

# **FM Applic Contents**

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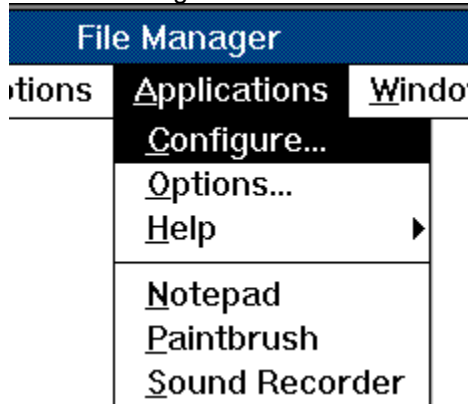
[Anatomy of FMAPPLIC.INI](#)

## What is *FM Applic*?

At long last, the utility that Microsoft forgot to put into the File Manager, is here!

Introducing ***FM Applic (NT) 1.1*** !

*FM Applic* is a File Manager extension that provides you with an Applications menu. But wait, *FM Applic* is more than just an application launcher. It is a powerful utility that is fully integrated with the File Manager. Please read on.



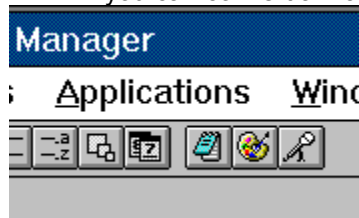
The *FM Applic* Applications menu with Notepad, Paintbrush, and Sound Recorder.

### Click on File, Click on Application, and Presto!

Files that you select in the File Manager's current directory window or search results window become the input to the application you choose. For example, a very useful application that you will want to add is your favorite text editor. Simply click on the file that you want to edit, select your text editor from the Applications menu and, presto! You are editing the selected file with your favorite editor.

### Toolbar Support

You will be happy to know that *FM Applic* takes full advantage of the File Manager's toolbar. You can associate an application with one of the many toolbar buttons provided with *FM Applic*. Or, you can convert an icon (from an icon file) into a toolbar button for your application.



File Manager toolbar with Notepad, Paintbrush, and Sound Recorder.

### Right Mouse Button Support

*FM Applic* allows you to assign your favorite application to the right mouse button. Every time you click the right mouse button, you are running your favorite application with the files that are selected in the File Manager.

### Auto-load Drag-Drop Applications

Another nice feature that *FM Applic* provides is the ability to start an application when the File Manager starts. Auto-loading is very useful for applications that support the "Drag-Drop" feature of the File Manager, such as a "trash-can" or a "file browse" program.

Also, *FM Applic* can keep your application's icon on top of the File Manager window. That way, you can Drag-Drop files to your auto-load applications even if the File Manager window is

expanded to full size.

## Easy to Use and Configure

*FM Applic* is so intuitive and easy to use, anyone can customize it with their favorite applications. No programming, no editing files, no exiting and re-starting File Manager. The user interface and on-line help guide you through just a few easy steps.

## Benefits

- Now File Manager is complete! Here are just a few ways you will benefit by using *FM Applic*:
- ◆ Say "Good-bye" to the File Manager's **Run** command.
  - ◆ No more fumbling with "associations".
  - ◆ No more flip-flopping between File Manager and Program Manager.
  - ◆ Breathe new life into your favorite DOS or "console" programs.
  - ◆ Professional quality that you expect from your Windows NT software.
  - ◆ Try it and you will instantly ask yourself, "Why wasn't this utility part of the File Manager all along?".

## See Also

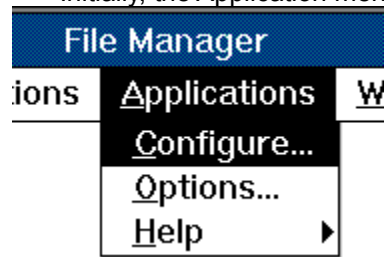
[Features](#)

[Getting Started](#)

[Starting an Application](#)

## Getting Started

Once you have installed *FM Applic*, you will notice the Application menu in File Manager's menu bar. Initially, the Application menu will appear as follows:



To add application programs, choose the **Configure** command. There are many pre-defined application descriptions to choose from, or you can create your own. Also, template application descriptions are provided that make adding new applications easier.

You can run virtually any application program with *FM Applic*. Also, you have total control over the command line arguments that are passed to the application. By using the special argument fields, you can describe how a single file, list of files, text, and so on is passed to an application.

### See also

[Starting an Application](#)

[Features](#)

[Add an Application to the File Manager Quick and Easy](#)

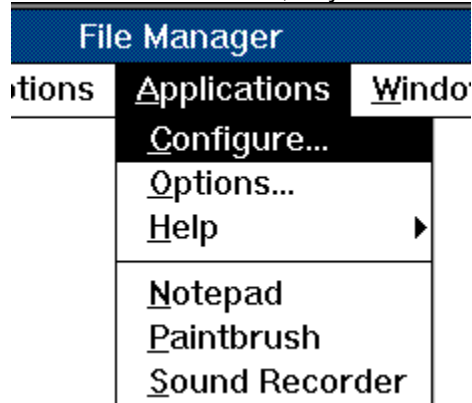
[Configure command](#)

[Arguments Fields](#)

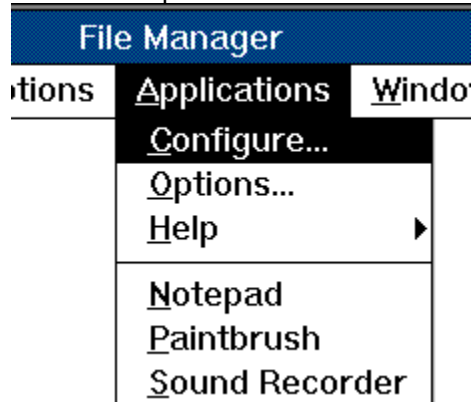
## Features

*FM Applic* provides the following features:

- Runs virtually any application program. If it can run under Windows NT, it can run with *FM Applic*.
- Ability to auto-load your favorite Drag-Drop applications when the File Manager starts.
- Special argument fields give you total control over the way command line arguments are passed to your applications.
- You can use the right mouse button to start the application of your choice.
- You can assign a toolbar button to your application. *FM Applic* provides you with many toolbar buttons to choose from, or you can convert an icon into a toolbar button.



Can keep your auto-load application's icon on top of the File Manager window. That way, you can Drag-Drop files to your applications even if the File Manager window is expanded to full size.



Last application used appears foremost in the Applications menu. That way, your most frequently used applications appear toward the top of the menu.

### See also

[Getting Started](#)

[Starting an Application](#)

[Options dialog box](#)

[Arguments Fields](#)

## Dialog Boxes

For fast access to specific information in Help, choose the Search button in the Help button bar.

[Configure dialog box](#)

[Options dialog box](#)

[Application Properties dialog box](#)

[Single File Field dialog box](#)

[File List Field dialog box](#)

[Prompt Field dialog box](#)

[Environment Variable Field dialog box](#)

[Change Button dialog box](#)

## Configure

Displays the Configure dialog box that is used to add or remove applications from the Applications menu. This dialog box is also used to create or modify an application description.

## Options

Displays the Options dialog box that is used to set options that customize *FM Applic.* This dialog box is also used to assign an application to the right mouse button.



## More Applications

Displays the Select Application dialog box that is used to select an application that does not appear in the Applications menu.

## Start Application

To start an application, select it from the [Applications menu](#). Also, you can use the SHIFT or CTRL key while selecting an application to perform the following functions:

- SHIFT     Displays the [Application Properties](#) dialog box which is used to modify the [application description](#).
- CTRL     [Test Mode](#). Use this feature to view the command line that *FM Applic* generates without actually executing the application.

### See also

[Getting Started](#)

[Application Properties](#)

[Test Mode](#)

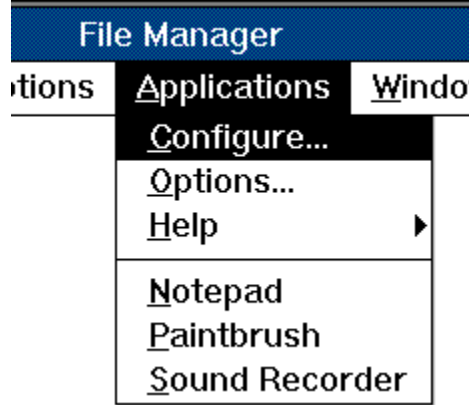
# Registration Information

## FM Applic Registration

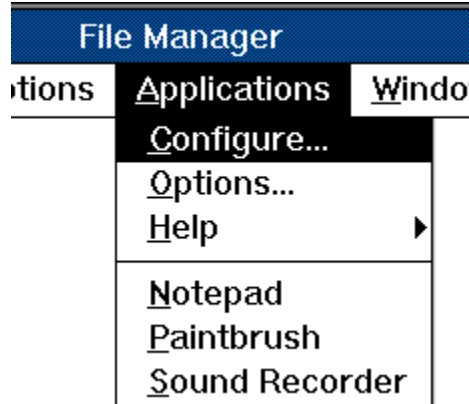
This version of *FM Applic* is "shareware". If you like and use this product, please become a registered user. Feel free, however, to copy it and hand it out to your friends, relatives, and favorite BBSs (bulletin board systems).

