

# **LFSystemBinder20.FRA**

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## Chapter 1

# LFSystemBinder20.FRA

### 1.1 Help for LFSystemBinder 2.1

---

```

LFSystemBinder 2.1 |
© LFSOFT 1993-97 |
|

```

#### Notes:

- This is basically the documentation for LFSystemBinder 2.0 as version 2.1 introduce ... nothing (see history file)!
- I'm sorry but I don't have enough time to make a real good doc. On the other hand, this tool is intuitive enough and, in fact, all informations you need are AREXX's commands and icons' Tooltypes...

```

~Overview~~~~~
  why you should use LFSystemBinder!

~Introduction~~
  About LFSystemBinder

~System~needed~
  Do you have an AMIGA ;-D

~Installing~~~~
  Installation notes

~The~window~~~~
  Using LFSystemBinder's GUI

~AREXX~~~~~
  AREXX commands

~Tools' types~~~
  Configuring LFSystemBinder

```

---

~Examples~~~~~  
Useful examples

~Compagnons~~~~  
Other tools included in this distribution

~F.A.Q~~~~~  
Any questions ?

~Technical~notes~  
.

~Version~~~~~  
Bugs fixes, changes,...

~Legals~Notes~~  
Copyrights, distribution rules

~The~author~~~~  
Presents are welcome ;^)

## 1.2 Overview

Here is a list of LFSytemBinder's features:

- \* Powerfully Manage ASSIGNS, RESIDENTs, DOS VARIABLES and PATHes in a very intuitive G.U.I (Graphical User Interface),
  - \* Use project file for easely installing and removing programs. No more tedious change in your User-Startup,
  - \* Monitor (and change) "on the fly" your system datas using the interactive mode (new in version 2.0),
  - \* Fully font sensitive, short-keyed and localized G.U.I.,
  - \* On-line context sensitive short help on the windows and extensive help using AmigaGuide®,
  - \* AppWindow and AppIcon support,
  - \* Very powerful and comprehensive AREXX port (for easely creation of projet in an Installer script),
  - \* Work on all Amiga (under 2.0+) even on a stock Amiga 600 !!
  - \* more, more, more...
-

TRY IT AND YOU'LL LOVE IT!!

### 1.3 Why LFSytemBinder was written ?

- You don't know what "User-Startup" means ?
- CLI, Shell or AmigaDos sound to you like MS-DOS ?
- You had searched a real ASSIGN manager for long time ?
- You need an easy way for installing (and removing) applications ?

LFSytemBinder is for you! You can install new application without using tedious AmigaDos script.

### 1.4 System needed

LFSytemBinder run on all AMIGAs under  
~2.0~or~more~  
and use  
the ReqTools.library 38+. It can be  
~localized~  
under 2.1+. AREXX port  
doesn't need running REXXMASTE (see  
~LFRxDirect~  
).

```
## _____ ##
## _____ ##
||## |-----##||
||## |   ##  ||
||## | ##    ||
||## ##_____||      MS-Windows ©(tm) incompatible
|           # _____|
||-----## ##|      AND PROUD OF IT !!!
||   ## | |##|
||  ##  | |##|
||##_____|| |##|      100% Micro Sucker free
##                               ##
## ----- ##
```

### 1.5 OS 2.0

I'm sorry for 1.x user but this obsolet OS isn't supported by LFSytemBinder, mainly because programming system manager for pre-2.0 system is boring and as my old 1000 is upgraded to 2.1, I haven't any more a working 1.3 system.

### 1.6 Installing



All is done by the installer script.

- Install or update registry.library in your Libs: directory.
- Copy LFSytemBinder directory in your HD, w/ selected files for your localisation.
- Install the selected icon (4 or 8 colors).

Note: Installer 1.24 seems to have a problem for displaying its windows if your workbench screen is deeper than 4 colors (incorrect handling of colors pens). THIS IS A BUG IN INSTALLER AND NOT IN MY SCRIPT !

## 1.7 The window

In LFSytemBinder 2.0, you have a short context sensitive help on the bottom of the window. For more information, hit [HELP] key for displaying the related topic in this file. (Note: On slow system, like my old 68010 Amiga1000, please be patient if you're using compressed database...).

