

dopus

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WRITTEN BY		January 23, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	dopus	1
1.1	Directory Opus Manual	1
1.2	Copyright information	1
1.3	Directory Opus 4 System Requirements	2
1.4	A Directory Opus Walk Through	2
1.5	DOWT/What is Directory Opus ?	3
1.6	DOWT/Files and Directories	3
1.7	DOWT/Installing Directory Opus	4
1.8	DOWT/Running Directory Opus	5
1.9	DOWT/Running Directory Opus	5
1.10	DOWT/Running Directory Opus	6
1.11	DOWT/Running Directory Opus	6
1.12	DOWT/Intro to Opus	7
1.13	DOWT/Intro to DOpus/DOpus Components	8
1.14	DOWT/Intro to DOpus/DOpus Components	8
1.15	DOWT/Intro to DOpus/DOpus Components	8
1.16	DOWT/Intro to DOpus/DOpus Components	9
1.17	DOWT/Intro to DOpus/DOpus Components	9
1.18	DOWT/Intro to DOpus/DOpus Components	9
1.19	DOWT/Intro to DOpus/DOpus Components	9
1.20	DOWT/Intro to DOpus/Dir Windows	9
1.21	DOWT/Intro DOpus/Dir Windows	10
1.22	DOWT/Intro DOpus/Dir Windows	11
1.23	DOWT/Intro DOpus/Dir Windows	12
1.24	DOWT/Intro DOpus/Dir Windows	12
1.25	DOWT/Intro DOpus/Dir Windows	12
1.26	DOWT/Intro DOpus/Dir Windows	13
1.27	DOWT/Intro DOpus/Dir Windows	13
1.28	DOWT/Intro DOpus/Dir Windows	15
1.29	DOWT/Intro to DOpus/Custom Buttons	15

1.30 DOWT/Intro to DOpus/Custom Buttons	16
1.31 DOWT/Intro to DOpus/Custom Buttons	16
1.32 DOWT/Intro to DOpus/Custom Buttons	16
1.33 DOWT/Intro to DOpus/Custom Buttons	16
1.34 DOWT/Intro to DOpus/Custom Buttons	17
1.35 DOWT/Intro to DOpus/Custom Buttons	17
1.36 DOWT/Intro to DOpus/Custom Buttons	17
1.37 DOWT/Intro to DOpus/Custom Buttons	17
1.38 DOWT/Intro to DOpus/Custom Buttons	17
1.39 DOWT/Intro to DOpus/Custom Buttons	18
1.40 DOWT/Intro to DOpus/Custom Buttons	18
1.41 DOWT/Intro to DOpus/Custom Buttons	18
1.42 DOWT/Intro to DOpus/Custom Buttons	19
1.43 DOWT/Intro to DOpus/Custom Buttons	19
1.44 DOWT/Intro to DOpus/Custom Buttons	19
1.45 DOWT/Intro to DOpus/Custom Buttons	19
1.46 DOWT/Intro to DOpus/Custom Buttons	20
1.47 DOWT/Intro to DOpus/Custom Buttons	20
1.48 DOWT/Intro to DOpus/Custom Buttons	20
1.49 DOWT/Intro to DOpus/Custom Buttons	21
1.50 DOWT/Intro to DOpus/Custom Buttons	21
1.51 DOWT/Intro to DOpus/Custom Buttons	21
1.52 DOWT/Intro to DOpus/Custom Buttons	22
1.53 DOWT/Intro to DOpus/Custom Buttons	22
1.54 DOWT/Intro to DOpus/Custom Buttons	22
1.55 DOWT/Intro to DOpus/Custom Buttons	22
1.56 DOWT/Intro to DOpus/Custom Buttons	23
1.57 DOWT/Intro to DOpus/Custom Buttons	23
1.58 DOWT/Intro to DOpus/Custom Buttons	23
1.59 DOWT/Intro to DOpus/Custom Buttons	24
1.60 DOWT/Intro to DOpus/Custom Buttons	24
1.61 DOWT/Intro to DOpus/Custom Buttons	24
1.62 DOWT/Intro to DOpus/Custom Buttons	25
1.63 DOWT/Intro to DOpus/Custom Buttons	26
1.64 DOWT/Intro to DOpus/Custom Buttons	26
1.65 DOWT/Intro to DOpus/Custom Buttons	26
1.66 DOWT/Intro to DOpus/Custom Buttons	26
1.67 DOWT/The Tiny Buttons	26
1.68 DOWT/The Tiny Buttons	27

1.69 DOWT/The Tiny Buttons	27
1.70 DOWT/The Tiny Buttons	28
1.71 DOWT/The Tiny Buttons	28
1.72 DOWT/The Tiny Bottom Right Buttons	28
1.73 DOWT/The Tiny Bottom Right Buttons	28
1.74 DOWT/The Tiny Bottom Right Buttons	29
1.75 DOWT/The Tiny Bottom Right Buttons	29
1.76 DOWT/The Tiny Bottom Right Buttons	29
1.77 DOWT/The Tiny Bottom Right Buttons	29
1.78 DOWT/The Tiny Bottom Right Buttons	30
1.79 DOWT/Default Menus	30
1.80 DOWT/Default Menus/Project Menu	30
1.81 DOWT/Default Menus/Project Menu	31
1.82 DOWT/Default Menus/Project Menu	31
1.83 DOWT/Default Menus/Project Menu	31
1.84 DOWT/Default Menus/Project Menu	32
1.85 DOWT/Default Menus/Project Menu	32
1.86 DOWT/Default Menus/Project Menu	32
1.87 DOWT/Default Menus/Project Menu	32
1.88 DOWT/Default Menus/Project Menu	33
1.89 DOWT/Default Menus/Project Menu	34
1.90 DOWT/Default Menus/Function Menu	34
1.91 DOWT/Default Menus/Function Menu	34
1.92 DOWT/Default Menus/Function Menu	34
1.93 DOWT/Default Menus/Function Menu	35
1.94 DOWT/Default Menus/Function Menu	35
1.95 DOWT/Default Menus/Function Menu	35
1.96 DOWT/Default Menus/Function Menu	35
1.97 DOWT/Default Menus/Function Menu	36
1.98 Req&View	36
1.99 Req&View/Protection Requester	36
1.100Req&View/Protection Requester	37
1.101Req&View/Protection Requester	38
1.102Req&View/Disk Copy Requester	39
1.103Req&View/Disk Copy Requester	40
1.104Req&View/Disk Copy Requester	40
1.105Req&View/Disk Copy Requester	40
1.106Req&View/Disk Copy Requester	40
1.107Req&View/Format Requester	41

1.108Req& View/Format Requester	41
1.109Req& View/Format Requester	41
1.110Req& View/Format Requester	41
1.111Req& View/Format Requester	42
1.112Req& View/Format Requester	42
1.113Req& View/Format Requester	42
1.114Req& View/Format Requester	42
1.115Req& View/Format Requester	42
1.116Req& View/Format Requester	43
1.117Req& View/Install Requester	43
1.118Req& View/Install Requester	43
1.119Req& View/Install Requester	43
1.120Req& View/Install Requester	44
1.121Req& View/Install Requester	44
1.122Req& View/Install Requester	44
1.123Req& View/Install Requester	44
1.124Req& View/Install Requester	44
1.125Req& View/Install Requester	44
1.126Req& View/Print Dir Requester	45
1.127Req& View/Print Dir Requester	45
1.128Req& View/Print Dir Requester	45
1.129Req& View/Print Dir Requester	46
1.130Req& View/Print Requester	46
1.131Req& View/Print Requester	46
1.132Req& View/Print Requester	47
1.133Req& View/Print Requester	47
1.134Req& View/Print Requester	47
1.135Req& View/Print Requester	47
1.136Req& View/Print Requester	47
1.137Req& View/Print Requester	48
1.138Req& View/Print Requester	48
1.139Req& View/Print Requester/Configuration	48
1.140Req& View/Print Requester/Configuration	48
1.141Req& View/Print Requester/Configuration	48
1.142Req& View/Print Requester/Configuration	49
1.143Req& View/Print Requester	49
1.144Req& View/Print Requester	49
1.145Req& View/Print Requester	49
1.146Req& View/Print Requester	50

1.147Req& View/Text Viewer	50
1.148Req& View/Text Viewer	51
1.149Req& View/Text Viewer	51
1.150Req& View/Text Viewer	51
1.151Req& View/Text Viewer	51
1.152Req& View/Text Viewer	51
1.153Req& View/Text Viewer	52
1.154Req& View/Text Viewer	52
1.155Req& View/Text Viewer	52
1.156Req& View/Hex Viewer	52
1.157ConfigOpus	52
1.158ConfigOpus Introduction	53
1.159ConfigOpus Main Screen	53
1.160Configure Menus	54
1.161Buttons Manager	55
1.162Buttons Manager	55
1.163Buttons Manager/Next bank	56
1.164Buttons Manager/Copy bank	56
1.165Buttons Manager/Swap bank	56
1.166Buttons Manager/Delete bank	57
1.167Buttons Manager/Copy button	57
1.168Buttons Manager/Swap button	57
1.169Buttons Manager/Delete button	57
1.170Buttons Manager Menus	58
1.171Buttons Editor	58
1.172Command Editor	58
1.173Command Editor/Edit fields	59
1.174Command Editor/Edit fields/Command type	60
1.175Command Editor/Edit Fields/Command type/Command	60
1.176Command Editor/Edit Fields/Command type/Executable	60
1.177Command Editor/Edit fields/Command type/Workbench	61
1.178Command Editor/Edit fields/Command type/Batch	62
1.179Command Editor/Edit Fields/Command type/ARexx	62
1.180Command Editor/{ }	62
1.181Command Editor/Edit fields/Flags	62
1.182Command Editor/Edit Fields/Flags	63
1.183Command Editor/Edit Fields/Flags	63
1.184Command Editor/Edit Fields/Flags	63
1.185Command Editor/Edit Fields/Flags	63

1.186Command Editor/Edit Fields/Flags	64
1.187Command Editor/Edit Fields/Flags	64
1.188Command Editor/Edit Fields/Flags	64
1.189Command Editor/Edit Fields/Flags	64
1.190Command Editor/Edit Fields/Flags	64
1.191Command Editor/Edit Fields/Flags	65
1.192Command Editor/Edit Fields/Flags	65
1.193Command Editor/Edit Fields/Flags	65
1.194Command Editor/Edit Fields/Flags	65
1.195Command Editor/Edit Fields/Flags	66
1.196Command Editor/Edit Fields/Flags	66
1.197Command Editor/Edit Fields/Flags	66
1.198Command Editor/Edit Fields/	66
1.199Command Editor/Edit Fields/Fields	66
1.200Command Editor/Edit Fields/Fields	67
1.201Command Editor/Edit Fields/Fields	67
1.202Command Editor/Edit menu	67
1.203Command Editor/Edit Menu	68
1.204Command Editor/Edit Menu	68
1.205Command Editor/Edit Menu	68
1.206Command Editor/Edit Menu	68
1.207Command Editor/Edit Menu	68
1.208Drives Manager	68
1.209Drives Manager/Get drives	69
1.210Drives Manager/Copy bank	69
1.211Drives Manager/Swap bank	69
1.212Drives Manager/Delete bank	69
1.213Drives Manager/Sort bank	70
1.214Drives Manager/Copy drive	70
1.215Drives Manager/Swap drive	70
1.216Drives Manager/Delete drive	70
1.217Drives Manager/OK & Cancel	70
1.218Drives Editor	71
1.219Drives Editor/Name	71
1.220Drives Editor/Path	71
1.221Drives Editor/Sample	71
1.222Filetypes Manager	72
1.223Filetypes Manager/Filetypes	72
1.224Filetypes Manager/Filetypes/New	73

1.225Filetypes Manager/Filetypes/Swap	73
1.226Filetypes Manager/Filetypes/Delete	73
1.227Filetypes Manager/Filetypes/Ok & Cancel	74
1.228Filetypes Manager/Menus	74
1.229Filetypes Manager/Editing	74
1.230Filetypes Editor	74
1.231Filetypes Editor	74
1.232Filetypes Editor/Events	75
1.233Filetypes Editor/Events/Mouse Action Events	75
1.234Filetypes Editor/Events/Mouse Action Events	75
1.235Filetypes Editor/Events	76
1.236File Class Manager	77
1.237File Class Manager	77
1.238File Class Manager	77
1.239File Class Manager	78
1.240File Class Manager	78
1.241File Class Manager	78
1.242File Class Manager	78
1.243File Class Manager	78
1.244File Class Manager	78
1.245File Class Editor	79
1.246File Class Editor	79
1.247File Class Editor	79
1.248File Class Editor	79
1.249File Class Editor	80
1.250File Class Editor	80
1.251File Class Editor/Components	80
1.252File Class Editor/Components	81
1.253File Class Editor/Components	81
1.254File Class Editor/Components/File Class ID	81
1.255File Class Editor/Components/File Class ID	81
1.256File Class Editor/Components/File Class ID	82
1.257File Class Editor/Components/File Class ID	82
1.258File Class Editor	82
1.259File Class Editor	82
1.260File Class Editor/Edit Commands	82
1.261File Class Editor/Edit Commands	83
1.262File Class Editor	83
1.263File Class Editor/Testing Directives	83

1.264File Class Editor/Testing Directives	83
1.265File Class Editor/Testing Directives	84
1.266File Class Editor/Testing Directives	84
1.267File Class Editor/Testing Directives	84
1.268File Class Editor/Testing Directives	85
1.269File Class Editor	85
1.270File Class Editor/Movement Directives	85
1.271File Class Editor/Movement Directives	85
1.272File Class Editor/Movement Directives	86
1.273File Class Editor/Movement Directives	86
1.274Hotkeys Manager	86
1.275Hotkeys Manager	86
1.276Hotkeys Manager	87
1.277Hotkeys Manager	87
1.278Hotkeys Manager	87
1.279Hotkeys Manager	87
1.280Hotkeys Manager	88
1.281Hotkeys Editor	88
1.282Hotkeys Editor	88
1.283Hotkeys Editor	88
1.284Hotkeys Editor	89
1.285Menus Manager	89
1.286Menus Manager	90
1.287Menus Manager	90
1.288Menus Manager	90
1.289Menus Manager	90
1.290Menus Manager	90
1.291Menus Manager	90
1.292Menus Manager	91
1.293Menus Manager	91
1.294Menus Editor	91
1.295Menus Editor	91
1.296Menus Editor	92
1.297Menus Editor	92
1.298Operations	92
1.299Operations	93
1.300Operations/Copy	93
1.301Operations/Copy/When Copying	93
1.302Operations/Copy/When Copying	93

1.303Operations/Copy	94
1.304Operations/Copy	94
1.305Operations/Copy/When a file already exists	94
1.306Operations/Copy/When a file already exists	94
1.307Operations/Copy/When a file already exists	94
1.308Operations/Copy/When a file already exists	95
1.309Operations	95
1.310Operations	95
1.311Operations/Date Format	95
1.312Operations/Date Format/Misc Flags	95
1.313Operations/Date Format/Misc Flags	96
1.314Operations	96
1.315Operations/Delete	96
1.316Operations/Delete/Ask Before	96
1.317Operations/Delete/Ask Before	96
1.318Operations/Delete/Ask Before	96
1.319Operations/Delete	97
1.320Operations	97
1.321Operations/Error Check	97
1.322Operations/Error Check	97
1.323Operations	97
1.324Operations/General/Misc Flags	98
1.325Operations/General/Misc Flags	98
1.326Operations/General/Misc Flags	98
1.327Operations/General/Misc Flags	99
1.328Operations	99
1.329Operations/Icons/Misc Flags	99
1.330Operations/Icons/Misc Flags	99
1.331Operations/Icons/Misc Flags	99
1.332Operations	100
1.333Operations/List Format	100
1.334Operations/List Format	100
1.335Operations/List Format	100
1.336Operations/List Format	101
1.337Operations/List Format/Selected Display Items	101
1.338Operations/List Format/Selected Display Items	101
1.339Operations/List Format	102
1.340Operations/List Format/Entry Separation	102
1.341Operations	102

1.342Operations	102
1.343Operations/When Processing Files	102
1.344Operations/When Processing Files	103
1.345Operations/When Processing Files	103
1.346Operations/When Processing Files	103
1.347Operations/When Processing Files	103
1.348Operations/When Processing Files/Misc Flags	103
1.349Operations/When Processing Files/Misc Flags	104
1.350Screen	104
1.351Screen	105
1.352Screen/Arrows	105
1.353Screen	105
1.354Screen	105
1.355Screen/Fonts	106
1.356Screen/Fonts	106
1.357Screen/Fonts	106
1.358Screen	107
1.359Screen/General	107
1.360Screen/General	107
1.361Screen/General	107
1.362Screen/General	107
1.363Screen/General	108
1.364Screen/General	108
1.365Screen	108
1.366Screen/Palette	108
1.367Screen	108
1.368Screen/Screen Mode	109
1.369Screen/Screen Mode/Display Mode	109
1.370Screen/Screen Mode/Display Mode	109
1.371Screen/Screen Mode	109
1.372Screen/Screen Mode/Width	110
1.373Screen/Screen Mode	110
1.374Screen/Screen Mode/Height	110
1.375Screen/Screen Mode	110
1.376Screen/Screen Mode	110
1.377System	111
1.378System	111
1.379System/AmigaDOS	112
1.380System/AmigaDOS	112

1.381System/AmigaDOS	113
1.382System/AmigaDOS	113
1.383System	113
1.384System/Clocks	113
1.385System/Clocks/Memory Bar	113
1.386System/Clocks/Memory Bar	114
1.387System/Clocks/Memory Bar	114
1.388System/Clocks/Memory Bar	114
1.389System/Clocks	114
1.390System/Clocks/Show free space as	114
1.391System/Clocks/Show free space as	115
1.392System/Clocks	115
1.393System/Clocks	115
1.394System/Clocks/When Iconified	115
1.395System/Clocks/When Iconified	116
1.396System/Clocks/When Iconified	116
1.397System/Clocks/When Iconified	116
1.398System	116
1.399System/Directories	116
1.400System/Directories/Caches	117
1.401System/Directories/Caches	117
1.402System/Directories/Caches	117
1.403System/Directories	117
1.404System/Directories/Search buffers on	117
1.405System/Directories/Search buffers on	118
1.406System/Directories	118
1.407System/Directories/Misc Flags	118
1.408System/Directories/Misc Flags	118
1.409System/Directories/Misc Flags	118
1.410System/Directories/Misc Flags	119
1.411System/Directories	119
1.412System/Directories/Show Free space	119
1.413System/Directories/Show Free space	119
1.414System/Directories/Show Free space	120
1.415System/Directories/Show Free space	120
1.416System	120
1.417System/Hotkey	120
1.418System/Hotkey	120
1.419System/Hotkey	121

1.420System	121
1.421System/Icons	121
1.422System/Icons	122
1.423System	122
1.424System/Modules	122
1.425System/Modules	122
1.426System	123
1.427System/Show Pattern	123
1.428System/Show Pattern	123
1.429System/Show Pattern	123
1.430System	123
1.431System/Startup	124
1.432System/Startup/Dirs to read on startup	124
1.433System/Startup/Dirs to read on startup	124
1.434System/Startup	124
1.435System/Startup/ARexx Scripts	124
1.436System/Startup/ARexx Scripts	125
1.437System/Startup/ARexx Scripts	125
1.438System	125
1.439System/View & Play	125
1.440System/View & Play/Pic&anim viewer	125
1.441System/View & Play/Pic&anim viewer	126
1.442System/View & Play/Pic&anim viewer	126
1.443System/View & Play/Pic&anim viewer	126
1.444System/View & Play/Pic&anim viewer	126
1.445System/View & Play	126
1.446System/View & Play/Sound Player	127
1.447System/View & Play/Sound Player	127
1.448System/View & Play	127
1.449System/View & Play/Text Viewer	127
1.450System/View & Play/Text Viewer	127
1.451Tech Guide	127
1.452Tech Guide/Commands	128
1.453Tech Guide/Commands	129
1.454Tech Guide/Commands	129
1.455Tech Guide/Commands	129
1.456Tech Guide/Commands	130
1.457Tech Guide/Commands	131
1.458Tech Guide/Commands	131

1.459Tech Guide/Commands	132
1.460Tech Guide/Commands	132
1.461Tech Guide/Commands	133
1.462Tech Guide/Commands	133
1.463Tech Guide/Commands	133
1.464Tech Guide/Commands	134
1.465Tech Guide/Commands	134
1.466Tech Guide/Commands	135
1.467Tech Guide/Commands	135
1.468Tech Guide/Commands	136
1.469Tech Guide/Commands	136
1.470Tech Guide/Commands	136
1.471Tech Guide/Commands	137
1.472Tech Guide/Commands	137
1.473Tech Guide/Commands	138
1.474Tech Guide/Commands	138
1.475Tech Guide/Commands	138
1.476Tech Guide/Commands	139
1.477Tech Guide/Commands	139
1.478Tech Guide/Commands	140
1.479Tech Guide/Commands	140
1.480Tech Guide/Commands	140
1.481Tech Guide/Commands	141
1.482Tech Guide/Commands	141
1.483Tech Guide/Commands	142
1.484Tech Guide/Commands	142
1.485Tech Guide/Commands	142
1.486Tech Guide/Commands	143
1.487Tech Guide/Commands	143
1.488Tech Guide/Commands	143
1.489Tech Guide/Commands	144
1.490Tech Guide/Commands	144
1.491Tech Guide/Commands	144
1.492Tech Guide/Commands	145
1.493Tech Guide/Commands	145
1.494Tech Guide/Commands	146
1.495Tech Guide/Commands	146
1.496Tech Guide/Commands	147
1.497Tech Guide/Commands	147

1.498Tech Guide/Commands	148
1.499Tech Guide/Commands	148
1.500Tech Guide/Commands	149
1.501Tech Guide/Commands	149
1.502Tech Guide/Commands	150
1.503Tech Guide/Commands	150
1.504Tech Guide/Commands	150
1.505Tech Guide/Commands	151
1.506Tech Guide/Commands	151
1.507Tech Guide/Commands	152
1.508Tech Guide/Commands	152
1.509Tech Guide/Commands	153
1.510Tech Guide/Commands	153
1.511Tech Guide/Commands	154
1.512Tech Guide/Commands	154
1.513Tech Guide/Commands	154
1.514Tech Guide/Commands	155
1.515Tech Guide/Commands	155
1.516Tech Guide/Commands	157
1.517Tech Guide/Commands	157
1.518Tech Guide/Commands	157
1.519Tech Guide/Commands	158
1.520Tech Guide/Commands	158
1.521Tech Guide/Commands	158
1.522Tech Guide/Commands	159
1.523Tech Guide/Commands	159
1.524Tech Guide/Commands	168
1.525Tech Guide/Commands	169
1.526Tech Guide/Commands	169
1.527Tech Guide/Commands	170
1.528Tech Guide/Commands	170
1.529Tech Guide/Commands	170
1.530Tech Guide/Commands	171
1.531Tech Guide/Commands	171
1.532Tech Guide/Commands	171
1.533Tech Guide/Commands	172
1.534Tech Guide/Commands	172
1.535Tech Guide/Commands	172
1.536Tech Guide/Commands	174

1.537Tech Guide/Commands	174
1.538Tech Guide/Commands	175
1.539Tech Guide/Commands	175
1.540Tech Guide/Commands	175
1.541Tech Guide/Commands	177
1.542Tech Guide/Commands	177
1.543Tech Guide/Commands	177
1.544Tech Guide/Commands	178
1.545Tech Guide/Commands	178
1.546Tech Guide/Commands	178
1.547Tech Guide/Commands	179
1.548Tech Guide/Commands	179
1.549Tech Guide/Commands	179
1.550Tech Guide/Commands	180
1.551Tech Guide/Commands	180
1.552Tech Guide/Commands	181
1.553Tech Guide/Commands	181
1.554Tech Guide/Commands	181
1.555Tech Guide/Commands	182
1.556Tech Guide/Commands	182
1.557Tech Guide/Commands	183
1.558Tech Guide/Commands	183
1.559Tech Guide/Commands	184
1.560Tech Guide/Commands	185
1.561Tech Guide/Commands	186
1.562Tech Guide/Commands	186
1.563Tech Guide/Commands	186
1.564Tech Guide/Commands	187
1.565Tech Guide/Commands	187
1.566Tech Guide/Commands	192
1.567Tech Guide/Commands	193
1.568Tech Guide/Commands	193
1.569Tech Guide/Commands	193
1.570Tech Guide/Commands	194
1.571Tech Guide/Commands	194
1.572Tech Guide/Commands	194
1.573Tech Guide/Commands	195
1.574Tech Guide/Commands	195
1.575Tech Guide/Simple Argument Functions	195

1.576Tech Guide/Requester Functions	196
1.577Tech Guide/Starting External Programs	197
1.578Tech Guide/Wild Card Patterns	198
1.579Tech Guide/Key Shortcuts	200
1.580Tech Guide/Glossary	201

Chapter 1

dopus

1.1 Directory Opus Manual

Directory Opus 4 Manual

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Copyright Information
System Requirements
Directory Opus Walk-through
Requesters & Viewers
Directory Opus Configuration
Tech Guide

The Support Homepage for Directory Opus 4 is located at <http://viper.pl/~opus>. Latest public releases, beta versions and support informations can be found there, aswell as updated copies of this manual.

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1.2 Copyright information

Directory Opus 4 is Copyright (c) 1990-2000 by Jonathan Potter.

Directory Opus 4.13 and later versions modified by Jacek Rzeuski

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All users of Directory Opus 4 (including versions distributed under the GPL) are entitled to upgrade to the latest version of Directory Opus version 5 at a reduced price. Please see <http://www.gpsoft.com.au> for more information.

1.3 Directory Opus 4 System Requirements

Minimum System requirements

To get Directory Opus 4 running you should have an Amiga computer (or an emulation of such a computer) with at least AmigaOS 3.0. This computer should be equipped with a 68020 processor (or any later model of the 68xxx CPU series) and about one megabyte of memory.

Recommended third party addons

Additional functionality can be achieved by installing the third party libraries described below.

PopupMenu.library:

This will enable the popup menu that appears by clicking on the Disk Name field with the right mouse button. This library is Freeware and can be found on Aminet: [util/libs/pmuser.lha](#)

XFDMaster.library:

This is a decruncher system that decompresses crunched files on the fly. DirOpus utilizes this library to load such crunched files (i.e. into the text viewer). This library is Freeware and can be found on Aminet: [util/pack/xfdmaster.lha](#)

1.4 A Directory Opus Walk Through

A Directory Opus Walk Through

This section describes the installation of the program and how to start it. And it gives you a overview of the components of Directory Opus and their usage.

What Is Directory Opus?
Files and Directories

Installing Directory Opus

Running Directory Opus

Introduction to Using Directory Opus

Directory Windows

Custom Buttons

The Tiny Buttons

The Tiny Bottom Right Buttons

Default Menus

1.5 DOWT/What is Directory Opus ?

What Is Directory Opus?

The theory behind Directory Opus is quite simple. On the screen there are two windows. These are called Directory Windows. You can read a directory into each of these from any device accessible by the Amiga. You select files and/or directories in either of these windows, then manipulate them almost any way you like. Selected entries can be copied to the opposite window, deleted or renamed; text files can be read, picture files can be viewed, and sound files can be heard. Directory Opus offers much more than these "bare-bones" features, and you will learn more throughout this guide.

1.6 DOWT/Files and Directories

Files and Directories

The Amiga's DOS (Disk Operating System) deals with two kinds of data arrangement: files and directories.

Each file and directory must be given a unique name; within a directory you cannot have two files, two directories, or a file and a directory with the same name as each other.

Files

Any data you record on a disk is stored in a file. Files contain information, which may be from a database, from a word processor, from a paint program, or the entire contents of a program.

The size of a file is expressed in bytes, each byte being equivalent to one character. Storing the string "Hello" in a file would use five bytes, as the word "Hello" is five characters long.

Whether a file can be displayed, executed, deleted, edited, or considered as a script file depends upon attributes that are

explained in the Protection Requester section.

All files have a datestamp which shows what the system date and time were the last time the file was written to.

Files may also have a comment of up to 79 characters attached to them.

Directories

To store information in a logical manner, disks are generally organised into directories, which are often referred to as drawers. If you picture a disk as a filing cabinet, with your programs, database files and pictures as the actual files, then directories are the drawers of the filing cabinet. Some of these drawers have further drawers inside them, called sub-directories, which themselves contain drawers, and so on, indefinitely.

The directory or sub-directory containing any given sub-directory is known as its parent directory.

The highest level of organisation is the Root Directory. If the directory is a filing cabinet, then the root directory is the room it stands in.

The route you take along a directory tree to reach a file is called path. As you proceed along the path, each branch of the tree is separated from the next by a / character. For example, the path of Archives is expressed as Work:Downloads/Archives.

To refer to Picture.ARC, you use what is called pathname. This consists of a file's path, followed by the name of the file, Picture.ARC's pathname would be Work:Downloads/Archives/Picture.ARC.

The number of files and sub-directories any given directory can contain is limited only by the amount of space on the disk.

1.7 DOWT/Installing Directory Opus

Installing Directory Opus

If your computer does not have hard drive, you may want to run Directory Opus from the distribution disk; otherwise you need to use the installation program, InstallOpus, which inserts Directory Opus into your hard disk's root directory. It will modify your User Startup Sequence. InstallOpus allows you to choose the approach best suited to your level of expertise.

For the novice, InstallOpus inserts Directory Opus into your hard disk's root directory and does everything for you, offering you few choices. You can choose to have the Directory Opus screen displayed when you first boot up your computer, or you can run Directory Opus from the Workbench or CLI.

At a more ambitious level, InstallOpus allows you to select the directories into which Directory Opus is to be installed.

The expert user can take control: InstallOpus allows you to define every single choice available, and assumes that you know what you are doing. You are able to modify your startup sequence to your needs.

For more information, use InstallOpus' built-in help system.

1.8 DOWT/Running Directory Opus

Running Directory Opus

There are three common ways of running Directory Opus.

- Manually from Workbench
- Manually from CLI
- Automatically from the startup-sequence

1.9 DOWT/Running Directory Opus

Starting From Workbench

The easiest way to run Directory Opus is from the Workbench. Double click on the Directory Opus icon on the Workbench screen and, several seconds later, the Directory Opus screen will appear.