Note: If you copy or distribute *FM Applic*, please be sure to include all of the installation files. See PACKING.LST for a list of the installation files.

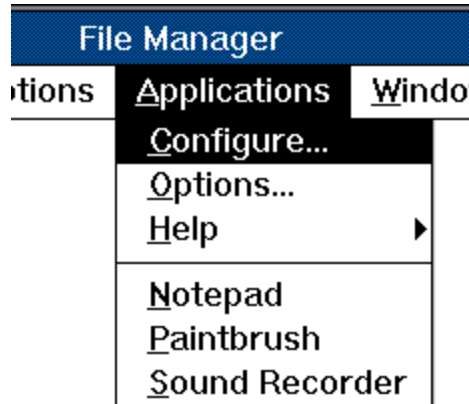
Besides a guilt-free conscience, there are some great benefits you will receive by registering:



Free copy of the *FM Applic* Pocket Reference Guide.

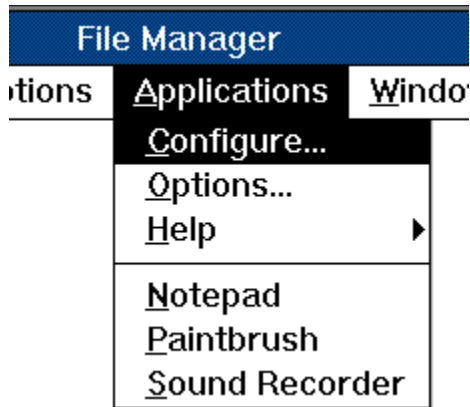


Up to 60 applications can be added to the Applications menu.



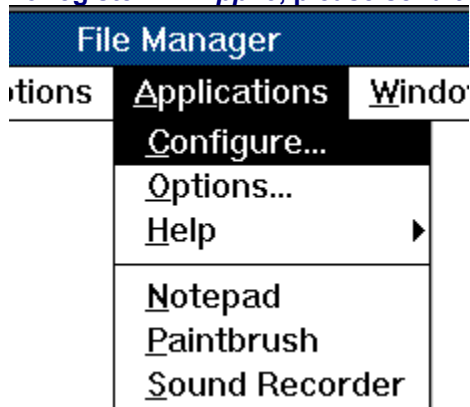
shipping and handling fee.)

Minor updates at no cost! (You may be asked to pay a small

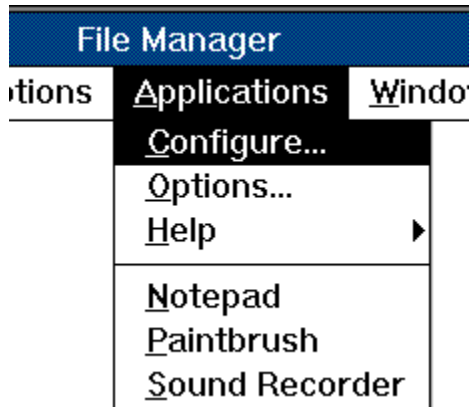


Discount price on future versions of *FM Applic.*

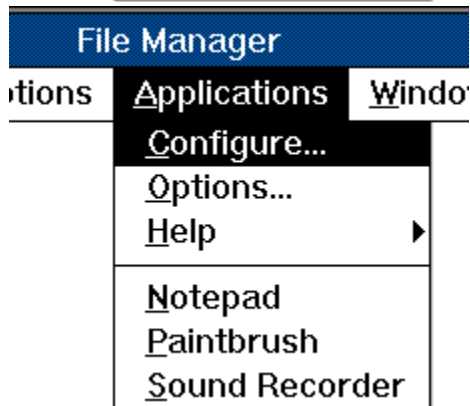
To register *FM Applic*, please send the following:



Name

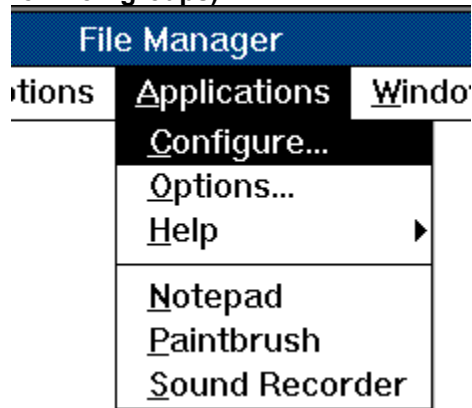


Mailing address



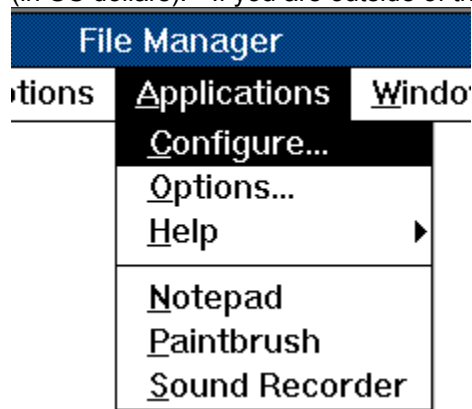
Operating System (Windows NT, Windows 3.1, or Windows

for Workgroups).



**\$25.00** (includes shipping and handling) **check or money order**

(in US dollars). If you are outside of the USA, please add \$2.00 for additional shipping charges.



How did you discover *FM Applic*?

**Send to:**

Howard Knight  
5061 Gardena Ave.  
San Diego, CA 92110

#### CompuServe Registration

If you are a member of CompuServe, you may use the on-line "Shareware Registration" service. It is quick and easy!

**GO SWREG** and choose "Register Shareware". Choose "FM Applic NT" as the Title. Follow registration instructions.

**For more information send e-mail to:**

73074,1554 (CompuServe)  
howard@tgs.com (Internet)

or

call (619) 276-9572

## **Beta Test Information**

This text should not be accessible by the user

## New Features with Version 1.1

The following new features were introduced with *FM Applic* 1.1:

### **Auto-Load Application Icons Stay on Top of the File Manager**

The Keep On Top option has been added to the Application Properties dialog box. If you select this option, the application's icon will stay on top of the File Manager window.

This feature allows you to Drag-Drop files to your auto-load applications even if the File Manager window is expanded to full size.

### **"Crop" Icon Shrinkage Method**

The **Crop** icon shrinkage method has been added to the Change Button dialog box. If you select this option, a 16x15 section from the upper left hand corner of the icon is copied pixel for pixel, to the toolbar button (i.e. no shrinkage is performed).

This feature allows you to create custom toolbar buttons using your favorite icon editor. Create your image in the upper left hand corner (16 pixels wide by 15 pixels high) of the icon.

### **"Unknown" File Status in File Prompt (%@FP) Argument Field**

The File Prompt argument field now accepts **UNKNOWN** as a keyword for *file-status*. Use this keyword if the application can accept a new file or an existing file. This will display a **File Name** dialog box.

### **NTFS Long Filenames Supported**










The Long Filenames option has been added to the Application Properties dialog box. Select this option if the application supports NTFS long filenames.

## Application Properties dialog box

Use this dialog box to set up an [application description](#). It appears when the New, Setup, or Copy button is pressed in the [Configure](#) dialog box.

An application description must have a **menu name** that is unique. A **command** is also required.

Choose one of the following buttons for more information about the dialog box:

- |  |   |
|--|---|
|  <a href="#">Menu Text</a>              |  <a href="#">Prompt Button</a> |
|  <a href="#">Status Bar Text</a>        | • <a href="#">Variable Button</a>   |
|  <a href="#">Command</a>                | • <a href="#">Browse</a>  |
|  <a href="#">Working Directory</a>      | • <a href="#">Auto-load</a>   |
|  <a href="#">Command Arguments</a>      | • <a href="#">Keep On Top</a>   |
|  <a href="#">File Button</a>            | • <a href="#">Run Minimized</a>   |
|  <a href="#">'Change Button' Button</a> | • <a href="#">Run Always</a>  |
|  <a href="#">File List Button</a>       | • <a href="#">Long Filenames</a>  |

### See also

[Argument Fields](#)

[Single File Field dialog box](#)

[File List Field dialog box](#)

[Prompt Field dialog box](#)

[Environment Variable Field dialog box](#)

[Change Button dialog box](#)

[Configure dialog box](#)



### **Menu Text**

▶ Type the name of the application as you would like it to appear in the **Applications menu**. The Menu Text is required.