The window is AppWindow:

- put a projet file and it is added to the actual project,
- Others icons are added as elements of the current list.

```

~Type~Select~~~~~
  select the active list.

~Assign~Group~~~~~
  manage ASSIGN's datas.

~Residents~Group~~~~~
  manage RESIDENT's datas.

~Remove~~~~~
  inverse data meaning (unassign,...).

~Informations~Gadget~
  some informations about selected item.

~Comment~~~~~
  allow adding comment to a data.

~List~Gadget~~~~~
  display active list.

~Add~
,
~Up~
,
~Modify~
,

~Down~
,

```

```

~Delete~
,      manage datas in the displayed list.
~Return~,
~Sort~
'
~UnSelect~ & ~Grab~

~Interactive~~~~~
Toggle interactive mode.

```

Each button has its own short key, showned by an underlined character. Example : 'A' for Ajouter. Notez bien: Case is meanful. For combo boxes like assign's confict methode gadget, lower case go to the next value and uppers' to previous.

See also

```

~Menu~
.

```

## 1.8 The list selector

Select the list to active.

## 1.9 The list gadget

This gadget display all items in the active list selected ↔ using the

```

~Type~Select~
gadget.

```

If you click once on an item, it becomes selected and its own datas are displayed in the  
information  
and  
comment  
gadgets.

A star '\*' show marked item (for use with  
use~marked  
menu for example).

To toggle this mark, click one more time in the selected item.

## 1.10 The assign group

Manage attribut of assign items.

```

~Assign~Type~~~~~
Select the ASSIGN's type.

```

~Conflict~Methodes~  
Change the conflict methode.

~All~Gadget~~~~~  
Remove all values of a multi-assign?

## 1.11 Assign's type

All assign type supported by AmigaDos 2.0 can be used:

- Normal Assign : A physical lock (Lock() form Dos.library) is used.
- Multi Assign : Like Normal ones but multiple directory are pointed.
- Non-Binding Assign or Path Assign : Instead of the two first, no lock is used, so this type of assign are resolved at each time they are referenced.
- Delayed Assign : This type of assign are created like Non-Binding ones but, at the first time they are referenced, they are resolved and converted to a normal one.

See your Amiga Dos manual for more informations...

## 1.12 Assign's conflict methode

Select the method for resolving an assign conflict. (i.e. When you ask for adding an already existing assign).

Supported methode are:

- Interactive : Users are asked for what they want to do,
- Replace : Newer assign replace olders,
- Add : Newer assign is added to the older. This action fail if the older isn't a normal or a multi assign,
- Safety Add : First, LFSytemBinder try to add the new data but in failure, it tries an 'Replace' action.

## 1.13 All

This attribut acts with multi-assign.

When you ask for removing an assign, if this gadget is set, this assign is totally removed. If unset, only sub-values in the list of LFSytemBinder are removed.

E.G:

Original assign in the system:	List of LFSytemBinder
bidon:	bidon:
->ram:	->ram:
->t:	->sys:
->sys:	

Resulting assign in the system:

---

With ALL attribut bidon doesn't exist any more.	Without ALL attribut bidon: ->t:
--	--

Notez-bien: In this case, bidon becomes a NORMAL assign, but it can be totally destroyed if all sub-values are represented in the list.

## 1.14 Resident's groupe

Manage attributs of resident commands items.

Force : Doesn't look for PURE attribut of the command (If not set, user is asked if you try to make a non-pure command resident). Like RESIDENT PURE of AmigaDos.

Delayed : Make this resident delayed. As far as I know, only CSH

can use

delayed residents (v5.20+ needed). Those commands became real resident commands when they are used for the first time.

Current CSH version (tested up to v5.39) have a bug. If you want to use delayed resident, set environemental variable "CshResident" to "1". THIS IS A BUG OF CSH AND NOT OF LFSYSTEMBINDER.

## 1.15 Remove attribut

The meaning of an objet is reversed. So ASSIGN objets are ↔ unassigned, PATH are deleted, VARIABLE deleted and RESIDENT unloaded.

See also

Option/Reverse  
menu.

## 1.16 Informations gadgets

This gadget displays informations about current selected objet. This can be the name of the assign for multi-assign, the pointed directory for other assign, or the content of a variable.

