types. This
          allows to specify project icons for disks.
         EnforcerHit removed.
   1.44  Deinstallation fixed. (reported by Tony Belding)
         AViewPrefs is telling the aview.library whats up, if no prefs are
          available. (reported by Hans-Joachim Reinsch)
         File icons included.
   1.45  New multi select support within AView´s ASL Requester.
         AVDeficons is a little bit more compatible.
   1.46  Bugfix: Path problems solved. (reported by Jerome Chesnot)
```

1.12 Future

```
  Future
 --------

\textdegree{} I don´t know. (-8 Your wishes are welcome.
```

1.13 Buglist

```
  Buglist
 ---------

\textdegree{} Someone told me that AViewPrefs is crashing on an 68060. I am not ↩
   able
  to detect the problem. If you are using an 68060, then send me your test
  results.

\textdegree{} Currently there are no other known bugs.
```

1.14 Thanx

```
  Thanx
 -------

  Timo Hegemann : Beta and Enforcer testing

  Andreas Vierkant : Beta testing

  Jerome Chesnot : for the france translation.

  Andreas Boerner : for tips, suggestions and bug reports.

  Steffen Koch : for his suggestions.

  And of course many thanks to all registered users.
```

1.15 The Author

```
  The Author
 ------------

  If you find some bugs in AView, please send me a message, so that I can
  correct these bugs in the next version.

  Guido    Mersmann
  Glatzer Straße 12
  48477     Hörstel
            Germany
```

FIDONET : 2:2449/246.15
INTERNET: geit@studST.FH-Muenster.DE

1.16 Other programs !

Other programs!

BoulderDäsh [game/jump/boulderdaesh.lha]

Clone of the original Boulderdäsh for Amiga. It is the only version running faster on Amiga than the original. It looks and behaves like the original. I was asked, where the C64 is. (-8 And all this on a 68000 without Fastmem.

SimpleCat [dev/misc/simplecat.lha]

This tool is for programmers and user. Using this program you can change catalogues of programs with your favourite text editor in the easiest way. These programs must include a CS file. Search for it in the archive of the catalogues drawer.

Afind [util/misc/afind.lha]

With this program you can search for programs on your Aminet CDs in the easiest way. It is the same than the original tool on the CD, but here you can use AminetCDs and AminetSets mixed. So you are not forced to search for a program on the first 5 Aminet CDs, that is on AminetSet1 Disk b.

AView [util/misc/aview.lha]

AView is a great multiview enhancement/replacement! It is working like Multiview, but you are able to specify a special viewer/player for each file typ.

Guideformat [text/edit/guideformat.lha]

GuideFormat is a simple tool. It is easy to format text blocks, even if there are "links" or other guide commands in.

SiedlerBoot [game/patch/siedlerboot.lha]

This allows to start the Settlers direct via CD and save the scores on HD. There is no hard disk install required. SiedlerBoot requires the "Amiga Plus Sonderheft 9" cover CDROM.

1.17 Technical information about AView

Technical information about AView

AView is 100% assembler coded.

The sourcecode takes 234320 bytes in 34 files. AView is assembled with DevPac 3.04. DevPac needs 4 seconds and 755150 KB each time.

AView was programmed on an A2000-030/25Mhz (9 MEG).

I wrote this guide using GoldEd (3.x/4.x) and his fantastic fold features together with "GuideFormat" to format lines containing links.

1.18 The File Identification Commands

The File Identification Commands

The identifier gadget allows to define own file types, by using the following commands.

GENERAL

\textdegree{} All commands must be separated by one space as minimum.

\textdegree{} Command names are case insensitiv. "MATCH" = "MaTcH"

\textdegree{} All commands are only scanning the fist 8 KB buffer of an file. If a command is reading beyond this 8KB the hole file type fails. A file size which is smaller than 8KB will be handled like a smaller buffer.

A List Of All Commands

MATCH	Check specified Bytes or Strings
FIND	Search for Bytes or Strings
NAME	Check file name
FILESIZE	Check file size.
ASCII	Check for ASCII file
AND	AND-operation
OR	OR-operation
NOT	NOT-operation
()	Bracket operation

1.19 Command: MATCH

```
 Match
-------


 TEMPLATE:

 MATCH [Offset/N,] String


 SHORT:

 This command allows to check bytes or strings  starting  on  an  direct
 offset.