You can define a menu key by placing an ampersand (&) in front of any letter of the Menu Text. For example, the string "&Notepad" will appear in the menu as "Notepad".

### **Status Bar Text**

▶ Type the text that will be displayed in the File Manager's status bar.

File Manager displays this text when the user selects the application from the **Applications menu**, or from pressing the application's button on the toolbar. This text also appears when the user customizes File Manager's toolbar using the Customize Toolbar command.

**Command**

- ▶ Type the name of the application's program file, including the extension and path, if necessary. If you don't know this information, use the **Browse** button to open the Browse dialog box.

### **Working Directory**



Type the path of the directory where the application's program files and documents are located.

The working directory is optional and should only be used when necessary. Otherwise, it should be the current directory (.).

If a working directory is provided, the number of files that can be passed to the application is drastically reduced.

**Run Minimized**



Select this check box if you want the application to be reduced to an icon every time it starts.

## Command Arguments



Type the command line arguments that are passed to the application.

Command line arguments can be command parameters, argument fields or both. For example, you may want to use the following command arguments for the PKZIP program:

```
/r /p %@FP["Enter ZIP File",CREATE,"Zip Files|*.zip"] %@F
```

The **/r** and **/p** are command parameters that tell PKZIP to traverse sub-directories and to store path names. The **%@FP** argument field will prompt you for a ZIP file to create, and the **%@F** argument field is the list of files that are selected in File Manager.

You can use the **File**, **File List**, **Prompt**, and **Variable** buttons to construct argument fields. Simply click on one of these buttons, fill out the information in the dialog box, and the argument field will appear in the **Arguments** text box at the current cursor position.

You can insert a line break by holding down the CTRL key and pressing ENTER. Line breaks are for visual appearance only; No special characters (e.g. carriage return (CR) or linefeed (LF) ) are sent to the application.

### **File Button**

▶ Choose this button to display the **Single File Field** dialog box that you can use to construct a **Single File** argument field.

After you fill out the information in the Single File Field dialog box, the Single File field will appear in the **Arguments** text box at the current cursor position.

### **File List Button**

► Choose this button to display the **File List Field** dialog box that is used to construct a **File List** or a **List File** argument field.

After you fill out the information in the File List Field dialog box, the File List or the List File field will appear in the **Arguments** text box at the current cursor position.



### **Prompt Button**

► Choose this button to display the **Prompt Field** dialog box that is used to construct a **Text Prompt** or a **File Prompt** argument field.

After you fill out the information in the Prompt Field dialog box, the Text Prompt or the File Prompt field will appear in the **Arguments** text box at the current cursor position.

### **Variable Button**

▶ Choose this button to display the **Environment Variable Field** dialog box that is used to construct a **Environment Variable** argument field.

After you fill out the information in the Environment Variable Field dialog box, the Environment Variable field will appear in the **Arguments** text box at the current cursor position.

### **Browse Button**

- ◆ Choose this button to display the **Browse** dialog box that you can use to search for the application's program file.

If you already know the name of the application's program file, you can type it in the **Command** text box.

### 'Change Button' Button

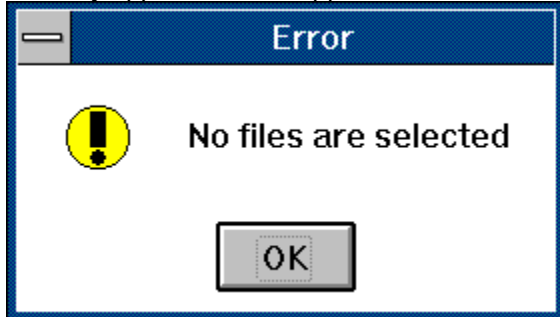
- ◆ Choose this button to display the **Change Button** dialog box that is used to assign a new toolbar button to your application.

*FM Applic* provides many buttons to choose from. Or, you can extract an icon from an icon file and convert it to a button.

### Run Always

- ◆ Select this check box if you want the application to run even if there are no files selected in the File Manager.

If this check box is not selected and too few files are selected in the File Manager, an error message may appear and the application will not execute. For example:



### **Auto-load**

- ◆ Select this check box if you want the application to start execution when the File Manager starts.  
Auto-load applications do not appear in the **Applications menu**.

**Keep On Top**

- ◆ Select this check box if you want the application's icon to stay on top of the File Manager window.  
This option only affects auto-load applications.

**Long Filenames**

- ◆ Select this check box if the application can accept NTFS long filenames.  
Only select this option for WIN32 applications that support NTFS long filenames.



## Argument Fields

Argument fields control how information is passed to an application. For instance, the **Single File**, **File List** and **List File** fields all control how files are passed to an application.

All argument fields begin and, optionally, end with a percent sign (%) character. Also, most argument fields accept "keyword" or "quoted text" as parameters. These parameters are enclosed in brackets ([ ]), and separated by commas (,). For example, the following File List field has two parameters:

```
%@F[" ", FILESONLY]
```

You can omit any (or all) parameters from an argument field. Default values will be chosen for any missing parameters.

The following table lists each argument field with a brief description:

<b>Argument Field</b>	<b>Description</b>
<b><u>%number</u></b> [ <i>name-flag,selection-type</i> ]	<u>Single File</u> . Specifies one of the files that are selected in the File Manager.
<b><u>%@F</u></b> [ <i>delimiter-text,selection-type</i> ]	<u>File List</u> . Specifies a list of all of the files that are selected in the File Manager.
<b><u>%@LF</u></b> [ <i>delimiter-text,selection-type</i> ]	<u>List File</u> . Specifies a temporary file that contains a list of all of the files that are selected in the File Manager.
<b><u>%@P</u></b> [ <i>prompt-text</i> ]	<u>Text Prompt</u> . Displays a dialog box that is used to type in text that will be passed to the application.
<b><u>%@FP</u></b> [ <i>prompt-text,file-status,file-filter</i> ]	<u>File Prompt</u> . Displays a Save File, Open File, or File Name dialog box that is used to specify a file name that will be passed to the application.
<b><u>%env-variable</u></b>	<u>Environment Variable</u> . Specifies an <u>environment variable</u> .
<b><u>%@IF</u></b> [ <i>condition</i> ]	<u>IF</u> . If the given condition is true, the <u>command line arguments</u> following the %@IF will be processed until an %@ELSEIF, %@ELSE, %@ENDIF, or end of arguments is encountered.
<b><u>%@ELSEIF</u></b> [ <i>condition</i> ]	<u>ELSEIF</u> . Changes the condition of the previous %@IF or %@ELSEIF. The command line arguments following the %@ELSEIF will be processed until another %@ELSEIF, %@ELSE, %@ENDIF or end of arguments is encountered.
<b><u>%@ELSE</u></b>	<u>ELSE</u> . If the condition of all previous %@IF or %@ELSEIF fields are false, the command line arguments following the %@ELSE will be processed until an %@ENDIF or end of arguments is encountered.
<b><u>%@ENDIF</u></b> [ <i>condition</i> ]	<u>ENDIF</u> . Terminates conditional processing of the previous %@IF or %@ELSEIF.
<b><u>%@ERR</u></b> [ <i>error-text</i> ]	<u>ERR</u> . Displays a dialog box with an error message and aborts the execution of the application.

### See also

Single File Field

File List Field

List File Field

Text Prompt Field

IF Field

ELSEIF Field

ELSE Field

ENDIF Field

File Prompt Field

Error Field

Environment Variable Field

Application Properties dialog box

Inserting Double Quote (") and Other Special Characters into Quoted Text

## Single File Field (*%number*)

*%number*[*name-flag*,*selection-type*]

Specifies one of the files that are selected in the current directory window or search results window. For example, **%1** indicates the first file (top) in the selection, **%2** indicates the second file, and so on.

