

aide

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Chapter 1

aide

1.1

This online help was made for beginners so it is not made to teach you how to use your Amiga but to help you to resolve some problems without having to open your handbook.

How to use this help

AmigaDOS the most AmigaDOS usefull commands.

The graphical interface Everything about the Workbench.

the system How it works ?

1.2 How to use this help

As you can see, this help is easy to use because it is an **AmigaGuide** document which works as the hypertext, it means that you only have to click on a word in the buttons in order to be sent in the rubric which explains this word.

Meanwhile, you can sometime get lost so you have a button at the top of the screen named {b}HELP, it will explain you all the functions of the buttons of AmigaGuide.

To leave this "help in the help", click onRETRACE.

1.3 Some AmigaDOS commands

AmigaDOS is a powerful system comparable to the PC's DOS but it is not as for PCs, the directly accessible operating system of the Amiga.

On an Amiga, the DOS is used in order to give orders that are impossible to give by an **icon** system or when you have to use a **file without icon** .

We won't give a description of all the AmigaDOS commands because they are too numerous and moreover, more commands can be added by adding tools in the **C drawer** .

ASSIGN ECHO ENDSHELL LIST CD
VERSION INSTALL WAIT DELETE ?
COPY LOADWB DIR MAKEDIR

1.4 The Amiga's graphical user interface (GUI)

As you can see, the Workbench is a graphical interface as Windows or the MAC's Finder.

Meanwhile, the WB is more than that, it is a real desk where everything can be done and arranged very easily thanks to an very powerful icon system. In this rubric, we will describe all the commands of the different menus of the WB.

WORKBENCH WINDOW ICONS TOOLS

Those who have installed Twilight must click here --> [TWILIGHT](#)

We will also talk about the use of the **icons** by the WB which is very specific. The WB can also handles many **windows** so we will talk about it also.

1.5 How the Amiga's system work.

as on other computers (Mac, PC, SUN, ...) the Amiga needs a program which is the operating system which enables you to have an environnement, pleasant or not, and let you work in good conditions.

If you can use other computers than Amiga, you can remark that there is a Hard drive **partition** which is exclusively reserved to the Amiga.

When you boot an Amiga with a **Hard drive** and your system has been well installed, you have to see 2 icons appearing on the screen and one of then is called "WORKBENCH".

Double click on this icon and a window will be open, there, you are with the programs that are constituting your system.

You may see 10 icons in this window:

CLASSES EXPANSION STORAGE SYSTEM UTILITIES
DEVS PREFS TRASHCAN TOOLS WBSTARTUP

There are some **hidden drawers** in this window that you can see by using the menu Window/Show/All files.

1.6 AmigaGuide

AmigaGuide is a tool comparable to the online help from Windows, it works using the hypertext system, this means that you only have to click on a word in a button in order to go in the rubric concerning this word.

Clicking on a button can also execute an action as executing a software, viewing a picture, ...

The AmigaGuide tool didn't exist anymore since WB 3.00, it has been well replaced by a librarie used by the universal viewer **Multiview** supplied with the WB.

To know how to write an AmigaGuide's document, you can see this one by using a word editor. (**ED** for example which is supplied with the WB.)

1.7 Icon system

The Workbench is a graphical interface such as Windows, the Mac's Finder or so. By the way, you manipulate files represented by icons.

An icon is a little drawing which represent the files corresponding, on Amiga, the icons are not attributed according to their fyletypes so they are very modifiable thanks to programs like IconEdit.

Unlike the other systems, the icons are not fixed with the file they represent, they are real different and independant files.

An icon is recognized by the Shell or any file manager (as DOpus) by the suffix ".info" following the name of the file.

There are different way to go beyond the 8 color limit to be displayed by an icon for example, MagicWB uses an 8 colored palette but it's icons are really nice. Nevertheless, MagicWB is shareware (not free).

There is also NewIcons which is a totally different system which enables the icons to adapt themselves to your palette but the color number is also limited (16 I think).

Or Iconographics which looks like MagicWB but with 16 colors.

Finally, you can use **Twilight** which use a 256 colored palette.

(You might use it if you read this :-))

There are different **icon types** .

BE CAREFUL: Don't think that the icons of the WB are only there to make your WB look cute, they are extremely important files of the Amiga's system.