 EXAMPLES:

 MATCH "Hello"

 Checks for an "Hello" in the first 5 bytes of an file.

 MATCH 1,"Hallo"

 Checks for an "Hello". This time the offset is one.

 MATCH 27,$1234

 This match is looking for an $1234 on file offset 27.

 MATCH 0,"FORM????ILBM"

 This detects a "FORM" on offset zero and an "ILBM" on offset eight.
 An "?" means no further check. This Byte will be skipped.


 IMPORTANT:

 The offset is optional and always zero if not specified.

 The offset is always decimal.

 The String must start with an " or an $!

 The String may contain "?". This bytes won´t be checked.
```

1.20 Command: FIND

```
 FIND
------


 TEMPLATE:

 FIND [Start/N,] [End/N,] String
```

SHORT:

This command allows to search for an string between two offsets.

EXAMPLES:

FIND "Hello"

AView is searching the whole buffer! The search pattern is "Hello".

FIND 10,"Smurf"

AView is searching the string "Smurf" between 0 and 10.

FIND 1,10,"Smurf"

AView is searching for the string "Smurf" between 1 and 10. 10 is the last offset. This means AView will search the last time by using offset 10: "S" on offset 10, "m" on offset 11 and so on.

FIND 1,127,$0001

AView is searching for the bytes $00 and $01 between "1" and "127".

IMPORTANT:

The offsets are optional. If only one is specified this is the search end. If nothing is declared the whole buffer will be searched.

Both offsets are decimal.

The String must start with an " or an $!

1.21 Command: NAME

```
 NAME
------
```

TEMPLATE:

NAME Pattern/N

SHORT:

This command compares the file name by using dos pattern.

EXAMPLES:

```
NAME "#?.gif"

This command will be only successful on files like "Smurf.gif"!


NAME "#?.(jpeg|jpg)"

Only file names with .jpeg or .jpg at the end are valid.


IMPORTANT:

The pattern must be enclosed with "!
```

1.22 Command: FILESIZE

```
 FILESIZE
----------


 TEMPLATE:

 FILESIZE Number/N


 SHORT:

 This command compares the file size and the declared number.


 EXAMPLES

 FILESIZE 901120

 This command only comes true if the file size is equal to the specified
 number.

 FILESIZE 1024 AND NAME "BootBlock#?"

 This file size  must  be  1024  and  the  file  name  must  start  with
 "BootBlock".


 IMPORTANT:

 The number must be decimal.
```

1.23 Command ASCII

```
 ASCII
-------
```

TEMPLATE:

ASCII

SHORT:

This command checks for non ASCII Bytes and will return "1" on the condition that there is non.

EXAMPLES:

ASCII

IMPORTANT:

The ASCII and the BINARY command are switched to an special mode, if specified first within the identifier gadget.

1.24 Command: AND

```
 AND
-----
```

TEMPLATE:

AND

SHORT:

This command allows to connect commands via an AND operation.

EXAMPLES:

NAME "#?.txt" AND ASCII

This will be successful if the name ends with an ".txt" and it is an ASCII file.

NAME "#?.txt" & ASCII

This is equal to the last example.

NAME "#?.guide" & ASCII AND FIND 40,"@Database"

The file name must end with an ".guide" and the file must contain an "@Database" starting within the first 40 bytes.

IMPORTANT:

```
You are allowed to use the short version of AND: "&"

An AND operation is always  solved  before  an  Or  operation.  It  is
possible to override this by using Brackets
```

1.25 Command: OR

```
 OR
----


 TEMPLATE:

 OR


 SHORT:

 This command allows to connect single commands with an OR operation.


 EXAMPLES:

 NAME "#?.txt" OR ASCII

 The NAME must end with ".txt" or the file mast be an ASCII

 NAME "#?.txt" | ASCII

 This example is equal to the first one.

 NAME "#?.guide" | ASCII OR FIND 40,"@Database"

 One of the three commands must succeed to make this file identification
 successful.


 IMPORTANT:

 "|" is the short version of "OR"

 An AND operation has an higher priority. The only way to  change  this
 priority is to use Brackets.
```

1.26 Command: NOT

```
 NOT
-----


 TEMPLATE:
```

NOT

SHORT:

This command causes a negation.

EXAMPLES:

```
NAME "#?.hft" AND NOT ASCII
```

This line will check for an file that is not ASCII. Additional to that the file name must end with an ".hft".