Parameter	Description								
<i>number</i>	Specifies the file (from the top of the selection) that will be passed to the application.								
<i>name-flag</i>	Controls which part of the file name is passed to the application. This parameter can be one of the following keywords: <table><thead><tr><th>Keyword</th><th>Meaning</th></tr></thead><tbody><tr><td><b>FULL</b></td><td>Full file name. This is the default.</td></tr><tr><td><b>NAMEONLY</b></td><td>Name of the file without the extension (not including the trailing period (.) character). This keyword is ignored if <i>selection-type</i> is set to <b>DIRSONLY</b>.</td></tr><tr><td><b>EXTONLY</b></td><td>Extension of the file only (not including the leading period (.) character). This keyword is ignored if <i>selection-type</i> is set to <b>DIRSONLY</b>.</td></tr></tbody></table>	Keyword	Meaning	<b>FULL</b>	Full file name. This is the default.	<b>NAMEONLY</b>	Name of the file without the extension (not including the trailing period (.) character). This keyword is ignored if <i>selection-type</i> is set to <b>DIRSONLY</b> .	<b>EXTONLY</b>	Extension of the file only (not including the leading period (.) character). This keyword is ignored if <i>selection-type</i> is set to <b>DIRSONLY</b> .
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<b>EXTONLY</b>	Extension of the file only (not including the leading period (.) character). This keyword is ignored if <i>selection-type</i> is set to <b>DIRSONLY</b> .								
<i>selection-type</i>	Controls whether or not directory names are passed to the application. This parameter can be one of the following keywords: <table><thead><tr><th>Keyword</th><th>Meaning</th></tr></thead><tbody><tr><td><b>FILESONLY</b></td><td>Only files names will be passed to the application This is the default.</td></tr><tr><td><b>DIRSONLY</b></td><td>Only directory names will be passed to the application.</td></tr><tr><td><b>FILESANDDIRS</b></td><td>Both file names and directory names will be passed to the application.</td></tr></tbody></table>	Keyword	Meaning	<b>FILESONLY</b>	Only files names will be passed to the application This is the default.	<b>DIRSONLY</b>	Only directory names will be passed to the application.	<b>FILESANDDIRS</b>	Both file names and directory names will be passed to the application.
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<b>FILESANDDIRS</b>	Both file names and directory names will be passed to the application.								

### Comments

Unless Run Always is selected in the Application Properties dialog box, an error message will be displayed if the value for *number* is greater than the number of selected files. For example, **%3** will result in an error if only two files are selected.

### Examples

- %1** First file in the selection.
- %1 [DIRSONLY]** First directory in the selection.
- %3 [EXTONLY]** Extension of the third file in the selection.

### See also

Application Properties dialog box

Argument Fields

## File List Field (%@F)

`%@F[delimiter-text,selection-type]`

Specifies a list of all of the files that are selected in the current directory window or search results window.

Parameter	Description								
<i>delimiter</i>	A quoted text string specifying the delimiter between file names. By default, the delimiter is the space character.								
<i>selection-type</i>	Controls whether or not directory names are passed to the application. This parameter can be one of the following keywords: <table><thead><tr><th>Keyword</th><th>Meaning</th></tr></thead><tbody><tr><td><b>FILESONLY</b></td><td>Only file names will be passed to the application. This is the default.</td></tr><tr><td><b>DIRSONLY</b></td><td>Only directory names will be passed to the application.</td></tr><tr><td><b>FILESANDDIRS</b></td><td>Both file names and directory names will be passed to the application.</td></tr></tbody></table>	Keyword	Meaning	<b>FILESONLY</b>	Only file names will be passed to the application. This is the default.	<b>DIRSONLY</b>	Only directory names will be passed to the application.	<b>FILESANDDIRS</b>	Both file names and directory names will be passed to the application.
Keyword	Meaning								
<b>FILESONLY</b>	Only file names will be passed to the application. This is the default.								
<b>DIRSONLY</b>	Only directory names will be passed to the application.								
<b>FILESANDDIRS</b>	Both file names and directory names will be passed to the application.								

### Comments

Unless Run Always is selected in the Application Properties dialog box, an error message will be displayed if no files are selected.

### Examples

`%@F` Lists the selected files separated by spaces.

`%@F["; ", DIRSONLY]` Lists the selected directories separated by semicolons.

### See also

Application Properties dialog box

Argument Fields

Inserting Double Quote (") and Other Special Characters into Quoted Text

## List File Field (%@LF)

**%@LF**[*delimiter-text,selection-type*]

Specifies a temporary file (generated by *FM Applic*) containing a list of all of the files that are selected in the current directory window or search results window. The list of files are written to the temporary file, one file name per line.

<b>Parameter</b>	<b>Description</b>								
<i>delimiter</i>	A quoted text string specifying the delimiter that is appended to the end of each file name (except the last). By default, there is no delimiter.								
<i>selection-type</i>	Controls whether or not directory names are written to the temporary file. This parameter can be one of the following keywords: <table><thead><tr><th><b>Keyword</b></th><th><b>Meaning</b></th></tr></thead><tbody><tr><td><b>FILESONLY</b></td><td>Only file names will be written to the temporary file. This is the default.</td></tr><tr><td><b>DIRSONLY</b></td><td>Only directory names will be written to the temporary file.</td></tr><tr><td><b>FILESANDDIRS</b></td><td>Both file names and directory names will be written to the temporary file.</td></tr></tbody></table>	<b>Keyword</b>	<b>Meaning</b>	<b>FILESONLY</b>	Only file names will be written to the temporary file. This is the default.	<b>DIRSONLY</b>	Only directory names will be written to the temporary file.	<b>FILESANDDIRS</b>	Both file names and directory names will be written to the temporary file.
<b>Keyword</b>	<b>Meaning</b>								
<b>FILESONLY</b>	Only file names will be written to the temporary file. This is the default.								
<b>DIRSONLY</b>	Only directory names will be written to the temporary file.								
<b>FILESANDDIRS</b>	Both file names and directory names will be written to the temporary file.								

### Comments

The temporary file is created in the directory specified by the TEMP environment variable. If the TEMP environment variable is undefined, the file will be written to the current directory. In any case, *FM Applic* will delete the temporary file when the application has finished executing.

Unless Run Always is selected in the Application Properties dialog box, an error message will be displayed if no files are selected.

### Examples

- %@LF** Temporary file contains file names, one per line.
- %@LF ["+", DIRSONLY]** Temporary file contains directory names ending with the plus sign (+) character.

### See also

Application Properties dialog box

Argument Fields

Inserting Double Quote (") and Other Special Characters into Quoted Text

## Text Prompt Field (%@P)

`%@P[prompt-text]`

Displays a dialog box that is used to enter text that will be passed to the application.

Parameter	Description
<i>prompt-text</i>	A quoted text string specifying a prompt that will be displayed in the dialog box. By default, no prompt is displayed.

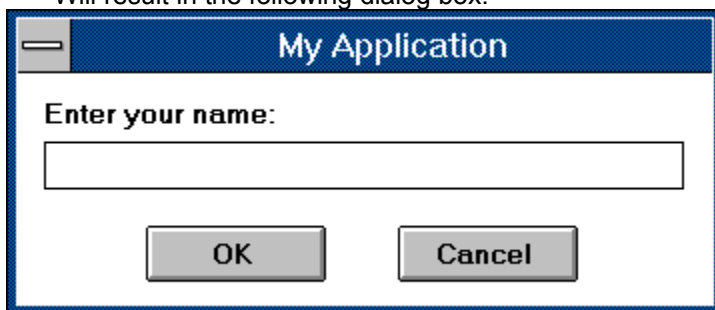
### Comments

If the user presses the Cancel button in the prompt dialog box, the application will not execute.

### Examples

`%@P["Enter your name:"]`

Will result in the following dialog box:



### See also

[Application Properties dialog box](#)

[Argument Fields](#)

[Inserting Double Quote \("\) and Other Special Characters into Quoted Text](#)

## File Prompt Field (%@FP)

**%@FP**[*prompt-text,file-status,file-filter*]

Displays a Save File, Open File, or File Name dialog box that is used to specify a file name that will be passed to the application.

<b>Parameter</b>	<b>Description</b>								
<i>prompt-text</i>	A quoted text string specifying the title of the Save File or Open File dialog box.								
<i>file-status</i>	Indicates whether the application will create the file, or open an existing file. This parameter can be one of the following keywords: <table><thead><tr><th><b>Keyword</b></th><th><b>Meaning</b></th></tr></thead><tbody><tr><td><b>CREATE</b></td><td>The application will create a new file. This will display a <b>Save File</b> dialog box. This is the default.</td></tr><tr><td><b>EXISTS</b></td><td>The application will open a file that already exists. This will display an <b>Open File</b> dialog box.</td></tr><tr><td><b>UNKNOWN</b></td><td>The application can accept a new file or an existing file. This will display a <b>File Name</b> dialog box.</td></tr></tbody></table>	<b>Keyword</b>	<b>Meaning</b>	<b>CREATE</b>	The application will create a new file. This will display a <b>Save File</b> dialog box. This is the default.	<b>EXISTS</b>	The application will open a file that already exists. This will display an <b>Open File</b> dialog box.	<b>UNKNOWN</b>	The application can accept a new file or an existing file. This will display a <b>File Name</b> dialog box.
<b>Keyword</b>	<b>Meaning</b>								
<b>CREATE</b>	The application will create a new file. This will display a <b>Save File</b> dialog box. This is the default.								
<b>EXISTS</b>	The application will open a file that already exists. This will display an <b>Open File</b> dialog box.								
<b>UNKNOWN</b>	The application can accept a new file or an existing file. This will display a <b>File Name</b> dialog box.								
<i>file-filter</i>	A quoted text string specifying a <u>file filter</u> . By default, the file filter is " <b>All Files (*.*) *.*</b> ".								

