

Associate

COLLABORATORS

	<i>TITLE :</i> Associate		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 31, 2023	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

Contents

1 Associate	1
1.1 Associate Docs	1
1.2 Introduction to Associate	1
1.3 Installation	2
1.4 Distribution	3
1.5 Requirements	3
1.6 History	4
1.7 The Author	5
1.8 Greetings	6
1.9 Other Programs	6
1.10 Instructions	7
1.11 Configuration	8
1.12 FileType Gadget	9
1.13 Name Patterns	9
1.14 File Patterns	9
1.15 Icon Name	10
1.16 Icon Info	10
1.17 Run Info	10
1.18 Save	10
1.19 Help	10
1.20 Ok	11

Chapter 1

Associate

1.1 Associate Docs

```
 / _ \          _____ ( )          | |          v1.5          -
| | | | |_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|
| | | | /___/___/___/___/___/___/___/___/___/___/___/___/___/___/___/
| | | | \___\___\___\___\___\___\___\___\___\___\___\___\___\___\___\
|_| | | |___/___/___/___/___/___/___/___/___/___/___/___/___/___/___/
```

A rather cool WB util for creating icons for files that don't have a .info files..

Introduction
Installation
Distribution
Requirements
Instructions
Configuration!
History
The Author
Greetings!

Other Programs by Dominic Clifton - HYDRA/LSD - Deluxe Software ↔
Ltd

1.2 Introduction to Associate

Introduction

=====

Associate is a rather cool Workbench utility who's job is to create icons for files that you drop on it's appicon..

If (like me) you use the wb quite alot and then use the cli to create a few files as well you soon end up with lots of files that are missing icons.. So you then have to go to the workbench and do one of those annoying "Show -> All Files" from the menu which then shows the files without icons..

This is where Associate is usefull.. First you define a few different types of files, e.g. Pictures, Lha's, Source Code, Document files and so on within the config part of the program. then you do your "show all files" and drag one of the files without an icon onto Associate's appicon (an appicon is an icon that sit's on the main workbench window). Associate will then try and match the file you dropped on it to one of the filetypes you specified. It matches the files first by looking at the filename and matching it to a wildcard string that you enter. (E.G. "#?.IFF" for picture files) If it can't find a match on the filename it will then try to match the file by looking at the first 20 bytes of the file and comparing that to a wildcard string you supplied for that type of file (E.G. "-lh?-" for .LHA files). If it can't find any match accociate will pop up a small requester prompting you to select the file's type from a list.

Associate will then copy the icon associated with that file type to the to the file you dragged onto associate.

You can also drag more than one file onto Associate and these may be from any open window.

If all that sounds complicated then don't worry.. it's just my cr*p way of explaining things..

Here's a practical example.

Say you write lots of source code and have a file called "HELLO.C" in a directory called "DH0:Source/Test". If you then drag the icon for "HELLO.C" from workbench, after doing a "Show->All Files", onto associate. Associate then looks at the file and matches the extension to a source code file (because of the "#?.c" pattern defined for source code files) . It will copy a nice icon that looks like a picture of some source code to "DH0:Source/Test/HELLO.C.INFO"

1.3 Installation

Installation

=====

If you want you can copy the supplied icons to somewhere on your hard disk.

I recommend you put all the files in "SYS:Prefs/Icons" as that is where the example config supplied will look for them..

You will also need to copy "reqtools.library" to LIBS: for Associate to work correctly..

Next, if you have a workbench version less than 39.106 (I.E. anything less than kickstart 3.0) you'll need to copy Associate_WB20 to where ever you want.

If you have Workbench 39.106 or better (KS 3.0+) then you should use the specially compiled version of Associate called Associate_WB30 and copy it to wherever you want.

Then you must RENAME your copy of "Associate_WB20" or "Associate_WB30" so that it's name is just "Associate" or you will get the error: "Cannot open Associate.info" and "Cannot create AppIcon".

To rename Associate, click on the icon after you have moved it to where you want, then go to the ICON menu and select RENAME.

I have in the SYS:WBStartup drawer so that it loads everytime the computer boots up.

It's now installed.. So Just Double Click the program icon to load it up all being well you should see another icon appear on th WorkBench screen/window called Associate, if you double click this it will open a small config window. See

Configuration

.

1.4 Distribution

Distribution

=====

Associate is FreeWare :-) (Gosh I'm soooo nice)

This program (Associate) and all it's files may be distributed to whoever you may feel like giving it to in any way you see fit on the condition that you don't change anything in it's documentation or code without first having contacted me.

Permission is hereby granted to distribute this file on PD disks and collections and so on but don't charge loads of money..