1.8 Files with no icon

You have and you will have certainly a lot of invisible files or invisible drawers in your WB.

These files or drawers are generally hidden because the developer doesn't want the user to get rid involuntary of certain files.

In fact, these files are not really hidden, they only have no icon that's why they don't appear on the WB.

Meanwhile, there is a way to show them by using the menu Window/Show/All files.

As you can see, the WB will attribute them a default icon according to the **filetype** .(tools, project, drawer,...)

1.9 The C drawer

The C drawer is one of the most important of the WB, here are all the commands used by the WB.

If you compare your C drawer (WB 3.00 or more) to the C drawer of somebody using an older system, you'll see that yours contains less files than the older (in the base version of course), simply because the missing files have been incorporated in the **ROM** since version 3.00.

This drawer make the Amiga's system very evolutive because it can be enhanced simply by adding commands to your C drawer from C drawer of some programs or files you can find on **Aminet** .

You can also replace an old command by a recent one.

This is a really important part of the AmigaDOS.

This drawer is an **hidden drawer** located in your Workbench partition.

1.10 The ASSIGN command

ASSIGN

Assign is a very used command by the AmigaDOS, it is used to enable the system to look for files in an other place (instead of the place he is looking first)

For example, some programs use libraries that are not standard system ones, in this case, if the program doesn't find them where they have to be, an error message will appear:

```
"Please insert volume Thing: in drive df0:"
```

In this case, and only if you have the requested file, you mus "assign" a new path in order to make the system think that you have inserted the volume Thing: by executing this command either by opening a **Shell** window, either by using the menu "Workbench/execute command" like that:

```
Assign Thing: <your path>
```

where "your path" is the good path for finding the necessary file.

(The symbols <> must not be written.)

1.11 The VERSION command

VERSION

This command is used to obtain informations about others command but its better utility is to know the version number of a tool so you can update easily if you find a new version of a tool or command.

This command is used like this:

Version <path>/<name of file>

(symbols <> must not be written.)

1.12 The COPY command

COPY

This command is used to copy a file from a source to a destination.

It is used like that:

For a file:

COPY <path>/<source file> TO <destination path>

For a complete drawer:

COPY <path> TO <destination path> ALL

(symbols <> must not be written.)

1.13 The ECHO command

ECHO

The ECHO command is very useful when you write an AmigaDOS script, this enables you adding some comments to the screen, for example, you can comment an installation.

It's really easy to use:

ECHO " <what I have to say> "

(symbols <> must not be written.)

1.14 The INSTALL command

INSTALL

It is a particular command which is less employed nowadays thanks to Hard Drives.

This command make a floppy disk executable, this means that when the computer will boot, it will execute the **Startup-Sequence** of the floppy.

If you need to make an executable disk, follow this:

- Insert a blank disk in the disk drive, click ONE time on it.
- Format the disk with the menu Icon/Format (be careful to not select the hard drive !!!)
- Use the menu Workbench/Execute command then type FORMAT DF0:

The disk is now autoboot, you'll need to write the Startup-sequence.

1.15 The LOADWB command

LOADWB

This command will be used by everyone who doesn't have enough **memory** or who wants to save CHIP ram.

Its aim is to open the WB, that's why it is at the end of your **Startup-sequence** but this can save you a lot of CHIP memory, only if you use it without the Startup-sequence.

You will have a cheap WB (so you can't use programs that are using system routines)

This is useful when you want to launch a demo or some games.

To use this command, reboot your Amiga (ctrl-A-A) then keep the two buttons of your mouse pressed while the computer is booting.

A menu appears, the **Early-Startup**, in which you will have to choose "Boot with no Startup-sequence"

A window will appear, you must type "Loadwb" (be careful, it's in QWERTY !!!)

The computer is booting, if it shows you different messages, answer.

Once everything is loaded, you only have to type **Endshell** to close the window.

1.16 The ENDSHELL command

ENDSHELL

The Endshell command is not needed anymore since WB 3.00 because, it enables shutting a Shell window but since WB 3.00, these windows have a close button to the top left of the window.

But sometimes, it is not true so just type:

ENDSHELL (or ENDCLI)

1.17 The WAIT command

WAIT

This command is used to make a pause in an AmigaDOS script.

It is used like this:

WAIT <a number> SEC

(signs <> must not be written !)