ToolTypes

If started from Workbench, DirOpus understands the following Tooltypes (have a look at your Amiga documentation, if you do not understand the concept of tooltypes):

ICONSTART=1

Tells Directory Opus to start up iconified, which means that the program will open only a small window on the Workbench screen, instead of its own custom screen, and will sit unobtrusively in the background until needed.

CONFIGFILE=<path to configfile>

Tells Directory Opus where to load the configuration file from. For instance, CONFIGFILE=DH1:stuff/directoryopus.cfg would load (and subsequently save) the configuration file from DH1:stuff/directoryopus.cfg. By default, DirOpus will look in DOpus:S/ or S: for its configuration settings.

FORCEOPENXFD

This will force DirOpus to open the XFDMaster library at startup (this library is used for reading crunched files into the text reader). Normally Directory Opus opens that library only when needed, and only if it is opened by another program already.

1.10 DOWT/Running Directory Opus

Starting From a CLI

To run Directory Opus from the CLI enter:

```
DOpus:DirectoryOpus
```

This assumes one of two things. Either you are running Directory Opus from a floppy drive containing the Directory Opus diskette, or you have it installed on a hard drive with an assignment of DOpus: to its location. (The InstallOpus utility can create the assignment in your startup-sequence).

Arguments

DirOpus understands several arguments when it is started from the CLI (NOTE: These arguments are case sensitive!):

- i Tells Directory Opus to start up iconified, which means that the program will open only a small window on the Workbench screen, instead of its own custom screen, and will sit unobtrusively in the background until needed.
- c Tells Directory Opus where to load the configuration file from. For instance, -cDH1:stuff/directoryopus.cfg would load (and subsequently save) the configuration file from DH1:stuff/directoryopus.cfg. By default, it will look in DOpus:S/ and S:
- x This will force DirOpus to open the XFDMaster library at startup (this library is used for reading crunched files into the text reader). Normally Directory Opus opens that library only when needed, and only if it is opened by another program already.

1.11 DOWT/Running Directory Opus

Automatic Startup in the startup-sequence

The User-Startup is a script file that is automatically executed when you first turn on the computer. It can contain instructions to do many different things, including running Directory Opus.

Either the InstallOpus utility can modify your

User-Startup for you or you can do it yourself. To modify your User-Startup you need a text editor such as Commodore's Ed or MEmax. A highly recommended commercial text editor is CygnusEd Professional, by ASDG-Inc. This is the text editor with which Directory Opus was written, and is a very powerful tool.

Run your text editor and load your User-Startup into it. The User-Startup resides in the S: directory of your boot disk. Pick a convenient place to put the new instruction (you can really put it anywhere) and add the following lines:

```
;BEGIN DirOpus
Assign DOpus: DH0:Tools/DOpus
DOpus:DirectoryOpus -i
;END DirOpus
```

This assumes you have installed DirectoryOpus in a directory called DH0:Tools/DOpus. Of course you need to use the actual directory path.

The -i at the end of the instruction tells Directory Opus to start up iconified, which means that the program will open only a small window on the Workbench screen, instead of its own custom screen, and will sit unobtrusively in the background until needed. If you do not want Directory Opus to start up iconified, simply remove the -i.

Have a look at the Running DirOpus from CLI section for more arguments that can be added to the instruction.

The more technically inclined may notice that there is no RUN on the instruction line. This is because Directory Opus detaches itself, freeing up the CLI and allowing it to continue with the User-Startup (and ultimately closing).

Make sure you save the User-Startup once you have modified it. If your changes make sense, Directory Opus will be run automatically when you boot up.

1.12 DOWT/Intro to Opus

Introduction to Using Directory Opus

This section gives you a short tour of Directory Opus. It describes Directory Opus in its default configuration. The various configuration options are described later.

Aborting

Before using the program, it is important to know how to abort an action. Most commands can be aborted once they have begun, and this can be useful if you accidentally start deleting the contents of your hard drive.

To abort, press the left and right mouse buttons

simultaneously. This will only take effect if the Directory Opus screen is active (i.e., at the front of the display).

Do not be alarmed if the action does not abort immediately; some commands such as copy have to finish the file they are working on before aborting.

Directory Opus Components

Let's start with a brief description of the main components of the Directory Opus Display.

- Title Bar
- Clock/Memory Bar
- Directory Windows
- Custom Buttons
- Drive Buttons
- Custom Menus
- Tiny Buttons

1.13 DOWT/Intro to DOpus/DOpus Components

Title Bar

The Title Bar is at the very top of the Directory Opus display. It is used to display various status or error messages. If you are unsure what Directory Opus is doing, it is a good idea to look in the title bar for a hint. The title bar is also used to reposition the Directory Opus screen.

1.14 DOWT/Intro to DOpus/DOpus Components

Clock/Memory Bar

The Clock/Memory Bar is at the bottom of the Directory Opus display. It displays current memory and time information.

1.15 DOWT/Intro to DOpus/DOpus Components

Directory Windows

A directory window allows you to display the files and sub-directories contained in a directory. You can select (and deselect) files and sub-directories. Directory Opus has two directory windows. More information about Directory Windows is available in the section Directory Windows .

1.16 DOWT/Intro to DOpus/DOpus Components

Custom Buttons

The Custom buttons perform actions which usually trigger an operation of the selected files in the active directory window. More information about Custom Buttons is available in the section Custom Buttons .

1.17 DOWT/Intro to DOpus/DOpus Components

Drive Buttons

The Drive buttons read the contents of a specific directory and display them in the currently active directory window.

1.18 DOWT/Intro to DOpus/DOpus Components

Custom Menus

Custom menus , like Custom buttons , perform actions.

NOTE: Many parts of the DirectoryOpus Interface use the Right Mouse button for alternative operations. As with DPaint, the mouse pointer must be positioned on the title bar when the Right Mouse button is clicked for the Menu Titles to appear.

1.19 DOWT/Intro to DOpus/DOpus Components

Tiny Buttons

Four Tiny buttons are positioned between the two directory windows, and six Tiny buttons are placed on the Clock/Memory Bar . More information about Tiny Buttons is available in the section Tiny Buttons .

1.20 DOWT/Intro to DOpus/Dir Windows

Directory Windows

There are two Directory windows. Only one window is active at a time. Because some actions, such as copy, work with selected files in the active Directory Window and use the inactive Directory Window as the destination, the active window is referred to as the Source Window and the inactive window is referred to as the Destination Window.

Selecting the Active Directory Window

Clicking anywhere in a window with either mouse button will activate that window. Unless you are extremely precise in your placement of the pointer, however, clicking with the left mouse button to activate a window may lead to your selecting an unwanted entry. This is when using the right mouse button can be useful, as selecting entries is a left mouse button command, but clicking with the right mouse button will never have that effect.

Pressing the space bar activates the inactive directory window. This allows you to toggle between the active and inactive windows.

Directory Window components:

Directory Field

Disk Name

Window Area

Window View Sliders

Next and Previous Buffer buttons

1.21 DOWT/Intro DOpus/Dir Windows

Directory Field

Many DirectoryOpus commands require that you read a directory into the active Directory Window. To read any directory, enter the name into the Directory Field.

When you click in a directory field it will be activated and a cursor will appear. Pressing the Return key will activate the Directory Field for the Active Directory Window. Once the Field is activated, enter the name of the directory you want.

There are several editing features you can use:

Backspace: Deletes the character to the left of the cursor.

Delete: Deletes the character under the cursor.

Cursor key: Moves the cursor one space in the direction of the arrow

Cursor key + Shift: Moves the cursor to the beginning or end of the string

Right Amiga + x key: This is known as Amiga-X; It erases the entire string

Right Amiga + q key: This is known as Amiga-Q; It restores the

contents of a field to the previous information.

Once you have entered the pathname you wish to read, press return. You will see the directory window activated (if it is not already active), and the contents of the directory will be shown.

1.22 DOWT/Intro DOpus/Dir Windows

Disk Name

The Disk Name area of the Directory Window shows the Disk or Volume Name for the currently displayed Directory. This area also displays the amount of free space on the directory's volume.

Double clicking on a window's Disk Name field with the left mouse button will bring up a requester showing all parent directories of the displayed directory.

Performing a Click-M-Click operation (Click-Move-Click) with the left mouse button (first click on the Disk Name of the active directory window then on the Disk Name of the inactive window) will cause DirOpus to copy the active window into the inactive one.

Performing a Click-M-Click operation with the right mouse button will swap the two directory windows.

Clicking on the Disk Name with the right mouse button (and holding that button) will bring up a popup menu that lets you select the sort method easily, without starting the configuration program first.

This menu offers a list of items which the window list can be sorted on. A checkmark indicates the current sort item. The following sort items are available:

- File name
- File size
- Protection bits
- Creation date
- File comment
- File type

The last menu item is 'Reverse order'. This specifies that the list should be sorted in reverse order. For instance instead of A coming before B, B would come before A. A checkmark indicates if Reverse order is activated at the moment.

NOTE: The popup menu described above is only available if you have installed the optional 'popupmenu.library' correctly. See Requirements for further details.

1.23 DOWT/Intro DOpus/Dir Windows

Window Area

The Window Area of the Directory Window displays the directory's files and sub-directories.

Selecting Files

Entering Sub-Directories

Moving to a Parent Directory

1.24 DOWT/Intro DOpus/Dir Windows

Selecting Files

To select an entry, file or sub-directory, click on it with the left mouse button. If you hold down the left mouse button and move the mouse up or down, all entries that the pointer passes over will be highlighted. This is called drag-selecting.

Clicking on an entry which is already selected will deselect it. If you drag-select when you click on an already selected entry, other already selected entries that are passed over will be deselected.

1.25 DOWT/Intro DOpus/Dir Windows

Entering Sub-Directories

Many directories that you read in will contain sub-directories. Instead of having to type in the name of a sub-directory, you only need to double-click on it. This will load the sub-directory into the same Directory Window.

Opening the sub-directory in the other directory window allows you to copy files between the sub-directory and its parent. To do this, you perform a Click Move Click (Click-M-Click) with the left mouse button. Click-M-Click means to click first on a sub-directory entry then to move the mouse pointer to the other (inactive) window and click again. This can be tricky because the two clicks must occur within the Amiga Configured Double-Click Time (see Amiga Input Preferences).

An alternative method to Click-M-Click (which requires less mouse pointer gymnastics), is to click and hold on an unselected sub-directory entry. Then, without releasing the left mouse button, press and release the right mouse button. Still holding the left mouse button, move the mouse pointer to the inactive window. As you move the mouse pointer, a copy of the selected sub-directory will follow the mouse. When you position the mouse pointer over the inactive window, release the mouse button; the sub-directory will be read into the inactive window, which now

will become the active Directory Window.

A final alternative (which requires less mouse button gymnastics), is to click and hold on an unselected sub-directory entry. Then, without releasing the left mouse button, move the pointer to the unselected Directory Window. The trick to this method is to move the mouse pointer horizontally without moving up or down (this is for the sure handed mouse gymnast). Should you inadvertently move the mouse pointer over an entry above or below the selected sub-directory, that entry will follow the mouse pointer over to the inactive window and will be read when you release the mouse pointer.

1.26 DOWT/Intro DOpus/Dir Windows

Moving to a Parent Directory

If the directory displayed in a Directory Window is a sub-directory, you may wish to return to its Parent Directory. You could return to the Parent directory by editing the Directory Field text directly, but the procedure is cumbersome and error-prone; there are better ways.

The default configuration includes a Custom Button which returns you to the Parent Directory.

Each Directory Window contains a hidden Parent button on the outer edge of the window area which will move you to a Parent Directory. On the left Directory Window, it is the white border on the far left. On the right Directory window, it is the black border on the far right. When you click the left mouse button on a hidden Parent button, Directory Opus will display the directory's parent, if it has one. When you click the right mouse button on the hidden Parent button, Directory Opus will display the root directory.

Double clicking on a window's Disk Name field with the left mouse button will bring up a requester showing all parent directories of the displayed directory.

1.27 DOWT/Intro DOpus/Dir Windows

Window View Sliders

Once a directory had been read in, it is displayed in the directory window. There is limited space in the window so the entire directory contents may not be visible at once. A pair of Sliders extends your view of the window. In the center of the two directory windows are two vertical Window Sliders. You can slide these up and down thus scroll through the contents of the directory.

To slide the vertical window view sliders, press the left mouse button on the black bar and, while holding down the mouse button, move the mouse up and down.

Click above or below the solid bar for the slider to move one page in that direction.

At the bottom of the two vertical Window View Sliders are arrow buttons. These will move the slider on their line in the direction of the arrow when clicked on.

Click and hold the left mouse button on one of the arrow buttons for the directory to continuously scroll through the window.

Press either the up or down cursor keys to move one line in that direction. These too will continuously scroll when held down.

Press the up or down cursor keys in conjunction with either SHIFT key to move a page in that direction.

Press the cursor key in conjunction with the CTRL key to jump to the top or bottom of the directory listing.

To scroll quickly to the first entry starting with a particular letter, press that letter. The directory will scroll as close as it can get to the first entry, file or directory, starting with that letter.

Press a letter in conjunction with either SHIFT key to scroll only to the first file beginning with that letter.

Regardless of if entire directory fits in vertically, it will definitely not fit in horizontally. There is more information available for entries than just the filename. Also displayed is the size in bytes, the protection bits assigned to that entry, the date that entry was last written to the disk, and any comment that may be assigned to that entry.

Horizontal Window View Sliders can be seen at the bottom of the directory windows, with arrows at the inner ends. These work like the Vertical Window Views Sliders, including the keyboard equivalents. You can scroll up and down, and left and right, by holding the right mouse button and moving the mouse.

The Directory Windows are usually the same size. If you want to see more information than is displayed in the windows you can stretch the divider between them left or right to resize them.

There is a hidden size bar between the two vertical Window View Sliders. When you click and hold this button, the size bar will appear. While holding the mouse button, move the mouse left or right. When you have the window as you want it, release the mouse button.

There are three shortcut keys for resizing the Directory Windows:

- Slides the Window View Sliders to the far left
- \ Slides them to the far right.
- = Recentres the Window View Sliders

1.28 DOWT/Intro DOpus/Dir Windows

Next and Previous Buffer Buttons

Directory Opus maintains up to 100 directory buffers for each directory window.

To move back and forth through the buffers, click on either the Previous Buffer button or the Next Buffer button. The Buffer will be displayed without re-reading the drive. The keyboard equivalent alternative is to press the ALT key in conjunction with the left or right cursor key.

To activate the directory field, press the Return key.

To re-read the directory, press the Return key twice.

1.29 DOWT/Intro to DOpus/Custom Buttons

Custom Buttons

There are default Custom buttons, all of which have left mouse button commands. Some of the buttons are also configured to perform Right Mouse button commands.

The Custom buttons with right mouse button commands are indicated by a "dog-ear" in the upper right corner of the button. The All Custom button demonstrates the dog-ear.

IMPORTANT: Many of the Custom buttons perform actions on the selected files in the current directory window. Before clicking on a Custom button, verify that the intended directory window is active. Novice Directory Opus users can be confused when they have clicked on a Custom button in an inactive window, and it does nothing. Of course you should verify that the selected files and directories within the directory window are the ones you wish acted on.

All	MakeDir	Icon Info
Toggle	Assign	Add Icon
None	Check_Fit	Arc Ext
Parent	GetSizes	Encrypt
Root	ClearSizes	Read

Copy	Hunt	ANSI Read
CopyAs	Search	Hex Read
Move	Run	Show
MoveAs	Execute	Play
Rename	Comment	Loop Play
Clone	Datestamp	Edit
Delete	Protect	New File
Print		

The number of custom buttons in Directory Opus is limited only by available memory. The Commands chapter explains more about the buttons, and the Command Editor section explains how to configure them.

1.30 DOWT/Intro to DOpus/Custom Buttons

All

The All button selects all entries in the currently active directory window.

1.31 DOWT/Intro to DOpus/Custom Buttons

Toggle

Selecting Toggle with the right mouse button will Toggle or reverse the state of all entries. This causes selected entries to be deselected and deselected entries to be selected.

1.32 DOWT/Intro to DOpus/Custom Buttons

None

The None button deselects all entries in the currently active directory window.

1.33 DOWT/Intro to DOpus/Custom Buttons

Parent

The Parent button reads the parent directory of the directory open in the active directory window. If the parent directory is contained in the window's Buffer List, it will be displayed without re-reading the directory.

When the current directory is an assignment, for example C:, the assignment will be expanded, and then the parent command will move to the parent directory of the assigned directory.

1.34 DOWT/Intro to DOpus/Custom Buttons

Root

The `Root` button reads the root directory of the active directory window. As with the `Parent` command, the buffer list will be searched before the parent directory is re-read.

When the current directory is a sub-directory to an assigned directory, the `Root` command will display the assigned directory. When the current directory is an assigned directory, the `Root` command will display the root drive of the assigned directory.

1.35 DOWT/Intro to DOpus/Custom Buttons

Copy

The `Copy` button copies the selected file to the destination (inactive) directory. If any directories are selected to copy, the sub-directory `Filter` will be used to determine which files will be copied.

1.36 DOWT/Intro to DOpus/Custom Buttons

CopyAs

The `CopyAs` command is similar to `Copy` except that the entries are copied to the destination directory using new names that you specify. Wildcards can be used here.

1.37 DOWT/Intro to DOpus/Custom Buttons

Move

This command will move all selected entries from the source directory to the destination directory. The entry will no longer exist in its original place. If any directories are selected to move, the sub-directory `Filter` will be used to determine which files will be moved.

Be careful with this command. Directory Opus will delete the file if you are moving it to a different device.

1.38 DOWT/Intro to DOpus/Custom Buttons

MoveAs

MoveAs is similar to the Move command except that it allows you to give each entry a new name before it is moved.

1.39 DOWT/Intro to DOpus/Custom Buttons

Rename

Rename allows you to give new names to all selected entries in the active directory window. A requester will appear for each entry in turn, asking for the new name. The initial rename requester has two string fields instead of one. You will usually just edit the name in the lower of the two fields to the new name.

A limited type of wildcard rename is possible. Entering an * in the bottom field allows you to add prefixes or suffixes. For instance, entering *.pic will add a .pic suffix to all selected entries. Entering A* will add an A prefix. Only one * may be used in this process.

You cannot give a file a name that contains an *.

If you enter a * in the top as well as the bottom field, you can replace sections of the name. For example, entering *.pic in the top Field and *.iff in the bottom Field will replace the .pic suffix in that entry that has one with a .iff suffix. If an entry does not have a .pic suffix, it will be left untouched. The * may also be embedded. For instance, renaming FOO*BAZ as GEE*WIZ would rename FOOBARBAZ as GEEBARWIZ. Again, only one * may be used in each of the string Fields.

1.40 DOWT/Intro to DOpus/Custom Buttons

Clone

Clone allows you to make a copy of selected entries in the same directory, but with different names. A requester will appear for each entry, asking for the new name.

1.41 DOWT/Intro to DOpus/Custom Buttons

Delete

Delete will remove all selected entries in the active directory window.

Be careful with this, as it is easy to wipe out valuable

data if you are careless. Directory Opus's default configuration brings up a requester before deleting. Nevertheless, you should always double check the selected files before clicking this button.

1.42 DOWT/Intro to DOpus/Custom Buttons

Makedir

Makedir allows you to create a new sub-directory in the active directory window; its name is limited to 30 characters. A configuration option, @{ " Create Icons With Directories " link ↔ 3.17.6}, can be used to create an icon at the same time. The name of the directory is limited to 25 characters if Create Icons With Directories is enabled.

1.43 DOWT/Intro to DOpus/Custom Buttons

Assign

Assign allows you to create an AmigaDOS assignment to the directory in the active window. The Assign Command gives more examples.

1.44 DOWT/Intro to DOpus/Custom Buttons

Check Fit

The Check Fit button tests whether the selected file will fit on the destination drive. The Screen title bar will display the number of bytes needed, the available space, and the percentage of the files which will fit on the destination drive.

1.45 DOWT/Intro to DOpus/Custom Buttons

GetSizes

The GetSizes button causes any selected sub-directories to be scanned. The scanning process calculates the total size, in bytes, of all files contained in the sub-directory. Once scanned, the sub-directory will be displayed.

If a sub-directory has been previously scanned, it will not be re-scanned when you select the GetSizes button. See Clear Sizes for more information.

The GetSizes button also displays in the status bar the number of files, directories and bytes that have been selected out of the total number of files, directories and bytes. If there is enough space for the total selected bytes on the disk in the destination directory window, all selected files would fit on the destination disk if they were copied and a Y will be displayed after the count. If they won't fit, an N will be displayed.

If you select an operation which causes a sub-directory to be scanned (e.g. COPY , PROTECT , HUNT , etc.), the size will be displayed as though you had performed a GetSizes.

1.46 DOWT/Intro to DOpus/Custom Buttons

ClearSizes

The ClearSizes button will clear the sizes for selected directories, but not for selected files.

If a sub-directory has been scanned already, pressing the Get Sizes button will not work. It is possible that a previously scanned directory's size is no longer accurate; any application, including Directory Opus, might have changed the contents of the sub-directory since it was last scanned. To re-scan a sub-directory, the size must be cleared with the ClearSizes button.

1.47 DOWT/Intro to DOpus/Custom Buttons

Hunt

The Hunt button allows you to search all selected sub-directories for a specified file or files. A requester appears asking for the pattern to hunt for. You can use full pattern matching for this search.

If a file matching the pattern is found, you are asked if you wish to enter the directory containing it, or to continue the search. If you elect to enter the directory, the directory will be read and then all matching entries will be highlighted.

You can also select entire devices to hunt, using the DEVICE LIST command.

1.48 DOWT/Intro to DOpus/Custom Buttons

Search

The Search button allows you to search the contents of all selected files, and the files within selected directories,

for a specified string. A requester appears asking for the string pattern to look for. Again, full pattern matching is supported.

If a file containing the string is found, you are asked if you wish to read that file, or continue the search. If you elect to read the file, it will be loaded into the text viewer, and a search will automatically be initiated for the string you want.

You can also select entire devices to search, using the `DEVICE LIST` command.

If any directories are selected to search, the sub-directory Filter will be used to determine which files will be searched.

1.49 DOWT/Intro to DOpus/Custom Buttons

Run

The Run button allows you to run each selected file in turn, providing that file is executable. It is similar to double-clicking on the file's icon, or running it from the CLI. A requester will appear asking for any arguments, should it require any.

1.50 DOWT/Intro to DOpus/Custom Buttons

Execute

If you select this button with the right mouse button, the files will be "executed" as script files. This has the same effect as running that script file via IconX (refer to AmigaDOS manual), or executing it from the CLI.

1.51 DOWT/Intro to DOpus/Custom Buttons

Comment

The Comment button allows you to add comments to all selected entries, or to edit existing comments. The maximum length of a comment is 79 characters. If any directories are selected to comment, the sub-directory Filter will be used to determine which files will be commented.

You will be prompted for a comment for each selected entry. If you wish to attach the same comment to all entries, you should select the All button within the requester.

1.52 DOWT/Intro to DOpus/Custom Buttons

Datestamp

The Datestamp button allows you to change the datestamp of the selected files and directories in the active directory window to what ever date you want. When you select directories, you are asked whether you wish the files within them to have their datestamps modified also.

If any directories are selected to datestamp, the sub-directory Filter will be used to determine which files will be datestamped.

For each entry, you are presented with a requester. If you wish the file to have its datestamp set to the current date and time, simply press return. Otherwise, enter the date and time you want.

To set the datestamp of all selected entries you should select the All button from the datestamp requester.

Choose Okay or press return to set the datestamp one file at a time.

1.53 DOWT/Intro to DOpus/Custom Buttons

Protect

The Protect button allows you to modify the protection bits of the selected files and directories in the active directory window. When you select directories, you are asked whether you also wish the files within them to be protected. For each entry, you are presented with a requester displaying the protection bits currently set for that entry. This is described in greater detail in Protection Requester .

If any directories are selected to protect, the sub-directory Filter will be used to determine which files will be protected.

1.54 DOWT/Intro to DOpus/Custom Buttons

Icon Info

The Icon Info Info button brings up the Directory Opus Info Requester for each of the selected files.

1.55 DOWT/Intro to DOpus/Custom Buttons

Add Icon

AddIcon allows you to add icons to all selected entries in the active directory window. Directory Opus will automatically sense what type of file it is and add the appropriate icon (drawer, tool or project). Default icons are used unless you have specified the name of your own icons within the @{ " configuration " link 3.19 23}.

1.56 DOWT/Intro to DOpus/Custom Buttons

Arc Ext

This button allows you to extract files from an Archive File. Directory Opus comes configured for ARC, ZOO, LHARC and files. When you click on this button, the files are extracted from the selected archive files and copied into the destination window.

NOTE: Directory Opus' distribution disks do not include the actual archive programs ARC, ZOO and LHA. Because they are Shareware, we are not allowed to distribute them. They are available free on most bulletin boards and you should ensure the ones you require are installed in one of the directories in the command path used by the CLI.

1.57 DOWT/Intro to DOpus/Custom Buttons

Encrypt

Have you ever had files that you wanted to encrypt so that only people who knew the password could understand them? This command allows you to do just that. It will encrypt all selected files, using the password that you enter, with a complex algorithm that most people will find impossible to work out. The resulting files are not written over the originals, but are instead written to the destination directory. They will be the same size as the original files, so you can ensure you have enough room in the destination directory.

To decrypt a previously encrypted file, you should enter the same password preceded by a minus sign. For example, to decrypt files you encrypted with the password FOO, select the fields, choose the encrypt command and enter -FOO as the password.

1.58 DOWT/Intro to DOpus/Custom Buttons

Read

The Read button allows you to read selected files. The

name of the file is displayed at the bottom of the screen. You can use the slider and cursor keys to move through the file. Buttons along the bottom move up and down the page, move to the top and bottom, allow you to search for text, and print the file. Pressing the right mouse button or the Q key quits the text viewer. For more information, see the Text Viewer .

1.59 DOWT/Intro to DOpus/Custom Buttons

ANSI Read

The ANSI Read button brings up the same Reader as Read except that it handles the special ANSI control sequences.

1.60 DOWT/Intro to DOpus/Custom Buttons

Hex Read

The Hex Read button will read the selected files in the same way as READ , except in hexadecimal format. This allows you to view binary files and other files containing non-text characters.

1.61 DOWT/Intro to DOpus/Custom Buttons

Show

The Show button is very versatile indeed. It will display IFF ILBM pictures and brushes, animations, Workbench icons and fonts.

If the file is an IFF ILBM, it will be displayed using information from the file. Directory Opus will show most pictures and brushes, including overscan, extra halfbrite (EHB), HAM (4096 colour) pictures, Dynamic HiRes pictures created by MacPaint (from Lake Forest Logic), and AGA 8 bit pictures.

The following keys can be used when viewing a picture or animation.

Tab - Cycle Colours

Cursor Keys - Scroll

Mouse Pointer - Scroll

Shift Cursor Keys - Scroll by Page

Ctrl Cursor Keys - Scroll to End

. - Mouse pointer On/Off

[- display in 4 bit format

] - display in 8 bit format

Esc or Right Mouse Button - Abort

Q or Left Mouse Button - Next

Space, Help or P - Help and Print Requester

These keys can be used when viewing an Animation.

S - Starts and Stops

N - Next Frame

- - Slow Down

= - Speed Up

\ - Original Speed

F1 - F10 - Various Speeds (F1=Fastest)

The show routine will also display icons. If a file has a .info suffix is assumed to be an icon. If the icon has an alternative image, you can press return to toggle between the two.

To display a font, you need to enter the actual font drawer, and select the Size file (that is, the file 8, 12, 19, etc.), NOT the .font file.

1.62 DOWT/Intro to DOpus/Custom Buttons

Play

The Play button plays the selected files as sound files. If the file is an 8SVX format IFF sampled sound (of the type generated by AudioMaster, for instance), the speed and other information from within the file will be used. This button will play any file, though, and if the file is not 8SVX, it will assume a speed of 10000 samples/second.

Using the inovamusic.library, the Play button also plays Star/Sound/Noise/ProTracker, Med, OctaMed, Octalizer, and Med with MIDI modules.

Each file is played once only. To abort a sound while it is playing, press the left and right mouse buttons together.

1.63 DOWT/Intro to DOpus/Custom Buttons

Loop Play

If you select this button with the right mouse button, the sounds are played continuously (looped). To advance to the next sound, you must press the left mouse button. See `Play` for more information.

1.64 DOWT/Intro to DOpus/Custom Buttons

Edit

The `Edit` button allows you to edit any selected files, using the text editor (or word processor) specified in the configuration .

By default, it is configured to use Commodore's `c:ED` program. You will probably want to alter this configuration to use an editor of your own choosing.

1.65 DOWT/Intro to DOpus/Custom Buttons

New File

The `New File` button prompts you for a file name.

If you select this button with the right mouse button, you will be asked for a filename to create a new file.

1.66 DOWT/Intro to DOpus/Custom Buttons

Print

The `Print` button brings up a requester which allows you full control of `Print` formatting. For more information, see the `Print File Requester` .

The `Print` command automatically decrunches text crunched with various packing methods. It utilizes the `XFDmaster` library for that purpose. Please refer to the `Requirements` section for further information).

1.67 DOWT/The Tiny Buttons

The Tiny Buttons

The Directory Opus screen has several buttons that are not configurable; they activate the most necessary and useful commands and are included so that these commands are always available, whatever your configurations may be. If you had mistakenly configured Directory Opus so that no button or menu called the configuration program, you would never be able to run the configuration program to change this!

These buttons are called the Tiny Buttons, as they are much smaller than the configurable buttons on the screen. Four of them are arranged in the square approximately at the center of the screen, six others are found in the bottom right-hand corner of the screen. They all have one-character titles.

B	Buffer List
R	Reselect
S	Select
A	ARexx

1.68 DOWT/The Tiny Buttons

B - Buffer list

This activate the buffer list command. This command displays a list of all the directories contained in Directory Opus' internal buffers. You may then double-click on one of the displayed buffers so as to jump to that buffer immediately, rather than clicking the arrow to cycle through the buffers one by one.

Pressing the right mouse button over the Buffer List button will activate the Clear Buffers command which clears from memory the contents of all buffer except the two that are currently displayed.