```
NAME "#?.hft" AND ~ ASCII
```

This example is equal to the first one.

```
~ (NAME "#?.data" & ASCII)
```

No ".data" and no ASCII file.

IMPORTANT:

"~" is the short version of "NOT"

A NOT operations is always prefered. The only exception are brackets.
=> "NOT NAME "Hello" AND ASCII" = "(NOT NAME "Hello) AND ASCII"

1.27 COMMAND: ()

```
 ( and )
---------
```

TEMPLATE:

(
)

SHORT:

Brackets allow to prefer operations.

EXAMPLES:

```
NAME "#?.guide" AND (ASCII OR FIND 40,"@Database")
```

File name must end with ".guide". Also an ASCII or an "@Database" within

```
  the first 40 bytes is required, to succeed this file type.

  This example is the equal to "a*(b+b)"


  IMPORTANT:

\textdegree{} Make sure that all brackets are closed. A missing  bracket  causes  ↩
    the
  file type to fail.

\textdegree{} File types are always solved inside out!
```

1.28 Pattern: Name/M

```
  Name/M
 --------

  "Name" defines the name of the file you want to view.  The  "/M"  means
  that AView is able to process as much filenames as possible. Every file
  name is able to handle DOS pattern matching : E.G "#?.gif"

  Examples:

  AView #?.gif

  AView Smurf.jpg PapaSchlumpf.gif #?smurf#?

  You are allowed to specify an path as well:

  AView sys:pictures/smurfs/Papa.gif sys:Pictures/old/A500.pic

  There are no limits.
```

1.29 Pattern: All/S

```
  All/S
 -------

  "All" allows to scan all sub directories.
```

1.30 Pattern: ARG=To=From/K

```
  ARG=To=From/K
 -------------


  "ARG", "To" or "From" are very useful. This element  will  replace  the
  %a string.
```

For example "lha":

"LHA x -M -X %n %a"

%n will be replaced by the name specified with the name pattern. %a is normally replaced by "t:". This means AView is. decrunching an lha file to "T:".

You are able to specify the default %a argument separately for each file type.

So "AView Dummy.lha ARG ram:" will decrunch the file "Dummy.lha" direct to "ram:".

Important: To use this %a mode one of the following key words is required: ARG, To or From

Examples:

AView BoulderDäsh.lha to ram:

This example will decrunch the archive "BoulderDäsh.lha" to "ram:"

AView BoulderDäsh.lha from ram:

The result of this example is exact like the first. It looks stupid, because we decrunch to "RAM:" and not from!

1.31 Pattern: SetComment=SC/S

```
 SetComment=SC/S
-----------------
```

"SetComment" or "SC" is switching AView into the marking mode. All files will be scanned and the result will be written into the file comment.

AView is not able to start any commands during this mode!

1.32 Pattern: ShowDetect=SD/S

```
 ShowDetect=SD/S
-----------------
```

"ShowDetect" or "SD" is viewing the file type of any file.

AView is not able to start any commands during this mode!

1.33 Pattern: Debug/S

Debug/S

"Debug" shows any problems during file identification. This switch is not useful for normal users. At this moment AView is only able to view unknown commands and syntax errors.

1.34 The AView preferences

The AView Preferences

The AView preferences program allows to modify all file types and the action behind. AViewPrefs supports menu functions as well.

Sort by
Name
Select
Delete
All
New
Save
Use
Abort

1.35 Gadget: Sort by

Sort by

This Gadget is only available during expert mode

This gadget allows to sort all entries by name or sub class. Under normal conditions all entries are sorted by name.

AView is processing all entries by sub class.

If you have created own file types, sorting all entries by sub class is useful to find problems.

1.36 Gadget: Name

Name

This list contains all file types AView is able to detect. Use select and if needed New to define new entries.

You are able to scroll via cursor keys. Return or double clicking on one entry opens the edit window.

1.37 Gadget: Select

```
 Select
--------
```

This gadget opens a select window. It allows to select one of the pre defined identifier.

1.38 Gadget: Delete