1.18 The DIR command

DIR

This command is the same as the PC one, it lists all the files that are in a drawer and shows them in a **Shell** window.

Usage:

DIR <name of the volume > :> <path of the directory>

1.19 The LIST command

LIST

Same function as the **DIR** command but this one give you more details about the files

Same usage as DIR.

1.20 The DELETE command

DELETE

This command is used to delete a file or a drawer.

Usage:

- For a file:

DELETE <path>/<filename>

- For a drawer:

DELETE <path> ALL

(signs <> must not be written)

This command can be used directly by the WB's menu.

1.21 The MAKEDIR command

MAKEDIR

This is used to make a new directory.

This command can be executed from the WB's menu Window/New drawer.

Usage:

MAKEDIR <path>/<new drawer's name>

(signs <> must not be written)

1.22 The CD command

CD

This is used to enter a directory that you could have seen with **DIR** or **LIST** .

Since WB 3.00, this command is not needed anymore.

2 usages :

1° you are in a directory and you want to go in another one which is in the same directory:

CD <drawer name>

2° you are somewhere in the WB and you want to go in a directory somewhere else:

CD <path> <drawer name>

NOTE: You will be in the directory but if you want to see what is in this drawer you'll have to make a DIR or LIST.

1.23 The ? command

" ? "

This command is used to have some informations about a tool.

With this, you can know all the options that are used by this command (by **Shell** only.)

Usage:

1° click twice on a tool from WB, an "execute command" window appears with the command name, type ? next to it then click on "OK".

2° Or:

<path> <tool name> ?

(signs <> must not be written)

1.24 The Workbench menu of the WB

There are some commands that we will explain quickly:

- BACKDROP : this put your WB window in backdrop so all your icons are on the screen (it looks better).

To fix this choice, use Window/Snapshot/All.

- EXECUTE COMMAND: open a little window in which you have to type the command you want to execute.

This is a mini- **Shell** , and has the same functions.

- REDRAW ALL : undo your last changes on the windows or icons.

- UPDATE ALL : update windows' content.

- LAST MESSAGE : display the last message written in the title bar.

- VERSION : display WB's actual version.

- QUIT : quit the WB (useless !!!)

1.25 The WINDOW menu of the WB

- NEW DRAWER: make a new directory in your hard drive, a drawer appears on the screen, it is the representation of the directories on Amiga.

- OPEN PARENT: open the parent drawer of the actual directory.

- CLOSE: close the activated window. (you can use the button at the top left of the window.)

- UPDATE: update the window contents.

- SELECT CONTENTS: select all the files in the window that are visible (the hidden files that haven't been visible by Show/All files won't be selected.)

- CLEAN UP: clean up the window.
- SNAPSHOT: - WINDOW: save position and attributes of the activated window.
- ALL : save position and attributes of the contents of the activated window.
- SHOW: - ONLY ICONS: only display files with icon.
- ALL FILES : display all files in the window (even if they have no icon).
- VIEW BY: allow different modes for viewing files in windows (default is "icons")

1.26 The ICONS menu of the WB

- OPEN: execute the action normally associated to the selected file.
- COPY: make a copy of the selected file called "Copy_of_<filename>".
- RENAME: rename the selected file, a window appears and you only have to type the newname.
- INFORMATION: open the **information window** concerning the selected icon.
- SNAPSHOT: save the position of the icon.(in a window or on the WB screen).
- UNSNAPSHOT: delete saved position of the selected icon.
- LEAVE OUT: put your icon on the WB screen enabling you to launch the application directly from here. (you can do as well by dragging the icon from the window to the WB screen.)
- PUT AWAY: put a left out icon in its original place.
- DELETE: delete the selected file with its icon.
- FORMAT DISK: **format** the selected volume (disabled for files)
- EMPTY TRASH: delete all the files that are in the **trashcan** .

1.27 The TOOLS menu of the WB

This menu is not enough used but thanks to **Twilight** , you can use it.

- RESETWB: reset your WB to its last saved preferences.

1.28 For the happy owners of Twilight.

Twilight is a program pack full of utils adding a lot of functions to the WB making it easier and more comfortable to use.

One of the most used function of Twilight is the one added by ToolsDaemon from Nico François which enables you to add menus in the tool bar of the WB.

These menus are very configurables and enables you, for example, adding shortcuts to your most used programs (it is faster).

