

hotlist.module

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COLLABORATORS

	<i>TITLE :</i> hotlist.module		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

hotlist.module

1.1 hotlist.module guide

hotlist.module v1.2 (18th October 1996) for Directory Opus 5.5
Written by Leo 'Nudel' Davidson for Gods'Gift Utilities

A plug-in module for Directory Opus 5.5 to provide user-defined Hotlists
of paths and files in an extremely nice way.

Written entirely in C (many times faster than the older ARexx hotlist).

A Hotlist By Any Other Name...

Requirements

i live by the ocean

Introduction

and during the night

Installation

IMPORTANT i dive into it

-

The Filetype

down to the bottom

Setting Up

underneath all currents

Arguments

and drop my anchor

Using Hotlists

-

Adding Entries

this is where i'm staying

-

Changing Entries

-

Removing Entries

this is my home

```

-
    Using Entries
-
    The Path Gadget
    & re-reading the config.      -- Björk
-
    The Parent Gadget
-
    Snapshots

    Using Multiple Hotlists

    History

    Future

    Source Code & Updates

    Credits

    Purchasing Directory Opus 5.5
    The Amiga is in a perilous state right now, and, apart from the ←
    ageing OS,
all that we have left are devoted developers and their innovative programs,
and a whole lot of hopes and dreams. Developers like GPSoftware keep this
platform alive by keeping it at the cutting edge with software like
Directory Opus 5.5. If you are using a pirate version of Directory Opus,
send a signal that you want there to be further versions by purchasing it.
Don't let the bridge to our dreams die. The only way you can support the
Amiga is by supporting Amiga Developers.

```

1.2 hotlist.module: a hotlist by any other name...

On the IBM PC in the United States this product is marketed as the Super-Mega-Ultra-Magic Hotlist Boy 2000 NT Pro HiFi Gold Plus GTi ABS XT SCSI-2 HST Spam '95 VHS HQ 8xSpeed ActiveX Intel Pentium Up The Jacksie Turbo Advanced Final Supreme NiCAM Deluxe Edition IV Not To Be Messed With MTFKRZ V34 FAX Quake MouseMat Graphing Scientific Power Graphic Icon Menu fx-9700GE PAL/NTSC HotStation (HSX) with Extra Funkin' Spicy Pepperoni Topping and Extra Thin Yet Strong Latex Outabody for Maximum Sensitivity and Protection in One, with Wings and Bells on BLOW IT OUT YOUR ASS or I'M GUNNA RIP'EM A NEW ONE Workstation Server Death Knight Shambler 3D Interactive Multimedia Desktop Batteries Not Included Hellspawn CDI CD\$^3\$\$^2\$ 64-Bit Microsoft Natural Profit Without Product Fu-gee-la EnergyStar GmBh C++ Object Orientated Linked List For Functional Programming THIS IS THE NEWS FurQ UziLover Slice'em Dice'em Shadow Ship Oh My God What Has Happened To Garibaldi And When Will We See Delenn Naked Multi Vitamin Fungicide Tecno Techno Rap Orgy Remote Controlled Coat Hanger Paperback Washing Machine Special Offer anawshytkenIveforgottentotakabreath, lite.

In Australia you can just call it Bob.

You are forbidden from calling it by any name in the United Kingdom without first realising that Bester really is Bill Gates, and that Kosh

must have been the one who wrote Apple's Error Messages.

Visitors from other planets may call it whatever they like but will not receive technical support.

All other groups should contact their local distributor if they have trouble with their program's name.

The name of this program is provided AS IS.

1.3 hotlist.module: requirements

Requirements

----- -- - -
This module requires Directory Opus version 5.5 -- it will not work with version 5.11 or other earlier versions.

From v1.2 onwards, hotlist.module also requires AmigaOS 2.1 or above. If you are still using OS2.0, 2.1 is only a software upgrade and there really is no excuse. You should be using 3.x anyway!

If you're using a pirate copy of Opus5.5, I'll pretend it's YOU I'm shooting at in Quake and Descent 2. =8-| ...and something nasty might just happen to either your harddisk or your genitals, depending on my mood and the phase of the moon.