### Comments

If the user presses the Cancel button in the Save File, Open File, or File Name dialog box, the application will not execute.

### Examples

```
%@FP["Zip File",CREATE,"Zip Files|*.zip|All Files (*.*)|*.*.|"]
```

This will display a Save File dialog box. The user can specify "Zip Files" or "All Files".

### See also

[Application Properties dialog box](#)

[Argument Fields](#)

[Inserting Double Quote \("\) and Other Special Characters into Quoted Text](#)

## Environment Variable Field (*%env-variable*)

*%env-variable*

Specifies an environment variable.

Parameter	Description
<i>env-variable</i>	Specifies an environment variable. See Comments below:

### Comments

Environment variable names may be composed of any alphanumeric character, plus the underscore (\_) and dollar sign (\$) characters. Any other character will terminate the environment variable. You can also use the percent sign (%) character to terminate environment variables. In this case, however, the trailing percent sign is not passed to the application.

You can force *FM Applic* to accept any sequence of characters as a valid variable name by enclosing them in square brackets. For example, %[AB##1] refers to an environment variable named AB##1.

### Examples

%PATH	PATH environment variable.
%NAME%%TYPE	NAME is terminated with a percent sign (%), TYPE is not.
% [AB##1]	Environment variable with special characters.

### See also

[Application Properties dialog box](#)

[Argument Fields](#)



## IF, ELSEIF, ELSE, and ENDIF Fields (%@IF...%@ELSEIF...%@ELSE...%@ENDIF)

**%@IF[condition]...%@ELSEIF[condition]...%@ELSE...%@ENDIF**

Processes the command line arguments in-between the %@IF and %@ENDIF only if the given *condition* is true.

If %@ELSE is used, command line arguments in-between %@IF and %@ELSE are processed if the condition is true. Otherwise, the command line arguments in-between the %@ELSE and %@ENDIF are processed.

The %@ELSEIF changes the condition of a previous %@IF or %@ELSEIF. The command line arguments following the %@ELSEIF will be processed until another %@ELSEIF, %@ELSE, %@ENDIF or end of arguments is encountered.

Parameter	Description																		
<i>condition</i>	Specifies the condition under which the <u>command line arguments</u> are processed. All conditions are based on the type of selection that is made in the File Manager's current <u>directory window</u> or <u>search results window</u> . This parameter can be one of the following keywords: <table><thead><tr><th>Keyword</th><th>Meaning</th></tr></thead><tbody><tr><td><b>FILES</b></td><td>True if there are files selected.</td></tr><tr><td><b>DIRS</b></td><td>True if there are directories selected.</td></tr><tr><td><b>FILESANDDIRS</b></td><td>True if both files and directories are selected.</td></tr><tr><td><b>FILESONLY</b></td><td>True if only files are selected.</td></tr><tr><td><b>DIRSONLY</b></td><td>True if only directories are selected.</td></tr><tr><td><b>NOFILES</b></td><td>True if no files are selected.</td></tr><tr><td><b>NODIRS</b></td><td>True if no directories are selected.</td></tr><tr><td><b>NONE</b></td><td>True if nothing is selected.</td></tr></tbody></table>	Keyword	Meaning	<b>FILES</b>	True if there are files selected.	<b>DIRS</b>	True if there are directories selected.	<b>FILESANDDIRS</b>	True if both files and directories are selected.	<b>FILESONLY</b>	True if only files are selected.	<b>DIRSONLY</b>	True if only directories are selected.	<b>NOFILES</b>	True if no files are selected.	<b>NODIRS</b>	True if no directories are selected.	<b>NONE</b>	True if nothing is selected.
Keyword	Meaning																		
<b>FILES</b>	True if there are files selected.																		
<b>DIRS</b>	True if there are directories selected.																		
<b>FILESANDDIRS</b>	True if both files and directories are selected.																		
<b>FILESONLY</b>	True if only files are selected.																		
<b>DIRSONLY</b>	True if only directories are selected.																		
<b>NOFILES</b>	True if no files are selected.																		
<b>NODIRS</b>	True if no directories are selected.																		
<b>NONE</b>	True if nothing is selected.																		

### Comments

The end of the command line arguments will terminate the %@IF if no %@ENDIF is provided.

### Examples

```
%@IF[DIRS] -r -p%@ENDIF
```

Will pass **-r -p** to the application if directories are in the selection.

```
%@IF[FILES] %%@F%@ELSE%%@FP[EXISTS] %%@ENDIF
```

If there are files in the selection, they will be passed to the application. Otherwise, an Open File dialog box is displayed.

```
%@IF[DIRS]%%@ERR["Directories are not allowed"]
```

Will display an error message and abort the execution of the application if there are directories in the selection.

```
%@IF[FILES] -f%@ELSEIF[DIRS] -d%@ELSE -n%@ENDIF
```

Will pass **-f** to the application if files are in the selection, **-d** if directories are in the selection, or **-n** if neither files or directories are in the selection.

### See also

[Argument Fields](#)

[Error Field \(%@ERR\)](#)

## Error Field (%@ERR)

`%@ERR[error-text]`

Displays a dialog box with an error message and aborts the execution of the application.

Parameter	Description
<i>error-text</i>	A quoted text string specifying an error message that will be displayed in the dialog box. By default, "Error" is displayed.

### Comments

`%@ERR` should be processed conditionally using the [%@IF argument field](#). Otherwise, the application will never execute.

### Examples

```
%@IF[DIRS]%%@ERR["Directories are not allowed"]%%@ENDIF
```

Will display an error message and abort the execution of the application if there are directories in the selection.

### See also

[Argument Fields](#)

[Inserting Double Quote \("\) and Other Special Characters into Quoted Text](#)

[IF,ELSE and ENDIF Field \(%@IF...%@ELSE...%@ENDIF\)](#)

## How To

For fast access to specific information in Help, choose the Search button in the Help button bar.

[Add an Application to the File Manager Quick and Easy](#)

[Add an Application that Takes a Single File](#)

[Add an Application that Takes Multiple Files](#)

[Insert Double Quote \("\) and Other Special Characters into Quoted Text](#)

[Load an Application when the File Manager Starts](#)

[Overcome the "Command line too long" Error](#)

[See the Output of DOS Applications](#)

[View the Command Line that is Generated by \*FM Applic\*](#)

## Add an Application to File Manager Quick and Easy

*FM Applic* may pass files to the application in its command line arguments. So, before you add an application to the File Manager, you should determine whether multiple files or only a single file can be passed to the application. For example:

```
pbrush.exe myphoto.bmp
```

Paintbrush can only accept **one** file in its command line arguments.

```
winword.exe memo1.doc memo2.doc memo3.doc
```

Microsoft Word for Windows can accept **multiple** files in its command line arguments.

**Now select one of the following choices:**

1. Adding an application that takes a single file
2. Adding an application that takes multiple files

If you do not know whether the applications takes one or multiple files, or if the application does not take any files, choose number 1.

**See also**

"How To" Topics

Print...

## Adding an Application that Takes a Single File

For your convenience, "template" application descriptions are provided to make adding applications easier. Follow these instructions for adding an application that takes a only one file in its command line arguments:

1. From the Applications menu, choose **Configure** (ALT, A, C). This will display the Configure dialog box.
2. Select "**Template - Single File (Use Copy)**" from the Available Applications list.
3. Choose the **Copy** button. This will display the Application Properties dialog box.
4. Type in the **Menu Text** (this text will appear in the Applications menu).
5. In the **Command** field, replace MYCOMMAND.EXE with the name of the program file for the new application.
6. Choose the **OK** button.
7. Next, the following prompt will appear: "Do you want to add this application to the Current Applications list?". Choose the **Yes** button. You will then return to the Configure dialog box.
8. Choose the **Close** Button to return to File Manager.

Print...

## Adding an Application that Takes Multiple Files

For your convenience, "template" application descriptions are provided to make adding applications easier. Follow these instructions for adding an application that can take multiple files in its command line argument:

1. From the Applications menu, choose Configure (ALT, A, C). This will display the Configure dialog box.
2. Select "**Template - Multiple Files (Use Copy)**" from the Available Applications list.
3. Choose the **Copy** button. This will display the Application Properties dialog box.
4. Type in the **Menu Text** (this text will appear in the Applications menu).
5. In the **Command** field, replace MYCOMMAND.EXE with the name of the program file for the new application.
6. Choose the **OK** button.
7. Next, the following prompt will appear: "Do you want to add this application to the Current Applications list?". Choose the **Yes** button. You will then return to the Configure dialog box.
8. Choose the **Close** Button to return to File Manager.