1.69 DOWT/The Tiny Buttons

R - Reselect

This activates the reselect command. This command will reselect all entries that were selected before the last operation was initiated. The entries are reselected only if they still exist, and regardless of whether the buffer containing them is currently displayed.

Pressing the right mouse button over the R - Reselect button performs the Rescan command on the active directory window.

1.70 DOWT/The Tiny Buttons

S - Select

This button activates the `select` command. This allows you to select files and directories in the active directory window using wildcards. All standard wildcards are supported (*, ? etc..) as well as the AmigaDOS wildcards ? and #?.

Pressing the right mouse button over the File Select Requester Button will activate the `Get Devices` command. This command produces a list of all devices, volumes and logically assigned directories that exist in the system.

1.71 DOWT/The Tiny Buttons

A - ARexx

This activate the ARexx command, which allows you to launch an ARexx script or execute an ARexx command from within Directory Opus.

Pressing the right mouse button over this button will activate the `dirtree` command (the Directory Tree command). This command scans all sub-directories in the currently displayed directory, and produces a tree structure.

1.72 DOWT/The Tiny Bottom Right Buttons

The Tiny Bottom Right Buttons

These buttons are optional; if you don't want them you can make them disappear by deselecting the Bottom-Right Tiny buttons flag at the Config/Screen/General configuration screen.

?	Help
E	Error Help
F	Sub-Directory Filter
C	Configure
I	Inconify
Q	Quit

1.73 DOWT/The Tiny Bottom Right Buttons

? - Help

This button activates the `help` command. Provided a help file has been loaded, selecting any button or menu after enabling the help mode should result in the appearance of some helpful

text.

Note: The highlighted question mark indicates the help mode is active.

1.74 DOWT/The Tiny Bottom Right Buttons

E - Error Help

This activates the `ErrorHelp` command, which gives you more information about DOS error codes than is generally available.

1.75 DOWT/The Tiny Bottom Right Buttons

F - Sub-Directory Filter

This button activate the sub-directory Filter. When you click on this button, a requester will ask you to enter a file filter. The filter can contain a file specification containing wildcard characters. When you click Okay or press return, the requester will disappear and the F button will be highlighted. This indicates the filter is activated.

When the filter is activated, any command which processes the files in selected sub-directories will only act on files which match the filter pattern. These commands are:

Copy	Search
CopyAs	Protect
Move	DateStamp
MoveAs	Comment
Hunt	

If the F button is highlighted, you can turn off the filter by clicking on it again. It will become un-highlighted.

1.76 DOWT/The Tiny Bottom Right Buttons

C - Configure

This activates the `configure` command, and will either load into memory or invoke the configuration program.

1.77 DOWT/The Tiny Bottom Right Buttons

I - Iconify

This button activate the `iconify` command. It closes the Directory Opus screen, de-allocates as much memory as possible, and then opens a small window on the Workbench screen.

This allows you to have Directory Opus constantly available, while using the minimum amount of memory possible.

For more information, see `Iconify` .

1.78 DOWT/The Tiny Bottom Right Buttons

Q - Quit

This activates the quit command, which allows you to exit Directory Opus (providing there is not a print operation under way). If the configuration has been modified and not saved, you are asked if you wish to save it first.

1.79 DOWT/Default Menus

Default Menus

This section gives a brief description of the Default Menus. All the menus can be changed, but they are configured initially for certain command.

Project Menu	Function Menu
Current Dir	Disk Copy
Help	Format
Error Help	Install
Configure	Relabel
About	Print Dir
Version	Disk info
Iconify	LHA Add
Button Iconify	Arc Add
Quit	Zoo Add

Directory Opus has 100 user-definable menus. The `Commands` chapter explains more about the menus, and the `Command Editor` section explains how to configure them.

1.80 DOWT/Default Menus/Project Menu

Project Menus

The Project menu contains 9 commands. These are:


```
Current Dir
Help
Error Help
Configure
About
Version
Iconify
Button Iconify
Quit
```

1.81 DOWT/Default Menus/Project Menu

Project/Current dir

This command allows you to set the current working directory for Directory Opus. The current directory is the directory loaded when you activate either directory field, delete the existing pathname (if there is one), and press return on a blank string.

A requester will appear containing the pathname of the active directory window. If this is acceptable as the new current directory, press return. Otherwise, edit it to read as you wish.

1.82 DOWT/Default Menus/Project Menu

Project/Help!

Providing a help file has been located in, selecting any button/menu after enabling help mode with this menu should result in the appearance of some helpful text.

Help can be read from any file, although the default is S:DirectoryOpus.HLP. The file name can be changed with the Helpfile configuration option.

The Help File section describes the helpfile in detail, and explains how you can edit it to add help for your own buttons and menus.

1.83 DOWT/Default Menus/Project Menu

Project/Error Help

Error help gives you information about DOS error codes. When you select this option, you are asked for which DOS error code number you want help. Examples of DOS error codes are 123, 205 and 225. You are then presented with a description of that

error, and information pertaining to the possible cause and cure of the error.

Error help is also stored in the help file; if the help file has not been loaded, error help will not be available. See the help file section for more information.

1.84 DOWT/Default Menus/Project Menu

Project/Configure

Directory Opus uses a separate program to modify the configuration. This saves about 127K of memory, as the configuration program need only be in memory when it is being used.

If you do have plenty of memory, Directory Opus can be configured to load the configuration program on start-up. In this case, it is run from memory each time the configure command is invoked, rather than loaded from the disk. This can be much faster, especially if you have a floppy-based system.

See ConfigOpus section for more detailed information.

1.85 DOWT/Default Menus/Project Menu

Project/About

This command displays some information about the program.

1.86 DOWT/Default Menus/Project Menu

Project/Version

This menu displays the current version of Kickstart, Workbench and Directory Opus. This information will be necessary when getting Technical Support.

1.87 DOWT/Default Menus/Project Menu

Project/Iconify

This command closes the Directory Opus window and screen, deallocates as much memory as possible, and then opens a small window on the Workbench screen. This is known as iconifying, and allows you to have Directory Opus constantly available, while using the least amount of memory.

The iconified window may contain a clock, or may not be visible at all, depending on how you have set the Iconified type configuration option.

To determine the initial position of the iconified window (especially if you plan to start up Directory Opus in the iconified state), you should iconify Directory Opus, and position the window as you would like it to appear. That done, re-enter Directory Opus, and save the configuration .

When iconified, you can drop Workbench Icons on the Directory Opus window. This will have the same effect as if you displayed the file in a Directory Opus window and double-click on it. For Example, if you drop a picture on the window, it will show it.

To re-enter Directory Opus, click the left mouse button in the iconified window, then press the right mouse button. If you wish to quit Directory Opus without going back into it, click the close button at the top left of the iconified window.

Note that if you have the configuration option Iconify Type set to Hidden, the only way to re-enter Directory Opus is with the hotkeys. These default to CTRL-SHIFT-ALT (the CTRL key, the left SHIFT key and the left ALT key simultaneously), although this may be changed in the configuration .

1.88 DOWT/Default Menus/Project Menu

Project/Button Iconify

This causes a special variation for Directory Opus iconification. Normally iconification is set up by the ConfigOpus/System/Clocks screen, but with this command you can iconify Directory Opus into a bank of buttons on Workbench. In this mode Directory Opus allows you to do almost all, if not all it normally does. For instance, if you select the Copy button a requester will open asking you to select something to copy followed by another asking where to copy it. You can also use the bank of buttons as an AppWindow when running in OS2.0. To show a picture, you would simply drag the icon of the picture onto the show button.

The slider to the right of the button bank allows you choose which button bank is shown.

To uniconify back to Directory Opus, press the Uniconify button above the slider to the right of the bank, or select the Close button of the window. The close button will ask you if you wish to quit Directory Opus or to uniconify it.

1.89 DOWT/Default Menus/Project Menu

Project/Quit

This command will exit Directory Opus (providing there is not a print operation happening at the time). If the configuration has been modified and not saved, you are asked if you want to save it first.

1.90 DOWT/Default Menus/Function Menu

Function Menu

The Function Menu contains miscellaneous disk operations, and Archive adding.

- Disk Copy
- Format
- Install
- Relabel
- Print Dir
- Disk info
- LHA Add
- Arc Add
- Zoo Add

1.91 DOWT/Default Menus/Function Menu

Function/Disk Copy

This command brings up a requester which allows you to make an exact copy of one disk on another. For more information, see the DiskCopy Requester or the DiskCopy command.

1.92 DOWT/Default Menus/Function Menu

Function/Format

This allows you to format a new disk. All new disks need to be formatted before the computer can write files to them.

For more information, see the Format Requester.

When this is selected, a requester with several buttons appears. Drives DF0: through to DF3: are available. Separate names may be specified for each disk.

Verify allows you to turn Verify on or off. As with command/ Disk Copy , the process is

faster with Verify turned off, but you won't be made aware of any errors, so it's better to leave Verify turned on if you don't trust your disks.

If Quick is selected, the disk will just be initialised (wiped). This provides an extremely fast way to erase an old disk. This will not work on new disks however, only on disks that have previously been formatted.

If No Icons is selected, the Disk.info, Trashcan.info and Trashcan directory will not be created on the disk.

1.93 DOWT/Default Menus/Function Menu

Function/Install

This command brings up a requester that allows you to make a disk bootable. To be bootable, disks must have special information written in their first sector. For more information, see the Install Requester.

1.94 DOWT/Default Menus/Function Menu

Function/Relabel

This command allows you to change the name (label) of the disk that is open in the active directory window.

1.95 DOWT/Default Menus/Function Menu

Function/Print Dir

This command allows you to print the directory in the active directory window. You are able to choose the information you want to print (file sizes, protection bits, dates and comments). This command is not started as a separate process, unlike the print command. For more information, see the Print Dir Requester.

1.96 DOWT/Default Menus/Function Menu

Function/Disk info

This command displays some information about the disk the active directory resides on, including space used, space free, datestamp and number of errors on the disk.

1.97 DOWT/Default Menus/Function Menu

Function/LHA Add, Arc Add, Zoo Add

These commands allows you to create and add files to archives, using the popular archives ARC, ZOO and LHA or LHARC (and up to three others; see the Comands section for more information).

To add files to an archive, select the files you wish to add, and select this command. You will be asked for the name of the archive to create or add to. You should have the destination directory open in the inactive window.

1.98 Req&View

Requesters & Viewers

This chapter presents the more complicated requesters and viewers. Each of these is associated with Directory Opus Commands which are activated by Custom Buttons and Menus.

- Protection Requester
- Disk Copy Requester
- Format Requester
- Install Requester
- Print Dir Requester
- Print Requester
- Text Viewer
- Hex Viewer

1.99 Req&View/Protection Requester

2.1 Protection Requester

The Protection Requester allows you to change a file's or sub-directory's protection bits.

The protection bits are a group of flags that are stored with the file, that determine the characteristics of the file. These flags are given one character names. The protection bits currently in use are HSPARWED.

- H Hidden
- S Script
- P Pure
- A Archived
- R Readable
- W Writeable
- E Executable
- D Deleteable

While AmigaDOS and other programs do not fully support all of these bits, DirectoryOpus gives you access to all documented protection bits. As AmigaDOS is enhanced, some bits, such as Writeable, will become more useful. If you have additional questions about the usage of the bits, refer to your Amiga Documentation.

There is a button for each protection bit along the left edge of the requester. Clicking on each of these will toggle a checkmark on and off within the button. When the checkmark is on, it means that the bit will be set when you click the Okay button.

In the middle of the requester are four buttons which manipulate multiple protection bits at a time. These buttons do not cause any action to take place within the selected files, they simply change the state of the protection bit buttons.

All bits
None
Toggle
Revert

On the right side of the requester are three groups of protection bits: Old , New , and Mask . Each group contains a protection bit letter or a '-' (dash) for each bit. The letter indicates that the associated protection bit is set, a dash indicates that it is clear.

Along the bottom of the requester are three buttons:

Okay

Causes the current file (shown in the screen title bar) to be set as indicated in the protection bit buttons (and possibly filtered according to the Mask Group).

All

Causes all selected files to be set, without additional prompting, as indicated in the protection bit buttons (and possibly filtered according to the Mask Group).

Cancel

Aborts the Protection command.

1.100 Req&View/Protection Requester

H - Hidden

If this flag is set, the file is not normally displayed. This allows you to mark certain files as "invisible", to avoid cluttering your directories. The file can still be accessed normally, and not all programs implement this flag.

S - Script

A script file is a file containing a list of AmigaDOS commands to execute; it is like a simple computer program. This flag indicates that the file in question is a script file. A script file is sometimes called a batch file.

P - Pure

If a program file is flagged as pure, it can be made to remain in memory, even when not in use. This can save a great deal of time, especially if the program is used a lot, as it does not have to be loaded from disk each time.

A - Archive

This flag indicated that the file has not been changed. If this file is ever written to, the A flag will be turned off. This can be used in a hard disk backup program, to record which files have been backed-up, and need not be backed-up again.

R - Readable

If this flag is set, the file can be accessed.

W - Writeable

If this flag is set, the file can be written to (ie, more information can be stored in it than is already there).

E - Executable

If a program file does not have this flag set, it can not be run.

D - Deleteable

If this flag is not set, the file can not be deleted.

1.101 Req&View/Protection Requester

All bits

Sets all protection bit buttons.

None

Causes all protection bit buttons to be cleared.

Toggle

Sets all clear protection bit buttons, and clears all set protection bit buttons.

Revert

Restores the protection bit buttons to the settings they had when you entered this requester.

Old

The Old group indicates the original bits when you entered the requester.

New

The New indicates the current status of the protection bit buttons. Whenever you click the protection bit button, it will be reflected in the New group.

Mask

Unlike the previously described Old and New groups, the Mask group bits can be changed by clicking on the associated letter or dash. The Mask group allows you to specify protection bits which should not be modified, regardless of the protection bit buttons. When the Letter is shown, the bit will not be modified. The dash means that you need to set the bit according to the setting of the protection bit button. This is most useful when changing files within a sub-directory or using the All button. For example: you want to set the Archive bit in all files contained in a sub-directory, but you don't want to affect any of the other protection bits. Set the Archive Protection button on the left side of the requester and set all the Archive bits in the Mask group except A. This will preserve all the file's bits with the exception of the Archive bit, which will be set.

1.102 Req&View/Disk Copy Requester

Disk Copy Requester

This command allows you to make an exact copy of one disk on

another. When this command is invoked, a requester with several buttons appears.

FROM
TO
Verify
Bump Name

Disk Copy will not copy any protected software, or non-AmigaDOS format disks.

Selecting the DiskCopy button will start the copy. The Exit button will abort without attempting a DiskCopy.

1.103 Req&View/Disk Copy Requester

FROM

This list contains the possible disk drives that may be used as the source. When you click on one, it becomes the selected drive.

1.104 Req&View/Disk Copy Requester

TO

This list contains the possible destination drives which are compatible with the selected source drive. The source disk drive is always available as a destination to allow you to make single drive copies. This only makes sense with removable media such as floppy drives as it would accomplish nothing to copy a hard drive to itself.

1.105 Req&View/Disk Copy Requester

Verify

This button allows you to turn off the integrity verification when writing data to the destination drive. Although it is faster, you probably won't want to do this.

1.106 Req&View/Disk Copy Requester

Bump Name

This button allows you to change the volume name using the same naming convention as WorkBench's DiskCopy. (See AmigaDOS documentation for details.)

1.107 Req&View/Format Requester

Format Requester

This allows you to format a new disk. All new disks need to be formatted before the computer can write to them.

When this is selected, a requester with several buttons appears. On the left side is a list containing the devices which can be formatted using this operation.

Warning! This option will destroy existing data on a disk. Be sure you want to erase the data before you click Format or Quick Format buttons.

The list on the left side of the requester contains the devices which you can format. The selected device is highlighted. Be sure the device you intend to format is the one that is highlighted!

```
NAME
Fast File System
International Mode
Directory Caching
Put Trashcan
Verify
Format
Quick Format
Exit
```

1.108 Req&View/Format Requester

NAME

This field allows you to give the drive to be formatted a volume name.

1.109 Req&View/Format Requester

Fast File System

This allows you to format a device using the Fast File System option of AmigaDOS. You should consult AmigaDOS documentation for more detail. This option does not work on systems prior to OS2.0.

1.110 Req&View/Format Requester

International Mode

This allows file and directory names to include accented characters.

1.111 Req&View/Format Requester

Directory Caching

Directory caching mode will decrease the storage space on your disk but the directory reading speed will be much greater.

1.112 Req&View/Format Requester

Put Trashcan

This button allows you to put a trashcan in the root directory of the newly formatted device.

1.113 Req&View/Format Requester

Verify

This button allows you to disable the format verification. As with Disk Copy , the process is faster with Verify turned off, but you won't be made aware of any errors, so it's better to leave Verify turned on unless you completely trust your disks (you really shouldn't).

1.114 Req&View/Format Requester

Format

This button begins the formatting process. Be very careful you have selected the correct device. Once a Format begins, it can be aborted, but data will be lost!

1.115 Req&View/Format Requester

Quick Format

When this button is selected, the disk will just be initialised (wiped). This provides an extremely fast way to erase an old disk. This will not work on new disks however, only on disks that have previously been formatted.

1.116 Req&View/Format Requester

Exit

This button will abort without attempting a Format.

1.117 Req&View/Install Requester

Install Requester

This command allows you to make a disk bootable. To be bootable, disks must have special information written on their first sector.

The list on the left side of the requester contains the possible devices on which you can install a boot sector. Select the device you want to install on.

When you select a device (or insert a new disk in the device) Directory Opus will examine the boot sector and inform you of the disk's current status. It does this automatically when you first bring up the Install Requester. It will tell you one of the following:

```
No Disk Present
Normal 1.3 OFS bootblock
Normal 2.0+ FFS bootblock
Non-Standard
FAST FILE SYSTEM
Install
No Boot
Exit
```

1.118 Req&View/Install Requester

No Disk Present

This simply means that you haven't inserted a disk in the drive yet. When you do so, it will update this status message.

1.119 Req&View/Install Requester

Normal 1.3 OFS bootblock

This means the disk was installed with the old file system used before version 2.0 of AmigaDOS.

1.120 Req&View/Install Requester

Normal 2.0+ FFS bootblock

This means that the disk was installed with the new file system used for 2.0 and later versions of AmigaDOS.

1.121 Req&View/Install Requester

Non-Standard

This means that the disk is corrupt or is formatted for another type of system. It may contain a virus and it would be a good idea to run a virus checker program to make sure.

1.122 Req&View/Install Requester

FAST FILE SYSTEM

This button allows you to install a Fast File System bootblock.

1.123 Req&View/Install Requester

Install

This button installs the boot sector on the Disk.

1.124 Req&View/Install Requester

No Boot

This button removes the boot sector from the Disk. This will keep the disk from being bootable. However, you can always re-install the boot sector by clicking the Install button.

1.125 Req&View/Install Requester

Exit

This button will abort without attempting an Install.

1.126 Req&View/Print Dir Requester

Print Dir Requester

This command allows you to print the directory in the active directory window. If no files are selected, all files listed in the window will be printed. However, if some files are selected, only those entries will be printed.

You can select the information you want to print: file sizes, protection bits, dates, comments, and file types. Directory Opus can only print the selected information when it is being displayed in the Directory Window.

Output to...

Click on the magnifying glass next to the File field to use a file requester to find the file name; otherwise type the name directly into the File field.

Print
Exit

1.127 Req&View/Print Dir Requester

Output to...

By default, the output will be sent to the printer. However, you can redirect the output to a file of your choosing.

Printer

This option directs output to the printer.

File

When this option is enabled, output is directed to the file indicated in the accompanying field.

1.128 Req&View/Print Dir Requester

Print

When you click this button, Directory Opus will begin printing the information. It is not started as a separate process, so you might have to wait while Directory Opus completes printing the information.

1.129 Req&View/Print Dir Requester

Exit

This button will abort without attempting to print the directory.

1.130 Req&View/Print Requester

Print Requester

This Requester gives you full print formatting control for text files.

NOTE: Not All printers are created equal. Some printers will ignore some of these configuration options.

NOTE: These configuration options work in accordance with the Amiga Printer Preferences. The Amiga Preferences may override these preferences or simply make the output look silly. For example, you cannot use these options to display more lines on a page than is specified in Amiga Preferences.

There are several configuration items in the print requester:

- Top margin
- Bottom Margin
- Left margin
- Right Margin
- Tab Size
- Print pitch
- Quality
- Eject Final Page
- configuration...
- Title
- Date
- Page no.
- Text style
- Output to...

- Print
- Exit

The Print command automatically decrunches text crunched with various packing methods. It utilizes the XFDmaster library for that purpose. Please refer to the Requirements section for further information).

1.131 Req&View/Print Requester

Top margin

This field contains the Line Number where text should start.

A Top Margin of 1 starts on the first line and does not have any blank lines.

1.132 Req&View/Print Requester

Bottom Margin

This field contains the number of printed lines on each page. The Top Margin Lines are not included in this value. For Example, a Top Margin of 5, and a Bottom Margin of 60 the last line will be printed on Line 65.

1.133 Req&View/Print Requester

Left margin

This field contains the number of characters to skip before printing each line.

1.134 Req&View/Print Requester

Right Margin

This field contains the number of printed characters allowed on each line. The Left Margin characters are not included in this value. For example, a Left Margin of 5 and Right Margin of 70 will result in the last printable character in the column 75.

1.135 Req&View/Print Requester

Tab Size

This field contains the Number of spaces to which a tab character is equivalent. Directory Opus converts tabs to spaces and will insert the appropriate number of spaces to create columns based on Tab Size. For example, a Tab Size of 8 specifies Tab positions of 8, 16, 32, 40, 48, 56, and 64.

1.136 Req&View/Print Requester

Print pitch

This button cycles between Pica, Elite, and Fine. These values specify the size of letters to print. Your printer will determine the exact dimensions of these values.

1.137 Req&View/Print Requester

Quality

This button cycles between Letter, and Draft. Some printers can be toggled between letter and Draft quality printing.

1.138 Req&View/Print Requester

Eject Final Page

A check in this button enables a final Form Feed character after printing the last page.

1.139 Req&View/Print Requester/Configuration

configuration...

This button cycles between Header and Footer. The Title, Date and Page no. buttons (described below) can be used with creating a Header or Footer line for each page in the print out. When the configuration button is Header, these buttons affect the Header line; otherwise, they affect the Footer line. By default, Directory Opus will not create a Header or a Footer line.

1.140 Req&View/Print Requester/Configuration

Title

When the checkmark next to Title is on, a title will be generated. By default, the filename will be the title. However, you can override this by putting text in the Title field. You can have different titles in the header and footer lines.

1.141 Req&View/Print Requester/Configuration

Date

When the checkmark next to Date is on, the current date will be printed. Usually this is enabled for either the header line or the footer line, but not for both.

1.142 Req&View/Print Requester/Configuration

Page no.

When the checkmark next to Page no is on, the page number will printed. Usually this is enabled for either the header line or the footer line, but not for both.

1.143 Req&View/Print Requester

Text style

This button allows you to modify the appearance of all the printed text except the headers and footers. (some printers do not support all of these styles.) Clicking on the Text Style Cycle button allows you to choose from the following options: Normal, Bold, Italics, Unlined (Under Lined), DblStrik (Double Strike), and Shadow.

1.144 Req&View/Print Requester

Output to...

By default, the output will be sent to the printer. However, you can redirect the output to a file of your choosing.

Printer

This option directs output to the printer.

File

When this option is enabled, output is directed to the file indicated in the accompanying field.

Click on the magnifying glass next to the File field to use a file requester to find the file name; otherwise type the name directly into the File field. If you leave the field empty, the output will go to the printer.

1.145 Req&View/Print Requester

Print

When yo click this button, Directory Opus will begin printing the information.

This command will print all selected files, one at a time. If you select only one file to print, the print routine will be

started up as a separate process, allowing you to continue working with Directory Opus. To cancel this type of print, simply select the print command again. A requester will appear asking if you want to continue with the print or halt it. This requester will also appear if you attempt to quit Directory Opus while a print operation is in place, as you cannot quit until the print has finished.

Even if you abort a print, the printer may not actually stop for some time. This is because most printers have buffers, some quite large ones, which store data for printing and will need to empty themselves before the printout will stop.

1.146 Req&View/Print Requester

Exit

This button will abort without attempting to print.

1.147 Req&View/Text Viewer

Text Viewer

The name of the field is displayed at the bottom of the screen, giving the current position within the file to both in lines and as a percentage, and also the total number of lines in the file.

Press the left mouse button to turn scrolling on or off. The direction and speed of the scroll are governed by the position of the mouse pointer in the window. The mouse pointer will become invisible while the text is scrolling. No scrolling occurs if you have the mouse in the center of the window.

To scroll forward, move the mouse down until the text starts to scroll (providing there is actually more than one page of text). The further down you move the mouse, the faster the text will scroll. This procedure is reversed for backwards scrolling.

The buttons in the bottom-right of the screen also allow you to move around the file. Most buttons will repeat if held down for any length of time. (Each button uses the corresponding letter as a shortcut key.)

up/down arrows U D T B S P Q

The current line and percentage values (in the middle of the bottom bar) act as hidden buttons: click on them and a requester will allow you to specify a new value. It will jump to the new location. The shortcut key for this function is J.

If you have selected more than one file, the next one will be read when you exit. To exit without reading the next file, press the right mouse button.

The text viewer automatically decrunches text crunched with various packing methods. It utilizes the XFDmaster library for that purpose. Please refer to the Requirements section for further information).

1.148 Req&View/Text Viewer

up/down arrows

Move up and down a line at a time. you may also use the up and down cursor keys.

1.149 Req&View/Text Viewer

U

Moves up a page at a time. You may also use BACKSPACE or the up Cursor key with shift.

1.150 Req&View/Text Viewer

D

Moves down a page at a time. You may also use SPACE or the down Cursor key with shift.

1.151 Req&View/Text Viewer

T

Moves to the top of the file. You may also use the up Cursor key with control.

1.152 Req&View/Text Viewer

B

Moves to the bottom of the file. You may also use the down Cursor key with control.

1.153 Req&View/Text Viewer

S

Searches for a string. You may also use / as a shortcut key. You can issue full pattern matching in this search.

If a string is found that matches your search string, the appropriate line will be highlighted. Hit N to search for the next match.

1.154 Req&View/Text Viewer

P

Prints the current file.

Hitting C Prints only the current page. This has no button equivalent.

1.155 Req&View/Text Viewer

Q

Q or X or Esc Leaves the text viewer.

You can also use the right mouse button to exit.

1.156 Req&View/Hex Viewer

Hex Viewer

The Hex Viewer will read files in the same way as READ , except in hexadecimal format. This allows you to view binary files and other files containing non-textual characters. The file is displayed in the following manner:

The first value is the offset, displayed in hex. This is the number of bytes you are into the file. The next four values are each a four-byte longword, with the actual ASCII representation at the end. Any non-text characters are shown as a . character.

1.157 ConfigOpus

Opus Configuration (ConfigOpus)

Introduction	Fileclass Manager
Main Screen	Fileclass Editor
Configure Menus	Hotkeys Manager
Buttons Manager	Hotkeys Editor
Buttons Editor	Menus Manager
Command Editor	Menus Editor
Drives Manager	Operations
Drives Editor	Screen
Filetypes Manager	System
Filetypes Editor	

1.158 ConfigOpus Introduction

Introduction

The Opus Configuration utility is a powerful and easy-to-use instrument for customising Directory Opus precisely to your tastes. Do you want to use an interlace screen? Eight or sixteen colours? Lots of buttons? Fancy buttons? Directories sorted by date, in reverse order? Instant access to various assignments? With ConfigOpus, these are but a few of the myriad choices you can make.

Sophisticated though it is, the ConfigOpus utility is quick and easy to use. This section is intended as a complete set of instructions for users new to Directory Opus, and as a convenient reference for experienced users.

Directory Opus uses a separate program to modify the configuration. This saves approximately 130K of memory, as the configuration program need only be in memory when it is being used. Not only that, but the configuration program can be run independently of Directory Opus, if you are really short on memory.

If you do have plenty of memory, however, Directory Opus can be configured to load the configuration program on start-up. In this case, it is run from memory each time the Configure program is invoked, rather than loaded from disk. That can be much faster, especially if you have a floppy based system.

From within Directory Opus, you can start up ConfigOpus by clicking on the small C button on the lower right or selecting the "Configure" item from the Project Menu.

From outside Directory Opus, you can start ConfigOpus by itself either by double-clicking on the ConfigOpus icon or starting it from a CLI.

1.159 ConfigOpus Main Screen

ConfigOpus Main Screen

On the ConfigOpus screen there are several items of interest. At the top of the screen you will see Screen Depth and Help buttons and the Screen Title Bar. The Screen Depth button allows the user to push the screen behind the other screens opened.

Help button Brings up help information. When you have questions about something on the screen, try here first. If the Help button does not answer your question, then you can drag out the manual.

Screen Title Bar Describes the current screen. Doubles as the Screen Drag Bar, which allows you to drag the screen down and see the screen(s) behind the ConfigOpus screen.

The next set of buttons to look at are the subject buttons along the left side of the screen. When you select one, the screen will change to show that part of the ConfigOpus.

Buttons Configure the custom buttons, allowing you to launch internal commands and external programs.

Drives Configure the custom drive buttons.

Filetypes Configure the file classes and actions necessary for file recognition.

Hotkeys Configure the global Hotkeys, allowing you to launch programs from anywhere in the system while Directory Opus is active or iconified.

Menus Configure the custom menus, allowing you to launch internal commands and external programs.

Operations Flags and settings that affect the way Directory Opus behaves.

Screen Modifies the characteristics and appearances of the Directory Opus screen and graphic user interface.

System Additional items that affect the way Directory Opus interacts with the operating system.

The last buttons on this screen are the Okay and Cancel buttons. These allow you to say either "OK, let's use this setting and go back to Directory Opus", or "Oops! Forget all that, and let's get out of here!"

1.160 Configure Menus

ConfigOpus Configure Menus

There are four menu items available on most screens in ConfigOpus that allow the user to control the configuration data. You can revert

to the default configuration, load a configuration file or save the current configuration. On the ConfigOpus screen, these menus will allow you to affect all the configuration data. When you select the Open item, you load all the configuration data from that file, replacing any changes that you have made with this new data.