## 1.17 Comments gadget

You can add a comment to the selected objet with this gadget. Don't forget to hit [Return] key for validating your input. Comments are totally ignored by the system, and if you are in interactive

~~~~mode  
, all comments are discarded at any notification.

See

Options/Locale/Sort~by~comment  
menu

## 1.18 Add gadget

Add an objet to the current list.

The new objet take his attributs from the current status of attributs' gadgets.

NOTE: To use current directory, enter an empty string in a directory requester.

## 1.19 Up gadget

The selected objet goes upper in the current list.

For multi assign sub values or path directory : More an objet is upper in the list, more its priority increase.

## 1.20 Down gadget

The selected objet goes lower in the current list.

For multi assign sub values or path directory : More an objet is upper in the list, more its priority increase.

## 1.21 Modify gadget

Modify the name or the content of an object. For modifying object's attributs you must first make the objet selected and modify gadgets attributs.

## 1.22 Delete Gadget

Delete the selected object form the current list. If no object is selected, a requester allowing you to delete only marked objets or the list entirely.

Note: Use with caution in interactive mode the delete all feature as you can destroy all datas without a return way (except rebooting your Amiga or recreating all manualy).

---

## 1.23 Interactive gadget

If this gadget is set, you are in INTERACTIVE mode. In this mode, you can manage your system datas "on the fly". E.g, if you select ENVIRONNEMENTAL VARIABLES as current list, you can see all change made in global variables by other tasks. More, you are allowed to delete or change what you want!

## 1.24 Sorting a list

Sort the current list in alphabetical order (unusable if you ←  
display the  
path's list or a sub assign list).

If  
Options/Locale/Sort~by~comments  
is check, your datas are sorted by  
associated comments instead of by name.

For Residents, pathes are ignored.

## 1.25 On line context sensitive help

This gadget give you a short help about GUI element where the mouse pointer is.

## 1.26 Les menus

```

- Project:

New

Load

Save

Use

Use~Marked
*****

Set~Home~Directory
*****

Iconify

Info

Print

```

---

```
*****  
Quit  
  - Edition:  
  
Mark~All  
  
Unmark~All  
  *****  
  
Toggle~assign  
  - Options:  
  
Reverse  
  *****  
  
Assign  
  
Replace  
  
Add  
  
Safety~Add  
  
Path  
  
Only~Global  
  
Replace  
  
Always~Force~Residents  
  
Locale  
  
Sort~by~comments  
  
No~Delayed~Residents  
  
4~Colors~icons
```

## 1.27 Project/New : Clear all

Clear all datas and all attributs are set to there default values.

## 1.28 Project/Load : Load a project file

Load a project file. CAUTION: Current datas aren't erased but news one are added.

Loading an LFSystemBinder 1.0 project file may display a requester.  
NOREQ tools'type force LFSystemBinder to be quiet" link "NOREQ" 0}  
tools'type force LFSystemBinder to be quiet.

---

## 1.29 Project/Save : Save a project file

Save a datas file. By default a 8 colors icon is created ↔  
using MagicWB's  
palette but you can choose a standard 4 colors icon using

Options/Locale/4~colors~icon  
menu. If an icon exist for this file, it  
isn't overwritten.

## 1.30 Project/Use : Use datas

Activate current data: Assign are created, variables setted, ↔  
Residents  
commands loaded and path modified.

Object with  
reverse  
attribut are destroyed.

NOTE: If menu  
Options/Remove  
is set, all  
Remove  
attributs are reversed,  
so for uninstalling a program you just have to set  
Options/Remove  
.

## 1.31 Project/Use Marked: Use marked datas

Same as  
Project/Use  
but only marked objets are activated.

## 1.32 Project/Set Home Directory

Change the current directory of LFSystemBinder. It can be used whenever  
a directory is need by entering an empty string.

When you load a project file, the current directory is set to where this  
file reside in.

## 1.33 Project/Iconify



Iconify LFSytemBinder. Double-click on its AppIcon sitting on the Workbench's windows for reopening.

NOTE: The LFSytemBinder's windows always open on the CURRENT default public screen.

### **1.34 Project/Info**

Display an informations requester showing compilation's date for each module and the name of the AREXX port.

### **1.35 Project/Print**

Print current datas in a file ('PRT:', your printer, by default).

### **1.36 Project/Quit**

Quit LFSytemBinder. You are asked for a confirmation if some datas stills unsaved.

### **1.37 Edition/Mark All**

Mark all objects in the currently showed list.

### **1.38 Edition/Unmark All**

Unmark all objects in the currently showed list.

### **1.39 Edition/Toggle assign**

Toggle the mark of a multi-assign.

### **1.40 Options/Reverse**

Reverse the meaning of all objets in this file (objets qualified by remove are created, the others are delete).

---

## 1.41 Options/Assign

You can choose the default methode for resuming an assign ↔  
 conflict.  
 This default methode is used for all assign qualified by '  
 Interactive  
 ,  
 methode.  
 If all item of this sub-menu are unchecked, a requester is showned when  
 an conflict occure.

## 1.42 Options/Path

Global Path Only: If this item is checked, only the global path (stored  
 in the "Workbench" process structure) is modified, else pathes for all  
 CLI processes are affected.

Replace: The new path replace the older (else it is added).

## 1.43 Options/Always force residents

If checked, all resident commands are  
 forced  
 .

## 1.44 Options/Locale

This sub-menu store locales options: They aren't saved in ↔  
 datas' file  
 and are only used in edition.

Sort~By~Comments

No~Delayed~Residents

4~Colors~Icons

## 1.45 Options/Locale/Sort by comments

Instead of sorting by objets' name, if this item is checked, lists  
 are sorted by comments.

## 1.46 Options/Locale/No Delayed Residents

Forbid use of  
 delayed  
 residents. If checked, residents qualified as  
 delayed are used as normal residents.

Set this options if you don't use CSH. see  
 NODELAYED  
 tools'type.

## 1.47 Options/Locale/4 Colors Icons

By default, datas'files are created with 8 colors icons (à la MagicWB),  
 but they look very ugly on 4 colored Workbench (as used on my old  
 A1000!). If you check this item, 4 colors icons are created.

## 1.48 AREXX

LFSystemBinder have an AREXX port named by default " ←  
 LFSystemBinder.rdv"  
 (it can be changed using  
 RXPOR  
 tools'type).

This AREXX port is aviable and running even if RexxMaster isn't running  
 or if AREXX's related libraries (rexksupport.library &  
 rexksyslib.library) aren't loadable by using my  
 LFRxDirect  
 tool (included  
 in this distribution) or CSH's rxsend command. So you can use  
 LFSystemBinder as compagnon of Installer on very small system.