## Inserting Double Quote (") and Other Special Characters into Quoted Text

The double quote ("), percent sign (%), and tick (`) characters have special meaning when they appear a quoted text string. To make these characters appear as part of the actual text, simply precede the character with the tick (`) character (not to be confused with the single quote (') character). Actually, any character following a tick will be taken literally, even if it is not in a quoted string. For example:

- `"           Results in the double quote (") character.
- `%           Results in the percent sign (%) character.
- ``           Two ticks will result in a single tick (`) character.

Also, two double quotes (i.e. "") can be used as a more conventional way of representing a single double-quote character.

## View the Command Line that is Generated by *FM Applic*

You can use the special "test" feature to view the command line that *FM Applic* generates without actually executing the application.

While pressing the CTRL key, use the mouse to select the application from the Applications menu. Instead of executing the application, *FM Applic* will display a "debug message" dialog box which contains the following information:

- Current directory
- Command line arguments (as they appear in the **Application Properties** dialog box)
- Command line that was generated to execute the application.

### See Also

[Application Properties dialog box](#)



## Seeing the Output of DOS Applications

Sometimes a DOS application executes so fast that the output disappears before it can be viewed. For example, sometimes it is impossible to see whether or not a non-Windows application ran properly, or even ran at all.

The best way to overcome this problem is to create a PIF (program information file) for your application. Using the PIF Editor (program that is provided with Windows), make sure the following information is set in the PIF file:

- ◆ Set "Display Usage" to **Windowed**.
- ◆ Set "Close Window on Exit" to **OFF**.

The output from the non-Windows application will appear in a "DOS" window and will still be displayed even after the program has finished executing.

### See also

[Help on PIF Editor](#)

(If available)

## Loading an Application when File Manager Starts

If you want an application to start executing when the File Manager starts (auto-load), follow these instructions:

1. From the Applications menu, choose Configure (ALT, A, C). This will display the Configure dialog box.
2. Choose the **New**, **Setup**, or **Copy** button to create or modify an application description.
3. Select the **Auto-load** check box.
4. If you are creating a new application description, enter the **Menu Text** and **Command** for the application.
5. Choose the **OK** button. This will return you to the Configure dialog box.
6. Choose the **Add** button to add the application to the Current Applications list.
7. Choose the **Close** Button to return to File Manager.

## Overcome the "Command line too long" Error

Currently, there is a limit of 128 characters on the command line. This includes the program file, plus command line arguments. If you are running an application that can accept multiple files, you can easily exceed 128 characters if many files are selected. The following example is a command line to execute Microsoft Word for Windows with two files. Notice how long it is:

```
c:\winword\winword.exe d:\memos\memo1.doc d:\memos\memo2.doc
```

Although the limit of 128 characters is fixed, there are a few things you can do to reduce the number of characters in the command line:

- ◆ Add the disk and directory of the application's program file to the PATH statement in your AUTOEXEC.BAT. By doing this, it is not necessary to specify the disk and directory for the application's program file in the application description. For example, by adding "c:\winword" to the PATH statement, you can specify the program file for Microsoft Word for Windows as:

```
winword.exe
```

Instead of:

```
c:\winword\winword.exe
```

- ◆ In your application descriptions, specify the **current directory** (.) for "Working directory" if possible. If a working directory other than the current directory is specified, *FM Applic* will execute the application from that directory and, therefore, must add the disk and directory to all file names passed to the application. For example:

```
d:\memos\memo1.doc d:\memos\memo2.doc
```

If, however, you use the current directory (.) as the working directory, *FM Applic* will run the application in the directory that is displayed in the current directory window. Therefore, only the file names (without disk and directory) are passed to the application. For example:

```
memo1.doc memo2.doc
```

- ◆ Use "list files" whenever possible. Many applications accept a data file that contains a list of input files. *FM Applic* will automatically generate a list file when you use the %@LF argument field in the command line arguments. The following two examples show command line arguments for PKZIP. The first example uses the File List (%@F) argument field. The second uses the List File (%@LF) argument field:

1. Command line arguments using %@F (notice how long it is):

```
%@FP["Enter ZIP File"] %@F
```

Example command line:

```
pkzip.exe test1.zip file1.dat file2.dat file3.dat
```

2. Command line arguments using %@LF:

```
%@FP["Enter ZIP File"] @%@LF
```

Example command line:

```
pkzip.exe test1.zip @~0C55.TMP
```

(~0C55.TMP is a list file generated by *FM Applic*.)

### See also

[Application Properties dialog box](#)

[List File argument field](#)

## **Applications menu**

Appears in the File Manager's menu bar once you have installed *FM Applic.* From this menu, you can invoke or configure applications.

You can change the name of the Applications menu using the **Options** command.

## **application description**

Information that describes an application. The **Application Properties** dialog box is used to create or modify an application description.

An application description includes the following information:

- ◆ Menu Name
- ◆ Command (the application's program file)
- ◆ Working Directory
- ◆ Command Arguments
- ◆ Toolbar Button
- ◆ Status Bar Text

**menu key**

You can select a menu item by pressing the key that matches the underlined character in the menu item text. For example, you can select the menu item "Notepad" by pressing the "N" key.

## icon file

Typically an application file (with a .EXE extension). However, other files can contain icons. Following are the supported icon file types:

- EXE** - Windows application program.
- DLL** - Windows Dynamic-Link Library
- ICO** - Windows Icon resource file.

## file filter

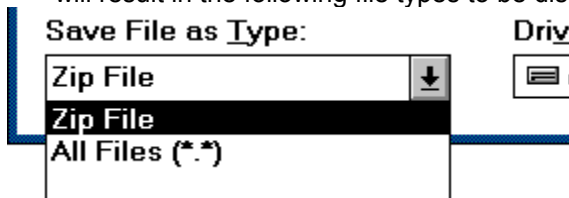
The file filter parameter to the **File Prompt (%@FP)** argument field determines what file types are allowed in the Open File, Save File or File Name dialog box.

A file filter contains one or more pairs of strings (delimited by a vertical bar (|)) specifying filters. The first string in each pair describes a filter (for example, "Text Files"); the second specifies the filter pattern (for example, "\*.txt"). Multiple filters can be specified for a single item; in this case, the semicolon (;) is used to separate filter pattern strings. For example, "\*.txt;.doc;.bak". The last string in the buffer must be terminated by a vertical bar (|). If this parameter is empty, "All Files (\*.\*)|\*.\*|" will be used as the filter.

For example, this argument field:

```
%@FP["Enter Zip File",CREATE,"Zip File|*.zip|All Files (*.*)|*.*|"]
```

will result in the following file types to be displayed:



**auto-load application**

Starts executing when the File Manager starts, and stops executing when the File Manager quits. Auto-loading an application is useful for utility programs that support the Drag-Drop feature of the File Manager, such as a "trash-can" or a "file browse" program.

Auto-load applications do not appear in the Application menu. If you want an application to be auto-loaded and appear in the Application menu, you must create two separate application descriptions for it.

Use the **Application Properties** dialog box to set an application to auto-load.



**directory window**

A File Manager window that displays the contents of a disk. The window shows both the directory tree and the contents of the current directory.

**search results window**

A File Manager window that displays the files that were found with the Search command

**argument field**

Controls how information is passed to an application. For instance, the **Single File**, **File List**, and **List File** fields all control how files are passed to an application. All argument fields begin with the percent sign (%).

## command line arguments

Command line options to an application, or special arguments fields. Argument fields are used to describe how a single file, list of files, text, and so on will be passed to an application.

For example:

```
-f -I %@F
```

The **-f** and **-I** are command line options to the application. **%@F** is a **File List** argument field.

## **Toolbar Buttons**

With *FM Applic* you can assign toolbar buttons to your applications. Aren't they cute?

**environment variable**

Windows NT environment variable. Typically, environment variables are defined in the Registry data base.



## Configure dialog box

This dialog box is used to add, modify, or delete [application descriptions](#). The **Current Applications** list contains the applications that will either appear in the [Applications menu](#) or be [auto-loaded](#) when the File Manager starts. The **Available Applications** list contains the available applications that may be added to the Applications menu.

