# Vinci

Martin Wulffeld

| COLLABORATORS | | | |
| --- | --- | --- | --- |
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| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | Martin Wulffeld | January 18, 2023 | |

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# Chapter 1

# Vinci

## 1.1 Vinci guide documentation

```
                                    Vinci

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                    Version 2.3 - Release date 10.7.1996
```
_____


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    diskette distribution may not be more than the cost to obtain a
    public domain diskette from Fred Fish.

## 1.4   Installation

```
 Installation

  Click on the installer icon to start the installation.

  If you want to manually install Vinci you should simply copy the
  libraries to your LIBS: assign and then install the other files
  wherever you want.
```

## 1.5   Authenticity

```
 Authenticity

  As of version 1.6 all executables and main documentation will be PGP
  signed with my key (below).

  To check if the files are authentic first save the key below to a
  separate file. Start PGP with the filename of that separate file and
  add my key to your keyring. Now you are ready to check the files with
  my key.

  To check a signed file start PGP with the '.sig' file as the first
  argument and as the second argument the file which is related to the
  '.sig' file.

  E.g.: 1:> PGP Vinci.sig Vinci

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6ui (Amiga)
```

```
mQCNAjAWEggAAAEEAMBONVPwDx1sHsnh5Cg8lR7duuVh4I0uT3q/aI1EpqBEUsSp
WGDx0h1JBKWrqBVKR1mT7Wtrm5x4rImTurKsjXtK4hCJHhJXPFj0bxjNiGijDVfq
eEt6Pj2n7sghc/bSMH71sUx8FZEa2//hAAPIL9a5+2CxrFT/OaKcaztHngaFAAUR
tClNYXJ0aW4gV3VsZmZlbGQgPHd1bGZmZWxkQGRhdGFzaG9wcGVyLmRrPokAlQIF
EDEdhyGinGs7R54GhQEBTmgEALsIIEbtKTcRIBx350d3KCHi5iwsu16B6caWbHB1
TjP6i/FM+uBahFLiRVQ4nO3+vJaCPkY4Nz46Lq7EREOf/dDIKCNhQ/9+mGr9colA
RSKWkeo13Y/mrqBXqiRVy/zHfr0Xi7aKcdCFKJz56bU11F1hxYnO5KIPPFI0x368
AWSwiQBVAgUQMDe59PAvc1PolDZ1AQFitAH+JZ90vXfyayYOm+oOnBYpLklwYDin
V+VXyW15cr/ztIbp5qsLtJIdot7ZLGlcreX32dLZ/ZI9+4HZmkBdYbJY8okAlQIF
EDAZt0ks4QNKTF7hCQEBvJsD/RqagFqMHv43qVTqsFh2ZaaLUdgouQaZ/gm4VCOL
aQYL1vRGdXoyq+ENGAmRecqQsh5kZv3sLAvvjG2tjnR5Sz4gbxaC6PMiISRpY7kx
Rx6o7HlYMQr+/UqJcGLadbhrb4pyosvwXmi3VWDRh3ornPYzY58zFh1Dae5bN/pv
mu0K
=wjFw
-----END PGP PUBLIC KEY BLOCK-----
```

## 1.6   Introduction to Vinci

```
 Introduction

  Vinci is copyright © 1995-1996 Martin Wulffeld. All Rights Reserved.
```

It uses the ReqTools library which is copyright © Nico François.

Vinci requires at least Kickstart 2.04 and Workbench 2.1 is required for
locale support.

NOTE: Per 1st of July 1996 everything I develop (Vinci, Xtruder etc.)
      MIGHT require at least Kickstart 3.0!


Vinci is yet another text viewer. So why write another text viewer? Well,
I just could not find any textviewer which suited exactly my delicate
needs. Some of those needs were:

  – The ability to quickly start an external editor, so I could edit the
    file I was viewing.

  – The ability to have some predefined files/directories loaded each time
    I start my viewer (for example some include files).

  – The ability to select a file from an archive an view it without
    having to extract the whole archive.

  – And a quite unique feature which is that the viewer instead of
    starting multiple copies of itself, simply "dispatches" the arguments
    to the already running viewer.


## 1.7  Features in Vinci

Features

  – Supports pipes. (dir | Vinci).
  – Locale support (WB 2.1 or higher).
  – Supports 3.x features (New look menus, hires lace pointer, etc.).
  – ANSI support.
  – Multiple files can be loaded. Only memory sets the limit.
  – When it comes to the size of the file the memory once again sets the
    limit.
  – Support for AmigaGuide documents.
  – Public screen.
  – Can open on any public screen.
  – Has a font sensitive GUI.
  – File base for easy access to files.
  – Path base for easy access to paths :)
  – Load predefined files and directories.
  – Up to 10 marks in each file.
  – Can load almost any type of crunched file via the unpack library.
  – LZX and LhA support (load files from an archive).
  – Very fast search.
  – Supports numeric keypad movements.
  – AppIcon. Drag icons onto the Vinci AppIcon and they will be loaded.
  – Launch editors to edit the file.
  – Is a commodity.
  – Load normal files as were they AmigaGuide and vice versa.
  – Advanced ARexx interface.

– Index menu of files loaded.
– History remembers up to the last 999 files loaded.

## 1.8  Getting updates of Vinci

Getting updates

 Whenever a new version of Vinci is released it will be uploaded to:

  – Insomnia:

    Node #1 +45 98380575 24H 28k8  2:238/127.0@FidoNet
    Node #2 +45 96869090 24H ISDN 2:238/1006.0@FidoNet

    Magic filename: VINCI

  – FlashBack:

    Node #1 +45 43624162 24H 28k8  2:236/25.0@FidoNet
    Node #2 +45 43624147 24H 28k8  2:236/75.0@FidoNet

  – On Aminet in the 'text/show' directory.

## 1.9  How to use Vinci

                  Usage

 NOTE: Some features are "locked" in the unregistered version. You can
       find a list of the locked features in
                 What do I get if I register
                  .

 Miscellaneous

  As you can see there is a scroller in the right side of the window
  but I bet you know what it is for so I will take my chances and skip
  the "idiots-guide-on-how-to-use-a-scroller" section :-).

  Just below the scroller there is a tiny gadget which simply works
  as a "shortcut" for the
                 Info
                 menu item.

  If you use Executive by Petri Nordlund you will have to exclude Vinci
  from being scheduled because it does not work with Executive. I do
  not know why but I will of course try solve this problem ASAP.

 Dispatching of arguments

  If Vinci has been started once and it is started once more it will
  not open its GUI or stay in memory but instead dispatch its
  arguments to the active Vinci.

Documents

 If there are 2 or more files with the same name including leading
 paths, Vinci will not know the difference and simply go for the first
 one it finds in its list of stored files even if you select the other.
 This is because Vinci scans through the list from top to bottom.

AmigaGuide documents

 The handling of AmigaGuide documents can be asynchronous and you
 therefore do not need to close an AmigaGuide window to let the
 'dispatched files' in for processing.

 An important thing  about AmigaGuide documents. When you have closed an
 AmigaGuide window you have not by doing that chosen another file
 (obviously). The AmigaGuide you were viewing is still the current file
 so in order to make it "inactive" you must view another file.

 If you want to clear an AmigaGuide document from the index you first
 have to view it. Now close the AmigaGuide window and select Clear
 from the menu.

 NOTE: After testing various versions of AmigaGuide.library it seems
       that at least version 40 is required if you want to use the
       asynchronous mode.

Dropping icons onto the AppIcon

 Because Vinci can create an AppIcon (short for 'Application Icon') you
 have the ability to drop icons onto that icon (not the one from which
 you started Vinci). This feature requires that the Workbench is
 present :-)

Pipes

 As of version 2.3 Vinci supports the concept of pipes. This means that
 you in a CLI that has pipe support (ZShell, Csh etc.) can write:

  dir | Vinci

 and thereby show the output of the dir command in Vinci.

GUI

 Scrolling in listviews besides using the scroller is possible by using
 the keyboard.

 Use the up and down cursor keys to move the current selected entry. By
 holding down 'alt' you will scroll two times. Hold down 'shift' a page
 will be scrolled. Use 'control' to move to either the top or bottom.

 Pressing return on an entry acts as either a doubleclick or a single
 click depending on the listview you operate on.

 All windows can be canceled/closed with a press on the escape key

```
except the main window.
```

## 1.10   The menus

```
Menus


Project

Search

Mark

Miscellaneous

Settings

ARexx

Index
```

## 1.11   Project menu

```
The project menu


Clear

Clear and return

Clear all

Load new...

Load and show...

Load from file base...

Load from path base...

Load as AmigaGuide...

Load as text...

Reload...

Print...

Save...

History...
```

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                        Index...