Apart from that there are no unusual requirements. If you have any problems running it on your system, please

contact me
and I will do

my best to help out, or write to the Directory Opus 5 mailing list.

1.4 hotlist.module: introduction

Introduction: What is a hotlist?

----- -- - -
Anyone who has used a web browser such as Netscape, IBrowse, Voyager, Lynx, or, God forbid, Microsoft Internet Explorer (don't believe the hype, it is complete crap, IMO) will be familiar with the concept of a hotlist. Anyone who hasn't used a web browser is a nobody and can stop reading right now... Nah, just kidding.

In a web browser you can keep a list of all your favourite web sites which you can call up at any moment to select a site and jump right to it without having to search around the entire web for the link. Obviously you cannot jump straight to the page if your net connection is bugged up like mine usually is, but that's another story and it's not important right now.

This hotlist.module offers a similar feature for Directory Opus 5.5, except that instead of web sites you put your most used directories in

the hotlist for quick access. I don't know about you, but I have so many assigns in my system that finding the right one in the built-in Opus devicelist takes up to a few seconds, and I can't afford to waste that much time when there are important things to do like look at my latest Aminet downloads. You're not limited to assigns and directories, of course, you can put devices and even files into the hotlist.

If you're still confused, read the rest of the guide and then play around with it, it's not very difficult to use once you know what you're doing.

1.5 hotlist.module: installation

Installation:

----- -- - -
Use the supplied Installer script, it won't bite.

- o The Installer script will inform you about everything it does and you are able to confirm, skip, or abort before most actions.
- o The Installer script will put everything where it is supposed to go.
- o The Installer script will not overwrite newer versions of the module or the AmigaGuide, and if you already have an icon for the guide it will leave it alone, saving your snapshot/image/tooltype information.
- o The Installer script will not copy over your hotlist filetype if one already exists in DOpus5:filetypes/ or DOpus5:Storage/filetypes/, saving any changes you have made to it.

If you are a completely paranoid psycho and really must install it by hand, do the following:

First, CHILL OUT! Now think about using the Installer script, I didn't write it for the fun of it, you know.

If you are using my old hotlist.dopus5 ARexx module you should move it from DOpus5:modules to DOpus5:storage/modules.

-- YOU CANNOT HAVE BOTH INSTALLED AS THEY WILL CLASH.

You might as well delete your old dopus5:system/hotlist.config file as it is not used by this new module. (Sorry, you'll have to remake your hotlist.)

Now just copy the file hotlist.module to DOpus5:modules. You may have to reboot or restart Opus, especially if you were using the old ARexx hotlist, but if you're lucky you won't.

You should also copy this guide and its icon to DOpus5:Help.

If you want to install a filetype which will let you double-click on a hotlist.module config file in a normal lister to read the hotlist into the lister copy the file filetypes/hotlist.module Hotlist to DOpus5:filetypes/. If you don't want the filetype it's probably a good idea to copy it to DOpus5:Storage/filetypes/ anyway, in case you want it in the future. If you want to create the filetype by hand, see the
description
.

The filetype will also add an Open Hotlist entry to the icon-mode

pop-up-menu for hotlist config files.

If you don't want to use the built-in English strings and a catalog exists for your preferred language, copy the appropriate directory from catalogs/ to DOpus5:catalogs/.

1.6 hotlist.module: the filetype

The Filetype

----- -- -- --
 The following description is for a filetype which will let you double-click on a hotlist.module config file in a normal lister to read the hotlist into the lister.

Also, in icon-mode the right-mouse-button pop-up-menu for hotlist config files will have an Open Hotlist item which you can use to open a new hotlist window for the file.

This filetype will have been installed for you by the Installer script unless you either didn't use the script or opted not to install it.

Class Information

Suggested name: hotlist.module Hotlist
 Suggested ID: HOTLIST
 Priority: 1 Must be above IFF type's priority.

Match Instruction:
 Match FORM DOHL

Double-Click Event

AmigaDOS rx 'address {Qp} command hotlist CONFIG {f} LISTER {Ql}'
 <all flags off>

Icon Menu: Open Hotlist

AmigaDOS rx 'address {Qp} command hotlist CONFIG {f} NEW'
 <all flags off>

1.7 hotlist.module: setting up

Setting Up

----- -- -- --
 Once installed, this module adds a command called Hotlist to Opus.

