DevsMan_eng

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DevsMan_eng

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<div align="center">

Devs Manager 1.4

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Freeware.

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1.2   Introduction

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Introduction
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Some years ago, messing with mountlist entries was... messy. All that cut'n'paste'n'join'n'copy'n'waste stuff between Mountlist files and adding each of them to your Startup-Sequence was rather cumbersome. Then, Commodore's software engineers (luckily, stupidity was limited to their marketing and management departments...) came up with a nice idea: move each of these in a separate file, along with an icon, in a drawer of their own.

So, with Workbench 2.1 appeared the Devs:DOSDrivers/ drawer, with all
those mountlist entries. Those you didn't want to mount at boot time were
moved to some Storage drawer, from where you could either drag them in the
Devs:DOSDrivers/ drawer to have them mounted at boot time, or double-click
on them to activate them temporarely. And all was good...

    And then came Workbench 3.0. New toys in this version: Datatypes were
introduced, adding a whole new depth to your Workbench and its object
orientedness. You want to have GIFs support? Just add the GIF datatype,
and you can have that BIKINI05.GIF as your Workbench's backdrop. You have a
lot of those .VOC files from your PeaSea owning friend (hey, nobody's
perfect after all!)? Great: just add this nifty Voc datatype, and you can
listen to that CRYBABY.VOC sound sample from MultiView.

    But now, we are getting some new kind of mess. Just picture this: you
have an unexpanded A1200, with only 2 megs of RAM. So, to save memory, you
just install the most used datatypes, leaving the 15 others in your Storage
drawer (Note: you can leave the #?.datatype files in SYS:Classes/Datatypes/
without problem. What will tell the system if it must load it at boot time
is the descriptor file, located in your Devs:Datatypes/ drawer.)

    Or, you still don't have an hard disk, and you boot floppy's disk
space is rather limited, so you installed most of your datatypes on a
separate floppy, installing them only when needed.

    And that's just the begining of it: what about all those DOSDrivers
that you have in your SYS:Storage/DOSDrivers/ drawer? Things like PC0:,
PC1:, DS0:, RAD:, FF0:, CBM666: and still more. Getting messy, isn't it? So
trying to manage these was quite bothersome: you had to open four or five
drawers, find where that damn icon was hidden, move it to the other drawer,
... Sorry, but I'm not a big Workbench user. I much prefer using the
Shell for file management, or a good directory manager à-la Directory Opus
or DiskMaster. Most of my goodies are setted up on hotkeys or on docks via
ToolManager (best thing since sliced white bread!).

    Some times ago, Amiga Report magazine published the results of a survey
about what improvements readers would like to see in a future Workbench. One
of them was suggesting a better way to manage those drivers. While reading
this, I thought: "Hey, I can easily do this! ...I think?!"

So the idea for Devs Manager was born. (Clap! Clap! Clap!)

1.3   What is it?

What is it?

    Devs Manager is a small program that will simplify the management of
some of your Devs:#?/ and SYS:Storage/#? drawers. More precisely:

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  \textdegree{} DOSDrivers/                             - PC0:, RAD:, DS0:, ...
  \textdegree{} Monitors/                               - Multiscan, Euro72, ...
  \textdegree{} Printers/                               - Generic, HPLaserjet, ...
  \textdegree{} Keymaps/                                - cdn, usa2, ...
  \textdegree{} Datatypes/ (for Kickstart 3.x users).   - GIF, Post, ...
  \textdegree{} WBStartup/                              - Asked by some users
```

   \textdegree{} DOSDrivers/DF?:   - For those MFS users

      Devs Manager will allow you to easily move drivers between the Devs:
and the Storage drawer. Any new additions to DOSDrivers, Monitors or
Datatypes _can_ be (Devs Manager will ask you if he must do so) immediately
mounted by the system when you leave Devs Manager (but not the removals.
Sorry, that's simply impossible.) Also, you can change any of these
drawer's location in the "Prefs..." menu item.

      WBStartup has nothing to do with Devs: as you may know, but some users
wanted DevsMan to become more like StorageMan. Why not? :)

      To run Devs Manager, you need:

  \textdegree{} Any Amiga (any model).
  \textdegree{} Workbench 2.1 and up. It will run under 2.04, but it would be ↩
    useless,
   unless you start organizing your Devs: directory and your
   Startup-Sequence like they are in Workbench 2.1 and up.
  \textdegree{} Mount command and, for 3.x users, AddDatatypes command in your
   search path.

1.4   Installation

  Devs Manager can be started from either the Workbench or the Shell.

  Workbench Usage: Devs Manager supports two tooltypes:

      PUBSCREEN=MyPubScreen   - Open Devs Manager on the specified
                                public screen.

      MENUFY=YES or NO   - If YES, Devs Manager will be started in
                                menufy state, being added to the WB
                                "Tools" menu.

  Shell Usage: Devs Manager supports two arguments:

      PUBSCREEN MyPubScreen   - See above.

      MENUFY   - When this keyword is present, will do the
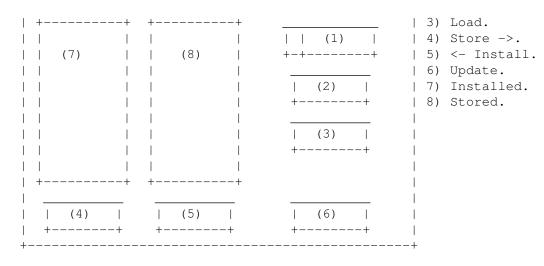   same as having the MENUFY=YES tooltype.

1.5   Usage

And how the heck do I use this?

    When started, Devs Manager will open a window with a few gadgets in it:

      +-+-------------------------------------+-+
      |_|_____|_| 1) Type.
      | | 2) Infos.

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  | +---------+  +---------+    _____    | 3) Load.
  | |         |  |         |    | | (1)   |    | 4) Store ->.
  | |  (7)    |  |  (8)    |    +-+-------+    | 5) <- Install.
  | |         |  |         |    _____    | 6) Update.
  | |         |  |         |    |  (2)   |     | 7) Installed.
  | |         |  |         |    +-------+      | 8) Stored.
  | |         |  |         |    _____    |
  | |         |  |         |    |  (3)   |     |
  | |         |  |         |    +-------+      |
  | |         |  |         |                   |
  | +---------+  +---------+                   |
  |  _____   _____   _____   |
  | |  (4)   |    |  (5)   |    |  (6)   |      |
  | +-------+     +-------+     +-------+       |
  +--------------------------------------------+
```

(Damn it Jim! I'm a programmer, not a painter!)

  1) Type: This is the type of devices you want to manage.   It can be
            DOSDrivers, Monitors, Printers, Keymaps, Tools (WBStartup) or
            Datatypes. This will determine what will appear in the two
            listview gadgets (Installed and Storage).

            If Devs Manager can locate any of the MFS-specific drawers, it
            will add four new items named "MFS - DF0:" to "MFS - DF3:".
            These can be usefull to those using MFS.

  2) Load: Will load currently selected Datatype/DOSDriver/Monitor or
            Tools, just like if you had double-clicked on its icon on the
            Workbench.

  3) Infos: When managing your DOSDrivers (or MFS drivers), this gadget
            will allow you to view the contents of a selected mountlist.

            When managing your monitors, datatypes, or tools, this gadget will
            display the embedded version string of the selected file.
            Note that very few datatypes have one in their descriptor file.

  4) Store: Clicking on this gadget while an item in the Installed listview
            is selected will move that item to corresponding "Stored"
            drawer, so it will NOT be mounted at boot time. So to say, it is
            "stored" for future usage.

  5) Install: Clicking on this gadget while an item in the Storage listview
            is selected will move that item to the corresponding
            "Installed" drawer, so it will be mounted at boot time by the
            system.

  6) Update: Will re-read the contents both current drawers.

  7) Installed: This gadget holds the list of items available in the
                "Installed" drawer (usually in Devs:#?/).

  8) Stored: This gadget holds the list of items available in the
            storage drawer (usually SYS:Storage/#?/).

If you try to move an item to a non-existent drawer, the drawer will be created before moving the file to it.