                        Hide

                        About

                        Quit
```

## 1.12  Search menu

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            The search menu


            Search...

            Search previous...

            Search next...

            Case sensitive
```

## 1.13  Mark menu

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            The mark menu


            Set

            Go to

            Sort
```

## 1.14  Miscellaneous menu

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            The miscellaneous menu


            Preload base...

            File base...

            Path base...

            Edit ASCII

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            Info...

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                    Text font
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## 1.15   Settings menu

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              Files...

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              Save...

              Save as...
```

## 1.16   ARexx menu

```
              The ARexx Menu


              Execute script...
```

## 1.17   Index menu

```
              The Index Menu
```

 This menu holds the filenames of the files currently stored. By choosing
 one of them the file will be shown. Just as if you selected it from the

```
              index
                If no files are stored the index menu will disappear.
```

## 1.18   Project menu

```
Clear
```

  If a file is being viewed, no matter what type it is (ASCII or an
  AmigaGuide document), it will be flushed from memory.

## 1.19   Project menu

```
Clear and return
```

  Clears the file being viewed and returns to the screen Vinci was last
  opened from.

## 1.20   Project menu

```
Clear all
```

  Flushes all files from memory. A file does not have to be viewed for
  this function to work.

## 1.21   Project menu

```
Load new
```

  Load a file. If a file is being viewed it file will be cleared.

## 1.22   Project menu

                  Load and show

  Load a file. Adds a file to the list of stored files and views it.

  If a file is an
                archive
                 a list will be made of the contents and you
 will then be able to select a file to extract. If the file you want to
 extract is another archive it simply opens another window with
 the contents of this file! Even if it for example is an LZX within a
 LhA archive.

## 1.23   Project menu

Load from file base

Load a file from the file base. Doubleclick on an entry in the listview
and it is loaded and shown.

The window can be resized and the position and size are saved when you

save
settings.

## 1.24   Project menu

Load from path base

If you have specified any paths in the path base a window with them will
appear. By selecting one of the paths it will be used as the current
directory.

If you cancel the path window (by pressing escape) the file requester
will still appear.

The path window can be resized and the position and size are saved when
you
save
settings.

## 1.25   Project menu

Load as AmigaGuide

When loading files Vinci acts as are they AmigaGuide documents and
therefore tries to show in them in an AmigaGuide window.

## 1.26   Project menu

Load as text

When loading files Vinci acts as are they normal text files. This way
you can load an AmigaGuide document as a normal text file.

## 1.27   Project menu

Reload

Clears the file currently being viewed and reloads it. Usefull after
having edited in the file.

## 1.28   Project menu

```
Print
```

  Print a file to either 'PRT:' or another destination.

## 1.29   Project menu

```
Save
```

  Save a file. If you do not select a new file you will have to confirm an
  overwriting of it.

  NOTE: You cannot save an AmigaGuide document because Vinci does not
        buffer these files. It only stores the filename in memory.

        I strongly advise you NOT TO SAVE anything else but text files.
        The saved file will NOT work properly or at all if it is e.g. an
        executable or a picture.

## 1.30   Project menu

```
          History
```

  Select this and you will get a window with the last 1-999 loaded files.

  For more information check out
            Files
              settings.

## 1.31   Project menu

```
          Index
```

  If there are more than 1 file stored this window will show them in a
  Listview gadget. You can doubleclick or press return on an entry and
  it will be viewed. Use the up and down cursor keys to scroll through
  the list. Pressing shift or alt with a cursor key will move the
  selected entry respectively 2 or to the top/bottom. Pressing escape
  or the close gadget will cancel the selection.

  The window can be resized and the position and size is saved when you

            save
              settings.

## 1.32   Project menu

Hide

  Hides Vinci. Press the popkey to make it appear or use Exchange.

  If the Hide menu item is ghosted (you can not select it) it is because
  you have entered a invalid popkey. It is invalid if it is in use by some
  other program or if it has been written incorrectly. Refer to your
  Workbench for how to enter a popkey.


## 1.33   Project menu

About

  Miscellaneous information on Vinci.


## 1.34   Project menu

Quit

  Quits Vinci. If settings have been changed and you have not saved them a
  requester will inform you about that and give you the possibility to
  either Save them, Quit or (only in some cases) Cancel quit.


## 1.35   Search menu

Search

  What would a text viewer be without a search function? Not much! So
  here you have a amazingly fast search function :-) Just write the
  text in the string gadget and the search will start. If the string could
  was found Vinci will move the line where it was found to the middle of
  the window or as near as possible to the middle and highlight it.

  If the string was not found you will be informed about it in a little
  window in the middle of the window. To remove this window press a key,
  choose a key any key, press anywhere outside the little window or
  inside it.

  It is not possible to search in an AmigaGuide document unless you load
  it as a text file.


## 1.36   Search menu

```
Search previous
```

Searches for the previous occurence of the search string. If the search
string is empty it will request a string.

## 1.37   Search menu

```
Search next
```

Searches for the next occurence of the search string. If the search string
is empty it will request a string.

## 1.38   Search menu

```
Case sensitive
```

  If ticked the search will be case sensitive.

## 1.39   Marks menu

```
Set
```

  Choosing one of the sub items and the current line number of the text
  file you are viewing will be stored.

## 1.40   Marks menu

```
Go to
```

  Choose one of the sub items and Vinci will jump to the marked location
  immediately. If an item is ghosted it is (obviously) because you have
  not stored a mark there.

## 1.41   Marks menu

```
Sort
```

  Will sort the marks so the mark with the lowest line number will be the
  first one and so on. Therefore, if you f.x. have line 103 assigned to F4
  and line 53 to F8 they will after a sort be rearranged so that F1 will
  have line 53 and F2 103.

## 1.42   Miscellaneous menu

 Preload base

  The name says it all, no? Preload base is a list of files which will be
  loaded the first time Vinci is started. This is probably not a feature
  you want all the time so you therefore you may specify IGNOREPRELOAD as
  an CLI argument and the preload base entries will be ignored.

  Anyway if you press Add a requester pops up and you can select
  BOTH directories and files. Selected entries will appear the listview
  gadget. Doubleclicking or pressing return on a highlighted entry will
  activate the string gadget placed below the listview. Now WHY is a
  string gadget so great you ask? Well, because you can add a pattern to
  an entry. For example you want the some 'C' include files from an
  include directory and not the assembler files which end with ".i". For
  those of you who are not familiar with these strange include files I
  will just explain to you that include files holds various important
  information for programmers.

  You could have the following as an entry:

   INCLUDES:dos/#?.h

  This entry will load ALL files in that directory which ends with ".h"
  and ALL files in this directory's subdirectories as well!!

  Press Remove to remove an entry. You must of course first select an
  entry :-)

  Press Sort to sort the entries alphabetically.

  You may load previously saved entries by pressing Load and selecting a
  file. The current list will be flushed the second you confirm the
  selection of a file.

  To save the entries press Save and select a file to save to.

  NOTE: You will not be notified about changes to the list when you quit
        Vinci so remember to save the entries before you quit.

## 1.43   Miscellaneous menu

                 File base

  Have you wanted easy access to a lot of files? Yes! Well, me to. So
  instead of going through endless links of directories I have created
  the File Base.

  Adding, removing and sorting entries works in exactly the same way as in

                 Preload base
                    .

If there are no entries
          Load specified...
           will be ghosted.

As an example to what you could use File base for I can say that I
mostly use it for easy & fast access to include files, BBS file lists,
docs and lyrics. Could not live without it :)

Just select
          Load specified...
           from the menu and select
the file you wish to load and magic will happen.

You may load previously saved entries by pressing Load and selecting a
file. The current list will be flushed the second you confirm the
selection of a file.

To save the entries press Save and select a file to save to.

NOTE: You will not be notified about changes to the list when you quit
      Vinci so remember to save the entries.


## 1.44   Miscellaneous menu


                Path base

Usually when I select a file, it is located in a directory which I often
access when using Vinci. For example my directory with BBS file lists.
The problem was that I found it tedious because I always had to work my
way through those darn sub directories to get to a file. I do not know why
but some say that I have an organized HD.. Maybe it is all those sub
directories I have!? :-) (Get to the bloody point, Martin) Okay, okay..
ehh.. well, instead of working your way through all those sub directories
you can now via this Path base easily add "the common" directories to a
list which could e.g. be forced to pop up every time before you load a
file. See
          Files...
            Adding, removing and sorting entries works in exactly the same  ←
                way as in

          Preload base
          .

If there are no entries
          Load from path base...
           will be ghosted.

Use
          Load from path base...
           if you want to load a file from a
directory you have added to the list.

You may load previously saved entries by pressing Load and selecting a
file. The current list will be flushed the second you confirm the
selection of a file.

To save the entries press Save and select a file to save to.

NOTE: You will not be notified about changes to the list when you quit
      Vinci so remember to save the entries.