The Hotlist command will now be shown in the pop-up list of commands with all the other internal commands of Opus.

If you were using my old ARexx hotlist module and installed by hand without moving it to storage first (can't you people READ?) you only

have yourself to blame if something goes wrong. :-)

You can setup a function which runs the Hotlist command wherever you want in Opus. Here are my suggestions:

- 1) On the scripts/doubleclick event so that when you doubleclick on the main Opus window you get a new lister with a Hotlist in it.
- 2) On a button bank so that you can just click the button at any time to open a new lister with a Hotlist in it.
- 3) On the lister toolbar so that when you're using a lister you can change it into a Hotlist at the click of a button.

An example button bank should have come with hotlist.module which contains example buttons which open hotlists. If you opted to install it when you used the Installer script you can open the button bank by double-clicking the file Hotlist-examples in DOpus5:buttons/. Otherwise, you should find the file in the hotlist.module distribution archive.

It is also possible to setup a filetype which will let you double-click on a hotlist.module config file in a normal lister to read the hotlist into the lister. Unless you chose not to, such a filetype should have been installed by the Installer script. Instructions on creating the filetype by hand can be found in the
 installation section
 .

The filetype will also add an Open Hotlist entry to the icon-mode pop-up-menu for hotlist config files.

1.8 hotlist.module: arguments

Arguments

```
-----
YOU DISGUSTING, FILTHY PIECE OF SLIME...
Oh, sorry, Arguments is down the hall.
```

Normally, when the Hotlist command is executed the hotlist will take over the current source lister, or create a new lister if there isn't an available source lister.

Note that if you execute the command from a lister toolbar it will always take over the lister whose toolbar you used, regardless of whether it was a source lister or not.

Unless told otherwise, all hotlists will use the file
 DOpus5:System/Hotlist.prefs to store settings.

You can use the following arguments to modify this behaviour:

NEW (optional switch)

```
-----
If you specify the NEW switch (like "Hotlist NEW") the function will
```

always open a new lister for the hotlist, even if there is a source lister. Among other things, this is something good to include if you are using the command on the scripts/doubleclick event as it provides you with a fast way to get a new lister open and the new lister starts off with a hotlist so you can get to where you want to super-quick. Turbo, even.

CONFIG (optional keyword)

You can have as many different hotlist configs as you like, just specify the path of the file you want to use with this argument.

For example, "Hotlist NEW T:Temphotlist.prefs", or,
"Hotlist S:Hotlist.prefs".

If you wanted you could have a bank of buttons which pop-up different hotlists.

The settings are stored in an IFF prefs file, the format of which is not compatible with that used by my old hotlist.dopus5 ARexx script, or that used by Greg Perry's (unreleased) hotlist program from about a year ago.

LISTER (optional keyword)

If you want the hotlist to appear in a certain lister, specify its handle using the LISTER keyword. Do not use this argument unless you know what you are doing.

For example, "Hotlist LISTER 137123636".

1.9 hotlist.module: using hotlists

Using Hotlists

See the section on
 setting up
 for information on how to open new
Hotlists, and so on.

Adding Entries

Changing Entries

Removing Entries

Using Entries

The Path Gadget
& re-reading the config.

The Parent Gadget

Snapshots

1.10 hotlist.module: adding entries

Adding Entries:

----- -- - -
 Drag'n'drop a device, drawer, or file from another Opus lister or from the main Opus window, or just about anywhere else to add it to the Hotlist. You will be asked for a name to give the entry. You can drop more than one thing at once.

You can make a new entry from scratch by pressing your normal Makedir button from the lister toolbar. You'll be asked for a path (you can pop-up a file-requester or just type it in) and then a name.

The hotlist module will automatically detect whether the entry is a device, a file, or a directory and will colour it differently depending on the type.

If the file you drop is recognised as a hotlist.module config file it will be given a special colour. Also, if you ever specify a file which cannot be found (strictly, which cannot be Lock()'ed) the entry will be created as if it pointed to a hotlist.module config file so that you can

double click
 it to create a new config file with that name.