```

NEW
$^1$      : Reset all datas

ADD
          : Add an object to the current list

DELETE
          : Delete marked objets

MARK
          : Mark objets

UNMARK
          : Unmark objets

GRAB
$^1$      : Grab current system's datas

```

---

```

FREE
$^1$ : Delete entirely a list content

SHOW
      : Select the list to display

SORT
$^1$ : Sort list's objets

SET
      : Modify certains attributs

SAVE
      : Save datas

LOAD
$^1$ : Load a datas file

CD
      : Change the current directory

PRINT
      : Print current datas to a file

USE
$^1$ : Activate current's datas

ICONIFY
      : Iconify LFSystemBinder

INTERACTIVE
      : Activate or deactivate the interactive mode

QUIT
      : Quit LFSystemBinder

```

\$^1\$ Commands unaviables in interactive mode.

#### NOTES:

- The orders of optionnal arguments like REMOVE isn't meanfull. So  
ADD RESIDENT c:Echo FORCE NONDELAYED NONREMOVE  
and  
ADD RESIDENT c:Echo NONREMOVE FORCE NONDELAYED  
are identic to LFSystemBinder,
- If opposites attributs are present in the same commands line, like  
REMOVE and NOREMOVE, only the last is meanfull,
- Comments must be the last argument
- LFSystemBinder AREXX parser isn't case sensitif BUT Arexx translate  
all unquoted text to upper cases. Notez-bien: All Exec's list ARE case  
sensitives so "Machin" and "machin" aren't the same ARexx port.
- As space and TAB are considered as separators, string using such  
characters must be quoted.
- The current directory must be passed as an empty string (""),  
"Current Directory" isn't accepted and will hurt localised LFSystemBinder!

## 1.49 ARexx Command: NEW

Reset all datas: Clear lists, all menus are reseted to there  
 initiales ↔  
 values (see  
 tools'type  
 ).

## 1.50 ARexx Command: ADD

```
ADD ASSIGN <name> <path> [NORMAL|DELAYED|PATH] [INTER|REPLACE|ADD|SAFETY]
      [ALL|NONALL] [REMOVE|NONREMOVE] [<comment>]
```