Choose one of the following buttons for more information about the dialog box:

- ◆ [Current Applications](#)
- ◆ [Available Applications](#)
- ◆ [Close Button](#)
- ◆ [Remove Button](#)
- ◆ [Add Button](#)
- ◆ [New Button](#)
- ◆ [Setup Button](#)
- ◆ [Copy Button](#)
- ◆ [Delete Button](#)

### See Also

[Application Properties dialog box](#)

[Options dialog box](#)



## **Current Applications**

This option displays a list of applications that will either appear in the **Applications Menu** or auto-loaded when the File Manager starts.

- ◆ Select an application to be removed from the list.

Use the Remove button to remove an application from the list.

Auto-load applications appear in this list with the text "Auto-load:" inserted before the application name.

### **Available Applications**

This option displays a list of available applications that may be added to the **Current Applications** list.

- ◆ Select an application to be added, copied, modified, or deleted from the list. Double click on an item to add it to the **Current Applications** list.

Auto-load applications appear in this list with the text "Auto-load:" inserted before the application name.

**Close Button**

- ◆ Choose the Close button to save configuration settings and return to File Manager.

### **Remove Button**

- ◆ Choose the Remove button to remove an application from the **Current Applications** list.  
If you want to remove the application from the **Available Applications** list, use the **Delete** button.

### **Add Button**

- ◆ Choose the Add button to add an application to the **Current Applications** list.  
Select the application to be added from the **Available Applications** list.

### **New Button**

- ◆ Choose the New button to display the **Application Properties** dialog box for creating a new application description.

### **Setup Button**

- ◆ Choose the Setup button to display the **Application Properties** dialog box for modifying an existing application description.

Select the application to be modified from the **Available Applications** list.

### **Copy Button**

- ◆ Choose the Copy button to display the **Application Properties** dialog box for creating a new application description based on an existing application.

The new application description will be based on the application that is selected in the **Available Applications** list.



### **Delete Button**

- ◆ Choose the Delete button to delete the selected application in the **Available Applications** list. The Delete button permanently deletes the application description. If you just want to remove the application from the **Applications menu**, use the **Remove** button.



## Change Button dialog box

Use this dialog box to assign a new toolbar button to the application. *FM Applic* provides you with many buttons to choose from. Or, you can click on the **Use Icon File** check box to extract an icon from an [icon file](#), and convert it to a button.

Choose one of the following buttons for more information about the dialog box:

- ◆ [Use Icon File](#)
- ◆ [File Name](#)
- ◆ [Current Button](#)
- ◆ [Icon Shrinkage Method](#)
- ◆ [Browse](#)

### **See also**

[Application Properties dialog box](#)

**Use Icon File**

- ◆ Select this check box if you want to extract an icon from an icon file, and convert it to a button.

**File Name**

- ◆ Type the name of the icon file, including the extension and path if necessary.

The icons in the file will be converted to buttons and appear in the **Current Button** list box.

### **Current Button**

- ◆ Scroll through the buttons by clicking the scroll arrows or by using the LEFT and RIGHT ARROW keys. Select the button you want to use, and then press ENTER or choose the OK button.

### **Icon Shrinkage Method**

- ◆ Indicates the method that is used for shrinking an icon down to button size.

*FM Applic* must shrink the icon roughly one quarter its original size so it will fit onto a toolbar button. Naturally, information will be lost in this process. Therefore, three "shrinkage methods" are provided so you can get the best possible results:

<b>Simple</b>	Simply throws out every other pixel or so. This method usually produces the best results.
<b>Preserve White</b>	Preserves colored or white pixels at the expense of black pixels. This method is good for black icons with colored or white outlines.
<b>Preserve Black</b>	Preserves black pixels at the expense of colored or white pixels. This method is good for solid colored or white icons with black outlines.
<b>Crop</b>	<p>Copies, pixel for pixel, a 16x15 section from the upper left hand corner of the icon (i.e. no shrinkage is performed).</p> <p>This option allows you to create a custom toolbar button using your favorite icon editor. Create your image in the upper left hand corner (16 pixels wide by 15 pixels high) of the icon.</p>

### **Browse Button**

- ◆ Choose this button to display the **Browse dialog box** that you can use to search for an icon file.  
If you already know the name of the icon file, you can type it in the **File Name text box**.





## Single File Field dialog box

Use this dialog box to construct a [Single File argument field](#). It appears when the File button is pressed in the [Application Properties](#) dialog box.

The **Single File** argument field specifies one of the files that are selected in the current [directory window](#) or search results window. For example, if **Selected File** is set to **1** the first file from the top of the selection will be passed to the application. If it is set to **2** the second file will be passed, and so on.

Choose one of the following buttons for more information about the dialog box:

- ◆ [Selected File](#)
- ◆ [File Name](#)
- ◆ [File Extension](#)
- ◆ [Selections Allowed](#)

### See also

[Single File field](#)

[Argument Fields](#)

[Application Properties dialog box](#)

### **Selected File**

- ◆ Click the up or down arrow to indicate which file in the selection is passed to the application. Or, type a number larger than zero in the text box.

When files are selected in the current directory window or search results window, the number **1** represents the first file from the top of the selection, **2** represents the second file, and so on.

**File Name**

- ◆ Select this check box if the file name should be passed to the application.

If you do not select this option, only the file extension (without the leading period (.) character) is passed to the application. For example, if the selected file is FMAPPLIC.DLL, the text "DLL" is passed.

**File Extension**

- ◆ Select this check box if the file extension should be passed to the application.

If you do not select this option, only the file name (without the trailing period (.) character) is passed to the application. For example, if the selected file is FMAPPLIC.EXE, the text "FMAPPLIC" is passed.

### **Selections Allowed**

- ◆ Indicates whether selected files, directories, or both are passed to the application.
  - Files Only** Only files will be passed to the application.
  - Directories Only** Only directories will be passed to the application.
  - Files and Directories** Both files and directories will be passed to the application.



## File List Field dialog box

Use this dialog box to construct a [File List](#) or a [List File](#) argument field. It appears when the File List button is pressed in the [Application Properties](#) dialog box.

The **File List** and **List File** argument fields are used to pass files that are selected in the current [directory window](#) or [search results window](#).

Choose one of the following buttons for more information about the dialog box:

- ◆ [Delimiter Text](#)
- ◆ [Make List File](#)
- ◆ [Selections Allowed](#)

### See also

[File List field](#)

[List File field](#)

[Argument Fields](#)

[Application Properties dialog box](#)



## Delimiter Text

This text is placed between the file names in the list of files. For example, the following list of file names has the ", (space)" delimiter:

```
fmapplic.dll, fmapplic.hlp, readme.txt
```

- ◆ Choose the delimiter text from the list or select Custom and type the delimiter text in the text box.

If the **Make List File** check box is selected, the list of files are written to a temporary file, one file name per line. The delimiter text is added at the end of each file name (except the last). For example, if the delimiter text was a comma (,), the files will be written as follows::

```
fmapplic.dll,  
fmapplic.hlp,  
readme.txt
```

**Make List File**

- ◆ Select this check box to create a temporary file containing the list of file names.

If you choose this option, the File List Field dialog box generates a **List File** field (rather than a **File List** field).



## Prompt Field dialog box

Use this dialog box to construct a [Text Prompt](#) or a [File Prompt argument field](#). It appears when the **Prompt** button is pressed in the [Application Properties](#) dialog box.

The **Text Prompt** and **File Prompt** fields are used to display a dialog box requesting the user to enter text that will be passed to the application.

Choose one of the following buttons for more information about the dialog box:

- ◆ [Prompt Text](#)
- ◆ [Prompt for File](#)
- ◆ [File Status](#)
- ◆ [File Filter](#)
- ◆ [Define Filter File Type](#)

### See also

[File Filters](#)

[Text Prompt field](#)

[File Prompt field](#)

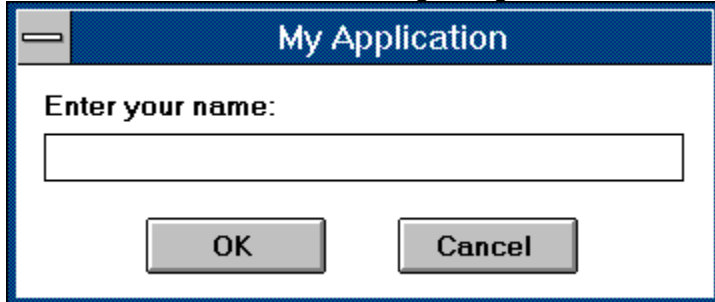
[Argument Fields](#)

[Application Properties dialog box](#)

### Prompt Text

- ◆ Type the text that will be displayed to the user, indicating what the user should enter at the prompt.

If the **Prompt for File** check box is selected, the prompt text is displayed as the title of the prompt dialog box. Otherwise, the text is displayed above an edit box. For example, the text "Enter your name" will result in the following dialog box:



### **Prompt for File**

- ◆ Select this check box if you want to display a dialog box that is used for specifying file names. Use the **File Status** radio buttons to display either a Save File or Open File dialog box.