## 1.45   Miscellaneous menu

Edit ASCII

Launch the ASCII editor to edit the file you are viewing.

## 1.46   Miscellaneous menu

Edit hex

Launch the hex editor with the file you are viewing.

## 1.47   Miscellaneous menu

Info

Shows information on the current file, marks in the current file and
memory consumption. I think most of the information is pretty obvious
and need no explanation but there are a couple of things I would
like to explain.

File memory use is the sizes of the stored files added together along
with the memory they use for e.g. line indexes.

Largest memory block gives you an estimate of how large a file you
will be able to store in Vinci BEYOND the already stored files.

## 1.48   Miscellaneous menu

                   Flush work path

When Vinci decrunches or extracts files it uses the
                work path
                 for
the decrunched/extracted file.

Files extracted from archives are not deleted afterwards and decrunched
files which are AmigaGuide are also not deleted since they are needed.
Other decrunched files are treated accordingly to the
                temp file
                  setting.

The bottom line is that the more files you decrunch and extract the less
memory/disk space (wherever you have your work path) will be free.
Therefore, you may flush the work path (delete all the files in the work
path. Depending on the
                decrunch settings
                 a console window will be
opened on the screen and the DOS Delete command will start deleting. You
can therefore at any time during deletion press Control-C to stop it
when the console window is active!

## 1.49  Miscellaneous menu

 Jump to line

  Select the line you wish to jump to by typing it in the requester.

## 1.50  Miscellaneous menu

                    Text font

 To switch between the two text fonts simply select the one not in use.
 First is
                Text font
                 and Second is
                2nd text font
                .

## 1.51  Settings menu

 GUI

  Pressing Okay affects Vinci immediately. Pressing Cancel will abort
  the changes you have made.

 Screen Mode

   Select the screen mode you want Vinci to be in.

   The screen is public so you may open other windows on Vinci. The name
   of the screen is 'VINCI'.

 Public screen name

   If you always want Vinci to appear on a specific public screen such as
   f.x. the Workbench you could enter the name of the screen here. The
   alternative is to specify the name each time on the command line.

   Screen font

This font is used for everything which does not require a fixed font.
E.g. the menus.

Text font

This font is used for the text and the info bar in the bottom.

2nd text font

As of version 1.4 of Vinci you can switch between two fonts. This one
and the above. Great if you stumple upon a PC text which usually
requires an IBM sort of font. Only non-proportional fonts are supported
here.

Palette

Set the colors to suit your personal taste.

Information bar

Represents the appearance of the information bar. May be one of three:

Standard

Will use color 0 as background for the information.

Checkers

Will use a checkered background pattern for the information.

None

If you do not want it at all. If you select this you will get MUCH
faster scrolling especially in ANSI mode. You will also get an extra
line :)

Scroller

Specifies where should the scroller be placed.

On right side

On the right side of the screen.

On left side

On the left side of the screen.

None

The scroller is not used.

Scroller width

The width of scroller on the right side of the main window.

Listview scroller width

The width of the scrollers in listviews.

Hide AppIcon

If you do not want the AppIcon present on the Workbench tick this.


## 1.52   Settings menu

Decrunching

Pressing Okay affects Vinci immediately. Pressing Cancel will abort
the changes you have made.

Work path

This is used for the decrunching/extracting of files so select a
path which is of NO importance e.g. 'T:' which is the default. A
decrunched (not extracted) file will always have the name:

'<temp path>Vinci.temp'

Auto create

If ticked the above path will be created when selecting Okay and
whenever you start Vinci. I suggest you have a work path called
'RAM:Vinci' and then tick Auto create.

Flush on exit

If ticked Vinci will delete all in the work path when you exit Vinci.
This requires that you have the standard 'Delete' CLI commando
available.

Confirm

Confirm flushing of work path.

Quiet

All output of the flushin process will be sent to NIL:. In plain
English: It will not open a window.

Temporary file

Signifies what Vinci should do to the temp file after it has decrunched
it. May be one of these three:

 Delete

  Delete the temp file without asking you.

 Request

  Asks you if it should delete the temp file.

   Ignore

      Ignores the temp file.

  Auto decrunch

    Tick this if Vinci should automatically decrunch and extract files.

  Auto close extract window

    If ticked the window used to list the contents of LhA/LZX archives will
    be closed after the first file has been extracted.


## 1.53  Settings menu

                  Files

  Pressing Okay affects Vinci immediately. Pressing Cancel will abort
  the changes you have made.

  Tabulator size

    Tabulator size can be set from 1 to 16.

  Index menu

    Tick if you want the index menu to be active.

  View mode

    The view mode of AmigaGuide documents may be one of these three:

     Synchronous

       When the AmigaGuide document is shown it blocks for all other input
       to Vinci.

     Asynchronous

       The AmigaGuide document uses a separate process which controls it.
       This allows you to view several AmigaGuide documents at the same
       time.

     As text

       When loading a NEW file it will not be checked if it is an AmigaGuide
       document. This way you can load AmigaGuide documents and search in
       them. (I said it would be possible to search in AmigaGuide documents :)

    NOTE: You can not convert an AmigaGuide document loaded when view mode
          was set to Synchronous or Asynchronous by changing view mode to
          As text. This must happen at load time.

  Auto quit

If you want to automatically quit Vinci after you have viewed an
AmigaGuide document tick this. BUT! To be able to quit after having
viewed an AmigaGuide document the following things must be obeyed:

  - There must only be 1 file in the index (the AmigaGuide document).
  - The AmigaGuide document must have been opened by one of the
    following:

    - As an argument from the CLI.
    - As a preloaded file.
    - Icon selected with Vinci. NOT dropped onto the AppIcon.
    - Chosen from the
            Index
            .
    - Loaded by Load new or Load and show.

Startup

 This specifies how Vinci should request a file when it is first
 started. Four ways:

  Load and show

    The original way. Pops up a file requester.

  Load from file base

    Just the same as if you selected this from the menu.

  Load from path base

    Just the same as if you selected this from the menu. .. Is there an
    echo in here?

   None

    Vinci will not request a file.

Load all as AmigaGuide

 If ticked all files will be loaded as are they AmigaGuide documents.

Pop up paths

 If ticked a window with all the paths you have entered in the path base
 will appear when you want to load a file. If you select a path it will
 be the default path for the file requester.

History file

 This is the file which holds the unique names of the last 1-999 loaded
 files.

Remember

 How many different filenames should be remembered.

Sort

  Tick this to sort the history list alphabetically.

## 1.54   Settings menu

ARexx settings

 Pressing Okay affects Vinci immediately. Pressing Cancel will abort
 the changes you have made.

 Items

  The names of the items.

 Name

  The name of the selected item.

 Add

  Add a script or a separator bar.

 Remove

  Remove a script or a separator bar.

 Up

  Move an entry upwards.

 Down

  Move an entry downwards.

 Sort alphabetically

  Sort the entries alphabetically.

 Script

  The script to execute.

## 1.55   Settings menu

Miscellaneous

 Pressing Okay affects Vinci immediately. Pressing Cancel will abort
 the changes you have made.

 Popkey

Any commodity needs a popkey and this is it. When pressing the popkey
combination Vinci will unhide itself or move its screen and window to
the front. Every second time you press the popkey sequence Vinci will
show the screen from which it was opened on. Example: You open Vinci
with a custom screen while Workbench is the frontmost screen. Then if
you press the popkey Vinci will move the Workbench screen to the front.

Popup at start

Tick this if you want Vinci to show its GUI when it is first loaded.

ASCII editor

The editor you want to use for editing text files. You must append a
'%s' (without the apostrophes) to the editor. This tells Vinci where to
put the filename. If there are spaces in the filename you need to put
a pair of quotation marks around '%s'.

Example: MyEditor "%s"

Hex editor

The editor you want to use for editing binary files. Look above for
more information.

Edit file

If you do not want to use the original file for editing you can make
Vinci copy it to the name of this string gadget and use this instead.
If you do not want this then clear it and the original filename will
be used.

## 1.56   Settings menu

Save palette

If ticked Vinci will save the palette for the screen it is on. Otherwise
it will save the palette it got from the last loaded settings file.

This is a usefull feature if you want to resize the main window of Vinci
on a public screen but do not want to alter your palette which might differ
from the palette of the public screen your on.

## 1.57   Settings menu

Load

Load settings. Requests the filename of the settings file you want to
load.

## 1.58   Settings menu

```
Save
```

  Save settings.


## 1.59   Settings menu

```
Save as
```

  Save settings. Requests the filename of the settings file you want to
  save.


## 1.60   ARexx menu

```
Execute script
```

  Choosing this will pop up a file requester where you can select an ARexx
  script which will be executed.


## 1.61   The CLI

              The CLI

  You can type 'Vinci ?' to see the command line interface of Vinci.