```
 Delete
--------
```

This gadget deletes the actual identifier.

1.39 Gadget: All

```
 All
-----
```

All pre defined file types will be added to your prefs list.

Already existing entries won´t be modified.

1.40 Gadget: New

```
 New
-----
```

This Gadget is only available during expert mode

You are able to define complete new entries (file types). Just enter a name and AViewPrefs will add your entry to the list.

1.41 Gadget: Save

```
 Save
------
```

This adjustments will be saved and the requester will be existed.

1.42 Gadget: Use

```
 Use
-----

 All adjustments will be used will be existed.
```

1.43 Gadget: Abort

```
 Abort
-------

 Cancels all adjustments and quit requester.
```

1.44 The Edit Window

```
 The Edit Window
-----------------

 This window allows all adjustments of the file types.

    Name
    Class
    Sub Class
    Exec type
    Stack
    Command
    Current Type
    Current Directory
    WB Output File
    CLI Output File
    Identifier
    Default %a
```

1.45 Gadget: Name

```
 Name
------

 This defines the name of this file type. Do not define  a  name  twice,
 because this could cause problems with later versions.
```

1.46 Gadget: Class

Class

This Gadget is only available during expert mode

This Gadget allows to specify the type of the current file type. If you don´t find a match you should use the type "User".

At the moment this class is used for output and sorting only. Please define this class correct to be on the save side.

1.47 Gadget: Sub Class

Sub Class

This Gadget is only available during expert mode

This is the most important gadget. It specifies where to insert this file type.

A file detected by name only is not as save as a detection by contents.

This means a file detected by name only should be checked at the end of the list. Just think about an lha file that is named "archive.c". This file may be interpreted as an c source if the sequence of an file identifier is not correct.

I defined some classes my name:

User: This class is used for user defined file types. You should use one of the other types.

Normal: Under normal cases this is the best selection for new cases.

Medium: This class is used for groups, (Kickstart - global, Icon - global) because it doesn‘t make any sense to check a single Kickstart after a global definition.

xxx or name: e.g. "(FIND "<html>" OR NAME "#?.htm(l|)") AND ASCII" This is better than "Name and ASCII", but not as good as "Medium", because a file may not contain "<html>"!

Name and ASCII: This is reserved for file types that are only identified by name and ASCII.

Name only: Checking a file by using only a name is one of the worst methods, but sometimes there is no other choice. So this is reserved for name only file types.

Do not use the other classes, if not necessary. If you create file types missing in AView defaults, then please send me your the prefs file.

By the way: It is possible to use the menu open function to load the "Data/AView.data" file. This file contains all pre defined file types. Save this data by using the menu Save as.

Be careful a wrong modification and AView isn‘t working correct. Create a backup of this file before changing the files contents.

1.48 link

```
 Exec Type
-----------
```

This Gadget allows to specify the way AView is starting the command. Under normal conditions this is the CLI mode, but some programs may depends on an start via Icon.

1.49 Gadget: Stack

```
 Stack
-------
```

Each command needs an amount of stack memory. Normally 8192 Bytes should be enough. If the program crashes increase this value.

1.50 Gadget: Command

```
 Command
---------
```

If AView detects a known file type, it will start this command. You should take a look on the following % commands.

```
%p  : includes the path of the file specified by name.(e.g "SYS:Pictures/")

%~p : like %p! No "" this time.

%n  : includes the file name of the file specified by name.
      (e.g "smurfs.gif")

%~n : like %n! No "" this time.

%f  : The complete file name of the file will be included.
      (e.g. "SYS:Pictures/Smurf.gif")

%~f : like %f! No "" this time.

%a  : This will be replaced by an Arg. The default
       value may be modified by using the Default %a Gadget.

%~a : like %f! No "" this time.
```

There are only four command patterns (p,n,f,a). If you include an ~ after the % this means ‘insert no ""‘

```
If this command is processed during WB mode  all  %  patterns  will  be
removed. The only exclusion is the %a (%~a) pattern.

If you need a "%" in your command then use "%%"! AView replaces them to
one "%"!
```

1.51 Gadget: Current Type

```
 Current Type
--------------

 This Gadget allows to specify a dos  command  feature  that  is  called
 "Current Dir". It works like the DOS-CD command.