You can put this program on cover/subscriber disks on magazines if you like, but PLEASE let me know if you are going to .. (See

Contacting The Author

)

1.5 Requirements

Requirements

=====

- * Kickstart 2.04 or better, 3.0+ is better.
- * reqtools.library 38.1210 or better in LIBS: (V38.1296 is supplied)
- * Workbench loaded :-)
- * Some nice icons installed in the right place (see
installation
) (supplied)
- * And preferably MagicWB but this is NOT required by the program, it just
LOOKS nice :-)

1.6 History

History

=====

V1.0

- * First release - written in SAS/C 6.50

V1.1

- * Added New Option to the command line
- * You can now run Associate from the CLI and you may specify a file to
associate. e.g.

```
1.DH0:> Associate dhl:newstuff/aprogram.c
```

And it will associate it in the normal way!

- * You can now click on ALL when dragging a load of Drawer icons onto
associate.

V1.2

- * Ooops! Just tried the GUI on a 2.04 machine and realised that it
crashed the machine as it was using GT_GetGadgetAttrs() which is
only present in 3.0+ roms. So I've added a bit to the source code
so that it can now be compiled for WB 2.0+ or WB3.0+ use!

The Archive should now come with 2 executable programs, one for each
OS Version.

V1.3

- * Suggestions from Amiga Shopper Magazine implemented:
 - If icon for file already exists then ask what to do with the
tool types. (Keep New, Keep Old, Keep Both)
- * Centered text on all requesters to make it look nicer!

* Added error message requester for when Associate can't find an icon you specified in your config.
-> Uploaded to aminet!

V1.3a

* Added a skip option to the tool types requester.

-> Amiga Shopper Magazine Version

V1.4

* Private version, changed a few bits and bobs..

V1.5

* Added two more options to the requesters that appear, "All This Type" "All First (Recognised Type)"

* Fixed a bug with the SelectType not actually bringing up the window!

* You can also double click on the file types in the PickWindow

* instead of just saving the prefs when you click on "Save" it now closes the config window too. (more like other prefs programs do)

-> Uploaded to Aminet!

1.7 The Author

The Author

=====

Associate was written by Dominic Clifton - Deluxe Software Ltd,
Alias Hydra/LSD

If you want to contact me for anything regarding the following:

Any Of My Programs,	Sony PS-X Game info,
HBBS Beta Testing,	3DO Game info,
C Coding,	Cheap Hard Disks and memory!
Mountain Bike Racing	PC Support Contract Work.
Custom Written Amiga Software	Saturn Game Info
Neo-Geo CD Game Info	Cool Internet Software

or anything else you can think of then please do via the following methods

*** CHANGING SOON

E-Mail: dominicc@macmillan.co.uk (only until 29/01/96)

Mail: Deluxe Software Ltd, 9 Shires Copse, Southbourne, Bournemouth,
Dorset BH6 4AL. ENGLAND

Phone: +44 (0)1256 760969 (Evening between 6:30pm and 10:00pm, until 29/01/96)
+44 (0)1202 434858 (Ditto)

Modem: +44 (0)1202 434121 (24Hrs)

1.8 Greetings

Greetings
=====

Amiga Shopper Magazine for putting this on their cover disk! :-)

Cruise!
Daffy Duck
Sasha
Lazzer
Patriot
Huk/Ex-PSX
Mub/LSD
Fish/LSD
Equalizer/?
Cobra/MNCS
Raider/MNCS
Neutralizer/Ex-TSN

And YOU the user for actually reading this bit :-)

1.9 Other Programs

Other Programs
=====

Watch Out For HBBS! Some Kewl new scene BBS Software for the amiga that kick's AmiExpress's butt! (And all other scene bbs s/w for that matter!)

Here's some other programs that I've written for the Amiga, all of which are freely available and totally uncrippled!!

AFCOPY - A Rather Excellent File Manager that's nice and small but VERY configureable and user friendly..

As of 30/08/1995 Version 4.4 is the latest version which is available from Aminet!

XMASH - Stunningly Cool Disk Masher that uses the XPK libraries!
Get it or DIE!
Version 1.2 Available From Aminet!
Note: V2.0 Coming SOON!

IDE2AMI5 - How to connect 3.5" IDE Hard Disks to Amiga 1200's has digitised pictures and cable diagrams along with good instructions.
also tells you how to fit 2 IDE drives!!!!
Available From Aminet!

ExApp1.2 - Multi App like program (only this one is good!)
it's an appicon that sits on your WB and runs

different program depending on the file type
dropped onto it. Custom and user defineable file
type matching via pattern matching and file content!

- UFF - Unused File Finder for /X 3.X
finds files that are on your HD but not in conference
lists so that you can delete them to free up
hard disk space (thanks to Cruise/Sysop Fantazia)
for the idea for that one!)
- ANSICLEAN - Cleans DIED files of two control codes that don't work on PC's
- AUTOID - Cool Traders Tool, extracts file id, lets you edit it, checks
archives and packs it back again. Very cool!
Avaliable From Aminet!

And the HydraTools series of doors for /X sysops..