  It looks like this:

  F=FILE/M,A=ALL/S,I=IGNOREPRELOAD/S,C=CLEARALL/S,C=CLEARCURRENT/S,
  P=PUBSCREEN/K,X=WINX/N,Y=WINY/N,W=WINWIDTH/N,H=WINHEIGHT/N

   FILE abbreviated F

    The file(s) you want loaded. Supports pattern matching.

   ALL abbreviated A

    If specified, subdirectories will be entered too.

   IGNOREPRELOAD abbreviated I

    Specify this if you do not want the preloaded entries to be loaded.

   CLEARALL abbreviated C

    Flushes all buffers in Vinci.

   CLEARCURRENT abbreviated C

Flushes the current buffer in Vinci.

PUBSCREEN

If you want Vinci to open on a public screen you can specify a name
for it here. This argument overrides any settings in
          GUI settings
            .

E.g. '1:> Vinci P=Workbench' would make Vinci appear on the Workbench
screen if it is open that is.

WINX

The left edge of the text window on a public screen. This and the
following 3 arguments overrides stored positions and dimensions if
they are specified.

WINY

The top edge of the text window on a public screen.

WINWIDTH

The width of the text window on a public screen.

WINHEIGHT

The height of the text window on a public screen.

## 1.62  Keyboard usage

Keyboard usage

Numeric keypad is abbreviated NKP.


```
Key combination              Effect
---------------              ------

Cursor UP                    Scroll 1 line up
NKP 8

Cursor DOWN                  Scroll 1 line down
NKP 2

Cursor UP + ALT              Scroll 2 lines up
NKP 8 + ALT

Cursor DOWN + ALT            Scroll 2 lines down
NKP 2 + ALT

Cursor UP + SHIFT + ALT      Scroll 4 lines up
NKP 8 + SHIFT + ALT
```

```
Cursor DOWN + SHIFT + ALT  Scroll 4 lines down
NKP 2 + SHIFT + ALT

Cursor UP + SHIFT          Scroll a page up
NKP 8 + SHIFT
NKP 9

Cursor DOWN + SHIFT        Scroll a page down
NKP 2 + SHIFT
NKP 3

Cursor UP + CONTROL        Move to start of buffer
NKP 7

Cursor DOWN + CONTROL      Move to end of buffer
NKP 1

Cursor LEFT                Move to previous buffer
NKP 4

Cursor RIGHT               Move to next buffer
NKP 6

Cursor LEFT + SHIFT        Move to first buffer
NKP 4 + SHIFT

Cursor RIGHT + SHIFT       Move to last buffer
NKP 6 + SHIFT
```

F1 - F10 work as markers and pressing one of those with a shift key
will store the current line. Pressing it without a shift key will
make it jump to the stored line.

Pressing backspace causes the text to refresh. The reason for this
feature is that the scroll speed will become and stay slow if Vinci had
to display colors in other than the first bitplane. A search match or an
ANSI code sequence that changes the color to e.g. blue will make the
scroll speed slow. You should only press backspace when all the text
shown on the screen is written in pen 1 (usually black). Otherwise it
will not have any effect.

To make it more comfortable moving around in Vinci while doing ya
thang I have added some convenient keyboard shortcuts:

```
 Key   Function
 ---   --------
  C    Clear
  L    Load new
  W    Load and show
  F    Load from file base
  P    Load from path base
  A    Load as AmigaGuide
  T    Load as text

  I    Index
```

```
    H     Hide
    Q     Quit

    S     Search
    B     Search previous
    N     Search forward
```

These shortcuts are localized and therefore vary from language to
language.

Pressing 'Help' will load the Vinci documentation provided it has been
installed properly!


## 1.63  Archivers

Supported archivers

Currently only two archivers are supported but those are also the most
used. They are:

 - LhA
 - LZX

I may implement other archivers such as Zip and Arj.. I do not know if
anyone wants it? It is no trouble to implement, just my lazyness that
keeps me from doing it :-)


## 1.64  Paths

Special paths

As of version 1.6 you can use a file to specify an alternative path for
settings (Vinci.prefs).

For the settings file the name is PREFSPATH.

The file must be placed in either the directory where Vinci is run from
or in 'ENV:Vinci'.


## 1.65  ARexx interface

                ARexx interface

Commands:


                SHOW

                HIDE

REQUESTUSER

REQUESTSTRING

REQUESTNUMBER

GETFILE

GETPATH

LOADFILE

LOADNEW

LOADANDSHOW

LOADFROMFILEBASE

LOADFROMPATHBASE

LOADASAMIGAGUIDE

LOADASTEXT

PRINT

SAVE

CLEAR

CLEARALL

SWITCHTEXTFONT

SEARCH

## 1.66  ARexx command: SHOW

```
SHOW

 NAME
   SHOW - Show Vinci's screen.

 SYNOPSIS
   SHOW

 FUNCTION
   You should use this command just before the first time in the script
   Vinci might want to write something to the user in its window. E.g.
   if you would use Loadfile because Loadfile does not open the
   interface.

 INPUTS
   None
```

```
RESULTS
  None
```

## 1.67  ARexx command: HIDE

```
HIDE

 NAME
   HIDE - Hide Vinci's screen.

 SYNOPSIS
   HIDE

 FUNCTION
   Hides Vinci's interface.

 INPUTS
   None

 RESULTS
   None
```

## 1.68  ARexx command: REQUESTUSER

```
REQUESTUSER

 NAME
   REQUESTUSER - Request a response from the user

 SYNOPSIS
   REQUESTUSER T=TITLE/K,P=PROMPT/K/A,R=RESPONSE/K

 FUNCTION
   Request a response from the user.

 INPUTS
   Title    - The title of the requester. Default is 'Vinci Information'.
   Prompt   - The body text.
   Response - The gadgets. Default is 'Okay'. To have several responses
              separate the gadget texts with vertical bars. E.g.:
              'Okay|Maybe|Cancel'.

 RESULTS
   For RESPONSE passed as Okay|Maybe|Cancel it will return 1 for
   Okay, 2 for Maybe and 0 for Cancel. The rightmost gadget will
   always return 0.
```

## 1.69  ARexx command: REQUESTSTRING

```
                    REQUESTSTRING

  NAME
    REQUESTSTRING - Request a string from the user

  SYNOPSIS
    REQUESTSTRING T=TITLE/K,P=PROMPT/K,S=STRING/K,M=MAXBUFLEN/N,
                  A=ALLOWEMPTY/S,R=RESPONSE/K

  FUNCTION
    Get a string from the user.

  INPUTS
    Title      - Refer to
                  REQUESTUSER
                      Prompt     - Refer to
                  REQUESTUSER
                      String     - A default string to put in the string gadget.
    Maxbuflen  - Max number of characters allowed in string. May not be
                  more than 255. If not specified it defaults to 255.
                  May not be 0.
    Allowempty - Usually pressing return with an empty string gadget will
                  cancel the requester. Specify ALLOWEMPTY for allowing
                  empty strings.
    Response   - Refer to
                  REQUESTUSER
                   RESULTS
```

## 1.70  ARexx command: REQUESTNUMBER

```
                    REQUESTNUMBER

  NAME
    REQUESTNUMBER - Request a number from the user

  SYNOPSIS
    REQUESTNUMBER T=TITLE/K,P=PROMPT/K,M=MIN/N,X=MAX/N,N=NUMBER/N,
                  S=SHOWDEFAULT/S,R=RESPONSE/K

  FUNCTION
    Get an integer number from the user.

  INPUTS
    Title      - Refer to
                REQUESTUSER
                    Prompt     - Refer to
                REQUESTUSER
                    Min        - Minimum value allowed.
    Max        - Maximum value allowed.
    Number     - A default number to put in the integer gadget.
    Showdefault - If specified the value in NUMBER will be shown and
                  otherwise hidden.
    Response   - Refer to
```

```
                    REQUESTUSER
                      RESULTS
     None
```

## 1.71   ARexx command: GETFILE

```
 GETFILE

  NAME
    GETFILE - Get a filename

  SYNOPSIS
    GETFILE T=TITLE/K,P=PATH/K,F=FILE/K

  FUNCTION
    Get a filename from the user.

  INPUTS
    Title - The title of the requester.
    Path  - The path which to position the requester in. If you know that
            a file always is in 'S:' you could pass 'S:' here to unburden
            the user.
    File  - A standard filename without leading path.

  RESULTS
    If the requester was canceled RC will be 5. Otherwise 0 and RESULT
    will then hold the selected filename including possible leading path.
```

## 1.72   ARexx command: GETPATH

```
 GETPATH

  NAME
    GETPATH - Get a path

  SYNOPSIS
    GETPATH T=TITLE/K,P=PATH/K

  FUNCTION
    Get a path from the user.

  INPUTS
    Title - The title of the requester.
    Path  - The path which to position the requester in.

  RESULTS
    If the requester was canceled RC will be 5. Otherwise 0 and RESULT
    will then hold the selected path.
```