You can copy entries from other hotlists (whether or not they use the same config file) using drag'n'drop. You'll only be asked to name the entry if there is already an entry with the same name.

You can duplicate existing entries by selecting those which you want to duplciate and clicking your standard Duplicate toolbar button. You will be able to change the path (optional) and the name (mandatory) of the new entry. This is most useful when you want several similar entries.

1.11 hotlist.module: changing entries

Changing Entries:

----- -- - -
 Hilight the entries you want to change and then press your normal Rename lister toolbar button. You'll be able to change the path and name of the entries you selected.

The type of an entry is only checked when it is added. If you wish to update an entry's type, for example if a directory is now a file, use your Rename button but leave the path and name the same as they were.

1.12 hotlist.module: removing entries

Removing Entries:

----- -- - -
 Hilight the entries you want to delete and then press your normal Delete

lister toolbar button. Once you confirm the delete the entries will be removed.

The only thing which is deleted is the entry in the hotlist -- the actual device/directory/file is left untouched.

1.13 hotlist.module: using entries

Using Entries:

If you double click a directory or device it will be read into the lister. If you hold shift down it will be read into a new lister, leaving the hotlist open. (If you have a 3-button mouse and run a MMBShift util you can hold MMB instead of shift, which is nice.)

If you drag'n'drop a directory or device to another Opus lister it will read the path into the lister and leave the hotlist open.

If you doubleclick a file it will have it's doubleclick action run on it as if you doubleclicked on the real file.

If you doubleclick a hotlist.module config file the existing hotlist will be replaced by that contained in the file. You can press the

parent
gadget to return to the previous hotlist. If you hold shift when you

doubleclick a hotlist.module config file a new hotlist will open using it.

If you drag'n'drop a hotlist.module config file from a hotlist to another Opus lister it will read the hotlist from the file into the lister.

1.14 hotlist.module: the path gadget & re-reading the config

The path gadget & re-reading the config:

The path gadget works like in other listers -- type in a path and it'll be read into the lister. Activate the path gadget and then just hit return and it'll 'rescan' (i.e. it re-reads the config file).

You can also cause the config file to be re-read by using a button with Scandir on it, just like you can normal listers.

Also, running Hotlist on a hotlist lister causes a config re-read.

1.15 hotlist.module: the parent gadget

The Parent Gadget:

If the hotlist takes over an old source lister, pressing the Parent gadget

returns you to the path displayed before the hotlist appeared. If you hold shift when you click the parent gadget the old path is read into a new lister and the hotlist remains open. (If you have a 3-button mouse and run a MMBShift util you can hold MMB instead of shift, which is nice.)

If the hotlist created a new lister, pressing the Parent gadget will cause DisplayBeep() to be called which will, depending on your AmigaOS Sound Preferences, flash the screen, make a beep noise, play a sample, or a combination. This is extremely useful should you wish to simulate a disco in the comfort of your own home with your trusty Amiga.

If you reached the current hotlist via another hotlist by doubleclicking an entry for its config file, you can use the parent gadget to backtrack to previous config files. If you hold shift a new hotlist will open for the old config file, leaving the current hotlist as it is.

1.16 hotlist.module: snapshots

Snapshots:

----- -- - -
You can Snapshot and Unsnapshot hotlist listers in the same way you can normal listers using the Snapshot and Unsnapshot items in the lister menu and the Snapshot item in the lister pop-up.

Obviously, the snapshot position is only used when a new lister is opened for the hotlist. When unsnapshot the lister opens under the mouse pointer.

1.17 hotlist.module: using multiple hotlists

Using Multiple Hotlists:

----- -- - -
It should be perfectly safe to use as many hotlists as you want at the same time. Any changes you make in one hotlist will be reflected in all other hotlists using the same config file, and a semaphore is used to make sure that only one hotlist may change config data at any given time.

When you see a message saying Config in use, waiting... it means another hotlist is writing to its config file. This should not take long, and normal operation should resume after a short delay.