 File directory  : Makes a CD to the path of the identified file.
 Current         : No Change!
 Specified Dir   : The Path is defined by the CurrentDir
```

1.52 Gadget: Current Directory

```
 Current Directory
-------------------

 This Gadget is only available if the Current Type gadget  is  switched
 to "specified directory"!
```

1.53 Gadget: WB Output File

```
 WB Output File
----------------

 Any Output of the Command will be directed to the  file  specified  by
 this  gadget.  This  redirection  is only valid if AView is running via
 workbench. (Double click on AView icon or Toolmanager is starting AView
 in WB Mode)
```

1.54 Gadget: CLI Output File

```
 CLI Output File
-----------------

 Any Output of the Command will be directed to the  file  specified  by
 this  gadget.  This  redirection  is only valid if AView is running via
 CLI.
```

1.55 Gadget: Identifier

```
 Identifier
------------

 This Gadget is only available during expert mode

 It a very  important  gadget.  It  is  the  heart  of  the  AView  file
 recognition system. This is done by some commands.
```

1.56 Gadget: Default %a

```
 Default %a
------------

 This is the default for the %a pattern  of  the  command  gadget.  The
 contents of this gadget will be used, if no other argument is specified
 by the AView Dos Command
```

1.57 The File Type Selection

```
 The File Type Selection
-------------------------

 This window is viewing all default file types of AView_Prefs.

 This list is sorted by file classes,  so  it  is  easy  to  configurate
 AView.

 Use the Cursor keys to select an entry and select via return  key.  You
 are also able to use the mouse and double click to select.
```

1.58 The Settings of AViewPrefs

```
 The Settings of AViewPrefs
----------------------------

  It is easier  than  it  sounds.  This  window  allows  to  modify  some
  AViewPrefs internal Features. These settings have no effect on AView.


     The expert mode
     Save
     Use
     Abort
```

1.59 Gadget: Expert Mode

Expert Mode

This gadget should be used by expert users only. It enables an special expert mode. This mode enables hidden gadgets to make additional adjustments to your configuration.

You should understand the priority controlled file recognizing system and it is important that you understand the main problem behind.

For me the author it isn´t easy to find error in the pre defined file types. This means it won´t be easy for you.

1.60 Gadget: Save

Save

All settings made in this window will be saved and this requester will be closed.

1.61 Gadget: Use

Use

The settings will be used.

1.62 Gadget: Abort

Abort

The old settings will be restored.

1.63 The menus of AViewPrefs

The menus of AViewPrefs

These are the menu items of AViewPrefs:

Project

    Open...

```
      SaveAs...
      Quit

   Default

      Reset to Default
      Last Saved
      Restore

   Preferences

      AView Prefs
```

1.64 Menu: Open

```
   Open
  ------

   This item allows to load a prefs file. The  current  settings  will  be
   lost!
```

1.65 Menu: SaveAs

```
   SaveAs
  --------

   This item allows to save the prefs file.
```

1.66 Menu: Quit

```
   Quit
  ------

   Quit AView prefs and cancel all modifications.
```

1.67 Menu: Reset to Default

```
   Reset To Default
  ------------------

   The file type list will be cleared a set to the default entries.
```

1.68 Menu: Last Saved

```
 Last Saved
------------

 This menu point forces an reload of the last saved preferences.
```

1.69 Menu: Restore

```
 Restore
---------

 This menu point forces an reload of the last used preferences.
```

1.70 Menu: AView Prefs

```
 AView Prefs
-------------

 This menu will open the AViewPrefs-preferences window.
```

1.71 AVDeficons

```
 AVDeficons
------------

   Why AVDeficons is useful?
   AVDeficons Features?
   How to install AVDeficons!
   Own Icon Definition.
   AVDeficon Problems.
```

1.72 Why AVDeficons is useful?

```
 Why AVDeficons is useful?
---------------------------

 AVDeficons is a small but internal very komplex Program.

 You are able to specify  an  default  icon  for  every  file  type.  In
 addition to that AVDeficons supports many more very useful Features.
```

1.73 AVDeficons features

```
  AVDeficons Features
 ---------------------

\textdegree{} No configuration required. Just create or get icons you want to use ↩
  .
  Thats all.

\textdegree{} Default icons for each file type and file type class.