## 1.73   ARexx command: LOADFILE

```
LOADFILE

  NAME
    LOADFILE - Load a file

  SYNOPSIS
    LOADFILE F=FILENAME/K/A,M=MODE/N/A

  FUNCTION
    Load a file into Vinci where it will be shown.

  INPUTS
    Filename - The name of the file to load.
    Mode     - A number. One of the following:

                  1 - Load new
                  2 - Load and show
                  3 - Load as AmigaGuide
                  4 - Load as text

  RESULTS
    None
```

## 1.74   ARexx command: LOADNEW

```
                LOADNEW

  NAME
    LOADNEW - Load new file.

  SYNOPSIS
    LOADNEW

  FUNCTION
    Equivalent to selecting
               Load new
                in the menu.

  INPUTS
    None

  RESULTS
    None
```

## 1.75   ARexx command: LOADANDSHOW

```
                LOADANDSHOW

  NAME
    LOADANDSHOW - Load and show a file
```

```
SYNOPSIS
  LOADANDSHOW

FUNCTION
  Equivalent to selecting
             Load and show
               in the menu.


INPUTS
  None

RESULTS
  None
```

## 1.76   ARexx command: LOADFROMFILEBASE

```
                  LOADFROMFILEBASE

NAME
  LOADFROMFILEBASE - Load a file from the filebase list.

SYNOPSIS
  LOADFROMFILEBASE

FUNCTION
  Equivalent to selecting
             Load from file base
               in the menu.

INPUTS
  None

RESULTS
  None
```

## 1.77   ARexx command: LOADFROMPATHBASE

```
                  LOADFROMPATHBASE

NAME
  LOADFROMPATHBASE - Load a file via the path base.

SYNOPSIS
  LOADFROMPATHBASE

FUNCTION
  Equivalent to selecting
             Load from path base
               in the menu.

INPUTS
  None
```

```
RESULTS
   None
```

## 1.78   ARexx command: LOADASAMIGAGUIDE

```
                      LOADASAMIGAGUIDE

NAME
   LOADASAMIGAGUIDE - Load a file as were it AmigaGuide.

SYNOPSIS
   LOADASAMIGAGUIDE

FUNCTION
   Equivalent to selecting
              Load as AmigaGuide
               in the menu.

INPUTS
   None

RESULTS
   None
```

## 1.79   ARexx command: LOADASTEXT

```
                      LOADASTEXT

NAME
   LOADASTEXT - Load a file as were it a plain text file.

SYNOPSIS
   LOADASTEXT

FUNCTION
   Equivalent to selecting
              Load as text
               in the menu.

INPUTS
   None

RESULTS
   None
```

## 1.80   ARexx command: PRINT

```
            PRINT
```

NAME
  PRINT – Print the current file being viewed.

SYNOPSIS
  PRINT

FUNCTION
  Equivalent to selecting
            Print
             in the menu.

INPUTS
  None

RESULTS
  None

## 1.81  ARexx command: SAVE

```
            SAVE
```

NAME
  SAVE – Save current file being viewed

SYNOPSIS
  SAVE

FUNCTION
  Equivalent to selecting
            Save
             in the menu.

INPUTS
  None

RESULTS
  None

## 1.82  ARexx command: CLEAR

```
            CLEAR
```

NAME
  CLEAR – Clear the current file being viewed

SYNOPSIS
  CLEAR

FUNCTION

```
    Equivalent to selecting
               Clear
                in the menu.
```

  INPUTS
    None

  RESULTS
    None

## 1.83   ARexx command: CLEARALL

```
              CLEARALL
```

  NAME
    CLEARALL – Clear all files stored

  SYNOPSIS
    CLEARALL

  FUNCTION
    Equivalent to selecting
               Clear all
                in the menu.

  INPUTS
    None

  RESULTS
    None

## 1.84   ARexx command: SWITCHTEXTFONT

```
 SWITCHTEXTFONT
```

  NAME
    SWITCHTEXTFONT – Switch text font

  SYNOPSIS
    SWITCHTEXTFONT

  FUNCTION
    Switches between the two fonts used for text.

  INPUTS
    None

  RESULTS
    None

## 1.85  ARexx command: SEARCH

```
SEARCH

  NAME
    SEARCH - Search for a string

  SYNOPSIS
    SEARCH S=STRING/K,P=PREVIOUS/S

  FUNCTION
    Search for a string in the file forwards or backwards.

  INPUTS
    String   - The string you want to search for.
    Previous - Specify this switch if you want to search for the previous
               occurence.

  RESULTS
    None
```

## 1.86  Tricks & Tips

```
Tricks and tips

  To speed up scrolling there are several things you can do.

  The wider the font you use is the faster the scrolling will be.  Just
  try it out and see for yourself.

  The information bar slows down scrolling considerably. By turning it off
  (set it to None) scrolling will be much faster.

  Buy a graphics card ;-)
```

## 1.87  HowToRegister

```
How to register Vinci

  To register, FIRST fill out the registration form which is included in
  the distribution as Vinci.regform and send it to me to one of the
  addresses below.

  THEN there are 3 ways you can send the registration fee to me.

  1. The first and easiest way (in my opinion) is to send cash to my
     snailmail address below.

     But keep in mind that it is at your own risk if you do that. I cannot
     be responsible for lost letters. But just remember to wrap a piece
     of paper around the cash so the possibly corrupt mailman is unable
     to see what is inside the envelope.
```

The registration fee may be one of the following:

```
    50,- DKR (Danish kroners)
    50,- SKR (Swedish kroners)
    50,- NKR (Norwegian kroners)
    15,- DEM (German D-mark)
    10,- USD (US-Dollars)
     5,- GBP (British pound sterling)
```

   or the same amount as 50 DKR in any other currency!

   No coins (except Danish) accepted!!

2. Eurocheque

   Send a Eurocheque payable to 'Martin Wulffeld' with the amount of
   50 DKR (Danish kroners).

   If you send any other kind of cheque please include an extra
   50 DKR since the bank charges outrageous fees.

3. Transfer the equivalent of 50,- DKR to my bank:

   ```
   Unibank
   Praestoe Afdeling
   Adelgade 76
   4720 Praestoe
   Denmark
   ```

   Name: Martin Wulffeld

   ```
   Reg. number:    0047
   Account number: 4482-600-846
   ```

===========================================================================

ASAP on receipt of your registration I will send a personalized keyfile
to you on a disk. But things take time so please allow up to 8 weeks for
delivery, thanks = absolute, extremely worst case. Usually from you
sending the registration till you get the key will not take more than 2
weeks.

Put the keyfile in your L: assign or the path where Vinci is started
from.

You may not sell or give away the keyfile. The keyfile will make all
(future) locked features available to you.

===========================================================================

```
- Snail mail: Martin Wulffeld
              Odensevej 121, 2 TV
              4700 Naestved
              Denmark
```

- Internet:   Not at the moment...

```
- FidoNet:    2:236/25.4

- AmigaNet:   39:141/132.4

- Phone:      +45 (55) 77 01 37
```

## 1.88   What do I get?

```
If I register what do I get?

- File base feature.

- Path base feature.

- Flush work path feature.

- No more annoying requesters.

- A disk with the latest version of Vinci, NewChange, Xtruder, Leagues
  and other of my recent productions...
```

## 1.89   No nukes!

```
Registered users

 In alphabetical order:

  - Allan Schmidt
  - Anders Drejer
  - Bjørn Moritz
  - Christian Pedersen
  - Christopher Booth
  - Colin Ford
  - Daniel Kirner
  - David P. Naylor
  - Edward D. Peyton
  - Erik Børsting
  - Flemming Slabiak
  - Francfort Nicolas
  - Frank Hand
  - Franz Giel
  - George Easton
  - Heiko Bernhörster
  - Ian Pollard
  - Jacob Dahl Pind
  - Jen Allen
  - Jens Heller Sørensen
  - Jimmie Bagge
  - Jon B. Peterson
  - Keith Rutherford
  - Klaus Jensen
```

- Klaus Stengel
- Lorenzo Nebuloni
- Magnani Moreno
- Mario Rigacci
- Mark Dyer
- Michael Hudson
- Michael Johnstone
- Olle Viksten
- Pauline Higham
- Poul Medom Madsen
- Stewart Ponsford
- Stewart St. John
- Tom Mieszczakowski
- Tony Belding
- Tony Dooley
- Torben Danø
- Truls Osmundsen

## 1.90  Power is Amiga

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- LhA is copyright © 1991,92 Stefan Boberg.
- LZX is copyright © 1995 Data Compression Technologies.

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Michael Wentzel, Flemming Slabiak, Allan Schmidt, Preben Nielsen, Tauno
Pinni, Anders Wegge Jakobsen.