```
ADD VAR <name> <contents> [REMOVE|NONREMOVE] [<comment>]
```

```
ADD RESIDENT <command> [FORCE|NONFORCE] [DELAYED|NONDELAYED]
      [REMOVE|NONREMOVE] [<comment>]
```

```
ADD PATH <path> [REMOVE|NONREMOVE] [<comment>]
```

Add an objet to the given list. If an attribut isn't given, it will take its value from the GUI.

## 1.51 ARexx Command: DELETE

```
DELETE ASSIGN|VAR|RESIDENT|PATH|ALL
```

Delete marked elements of the given list. See  
 MARK  
 and  
 UNMARK  
 .

## 1.52 ARexx Command: MARK

```
MARK ASSIGN|VAR|RESIDENT|PATH <objet> [<objet> ...]
```

Mark objets in the selected list. <objet> can use standard AmigaDos wildcard. i.e.:

```
MARK ASSIGN D#?
```

or

```
MARK ASSIGN D*
```

mark all assign starting by D.

## 1.53 ARexx Command: UNMARK

```
UNMARK ASSIGN|VAR|RESIDENT|PATH <objet> [<objet> ...]
```

Unmark objets in the selected list. <objet> can use standard AmigaDos wildcard. i.e.:

```
UNMARK ASSIGN D#?
```

or

```
UNMARK ASSIGN D*
```

unmark all assign starting by D.

## 1.54 ARexx Command: GRAB

```
GRAB ASSIGN <name> [NORMAL|DELAYED|PATH] [INTER|REPLACE|ADD|SAFETY]  
[ALL|NONALL] [REMOVE|NONREMOVE] [<comment>]
```

```
GRAB VAR <name> [REMOVE|NONREMOVE] [<comment>]
```

```
GRAB RESIDENT <command> [FORCE|NONFORCE] [DELAYED|NONDELAYED]  
[REMOVE|NONREMOVE] [<comment>]
```

```
GRAB PATH [REMOVE|NONREMOVE] [<comment>]
```

Grab system's datas according to <name>. <name> can be use standard AmigaDos wildcard. If an attribut isn't given, use the current configuration of the GUI's gadget.

## 1.55 ARexx Command: FREE

```
FREE ASSIGN  
FREE VAR  
FREE RESIDENT  
FREE PATH
```

Clear the given list. Associated attributs aren't modified.

## 1.56 ARexx Command: SHOW

```
SHOW ASSIGN  
SHOW VAR  
SHOW RESIDENT  
SHOW PATH
```

Select the list to display.

---

## 1.57 ARexx Command: SORT

```
                SORT ASSIGN
SORT VAR
SORT RESIDENT
```

Sort (and display) the given list.  
According to  
Options/Locales/Sort~by~command  
menu, the sort is done by  
name or by comments.

## 1.58 ARexx Command: SET

```
                SET REVERSE ON/OFF/DEFAULT
SET ASSIGN INTER|REPLACE|ADD|SAFETY|DEFAULT
SET PATHGLOBALONLY ON/OFF/DEFAULT
SET PATHREPLACE ON/OFF/DEFAULT
SET RESFORCE ON/OFF/DEFAULT
SET NODELAYED ON/OFF/DEFAULT
SET COMSORT ON/OFF/DEFAULT
SET ICON4 ON/OFF/DEFAULT
```

Set or unset an option. DEFAULT mean return to the default value done  
by  
tools'types  
.

## 1.59 ARexx Command: SAVE

```
SAVE <file_name>
```

Save current datas to a file.

## 1.60 ARexx Command: LOAD

```
LOAD <file_name>
```

Load a datas-file.

## 1.61 ARexx Command: CD

```
CD <directory>
```

Select the current work directory.

---

## 1.62 ARexx Command: PRINT

```
PRINT [<out_file> [<header>]]
```

Print datas to <out\_file> ("PRT:" by default).

## 1.63 ARexx Command: USE

```
USE ASSIGN [MARKED]  
USE VAR [MARKED]  
USE RESIDENT [MARKED]  
USE PATH [MARKED]  
USE ALL [MARKED]
```

Activate datas of the given list. With MARKED, only ...  
marked  
datas  
are activated.

## 1.64 ARexx Command: ICONIFY

```
ICONIFY ON|OFF
```

Iconify or not LFSystemBinder.

## 1.65 ARexx Command: QUIT

```
QUIT
```

Quit LFSystemBinder.

## 1.66 ARexx Command: INTERACTIVE

```
INTERACTIVE ON|OFF
```

Go to or come from  
interactive  
mode.

## 1.67 Tools'types

---



The following tools'types allow the user to configure ↔  
LFSystemBinder.  
They can be classed in 2 groupes:

- Tools'type only allowed in LFSystemBinder's icon:

```
PGMNAME
    indicate the default tool of projects.