\textdegree{} Default icons for each directory name. (libs, docs)

\textdegree{} Default icons for disks based on: file system, device

\textdegree{} Additional disk icons for "BUSY", BAD" and "NDOS"

\textdegree{} Icon positions are freed automatically.

\textdegree{} Workbench is switched to "view icons and all files".

\textdegree{} Drawer sizes are adjusted automatically
```

1.74 AVDeficons Installation

```
  If you have switched off "AVDeficons" during installation you should do
  this now:

  1. The Best Solution

  You should take the original archive and install AView again. This time
  install  AVDeficons.  Your  configuration  will  stay  unchanged. After
  installation process reset your system and AVDeficons is working.

  2. The Advanced Solution

  Use you favourite text editor and load "s:user-startup". There you will
  find  a  line ";END AView". Insert "AVDeficons" right before this line.
  After restarting your system and AVDeficons is working.
```

1.75 Own Icon Definition

```
  Own Icon Definition
 ---------------------

  Create icons by using your favourite Editor (e.G  "IconEdit")  or  just
  get them out of the several icon collections on Aminet.

  AVDeficons allows you to specify 3 types of icons.

    Drawer Icons
    Disk Icons (Status, Device, Dos Type)
    File Type Icons
```

1.76 Drawer Icons

Drawer Icons

This icons are my absolute favourit. I think you know this beautoful drawer icons. Each is containing a little picture to show the type of it contents.

This is good, but if you install a new program, there are the same drawers and you have to install your picture icons manually.

Exactly this is now AVDeficons´ job. For example take the "libs" drawer. Get the Icon you want to use for all drawers named "libs" and copy it to the "Deficons/drawers" drawer. The icons it self must be named "def_libs.info". That´s all. ("DefIcons/drawers/def_libs.info")

All "Libs" drawers will get this icon, except the have there own real icon

1.77 Disk Icons

Disk Icons

This feature allows to define all disk based icons. If you want to define a disk icon copy it to "Deficons/disk/".

AVDeficons is using this icons only, if there is no disk icon on disk.

Examples:

```
def_busydisk.info ;Disk not ready        (df0:BUSY)
def_ndosdisk.info ;No DOS disk
def_baddisk.info  ;Bad Disk
def_dos2disk.info ;"DOS2" disk format
def_dosxdisk.info ;no specific "DOS" disk format
def_kickdisk.info ;Kickstart disk
def_msddisk.info  ;MS-DOS Disk
def_cd0disk.info  ;CDROM
def_df0disk.info  ;Disk in "df0:"
def_dfxdisk.info  ;Disk in "df0:", "df1:", "df2:" or "df3:"
```

1.78 File Icons

File Icons

File icons are a special feature of AVDeficons. It takes the predefined file types of AViewPrefs as identification base.

There is no configuration needed. Just create as much icons you want.

The icon destination drawer for file icons is "DefIcons/File/". So if you want to create an file icon for "LHA", the correct name is "def_lha.info". Easy isn´t it?

Note: Spaces, ":" and "/" must not specified within icon definition

If AVDeficons isn´t able to find an file icon (e.G "def_lzx.info") it is searching for it´s class icon. The class name for "lzx" is "archive", so AVDeficons is searching for "def_archive.info".

Another example: If there is no "def_Guide.info" file, AVDeficons is using the class icon "def_text.info".

Node: Class icons are named english always!! (Text, Archive, Database, Diskimage, executable, ...)

1.79 AVDeficons and the Problems behind!

AVDeficons and the Problems behind!

Simple start and some patches are loading the icons. It looks so easy. But it isn´t. 6 Patches are needed to make this mirrical AVDeficons.

The biggest problem is, that the AmigaOS is using the icon.library direct. This makes it impossible to scan what file icons is needed, so the dos.library is patched, too.

Another problem is that AVDeficons won´t work on future versions of Amiga Systems. At the moment all versions since 2.0 are supported. To support Kick2.x there was already a little adjustment needed.

If you think You are able to write such program, then try. I want to see the "very simple" drawer icons, too. (-8

1.80 Problems by using AVDeficons

Problems by using AVDeficons

\textdegree{} It is not possible to use "DefIcons" from the NewIcons-Archive together with AVDeficons. You should remove "Deficons" before using "AVDeficons".

\textdegree{} New Kickstarts (>3.1) won´t work, if there are any Workbench changes.

\textdegree{} "Drag and Drop" copy is viewing the default system drawer icon and not you special icon. At the moment I do not know how to to fix this problem.

\textdegree{} If you open a drawer (2.) within a drawer (1) and you are refreshing the upper (1) drawer all icons are shuffled around. At the moment I do not know how to to fix this problem.

\textdegree{} AVDeficons is not viewing you icon set:

If you have specified a special Icon-Drawer check this path.

You should be aware that AVDeficons is using some icons before others. So "disk/def_dfx.info" isn´t working for "df0:", if a "Disk/def_df0.info" icon is specified.

AVDefIcons won´t replace icons!! AVDeficons is creating new fake icons only if no icons are available.

"File/def_archive.info" won´t be used for an Lha file until you delete "file/def_lha.info".

\textdegree{} AVDefIcons isn´t starting

You must not install the AView.library to you "libs:" drawer.

1.81 AVDeficons Template

AVDeficons Template