In order to have more informations about Twilight or ToolsDaemon, find it and read their doc.

1.29 The WB's windows

The WB is constituted by icons but also by windows.

What is a window ?

This is a rectangle that appears on the screen and which shows us the contents of a directory, a volume (disk, hard disk, CD...) or the execution of a program.

The windows on Amiga are generally distinguished by 4 tool types:

- The close gadget : placed at the top-left corner of the window , it is used to close the window.
- The growing gadget : it is used to reduce/extend the window to its minimum/maximum.
- The depth gadget : on Amiga, the windows can be over or behind each other and active at the same time.

This is one the principals of the multitasking on Amiga.

To have a window over/behind an other one, just click on the button at the top-right corner of the window.

- The dragbars : generally placed at the right and the bottom of the window, they are used to see the contents of the window.

There are some other systems as MUI that enables adding more functions to the windows.

1.30 How are used the screens...

The Amiga is a computer which works in multitasking, it imply that you can execute more than only one application at the same time (for example, you can render a picture with your 3D drawing program and typing a text at the same time.)

To execute these programs without having thousands of windows on the same screen, the Amiga uses a system of screens that are working similarly to the windows, this means that you can from a screen to another easily just clicking on the top-right corner of the screen.

This is a public screen.

These screens are totally independant from each other so they have a lot of freedom.

So, you can run different programs in different screenmodes without spoiling the other ones.

Moreover, each screen has its own palette so an interlaced screen in **HAM8** can display 262000 colors without spoiling the colors of a screen in 256 colors which is behind for example.

This is due to the **AGA chipset** of the "new" Amigas.

1.31 Partitioning a disk

A hard drive is a volume unit, it means that in fact, it is a sort of very big chest in which there are many drawers of different sizes.

Sometime, you need to make a separation in this chest in order to arrange better your place.

This is the princip in partitioning a hard drive, it allows you to divide your available space into different units distinct and independant from each other.

That's what does the guy who install your system on your Amiga and that's why, even if you only have one hard drive, you have two icons of hard drive on your WB screen representing your two partitions.

By default, the partition which is forseen for the system is about 10 Mb, this is very few that's why we advise you to repartionate it if possible with a minimum of 20 Mb (really better).

To do this, use the program HDToolBox which supplied with your WB.

You can find it in the **Tools** drawer of your system.

1.32 What is a hard drive ?

A hard drive is a peripheral which is a "volume unit", this means that it is a physical material on which is stocked many datas that won't disappear after switching off your computer.

A hard drive is a little bit as a very big floppy disk on which you can write/delete what and when you want.

The advantage is that a hard drive is really faster than a floppy and that you can put more things on a hard drive than on a floppy.

All the WB's commands are used to manipulate a hard drive (or an other volume unit) so you can see that an intuitive interface is really important to make these actions more comfortable than with an other system as MSDos for example.

There are different hard drives managing different sizes, you have to know that a 100 Mb hard drive represent 120 double density floppy disks **formatted** for Amiga.

Il existe des disques durs de taille très variable, à savoir qu'un disque dur de 100 Mo représente tout de même la bagatelle de 120 disquettes doubles densités **formatées** Amiga.

1.33 The CLASSES drawer of the WB

The Classes drawer contains different filetypes called DataTypes which enables your system reading different file formats out of the Amiga World (BMP, WAV, PCX, TIFF,...)

1.34 The EXPANSION drawer of the WB

It is only used if you have a ZORRO board.

(Do not erase it.)

1.35 The STORAGE drawer of the WB

This drawer is used as a storeplace for certain files that you might use sometimes or later.

This is the case for all the drivers enabling the management of certain peripherals (CD drive, PC/MAC floppies...)

This is also the case for certain useless **DataTypes** .

This drawer contains also 5 other drawers:

- DATATYPES : this drawer contains all the reserved datatypes that you may want to put in.(generaly, you'll install them permanantly.)
- DOSDRIVER : the most important, it contains all the driver that are used by the system to take control of the different peripherals.

To activate a DOSDriver at the boot, you must move its icon from the Storage drawer to the DEVS drawer.

- KEYMAPS : it normally contains different formats for keyboards of various countries.

If your WB is well installed, it is empty.

- MONITORS : this driver contains various drivers for various monitors.

The Amiga is a very open minded computer, you can plug it with any type of monitor such as TV, VGA, SVGA, Multisynch....