Please note that if you store the config file on a device whose filesystem does not support notification it will still not be possible for two hotlists to write to the config file at the same time, but it will be possible for you to lose entries. For example, if two hotlists are using the same config file and you add three items to one and then a different item to the other, the first three items will be lost from the config file. Apart from this kind of thing, though, you can have as many hotlists open as you like. Usually you won't have to worry about this at all, as most modern filesystems support notification.

1.18 hotlist.module: history

History:

- ```
----- -- - -
```
- v1.0 -- 27/Sep/1996
- o Initial release.
- v1.1 -- 03/Oct/1996
- o In v1.0 certain events (e.g. dropping an icon from the main Opus window) would wrongly bring up an error message telling you not to drop entries between a hotlist and other handlers.
  - o No longer sits waiting forever when called from a devicelist. (It now opens a new lister which is better than before. Unfortunately it isn't possible, AFAIK, to take over the devicelist itself.)
  - o Tidied source up quite a bit & improved the makefile a little (I think).
  - o Fixed bug where "/" not appended to the path returned when the file-requester was used to add a new entry or change an old one.
  - o Lister now goes busy while dealing with certain events, solving a few potential problems.
  - o In an attempt to bypass the "lister falling off the port" bug some experimental code has been added to check for bogus 'inactive' events. If you ever get a requester from Opus saying it cannot find the Hotlist port, please report it to me or the DOpus5 Mailing List. If you used to experience this problem a lot and no longer do, please let me know as well.
- v1.2 -- 18/Oct/1996
- o Now
    - requires AmigaOS 2.1. If you're still using 2.0 there's no excuse as it's a software-only upgrade and you should have 3.x now anyway.
  - o German language catalog now included & installed by Installer script. Huge thanks to Georg Rottlaender for the translations and his extremely fast response time in converting the extra strings for this version.
  - o If you change the icon image/snapshot/tooltypes for this AmigaGuide you no longer have to worry about the Installer script overwriting it.
  - o You can now
    - duplicate existing hotlist entries.
  - o You can now
    - drag'n'drop entries from one hotlist to another to copy them.
  - o Hotlist config files are now protected by a semaphore, and notification is used to keep all open hotlists up-to-date. This means that, so long as your filesystem supports notification (most do these days), it should be perfectly safe to use
    - multiple hotlists, even if you alter the config data in two at the same time.
  - o If you now add a hotlist.module config file to a hotlist,
    - doubleclicking on it will replace the current hotlist. In effect you can have sub-hotlists in a directory-like tree structure. Shift-clicking them opens a new hotlist, and the parent gadget
-

- will take you back through previously used hotlists. The parent gadget also supports shift-clicking and still works as it did when you are using the entry-level hotlist.
- o You can easily create sub-hotlists by adding a new entry with your MakeDir button and giving the path of a file which does not yet exist. This will create an entry for the hotlist which you can doubleclick on, and you can then drop files into the new hotlist.
  - o You can drop sub-hotlists on other Opus listers to read the hotlist into them.
  - o The new LISTER argument allows you to explicitly state which lister the hotlist should open in.
  - o A new filetype is included which matches hotlist.module config files and lets you doubleclick on them in normal listers to read their hotlists in. It will also give you an Open Hotlist item in the pop-up menu for hotlist.module config files.

## 1.19 hotlist.module: the future

The Future of Hotlist:

-----

In v1.1 I said:

If I get REALLY bored sometime in the future I'll add the use of notification to automatically re-read the config file (and protect it from writting by a semaphore or something), and maybe even make it possible to drag'n'drop entries from one hotlist to another (of different config file) to copy them. But probably not -- I've got more useful things to write than these bells-and-whistles.

I guess I got really bored because I did all those things for v1.2 ... Right now I don't have any further ideas for this particular module.

More modules?

-----

As well as many other add-ons for Opus including numerous ARexx scripts, the wonderfully simply yet extremely useful (IMO) CDopus (in Assembler), the very-nice-indeedy (IMO) compare.module (in C), I have also contributed to the creation of the MagicWorkbench-Dopus icon set (Trevor Morris deserves as much if not more credit, although I did initiate the project),

---

and an AmigaGuide to the ARexx commands of Directory Opus. I also wrote about half a page of the manual to Opus 5.5 and have myself hidden somewhere in Opus itself. :-) Yes, I'm Opus obsessed and possessed. I still manage to have something of a life. Well, you have to eat, don't you? It sure does beat writting /X BBS utilities, at any rate.