On the other screens in ConfigOpus, the Open menu will only override the information specific to that screen. For instance, on the Custom Button screen only the Custom Button banks will be loaded from a configuration file. This allows you to load banks of buttons that you have defined in advance, so as to control the NewTek Video Toaster, for example, or some other application.

Default

Reset to the factory default configuration settings.

Open...

Load configuration settings from a disk file. These banks will be inserted at the end of the banks that you have already defined. If you are on Custom Buttons, Drives, Filetypes, Hotkeys or Menus this will only load that part of the configuration file. As an example, by using this, you can import Custom Button banks from someone else's configuration file.

Save

Save the current configuration settings as the default setting. This will be the setting that Directory Opus will start up with.

Save As...

Same as 'Save', but this allows you to specify a filename. This allows you to save alternative configurations to the default.

1.161 Buttons Manager

BUTTONS MANAGER

Buttons Manager
Buttons Manager Menus

1.162 Buttons Manager

BUTTONS MANAGER

There are 42 custom buttons, located at the bottom of the Directory Opus screen. Each button can have a left and/or right mouse button events, bringing the total number of customs buttons to 84.

The custom buttons are arranged in banks. There is only one bank of these buttons by default, but the configuration program allows you to add or delete as many banks as you want, which means that the number of custom buttons is limited only by available memory and your imagination.

The button configuration screen displays the current button bank, with the left mouse button events at the top and the right mouse button events at the bottom of the screen.

There are ten buttons across the bottom of the Buttons/Manager screen. The Copy, Swap and Delete buttons stay selected if they have been selected with the left mouse button. For instance, Copy button will stay selected to remind you that you are now in copy button mode. When you want to leave this mode, select Copy button again. The buttons below that work in this fashion are Copy, Swap and Delete.

Next bank	Copy button
Copy bank	Swap button
Swap bank	Del. button (Delete button)
Delete bank	

1.163 Buttons Manager/Next bank

Next bank

With this button you can cycle through the button banks. If you select this button with the left mouse button, it will create an empty bank at the end of the bank list. This bank will then be shown.

If you press this button with the right mouse button, the new bank will be inserted before the current bank, instead of at the end of the bank list.

1.164 Buttons Manager/Copy bank

Copy bank

Use this to copy the currently displayed bank. A requester will appear asking you to enter the bank number to copy the current bank onto. If the bank number you enter does not exist, a new bank will be created at the end of the bank list. The current bank will be copied to there.

1.165 Buttons Manager/Swap bank

Swap bank

Swap bank allows you to swap the contents of the currently displayed bank with those of another. A requester will appear asking you to enter the bank number to copy to. If the bank number you enter does not exist, the swap operation will be aborted.

1.166 Buttons Manager/Delete bank

Delete bank

After asking for confirmation, this button will delete the current bank. If the current bank is also the only bank, you will be warned.

1.167 Buttons Manager/Copy button

Copy button

This button allows you to copy one custom button onto another. Select the custom button to be copied, then select a custom button to copy it onto. To abort the copy, turn off Copy mode, select Copy button again, or select the custom button you are copying from again.

When in Copy button mode, the Next bank button is still usable and allows you to copy and swap custom buttons between banks.

1.168 Buttons Manager/Swap button

Swap button

This permits you to swap two custom buttons. It works the same way as the Copy button except that it simply exchanges the two custom buttons.

When in Swap button mode, the Next bank button is still usable and allows you to copy and swap custom buttons between banks.

1.169 Buttons Manager/Delete button

Delete button

After asking for confirmation, this will reset all the data associated with a custom button.

1.170 Buttons Manager Menus

Button Manager Menus

The Default or Open... menu items in the Configure menu allow you to import custom button banks from either the default configuration or a configuration file from disk. These banks will be inserted at the end of banks you have already defined.

There is an additional menu strip available on this screen. The Button Rows menu allows you to configure the actual number of rows of custom buttons that will be displayed at one time on the main Directory Opus screen. You can choose from zero (no buttons displayed), one, two, three or six rows. This will also affect the drive bank height.

To edit a custom button, make sure you are not in Copy , Swap or Delete mode. Select the custom button, and you will be shown the custom button editor screen.

The last two buttons on this screen (lower right corner) are the Okay and Cancel buttons. These allow you to say, "OK, let's use all these custom button changes and go back to ConfigOpus' main screen", or "Oops! Forget all this, and let's just leave."

1.171 Buttons Editor

BUTTONS EDITOR

At the top of the Custom Button Edit screen you can see what the current custom button looks like. The palettes on either side of the example allow you to select the button's foreground and background colours. If you click on the example button itself, it will highlight to show you what the real button will look like when selected.

The Name field allows you to modify the name that appears on the button, and is limited to 63 characters.

The shortcut key displays the keyboard equivalent for this custom button.

To modify the shortcut key, select the Sample button at the right of the Shortcut key field, then any keys you press, along with any qualifier keys, will be inserted in the Shortcut key field. To turn off Sample mode, select the Sample button again.

To remove the shortcut key, select the Sample button with the right mouse button.

1.172 Command Editor

Command Editor

A Command tells Directory Opus what to do when something happens, and can be attached to Custom Buttons , Filetype Actions, Hotkeys and Menus . Each of these has its own configuration screen with unique aspects (e.g. the title and colours use on a Custom Button).

The unique aspects of the various editors are described in their own sections, but they all have a common portion, referred to as the Command Editor, which allows you to edit the Command.

At the center of the Command editor is the Command List which contains the commands associated with this command. To the left of this list are four buttons that allow you to modify the order and effectiveness of these commands.

New entry

Adds a new Command to the list.

Duplicate

To duplicate an existing Command, select the Command and select the Duplicate button. The duplicated Command will be added to the end of the Command list.

Swap

To exchange the position of two Commands, select the first, then select the Swap button. With the Swap button active, select the second Command to swap. To cancel the swap operation, select the Swap button again.

Delete

To delete a Command from the list, select the Command and select the Delete button.

To edit a Command, simply click on it. The Command string will be copied to the field below the list for you to edit it.

Edit Fields {} button
Edit Menu

1.173 Command Editor/Edit fields

Edit Fields

Below the Command list (Fig.1.5 in the manual) is a group of editing tools. These tools allow you to edit active Command entries. When you click on an entry in the Command list it becomes active, or an empty one is created when you select New entry.

Command Type
Flags
Fields

1.174 Command Editor/Edit fields/Command type

Command Type

The cycle button on the left below the Command List allows you to specify which kind of Command is used. When you click on this button, it will cycle through the following Command types:

Command
Executable
Workbench
Batch
ARexx

When you click on the magnifying-glass button just to the right of the Command Type button, a requester appears allowing you to pick an appropriate entry for the selected Command type. Each of the descriptions indicates the kind of requester which will appear.

1.175 Command Editor/Edit Fields/Command type/Command

Command

These are internal Commands, built into Directory Opus. Many of these Commands can take parameters from buttons and menus as well as from ARexx. Internal Commands are documented in the Commands section.

The magnifying-glass button brings up a list of internal commands.

1.176 Command Editor/Edit Fields/Command type/Executable

Executable

Executables are launched as if you were running them manually from the CLI. Thus, with an output window enabled, they can receive keyboard input from the user and display output on the screen.

The magnifying-glass button brings up a file requester.

1.177 Command Editor/Edit fields/Command type/Workbench

Workbench

Workbench programs are also executable programs. They are launched, however, as if you were double-clicking on their icons from Workbench. This can be an advantage, as many programs do not take arguments, or do not work at all if run from the CLI.

If the Workbench program given is a tool (i.e. an executable program), Directory Opus will look for its icon file to determine the necessary stack size to give to the program. If the icon cannot be located, the stack size defined in the button, menu or filetype will be used.

If the Workbench program given is a project (a non-executable file created by another program), Directory Opus will look for its icon file to find its Default Tool, the actual program needed to load the file. If the icon cannot be found, or a Default Tool can not be loaded successfully, Directory Opus will not launch the file. The project's icon is also used to determine stack size.

Workbench programs can also take arguments from Directory Opus using the {f} and similar sequences. This can be very useful indeed. DeluxePaint, for instance, does not accept arguments if run from the CLI; you would be unable, therefore, to select a picture file for DeluxePaint to load from Directory Opus if you were running DPaint as an Executable.

If, however, you have the command defined as:

```
DPaint {f}
```

and have the Command type set to Workbench, DeluxePaint will be run as a Workbench program. From the Workbench, DeluxePaint will accept arguments, so the first file you selected would be loaded into DPaint automatically.

The magnifying-glass button brings up a file requester.

Whenever Directory Opus opens a Command Editor, it creates an Appicon on Workbench. The Directory Opus AppIcon looks like a normal Icon, but it does not do anything when you double-click on it. However, if you drop an Icon on it, Directory Opus will add a WorkBench Command entry.

1.178 Command Editor/Edit fields/Command type/Batch

Batch

Batch files, also called script files, are files that you might run with the `Execute Command`, or with the `execute` command from the CLI. Selecting a Command type as Batch will cause the file to be executed as a script file.

The magnifying-glass button brings up a file requester. This file requester is initially set to `S:` because this is where batch files come from by default.

1.179 Command Editor/Edit Fields/Command type/ARexx

ARexx

This type indicates that the Command is an ARexx script. The script will only be launched if ARexx is active in the system. Note that the address of the ARexx port will be set automatically, you do not need to use the ARexx `ADDRESS` command to address the command to Directory Opus.

The magnifying-glass button brings up a file requester. This file requester is initially set to `Rexx:` because this is the place ARexx files come from by default.

1.180 Command Editor/{}

{ } button

This button is located next to the Command Edit Field. This button brings up a list of the argument commands and is a powerful feature of Directory Opus.

Command strings can contain many different command sequences to do different things with files and directories. For documentation on these, and more information on command in general, consult the `commands` section.

1.181 Command Editor/Edit fields/Flags

Flags...

Below the Command list is the Flags list. This is a list of all the flags available for custom Commands. These flags apply to all Commands in the Command list. The flags are:

Auto Iconify

Output Window

CD source	Output to File
CD destination	Recursive Directories
Directory OPus to front	Reload each file
Do all files	Rescan destination
Include Dopus-Startup	Rescan source
Include Shell-Startup	Run asynchronously
No Filename Quote	Workbench to front

1.182 Command Editor/Edit Fields/Flags

Auto iconify

Causes Directory Opus to enter iconified mode when the Commands are launched. This could be useful in low-memory situations. It only works with Run Asynchronously enabled.

1.183 Command Editor/Edit Fields/Flags

CD source

If this is turned on, the current directory of the custom Command will be sent to the current source directory (active directory window).

1.184 Command Editor/Edit Fields/Flags

CD destination

This has a similar effect to CD source , except that the current directory of the custom Command will be set to the current destination directory (inactive directory window).

1.185 Command Editor/Edit Fields/Flags

Directory Opus to front

Causes the Directory Opus screen to be brought to the front when the Commands have terminated. It is used in conjunction with Workbench To Front . If enabled in conjunction with Run Asynchronously and Output Window , this flag will have slightly different effect. In that case, the output window will be opened on the Workbench screen as normal, but the Workbench screen will not be brought to the front.

1.186 Command Editor/Edit Fields/Flags

Do all files

This causes the Commands to act on each selected entry in turn, instead of just the first entry. This is used for commands that do not support multiple filenames on the command line, where {F} to send all selected entries would not work.

1.187 Command Editor/Edit Fields/Flags

Include DOpus-Startup

Has Directory Opus execute a file called S:DOpus-Startup before any external Commands are actually executed. This is used in the same way as the Shell-Startup file, but is distinct from the Shell-Startup file, and therefore allows you to put into it any Directory Opus-specific commands.

1.188 Command Editor/Edit Fields/Flags

Include Shell-Startup

If this option is enabled, then Directory Opus will execute the standard S:Shell-Startup file before any external Commands are actually executed. This allows you to have all your path lists, resident commands, etc. available to custom Commands.

1.189 Command Editor/Edit Fields/Flags

No filename quote

This option enables Directory Opus to operate correctly with some older or poorly written software. Normally, whenever Directory Opus sends a filename to a custom Command with the {f} , {o} , etc. flags, the filename is enclosed in quotation marks. This allows you to use filenames containing spaces with external programs. However, some software does not interpret the quotation marks correctly. If you find this is the case with any program, simply select the No filename quote flag.

1.190 Command Editor/Edit Fields/Flags

Output window

Opens a window for output from these Commands. The window will open on the Directory Opus screen, unless the Workbench to front option or the Run asynchronously option is enabled. In this case, it will open on the Workbench screen, and the Workbench screen will be brought to the front automatically. This window is opened using the handle specified in the System/AmigaDOS section of the configuration.

1.191 Command Editor/Edit Fields/Flags

Output to file

Redirects all output from the Commands to a temporary file in T: directory, which is then red via the text viewer. This allows you to read the output of a program thoroughly, and even to print it. Note that if you are sending output to a file, the Command cannot receive input from the keyboard.

1.192 Command Editor/Edit Fields/Flags

Recursive directories

Allows the Command access to files within sub-directories. Normally, whenever a {f} or {F} or similar sequence would result in the name of a directory being included in the same way as a file. In other words, the Command would not act recursively on all files within the directory.

If this option is enabled, the names of all files within that directory, and within sub-directories within the directory, and so on, are included in the program's parameters. This allows the Command to act on all files in the directory and not just on the directory itself.

1.193 Command Editor/Edit Fields/Flags

Reload each file

Causes Directory Opus to rescan a file after it has been acted upon by a Command, and updates the size, datestamp, comment and protection bits of the file. You can therefore reflect changes in size, for instance, made by a text editor to a file.

1.194 Command Editor/Edit Fields/Flags

Rescan destination

This flag makes Directory Opus reload the destination directory (inactive directory window) when the Command terminates. This, and Reload each file , allows Directory Opus to display correctly any changes made to either directory window by external programs, such as archivers.

1.195 Command Editor/Edit Fields/Flags

Rescan source

Makes Directory Opus reload the source directory (active directory window) when the Command terminates.

1.196 Command Editor/Edit Fields/Flags

Run asynchronously

Indicates that the Commands are to be launched as a new process, and Directory Opus is not to wait for it to return. If this is the case, and an output window is specified, the output window opens on the Workbench screen.

1.197 Command Editor/Edit Fields/Flags

Workbench to front

Causes the Workbench screen to be brought to the front.

1.198 Command Editor/Edit Fields/

Fields

Three fields at the lower right allow you to specify stack size, priority and output window close delay.

Stack Size
Priority
Close delay

1.199 Command Editor/Edit Fields/Fields

Stack Size

The stack size is the size (in bytes) that external programs will use a stack space. The default and minimum is 4000 bytes. The documentation of the program you are running should advise you of the best stack size to use.

1.200 Command Editor/Edit Fields/Fields

Priority

The priority field allows you to determine the priority at which the programs will run. The default is 0. You should not normally use anything lower than -10 or higher than 10, except for certain programs (the documentation of the program may advise you of appropriate priorities).

1.201 Command Editor/Edit Fields/Fields

Close delay

This field is the number of seconds after the Commands have finished before the output window closes (if one is specified). The default is 2, which means that the output window will close two seconds after the Commands have terminated. If you set the close delay to 0, the output window will close immediately. If you set it to -1, it will wait for you to press the left mouse button before closing.

1.202 Command Editor/Edit menu

Edit Menu

If you move the mouse to the top of the screen and press the right mouse button, you will see that the main Configure menu has been replaced by the Edit menu. The option in this menu operate on the frequently displayed Command List. This includes the Flags and fields.

All screens with a Command Editor contain the Edit Menu with Cut, Copy, and Paste commands. These allow you to swap command definitions between custom buttons , menus and Filetypes .

Cut	Erase
Copy	Clear Clips
Paste	

1.203 Command Editor/Edit Menu

Cut

Copies the settings of this Command List to the clipboard then erases them, resetting all fields to their default settings.

1.204 Command Editor/Edit Menu

Copy

Copies the settings of this Command List to the clipboard, but will leave the values untouched.

1.205 Command Editor/Edit Menu

Paste...

Displays a list of all Command Clips in the clipboard (if there are any present). If you select an entry from this list, it will be pasted into the current Command, replacing any information that was there already.

1.206 Command Editor/Edit Menu

Erase

Resets all fields to their settings, erasing the Command List. The Command will not be copied to the clipboard.

1.207 Command Editor/Edit Menu

Clear Clips

When you use the Cut and Copy Edit Menus, the Commands are stored in the file t:configopus.clip. Clear Clips deletes this file, causing all previously clipped Commands to be cleared.

1.208 Drives Manager

DRIVES MANAGER

The Drives button configuration screen allows you to configure the drive buttons. These buttons give you quick and easy access to a

device or directory. There are 30 drive buttons, arranged in five banks with six buttons in each. The Drives configuration screen displays all 30 drive buttons at the top.

There are ten buttons across the bottom of the screen. Some of these buttons stay selected when selected with the left mouse button. For instance, Copy bank will stay selected, reminding you that you are now in copy bank mode. To leave this mode, select Copy bank again. The buttons that work in this fashion are: Copy bank, Swap bank, Delete bank, Sort bank, Copy drive, Swap drive and Delete drive.

Get drives	Copy drive
Copy bank	Swap drive
Swap bank	Delete drive
Delete bank	OK and Cancel
Sort bank	

1.209 Drives Manager/Get drives

Get drives

Causes the drive buttons to be assigned to the names of all the devices and assigned directories (the first 30) present in your system. You would normally only do this when performing a major reconfiguration.

1.210 Drives Manager/Copy bank

Copy bank

Copies one drive bank onto another. Select any drive button in the drive bank to copy, and then any drive button in the destination bank.

1.211 Drives Manager/Swap bank

Swap bank

Allows you to exchange the contents of the two banks. This works the same way as the Copy bank button.

1.212 Drives Manager/Delete bank

Delete bank

Erases the contents of a drive bank. If a drive bank has no buttons defined in it, it will not be displayed on the main

Directory Opus screen (ie, Directory Opus skips over unused drive banks). In fact, if you delete all the banks, the drive banks will not even be shown on the main Directory Opus screen. This allows the main custom buttons to be wider.

1.213 Drives Manager/Sort bank

Sort bank

Alphabetically sorts the contents of a drive bank. Select any drive button in a bank and that bank will be sorted.

1.214 Drives Manager/Copy drive

Copy drive

Copies one drive button onto another. Select the drive button to be copied, then select a drive button to copy it onto. You can abort the copy by turning off copy mode, selecting Copy drive again, or selecting the drive button to copy from a second time.

1.215 Drives Manager/Swap drive

Swap drive

Swaps two drive buttons. This works the same way as the Copy drive button except that it exchanges the two drive buttons.

1.216 Drives Manager/Delete drive

Delete drive

After asking for confirmation, resets all the data associated with drive button.

1.217 Drives Manager/OK & Cancel

OK and Cancel buttons

The last two buttons on this screen (lower right corner) are the Okay and Cancel buttons. These allow you to say "OK, let's use all these drive buttons changes and go back to ConfigOpus' main screen", or "Oops! Forget all this, and let's just leave".

1.218 Drives Editor

DRIVES EDITOR

When you select a drive button from one of the banks, the Drives Editor will appear or be updated with that drive button's information. The drives editor will be displayed directly below the drive banks.

In the middle of the screen is an example of what the current drive button will look like. The palettes on either side of the example allow you to select the foreground and background colours of the button.

Name
Path

Shortcut Key is a display area for the keyboard equivalent for this drive button.

Sample

To remove the shortcut key simply select the Sample button with the right mouse button.

1.219 Drives Editor/Name

Name

This field allows you to modify the name that appears on the drive button. The Name field is limited to fifteen characters.

1.220 Drives Editor/Path

Path

This is the actual AmigaDOS path that is read in whenever this drive button is selected. The Path field is limited to 256 characters.

1.221 Drives Editor/Sample

Sample

To modify the Shortcut key, select the Sample button. While the Sample button is selected, any keys, along with any qualifiers, you press will be inserted in the Shortcut key field. To turn off Sample mode simply select the Sample button again.

To remove the shortcut key simply select the Sample button with the right mouse button.

1.222 Filetypes Manager

FILETYPES MANAGER

A file is simply stored data. Files can contain executable programs, IFF pictures, Icons for Workbench, or a multitude of other kinds of data. Most (but not all) files have an identifiable structure. Directory Opus's FileTypes system is designed to examine a file's structure and identify the kind (or Type) of data it contains. You can configure Directory Opus to understand an unlimited number of Filetypes.

Filetypes are a versatile feature of Directory Opus. Using Filetypes, you can configure Directory Opus to play animations when they are double-clicked, to load a database program when you attempt to "Read" a database file, or to uncompress an Archived file when you click-m-click on it.

This is the essence of the Filetypes: when you do something to a file, Directory Opus can figure out what kind of file it is and take the appropriate action for that type of data.

There are two sections to the Filetypes configuration:

Filetypes There is a list of Filetypes which is searched when an action occurs. If the file being processed matches a FileType, you can configure Directory Opus to perform a specific action.

File Classes There is a DataBase of File Class definitions. Each describes the process of matching a particular kind of File. Directory Opus comes with more File Classes than you will probably use. You can select from this list when you are creating a new Filetype entry. You don't have to be an expert or know anything about the internal structure of the file to do this.

The File Class Manager allows you to edit existing File Classes, or define new ones. (This can be somewhat more complicated.)

1.223 Filetypes Manager/Filetypes

Filetypes

The Filetypes configuration screen displays the list of filetypes that Directory Opus recognises. By default, it recognises LHA archive, ARC archive, ZOO archive, and Workbench icons.

These are five buttons across the bottom of the screen. Some of these buttons when selected with the left mouse button stay selected. For instance Delete will stay selected indicating that you are now in delete mode. To leave this mode simply

select Delete again. Both the Delete and Swap buttons work in this fashion.

The buttons available are:

New	Delete
Swap	OK and Cancel

To edit a filetype, make sure you are not in Swap or Delete mode. Then simply select it. You will then be taken to the Filetype Editor screen.

1.224 Filetypes Manager/Filetypes/New

New

This allows you to create a new filetype entry based on a predefined File Class. When you select this button a requester appears containing currently defined classes. To create a new entry for one of these File Classes simply select it and you will be brought to the filetype action editor .

1.225 Filetypes Manager/Filetypes/Swap

Swap

This button allows you to exchange the positions of two Filetypes in the list. This can be very useful or even necessary. In the case of having two filetypes defined in which one is a sub-set of the other, e.g., 24 bit ILBM pictures versus regular IFF ILBM picture filetype. Otherwise, pictures (in this case) will be matched with the regular IFF ILBM picture filetype and will never have a chance to match with the sub-set 24 bit ILBM picture filetype.

To actually perform a swap, click on the Swap button to enter that mode. Click on the first filetype, then on the second. Those two filetypes will exchange places in the list. To exit swap mode simply press Swap a second time.

1.226 Filetypes Manager/Filetypes/Delete

Delete

In this mode you can select filetypes to remove from the list. Click on the Delete button, then click on the entries you wish to delete. If you accidentally delete an entry, click on the Cancel button.

1.227 Filetypes Manager/Filetypes/Ok & Cancel

Okay and Cancel

These buttons allow you to say "OK, let's use all these Filetypes changes and of back to ConfigOpus' main screen", or "Oops! Forget all this and let's just leave".

1.228 Filetypes Manager/Menus

Menus

There is an additional menu on this screen which controls File Classes. Please refer to the section on File Class Manager for information about this menu.

1.229 Filetypes Manager/Editing

Editing an existing entry

To edit an entry in the list, simply click on it and you will be taken to the filetype editor .

1.230 Filetypes Editor

FILETYPES EDITOR

This editor allows you to define the actions taken on a matching Filetype. In the Command Editor section, you learned to configure an action when a custom button is selected. Essentially, you say: "When I do this to this particular Filetype - Do that." The primary difference is that a custom button can only be activated by being clicked on; the commands available for editing Filetypes can be activated in several ways.

Events...

1.231 Filetypes Editor

Events...

At the top of the Filetypes Editor is a list of Event types, which are instructions you may choose to give Directory Opus regarding Filetypes. Each of the Events is associated to either a mouse action or a Directory Opus command, so each entry on the list is tagged either Action or Command . An asterisk * indicates that entry already has an Event Command List defined

for it. Clicking on an entry in the list highlights it to show that it is the Command List currently being edited. The current Command List is displayed in the editing list in the middle of the screen. The small field immediately above it describes the Event.

While each of these Event types can be defined to do something, usually only a few are actually defined. It certainly is not necessary to define all Events for a Filetype.

When one of these Events is activated, Directory Opus does the following:

It first searches the Filetypes list, starting with the first entry, and checks whether it matches the entry's File Class.

If it matches, it looks to see if the corresponding Event is defined from this Editor. If it is defined, it performs the Command List.

If it does not match the File Class, or if it matches and does not have a Command List defined, it continues to search the Filetypes List. It is possible for it to match a subsequent entry that does have a Command List defined.

1.232 Filetypes Editor/Events

Mouse Action Events

Mouse Events occur when you either Double-click on a file or perform a Click-m-click.

Double-click
Click-M-Click

1.233 Filetypes Editor/Events/Mouse Action Events

Double-click

This occurs when you double click on a file. A popular use of this is to examine a file (e.g. show it if it is a picture or play it if it is a sound). The actual double click speed is defined by the operating system's preference program.

1.234 Filetypes Editor/Events/Mouse Action Events

Click-M-Click

This Event occurs when a file is clicked on then the mouse is moved to the other window and clicked. One popular use of

this Event is for archive extracting. Another way this Event can happen is by using `click-drag-release`. With this you literally drag a file into the window and drop it there.

1.235 Filetypes Editor/Events

Command Events

Command Events are called when a file is acted upon by a Directory Opus command. For example, when a `Read` Command is performed on a file, Directory Opus will search for a Filetype which matches the File and has a Read Event defined. You could, however, have Read do something special for an archive (i.e. list the contents of the archive). Likewise if you have a music score you could define the `Play` (or `LoopPlay`) to call up your player for that music score.

Each of the following Command Events is associated with a corresponding Directory Opus command. This allows you to redefine the specific action taken for a particular filetype. By convention you should use a command Event for something similar to its normal use, but there is nothing to stop you from giving a command Event a label that is totally irrelevant to its use. It's up to you to keep the context of the command (i.e. a Read would be confusing if it did a Disk Format).

The following list describes the normal usages. You can decide what you want it to mean for any given filetype.

<code>AnsiRead</code>	Fancy text viewer
<code>HexRead</code>	Binary or Hexadecimal file viewer
<code>LoopPlay</code>	Normally associated with playing sounds in loops
<code>Play</code>	Playing sounds
<code>Read</code>	Simple text viewer or viewer contents of archives
<code>Show</code>	Picture viewer

User Events: The terms `User1`, `User2`, `User3`, and `User4` may seem cryptic, but they are here to give you flexibility. Each of the preceding commands has an implied usage, but you may have an application which doesn't really mean any of these. In that case, you can decide that one of these User Events means "Perform this special operation".

Directory Opus' default configuration employs `User1` for extracting from archives.

Edit Class: The button to the far right of the list allows you to modify this filetype's class definition. We will talk about editing File Classes in the `File Class` section.

Below the list of Events associated with this filetype is a field describing this particular Event. For instance you could have the Read Event say something like "Reading file...". This

message will appear in Directory Opus' Title Bar when the Event is being performed.

The remaining part of this requester is described in the Command Editor section.

1.236 File Class Manager

FILE CLASS MANAGER

File Class management is handled by a menu accessible from the Filetype manager screen that offers management tools and storage options:

New	Open
Edit	Save
Duplicate	Save As...
Delete	Clear

1.237 File Class Manager

New

Selecting this menu option allows you to create a new File Class definition.

1.238 File Class Manager

Edit

This will open a requester showing you all the currently defined File Classes. To pick one to edit, simply select it. You will then be brought to the File Class editor. To abort press cancel.

Once you have made a filetype entry based on a File Class definition then you must use the Edit Class button on the filetype editor screen.

When you make a Filetype, it uses a copy of the File Class in the actual filetype entry. This had several important results. Once a Filetype is made, you can edit its File Class definition without changing the original definition. The Edit Class button on the filetype editor allows you to do this. Selecting Edit from the Classes Menu allows you to edit the original File Class Definition. This will not automatically update any Filetypes which used the original definition. You can even delete the original File Class without affecting a filetype which used it.

1.239 File Class Manager

Duplicate

This allows you to create a new File Class based on an already defined File Class.

1.240 File Class Manager

Delete

This will bring up a requester allowing you to select a File Class to clear from memory. Simply select the File Class to delete and respond Yes to the confirming requester. Press Cancel to abort deleting.

1.241 File Class Manager

Open

With this you can import File Class definitions from a file.

1.242 File Class Manager

Save

Save the current File Classes to their default place on disk.

1.243 File Class Manager

Save As...

Save the current File Class to a specific file on disk.

1.244 File Class Manager

Clear

Clear all File Classes definitions from memory.

1.245 File Class Editor

FILE CLASS EDITOR

- File Class Editor
- File Class Editor Example
- File Class Editor Components
- Editing
- File Class Edit Commands
- Testing Directives
- Movement Directives

1.246 File Class Editor

FILE CLASS EDITOR

Selecting New , Edit , or Duplicate from the Filetype manager screen or clicking Edit class button on the Filetypes Editor brings up the File Class Editor.

This screen is the most complex section of ConfigOpus. It even looks scary, but don't worry, it is rather simply once you get to know it. The best way to describe this screen is to start at the top and go down from there.

- File viewer
- Decimal/Hex
- An example

1.247 File Class Editor

File viewer

The field viewer at the top of the screen is simply a file viewer. To view a file, type its name into the field or click on the magnifying-glass to bring up a file requester. The file selected will appear below the field. It will be displayed in Hex/ASCII format similar to the HexRead command in Directory Opus itself.

You may wonder why we have a file viewer on this screen. We have found that when creating a new File Class definition it is useful to have a way to look at files, since you are trying to describe to Directory Opus a way of identifying files.