- PRINTERS : This drawer contains various printer drivers.

Don't forget that this drawer is a storeplace, to use one of these files, you must activate them by double clicking on them.

If you want to activate them forever, you must move them to their corresponding place in the DEVS drawer.

1.36 The SYSTEM drawer of the WB

This drawer contains some interesting tools:

- FIXFONTS : it is used to update and verify the contents of your **Fonts**
 - FORMAT : this tool has the same functions than the menu Format disk of the WB it will allows you to **format** a volume.
 - INTELLIFONT : manage **vectorial fonts** .
 - NOFASTMEM : if you have more than 2 Mb of RAM , you have fastmem.
-

some old programs can't be used if you have it (very few ones)

so in this case, this program will be used to hide this RAM.

- REXXMAST : it is a routine that can interpret an **AREXX** script so you can use it.
- SHELL : open an access to AmigaDOS (see **SHELL**)

1.37 The UTILITIES drawer of the WB

This drawer contains 2 usefull tools:

- MULTIVIEW : (se **MULTIVIEW**).
- CLOCK : just a little clock appearing in a window.

If you use Twilight, you'll see also a clock in the toolbar whiwh is much usefull.

If your clock doesn't display the right time or date, you can set it with the TIME tool in the **PREFS** drawer of the WB.

If it doesn't work, change the clock battery (contact your seller).

1.38 The DEVS drawer of the WB

It contains the same drawers than the **STORAGE** drawer but the files installed here are activated at each boot.

Be careful to not put two monitor driver at the same time in your monitor draxer of the DEVS drawer or you will have conflicts.

The DOSDrivers allows you to make lots of things very instinctively on Amiga as reading various disk **format** , formating in various formats...

You can also have many partition of different sizes of different formats.

1.39 The PREFS drawer of the WB

The Amiga's system is really flexible, that's one of the reasons of the interest of the users for this computer.

You can configure your WB thanks to 15 tools:

- LOCALE : select the language used by the WB and all the programs that are localised.
 - TIME : set the hour and date. (need a clock)
 - INPUT : set the mouse and the keyboard.
 - SCREENMODE : set the resolution and the color number that have to be displayed. (don't forget to stay in 256 colors if you want to use Twilight).
 - OVERSCAN : make your WB screen corresponding to the size of your monitor.
 - PALETTE : set the palette (useless with Twilight).
-

- WBPATTERN : allows you to put a pattern in your windows and a backdrop on the WB screen (64 colors max with Twilight or say goodbye to your nice icons :-)
 - POINTER : allows you to draw your own pointer.
 - FONT : set the font of the icons, windows and WB.
 - PRINTER : sets the printer.
 - PRINTERGFX : sets the graphical abilities of your printer.
 - PRINTERPS : set the output to a PostScript printer.
 - SERIAL : sets the rate of the **serial port** .
 - ICONTROL : sets some specific things of the WB.
 - SOUND : allows you to choose a sound for the error messages.
- As you can see, there are thousands of possibilities.

1.40 The TRASHCAN icon...

The trashcan is a special **icon** but be careful, this is not a MAC, if you drop a volume icon on it, it won't be ejected.

The trashcan has limited space capacity so be careful but it is a very good temporary drawer if you want to test something.

1.41 The TOOLS drawer of the WB

It contains some interesting tools supplied with the WB:

- ICONEDIT : enables you to modify or create icons (for icons for Twilight, we better advise you to use ICONIAN 1.98 β from Chad Randall that you can find on **Aminet**)
 - CMD : can make a print output in a file.
 - MEMACS : it is a word editor as **ED** but specialized in the writing of **AmigaDOS** scripts or **AREXX** ones.
 - CALCULATOR : a calculator.
 - KEYSHOW : display your keyboard configuration.
 - GRAPHICDUMP : print your WB.
 - INITPRINTER : initialize your printer.
 - PRINTFILES : send files to the printer.
 - SHOWCONFIG : gives informations about your current configuration.
 - LACER : enables you to interlace your screen.
 - PREPCARD : configure the PCMCIA port of the A1200 or A600.
- The PCMCIA cards can be used as save unit, RAM, modems...
- **COMMODITIES** : full of marvellous things (try these :-))
-

1.42 The WBSTARTUP drawer of the WB

It is used to execute a program when booting.