Among other things I want to write the final-be-all-and-end-all xpk.module for Opus, basically taking my most recent attempt (DOpusPack or whatever I called it) and making it perfect, which I can finally do now that the OpusSDK is here. I'll probably include xfddecrunch.library support too, for the hell of it. Finding the time is going to be a problem though. :-)

After that I may dissolve a few small ARexx scripts (and DOpusFuncs) into a 'C' module, and then maybe write a beavis.module who follows the mouse pointer with his eyes, speaks randomly, and moves his mouth when he speaks.

## 1.20 hotlist.module: source code & updates

Source code & Updates

----- -- -- --  
The source code (SAS/C) should be available in a separate archive from the same place you found the main archive in which this guide came from.

You should be able to find it on the GPSoftware web page in the Opus 5 section under Support.

<http://www.livewire.com.au/gpsoft/index.html>

You should also be able to find it on Aminet in biz/dopus.

...and it's likely that my Web Page will also point to the files in my own Opus 5 section:

<http://users.ox.ac.uk/~kebl0364>

Updates of this and other Opus-related things done by myself should turn up in the same places, although MWB\_DOpus will be in pix/mwb on Aminet, not biz/dopus.

## 1.21 hotlist.module: credits

Credits

----- -- -- --  
Written by Leo 'Nudel' Davidson  
leo.davidson@keble.oxford.ac.uk  
<http://users.ox.ac.uk/~kebl0364>

Please mail me if you find any bugs, or have any ideas for new features.

---



Many thanks are due to Nick Christie, Jonathan Potter, and Greg Perry for their advice, examples, and general help beyond the call of duty.

Thanks guys!

Directory Opus 5 developed by Jonathan Potter and GPSoftware.  
Please support this amazing piece of software and the equally amazing creators by purchasing it.

Additional ideas, support, and advice

-----  
Georg Rottlaender (German catalog)  
Per Jacobsen  
Shaun Downend  
Trevor Morris  
Ahmed's Kebab Van, Oxford & Ali's Kebeb Van, Oxford.  
(The 'Babylonian Army of Babshit will kick your arse!)

Recent musical support (in alphabetical)

-----  
Bjork (Debut/Post),  
BT (Ima) This is amazing!,  
Corrosion Of Conformity (Wiseblood),  
Flotsam & Jetsam (Drift),  
Fugees (The Score) "I'll be right out...",  
Jamiroquai (Travelling Without Moving),  
Metallica (Load),  
Nine Inch Nails (Pretty Hate Machine/Quake),  
Nirvana (In Utero/Unplugged),  
Rage Against The Machine (Evil Empire),  
The Prodigy (Experience/Music For The Gilted Generation),  
Tool (Opiate/Undertow).

This guide was tested with  
CheckGuide  
1.0 by Eddy Carroll

No "AmigaGuide editors" were used. IMO they're as much use as HTML editors.

My setup:

-----  
A500, 68000, 1/4 meg chip/fast, 300mb of harddrives, OS3.1  
A1200, 68030 50mhz FPU MMU, 2/8 meg chip/fast, one 810mb harddrive, OS3.0  
(And a bloody nice Wizard Developments 3-button mouse sitting on a  
tasteless Hamburger mouse mat!) + an XLink 28.8k Fax/Modem.  
(And another A500 which doesn't work very well anymore...)

Ego-Ramblings...

-----  
I run DOpus5 in workbench replacement mode (please not you don't HAVE to)  
on a 64 colour workbench using the dark MWB palette and Pal: Hires,  
720 \* 282 (overscan). One day I'll have a seventy-eight inch monitor  
which can sync down to 1hz. One day, just after I take over the world.  
My current backdrop picture is of Babylon 5 :-)

MCP does almost all of my system enhancing -- it rulez.