1.248 File Class Editor

Decimal/Hex

To the right of the file viewer is a button that cycles from Decimal to Hex. This button tells ConfigOpus in what format to display the Position and Offset information in the two read-only fields below the cycle button.

1.249 File Class Editor

An Example

The simplest way to show how this all works is with an example. Select the field "C:ED" (by either typing into the field or using the magnifying-glass file requester).

The format of the data in the file viewer is as follows: The first column is the address into the file we are looking at. The next four columns are 16 bytes of data from the file in hexadecimal format. The last column is simply those 16 bytes in ASCII format. Where there is a byte that '00' or null we display it in ASCII as a period.

Position your mouse pointer over the 'F3' characters and press the left mouse button. A cursor will appear on 'F3' and the position field (read-only) will be filled in with '0000000003'. This means that the cursor is positioned on the 4th byte in the file (remember byte locations are zero relative, that is, first byte is at location zero). If you click the cycle button above the position read-only field and change it to Hex then the position will be filled in with '\$0000000003' which is hexadecimal for three. You can move the cursor around in the file with either the mouse pointer (simply select another place in the file) or the cursor keys.

Now double click on the 'F3' characters. This time the characters change colour. They are now the position from which offsets are computed. Move the cursor by pressing the down key a few times and you will notice the offset read-only field contains the offset from the double-click position.

1.250 File Class Editor

File Class Editor Components

Now we go off to the real power house of Directory Opus.

File Class
Class ID
File Class identification definition

1.251 File Class Editor/Components

File Class

The field below the file viewer is for the name of the File Class. This is for the name of the File Class.

1.252 File Class Editor/Components

Class ID

The Class ID will appear beside the Filetype in the Filetype manager screen and is a shorthand way for Directory Opus to write the name for the file class.

1.253 File Class Editor/Components

File Class identification definition

Underneath the File Class and Class ID fields is the File Class identification definition. This is a series of actions that Directory Opus will perform in order to identify a file class. The action may be as simple as matching a filename to a pattern or as complex as scanning an IFF form looking for data in a specific IFF chunk.

Below the list is a magnifying-glass, a read-only field and an argument field. These are used for editing the File Class identification definition.

New entry	Swap
Duplicate	Delete

1.254 File Class Editor/Components/File Class ID

New entry

Creates a new entry in the File Class definition script.

1.255 File Class Editor/Components/File Class ID

Duplicate

Duplicates the current File Class definition script line. The copied line is inserted after the current line.

1.256 File Class Editor/Components/File Class ID

Swap

Lets you swap the position of the two File Class definition script lines.

1.257 File Class Editor/Components/File Class ID

Delete

Will let you delete the current line.

1.258 File Class Editor

Editing

To edit a line simply click on it, and the read-only and argument fields will be filled in. To change the command in the read-only field, click on the magnifying-glass button and a list of other commands will be displayed. Select the one you want or press Cancel to abort.

The general structure of the File Class definition script is that there is a clause or a sequence of clauses that describe what should be considered a matching file for a given filetype. There are only two directives that delimit clauses: And and Or . They are used to tell the system what to do if a clause fails or succeeds.

When all the clauses are finished and the result is true then the file is of the right type.

We would suggest looking at the predefined File Classes to get an idea of the type of thing you can do with this system.

1.259 File Class Editor

File Class Edit Commands

And
Or

1.260 File Class Editor/Edit Commands

And

If the preceding clause succeeds, then also do this clause, otherwise skip to the next clause. If the preceding clause executed did not succeed, then execution stops and the file does not match.

1.261 File Class Editor/Edit Commands

Or

If the preceding clause fails then do this clause, otherwise skip to the next clause.

1.262 File Class Editor

Testing directives

Match	Match text or \$hex.
MatchBits	MatchBits HSPARWED
MatchComment	MatchComment text
MatchDate	MatchDate dates
MatchName	MatchName filename
MatchSize	MatchSize > or < or = integer

1.263 File Class Editor/Testing Directives

Match: Match text or \$hex.

This states that a sequence of bytes starting at the current file offset must match the given pattern. To match a single unknown character when text is given, use the ? character. To match a single unknown byte when \$hex is given use two of them (??). You can also use \xxx syntax in text to specify ASCII characters by their decimal number. A \009 would be a tab character, a \114 would be the lower case r.

Example:

```
Match $000003F3 (executables start with these bytes)
Match FORM????ILBM (the way a IFF ILBM picture starts)
Match Hey\009Overthere ("Hey" then a tab then "Overthere")
```

1.264 File Class Editor/Testing Directives

MatchBits HSPARWED

This tests the file's protection bits . To see if a bit is set, put a + before the character. To see if the bit is unset use the -.

Example:

```
MatchBits +RW - read write must be on, others don't matter
MatchBits -E - executable must be off, others don't matter
MatchBits +RW -E - read, write must be on and no executable
```

1.265 File Class Editor/Testing Directives

MatchComment text

Simply compare the text given against the comment of the file. Any valid AmigaDOS wildcard pattern is useable here.

Example:

```
MatchComment Silly_Picture (file with silly_picture as a comment)
MatchComment #?vikki#? (any file with vikki in its comment)
```

1.266 File Class Editor/Testing Directives

MatchDate dates

Test the date of the file against a date. For information about date strings or ranges see the Select command.

Example:

```
MatchDate 08-Sept-92
MatchDate < 10-Jan-92
```

1.267 File Class Editor/Testing Directives

MatchName filename

The filename must match the character pattern given. Any valid AmigaDOS wildcard pattern is useable here.

Example:

```
MatchName #?.ilbm
MatchName *.lzh
```

1.268 File Class Editor/Testing Directives

```
MatchSize > or < or = integer
```

Test the size of the file against a value.

Example:

```
MatchSize > 1000
```

1.269 File Class Editor

Movement directives

A failure of any Movement directives causes the clause to fail.

```
MoveTo      MoveTo ByteLocation
Move        Move ByteOffset
SearchFor    Search For text or $hex
```

An Example

1.270 File Class Editor/Movement Directives

MoveTo - MoveTo ByteLocation

Move to a specific byte offset from the beginning of the file. Initially you are always at the beginning of the file, but you may have been moved in a previous clause, so you might want to put a MoveTo at the beginning of a clause in order to know exactly where you are.

Example:

```
MoveTo 0 (back to beginning of the file)
MoveTo 100 (move to the 101st byte of the file)
```

1.271 File Class Editor/Movement Directives

Move - Move ByteOffset

Move to a byte relative to the current file offset.

Example:

```
Move 16 (move sixteen bytes forward into the file)
Move -4 (move back four bytes from where we are)
```

1.272 File Class Editor/Movement Directives

SearchFor - Search For text or \$hex

Search (starting at the current file offset) for a certain byte pattern that matches the given pattern. See the Match command for valid options for this directive. If the match occurs, then the current file position will be the first character matched.

Example:

```
SearchFor CMAP (look for the 'CMAP', position on the 'C')
SearchFor M.K. (search for 'M.K.', position on the 'M')
```

1.273 File Class Editor/Movement Directives

An Example

One example of usage is the file class 24bit picture.

```
Match FORM????ILBM (file must start with these characters)
And (if the previous cause is true then do the following)
SearchFor BMHD (then search for the BMHD chunk ID)
Move 16 (move sixteen bytes into the file)
Match $18 (this must be 24 (or $18 in hex) to be a 24bit picture.)
```

1.274 Hotkeys Manager

HOTKEYS MANAGER

```
Hotkeys Manager
Menus
```

1.275 Hotkeys Manager

Hotkeys Manager

Directory Opus can have an unlimited number of Hotkeys defined. Hotkeys are systematic global key definitions. These keys are available from every application you run, as long as Directory Opus is running or iconified. If Directory Opus is busy doing something else (i.e. copying files, etc.) then the key's operation will start up as soon as Directory Opus has finished. Under 2.0, Hotkeys are implemented via Commodities and are controllable via the Commodities Exchange program (see Amiga 2.0 manual).

There are six buttons across the bottom of the screen. Some of these buttons stay selected when selected with the left mouse button. For instance, Delete will stay selected to remind you that you are now in delete mode. To leave this mode, select Delete again. The buttons below that work in this fashion are Duplicate, Swap and Delete.

New Hotkey	Swap
Duplicate	Delete

1.276 Hotkeys Manager

New Hotkey

Takes you to the Hotkey editor so you can define a new Hotkey.

1.277 Hotkeys Manager

Duplicate

Duplicates a Hotkey. You can abort the copy by simply turning off duplication mode selecting Duplicate again.

1.278 Hotkeys Manager

Swap

Allows you to swap the order of the two Hotkeys. Remember that the first Hotkey is seen first, so if you have two Hotkey entries defined to the same key sequence, only the first one will be seen. To get out of swap mode, select Swap again.

1.279 Hotkeys Manager

Delete

After asking for confirmation, deletes Hotkeys. To get out of delete mode, select Delete again.

1.280 Hotkeys Manager

Menus

The Default of Open... menu items in the Configure menu allow you to import Hotkeys from either the default configuration or a configuration file from disk.

To edit a Hotkey, make sure that you are not in Duplicate , Swap or Delete mode, then simply select it. You will then be taken to the Hotkey editor screen.

The last two buttons on this screen (lower right corner) are the Okay and Cancel buttons. These allow you to say, "OK, let's use all these custom button changes and go back to ConfigOpus' main screen", or "Oops! Forget all this, and let's just leave".

1.281 Hotkeys Editor

HOTKEYS EDITOR

Name
Hotkey
Sample

The remaining parts of this section is described in the Command Editor section.

1.282 Hotkeys Editor

Name

This field is simply a name for the Hotkey and can contain anything. Directory Opus only uses this as a label so that you will know what the Hotkey does.

1.283 Hotkeys Editor

Hotkey

Hotkey is a display area for the Hotkey sequence. It shows the defined Hotkey or is empty if one has not been defined.

1.284 Hotkeys Editor

Sample

To modify the Hotkey, select this button. While the Sample button is selected, any keys, along with any qualifiers you press will be inserted in the Hotkey field. To turn off Sample mode, select the Sample button again.

To clear the Hotkey sequence simply select the Sample button with the right mouse button.

1.285 Menus Manager

MENUS MANAGER

This section allows you to configure the menus. There are 100 custom menu items, arranged as five menus of twenty items each. The Menu Configuration screen displays the five menus, with the menu titles at the top.

All the menu items in each menu strip are not displayed at once because space is limited on the screen, only a certain number are visible at a time. To move through the menu items, use the slider at the right of the screen.

There are ten buttons across the bottom of the screen. Some of these buttons stay selected when selected with the left mouse button. For instance, Delete Item will stay selected to remind you that you are now in Delete Item mode. To leave this mode, select Delete Item again. The buttons below that work in this fashion are: Copy menu, Swap menu, Delete menu, Sort menu, Insert item, Copy item, Swap item and Delete item.

Copy menu	Insert item
Swap menu	Copy item
Delete menu	Swap item
Sort menu	Delete item

The Default or Open... menu items in the Configure menu allow you to import menus from either the default configuration or a configuration file from disk.

To edit a menu item, make sure you are not in Copy menu, Swap menu, Delete menu, Sort menu, Insert item, Copy item, Swap item or Delete item mode. Then simply select it, and you will be taken to the menu item editor screen.

The last two buttons on this screen (lower right corner) are the Okay and Cancel buttons. These allow you to say, "OK, let's use all these custom button changes and go back to ConfigOpus' main screen," or "Oops! Forget all this and let's just leave."

1.286 Menus Manager

Copy menu

Copies the contents of one menu to another. When you have selected this option, select a menu item in the actual menu you wish to copy, and then a menu item in the menu you want to copy the first menu to.

1.287 Menus Manager

Swap menu

Swaps the contents of two menus. It works in the same way as the Copy menu command, except that the contents of the second menu are exchanged and not replaced.

1.288 Menus Manager

Delete menu

Removes all commands from one of the five menus. Select a menu item in the appropriate menu and a requester will appear to verify the operation. If you select Okay, the contents of the menu will be deleted.

1.289 Menus Manager

Sort menu

Sorts the contents of each selected menu alphabetically by name.

1.290 Menus Manager

Insert item

Allows you to insert a new item between two existing items. Select the item in front of which you want the new item to be inserted.

1.291 Menus Manager

Copy item

Allows you to copy one menu item to another. When you have selected this option, select the menu item to copy, and then the menu item to copy it to.

1.292 Menus Manager

Swap item

Allows you to swap two menu items. It works in the same way as the Copy item command, except that the second item is exchanged and not replaced.

1.293 Menus Manager

Delete item

Deletes menu items. Select the menu item you wish to delete. All menu items below it will be moved up to fill the empty space.

1.294 Menus Editor

MENUS EDITOR

At the top of the menu item edit screen is an example of what the current menu item looks like. The palettes on either side of the example allow you to select the Foreground and Background colours of the menu item.

Name
Shortcut key
Sample

The remaining part of this requester is described in the Command Editor section.

1.295 Menus Editor

Name

This field allows you to modify the name that appears on the menu item, and is limited to 63 characters.

1.296 Menus Editor

Shortcut key

Shortcut key is a display area for the Shortcut key sequence. The Shortcut key gives the keyboard equivalent for this menu item. The Sample button allows you to modify the shortcut key sequence.

1.297 Menus Editor

Sample

To modify the Shortcut key, select this button. Any keys, along with any qualifiers you press will be inserted in the Shortcut key field. To turn off Sample mode, select the Sample button again.

To clear the Shortcut key sequence simply select the Sample button with the right mouse button.

1.298 Operations

OPERATIONS

The Operations Configuration Screen gives you complete control over the way each of the listed operations is performed. You can cover any contingency by specifying precisely how you want each operation to be carried out in any situation that might arise. When you select one of the buttons to the left of the screen, requesters will appear asking you how to proceed.

Copy This button allows you to check the amount of space available for copying files and directories, and to set the archive bits once the copying is finished. You are able to choose which parts of the file information need to be copied. You are also given options to consider if the file being copied already exists in the destination.

Date format With this button you may choose between the Amiga system's default or three other formats for displaying the date.

Delete Without the reminders that this button summons, you might lose some very valuable information.

Error check You may choose either DOS requesters or the more comprehensive Directory Opus error requesters when you select this button.

General This button displays miscellaneous flags.

Icons With this button you may decide whether to create a drawer icon, whether each file's icon undergoes every change that befalls its file, and whether an icon is selected automatically with its file.

List Format The screen summoned by this button gives you control of the format of the lists in both screens.

Update This button offers various features.

1.299 Operations

COPY

When copying files and directories...
Also copy source's...
What to do when a file already exists...

1.300 Operations/Copy

When copying files and directories...

Check destination's free space before starting
Set archive bit of source after finishing

1.301 Operations/Copy/When Copying

Check destination's free space before starting

This causes Directory Opus to check that the destination directory has enough free space in it before attempting to copy selected files and/or directories. If Directory Opus doesn't think that all selected entries will fit in the destination directory, it will alert you with a requester, and give you the option of abandoning the copy process. If any selected directories do not have sizes displayed for them, Directory Opus will ask you if you wish it to perform a byte count on these directories before seeing whether or not they will fit.

1.302 Operations/Copy/When Copying

Set archive bit of source after finishing

After Directory Opus copies a file, the original file will get its archive bit set to true. This means that the file had been archived.

1.303 Operations/Copy

Also copy source's...

These flags tell Directory Opus that when it copies a file, it must also copy these parts of the file information as well. You can have all, none, or any combination of these selected.

Datestamp

Protection bits

Comment

1.304 Operations/Copy

What to do when a file already exists...

These flags tell Directory Opus what to do if a file that is being copied already exists in the destination. Only one of these may be selected. You have four options:

Always replace files

Never replace files

Replace only older files

Ask before replacing

1.305 Operations/Copy/When a file already exists

Always replace files

Replaces the original file regardless.

1.306 Operations/Copy/When a file already exists

Never replace files

Will never replace the original file.

1.307 Operations/Copy/When a file already exists

Replace only older files

Replace the original file only if the file to be copied has a more recent last modification date.

1.308 Operations/Copy/When a file already exists

Ask before replacing

Asks the user what to do if the file already exists.

1.309 Operations

DATE FORMAT

Date Format...

Misc. Flags...

1.310 Operations

Date Format...

This tells Directory Opus how to format dates. The Amiga's operating system uses the first (DD-MMM-YY) by default, but you may choose whichever one you prefer.

DD-MMM-YY (22-Sep-92)

YY-MM-DD (92-09-22)

MM-DD-YY (09-22-92)

DD-MM-YY (22-09-92)

1.311 Operations/Date Format

Misc. flags...

Name substitution

12 hour clock

1.312 Operations/Date Format/Misc Flags

Name substitution (Today, Tomorrow, etc)

Causes words like Today, Tomorrow or Tuesday to be substituted for a date, if appropriate.

1.313 Operations/Date Format/Misc Flags

12 hour clock

This allows you to choose whether the clock format used by Directory Opus be displayed in 12 hour or 24 hour format.

1.314 Operations

DELETE

Ask before...
Misc. Flags...

1.315 Operations/Delete

Ask before...

Commencing delete
Deleting files
Deleting non-empty directories

1.316 Operations/Delete/Ask Before

Commencing delete

Tells Directory Opus to check with you before actually starting to delete. This is a rather useful everyday option because it's always better to be safe than sorry.

1.317 Operations/Delete/Ask Before

Deleting files

Tells Directory Opus to ask for confirmation before deleting each file.

1.318 Operations/Delete/Ask Before

Deleting non-empty directories

Tells Directory Opus to ask for confirmation before deleting directories that have items in them.

1.319 Operations/Delete

Misc. flags...

Ignore the delete protection bit

When deleting, this sets the Delete protection bit on all files that do not have it set. This means that the files protected against deletion will be deleted anyway.

1.320 Operations

ERROR CHECK

Enable

DOS requesters

Opus error requesters

1.321 Operations/Error Check

DOS requesters

Disables AmigaDOS requesters that would appear on the Directory Opus screen (disk is write protected, etc.). Instead, you will only see an error message appear in Directory Opus's status bar.

1.322 Operations/Error Check

Opus error requesters

Causes Directory Opus to open its own error requester when an error is encountered. This requester contains more information than the standard AmigaDOS requester.

1.323 Operations

GENERAL

Misc. flags...

Click-M-Click drag (same as click-drag-release)

Display info

File double-click

Window slider active

1.324 Operations/General/Misc Flags

Click-drag-release or Click-M-Click drag

Drags files or directories. To drag a file you must (holding down the left mouse button) move the mouse to the left or right of the file. Do NOT move up or down until the selected file has "lifted" as this would initiate drag-selecting. You can also press the right mouse button while holding down the left to initiate dragging. If you drop the file in the other directory window it will be the same as click-m-clicking. If you drop the file on a custom button at the bottom of the screen that button's action will be performed.

1.325 Operations/General/Misc Flags

Display info

Makes Directory Opus behave as it did in version 1, by displaying a file's protection bits, datestamp and comment in the status bar. Directory Opus now displays these in the directory windows, and keeps a count of selected files, etc. in the status bar instead. If you prefer the old-style display, turn Display info on. All file information will be displayed in the status bar as you select entries, as well as in the directory windows. With this turned on, you can use the GetSizes Command to view the count of selected entries.

1.326 Operations/General/Misc Flags

File double-click

Directory Opus will interrogate a file that is double-clicked on with the left mouse button, and will perform the default action for that Filetype.

You may define your own Filetypes, and specify what action is to be performed on them. However, there are also several hard-coded Filetypes. These are IFF ILBM pictures and brushes, icons, fonts, IFF 8SVX sounds, and Amiga executable programs.

If a file does not match any of the user-defined Filetypes, it is checked to see if it is one of the hard-coded types. In that case, the default action for these Filetypes is performed. If a file does not match any Filetypes, user-defined or otherwise, it is treated as a text file, and loaded into the text viewer. If any ANSI control sequences are detected, these will be displayed correctly. If the file contains any non-text characters, it will be read in hexadecimal format.

1.327 Operations/General/Misc Flags

Window slider active

Causes a directory window to become active whenever its sliders or arrow buttons are selected. If this option is not enabled, selecting the sliders or arrow buttons of a directory will not cause it to become active.

1.328 Operations

ICONS

Misc. flags...

Create icons with directories
Perform all actions on icons as well
Select icons automatically

1.329 Operations/Icons/Misc Flags

Create icons with directories

Creates a drawer icon whenever you create a directory with the MakeDir Command.

1.330 Operations/Icons/Misc Flags

Perform all actions on icons as well

Whatever happens to a file will happen to that file's icon as well. For instance, if you delete the file DATA, DATA.info (if it exists) will be deleted too. If you rename the file FROG to BUFFALO, then FROG.info (if it exists) will be renamed as BUFFALO.info automatically.

1.331 Operations/Icons/Misc Flags

Select icons automatically

Has similar results to Perform all actions on icons as well , except that whenever you select a file, its associated .info file (if it exists) is also selected.

1.332 Operations

LIST FORMAT

Format of the list in the
Available display items...
Displayed lengths
Selected display items...
Entry Separation

1.333 Operations/List Format

Format of the list in the

This cycle button specifies which directory window you are modifying. This allows you to have different list formats in each window, but it does require you to specify the format for each window. If you change the format (using the buttons described below), and you want it to be the same for both windows, don't forget to click on this button and make the corresponding changes to the other window. The options available are:

- Left window
- Right window

1.334 Operations/List Format

Available display items...

This list allows you to add display items to the Selected display items... list by clicking on them. An item can only be added once, so if you click on an item that is already in the list, nothing will happen. The available display items are:

- File name
- File size
- Protection bits
- Creation date
- File comment
- File type

1.335 Operations/List Format

Displayed lengths

The fields allow you to adjust the width of some of these items. The adjustable lengths are:

- File name
- File comment
- File type

1.336 Operations/List Format

Selected display items...

When you select an item from the list of Available display items... it appears here. This allows you to specify exactly what to display. When you select an item in this list, it places a check mark next to it. This indicates which item to sort the window list on. Clicking on a checked item unchecks it. If no items are checked then the directory window will not be sorted.

The sort method can also be changed 'on the fly' from within DirOpus' main program. Have a look at the Dir Windows section for further information.

Reset
Clear

The right mouse button clears the last entry in the list, allowing you to correct a mistake.

1.337 Operations/List Format/Selected Display Items

Reset

This button causes the list to reset to the factory default settings.

1.338 Operations/List Format/Selected Display Items

Clear

The left mouse button clears all entries, allowing you to start all over again.

1.339 Operations/List Format

Entry Separation

This cycle button allows you to specify how directories and files are sorted.

- Directories first
- Files first
- Mix files/directories

Reverse Sorting

1.340 Operations/List Format/Entry Separation

Reverse Sorting

This specifies that the list should be sorted in reverse order. For instance instead of A coming before B, B would come before A.

The sort method can also be changed 'on the fly' from within DirOpus' main program. Have a look at the Dir Windows section for further information.

1.341 Operations

UPDATE

When processing files...
Misc. Flags...

1.342 Operations

When processing files...

Display progress indicator
Left-justify filename in status bar
Scroll directory window to follow operation
Update free disk space

1.343 Operations/When Processing Files

Display progress indicator

Makes Directory Opus open a progress indicator window when it is processing files.

1.344 Operations/When Processing Files

Left-justify filename in status bar

Left-justifies filenames in the status bar rather than centring them as usual.

1.345 Operations/When Processing Files

Scroll directory window to follow operation

Causes the directory windows to scroll, ensuring the visibility of the current entry being acted upon in an operation. The display is returned to its original position when the operation is complete.

1.346 Operations/When Processing Files

Update free disk space

Causes the free space display in the disk name display at the top of the active directory window to be updated whenever a file is copied to or deleted from the directory. Otherwise, the directory is only updated at the end of a complete operation.

1.347 Operations/When Processing Files

Misc. flags...

Directory refresh using StartNotify
Redraw more than a quarter of a page

1.348 Operations/When Processing Files/Misc Flags

Directory refresh using StartNotify

Sets up automatic notification of the currently visible directories. If the directories are modified outside Directory Opus (i.e. by another program), Directory Opus will automatically

re-read the directory to reflect the changes.

WARNING: While this feature works well in many circumstances, the current versions of 2.xx and 3.xx of the operating system have a bug preventing this from being completely useful. Currently the operating system does not notify us to all events, but we have left this option in place so that when the bug is fixed Directory Opus will be ready.

1.349 Operations/When Processing Files/Misc Flags

Redraw more than a quarter of a page

Causes Directory Opus to redraw the window if you move more than a quarter of a page in either direction. This flag can greatly speed up movement through directories. Ordinarily, if you use the sliders to move a directory less than a complete page in either direction, the directory window will scroll one file at a time. It is only if you move a complete page or more at once that the window will actually be redrawn. Although not as pleasing aesthetically, redrawing is considerably faster, especially in high-resolution modes.

1.350 Screen

SCREEN

The Screen configuration screen allows you to modify the appearance of the screen to suit your needs and preferences. Requesters concerning the screen's features will appear when you click on one of the buttons at the left side of the screen.

Arrows Allows you to specify where the arrows on the sliders used by Directory Opus will appear.

Colours Allows you to modify the pen colours of almost all the components of the Directory Opus screen.

Fonts Allows you to specify the fonts used in different parts of Directory Opus.

General Allows you to specify various options for the screen's appearance.

Palette Allows you to set the colours of the Directory Opus screen.

Screen mode Allows you to specify the mode, size and depth of the Directory Opus screen.

Okay and Cancel: These allow you to say either "OK, let's use the Screen settings and go back to Directory Opus", or "Oops! Forget

all that, and let's get out of here!"

1.351 Screen

ARROWS

This screen allows you to specify where the arrows on the sliders used by Directory Opus will appear. There are three choices for each of the three slider types. You can also adjust the size of the arrows.

The easiest way to learn how to use this is just to play with it. Select the slider type by clicking on it, or cycle through the types by clicking on the cycle button. The selected slider type will be highlighted.

Adjust size

1.352 Screen/Arrows

Adjust size

These buttons allow to adjust the width of the arrows in the selected slider type. You can make these huge if you want.

1.353 Screen

COLOURS

This requester allows you to modify the pen colours of almost all the components of the Directory Opus screen. The number of colours to choose from are specified in SCREEN/SCREEN MODE and the colour palette is specified in SCREEN/PALETTE .

A mock-up of the Directory Opus screen is shown, to allow you to see the results of your colour changes. To select the item you want to modify, either click on it in the example box, or click the cycle button at the top of the screen to advance to the next item.

To modify the colours of an item, use the Foreground and Background palette boxes. Note that under OS1.3, you cannot modify the colour of some items.

1.354 Screen

FONTS

The Screen/Fonts requester allows you to specify the fonts used in different parts of Directory Opus. When this option is selected for the very first time, there will be a delay while Directory Opus looks to see which fonts exist in the system.

Display item...
Font...
Size...

An example of the currently selected font and size will be displayed below these lists.

Some Display items accept non-proportional fonts, and others only accept 8-point fonts. The list of available fonts will change to filter out unacceptable fonts.

Note that under OS1.3 you cannot use a different font in the Pathname field. Setting the Pathname to a larger font will make the Pathname field larger, but under OS1.3 the string fields will still use the general 8 point font.

1.355 Screen/Fonts

Display item...

The items for which you may configure a font are displayed in this list. Clicking on an item displays the currently selected font and size in the Font and Size lists. You can then use these lists to select the desired values for the display item.

1.356 Screen/Fonts

Font...

This list contains the list of available fonts. The selected font for the Display item is highlighted. Click on a font name to change the selected font.

1.357 Screen/Fonts

Size...

This list contains the sizes available for the currently selected font. The selected size is highlighted. Click on a font size to change the selected size.

1.358 Screen

GENERAL

This requester allows you to specify various options for the screen's appearance.

- Visible screen title buttons
- Bottom-right tiny buttons
- Button banks sliders
- Indicate button has RMB command
- New-look sliders
- Draggable requesters

1.359 Screen/General

Visible screen title buttons

Makes the close and depth buttons of the title bar visible on Directory Opus' screen.

1.360 Screen/General

Bottom-right tiny buttons

Makes the tiny buttons in the lower right of the Directory Opus' screen visible.

1.361 Screen/General

Button banks sliders

Makes sliders appear beside the drive and custom button banks. These make it easier to scroll through the banks.

1.362 Screen/General

Indicate button has RMB command

All buttons with Right Mouse button command will have a dog-eared upper right corner.

1.363 Screen/General

New-look sliders

The sliders adopt the new style of operating system 2.0.
This is available only with os 2.0 or later.

1.364 Screen/General

Draggable requesters

All requesters will have a window title bar allowing you to move it.

1.365 Screen

PALETTE

The Screen/Palette requester allows you to set the colours of the Directory Opus screen. A palette box is displayed, allowing you to select the colours to modify. You can change the colour by using the sliders to adjust the red, green and blue components. You can also enter colour values directly, using the string fields.

Presets

1.366 Screen/Palette

Presets...

There are also several preset colour palettes available, which you can select just by clicking. The Reset entry will return the colours to the values they had when you entered this section (an Undo feature, basically). The Directory Opus default entry sets the default Directory Opus palette. The Workbench default entry has the default Workbench colours. The Workbench current entry is the colours currently set on the Workbench screen. The other presets are different settings which you can experiment with at your own leisure.

1.367 Screen

SCREEN MODE

The Screen/Screen Mode requester allows you to specify the mode, size and depth of the Directory Opus screen.

Display mode...	Colours
Width	Half-height screen
Height	

1.368 Screen/Screen Mode

Display mode...

Contains a list of the available Display modes. Under OS1.3 this will contain High Res, High Res Laced, Workbench:Use and Workbench:Clone. Under OS2.0 the modes available will vary depending upon the monitors currently active in your system. The characteristics of the selected Display mode are shown at the bottom of the screen.

There are two special items on the list...

Workbench:Use
Workbench:Clone

1.369 Screen/Screen Mode/Display Mode

Workbench:Use

Causes Directory Opus to open a window on the Workbench screen, and not to open a custom screen. The width and height of this window are editable, but the number of colours is fixed at the current Workbench depth.

1.370 Screen/Screen Mode/Display Mode

Workbench:Clone

Causes Directory Opus to open a screen in the same mode and exactly the same size as the Workbench screen. The size of this screen is not editable, but you may modify the number of colours.