GUIDE
    indicate the name of the AmigaGuide datas base

ICONIFY
    LFSystemBinder must start iconified

RXPORT
    indicate the name of LFSystemBinder's AREXX port

NOREQ
    discard some requester

COMSORT
    and
ICON4
    configure some items of options menu
```

- Tools'type for both LFSystemBinder's or projects' icons:

```
ASSIGN
,
PATHREPLACE
,
PATHGLOBALONLY
,
RESFORCE
,
NODELAYED
,
REVERSE
.
```

In LFSystemBinder's icon, used to configure some items of options menu;  
in projects icon, used to force associated options, as if the project was  
saved with related items of the options menu checked.

If you are a SHELL user, those tools'type can be passed as arguments  
to LFSystemBinder. i.e.:

```
LFSystemBinder ICONIFY RXPORT=Mon_Port
```

## 1.68 PGMNAME Tools'type of LFSystemBinder's icon

By using 'PGMNAME' tools'type, you can overwrite the "default tool" of  
newly created projects.

Example:

```
PROGNAME=sys:prefs/lfSystemBinder
```

## 1.69 ICONIFY Tools'type of LFSystemBinder's icon

This tools'type force LFSystemBinder to start iconified.

## 1.70 NOREQ Tools'type of LFSystemBinder's icon

'NOREQ' tools'type is usefull for using LFSystemBinder as AREXX client installer like programme, by discarding some requesters:

- Confirmation when datas are modified,
- force an assign to normal type,
- modification of an already existing variable,
- adding many time an object to a list,
- non pure and non forced commands aren't made resident.

## 1.71 RXPOR Tools'type of LFSystemBinder's icon

By using 'RXPOR' tools'type, you can set the AREXX message port of LFSystemBinder (by default the port name is "LFSystemBinder.rdv").

Example:

```
RXPOR=LFsb_myport
```

## 1.72 COMSORT Tools'type of LFSystemBinder's icon

```
"          'COMSORT' tools'type set by default value of
Options/Locale/Sort~By~Comments
".
```

## 1.73 ICON4 Tools'type of LFSystemBinder's icon

```
'ICON4' tools'type is used to create, by default 4 colors ↵
icon for
projects instead of 8 colors.
(set the default value of "
Options/Locale/4~Colors~Icons
").
```

## 1.74 GUIDE Tools'type of LFSystemBinder's icon

with 'GUIDE' tools'type, you can specify where LFSystemBinder can find its AmigaGuide documentation data base (this file).

Example:

```
GUIDE=Doc:LFSystemBinder.guide
```

## 1.75 ASSIGN Tools'type of LFSystemBinder's and projects'icon

```
'ASSIGN' tools'type set the default value of the default ←
assign conflict
methode.
(set the default value of "
Options/Assign
")
```

Possibles values:

```
ASSIGN=REPLACE
```

```
ASSIGN=ADD
```

```
ASSIGN=SAFETY
```

## 1.76 NODELAYED Tools'type of LFSystemBinder's and projects'icon

```
'NODELAYED' tools'type disable by default use of delayed ←
resident.
(set the default value of "
Options/Locale/No~Delayed~Residents
")
```

## 1.77 REVERSE Tools'type of LFSystemBinder's and projects'icon

```
'REVERSE' tools'type reverse by default the meaning of all ←
objects.
(set the default value of "
Options/Reverse
").
```

## 1.78 RESFORCE Tools'type of LFSystemBinder's and projects'icon