I'm a registered MUI user and I think anyone who doesn't like MUI needs

---

their head examining, or maybe they should stop using a 68000-based machine. Not that I really want to start this war yet again, but even if you ignore how amazing you can make a MUI look (which is a quarter of the reason I like it), I have yet to see any other GUI engine produce anything which impressed me, and I doubt that a GUI written with anything else which was as complex as the average MUI and which worked as well would take less time to load. As for redraw/refresh times, I don't know what the anti-MUI people are talking about, and, to be honest, I don't think they do either. :-)  
(Sorry, I just couldn't resist it.) That isn't to say I think everything should be written with MUI -- for some tasks it is overkill, IMO. There are also several extremely good programs which use 'other evil GUI engines', although I'd rather they used MUI :-).

I'm also a registered Thor user and I like Thor a lot, although I do recognise its faults. It's certainly not the perfect emailer, but it's extremely good at the same time, and it's my choice.

I still use CygnusEd for editing. It's getting old now and I'd like to use something really flash like GoldEd, but only when and if it supports REAL TABS (dream, dream) and irons out a couple of really quirky things about how it works. I have to respect GoldEd and its author, even if I don't use the program because I cannot live without some key features. CED still does the job, despite looking like an MSDOS program.

My C programming is done in SAS/C which I recently got at the ridiculously low price which the remaining copies are being sold-off at right now. I have special buttons setup on my lister toolbar for compiling/making, running Scopts, cleaning source directories up, running Cpr, and jumping CED to errors via a nice ARexx script written by my friend Nick Christie, someone I owe many pints for all the help getting me started with C which meant I could get a job this summer and make some money.

Other things I run of note are PowerSnap, CycleToMenu (don't like MCP's), ScreenWizard (so cool, yet no-one seems to know about it), KingCON, TinyMeter, REXXEvent, GrabIFF, MagicMenu, MagicLayers (which is great!), Beavis!, and BlueEyes (so cute).

My assigns are all done with Assign prefs (not MCP), and I use ILock to keep people out of my system from time to time. WaitForValidate stops my harddrive going crazy sometimes, and Super-Select and PicBoot keep me entertained with random bootpictures from my collection of around 550 pictures.

I also have a stupid amount of samples, most of which are just wasting space as I haven't thought of anything to do with them (I can't stand random boot samples!). The Beavis'n'Butthead samples do get a lot of use, though. :)

Well, I hope you found all that Really Fascinating. And now for something completely different...

As the economic situations and standards of living of millions around the World fall, people once more begin to blame those old, easy targets. They contradict: so proud of their "great" country, but still blaming minorities for how bad things are. WAKE UP. Your country is shit because

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## Introduction

If you've ever tried creating even a modestly sized AmigaGuide file by hand, you'll have discovered that it can be quite difficult to keep track of all the various links and cross references. As your help file gets larger, it gets increasingly harder to ensure that you have remembered to reference all the nodes in the file from at least one place, and haven't left any unresolved links.

CheckGuide is a simple utility that can detect several common errors in AmigaGuide files. The errors it can detect are:

- Extra plain text between an ENDNODE and NODE (AmigaGuide won't allow such text to ever be displayed)
- Nodes that are defined but not referenced from any other node. Unless your program directly instructs AmigaGuide to access such nodes, the user won't easily be able to access them.
- Links to help nodes that aren't defined within the file.
- Open braces with no preceding @ character (usually a simple typo).
- @{" Button "} constructs with no LINK command (an easy mistake to make if you're entering a lot of them).

All of these options can be selectively enabled or disabled.

CheckGuide was used in the creation of THIS document!

## 1.23 Purchasing Directory Opus 5.5

### Purchasing Directory Opus 5.5

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Directory Opus 5.5 can be ordered direct from GPSoftware, or from one of the distributors listed below.

If you already own a previous version of Directory Opus you may be able to upgrade to version 5.5 for a reduced fee.

For further information about Directory Opus 5.5 and purchasing, please mail Greg Perry <zzgperry@mailbox.uq.oz.au> or check the GPSoftware Web Page <<http://www.livewire.com.au/gpsoft/>>.

Please note that France-Festival-Distribution (FFD) no longer distribute any GPSoftware products. Read this  
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for further details.

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## 1.24 Official Notice From GPSoftware: FFD

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Dr Greg Perry, GPSoftware 11th September 1996

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