1.371 Screen/Screen Mode

Width

This field allows you to specify the screen width.

Use Default

1.372 Screen/Screen Mode/Width

Use default

When this button contains a check, the Width field cannot be changed. It will, however, display the default value to be used. When you click on this button, it will allow you to change the value in the Width field.

When you are using Workbench:Clone, the Use default button cannot be deselected.

1.373 Screen/Screen Mode

Height

This field allows you to specify the screen Height.

Use Default

1.374 Screen/Screen Mode/Height

Use default

When this button contains a check, the Height field cannot be changed. It will, however, display the default value to be used. When you click on this button, it will allow you to change the value in the Height field.

When you are using Workbench:Clone, the Use default button cannot be deselected.

1.375 Screen/Screen Mode

Colours

Depending upon the selected screen mode, the number of colours will vary from four to sixteen. There are screen modes with a maximum of less than sixteen. If this is the case, your selection will be limited.

1.376 Screen/Screen Mode

Half-height screen

This causes the Directory Opus screen to open at half its normal height, and to be positioned halfway down the display.

With an interlaced screen, this would give you a screen the size of a normal (non-interlaced) screen, with the screen behind it still partially visible. Turning on the Half-height screen option will not modify the system's screen height setting.

1.377 System

SYSTEM

The System configuration screen lets you tell Directory Opus how to run several operations.

AmigaDOS Allows you to specify how Directory Opus starts up AmigaDOS programs.

Clocks Allows you to specify how Directory Opus displays Clock information.

Directories Allows you to set various options for Directory operations.

Hotkey Allows you to specify the Hotkey to activate Directory Opus.

Icons Allows you to specify the Icons which will be created with the AddIcon command.

Modules Allows you to specify preloaded external modules.

Show pattern Allows you to specify files to be shown or excluded from the directory lists.

Startup Allows you to specify various startup options.

View & Play Allows you to configure options for Directory Opus' viewers.

Okay and Cancel: These allow you to say either "OK, let's use the Screen settings and go back to Directory Opus", or "Oops! Forget all that, and let's get out of here!"

1.378 System

AMIGADOS

This requester allows you to specify how Directory Opus starts up AmigaDOS programs.

Running AmigaDOS applications...

Shell
Console

Start-up script
Priority

1.379 System/AmigaDOS

Shell

This field is the AmigaDOS command used to launch programs that have output windows. It defaults to NewCLI. If you wish to use a shell, you could change the default to NewShell. If you wish to use a WShell, you could change it to NewWsh. The magnifying-glass button to the left of this field opens a requester to help you locate the command you wish to use.

1.380 System/AmigaDOS

Console

This is the console under which all output windows are opened. It is also used to open a CLI by the NewCLI command, and by the Run command when no files are selected. The console allows you to specify the size, position and title of the output window. It follows the standard AmigaDOS format, namely:

DEVICE:LeftEdge/TopEdge/Width/Height/Title/Options

DEVICE: This is the device you are using. It is normally CON, but under AmigaDOS 1.3 it may be NEWCON (which will open a Shell instead of a CLI).

LeftEdge: The left edge of the window (x coordinate, in pixels).

TopEdge: The top edge of the window (y coordinate, in pixels).

Width: The width of the window in pixels.

Height: The height of the window in pixels.

Title: The title of the window.

Options: Some devices allow you to specify optional parameters (i.e. /Close). The valid parameters vary, so consult the device's documentation for details.

An example is:

CON:20/10/600/180/Directory Opus Output/Close

1.381 System/AmigaDOS

Start-Up Script

This is an AmigaDOS script that will be performed before Directory Opus launches any programs.

1.382 System/AmigaDOS

Priority

Main priority allows you to specify the priority at which Directory Opus itself runs. The default priority is 0, which means that it peacefully coexists with everything else. Setting the priority higher means that while Directory Opus will not be slowed down much by other tasks, the performance of other tasks will suffer. It is suggested that you set the priority no higher than 10.

1.383 System

CLOCKS

This Requester allows you to specify how Directory Opus displays Clock information.

Clock/Memory bar...
Show free space as...
Text Format...
When iconified

1.384 System/Clocks

Memory bar...

These flags tell Directory Opus how to format the clock bar at the bottom of its screen. You can include any combination of these items, but in some fonts you may not be able to see to all the items selected because their space may be limited.

Memory monitor	Date
CPU monitor	Time

1.385 System/Clocks/Memory Bar

Memory monitor

Displays the amount of Chip Memory, Fast Memory and the Total Memory in the clock bar.

1.386 System/Clocks/Memory Bar

CPU monitor

Displays the percentage of CPU time that is being use. 100% indicates that there is not any idle time and that at least one process is attempting to run continuously.

1.387 System/Clocks/Memory Bar

Date

Displays the current date in the clock bar. The Date Format is specified in OPERATIONS/DATE FORMAT .

1.388 System/Clocks/Memory Bar

Time

Displays the current time in the clock bar.

1.389 System/Clocks

Show free space as...

There are two groups of buttons with this title. One applies to the Clock/memory bar, and the other applies to the iconified window. They allow you to specify how the Memory Monitor, when enabled, will display memory.

Bytes free
Kilo/Megabytes free

1.390 System/Clocks/Show free space as

Bytes free

Displays all digits (this can be hard to read with large values).

1.391 System/Clocks/Show free space as

Kilo/Megabytes free

Displays value in either kilobytes or megabytes as applicable.

1.392 System/Clocks

Text format...

There are two groups of buttons with this title. One applies to the Clock/Memory bar, and the other applies to the iconified window. They allow you to specify how the titles for the Memory Monitor, when enabled, will be displayed. See your AmigaDOS documentation for an explanation of Fast and Chip Memory.

The choices are:

- CHIP: and FAST:
- C: and F:

1.393 System/Clocks

When iconified

These buttons allow you to specify how Directory Opus should act when Iconified. In addition to the methods described, you can always uniconify Directory Opus by pressing the Uniconify key sequence defined in SYSTEM/HOTKEY .

Window	No Window
Time	An AppIcon

1.394 System/Clocks/When Iconified

Window

The following flags allow you to specify what is displayed in the window.

- Memory monitor
 - Date
 - CPU monitor
-

1.395 System/Clocks/When Iconified

Time

Directory Opus will iconify to small window on Workbench. If this window is enabled, its last portion is saved when you save the Configuration file.

To un-iconify the window, simply activate it by clicking on it with the left mouse button and then press the right mouse button.

1.396 System/Clocks/When Iconified

No Window

Directory Opus will close all windows.

1.397 System/Clocks/When Iconified

An AppIcon

Directory Opus will open an icon on WorkBench. Simply double click on the icon to uniconify it.

1.398 System

DIRECTORIES

This requester allows you to set various options for Directory operations.

Directory caches...
Search buffers on...
Misc. Flags...
Show free space as...

1.399 System/Directories

Directory caches...

Buffers per window
Always move to empty buffer
Re-read changed or incomplete buffers

1.400 System/Directories/Caches

Buffers per window

Allows you to specify the number of buffers to be allocated to each directory window. You can have any value from one to 255.

1.401 System/Directories/Caches

Always move to empty buffer

Causes Directory Opus to use an empty buffer (if possible) whenever a new directory is read. A new directory is read whenever you enter a path in the directory fields, double-click or click-m-click on a directory name, or select a drive button.

1.402 System/Directories/Caches

Re-read changed or incomplete buffers

When a buffered directory is shown, this will make Directory Opus check the directory on disk to see if it has changed. If it has, this will cause a re-read of the directory. Also, if the original reading of a directory was interrupted it will be re-read in.

1.403 System/Directories

Search buffers on...

Parent/Root operation
Double-click/Click-m-click directory read

1.404 System/Directories/Search buffers on

Parent/Root operation

This option causes the directory buffers to be searched for the parent or root directory of the current directory, whenever the Parent or Root Commands are chosen. If the parent or root directory exists in a buffer (i.e. it has already been read), the buffered directory is retrieved from memory. This can save a lot of needless disk access.

1.405 System/Directories/Search buffers on

Double-click/Click-m-click directory read

When a directory is selected via Double-Click or Click-m-click this will cause Directory Opus to search the buffered directories first.

1.406 System/Directories

Misc. flags...

Auto diskchange
Auto disk load
Expand pathnames
Use ExAll()

1.407 System/Directories/Misc Flags

Auto diskchange

Causes Directory Opus to sense disk changes in any drive. If you have the root directory open in either of the directory windows when you change the disk, then the new disk will be read automatically. This allows you to scan through different disks without having to follow the usual selection procedure.

1.408 System/Directories/Misc Flags

Auto disk load

This option works in a similar fashion to Auto diskchange , except that it detects any disk being inserted, not just those disks currently displayed. If you insert a disk in a floppy drive with this option turned on, you will be asked whether you wish to read the disk into the left or the right window.

1.409 System/Directories/Misc Flags

Expand pathnames

This flag will cause all paths to be expanded to their full pathnames. For example, if this flag was enabled and you entered S: in the directory field, the name might be expanded to Workbench1.3:s/. It will also do this when you select a drive button. For instance, if you selected a drive button marked DF0:, the actual name of the disk be inserted in the directory field.

You should note that as the Expand pathnames flag causes the actual volume name of disks to be used, the system (and you) may get confused when using two disks with the same name. As a rule, you should avoid using identically-named disks at the same time.

1.410 System/Directories/Misc Flags

Use ExAll()

If selected, Directory Opus will use the ExAll() command to read directories, rather than the old Examine()/ExNet() combination. ExAll() can be slightly faster than the old method. This option is only available under OS2.0/OS3.0

WARNING: Operating systems 2.x and 3.x currently have a bug that causes them to skip directory entries when using ExAll() on certain devices. Some devices to watch out for include: CDRom, ParNet and Networks. If you have problems, simply turn off this option.

1.411 System/Directories

Show free space as...

These allow you to choose how to measure the free space that is displayed alongside the disk name.

- Bytes free
- Kilo/Megabytes free
- Blocks free
- Percentage of space free

1.412 System/Directories/Show Free space

Bytes free

Displays the number of free bytes.

1.413 System/Directories/Show Free space

Kilo/Megabytes free

Displays the amount of free space in either kilobytes or megabytes (depending upon the size).

1.414 System/Directories/Show Free space

Blocks free

Displays the number of blocks free (as will also be shown by the AmigaDOS Info command).

1.415 System/Directories/Show Free space

Percentage of space free

Displays the free space as a percentage of the total size.

1.416 System

HOTKEY

This requester allows you to specify the Directory Opus activate Hotkey.

Uniconify/activate Hotkey
Sample
Use middle mouse button

1.417 System/Hotkey

Uniconify/activate Hotkey

This hotkey is really a combination of keys that you press to do one of four things:

If Directory Opus is iconified, it will be uniconified.

If the Directory Opus screen is open, but at the back of the display, it will be brought to the front.

If the screen has been pulled down using the screen drag bar, it will be brought to the top.

If the screen is already at the front of the display, it will be moved to the back.

1.418 System/Hotkey

Sample

To modify the Hotkey, select the Sample button at the right of the Hotkey field. While the Sample button is selected, any keys that you press, along with any qualifiers, will be inserted in the hotkey field. To turn off sample mode, select the Sample button again.

To remove the Hotkey simply select the Sample button with the right mouse button.

The default Hotkeys are CONTROL + LSHIFT + LALT, meaning that pressing the control key, the left shift key and the left Alt keys together will perform the action.

1.419 System/Hotkey

Use middle mouse button

With this flag turned on Directory Opus will also use the middle mouse button as well as the Hotkey defined above. This option requires a three button mouse.

1.420 System

ICONS

This Requester allows you to specify the Icons which will be created with the AddIcon Command.

AddIcon's icons...
Project's Default Tool...

1.421 System/Icons

AddIcon's icons...

This list includes three built-in icon types Drawer, Tool and Project. In addition, each of the filetypes is included in this list. This system allows you to specify your own icons to use with the AddIcon Command if you do not like the default icons. Simply select the type of icon you want to change (e.g., drawer, tool, etc.), and its current icon will appear in the lower right corner. You may change the icon by modifying the field directly below the list. The magnifying-glass button is provided to allow you to find the icon you want easily.

Under OS1.3 we provide some built-in icon images but under OS2.0 we use the system standard images.

1.422 System/Icons

Project's Default Tool...

Allows you to modify the Default Tool of project icons added with the AddIcon Command. This only works with the built-in project icon or the default Workbench project icon; not with user-supplied icons. For example, you may set the Default Tool to c:FullView. Then, whenever you double-click from Workbench on an icon that you have added to a project, Full View will be invoked.

1.423 System

MODULES

An external module is a small program which Directory Opus runs to perform infrequent operations. By making them external, they do not have to be in memory at all times. If you are not concerned with their memory usage and you don't want Directory Opus to load them each time you use them, this requester allows you to specify which modules you want to be preloaded.

External support modules...
Language...

1.424 System/Modules

External support modules...

Lists all external modules supported by Directory Opus. If you want a module to be preloaded, select it and a checkmark will appear. Select it again if you do not want it preloaded. Preloaded modules take less time to start up but use additional RAM.

1.425 System/Modules

Language...

Allows you to select a language for Directory Opus. By default, Directory Opus uses the built-in English language, but as other languages become available they will appear here. To select one for use, simply click on it.

1.426 System

SHOW PATTERN

This requester allows you to specify files to show or exclude from the directory lists.

Directory list pattern...

Hide files with hidden bit set

Show

Hide

1.427 System/Show Pattern

Hide files with hidden bit set

Tells Directory Opus to take notice of the H bit; any files that have this protection bit set will not be displayed.

1.428 System/Show Pattern

Show

Allows a wildcard pattern against which all files are checked. If the file matches this pattern, it is displayed.

1.429 System/Show Pattern

Hide

Allows a wildcard pattern against which all files are checked. If the file matches this pattern, it is not displayed.

1.430 System

STARTUP

This requester allows you to specify various startup options.

Directories to read on startup...

ARexx scripts to execute on...

1.431 System/Startup

Directories to read on startup...

These fields allows you to specify the path name of a directory that is loaded automatically into the left or right window whenever Directory Opus starts. The magnifying-glass button to the left of these fields opens a directory requester to help you locate the path you require.

Left Right

1.432 System/Startup/Dirs to read on startup

Left

This Field specifies the startup directory for the Left window.

1.433 System/Startup/Dirs to read on startup

Right

This Field specifies the startup directory for the Right window.

1.434 System/Startup

ARexx scripts to execute on...

These allow you to specify the names of two ARexx scripts that are automatically run when Directory Opus starts (Startup_, or when it returns from an iconified state (Uniconify).

Startup Cfg return
Uniconify

1.435 System/Startup/ARexx Scripts

Startup

The ARexx script is executed when Directory Opus first starts up.

1.436 System/Startup/ARexx Scripts

Uniconify

The Uniconify ARexx script is executed when Directory Opus is uniconified.

1.437 System/Startup/ARexx Scripts

Cfg return

This ARexx script is executed when Directory Opus returns from the ConfigOpus utility.

1.438 System

VIEW & PLAY

This requester allows you to configure options for Directory Opus' viewers.

Picture/animation viewer (IFF ILBM/ANIM)
Sound player (IFF 8SVX)...
Text viewer...

1.439 System/View & Play

Picture/animation viewer (IFF ILBM/ANIM)

Black background between pictures
Start animation paused
8-bits per gun colour
Show delay
Fade delay

1.440 System/View & Play/Pic&anim viewer

Black background between pictures

This flag causes a blank screen to be displayed while each picture is loading. Otherwise, the Directory Opus screen will be displayed in between each picture.

1.441 System/View & Play/Pic&anim viewer

Start animation paused

Makes animations come up paused. This is particularly useful when an animation is simply a collection of pictures and not really an animation.

1.442 System/View & Play/Pic&anim viewer

8-bits per gun colour

This tells Directory Opus to treat the colour information in IFF ILBMs as having 8 bits per gun. Pictures that have 4 bits per gun, pre-AGA, are shown a little dimmer than usual. This option is only available when using OS3.0 and AGA.

1.443 System/View & Play/Pic&anim viewer

Show delay

Allows you to show pictures as a simple slideshow. If set to 0, pictures will wait for you to press the left mouse button before continuing. On other settings, the pictures will continue to display one after the other for the specified time in seconds.

1.444 System/View & Play/Pic&anim viewer

Fade delay

Allows you to configure the speed at which pictures fade in and out. If it is set to 0, there will be no fading at all. The default is 2; the maximum is 10. The value indicates in 60ths (50ths in PAL) of a second the time between each change in colour.

1.445 System/View & Play

Sound player (IFF 8SVX)...

Turn audio filter off for play
Loop on double-click

1.446 System/View & Play/Sound Player

Turn audio filter off for play

Causes the high-pass audio filter to be turned off while each IFF 8SVX sound file is played. Note that on A1000s the audio filter may not be software-selectable.

1.447 System/View & Play/Sound Player

Loop on double-click

Tells Directory Opus to behave as it did in version 3.4. In that version, when you double clicked on sounds, they played in looped fashion. Under 4.0 the sound is played only once.

1.448 System/View & Play

Text viewer...

Text viewer borders
Tab size

1.449 System/View & Play/Text Viewer

Text viewer borders

Tells the Text viewer to have a slider and fancier borders. Note that with the fancier borders and sliders you may not be able to read text files that are 80 wide characters unless you use a smaller font on wider screen.

1.450 System/View & Play/Text Viewer

Tab size

Allows you to specify the number of spaces to which a tab character is equivalent in the Read and AnsiRead commands. The default is 8, which is also the ANSI standard.

1.451 Tech Guide

Command Reference
 Simple Argument Functions
 Requester Functions
 How We Start External Programs
 Wild Card Patterns
 Shortcut Keys
 Glossary

1.452 Tech Guide/Commands

Command Reference Information

AbortPrint	FileInfo	PrintDir
About	FinishSection	Protect
AddCustEntry	Format	Query
AddCustHandler	FormatBG	Quit
AddFile	GetAll	Read
AddIcon	GetDevices	Redraw
Alarm	GetDirs	Relabel
All	GetEntry	Remember
AnsiRead	GetFileType	RemoveEntry
ARexx	GetFiles	RemoveFile
Assign	GetNextSelected	Rename
Beep	GetSelectedAll	Request
BufferList	GetSelectedDirs	Rescan
Busy	GetSelectedFiles	Reselect
ButtonIconify	GetSizes	Restore
CD	GetString	Root
CheckAbort	Help	Run
CheckFit	HexRead	SaveConfig
ClearBuffers	Hunt	ScanDir
ClearSizes	Iconify	ScrollH
ClearWin	IconInfo	ScrollToShow
Clone	Install	ScrollV
Comment	InstallBG	Search
Configure	LastSaved	Select
ContST	LoadConfig	SelectEntry
Copy	LoadStrings	SelectFile
CopyAs	LoopPlay	SetWinTitle
CopyWindow	MakeDir	Show
DateStamp	Modify	SmartRead
Defaults	Move	Status
Delete	MoveAs	StopST
DirTree	NewCLI	SwapWindow
DiskCopy	NextDrives	TechSupport
DiskCopyBG	None	Toggle
DiskInfo	Notify	TopText
DisplayDir	OtherWindow	Uniconify
DopusToBack	Parent	User1, ...
DopusToFront	Patternmatch	Verify
Encrypt	Play	Version
ErrorHelp	PlayST	
Execute	Print	

1.453 Tech Guide/Commands

Command Reference Information

This section lists the Directory Opus commands in alphabetical order. Let's begin with an example of an entry's layout, with its component parts explained as they occur:

Command ARexx Only

The name of the command comes first. If it is followed by the words 'ARexx only' it means that it is a command that can only be called from another program by using the ARexx intercommunication language. Otherwise, a command can be used both in a button (menu, hotkey or filetype) and as an ARexx command.

Command This is the syntax of the command. Elements in square brackets are optional.

Below the syntax, its elements are explained in turn.

If necessary, there will follow notes pertaining to the use of the particular command.

All Directory Opus commands when called from ARexx respond with two variables: RC (the error status code) and Result. RC will always be an integer value indicating the severity of an error, 0 being no error. Result will indicate success or failure of the command, usually expressed as an integer valued, or it may be data, such as the name of a file.

1.454 Tech Guide/Commands

AbortPrint

Abort the current Print process.

ARexx Results:

RC = 0

Result = 0 nothing was printing,

1 something was printing but is now aborted.

1.455 Tech Guide/Commands

About

This command displays copyright information and mailing addresses.

ARexx Results:

RC = 0

Result = undefined

1.456 Tech Guide/Commands

AddCustEntry text [userdata] [fgpen] [bgpen] [selectable] [show]
[before]

text is the text for the entry, and may be up to 256 characters long. The dimensions of the horizontal slider are adjusted automatically to the longest entry.

userdata optional; user data for this entry. This is not displayed but can be retrieved, defaults to nothing.

fgpen optional; pen colour to display entry in or -1 for default file colour, defaults to -1.

bgpen optional; background colour of entry or -1 for default file background colour, defaults to -1.

selectable optional; indicates if entry is selectable (0 = not selectable or 1 = selectable), defaults to 1.

show optional; boolean to update directory display (0 = do not update, 1 = update), defaults to 1.

before optional; ordinal entry number before which to add this entry. A 0 adds the entry to the beginning of the list, -1 adds at the end of the list, defaults to -1.

This is similar to the AddFile command, but allows for entries of up to 256 characters. Entries added with this command are completely user-defined.

This command will fail if there are any normal entries already in the active window, so you should always call Clear Win before using it. By default, entries are not sorted in any way; The most recent entry will be shown as the last.

ARexx Results:

RC = 0

Result = 0 or 1 to indicate failure or success.

1.457 Tech Guide/Commands

AddCustHandler ARexx Only

AddCustHandler portname [win]

portname name of handler's message port
 win optional; window to add a custom handler to
 (-1 = current window, 0 = left or 1 = right)
 defaults to -1.

This command will attach an ARexx portname to the current directory buffer. When you manipulate the buffer's entries, Directory Opus will pass messages to the specified portname. This command is only used with buffers created using AddCustEntry. Currently the only two actions supported are Double-Click and Click-M-Click. As an example, this system could be used to create a phonebook system or a NetWork manager with Directory Opus.

ARexx Results:

RC = 0

Result = name of old handler's message port (if there was one)

1.458 Tech Guide/Commands

AddFile ARexx Only

AddFile name size type seconds comment protection reserved show

name name of entry

size size in bytes of entry

type type of entry (-1 = file or 1 = dir)

seconds timestamp of file, seconds from Jan 1, 1978 (date that AmigaDOS considers the beginning of time)

comment file comment

protection protection bits in ASCII form. 'RW' would mean Readable and Writeable.

reserved reserved, must be 0 for now

```
show update directory display boolean
```

This command adds a file or directory entry to the active directory window.

ARexx Results:

```
RC = 0
```

```
Result = 0 or 1 to indicate failure or success.
```

1.459 Tech Guide/Commands

```
AddIcon [name]
```

```
name optional; name of file
```

This will add icons to all selected files and directories in the active directory window. Directory Opus automatically senses what sort of file it is (drawer, project, tool, etc.) and will add the appropriate icon. Under OS2.0, however, we use the Workbench default icons. You may specify your own icons in the ConfigOpus if the default icons are not suitable. You may also specify the Default Tool to be used for project icons. If the name is not given, it will use the first available selected item in the current directory window.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.460 Tech Guide/Commands

```
Alarm
```

This command will sound an alarm on both or either of the sound channels. You could use this command to warn people that they have selected a dangerous command. For instance, you could modify the DELETE button to read:

```
Command Alarm  
Command Delete
```

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.461 Tech Guide/Commands

All

This command selects all files and directories in the active directory window.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.462 Tech Guide/Commands

AnsiRead [name]

name optional; name of file

This command operates in exactly the same way as the READ command, except that it displays ANSI control sequences (colours and typestyles) properly, and also handles tab characters correctly. If the name is not given it will use the first available selected item in the current directory window.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.463 Tech Guide/Commands

ARexx [command]

command optional; command to execute

This allows you to launch an ARexx script or execute and Directory Opus ARexx command from within Directory Opus. If the command is not given a requester will open asking the user for one.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.464 Tech Guide/Commands

```
Assign [name]
```

```
name optional; name to assign
```

This command allows you to assign a logical device name to the currently active directory. The C: device is an example of a logical device; it is not a physical disk itself, but is a directory that has been assigned the name C:. For example, a simple name as Text: can be assigned to a long and complicated pathname such as:

```
DH0:Projects/Work/1989/April/Bits&Pieces/Text
```

From then on, whenever you enter Text: into a directory button, you will go straight to the directory at the end of the assigned path, instead of having to go through all the sub-directories on the way. You can use the assignment in any other program as well. Logical devices always end with a colon.

Assign also allows you to cancel a previously assigned logical device, or reassign a device to another directory. To do this, press the right mouse button over the S (select) button to activate the GetDevices command. Select the assigned device(s) you wish to change, and invoke the Assign command. A requester will appear, into which you can type the new pathname to be assigned each device name. If you enter a blank string, that logical device will be unassigned.

/dangerpar Warning, if multiple logical devices are selected then they will be unassigned as well and you will be prompted for a new path name for each selected device.

```
ARexx Results:
```

```
RC = 0
```

```
Result = undefined
```

1.465 Tech Guide/Commands

```
Beep
```

This command will sound a beep on both or either of the sound channels. You could use this command to signify that a command has finished. For instance, you could modify the Diskcopy option to read:

```
Command DiskCopy
Command Beep
```


In versions of the operating system later than 38 (2.1) this command will call the system beep routine. Under earlier versions it will sound its own beep.

ARexx Results:

RC = 0

Result = undefined

1.466 Tech Guide/Commands

BufferList [win]

win optional; window to scan the buffer list into
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command displays a list of all the buffered directories. You may then double-click on one of the displayed buffers to jump to that buffer immediately, rather than clicking the arrows to cycle through the buffers one by one.

ARexx Results:

RC = 0

Result = undefined

1.467 Tech Guide/Commands

Busy ARexx Only

Busy [on|off]

[on|off] optional; adjust the busy pointer,
defaults to on.

This command turns on or off the busy pointer.

ARexx Results:

RC = 0

Result = undefined

1.468 Tech Guide/Commands

ButtonIconify [rows] [bank]

rows optional; number of button rows. This can be 1,2,3, or 6. Defaults to whatever Directory Opus is set to.

bank optional; bank number to display initially, defaults to 1.

This causes Directory Opus to open a window on Workbench containing the Custom Buttons. For more details see page 49.

ARexx Results:

RC = 0

Result = undefined

1.469 Tech Guide/Commands

CD [path]

path optional; new current directory path. If a path is not given, a requester will open.

This command allows you to set the current working directory for Directory Opus. This is the directory that is read if you press return on an empty directory button.

ARexx Results:

RC = 0

Result = undefined

1.470 Tech Guide/Commands

CheckAbort ARexx Only

CheckAbort

This command allows you to monitor, from an ARexx script, whether the user has pressed the left and right mouse buttons together (to abort). It also resets the Abort flag every time it is called. If you plan to use the CheckAbort command, you should call CheckAbort at the start of the script (to reset the Abort flag), before actually using it to check the abort status.

ARexx Results:

RC = 0

Result = 0 if abort sequence has not been hit, 1 if it has.

1.471 Tech Guide/Commands

CheckFit [win]

win optional; window to a CheckFit on
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This works in the same way as GetSizes does except that its calculation is based on disk block sizes, and is therefore much more accurate.

The disadvantage to CheckFit is that it needs to recalculate every time the destination's block size changes. Therefore, even if all source directories already have their sizes shown, CheckFit may need to scan them all again. Operations like Copy , etc., that generate directory sizes, are not suitable for CheckFit, and so again CheckFit will need to scan all selected directories.

CheckFit displays the total number of bytes needed and the number of bytes free (i.e., block number multiplied by the block size), and the percentage of files that will actually fit. If they will all fit, it shows 100%, if only half of them will fit, it shows 50%.

The GetSizes command is retained as it can be used quickly to provide a rough guide. CheckFit can completely replace the GetSizes command if you don't mind it having to rescan directories when you might not have expected it.

ARexx Results:

RC = 0

Result = undefined

1.472 Tech Guide/Commands

ClearBuffers

This command will clear the contents of all the directory buffers other than the two that are currently displayed. All unused memory will be de-allocated. This is a good way to free memory quickly if you have lots of used buffers and are running a bit low on memory.

ARexx Results:

RC = 0

Result = undefined

1.473 Tech Guide/Commands

ClearSizes [win]

win optional; window to clear the sizes from
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

If directory's size is already displayed, then the directory will not be re-scanned when selected nor the GetSizes command invoked. This could mean that the directory size is inaccurate, especially if any files have been created or deleted in it by another program. Selecting one or more directories, and then selecting the ClearSizes command, will cause the directory sizes to disappear. You can then reselect the directories, invoke the GetSizes command, and the directories will be re-scanned and their updated sizes displayed.

ARexx Results:

RC = 0

Result = undefined

1.474 Tech Guide/Commands

ClearWin [win]

win optional; window to clear
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command will clear the contents of a directory window.

ARexx Results:

RC = 0

Result = undefined

1.475 Tech Guide/Commands

```
Clone [name] [new name]
```

```
name optional; file name
```

```
new name optional; new file name
```

This command allows you to make a copy of selected entries in the same directory, and rename them. A requester will appear for each entry, asking for the new name.

This can also work with a specified file. If a new name is not given then a requester will appear.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.476 Tech Guide/Commands

```
Comment [name] [comment]
```

```
name optional; file name
```

```
comment optional; comment string
```

This command allows you to change the comment, or filenote, of the selected files and directories in the active directory window. When directories are selected, you are asked whether the files within them are to have their comments modified also.

For each entry, you are presented with a requester containing its current comment. To change the comment, edit it and press return. To retain the comment, just press return.

To set the comment of all selected entries you should select the All button from the comment requester; choosing Okay or pressing return will set the comments one file at a time.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.477 Tech Guide/Commands

```
Configure
```

Simply starts up the configuration program.

ARexx Results:

RC = 0

Result = undefined

1.478 Tech Guide/Commands

ContST

If there is a song paused, then it starts playing again.