If you choose this option, a **File Prompt** field will be generated (rather than a **Text Prompt** field).

### **File Status**

◆ Indicates whether the application will create the file or open an existing file. Select one of the following options:

**Create** The application will create a new file. This will display a **Save File** dialog box.

**Exists** The application will open a file that already exists. This will display an **Open File** dialog box.

**Unknown** The application will use either a new file or an existing file. This will display a **File Name** dialog box.

### **File Filter**

- ◆ Type the file filter string pairs separated by a vertical bar (|). Also, the file filter must be terminated with a vertical bar (|).

You can construct file filter string pairs by using the **File Type** and **File Mask** edit fields. After you have entered the File Type and File Mask, press the **Add** button.



### **Define Filter File Type**

◆ These edit boxes are used to construct **file filter** string pairs. The file filter string pair will appear in the **File Filter** edit box after you press the **Add** button.

**File Type** This string, the first in the pair, describes a filter. For example, "Text Files".

**File Mask** This string specifies the filter pattern (for example, "\*.txt"). Multiple filters can be specified for a single item; in this case, the semicolon (;) is used to separate filter pattern strings. For example, "\*.txt;\*.doc;\*.bak"

**Add button** Press this button to add the file filter string pair to the file filter.

## Environment Variable Field dialog box

Use this dialog box to construct a [Environment Variable](#) argument field. It appears when the **Variable** button is pressed in the [Application Properties](#) dialog box.

The **Environment Variable** argument field specifies an [environment variable](#).

- ◆ Choose the environment variable in the list and press the OK button.

### See also

[Environment Variable field](#)

[Argument Fields](#)

[Application Properties dialog box](#)



## Browse

Use this dialog box to easily find and select files.

Choose one of the following buttons for information about the dialog:

- [File Name](#)
- [List Files of Type](#)
- [Directories](#)
- [Drives](#)

**File Name**

- ◆ Select the name of the file you want, and then choose the OK button. Or type the filename in this box, and then choose the OK button. If necessary, also specify a path and drive.

If the file you want does not appear in the File Name list, you can change drives or directories, or specify a different type of file.

**List Files of Type**

- ◆ Open the list, and then select the type of file you want displayed in the File Name box.

For example, if you select Programs, the File Name list displays only program files (files with an .EXE, .PIF, .COM, or .BAT filename extension).

### **Directories**

- ◆ Select the directory that contains the application's program file. When you select a directory, the files in that directory appear in the File Name box.

If the directory you want does not appear in the list, you may have to change drives by choosing a different drive from the Drives list.

### **Drives**

- ◆ Open the list, and then select the drive that contains the file you want to use. When you change drives, the directories on that drive appear in the Directories box.



## Options dialog box

Use this dialog to set options that customize *FM Applic.*

Choose one of the following buttons for more information about the dialog box:

- [Menu Name](#)
- [Applications at Top of Menu](#)
- [Add New Applications to Toolbar](#)
- [Right Mouse Button Application](#)

### **See Also**

[Configure dialog box](#)

**Menu Name**

- ◆ Type the name of the Applications menu as you would like it to appear in the File Manager's menu bar.

You can define a menu key by placing an ampersand (&) in front of any letter of the Menu Text. For example, the string "&Programs" will appear in the menu as "Programs".

### **Applications at Top of Menu**

- ◆ Select this check box if you want the application names to appear in the Applications menu before the **Configure**, **Options**, and **Help** commands.

If you do not select this option, the Configure, Options, and Help commands appear first in the Applications menu.

### **Add New Applications to Toolbar**

- ◆ Select this check box if you want *FM Applic* to automatically place a button on the toolbar when an application is added to the Applications menu.

If you do not select this option, you must add the buttons to the toolbar yourself. To do this, use the **Customize Toolbar** command in the File Manager's **Options** menu.

Use the **Configure** dialog box to add applications to the Applications menu.

### **Right Mouse Button Application**

You can start an application simply by pressing the right mouse button.

- ◆ Choose the application that will be assigned to the right mouse button from the list. If you choose "(None)", the right mouse button has no effect.

You must place the cursor in a directory window or the search results window to use the right mouse button application.

## Select Application dialog box

Use this dialog to start an application. Also, you can "Setup" or "Test" and application using this dialog box.

- Choose the application in the list and press the OK button to start it.

Choose one of the following buttons for more information about the dialog box:

- [Setup Button](#)
- [Test Button](#)

### See Also

[Application Properties dialog box](#)

### **Setup Button**

- ◆ Choose the Setup button to display the **Application Properties** dialog box for modifying the application description.

### Test Button

- ◆ Choose the Test button to view the command line that *FM Applic* generates, without actually executing the application.

*FM Applic* will still process the command line arguments. If no errors occur, a "debug message" dialog box is displayed that contains the following information:

- ◆ Current directory
- ◆ Command line arguments (as they appear in the **Application Properties** dialog box)
- ◆ Command line that was generated to execute the application.



## Anatomy of FMAPPLIC.INI

*FM Applic (NT)* stores its information in the "registry" under **#USR/Software/HK/FM Applic**. Following is a description of the keys that *FM Applic* uses:

### Settings

These values control aspects of the user interface:

<b>MenuName</b>	Name of the <u>Applications menu</u> . You can define a mnemonic key by placing an ampersand (&) before any character. The default is "&Applications".
<b>AppsOnTop</b>	Applications at top of menu (0 or 1). The default is 0.
<b>AppsToToolbar</b>	Automatically add application buttons to the toolbar (0 or 1). The default is 0.
<b>RMBApp</b>	Right mouse button application. This number represents a zero based entry in the <b>Applications</b> key. If this value is <b>-1</b> , the right mouse button has no effect. The default is <b>-1</b> .
<b>Menu</b>	The order of the applications in the Application menu. This list of numbers represents zero based entries in the <b>Applications</b> key. The default order is 0, 1, 2, and so on.
<b>ToolbarBug</b>	Circumvent File Manager bug (0 or 1). Due to a bug in the Windows NT File Manager, <i>FM Applic</i> must use an undocumented feature of Windows NT to display the application toolbar buttons properly. If Microsoft fixes this problem in a future release, you should set this value to 0. The default is 1.

### App.app-name

This key contains the application description for an application. "**app-name**" is the name of the application and must correspond to one of the entries in the **Available** key.

<b>Command</b>	Program file. This entry is required.
<b>WorkingDir</b>	Path of the working directory. The default path is the directory displayed in the current <u>directory window</u> .
<b>Args</b>	<u>Command line arguments</u> . The default is no command line arguments.
<b>Description</b>	Status bar text. The default is no status bar text.
<b>UseIconFile</b>	Use icon file (1) or <i>FM Applic</i> buttons (0). If set to 0, <b>IconFile</b> and <b>StretchMode</b> are ignored. The default is 1 if the application's program file contains icons. Otherwise, the default is 0.
<b>IconFile</b>	Path and file name of an <u>icon file</u> . The default is the application's program file if it contains icons. Otherwise, <i>FM Applic</i> buttons are used.
<b>StretchMode</b>	Icon shrinkage method (1=preserve black, 2=preserve white, 3=simple, 65535=Crop). The default is 3.
<b>Button</b>	Button number. If <b>UseIconFile</b> is 1, this is the icon number within the icon file. The default is 1.
<b>Preload</b>	<u>Auto-load</u> application (0 or 1). If this is set to 1, <b>RunAlways</b> and <b>Refresh</b> are ignored. The default is 0.
<b>KeepIconOnTop</b>	Application's icon stays on top of the File Manager window (0 or 1). This option is ignored if <b>Preload</b> is set to 0. The default is 0.
<b>RunMinimized</b>	Application is started in an iconic state (0 or 1). The default is 0.
<b>RunAlways</b>	Run even if no files are selected (0 or 1). The default is 0.
<b>LongFileNames</b>	Pass NTFS long file names to the application (0 or 1). The default is 0.
<b>Template</b>	Application description is a template (0 or 1). The default is 0.

## Available

This key contains the list of available applications. The entries are in this form:

***app-name:REG\_SZ:menu-text***

"*app-name*" is the name of an application and is used to find the application description (**App.*app-name*** key).

"*menu-text*" is the name that appears in the Application menu. You can define a mnemonic key by placing an ampersand (&) before any character in the *menu-text*.

## Applications

This key contains the list of current applications that are either in the Applications menu or are auto-loaded. The entries in this section have the same form as the entries in the **Available** key.

Each entry in this section must correspond exactly to one of the entry in the **Available** key.

## See also

[Application Properties dialog box](#)

[Configure dialog box](#)

[Options dialog box](#)