```
Deficons IconPath,Wait/S,NoFreeIcons=NFI/S,NoShowIcons=NSI/S
         NoDrawerReSize=NDR/S
```

IconPath Default: "Deficons/"

This argument allows to specify an new icon storage directory! It is required to create the sub drawer. ("Path/File/", "Path/Drawer/", "Path/Disk/")

Wait/S

Under normal circumstances AVDeficons is returning to DOS immediately. This switch forces AVDeficons to wait for "CTRL C".

If AVDeficons isn´t reacting on the "CTRL C" break command there are other patches blocking the unpatch process. You must remove this patches first. In normal cases these patches are executed when AVDeficons was already running.

NoFreeIcons=NFI/S

All "def_#?" icon positions are freed automatically. If you specify this switch AVDeficons won´t modify any icon position.

NoShowIcons=NSI/S

By default AVDeficons is switch all "drawer/def_#?" icons to view "all files as icons", so it isn´t required to store this information within every "def_" drawer icon. This switch is used to disable this feature.

NoDrawerResize=NDR

Drawer sizes are patched by default. This may no in your interest, so this pattern allows you to switch this of.

1.82 Frequently ask Questions

Frequently ask Questions

AView and AViewPrefs doesn‘t run!
The online help isn‘t working! Why?
The online help is english only.
AViewPrefs sometimes is very slow.

1.83 AView and AViewPrefs aren`t running

AView and AViewPRefs aren‘t running

The OS2.1+ or OS3.0+ version of AView require special catalog files. These files contain all text information these programs need during operation. You will find the english catalog files in "AView/Catalogs/english/AView.catalog".

It is not allowed to move a AView. This means after installing all file must stay on there place. This is needed, because AView and AViewPrefs must be able to find special files like "Data/AView.Data", "Prefs/AView.prefs" and so on.

1.84 The online help isn`t working! Why?

The online help isn‘t working! Why?

AView is using the "locale.library" and the locale settings. If the system is running in english you need the english guide file.

In addition to that the "AmigaGuide.library" is required.

1.85 The online help is english only.

```
 \textdegree{} The online help is english only.

   If you are using OS2.0 you should copy  your  german  guide  file  from
   "docs/deutsch" to "docs/english":

   CD sys:tools/AView/Docs
   copy deutsch/aview.guide english/

   There  is  no  "deutsch/Aview.guide"?  Then  you  disabled  the  german
   documentation  during  AView  installation.  The easiest solution is to
   install AView again. (AView.install recognises the pre install  and  is
   switching to an update mode)
```

1.86 AViewPrefs sometimes is very slow.

```
   AViewPrefs sometimes is very slow.
  ------------------------------------

   This  is  normal.  AViewPrefs  is  sorting  his  data  file  and   your
   preferences by name. The Sorting procedure takes some seconds.

   During  the  save  operation  AView  is  sorting  you   preference   by
   sub class. After saving all entries are resorted by the mode specified
   in the sort by gadget.  This  is  required  because  AView  needs  the
   settings  sorted  by sub class to process them correct. This procedure
   is better than let AView sort every time.

   You are able to test the sorting speed by using the expert mode.  This
   will  activate  the sort by gadget. Use the all gadget to see how fast
   is you computer. (-8
```