## 1.91  History

History of Vinci

Version:

1.0

1.1

1.2

1.3

1.4

```
                     1.5

                     1.6

                     2.0

                     2.1

                     2.2

                     2.3
```

## 1.92    Version 1.0 : 23.1.1995 : 49308 bytes

```
 - First public release.
```

## 1.93    Version 1.1 : 27.1.1995 : 50148 bytes

```
(Only released as a patch)

Changes

 - Online help added.
 - In Preferences/Miscellaneous 3 settings required a file/path
   requester but the contents of the gadgets were not copied to the
   requester. Now they are.
 - Now sets the used font in the font requester instead of the default
   (topaz 8).

Bug fixes

 - Loaded the preloaded files BEFORE the CLI/icon specified. Fixed
   to first loading the preloaded files and then the specified.
   Alex Holst.
 - Case sensitivity now works.
 - A minor bug concerning gadget creation.
 - When scrolling in the index gadget the list is now updated correctly.
 - The thing with dispatched arguments did not work if the filenames
   without leading path name came from another directory than the
   one Vinci was started in.
 - The MSG_ERROR_DECRUNCHING string was not handled correct.
```

## 1.94    Version 1.2 : 6.4.1995 : 63936 bytes

```
                Changes

 - File base implemented.
 - Radically restructured preferences system. Preloaded files was moved
   to the Miscellaneous menu (it was not preferences) and Screen Mode, Font
   and Palette were put together in a "section". Miscellaneous was
```

also changed and a Decrunching item was created.  Okay and cancel
gadgets were implemented to all preferences windows.
- Jump to line feature.
- Temp file feature.
- Flush temp path on exit feature. Alex Holst.
- Check boxes are now scaled according to size of font.
- Removal of an entry in a listview is now much, much faster.
- Autoscroll is now optional.
- Font and screen mode requester are now centered on screen. Makes
  it more comfortable in my opinion.
- You can now specify an edit file for the external editors instead of
  using the original filename. Flemming Slabiak.
- File, font and screen mode requesters now make full use of the height
  of the screen.
- Preferences/Miscellaneous window has been made wider.
- When you use the scroller and move more than a screen page there is
  no flicker anymore (if you use the right scroll routine :)
- Search routine optimized a bit.
- Now checks to see if a file comes from the
                temp path
                and if so
  does not remember the path. This now means you can decrunch a file
  from e.g. 'SYS:' to the temp path 'T:' and the next time you
  load a file the file requester will get the contents of 'SYS:'.
- Checks if a file is already loaded and if so asks if it should
  be loaded once more. Kasper B. Graversen.
- Now selected features has a shortcut key (e.g. 'S' for Search). No
  need to press right Amiga all the time. Torben Danø.
- You can no longer use fonts which Y size is less than 8. Why? Because
  I say so.


Bug fixes

 - When sorting names longer than 50 characters in Preloaded files
   Vinci would crash.
 - Minor bug in Preferences/Miscellaneous.
 - Bug in 32-bit palette handling.
 - Major bugs in search routine fixed. When a match occured on the
   start of a line the inverted box would be misplaced. And if there
   were tabs in a line it would act as if they were spaces and misplace
   the inverted box again :(
 - Font problem with LhA & Index list window.
 - Now does not load an entire AmigaGuide document into memory anymore.
   (That was useless).
 - Wrong version of diskfont.library was requested.
 - The default hotkey was 'control lamiga v' and worked fine under 3.x but
   with the 2.x Workbench 'lamiga' was not recognised. New default hotkey
   is 'control lcommand v'.
 - Something weird happened under Kickstart 2.x. The right-bottom gadget
   was placed in the top of the window!
 - Incorrect memory deallocation with LhA routines.
 - If a file was decrunched to temporary path and you chose Edit ASCII/Hex
   Vinci would pass the crunched file to the editor. Flemming Slabiak.
 - Missed some quotation marks in a locale string. Flemming Slabiak.
 - The online help would only work if you were viewing a file.
 - If Vinci was started as hidden it would pop up a filerequester. Not
   exactly clever if put in WBStartup. Ie changed.

– Due to one tiny assembler instruction Vinci could not handle files
  with more than 65535 lines correctly and would very likely crash.
  Alex Holst.
– If AmigaGuide library was not present you could not show a file which
  first characters were '@database' (the start of an AmigaGuide
  document).
– Some enforcer hits removed. Alex Holst.

## 1.95   Version 1.3 : 28.5.1995 : 70232 bytes

                        Changes

– ANSI mode.
– No matter what Vinci is doing, where it is doing it and how it is doing
  it you can press its popkey and Vinci will appear for your very eyes.
  Alex Holst.
– You can now view multiple AmigaGuide documents at the same time. Great
  if you need to mess around with autodocs ;) But in a future version you
  will be able to switch between synchronous and asynchronous handling
  of AmigaGuide documents.
– You can scroll 4 lines at the time by holding down shift and alt while
  pressing the up and down cursor keys.
– The Index and Load Specified windows can now be resized and of
  course the dimensions can then be saved.
– A match (search) is now inverted in the fourth colour instead. Makes
  it easier to locate the match.
– Removed the when-you-hit-the-cursor-the-pointer-is-removed-function.
  There are so many small programs which does that nice and easy. QMouse
  by Dan Babcock for example so why reinvent the wheel?
– You can now select a screen font. Looks nicer :-)
– It is now possible to change the depth (amount of colors) of the screen.
  8 color ANSI rules :)
– Format routine optimized a bit. All CR's (carriage return) are converted
  to LF's (linefeed) for speed.
– LZX support.
– Added scroller to Preferences/GUI which specifies the width of the
  scrollers in listviews. Such as Index and File Base.
– Depth gadgets added to those windows which missed one :)

 Bug fixes

– Minor font problem solved. Well, two actually :-)
– CLEARALL CLI argument now actually works.
– If icons were dropped onto the AppIcon, Vinci did not popup if it was
  hidden nor did it move its screen to front. Jacob Nørgaard.
– Forgot to put quotation marks around the filename when creating a list
  of files in an archive.
– Minor bug concerning scrollers in preferences windows fixed. Did not
  update the slider correctly.
– ASCII editor, Hex editor and Edit file did not respond properly
  to a get file operation. But no one seemed to mind so...
– Sometimes Vinci would load itself when icons were dropped onto the
  app icon or if the path of Vinci for a default tool in an icon was
  an assign e.g. C:Vinci.
– Minor bug when scrolling all the way down in a listview using 'alt'.

  - When calculating the
                     file memory use
                      the size of AmigaGuide
  documents was also added which is wrong because they are not buffered.
  - Some incorrect calculations were made when changing screen mode. Could
    cause a crash.
  - Screen mode requester was not updated when selected twice without quiting
    the preferences window.

## 1.96   Version 1.4 : 30.6.1995 : 77700 bytes

                              >> 1 year anniversary for the beginning of Vinci :-) <<

Changes

  - Vinci can now open on a public screen.
  - CLI has due to the above been expanded with the 5 new
    arguments PUBSCREEN, WINX, WINY, WINWIDTH and WINHEIGHT.
  - The search string of the previous file OR the next if no previous will
    be copied to a new file loaded.
  - 'Del' is now used to bring up the requester with
                   shortcuts
                     .
    Tobias Biehl.
  - Formatting routines changed a bit. Now interprets a CR+LF sequence as
    one line instead of two. Anders Melchiorsen.
  - You can now hide the AppIcon.
  - You can now quit Vinci when you quit an AmigaGuide document AND it is
    the only file stored. Tobias Biehl.
  - It is now possible to select case sensitive search when the search
    requester is brought up. Quite handy sometimes.
  - If changes in preferences causes Vinci to reformat its buffers only the
    current buffer will now be reformatted instead of all of them.
  - The file/screen mode/font requesters does not use the height of the
    screen anymore but instead uses the ReqTools prefs editor settings.
    Anders Melchiorsen.
  - If you have changed the preferences and did not save before you chose
    Quit you will be asked if the preferences should be saved.
  - You can now switch between two fonts. Great if you sometimes read PC
    texts (Ibm.font :). Anders Melchiorsen.
  - When wanting to extract a file from an archive Vinci now does not ask
    for confirmation if
                     auto decrunch
                      is set.
    Alex Holst.
  - You can now also load files from archives when loading via Load new.

Bug fixes

  - Palette entries are now no longer "black" if not used.
  - Online help now works.. :*)
  - Screen mode requester was not updated when selected twice without quiting
    the preferences window. (Thought I had fixed it in 1.3 but you know.. shit
    happens ;-)
  - Some minor bugs in the formatting routine for normal text mode fixed.