For that, you only have to move its icon in this drawer.

1.43 MULTIVIEW

Multiview is one of the most marvellous util supplied with the WB 3.00, it allows you to see and listen to everything.

Thanks to him, you can see this document in hypertext form !

Multiview is able to display pictures, text, animations, sound and all the formats used by the datatypes , for this reason, we really advise you to find a maximum of DataTypes because you would be very open to the other platforms.

Multiview is in the **UTILITIES** drawer of the WB.

1.44 ED

ED is a little word editor supplied with the WB but it has no icon.

It is part of the fuctions that are in the **C drawer** of your WB.

To use it, go in the menu EXECUTE COMMAND of the WB and type "ED <a name>" to open ED.

ED is used to type text which would be used for creating documents.

BE CAREFUL: it has not all the functions of a powerfull word editor such as ===== WordWorth or Word, it has a different aim.

1.45 The different icon types.

There are 5 different types of icon on the WB:

- DISKS (VOLUMES) : they represents all the volume units (hard drive, floppies,...) they are the only icons that are formatable.
- DRAWERS : they represent the directories in which you will put your programs.
- TOOLS : these are special icon which represents executable files, it means programs.

Some of them can be configured directly from their ToolTypes in the "ToolTypes" of the information window concerning the selected icon.

- PROJECTS : they are also very special icons of the WB, here, you have files that are not executable so they need an extern program to be viewed.

This is the case for pictures you can find on **Aminet** for example.

For that, the information window of these icons has a rubric called "default tool" enabling you to attribute a default tool to the file in order to view it directly from WB.

- THE TRASHCAN : in fact, it is a special drawer but instead of the others, it has a menu in the WB menu enabling you to delete in one time all the files that are in the trashcan.

(cf: **Icon Menu**)

Don't forget that if you want to set an icon, click once time on it and select **Information** in the Icon Menu of the WB.

1.46 The hidden drawers of the WB

The system doesn't contains only tools that are able to make your interface looks better, it has also various hidden drawers (without icon), in which you can find all the commands and libraries that makes the system work:

- The C drawer : it contains all the functions off the WB.
- The Libs drawer : it contains all the shared libraries (.library) which are sets of functions used by the programs.
- The Locale drawer : contains different translations of the WB in various languages. It is used to have your system in your language and not only in English.
- The Fonts drawer : contains all the **Fonts** installed in the system.
- The L drawer : contains all the routines used by the various drivers.
- The S drawer : contains all the configuration files of some programs and especially the files **Startup-Sequence et User-startup** .

You can enhance your system whenever you want by adding some functions but be careful to not overcharge it.

1.47 The R.O.M

The ROM (Read Only Memory) is a little chip on the mother board and this is the thinking brain of the computer, it contains all the necessary datas and functions enabling the computer to work.

It is a very fast chip, the functions are executed very quickly enabling the multitasking.

When you want to upgrade your system, you have to change the ROM.

It is a little bit more constraining than on PC or MAC on which the system is copied in **RAM** when booting (takes more space and it is slower) but it is really more efficient.

On a PC, you'll need a minimum of 8 Mb to run Windows95 and on MAC, 4 Mb.

On Amiga, the ROM uses only ½ Mb of RAM.

1.48 AMINET

Aminet is the world's largest Amiga's archive site on Internet

You'll see there everything you need.

If you don't have an Internet access, there is a CD-ROM each 2 or 3 months containing all the new things of Aminet.

If you still don't have a CD drive, contact your seller (shame on you :-))

1.49 The Shell...

The Shell is part of the system's functions and it opens an access to AmigaDOS.

If you have ever used a PC, you may have remarked that you boot on a text interface called MSDOS and you may have also remarked that Windows is just a software strata over the DOS, it makes Windows very slow and inefficient.

On Amiga, it is simply the reverse, the graphical interface IS the system and the shell is a way of using AmigaDOS.

From here, you would give orders that are impossible to give only with a mouse.

1.50 The Startup-sequence and the User-startup

The Startup-sequence is a text file comparable to the AUTOEXEC.BAT of a PC, it is used to initialize the WB loading all the files it needs and that are not already in the ROM (such as libraries, drivers...)

The User-startup is a separated file and it is in fact a way to modify the initializing sequence without having to write in the Startup-sequence.