ARexx Results:

RC = 0

Result = undefined

1.479 Tech Guide/Commands

Copy [name] [destination]

name optional; file name

destination optional; destination directory

This command copies all selected files and directories in the active directory window to the inactive directory window, keeping the same names. If a filename is given then only that file will be copied, but you may also specify a destination directory.

ARexx Results:

RC = 0

Result = undefined

1.480 Tech Guide/Commands

CopyAs [name] [new name]

name optional; file name

new name optional; new file name

This command copies all selected files and directories in the active directory window to the inactive directory window, and allows you to specify a new name for each file or directory. If a filename is given, then only that file will be copied.

ARexx Results:

RC = 0

Result = undefined

1.481 Tech Guide/Commands

CopyWindow [win]

win optional; window to copy from
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This will copy the contents of a specified window or the current window into the other window.

ARexx Results:

RC = 0

Result = undefined

1.482 Tech Guide/Commands

DateStamp [name] [date]

name optional; file name

date optional; date to set

This command allows you to change the datestamp of selected files and directories in the active directory window. When directories are selected, you are asked whether you also wish the files within them to have their datestamps modified.

For each entry, you are presented with a requester. If you wish the file to have its datestamp set to current date and time, simply press return. Otherwise, enter the desired date and time.

To set the datestamp of all selected entries you should select the All button from the datestamp requester; choosing Okay will set the datestamps a file at a time.

ARexx Results:

RC = 0

Result = undefined

1.483 Tech Guide/Commands

Defaults

This causes Directory Opus to reset to the hard-coded, default configuration. If you have modified the configuration yourself, and have not yet saved it using `SaveConfig`, you are asked if you wish to save it first.

ARexx Results:

RC = 0

Result = undefined

1.484 Tech Guide/Commands

Delete [name]

name optional; filename

This will delete all selected entries or just the specified file in the active directory window. Be careful with this, as it is easy to wipe out valuable data.

ARexx Results:

RC = 0

Result = undefined

1.485 Tech Guide/Commands

DirTree [win]

win optional; window to create a directory tree in
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command will map out a directory tree in the active directory window, or a specified window.

ARexx Results:

RC = 0

Result = undefined

1.486 Tech Guide/Commands

DiskCopy [source] destination [verify] [bump]

source optional; source disk

destination destination disk

verify optional; diskcopy with verify on

bump optional; bump the revision of the disk name,
as with Workbench

This command will diskcopy from source to destination, with Verify turned on if the Verify keyword is specified. If no source or destination are specified, the diskcopy requester is opened. If the Bump keyword is given then Directory Opus will bump the revision (Copy of DiskName) of the disk name as Workbench does.

ARexx Results:

RC = 0

Result = undefined

1.487 Tech Guide/Commands

DiskCopyBG same as DiskCopy

This command will execute diskcopy in background mode. This allows you to start up a diskcopy and still use Directory Opus.

ARexx Results:

RC = 0

Result = undefined

1.488 Tech Guide/Commands

```
DiskInfo [path]
```

```
path optional; path of a disk to get info about
```

This command displays some information about the disk the active directory resides on, including space used and free, datestamp and number of errors on the disk.

```
ARexx Results:
```

```
RC = 0
```

```
Result = undefined
```

1.489 Tech Guide/Commands

```
DisplayDir [win]
```

```
win optional; window to refresh  
(-1 = current window, 0 = left or 1 = right)  
defaults to -1.
```

This command will update the display for the active directory window or the specified window.

```
ARexx Results:
```

```
RC = 0
```

```
Result = undefined
```

1.490 Tech Guide/Commands

```
DOpusToBack
```

```
Move the Directory Opus screen to the back.
```

```
ARexx Results:
```

```
RC = 0
```

```
Result = undefined
```

1.491 Tech Guide/Commands

DOpusToFront

Move the Directory Opus screen to the front.

ARexx Results:

RC = 0

Result = undefined

1.492 Tech Guide/Commands

Encrypt [name] [password]

name optional; file name

password optional; password to use

Have you ever had files that you wanted to encrypt so that only people who knew the password could understand them? This command allows you to do just that. It will encrypt all selected files, using a password that you enter, with a complex algorithm that most people will find impossible to work out. The resulting files are not written over the originals, but are instead written to the destination directory. They will be the same size as the original files, so you can ensure you have enough room in the destination directory.

To decrypt a previously encrypted file, you should enter the same password preceded by a minus sign. For example, to decrypt files you encrypted with the password FOO, select the files, choose the encrypt command and enter -FOO as the password.

ARexx Results:

RC = 0

Result = undefined

1.493 Tech Guide/Commands

ErrorHelp [code]

code optional; error code

This command gives you more information about DOS error codes than is generally available. When you select this option, you are asked for the DOS error code you want help with. Examples of DOS error codes are 123, 205 and 225. You are then presented with a description of that error and information pertaining to the possible cause and cure of the

```
error.
```

```
ARexx Results:
```

```
RC    = 0
```

```
Result = undefined
```

1.494 Tech Guide/Commands

```
Execute [filename]
```

filename optional; name of a file to execute as a script file

This command will attempt to execute each selected file in turn or to execute a specific file as a script file. This has the same effect as if you had run the script file via IconX, or via the Execute command from the CLI.

```
ARexx Results:
```

```
RC    = 0
```

```
Result = undefined
```

1.495 Tech Guide/Commands

```
FileInfo ARexx Only
```

```
FileInfo name [separator] [win]
```

name name of file to give info for (must be in the active or specified window)

separator optional; character used to separate info

win optional; window to get file from
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command returns information on the entry called name (which must be in the active directory window). The information returned is separated by a separator (default separator is space), and consists of the filename, the size in bytes, the size in block (not used yet), the file type (less the 0 indicates a file, greater than 0 indicates a directory), the selected status (boolean), the date (days), the date (seconds), the comment and the protection bits.

The date is returned as a number of days since January 1st, 1978,

and as the number of seconds since midnight. The protection bits are returned in the format HSPARWED (with a - character where the bit is not set).

ARexx Results:

RC = 0

Result = information about the file

1.496 Tech Guide/Commands

FinishSection Internal Only

FinishSection

The FinishSection command forces any preceding programs (AmigaDOS, Workbench, Script or ARexx) to executing before carrying on to the next command. The next command need not be a Directory Opus command; it is just more likely that it will be.

For instance, to add a Beep to the end of the LHArc list filetype command, you would change the command list to read:

```
AmigaDOS  LHArc  v  {f}
Command   FinishSection
Command   Beep
```

ARexx Results:

RC = 0

Result = undefined

1.497 Tech Guide/Commands

Format [drive] [verify] [quick] [noicons] [ffs] [inter] [cache]

drive optional; drive to format

verify optional; format with verify on

quick optional; quick format

noicons optional; format with no icons

ffs optional; format fast file system

inter optional; format in international mode

cache optional; format in directory caching mode

This allows you to format a new disk. All new disks need to be formatted before the computer can write to them.

The Verify flag allows you to turn Verify on or off. If Verify is turned off, the format process will be much faster, but you will not be made aware of any errors that occur. If you don't completely trust your disks, leave Verify on.

The FFS option in Format allows you to format a disk to use the Fast Filing System of Kickstart 2.0. If you are running a Kickstart less than 2.0, you will still be able to select this option to format a disk. However, reading FFs-formatted disks is impossible without 2.0 or greater.

International mode allows file and directory names to include accented characters. Directory caching mode will decrease the capacity of your disk but the directory reading speed will be much greater.

ARexx Results:

RC = 0

Result = undefined

1.498 Tech Guide/Commands

FormatBG same as Format

This command will execute format in background mode. This allows you to start up a disk format and still use Directory Opus.

ARexx Results:

RC = 0

Result = undefined

1.499 Tech Guide/Commands

GetAll ARexx Only

GetAll [separator] [win]

separator optional; character used to separate names

win optional; window to get names from

(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command returns, in the RESULT variable, the names of all entries in the active directory window. If separator is specified, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:

RC = 0

Result = all the entries

1.500 Tech Guide/Commands

GetDevices [win]

win optional; window to put device list into
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command displays a list of all devices, volumes and assigned directories present in the system. You may then read in these devices by double-clicking on them. You can also select entire devices for use with the Hunt and Search commands.

ARexx Results:

RC = 0

Result = undefined

1.501 Tech Guide/Commands

GetDirs ARexx Only

GetDirs [separator] [win]

separator optional; character used to separate directory names

win optional; window to get directory names from
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command returns, in the RESULT variable, the names of all directories in the active directory window. If separator is specified, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:

RC = 0

Result = all the directory entries

1.502 Tech Guide/Commands

GetEntry ARexx Only

GetEntry num

num the entry number whose name is to be returned

Returns the file or directory name of entry number "num".

ARexx Results:

RC = 0

Result = name of the specified entry

1.503 Tech Guide/Commands

GetFileType ARexx Only

GetFileType filename [type]

filename file whose filetype is to be returned

type optional; form of filetype ID
(0 = file class description or 1 = file class ID)
defaults to 0

Returns the filetype (if recognised) of the specified file.

ARexx Results:

RC = 0

Result = filetype ID of the file if filetype is known

1.504 Tech Guide/Commands

GetFiles ARexx Only

GetFiles [separator] [win]

separator optional; character used to separate filenames

win optional; window to get filenames from
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command returns, in the RESULT variable, the names of all files in the active directory window. If separator is specified, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:

RC = 0

Result = all the file entries

1.505 Tech Guide/Commands

GetNextSelected ARexx Only

GetNextSelected [win]

win optional; window to get next selected item from
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

This command returns the name of the first selected entry (in the Result variable) in the active directory window. The entry is NOT deselected afterwards so if you don't deselect it yourself, that is the only name you will ever get returned.

ARexx Results:

RC = 0

Result = name of the entry

1.506 Tech Guide/Commands

GetSelectedAll ARexx Only

```
GetSelectedAll [separator] [win]
```

```
separator optional; character used to separate names
```

```
win optional; window to get names from  
(-1 = current window, 0 = left or 1 = right)  
defaults to -1.
```

This command returns, in the RESULT variable, the names of all selected entries in the active directory window. If separator is specified, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:

```
RC = 0
```

```
Result = all the selected entries
```

1.507 Tech Guide/Commands

```
GetSelectedDirs [separator] [win]
```

```
separator optional; character used to separate directory names
```

```
win options; window to get selected directory names from  
(-1 = current window, 0=left or 1=right)  
defaults to -1.
```

This command returns, in the RESULT variable, the names of all selected directories in the active directory window. If separator is specified, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:

```
RC = 0
```

```
Result = all the selected directory entries
```

1.508 Tech Guide/Commands

```
GetSelectedFiles [separator] [win]
```

```
separator optional; character used to separate selected filenames
```

```
win optional; window to get selected filenames from  
(-1=current window, 0=left or 1=right)  
defaults to -1.
```

This command returns, in the RESULT variable, the name of all selected files in the active directory window. If separator is specified, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:

RC = 0

Result = all the selected file entries

1.509 Tech Guide/Commands

GetSizes [win]

win optional; window to work with.
(-1 = current window, 0=left or 1=right)
defaults to -1.

This will display in the status bar the same information that is displayed when entries are selected (namely, the number of selected files, directories and bytes, out of the total number of files, directories and bytes), along with one additional piece of information. If the selected entries occupy fewer bytes than the free space on the disk in the opposite directory window, allowing all selected files to fit on the destination disk were they to be copied, a Y will be displayed after the count. Otherwise, an N will be displayed.

If any directories are selected when GetSizes is chosen, the directories that do not already have a size displayed are scanned, and the size of the directories are calculated and displayed.

ARexx Results:

RC = 0

Result = undefined

1.510 Tech Guide/Commands

GetString [message]

message optional; text for requester

This command will open a requester for the user to enter text into. If a message is given, that is used as the prompt for the requester.

ARexx Results:

```
RC = 0 success, 1 cancel was pressed

Result = string entered by user
```

1.511 Tech Guide/Commands

Help

Provided a help file has been loaded in, selecting any button or menu after enabling Help mode with this menu should result in the appearance of some helpful text. To turn Help off, select this command again.

ARexx Results:

```
RC = 0

Result = undefined
```

1.512 Tech Guide/Commands

HexRead [name]

name optional; name of file

This command will read the selected files in the same way as READ , but in hexadecimal format. This allows you to view binary and other files containing non-text characters.

ARexx Results:

```
RC = 0

Result = undefined
```

1.513 Tech Guide/Commands

Hunt [name] [pattern]

name optional; name of directory to hunt

pattern optional; file pattern to hunt

This command allows you to search all selected directories (and their sub-directories) for a specified file or files. A requester appears asking for the pattern to hunt for. You can use full pattern matching for this search.

If a file matching the pattern is found, you are asked if you wish to enter the directory containing it, or continue the search. If you elect to enter the directory, the directory will be read and then all matching entries will be highlighted.

ARexx Results:

RC = 0

Result = undefined

1.514 Tech Guide/Commands

Iconify

This command closes the Directory Opus window and screen, de-allocates as much memory as possible, and then opens a small window on the Workbench screen. This is known as iconifying, and allows you to have Directory Opus constantly available while using the minimum amount of memory.

To determine the initial position of the iconified window, especially if you start up Directory Opus in the iconified state, you should iconify Directory Opus, and position the window as you would like it to appear. Then re-enter Directory Opus and save the configuration using `SaveConfig` .

To re-enter Directory Opus, simply click the left mouse button in the iconified window, then press the right mouse button. If you wish to quit Directory Opus without going back into it, just click the Close button at the far left of the iconified window.

If you have the configuration option Iconify Type set to hidden, the only way to re-enter Directory Opus is with the hotkeys. These default to CTRL-SHIFT-ALT (the CTRL key, the left SHIFT key and the left ALT key held down simultaneously), although this may be changed in the configuration using `Configure` .

ARexx Results:

RC = 0

Result = undefined

1.515 Tech Guide/Commands

IconInfo [name]

name optional; name of icon (or file with icon)

This command allows you to modify the characteristics of icons such as Stack size, Default Tool and Tool Types. It operates in a similar fashion to the Information option in the Icon menu of Workbench.

To use this command you may either select the info files themselves or the actual files or directories the icons belong to.

A requester will appear when you run this command on a valid icon. The actual appearance of the requester will vary depending on the type of icon, but in all cases the actual icon imagery will be displayed. You click on this image with the left mouse button to display the alternative imagery (if it exists).

The Remap colours button will swap colours 1 and 2 of the icon displayed. This can be useful to remap icons designed under OS1.3 for usage under OS2.0, since OS2.0 swapped the light and dark colours around.

The information displayed for each icon type is listed below. Once you have made the desired changes to the icon, the Save button will save the changes to disk. The Skip and Cancel buttons will exit without modifying the icon on disk.

Drawer icon: For a drawer icon you may edit the drawer's protection bits, comment and tool types. The date of the last modification of the drawer is also displayed.

Project icon: For a project icon you may edit the project's stack size, default tool and tool types. Also displayed are the size of the project in bytes and blocks, and the last modification date.

Tool icon: For a tool icon you may edit the tool's protection bits, stack size, comment and tool types. Also displayed are the size of the tool in bytes and blocks, and the last modification date.

Disk icon: For a disk icon you may edit the disk's Default Tool. Displayed are the total number of blocks, and the number of blocks used and free. The block size, creation date and disk status are also displayed.

Trashcan icon: For a trashcan icon the only information available is the last modification date.

Protection bits (where appropriate) are modified in the same way as with the Protect command, except that the Hidden and Pure bits are not accessible.

Tool types (where appropriate) are modified in the same way as from Workbench. To edit an existing Tool type, simply select it, and press return when you have modified it. To create a new Tool type, select the New button. To delete an existing Tool type, select it and then select the Delete button.

ARexx Results:

RC = 0

Result = undefined

1.516 Tech Guide/Commands

Install [drive] [ffs] [noboot]

drive optional; drive to install

ffs optional; install a FFS bootblock

noboot optional; make disk non-bootable

This command allows you to make a disk bootable. All bootable disks have special information written on the first sector of the disk. Without this, the disk will not boot.

ARexx Results:

RC = 0

Result = undefined

1.517 Tech Guide/Commands

InstallBG same as Install

This command will execute Install in background mode. This allows you to start up an install and still use Directory Opus.

ARexx Results:

RC = 0

Result = undefined

1.518 Tech Guide/Commands

LastSaved

This command causes Directory Opus to read in the last saved configuration file. If you have modified the configuration, and have not yet saved it, you are asked for confirmation before this is done.

ARexx Results:

RC = 0

Result = undefined

1.519 Tech Guide/Commands

LoadConfig name

name configuration file to load

Loads the specified configuration file.

ARexx Results:

RC = 0

Result = 0 means success, 1 means some sort of failure

1.520 Tech Guide/Commands

LoadStrings name

name string file to load

ARexx Results:

RC = 0

Result = 0 means success, 1 means some sort of failure

1.521 Tech Guide/Commands

LoopPlay [name]

name optional; name of file

Unlike the `Play` command, the `LoopPlay` command plays a sound file repeatedly, requiring a mouse button click to proceed to the next one.

ARexx Results:

RC = 0

```
Result = undefined
```

1.522 Tech Guide/Commands

```
MakeDir [name]
```

```
name optional; name of directory
```

This command allows you to create a new sub-directory in the active directory window.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.523 Tech Guide/Commands

```
Modify name value
```

```
name name of item to modify
```

```
value new value
```

This command allows you to make quick changes in certain configuration options from the buttons or menus, rather than going through the configuration program.

The Modify command allows changes to at least two characteristics, the name of the option to change, and the new value(s) for it. Most values are actually a combination of flag bits; to determine the desired value, you simply add the values of the flag bits together.

You can also add and subtract bits. To do this, specify each bit (or combination of bits) that you wish to add or subtract, preceded by the appropriate sign (+ for add and - for subtract).

The options you can change are:

```
BankNumber num
```

Allows you to specify the bank being shown.

```
ButtonRows rows
```

Corresponds to Buttons/Button rows menu.

```
CopyFlags flags
```

Corresponds to Operation/ Copy

Flags...

- 1 = Keep original datestamp
- 2 = Keep original protection bits
- 4 = Keep original comment
- 8 = Set archive bit
- 16 = Check destination free space.

DateFormat flags

Corresponds to Operation/Date format

Flags...

- 1 = AmigaDOS format (DD-MMM-YY)
- 2 = International format (YY-MM-DD)
- 4 = USA format (MM-DD-YY)
- 8 = English/Australian format (DD-MM-YY)
- 16 = Name substitution (Today, Tomorrow, etc.)
- 32 = 12 hour clock

DefaultTool toolname

The current Default Tool for project icons created with
AddIcon .

DeleteFlags flags

Corresponds to Operation/ Delete

Flags...

- 1 = Ask before commencing delete
- 2 = Ask before deleting files
- 4 = Ask before deleting non-empty directories
- 8 = Set delete protection bit

DirFlags flags

Corresponds to System/Directories.

Flags...

1 = Always move to empty buffer
2 = Use ExAll() to read directories
4 = Auto diskchange
8 = Auto disk load
16 = Search buffers on Double-click
32 = Re-read changed or incomplete buffers
64 = Search buffers on Parent/Root operation
128 = Expand pathnames

DisplayLength win type length

Corresponds to Operation/List format's length fields. This sets the lengths of some of the directory list items.

win The window to act upon
(-1 = current window, 0=left or 1= right).

Types...

0 = Name
1 = Comment
2 = Filetype

ErrorFlags flags

Corresponds to Operation/Error check

Flags...

1 = Disable DOS requesters
2 = Disable error requester

FadeDelay time

Corresponds to System/View & Play's fade delay.

Filter Adjust [filepattern]

The global filename filter. If filepattern is not given then global filter will be turned off.

Font idnumber font size

Corresponds to Screen/Fonts. This takes three values; the ID number of the font to change, the name of the new font, and the point size of the font.

ID Numbers...

0 = General (8 point font)

1 = Directory window font

2 = Text viewer font

3 = Buttons

4 = Menus

5 = Status bar

6 = Disk names

7 = Clock bar

8 = Requesters

9 = Path fields

10 = Button iconify

GeneralFlags flags

Corresponds to Operation/General

Flags...

2 = Display info

8 = File double-click

64 = Window slider activate

128 = Click-m-click drag

HelpFile pathname

Allows you to specify a help file to load when Help is pressed.

HidePattern pattern

Corresponds to System/Show pattern's hide pattern

IconFlags flags

Corresponds to Operation/Icons

Flags...

1 = Create icons with directories

2 = Perform all actions on icons as well

3 = Select icons automatically

IconifyFlags flags

Corresponds to System/Clocks.

Flags...

1 = Memory monitor

2 = CPU monitor

3 = Date

8 = Time

16 = No window

32 = Appicon

64 = Memory in bytes

128 = C: and F:

Note that No window and AppIcon are mutually exclusive. If the two flags are specified together the results will be unpredictable.

ListFormat win items

Corresponds to Operations/List format. The value for this is not a combination of flags, but instead a list of numbers representing items.

win The window to act upon
(-1 = current window, 0=left or 1=right).

Items Up to five numbers, which indicate what data is to be displayed and in what order.

Items...

0 = Name
1 = Size
2 = Protection
3 = Datestamp
4 = Comment
5 = Filetype

OutputCmd shellcommand

Corresponds to System/AmigaDOS/Output window.

OutputWindow consoledefinition

Corresponds to System/AmigaDOS/Output window.

ReplaceFlags flags

Corresponds to Operation/ Copy

Flags...

1 = Always replace files
2 = Never replace files
4 = Replace only older files
8 = Ask before replacing

ScreenMode mode

Corresponds to Screen/Screen mode.

Mode values...

1 = Open on Workbench's screen
2 = Open a clone of Workbench's screen

Under OS2.0/OS3.0 other mode ID's are supported. Some common mode ID's are...

32768 = High Res screen
32772 = High Res Laced screen
32800 = Super-High Res screen

32804 = Super-high Res Laced screen

233508 = Productivity screen

233509 = Productivity Laced screen

266240 = A2024 10 Hz screen

299008 = A2024 15 Hz screen

ScrDepth depth

Corresponds to Screen/Screen mode's depth. The depth can be 2, 3, or 4 bitplanes. That is the same as four, eight or sixteen colours.

ScreenFlags flags

Corresponds to Screen/Screen mode.

Flags...

1 = Use default screen width

2 = Use default screen height

4 = Half-height screen

ScrClockFlags flags

Corresponds to System/Clocks.

Flags...

1 = Memory monitor

2 = CPU monitor

4 = date

8 = Time

64 = Memory in bytes

128 = C: and F:

ScrH height

Corresponds to Screen/Screen mode's height.

ScrW width

Corresponds to Screen/Screen mode's width.

SeparateMethod win method

Corresponds to Operation/List format's cycle button.

win The window to act upon (-1 = current window, 0=left or 1 = right).

Methods...

0 = Mix files and directories

1 = Display directories first

2 = Display files first

ShowDelay delay

Corresponds to System/View & Play's show delay.

ShowFreeFlags flags

Corresponds to System/Directory flags.

Flags...

1 = Bytes free

2 = Kilo/Megabytes free

4 = Blocks free

8 = Percentage of space free

These bits are mutually exclusive. If more than one is specified at a time the results will be unpredictable.

ShowPatBits flags

Corresponds to System/Show pattern's hidden bit flag

Flags...

1 = Hide files with hidden bit set.

ShowPattern pattern

Corresponds to System/Show pattern's show pattern

SortFlags flags

Corresponds to Operation/List format's sort flag

Flags...

1 = Reverse sort in left window

2 = Reverse sort in right window

SortMethod win item

Corresponds to Operation/List format's checked sort item.

win The window to act upon (-1 = current window, 0=left or
1 = right).

Items...

0 = Name

1 = Size

2 = Protection

3 = Datestamp

4 = Comment

5 = Filetype

UpdateFlags flags

Corresponds to Operation/Update

Flags...

1 = Update free disk space

2 = Scroll directory window to follow operations

4 = Redraw more than a quarter of a page

8 = Directory refresh using StartNotify()

16 = Left-justify filename in status bar

32 = Display progress indicator

ViewPlayFlags flags

Corresponds to System/View & Play.

Flags...

1 = Black background between pictures

2 = Turn audio filter off for 8SVX play
4 = 8-bits per gun colour
8 = LoopPlay 8SVX sound files on double-click
16 = Text viewer borders
32 = Start animations paused

WindowSize offset

Adjusts the placement of the center bar of Directory Opus's directory windows.

Any Modify command that change display characteristics (screen size, mode and depth, list format, etc) will not take effect until you execute the Redraw command. For commands that only change directory display characteristics, you use the DisplayDir command to update the directory display. Some modifications (like date format, hide and show pattern, etc.) will not take effect until the directory is actually re-read (for instance, when the Rescan command is used). For example, you could have two buttons configured to switch between a High Res screen with 8 colours, and a High Res Interlaced screen with 4 colours. The definitions for these buttons might be:

LACEON - Command Modify ScreenMode 32772
 Command Modify ScrDepth 2
 Command Redraw

LACEOFF - Command Modify ScreenMode 32768
 Command Modify ScrDepth 3
 Command Redraw

As another example, you might wish to change the left window to be sorted by Date, but to leave the right window alone. For this, you would have the command:

Command Modify SortFlags 0 3

Command Rescan 0

ARexx Results:

RC = 0

Result = undefined

1.524 Tech Guide/Commands

```
Move [name] [destination]
```

```
name optional; name of file
```

```
destination optional; destination path
```

This allows you to move all selected files and directories from the active directory window to the inactive window. The file or directory will be copied to the destination, and the original will be deleted.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.525 Tech Guide/Commands

```
MoveAs [name] [new name]
```

```
name optional; name of file
```

```
new name optional; new file name
```

This command moves all selected files and directories from the active directory window to the inactive window, and allows you to specify a new name for each file or directory. The file or directory will be copied to the destination under the new name, and the original will be deleted.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.526 Tech Guide/Commands

```
NewCLI [handle]
```

```
handle optional; CLI console handle to use
```

This command opens a CLI form within Directory Opus, using the output window defined in the configuration. The new CLI will be separate from Directory Opus, so to end the CLI you must type EndCLI, as usual.

ARexx Results:

RC = 0

Result = undefined

1.527 Tech Guide/Commands

NextDrives

This command simply flips to the next bank of drive buttons.

ARexx Results:

RC = 0

Result = undefined

1.528 Tech Guide/Commands

None

This command deselects all files and directories in the active directory window.

ARexx Results:

RC = 0

Result = undefined

1.529 Tech Guide/Commands

Notify message

message text to print in requester

Displays requester with given message text

ARexx Results:

RC = 0

Result = undefined

1.530 Tech Guide/Commands

OtherWindow

This is the same as pressing the space bar, and activates the inactive directory window.

ARexx Results:

RC = 0

Result = undefined

1.531 Tech Guide/Commands

Parent [win]

win optional; window to do a parent of
(-1 = current window, 0=left or 1=right)
defaults to -1.

This will read the parent directory of the directory open in the active directory window.

There are also two hidden parent buttons; one for each directory window. They are hidden in the outermost borders (on the left of the screen and the right of the screen) of the directory windows.

ARexx Results:

RC = 0

Result = undefined

1.532 Tech Guide/Commands

PatternMatch pattern string

pattern pattern string

string string to match to patten

This will return to boolean value to indicate whether the supplied string matches the supplied pattern (which may include full wildcards).

ARexx Results:

RC = 0

Result = 0 if string does not match, 1 if it does

1.533 Tech Guide/Commands

Play [name]

name optional; name of file

This will attempt to play each selected file. If the file is an 8SVX format IFF sampled sound (of the type generated by AudioMaster, for instance), the speed and other information from within the file will be used. The Play routine plays both mono and stereo IFF 8SVX files. When playing a file that is not IFF 8SVX, it will assume a speed of 10000 samples/second.

This command also plays song modules. See PlayST for more information.

Each file is played once only, unlike the LoopPlay command, which plays each file continuously.

If the System/View/Play/Turn audio filter off for play option is selected, the high-pass audio filter will be turned off while a sound is playing.

ARexx Results:

RC = 0

Result = undefined

1.534 Tech Guide/Commands

PlayST [name]

name optional; name of file

Play a song module. Directory Opus supports Sound/Noise/ProTracker, Oktalizer and MED modules.

ARexx Results:

RC = 0

Result = undefined

1.535 Tech Guide/Commands

Print [name]

name optional; name of file

The print routine is a full-featured text formatter.

You can have a header and/or a footer printed at the top and bottom of each page if you wish. Both the header and footer can consist of the title, the current date and the page number. You may select any combination of Title, Date and Page number you wish. If none are selected, the header or footer is not printed.

You may also select the typestyle of the header and the footer, by clicking on the buttons that initially say Normal. These allow you to cycle through the various typestyles available: Normal, Bold, Italics, Underline, Doublestrike and Shadow. Note that some printers may not have all these typestyles available.

You may enter a title (to be used in the header and footer) in the Title string field. Leaving this blank will cause the name of the file to be used as a title.

The Output field allows you to specify where you want the output of the print process to go. This defaults to PRT:, but you may choose to have the output sent to a disk file. In this case, simply enter the path and the name of the file you wish to print to.

The cycle button labelled Quality allows you to specify whether all text is printed in draft mode or NLQ mode.

The button below that determines whether or not the last page of the file to be printed is followed by a formatted character, which would cause it to be ejected.

To start the print operation, select the Print button.

This command will print all selected files one at a time. If you select only one file to print, the print routine will be started up as a separate process, allowing you to continue working with Directory Opus. To cancel this type of print, select the print command again. A requester will appear asking if you want to continue with the print or halt it. This requester will also appear if you attempt to Quit Directory Opus while a print operation is in place, as you cannot quit until the print has finished.

The Print command automatically decrunches text crunched with various packing methods. It utilizes the XFDmaster library for that purpose. Please refer to the Requirements section for further information).

To cancel a print job that has not been sent to the printer yet, simply press the left and right mouse buttons in the normal way.