```
'RESFORCE' tools'type force by default residents commands.
(set the default value of "
Options/Always~force~residents
").
```

## 1.79 PATHGLOBALONLY Tools'type of LFSytemBinder's and projects'icon

If 'PATHGLOBALONLY' tools'type is present only the global path (stored in the "Workbench" process structure) is modified, else pathes for all CLI processes are affected.  
 (set the default value of "  
     Options/Path/Global~Path~Only  
 ").

## 1.80 PATHREPLACE Tools'type of LFSytemBinder's and projects'icon

'PATHREPLACE' tools'type means path datas in this project replace the current system's one. If not present, new datas are added.  
 (set the default value of "  
     Options/Path/Replace  
 ").

## 1.81 Examples

I'm sorry but i don't have time to make a real tutorial for this tool. Have a look to "Examples" directory where you can find some usefull examples.

## 1.82 F.A.Q

\* How can I access to the current directory ?  
 -> It's very easy: The resulting string of a directory requester must be empty. (Right-Amiga + 'X' and 'Return' for cleaning string's gadget)

\* How can i merge two project files ?  
 -> Since the very early  $\beta$  version of LFSytemBinder 1.0, you can merge projects ! The only thing you do is to load the first project, then the second, then the 3rd, ... When you load a data file LFSytemBinder doesn't erase current datas but adds the new ones to the olders.

\* Why LFSytemBinder can't 'Mount' peripherals or launch programs ?  
 -> Launching isn't the goal of LFSytemBinder. I think using AmigaDos' scripts is a very better solution for such thing.  
 -> Mounting new device is done by AmigaDos' "MOUNT" command. I don't have any information about mounting. Instead, use OS2.1+ facilities by using small mount-list and icons. See your WB manual.

\* I need a 060 version for my turbo board !  
 -> Different versions for powered processors aren't useful for such tools, as LFSytemBinder is very CPU non-consoming. I made test with my 040 Amiga4000 and 000 and 040 versions haven't significant differences timing (on the same machine). Perhaps PowerPC Amiga needs a special

---

version ?

\* Goodies introduced in LFSystemBinder 2.0, like notifications, on line help, aren't time consuming ?

-> No because NO CODE in LFSystemBinder is 'Busy Waiting' (i'm not micro-sucker !).

PatchAssign

only redirect some system functions and send notifications when such calls are made. It's doesn't scan every time system's lists for change... Some developpements and tests have been made on my old Amiga1000, using a 68010 7 Mhz CPU (+15% / A2000), and LFSystemBinder works fine on it!

\* Will LFSystemBinder 3.0 make coffee ?

-> ...

## 1.83 Technicals notes

- This tool have been intensively tested on my Amiga 4000 with ← enforcer

and mungwall. On the other hand, some program may allocate their datas in a non-standard way so if you experience GURU using LFSystemBinder and ?XY? program, you have a problem with ?XY? and not with LFSystemBinder! (LFSystemBinder have been tested for 6 months in working environnements and no crachs occure ... but in other way, only micro-sucker say that there tools aren't buggy. So i just say no bug have been found after extensives βtests !!). Send me a report about this and i'll search if i can or i can't secure my tools with ?XY?.

- Some version of '

reqtools.library

', like 38.1042, cause an enforcer

hits when reading a directory by rtFileRequest() with flags FREQF\_SELECTDIRS and FREQF\_NOFILES. No problem with version 38.1210.

## 1.84 Version

This is a short history of LFSystemBinder. Have a look to Historique file for a full bugs fixes, improvements list (but only in french).

LFSystemBinder 2.0:

- Interactive mode,
- Multiple selections in list,
- AmigaDOS wild-card for selecting and capturing,
- full support of CSH's delayed residents,
- On-line position sensitive help,
- New AREXX commands SELECT and UNSELECT.

LFSystemBinder 1.1:

- Use AppIcon and a resizeable AppWindows,
- Actions can be reversed,
- Short-Keyed GUI,

- manage CSH's delayed resident,
- can create icons à la Magic-Worbench.

Future:

- PowerPC version for future Amigas,
- version for multi-platform Amiga OS (AmigaOS project),
- ...

This need, perhaps this need a port to GCC and C++...

## 1.85 Legals Notes

LFSytemBinder, LFRxDirect, LFLocalise, DiceConfig and LFGrabPath are © LFSytemBinder (and it's ME : ~Laurent~FAILLIE~).

Installer, AmigaGuide, MungWall & Enforcer are © Commodore-Amiga and can be found in the PD.