- When extracting a file from an LZX archive twice LZX would hang when it
  asked if it should overwrite the existing file.
- The current selected entry of a listview after extracting a file is
  now the extracted file instead of none.
- Text which does not fit in the bottom bar will now be truncated.
- When you did not have a popkey Vinci would complain and say that it
  could not create a commodity. Alex Holst.
- Could not enter an LZX archive within a LhA/LZX archive.
- If you had a Picasso (II ?) graphics board Vinci could not open its
  screen. You had to use screen promotor (?). I hope this is now fixed.
  If not please tell me so.

## 1.97   Version 1.5 : 16.7.1995 : 79444 bytes

Changes

- The information bar can now be without the checkered pattern or you
  can completely remove it. Anders Melchiorsen.
- After much presure I decided to make Vinci hide instead of quit if you
  click the close gadget when Vinci is on a public screen.
- Marks menu added.
- Certain menu items are now ghosted if there is no file to view. E.g.
  Jump to line.
- The screen font is now used for gadgets. Therefore you can no longer
  select a special text style for it.
- When extracting a file from an archive you no longer need to reply in
  a separate window if a file should be overwritten. That was a tricky
  one to figure out :)
- A checkmark is now used in the text mode and text font sub menus to
  visualize the selected mode and font. Kasper B. Graversen.
- When Vinci is not showing a file it will (optionally of course) write
  a quote in the information bar taken from a file. Kasper B.
  Graversen.
- Formatting routine now a bit faster. Especially with big files.
- If no file is shown and there is an information bar it will show the
  number of files stored.
- About->Author and Info now uses the selected text font instead of the
  screen font. It looks better.
- Now the tabulator size also has effect in ANSI mode.

Bug fixes

- That damn formatting routine was buggy again. Would sometimes count 1
  column less than it really should.
- Now it should not crash anymore after you have viewed binary files in
  ANSI mode.
- Wrong allocation fixed. Only happened with crunched files.
- A rather large amount of MungWall hits removed :*)
- Some trouble with the get file gadgets in Miscellaneous prefs fixed.

## 1.98   Version 1.6 : 28.8.1995 : 84712 bytes

Changes

- Now it does not need to close the screen when changing from normal
  mode to ANSI mode or vice versa.
- You can now use files to specify where Vinci should look for the
  keyfile and preferences.
                    Paths
                    - Now uses faster scrolling routines in ANSI mode when specific
  conditions are met. Especially noticable when scrolling more than a
  screen up/down.
- Rearranged a bit in Miscellaneous preferences.
- Added a Save palette item in the Preferences menu. If ticked the
  palette will be saved. Otherwise it will be intact.
- Added Path base feature and along with that a Load from path item
  in the Project menu.
- Added Startup feature.
- You can now load and save the contents of Preloaded, File base and
  Path base lists to a separate file.
- Removed the CLI extended help text. Read the manual!
- Added CLEARCURRENT CLI argument.
- Now binary files are viewed in a more comfortable way. (More text on
  a line).
- A match is found when searching in ANSI mode it is now inverted the
  same way as in normal mode. I.e. it only inverts the match.

Bug fixes

- Forgot to clean up correctly after clearing an asynchronous AmigaGuide
  document. Alex Holst.
- Now Vinci WILL pop up/to front whenever a file is dispatched to it.
- ARGH! Flush temp path on exit was broken! Damn misplaced '"' caused
  havoc. Jimmie Bagge.
- Vinci would crash if you pressed Control-D when extracting a file.
- Forgot to close keymap.library. Hmmm...
- YAHOO! Finally found the bug that haunted the ANSI formatting function
  since 1.3 and made it impossible to view binary files in a comfortable
  way.

## 1.99   Version 2.0 : 30.1.1996 : 90956 bytes

Changes

- Normal text mode removed.
- Mouse support. Niels van Willigenburg.
- Optimized scrolling routines a bit.
- ARexx interface. Portname is 'VINCI'.
- Load and store feature removed. Pretty useless in my eyes.
- The port for communication between Vincis renamed from 'VINCI' to
  'VINCI.COM'. So remember to replace all copies you have of Vinci and
  Minci unless you want to experience bad, baaaad things.
- Index menu added. Shows all the files stored.
- Now shows the filename in the title bar if there is no information
  bar.
- KEYFILELOCATION environment variable feature removed. Sorry! Place

      your keyfile in either the path where you start Vinci from or in L:.
    – Load specified renamed to Load from file base.
    – Added Load as AmigaGuide feature. Handy if you f.x. want to examine
      a 'C' source which usually does not comply with the width of your
      screen.
    – Added Load as text. Now you can read AmigaGuide files as if were they
      plain text files.
    – Renamed Quit after last AG to Auto quit.
    – Changed Asynchronous AG handling to View mode.
    – Preferences windows do not fallback to Topaz 8 if they can not fit on
      the screen anymore. Instead they try to open a new screen that fits
      their window.
    – About now changes the public screen name if Vinci is on a public
      screen.
    – Info, Jump to line, Edit ASCII and Edit hex features now
      also available to unregistered users. Am I nice or what?
    – Quote feature removed. Pretty useless and actually waste of good
      bytes.
    – Pressing escape will move the window to the back if on a public
      screen.
    – When a match is found after a search it will be placed in the middle
      of the screen instead of in the top. Klaus Jensen.
    – Added shortcuts to Load as AmigaGuide and Load as text.
    – Changed in shortcuts Load specified to Load from file base.
      Shortcut key for Load from path base changed to 'P'.
    – Numerous changes to Decrunch preferences. Mostly visual.
    – Added Auto create and Quiet to
                Decrunch preferences
                .
    – Added Load and Save as features to Preferences menu.
      Jimmie Bagge.
    – Added shortcut to Hide.
    – Changed the way you scroll in listviews. Refer to
                Usage
                 for detailed
      description. Alex Holst.
    – Hundreds of minor but still very important optimizations to keep the
      size down.
    – You may now put the scroller in the left side or completely hide it.
    – Now Vinci will not refresh the text when searching. This means that
      earlier highlighted matches still visible will not be cleared. It also
      means that the annoying flash when showing the search is gone.
    – Added shortcut to Clear.
    – Archive list windows are now also sizable.
    – Every second time you press the popkey Vinci will show the screen from
      which it was opened. Refer to
                Miscellaneous preferences
                 for detailed
      description. Klaus Jensen.
    – Added Clear and return feature. Klaus Jensen.
    – Renamed Special menu to Miscellaneous menu.
    – Added Reload feature. Klaus Jensen.


 Bug fixes

    – If a crunched file was decrunched Vinci would wrongly store the
      crunched size.

- Used the same keyboard shortcut for Sort and Save in the bases.
- If you pressed return in the string gadget in e.g. file base Vinci
  would update the wrong entry.
- A couple of bugs regarding scrolling fixed.
- Used the width of the main window instead of the screen to calculate
  the width of gadgets in base windows. Could lead to a very strange
  GUI.
- Used the wrong font to write the title in the base windows.
- Sometimes the popkey would dissappear. Alex Holst.
- Minor bug concerning menu ghosting.
- Sometimes an AmigaGuide document's window would not open. Hope it is
  fixed now.
- When using Vinci on/with a screen using 32 or more colors it could
  crash.
- Minor bug with handling of icons fixed.
- If Vinci was in "dispatch" mode it would incorrectly dispatch the
  preload entries.
- Bug in the search routine fixed. Could cause enforcer hits in very
  rare cases.
- When on a public screen the menus would use the screen font instead of
  the system screen font.
- Used the wrong font with archive list windows.
- Forgot to set the busy pointer in the base windows when loading or
  saving entries.
- Could not load files from a XFH device due to what I believe is a bug
  in XFH. Mikkel Kirkgaard Nielsen.
- Minor problem with the '%s' when selecting editors in preferences.

## 1.100   Version 2.1 : 4.2.1996 : 90848 bytes

                    Bug fixes

- ARexx string bug.
- Bug in the
                Flush work path
                 routine.
- After loading prefs it would not show the file. Jimmie Bagge.

## 1.101   Version 2.2 : 10.2.1996 : 90884 bytes

                    Changes

- Changed the color for search matches from black to white. Makes it
  easier to locate. Jimmie Bagge.
- Instead of using topaz 8 as default font for the screen it now uses
  the system default font.
- If the search requester is empty it will now copy the last used search
  string. Klaus Jensen.