Even if you abort a print, the printer may not actually stop for some time. This is because most printers have print buffers, some quite large ones, which must empty the data they have stored into the

```
printer first.
```

```
ARexx Results:
```

```
RC = 0
```

```
Result = undefined
```

1.536 Tech Guide/Commands

```
PrintDir [win]
```

```
win optional; window to scan the buffer list into  
(-1 = current window, 0=left or 1=right)  
defaults to -1.
```

This command allows you to print the directory in the active directory window. You are able to choose the information you want to print (file sizes, protection bits, dates and comments). This command is not started as a separate process, unlike the `Print` command. `PrintDir` also allows you to specify the output file to which the directory is to be printed. This can be `PRT:` (i.e. your printer, the default) or a disk file.

```
ARexx Results:
```

```
RC = 0
```

```
Result = undefined
```

1.537 Tech Guide/Commands

```
Protect [name] [bits]
```

```
name optional; name of file
```

```
bits optional; bits to set on given file
```

The `Protect` command now allows you to specify bit-masking. This lets you mask some bits as untouchable. You can selectively add or remove certain bits while leaving other bits in their original state.

To select a mask, click on the characters following the `Mask:` string. If a mask bit is turned on, its character equivalent will be displayed; otherwise a hyphen (-) character will be displayed.

No mask bits that are turned on will be modified during the protection operation.

ARexx Results:

RC = 0

Result = undefined

1.538 Tech Guide/Commands

Query item [win]

item configuration item to query

win optional; window argument that some items need
(-1 = current window, 0=left or 1=right)
defaults to -1.

Returns the current value of a specified configuration item. These items are described in the `Modify` command. Any item that can be modified can be queried.

Several of the configuration items need an additional window argument. These are `ListFormat`, `DisplayLength`, `SortMethod` and `SeparateMethod`.

ARexx Results:

RC = 0

Result = current value of the specified item

1.539 Tech Guide/Commands

Quit [force]

Force optional; do not ask user for confirmation.

This command will exit Directory Opus (providing there is not a print operation happening at the time.) If the configuration has been modified and not saved, you are asked if you wish to save it first.

ARexx Results:

RC = 0

Result = undefined

1.540 Tech Guide/Commands

Read [name]

name optional; name of file

This command allows you to read selected files. At the bottom of the screen the name of the file is displayed, along with the current position within the file in lines and as a percentage, and also the number of lines in the file.

The mouse is used to move through the file. Press the left mouse button to turn scrolling on or off. The direction and speed of the scroll are governed by the position of the mouse pointer in the window. The mouse pointer will become invisible while the text is scrolling.

No scrolling occurs if you have the mouse in the centre of the window. To scroll forward, move the mouse down until the text starts to scroll. The further down you move the mouse, the faster the text will scroll. This procedure is reversed for backwards scrolling.

The buttons in the bottom-right of the screen also allow you to move around the file. Most buttons will repeat if held down for any length of time.

The up and down arrows move up and down a line at a time. The U and D buttons move up and down a page at a time. The T and B buttons move to the top and bottom of the file.

You can also use the cursor keys to move up and down. As before, in conjunction with SHIFT these will move a page at a time, and in conjunction with CTRL they will move to the top and bottom of the file.

To jump to a specified line, click on the number showing the current line position (Immediately to the left of the words Lines). You can also press the J key. To jump to a specified percentage, click on the number immediately to the left of the % sign.

To search for a string, click on the S button or press the S key. You can use full pattern matching in this search.

To print the current file, click on the P button (or press the P key). To print only the current page, press the C key (this has no button equivalent).

To leave the text viewer, click on the X button, or press either X, Q or ESC.

If more than one file was selected, the next one will be read when you exit. To exit without reading the next file, press the right mouse button.

ARexx Results:

RC = 0

```
Result = undefined
```

1.541 Tech Guide/Commands

Redraw

This command will completely redraw the Directory Opus screen. The screen is closed, and then re-opened.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.542 Tech Guide/Commands

Relabel [device newname]

device optional; device to relabel

newname new name to give to selected device

This command allows you to change the name (label) of the disk that is open in the active directory window.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.543 Tech Guide/Commands

Remember

This command allows you to make temporary changes with the Modify command, and then restore all the settings later.

ARexx Result:

```
RC = 0
```

```
Result = undefined
```

1.544 Tech Guide/Commands

`RemoveEntry number show`

`number` number of entry to remove

`show` boolean indicates whether to update display

Removes an entry by ordinal number.

ARexx Results:

`RC = 0`

`Result = 0` entry was not found, 1 entry was found and removed

1.545 Tech Guide/Commands

`RemoveFile name show`

`name` the file entry to remove

`show` boolean indicates whether to update display

This command removes the specified entry from the active directory window, and returns a boolean indicating whether the entry was found and removed. `Show` is a boolean indicating whether you want the display updated or not.

ARexx Results:

`RC = 0`

`Result = 0` entry was not found, 1 entry was found and removed

1.546 Tech Guide/Commands

`Rename [name newname]`

`name` optional; name of file

`newname` newname to give to selected file

This allows you to rename all selected files and directories. You may use a `*` to specify a pattern. If no `*` is used, you are asked for a new name for each individual file.

To add a prefix or a suffix (or both) to all selected entries, use a `*` in the second string field. For example, to add `HIRES` as a prefix and `.pic` as a suffix to all selected entries, enter `HIRES*.pic`.

To change a prefix or a suffix (or both) on all selected entries, use a * in the top string field. For example, to change HIRES to MEDRES as a prefix, and .pic to .iff as a suffix, enter HIRES*.pic in the top string field, and MEDRES*.iff in the bottom string field.

ARexx Results:

RC = 0

Result = undefined

1.547 Tech Guide/Commands

Request message

message text to print in the requester

Displays requester with given message text and two buttons (Okay | Cancel)

ARexx Results:

RC = 0

Result = 0 cancel was selected, 1 okay was selected

1.548 Tech Guide/Commands

Rescan [win]

win optional; window to rescan
(-1 = current window, 0=left or 1=right)
defaults to -1.

This causes the directory in the active window to be re-read. This has exactly the same effect as activating the directory string field and pressing return, without modifying the directory name.

ARexx Results:

RC = 0

Result = undefined

1.549 Tech Guide/Commands

Reselect

This command will reselect all entries that were selected before the last operation was initiated.

ARexx Results:

RC = 0

Result = undefined

1.550 Tech Guide/Commands

Restore

This command is used to restore the previously Remembered settings.

ARexx Results:

RC = 0

Result = undefined

1.551 Tech Guide/Commands

Root [win]

win optional; window to scan the buffer list into
(-1 = current window, 0=left or 1= right_
defaults to -1.

This command reads the root directory of the active or specified window.

There are also two hidden root buttons; one for each directory window. They are hidden in the outermost borders (on the left of the screen and the right of the screen) of the directory windows. With the left mouse button, these buttons perform the Parent command; when selected with the right mouse button they will load the root directory.

ARexx Results:

RC = 0

Result = undefined

1.552 Tech Guide/Commands

Run [name]

name optional; name of file

This command allows you to run each selected file in turn, providing that file is executable. This will have much the same effect as if you had double-clicked on the file's icon, or run it from CLI. A requester will appear, asking for arguments (should program require any).

ARexx Results:

RC = 0

Result = undefined

1.553 Tech Guide/Commands

SaveConfig [filename]

filename optional; configuration file to save to

This command saves the configuration to the file that it was read from initially. See also `Configure` and `LoadConfig`.

ARexx Results:

RC = 0

Result = undefined

1.554 Tech Guide/Commands

ScanDir path [win]

path path to read

win optional; window to read directory into
(-1 = current window, 0=left or 1=right)
defaults to -1.

This command allows you to read a directory in much the same way as the drive buttons. For example:

Command ScanDir Dh0:work

would read the DH0:Work directory into the current window.

One usage of this allows you to have an entire bank of buttons devoted to "drive buttons". You could then set up a button on every other bank that would, using the `Modify` command, jump to that bank.

ARexx Results:

RC = 0

Result = undefined

1.555 Tech Guide/Commands

`ScrollH` chars [win]

chars characters to scroll

win optional; window to scroll
(-1 = current window, 0=left or 1=right)
default to -1.

This will scroll the directory window horizontally by the specified number of characters (either positive or negative).

ARexx Results:

RC = 0

Result = new horizontal position

1.556 Tech Guide/Commands

`ScrollToShow` entry [win]

entry entry to make visible. May be either a name or wildcard pattern, or the ordinal number of the desired entry.

win optional; window to scroll
(-1 = current window, 0=left or 1=right)
defaults to -1.

This command will try to scroll the specified entry into view.

ARexx Results:

RC = 0

Result = 0 if entry was not found, 1 if it was found

1.557 Tech Guide/Commands

```
ScrollV lines [win]
```

```
lines lines to scroll
```

```
win optional; window to scroll  
(-1 = current window, 0=left or 1=right)  
defaults to -1.
```

This will scroll the directory window vertically by the specified number of lines (either positive or negative).

ARexx Results:

```
RC = 0
```

```
Result = new vertical position
```

1.558 Tech Guide/Commands

```
Search [name] [pattern] [ucnlc] [wild] [byword]
```

```
name optional; name of file
```

```
pattern optional; text pattern to search for
```

```
ucnlc optional; uppercase characters does not equal lower  
case characters.
```

```
wild optional; pattern contains wildcard characters
```

```
byword optional; match only whole words
```

This command allows you to search all selected files for a specified string, which may contain wildcards. If a match is found, you are told which file contains the string, and you are given the option to enter the text viewer and read the file. If you opt to do this, a search for the string is automatically initiated once the file has been read by the text viewer.

If any directories are selected, all the files within those directories are also searched.

The flags ucnlc, wild and byword are off by default.

ARexx Results:

```
RC = 0
```

```
Result = undefined
```

1.559 Tech Guide/Commands

Select [pattern] [onlyfiles/onlydirs] [name/date/protection]

pattern optional; pattern to select by

onlyfiles optional; select only files, defaults to both files and directories.

onlydirs optional; select only directories

name optional; match on name, (default)

date optional; match on date

protection optional; match on protection bits

When used in name mode (default) this command allows you to select files and directories in the active directory window using wildcards. All standard wildcards are supported #, ?, *, %, (,), [], ^ and '.

When used in date mode you can select all files and directories created or modified on a certain date only. Simply enter that date (e.g. 28-Mar-90 would select all entries with timestamps set to any time on the 28th of March, 1990). You can also use word like Yesterday, Today, Tuesday, etc. If you can also specify a specific time. Simply enter the time (in the format HH:MM:SS). If you enter a time, however, the timestamp must match that time exactly for the entry to be selected. If you enter a time but not a date it will select files created today that match that time.

You can also select a range of dates. For instance, to select all entries created or modified between the 18th of April, 1989 and the 22nd of September, 1991, you would enter:

```
18-Apr-89 > 22-Sep-91
```

The > character does not in this case signify "greater than"; it simply indicates a range of dates. It must have at least one space on either side of it.

To select all files from the beginning of time to, for instance, the 3rd of January, 1990, you would enter:

```
> 3-Jan-91
```

To select all files from, for example, the 12th of July, 1983 to the current date (today) you would enter:

```
12-Jul-83 >
```

You may also specify times when entering date ranges.

If used in protect bit mode you may specify protection bits that are allowed to be set, and bits that are not. If a bit or group of bits is allowed to be set, precede it with a + character. If a bit or

group of bits is not allowed to be set precede it with a - character. The initial + character is assumed. For instance, to select all readable and writeable files, you would simply enter:

```
rw
```

Or, you could enter:

```
+rw
```

Both these would have the same effect. To expand upon this, and select all readable and writeable files, but not those that have the hidden or archive bits set, you would enter:

```
rw-ha
```

Or, to select files that do not have the bits SPED set, you would enter:

```
-sped
```

The Select command is additive; i.e. entries not matching the given pattern are not deselected.

ARexx Results:

```
RC    = 0
```

```
Result = undefined
```

1.560 Tech Guide/Commands

SelectEntry number

number ordinal number of entry to select

state optional; selection state
(-1 = toggles, 0 = unselect and 1 = select)
defaults to -1

show optional; boolean indicating whether to update display

Selects an entry in the active window

ARexx Results:

```
RC    = 0
```

```
Result = previous select status of entry or -1 if it could not be  
found.
```

1.561 Tech Guide/Commands

```
SelectFile name [state] [show]
```

name name of entry to select

state optional; selection state
(-1 = toggles, 0 = unselect and 1 = select)
defaults to -1

show optional; boolean indicating whether to update display

This command will select the entry specified by the file name, as if it had just been clicked on.

Arexx Results:

RC = 0

Result = previous select status of file or -1 if it could not be found

1.562 Tech Guide/Commands

```
Set Win Title title [win]
```

title title string to use

win optional; window to modify
(-1 = current window, 0 = left or 1 = right)
defaults to -1.

Sets title of active or specified window to given string.

ARexx Results:

RC = 0

Result = undefined

1.563 Tech Guide/Commands

```
Show [name]
```

name optional; name of file

This command is very versatile indeed. It will display IFF ILBM pictures and brushes, Workbench icons, and fonts.

If the file is an IFF ILBM, it will be displayed using information

from the file. Directory Opus will correctly show most pictures and brushes, including overscan, extra halfbrite (EHB), HAM pictures (4096 colours), and the new AGA display modes of the A4000 and A1200, including HAM8 with 262144 colours at once.

If the picture contains colour cycling information, pressing TAB will toggle colour cycling on or off.

You can press P to print the picture.

Should you wish the mouse pointer to be visible (in order to point at some part of the picture, for instance), press the . (period) key.

The show routine will also display icons. If the file has a .info suffix it is assumed to be an icon. If the icon has an alternative image, pressing return will toggle between the two.

To display a font, you need to enter the actual font drawer, and show the size file. That is, the file 8,12,19,etc., NOT the .font file.

If you press the HELP key while viewing a picture, font, or icon, a screen will appear showing information about what you were looking at. You can also print what you were looking at.

ARexx Results:

RC = 0

Result = undefined

1.564 Tech Guide/Commands

SmartRead [name]

name optional; name of file

This command invokes the text viewer in the same way as the Read command. However, it checks the file for binary characters, and if any are found, the file is HexRead instead.

ARexx Results:

RC = 0

Result = undefined

1.565 Tech Guide/Commands

Status value [set newvalue]

value indicates the type of status you want

set newvalue optional; set the status to the specified value

This command returns the value for the specified status command (listed below). If the set keyword is specified, this command will set the status to the specified value (if appropriate for that status command). Most status values can be set.

Some status commands require a sub-number. An example of this is status 4, which returns the total number of files in a specific directory window. The directory window may be either 0 (for the left-hand window), 1 (for the right-hand window) or -1 (for the active window). The command would therefore be status 4 0 for the left-hand window, and status 4 1 for the right-hand window.

Status values are as follows:

1 - Current directory

This returns or sets the pathname of the current directory.

Status 1 [set path]

2 - Version

This returns the current version number (as a string).

Status 2

3 - Active window

This returns or sets the active directory window (either 0 or 1).

Status 3 [set win]

4 - Number of files

This returns the total number of files in the directory window.

5 - Number of dirs

This returns the total number of entries in the directory window.

Status 5 win

6 - Number of entries

This returns the total number of entries in the directory window.

Status 6 win

7 - Number of selected files

This returns the total number of selected files in directory window.

Status 7 win

8 - Number of selected dirs

This returns the total number of selected directories in the directory window.

Status 8 win

9 - Number of selected entries

This returns the total number of selected entries in the directory window.

Status 9 win

10 - Total bytes

This returns the total number of bytes (sum of the lengths of all files) in the directory window.

Status 10 win

11 - Total selected bytes

This returns the total number of selected bytes (sum of the lengths of all selected files) in the directory window.

Status 11 win

12 - Select pattern

This returns or sets the current Select pattern (used in the Select command).

Status 12 [type] [set pattern]

Types...

0 = Name, Default

1 = Date
2 = Bits

13 - Directory name

This returns the name of the directory that is open in the specified window. Setting this to another pathname will read that directory.

Status 13 win [set path]

14 - Disk name

This returns the name of the disk that is open in the directory window. This cannot be set (use the Relabel command to change the disk name).

15 - Disk free bytes

This returns the number of bytes free on the disk open in the directory window.

Status 14 win

16 - Disk total bytes

This returns the total number of bytes (free+used) on the disk open in the directory window.

Status 16 win

17 - Buffered directory name

This returns the pathname of the directory that is stored in a specific directory buffer (from 0 to 255).

Status 17 win buf

18 - Buffered diskname

This returns the diskname of the directory stored in a specific directory buffer (from 0 to 255).

Status 18 win buf

19 - Buffered disk free bytes

This returns the free space on the disk whose directory is stored in a specific directory buffer (from 0 to 255). This data may no longer reflect the actual free space on that

disk.

Status 19 win buf

20 - Buffered disk total bytes

This returns the space used on the disk whose directory is stored in a specific directory buffer (from 0 to 255). This data may no longer reflect the space used on that disk.

Status 20 win buf

21 - Buffer displayed

This returns the number of the buffer that is displayed in the directory window, a number from 0 to 255. If this is set to a specific buffer that buffer will be the one shown in the directory window.

Status 21 win [set buf]

22 - unused in Directory Opus 4.0

23 - unused in Directory Opus 4.0

24 - Entries per page

This returns the number of entries that can be displayed per page.

Status 24

25 - Configuration changed

This returns a boolean value to indicate whether the configuration has been changed since it was last saved. See also `Configure` and `SaveConfig`

Status 25 [set state]

26 - Okay string

This returns the name of the Okay string in requesters. This also allows you to select the text of the positive button for the request and `GetString` commands.

Status 26 [set string]

27 - Cancel string

This returns the name of the Cancel string in requesters.
This also allows you to select the text of the negative
button for the Request and GetString commands.

Status 27 [set string]

28 - Currently iconified

This returns a value indicating whether Directory Opus is
currently iconified and if so what type of iconification it
is. This will return 0 if not iconified, 1 if iconified and
2 if button iconified.

Status 28

29 - (unused in Directory Opus 4.0)

30 - Top text justification

This returns a value indicating how the text in the status
bar is rendered.

Status 30 [set type]

Types...

0 = left
1 = right
2 = center

31 - (unused in Directory Opus 4.0)

32 - (unused in Directory Opus 4.0)

33 - (unused in Directory Opus 4.0)

34 - (unused in Directory Opus 4.0)

ARexx Results:

RC = 0

Result = depends on which status was requested)

1.566 Tech Guide/Commands

StopST

Stops playing a song module started with either `Play` or `PlayST` .

ARexx Results:

RC = 0

Result = undefined

1.567 Tech Guide/Commands

SwapWindow

Swaps the contents of the two directory windows.

ARexx Results:

RC = 0

Result = undefined

1.568 Tech Guide/Commands

TechSupport

This command displays some information on how to contact technical support.

ARexx Results:

RC = 0

Result = undefined

1.569 Tech Guide/Commands

Toggle

This command reverses the state of all files and directories in the active directory (i.e. all selected entries are deselected, and vice versa).

ARexx Results:

```
RC    = 0

Result = undefined
```

1.570 Tech Guide/Commands

```
Toptext  text

        text  text string to display

Displays given string in the status bar.
```

ARexx Results:

```
RC    = 0

Result = undefined
```

1.571 Tech Guide/Commands

```
Uniconify

Returns to main program from iconified state.  See also  Iconify
```

ARexx Results:

```
RC    = 0

Result = undefined
```

1.572 Tech Guide/Commands

```
User1, User2, User3, User4
```

These commands will invoke the four user definable commands associated with your filetypes. In the default configuration the command User1 is defined to extract files from archives.

ARexx Results:

```
RC    = 0

Result = undefined
```

1.573 Tech Guide/Commands

Verify [text]

text optional; text to display in requester

Displays "Are you sure?" requester. If this is included in a multi-command operation, Cancel will abort the rest of the commands.

ARexx Results:

RC = 0

Result = 0 is cancel, 1 is okay

1.574 Tech Guide/Commands

Version

This command displays version information about Directory Opus, Kickstart, Workbench and your computer.

ARexx Results:

RC = 0

Result = undefined

1.575 Tech Guide/Simple Argument Functions

Simple Argument Functions

{d} Destination directory window's path

This will insert the path of the destination directory window.

{f} First selected entry (with Path)

Insert the path and filenames of the first selected entry. The entry will then be deselected.

{F} All selected entries (with paths)

Insert the path and filenames of the all selected entry. The entry will then be deselected.

AmigaDOS has limited the length of the command line to 256

characters. Therefore, if the length of a command line exceeds 256 characters because of a {F} sequence (or for any reason), another command line will be created for the next lot of file entries until there are no more selected file entries.

{fu} First entry (with path, do not deselect)

The same as {f} except that the entry is not deselected.

{Fu} All entries (with paths, do not deselect)

The same as {F} except that the entries are not deselected.

{o} First selected entry (name only)

{O} All selected entries (names only)

The same as {F} except that only the names of the selected entries are used, without the pathname.

{ou} First entry (name only, do not deselect)

The same as {o} except that the entries are not deselected after they are used.

{p} ARexx port/Public screen name

This will insert the name of the rexx port for this invocation of Directory Opus. Every Directory Opus running will have a unique rexx port name. This is the same name used for the public screen name.

{s} Source directory window's path

This will insert the path of the source directly window.

1.576 Tech Guide/Requester Functions

Requester Functions

{RdTitle:Default} Directory requester

Default can be any valid pathname

{RfTitle:Default} File requester

Default can be any valid pathname of filename

```
{RFTitle:Default} Multi-select file requester
                  Default can be any valid pathname or filename
```

```
{RoTitle:Default} Font requester

                  Default can be any font name. A point size can be
                  specified with a slash followed by a number (ie.
                  topaz/8)
```

```
{RsTitle:Default} Requester that asks for some text

                  Default can be any text.
```

The Title string is the title that will appear on the requester. You can just omit the Title string, in which case a default title will be used.

The Default string (preceded by a colon) is the default string that is to appear in the requester. This too can be omitted.

The Default string can contain bracketed letters. These tell Directory Opus where to insert additional information into the requester. The supported bracketed letters include...

[o] inserts the last referred filename, only the filename

[f] inserts the last referred filename, both path and filename

[s] inserts the source directory window's path

[S] inserts the destination directory window's path

For example, it would be possible to have your own custom rename button with the following call function:

```
c:rename [f] [RsEnter new filename:Foo.[o]}
```

In this case a string requester would open with the title "Enter new filename" and the default of the string field would be "Foo." followed by the selected filename.

1.577 Tech Guide/Starting External Programs

HOW WE START EXTERNAL PROGRAMS

Directory Opus uses the small (4k) AmigaDOS program, DOpus RT, to help if launch AmigaDOS, WorkBench, Script and ARexx programs. When you start up an external program a script file is created in the T:

directory. This script file contains all the initialisation and execution code needed to start up and manage your programs.

The DOPuRT program is called at the end of the script file, and communicates with Directory Opus to inform it when the script file has finished running. This is needed for functions that are not run asynchronously. It also doubles as a wait command, which is needed for the adjustable close delay.

To take advantage of the current directory changing, adjustable stack, and priority you will need the commands CD, Stack and Change TaskPri in your computer's C:directory. You will also need the commands Run, Execute, FailAt, NewCLI and EndCLI. These are almost always present in your C:directory anyway, so you should not need to install them.

There are a couple of other points to be aware of. Because external programs are run via a script file, they can be aborted like any other script file by pressing CTRL-D. This is only possible if you have an output window selected. If the script file is aborted in this fashion, the output window effectively turns into a CLI, so you must type End CLI to remove the window.

The second point is that if the program was not run asynchronously, Directory Opus will be frozen, waiting for the signal back from the DOPuRT program. If you abort the script file before it reaches DOPuRT, Directory Opus will never unfreeze. You can force Directory Opus to unfreeze by activating the Directory Opus window and pressing SHIFT-ESC (the shift key in conjunction with the escape key). This also allows you to turn any non-asynchronous program into an asynchronous program, while the program is running.

Note that when using NewCLI or NewShell as the Output command, an error such as unknown command will abort the script file as well. You should therefore make sure that all your buttons, filetypes, hotkeys or menus do not try to run nonexistent programs.

1.578 Tech Guide/Wild Card Patterns

Wild Card Patterns

Directory Opus can use wild cards to make some tasks easier. Wild card characters are expressions that tell Directory Opus to match (or not match, in some cases) more than just one character. You may already have encountered pattern matching in the discussion of the Rename command.

- ? This token will match any single character, but does not include none. For example, FI?E would match FILE, FINE and FIRE but not FIE.
 - # This character tells Directory Opus to match the following expression) or more times. For instance, FRE#D would match FRE, FRED, FREDD, FREDDD, etc. "#?" will match anything, just
-

like "*" (see below).

- () is in effect an or. (p1/p2/p3) will match on any one of the patterns p1, p2, and p3. For instance, (D*G/C*T) would match DOG, CAT, DIG, COT, etc. You may include as many patterns inside the parentheses as you like, separated by vertical bars (/).
- / Use this token within parentheses to separate different expressions you wish to match at the same time. For example, "(ab/cd)" will match any one of the items separated by "/" (here, "ab" and "cd").
- % Matches 0 characters. This is always (useful in an instance like "(foo/bar/%)"). Another example: "CA(M/%)P" will match CAMP and CAP.
- * Synonym for "#?", an asterisk will match any number of repetitions of any characters, including none. For instance, "F*" will match F, FR, FRE, FRED, FREDD, FREDDY, etc.
- ^ The tilde can be used to negate an expression. Anything that would normally match, now will not match. For example, "F^(ROFG)" will match FROM but not FROG, "^J*" will not match anything starting with J.
- [] Brackets enclose a list of characters (a "character class") that match any of the characters in the class. "[abc]" tells Directory Opus to match either "a", "b", or "c" in this position.
- ^ A tilde at the beginning of a character class matches any characters that are not in the class. For example, "[^bc]" says "match any character except "b" or "c".
- A hyphen indicates a character range (only within character classes). The expression "[a-z]" represents all the lower case letters from "a" to "z".
- ' (apostrophe or single quote) Use this character to declare the following character to be a literal character, used as it stands instead of as a wildcard. This permits you to use the characters #, ?, /, %, (,), [,], *, ^ and even an apostrophe as themselves rather than as pattern-matching control characters. For instance, YEAR*'% will match YEAR1989%, YEAR1990% but not YEAR 1989 or YEAR1990 as would normally be the case, with % meaning match on nothing. Note that this means that you must use '' to match an apostrophe.

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

1.579 Tech Guide/Key Shortcuts

Simple Shortcut Keys

Action	Shortcut Key
Toggle Help Mode	Help
Active Directory Field	Return Key
Max Right Window	-
Max Left Window	/
Center Windows	=
Change Active Window	Spacebar
Scroll Window Up One Line	Up Arrow
Scroll Window Down One Line	Down Arrow
Scroll Window Up One Page	Shift Up Arrow
Scroll Window Down One Page	Shift Down Arrow
Scroll Window to Top	Control Up Arrow
Scroll Window to Bottom	Control Down Arrow
Scroll Window Right One Column	Right Arrow
Scroll Window Left One Column	Left Arrow
Scroll Window Right One Page	Shift Right Arrow
Scroll Window Left One Page	Shift Left Arrow
Scroll Window to Far Right	Control Right Arrow
Scroll Window to Far Left	Control Left Arrow
Bufferlist (tiny B button)	LAMIGA-B
Reselect (tiny R button)	LAMIGA-R
Select (tiny S button)	LAMIGA-S
ARexx (tiny A button)	LAMIGA-A
Scroll To First Entry Starting With A Certain Letter (A-Z)	'A' - 'Z'
Scroll To First File Starting With A Certain Letter (A-Z)	Shift 'A' - Shift 'Z'

Short Keys

These are the default shortcut keys. Each of these can be redefined using the ConfigOpus utility.

Command	Shortcut Key
Add Icon	Left Shift Ctrl I
All	Ctrl A
Arc Extract	Ctrl E
Check fit	Ctrl F
Clone	Ctrl L
Comment	Left Shift Ctrl C

Configure	Right Amiga	C
Copy	Ctrl	C
Date Stamp	Ctrl	D
Delete	Left Shift Ctrl	D
Edit	Left Shift Ctrl	E
Get Sizes	Ctrl	G
Hex Read	Crtl	H
Hunt	Left Shift Ctrl	H
Iconify	Right Amiga	I
Icon Info	Ctrl	I
Make Dir	Ctrl	M
Move	Left Shift Ctrl	M
None	Ctrl	N
Parent	Ctrl	P
Play	Ctrl	Y
Print	Left Shift ctrl	P
Protect	Ctrl	T
Quit	Right Amiga	Q
Read	Ctrl	R
Rename	Left Shift Ctrl	R
Root	Ctrl	O
Run	Ctrl	U
Search	Left Shift Ctrl	S
Show	Ctrl	S

1.580 Tech Guide/Glossary

Glossary

Some terms use in this manual that you may need to know are:

Active (directory window) Denoted by a highlighted disk name.
This is the source directory, the directory that all commands will act upon.

Buffers (directory) A Directory Buffer is an internal storage area for directory information. Whenever Directory Opus reads directory information from a disk, it stores the information in a Directory Buffer. By storing the directory information in a buffer, Directory Opus can avoid unnecessarily re-reading the disk.

Click-M-Click This is a Directory Opus term. To click-m-click is to click once with the mouse button, move the mouse to another part of the screen, and press the mouse button again, all with the double-click time set from Preferences.

Directory Window One of the two windows on the screen in which entries are displayed.

Double-click An Amiga term, this means to click twice with the mouse button (usually the left button, but sometimes the right-button) on an object, within a pre-determined time. The time is set form within Preferences, and you should consult your Amiga manual for more information on this.

Drive gadgets The 30 gadgets, of which only six are visible at once, that enable you to easily read any directory.

Entry Either a file or a directory.

File types A file type is a set of user-defined tests to see whether a file is of a certain type or not. Actions can then be performed on the file, depending on its type.

Highlight Highlight is the term given to the changing or reversal of colours, usually when an object is selected.

Inactive(directory window) Disk name is not highlighted. This is the destination directory, and files may sometimes be written here from the source directory.

Menu A pull-down menu is like a list of gadgets. A menu is accessed by moving the mouse to the top of the screen and holding the right mouse button.

Open A directory that currently displayed is said to be open.

Requester A requester is usually a box that appears on the screen, soliciting a response. Some requesters require a string input, others simply ask you to choose yes or no.

RMB Button A Directory Opus term. This is a button that is selected with the right mouse button, with the left mouse button.

Selected Entries are selected when they are highlighted. This is usually done by clicking on them with the left mouse button.