The GUI was created using GadToolsBox V2.0b © 1991-1993 Jaba Development, but generated code was, for the most part rewritten for a better handling of fonts sensitivity and to be short-keyed.

Dice and CSH are © Matt Dillon. Csh 5.20+, witch some code have inspired my work, was programmed by Andreas M.Kirchwitz.

ReqTools.library is © Nico François.

ToolsManager is ©1990-93 StefanBecker.

ARexx is a registered trademark of Wishful Thinking Development.

AmigaGuide files created with Heddley v1.1 (c) Edd Dumbill 1994 (but too many bug for I register! I'm still looking for a real good AG writer !)

Others products have their own trademark.

Most icons come from DP series. I keep copyright in tools'type if i found one, but sorry for the others...

LFSytemBinder is not a Public Domain: It is a \*GIFTWARE\*, so you \*must\* send me a gift (\$\$\$, usefull programs, chocolats, 060 or PowerPC card or ... a post card!). Only messages can encourage future developement !

This unregistred version of LFSytemBinder may only be redistributed within this distribution and can't be included in any commercial or shareware products: You can't sell my work!

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If you want to include LFSytemBinder in a commercial or a shareware product, register LFSytemBinder. The cost is only an unlimited (and registered) version of your product.

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(this text comes directly from GCC include headers. Thanks GNU).

LFSytemBinder, LFRxDirect, LFGrabPath have been developed on:  
- Amiga 1000, 68010, 8 Mb rams, HD 52 Mo, WB 2.1, KS 37.210  
- Amiga 4000, 68040, 14Mb rams, HD 120Mo, WB 3.0, KS 39.106  
and compiled by Dice V2.07.54R (registered version).

LFSytemBinder project was managed by DiceConfig2.1.3.  
Localisation done by LFLocalise 0.5β.

Tested with MungWall v 37.21 and Enforcer v 37.55: No hits found. Tested on following systems:

- B2000, 68000, KS 3.1, WB 3.0, 3Mo ( 1Mo chips ), (for v1.0 only!)
- A1000, 68010, KS 2.0, WB 2.1, 8Mo ( 512Ko chips ),
- A1200, 68020, KS 3.0, WB 3.0, 2Mo ( 2Mo chips ),
- A3000, 68030, KS 2.0, WB 2.1, 6Mo ( 2Mo chips ),
- A4000, 68040, KS 3.0, WB 3.0, 6Mo ( 2Mo chips ),
- A4000, 68040, KS 3.0, WB 3.0, 14Mo ( 2Mo chips ),
- A4000, 68040, KS 3.1, WB 3.1, ??Mo ( 2Mo chips ),

Tanks to:

Bruno ANTHOINE for βtesting,  
ANIMAGE production for βtesting on A3000,  
Matt DILLON for DICE,...  
SOMEWARE for distributing Dice in France,

and to:

Frank GEIDER, AmigaNews, Fred Fish, Couleur 3 (for the music),...

My best tanks to BABETH and to LAURENT-G for correcting my misspelling (a very hard work !)

(Note from Laurent-G : you can't imagine how much you're right !!!)

(LF: But my french is worst, thinks about Babeth's work !).

## 1.86 The author

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FRANCE

Sorry, but I haven't got an email address...

For bug report, don't forget to mention your:

- Amiga model, CPU, KS and WB versions, Memories, HD,...
- Software running in the same time like blankers, commodities, VirusKiller, shells, ... and their own versions.

## 1.87 Compagnons

Following tools are shipped with LFSytemBinder:

- Register.library and PatchAssign : Used for making interactive mode. (I'm sorry but complet package of this (very ?) useful library is not included because I haven't finished documentation... a boring task isn't it ?).
- LFRxDirect : Send an AREXX command to a client, even if REXXmast isn't running,
- LFGrabPath : This shell command sets its own CLI process path by grabbing the global one (stored in the Workbench structure).

## 1.88 Localization

English is the default language of LFSytemBinder but, if you ←  
're using  
WB 2.1+, others can be used (french catalog is included in this  
distribution). Description file (LFSytemBinder.cd) is included for  
adding new catalogs (but think to send me a copy for next releases).

LFSytemBinder use intelligent short-keying:

- For gadget, a '\_' in the caption indicate that the next key is the short key. Note, this is case-sensitif so 'a' and 'A' can be the short keys of 2 different gadgets (except for cycling gadgets where capitalised letters inverse rolling sense).
- For menu, place the short key, a NULL character (ASCII \$00 and not \$30), then the caption. Example:

```
?\0About...
```

define '?' as the short key of menu 'About...'

LFSytemBinder warns you about 2 gadgets using the same short key.

Using a short key for '

```
Delete
```

```
' button is not a good idea i think.
```