In fact, the startup-sequence must (normally) not be touched and the user-startup must be configured by the user instead.

These two files are text files so you can modify them with a text editor such as ED.

1.51 The memory...

The memory is necessary for a computer.

This is a space unit in which the computer will put all the data it is using.

If it has no space to put these data, the execution of the program is impossible.

The more RAM you will have, the more efficient your computer will.

Nevertheless, 2 Mb are really enough to use correctly your Amiga but mostly, 4 Mb are well recommended (more is better).

There are two types of memory on Amiga:

- CHIP : it reserved to graphical and accoustical datas management, by the way it has a direct access to the graphical and accoustical chipset that's it is called CHIP memory.

If you don't pcess FAST memory, the processor stores its datas in it but this memory is a slow one so the execution of the datas will be also slowed.

- FAST : this is the other type, it is not size limited to 2 Mb (normally, the Amiga is able to manage 4 Gb of RAM) and this memory has a priority access to the processor and it is a fast memory, so the execution of datas is extremely fast that's why this memory is called FAST.

You have to know that if you only add fast memory to an Amiga which has only CHIP one, you will speed it up by twice.

1.52 The Early-Startup

This is a menu which appears when you press the two buttons of the mouse while the Amiga is booting.

This menu enables you to emulate older chipsets, to switch off the 32 bit caches of the processor or to deactivate some peripherals to be more compatible with older programs (such as some games).

You can also boot with no Startup-sequence in order to win a maximum of memory.

1.53 The icons' Information window

This WB menu displays a window dealing with various informations about the selected icon.

Here, you will be able to set some specific options to the icon such as the proytecton against deletion, setting the default tool, setting the tooltypes...

1.54 The HAM8 mode

This spezecial mode is only possible with the **chipset AGA** and it enables a display in 262000 colors at the same time on the screen in all the resolutions. Unfortunately, this mode has two major defaults, it is slow because it needs a lot of ressources from the processor and second, it is not very usable at usage (if you want to work with not only for displaying a picture),because there are color conflicts.

1.55 The AGA chipset

The AGA chipset is a set of coprocessor installed in the Amiga 1200/4000.

This is a new evolved chipset enabling the management of 256 colors without any difficulties and very easily for the user.

Thanks to this chipset, you can use the **HAM8** mode.

C'est grâce à ce chipset que l'on peut utiliser le mode **HAM8**.

1.56 Disk formatting

A disk is a volume unit, nevertheless, each system uses a format corresponding to its own usage.

On MAC, the format takes care about the abilities of the disk drive to change its speed.

On PC, this is extremely simple and nothing had been made to optimize the accesses or space.

On Amiga, the space and the speed have been very optimized thanks to the FileSystems.

All these formats are different and by now, only the Amiga can read and write all of them without any difficulties.

1.57 The datatypes

The datatypes are little files that are used by the system to read any file format.

These files are divided into two parts, one installed in the Classes drawer and the other in the DEVS drawer.

1.58 The fonts

On Amiga, the fonts are stored in the Fonts drawer of the system.

They are divided into two parts, one which is the representation of the font (.font) and the other one which is a directory containing all the sizes of the font.

1.59 The AREXX language

AREXX is a developing language used to link all the programs that are supporting it.

This is very useful because it enables to automatise functions that are repetitives.

This is a language that needs to be interpreted in order to execute a macro.

For that, you'll have to use **REXXMAST** which is supplied.

Unfortunately, the manual of AREXX is not supplied with the Amiga since the A3000 :-)

You may contact your seller.

1.60 The serial and parallel ports

These are two plugs placed behind the Amiga on which you generally plug a printer or a modem.

They can also be used to link two computers via a cable allowing you to transfert datas.

1.61 The commodités

This drawer contains some useful tools for the WB:

- EXCHANGE : is used to control the commodities.
- CLICK TO FRONT : put a window over the others when you double click on.
- MOUSEBLANKER : hide the mouse when you type.
- AUTOPOINT : automaticaly activate the window under the mouse.
- CROSSDOS : enables the conversion of texts between PC and Amiga format.
- NOCAPSLOCK : avoid the capslock.
- BLANKER : screensaver.
- FKEY : is used to assign functions to a key.

To activate these commodities, you must click twice on it and if you want to activate them at each boot, you must move them to the **WBStartup** directory.