The "Sleep" item in the pull-down menu will close Devs Manager's window, and add a new entry to your "Tools" Workbench menu. Selecting this new entry will re-open Devs Manager's window.

There's also a "Prefs..." item in the pull-down menu, which allow you to configure the paths where are located each of the drawers on your system. The window that will open shouldn't require any further explanations, except that you must use the "Drawers" cycle gadget to select which drawers will be displayed in the preferences window, between the "Installed" and the "Stored" drawers.

1.6   Legal Stuff

Legal Stuff

Devs Manager is Copyright 1995 by Eric Sauvageau. This program and its documentation can be freely distributed, as long no changes are done to it.

The various PD/Shareware distributors such as Fred Fish and Aminet have my permission to include Devs Manager in their collections.

I decline any reponsability for problems encountered while using this software. Perhaps some bugs are still creeping in it, but I did my best to avoid such critters.

I can be reached via Fidonet at 1:242/907.0.,

or from Internet:

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            Canada
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My apologies for such an ugly icon. Did I said that I was a programmer, not a painter? ;) Now, you can use the supplied MagicWB icon created by Jan-Tore Eliassen (thanks!) instead :)

The opinion expressed about Commodore in the earlier parts of this document is my own. (Well, if you agree with me, I'm willing to let you share it at NO extra charge! AB-SOLU-TELY FREE!!! :) And... long life to Amiga Technologies!

Devs Manager was born on an unexpanded A1200 with a 40 Mb Seagate,
using Amiga E 3.2a registered and some of my free time.

1.7   The Future

"   I will program it
     You will use it
     It will crash

     We will throw a few harsh words
     You will be eager to see the bugs fixed
     They will be exterminated."

  Ahem... :)

     This is what I want to add in future versions:

         \textdegree{} DOSDriver editor
         \textdegree{} Tooltype viewer & editor
         \textdegree{} Mountlist parser (take a Mountlist file, and extract all the
           available entries from it, converting them to 2.1-style
           DOSDrivers)

1.8   History

History

     1.0 (5-Feb-95)
        - First public release.

     1.1 (27-Apr-95)   Recompiled with EC 3.1a.
        - NEW: MFS support.

        - NEW: "Infos" gadget, displays Mountlist contents or
                monitor/datatypes version strings.
                Note that not all datatype descriptors have one!

        - NEW: Reorganized, and added hotkeys to GUI.

        - The Datatypes type will always be available, even under 2.04/2.1.
          Just ignore it if you don't have any datatypes.

        - I _think_ I solved the random crashes happening while scanning the
          drive. Tell me if they are still there.

        - Improved error handling/report while moving a file.

        - If the destination directory can't be found, it will be created.

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   1.2 (6-June-95)

      - NEW: Fully font sensitive!

      - NEW: Preference window for the drawer paths.

      - NEW: Public screen support (via Shell or tooltype).

      - NEW: Can now be menufied (via menu / Shell / tooltype).

      - BUG FIXED: Would crash if an error occured while moving a
                   file (the bug was in the error report routine).

      - Better comment parsing in DOSDrivers.  Now handles leading and
        trailing comments.

      - Improved the file moving routine (will use Rename() when
        applicable).



   1.3 (3-Sep-95)  Recompiled with EC 3.2a.

      - NEW: Added "Tools" drawer type.

      - NEW: Completely re-wrote the Mountlist viewer.

      - BUG FIXED: After un-menufying, would display the wrong list.

      - Improved path handling in the preferences.



   1.4 (19-Sep-95)

      - BUG FIXED: Oops!  Fixed a bug where icons wouldn't get
                   copied, but would still get deleted!
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"Come on lady hold my hand
 Take me to your shadowland"
                                        - The Tea Party.
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1.9   Other Products

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   Other products from me:

  \textdegree{} FileScroller 3.40 - File lister for TransAmiga BBS (3.50 and up
                       for Excelsior!)

      \textdegree{} MFormat 1.8a        - Replacement for CBM's "Format" command. ←
            Has a
```

complete GUI, configurable device filter, can
install a bootable bootblock, etc...

\textdegree{} TDPrefs 1.0   - Preferences editor for trackdisk.device, ←
    can
adjust the step rate, disable the drive click,
etc...