1.10 Instructions

Instructions

=====

Ok, when you first load up Associate you will find it pops up the
Configuration window so i suggest you read the docs on how to

Configure
it first. :-)

Ok, now you've done that just type dropping an icon onto the Associate
AppIcon that is sitting on your workbench..

Associate will now try to determine what icon to give that file by looking
first at the filename of the icon you dropped onto it and secondly the
actual data in the file.

If it matches it to a file it will tell you what type of file it matched it
to and will prompt you to either create the icon or contine and try for a
different match.

If it can't match the file then it will tell you so and let you cancel or
pick a filetype from the icons you defined.

Once it has created an icon it will update the wb so that the icon image
appears immediately.

Now another cool feature of this program is that if you drop a drawer icon
onto the appicon it will ask you wether you want to create the default
drawer icon for the drawer.. the same applies if you drop a disk icon onto
it..

(note: the default drawer icon will be copied from "ENV:Sys/def_drawer.info"
and the disk icon from "ENV:Sys/def_disk.info" as of v1.0 this can't be
changed)

If you double click on the AppIcon Associate will pop up it's Configuration window..

1.11 Configuration

```

Configuration
=====

The config window should look a BIT like this :-)
-----
|
|
|           File Type
|
|           Name Patterns
|
|           File Patterns
|           |
| _____|_____ |_____ |_____ | | | | | | | | | |
| |Picture      |#| |#?.pic      | | |FORM????ILBM#? | | |
| |Source Code  |#| |#?.gif      | | |GIF#?          | | |
| |             |#| |#?.jpg      | | |                | | |
| |             |#| |#?.jpeg     | | |                | | |
| |             | | |#?.iff      | | |                | | |
| |             | | |#?.ilbm    | | |                | | |
| |             | | |            | | |                | | |
| |             | | |            | | |                | | |
| |             |_ | |            |_ | |                |_ | |
| |             |_ | |            |_ | |                |_ | |
| |_____ |_ | |_____ |_ | |_____ |_ | |
| |_____ |_ | |_____ |_ | |_____ |_ | |
| |_ADD_|_DEL_|EDIT_| |_ADD_|_DEL_|EDIT_| |_ADD_|_DEL_|EDIT_| |
|
|-----|
|           Icon Filename
|           Save
|           |
| _____|_____ |-----|
| [F] _____|
|           [_____]
|
|           [_Icon_Info_]
|           |
|           Help
|           |
| _____|_____ |-----|
|           Run Info When Activated
|           [_]
|           |
|           OK
|
|-----|

```

The add, delete and edit buttons are self explanatory..

There are also two tooltypes that you can use on the Associate icon itself.

These are ICONX and ICONY and they set the position of the appicon on the workbench.

E.G.

ICONX=50

ICONY=47

1.12 FileType Gadget

This list is just used for naming the different types of files that you want associate to recognise. ↔

For each entry in the list you should have picked an icon in the

Icon Filename gadget. It is this .info file that is used when it matches a file to a filetype.

You also have to enter a something in the other 2 lists for each type of file.

1.13 Name Patterns

This is a list of all the different filenames and wildcards that are associated with the filetype.

An Example is shown on the configuration screen..

All AmigaDOS wildcards can be used I.E. ? #? (|) ~ and so on...

1.14 File Patterns

This is a list that contains all the different possible file matches for each filetype..

For example, a normal Iff Picture file starts off with the data

"FORM" and then 4 bytes which is different for each file and then "ILBM" and then lots of other data..

so to create a pattern match for this you would use the following pattern

FORM????ILBM#?

the 4 ?'s means any 4 characters and the #? means the rest of the data

It's always best to end a match pattern with #? :-)

1.15 Icon Name

This is a string gadget, into which you can type a filename (must have .info on the end) of an icon that you want for the filetype..

For example, say you had defined some file types like in the example you would want to create some nice icons that visually represent the file..

Example.. say you defined text file as a type you might want an icon to have a picture of a notepad or something.

You can use the tiny pick file button at the right of this gadget to bring up a ReqTools file requester that will let you pick a .info file..

1.16 Icon Info

If you have workbench 3.0 or better (v39) then you can use this gadget to bring up the standard workbench Icon Information requester (same as single clicking an icon and selecting Information from workbench's icon menu..)

1.17 Run Info

If this box is checked and Associate matches a file to a filetype and creates an icon for the file, associate will bring up the Info screen for the icon (WB 3.0 or better only (v39+))

1.18 Save

When the save button is clicked Associate will save it's config to S:Associate.CFG. this IS a text file and can be hand edited but BE CAREFULL if you really want to do this.. :-)

1.19 Help

When clicked it will try and bring up this amigaguide help file :-)

1.20 Ok

When clicked the configuration window will close and the appicon will remain on the workbench screen.

To quit Associate use the Quit option on the config windows menus..