Bug fixes

- ARGH! Will I ever get it right.

```
            Flush work path
             was broken.
       Jimmie Bagge.
  - Used same shortcut for two menuitems.
  - If a display mode was not available Vinci could not open its screen.
    Now it clones the default public screen.
```

## 1.102   Version 2.3 : 12.7.1996 : 99816 bytes

```
             Changes


  - Now supports pipes.
  - Added information windows to the search and formatting functions.
    I therefore got rid of the (in my opinion) annoying flash that occured
    when a search failed.
  - Added History function. Remembers up to the last 999 files loaded.
  - Pressing backspace causes the text to refresh.
             Keyboard control
               - Added Auto close extract window feature. Jimmie Bagge.
  - Preferences renamed to Settings. More style guide compliant :-)
  - If you have configured Vinci to flush the work path when quitting it
    will now also delete the work directory.
  - The Index menu will disappear if there are no files stored. Alex Holst.


  - New support tool: ReFormat.


  - Included Swedish catalog. Translation by Tauno Pinni. More will follow
    when I "soon" get a new E-Mail account. My school is slow on that
    point :-(


  - If you use Executive by Petri Nordlund you will have to exclude Vinci
    from being scheduled because it does not work properly with Executive.
    I do not know why but I will of course try solve this problem.

 Bug fixes

  - Would crash at startup if a library was missing or there was very
    little memory left. Jens Heller Sørensen.
  - The highlighted entry in the archive list window was reset after a
    file was extracted.
  - When checking the length of gadget strings it would sometimes forget
    one or more strings.
  - Removed some enforcer hits that could occur if libraries were missing.
  - If the number of lines exceeded 65535 Vinci would calculate the gadget
    knob position incorrectly when the current line exceeded 65535.
  - If the scroller was positioned in the left side the information gadget
    would be overwritten by the information bar.
  - Minor GUI settings bug.
  - Would crash due to a bewitched algorithm if one of the sizable windows
    were minimized.
```

## 1.103   How to use ChangeDefaultTool

ChangeDefaultTool

_____


1. ChangeDefaultTool

1.1 –
                    Usage
                      1.2 –
                    History


## 1.104   How to use ChangeDefaultTool


Usage

 I faced a problem when I had to change from using my old prefered
 textviewer to Vinci. I had literally hundreds of icons which needed
 a new default tool. It would take ages to change them manually so
 instead I wrote a program which I know some of you might find useful.
 It is called ChangeDefaultTool (CDT for short) and is included in
 this distribution.

 You can type 'ChangeDefaultTool ?' to see the command line interface
 of CDT.

 It looks like this:

 F=FILE,A=ALL/S,N=NEWDEFTOOL/K/A,O=OLDDEFTOOL/K,R=REQUESTERS/S


 FILE abbreviation F

  The file(s) which icon should have a new icon. Supports pattern
  matching.

 ALL abbreviation A

  If specified, subdirectories will be entered too.

 NEWDEFTOOL abbreviation N  (required argument)

  This is the FULL path where the new default tool is. F.x. 'C:Vinci'.
  If there are spaces in the name you will have to put a pair of
  qutation marks around it.

 OLDDEFTOOL abbreviation O

  If you only want certain icons' default tools to be changed you may
  specify default tool names. The various names must be separated by a
  comma.

F.x. if you specify the following O=C:OldTxtViewer,DH1:GuideReader
then ONLY the icons with either 'OldTxtViewer' or 'GuideReader' as the
default tool will be changed.

NOTE: The leading paths 'C:' and 'DH1:' have no effect when comparing
      an icon's default tool with OLDDEFTOOL. Only the executable's
      name is looked at.

REQUESTERS abbreviation R

If you specify this option ALL other options have no effect. A file
requester will appear where you can select the files and drawers you
wish to change tools for. Then a string requester appears which has
the same function as the above OLDDEFTOOL. You may enter
nothing here. The last string requester has the same function as the
above NEWDEFTOOL except that you do not have to worry about
spaces in the filename.

Clicking on ChangeDefaultTool's icon will automatically invoke this
command and you will therefore be prompted with a bunch of requesters.


Example:

ChangeDefaultTool F=~(#?.info) ALL N=C:Vinci O=SYS:System/AmigaGuide

This will go through all files not having '.info' at the end and enter
sub directories. When it finds an icon it will check if the default tool
ends with 'AmigaGuide' and if so change it to 'C:Vinci'.

In DirectoryOpus you could create a button like this:

ChangeDefaultTool {f} N={RsEnter full filename for new default tool}
O={RsEnter old default tools (separate by comma)}

And set CD source, Do all files, Output window and Rescan source.

Then save configuration and return to the main Opus window. Select some
files and hit the new button.


## 1.105  History of ChangeDefaultTool

             History

 Version:


            1.0

            1.1

            1.2

## 1.106   Version 1.0 : 23.1.1995 : 2848 bytes

```
First public release.
```

## 1.107   Version 1.1 : 22.2.1995 : 3144 bytes

```
Changes

  - Now it is possible to select files and drawers with the use of reqtools
    library. Much easier than using the CLI.
  - Much more verbose output.
  - You can now also start it by clicking on its icon. This works just
    as if you had specified REQUESTERS on the command line.

Bug fixes

  - Files with no default tool would be changed even if you had specified
    names with old tool names :-(
```

## 1.108   Version 1.2 : 27.1.1996 : 3216 bytes

```
Bug fixes

  - Could not compare with more than 2 old default tools.
```

## 1.109   How to use Minci

```
                                                  Minci

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_____


  1. Minci

  1.1 -
                    Usage
                     1.2 -
                    History
```

## 1.110   How to use Minci

```
                    Usage

  Minci is sort of an auxiliary program for Vinci. It has two main
  functions:
```

   1. Start Vinci.
   2. Dispatch arguments to Vinci.

When Vinci is not running in the background Minci will start Vinci with
the supplied arguments. E.g.:

 1:> Minci FILE=foo.txt bar.txt CLEARALL

 ...is exactly the same as if you wrote:

 1:> Vinci FILE=foo.txt bar.txt CLEARALL

So why use Minci you might wonder. Well the size of Minci is a mere ~2K
and Vinci is... well a lot more :) But the real benefit first comes
when you already have Vinci running in the background.

Then Minci dispatches the following 4 arguments to the running Vinci:

 F=FILE/M,A=ALL/S,C=CLEARALL/S,L=CLEARCURRENT/S

 Refer to the
               CLI
               section for the purpose of those
 arguments.

Let us say you have configured your directory utility to use Minci
whenever you doubleclick on a text file.

 1. You click on foo.txt and thereby start Minci which then starts Vinci.
    That was 2K + 85K that had to be loaded from the drive.

 2. You then go back to the directory utility, without quitting Vinci,
    and click on bar.txt. Now only 2K is loaded from your drive since
    Minci dispatches the argument to Vinci. It is faster both in terms
    of loading the dispatch program and dispatching the arguments to
    Vinci and is less memory consuming.


For Minci to find Vinci you must specify where it is in the environment
variable Vinci/VINCILOCATION.

Just create 'ENVARC:Vinci/VINCILOCATION' and write the full name of the
place where Vinci is. E.g. 'C:Vinci'.



## 1.111  History of Minci

               History

 Version:


               1.0

```
                1.1

                1.2
```

## 1.112   Version 1.0 : 28.8.1995 : 2052 bytes

```
- First public release.
```

## 1.113   Version 1.1 : 28.1.1996 : 2040 bytes

```
Changes

 - Due to the changes in Vinci 2.0 Minci looks for the port name
   'VINCI.COM' instead of 'VINCI' which is now used as the ARexx port
   name.

Bug fixes

 - Forgot to include a version string.
```

## 1.114   Version 1.2 : 27.5.1996 : 3148 bytes

```
Changes

 - Now supports pipes.
 - Now supports icons. Meaning you can use Minci as the default tool in
   icons instead of Vinci.
```

## 1.115   How to use ReFormat

```
                                  ReFormat

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   _____


   1. ReFormat

   1.1 -
                Usage
                 1.2 -
                History
```

## 1.116   How to use ReFormat

Usage

 ReFormat is simply a little tool that reformats a PC text. It replaces
 the PC's carriage return & line feed that represents a new line to a
 line feed.

 Type 'ReFormat ?' to see the command line interface of ReFormat.

 It looks like this:

  S=SOURCEFILE/K/A,D=DESTINATIONFILE/K/A,AO=AUTOOVERWRITE/S,R=REMOVECRLF/S


  SOURCEFILE abbreviation S  (required argument)

   The name of the file you want to reformat.

  DESTINATIONFILE abbreviation D  (required argument)

   The name of the reformatted file. May be the same name as given in
   SOURCEFILE. If so ReFormat asks if it should overwrite the file.
   This request can be surpressed using the AUTOOVERWRITE argument
   described below.

  AUTOOVERWRITE abbreviation AO

   If this argument is specified ReFormat will not ask if it should
   overwrite a file.

  REMOVECRLF abbreviation R

   To actually reformat a PC text you have to specify this argument. A
   bit silly to specify since this is the only function ReFormat has
   right now. I made it because I intend to add more reformat functions
   to ReFormat at a later point.


## 1.117   History of ReFormat

                History

 Version:


                1.0


## 1.118   Version 1.0 : 27.5.1996 : 2252 bytes

- First public release.