

AFCopy

COLLABORATORS

	<i>TITLE :</i> AFCopy		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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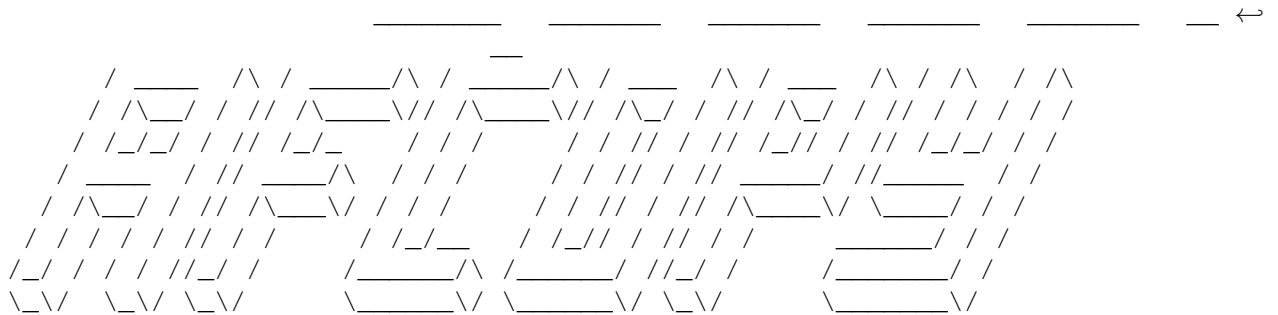
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Chapter 1

AFCopy

1.1 AFCopy.guide



Welcome To AFCopy V4.0 - A C00000L File Manager For your AMIGA

Written and designed by Hydra!/Tension

Introduction

Installation

Distribution

Requirements

Instructions

Configuration!

The Future

Updates

History

Problems

New V4 Stuff!

The Author

Greets!

Other Programs by Hydra!/Tension

1.2 New Stuff For This Version!

New Features For Version V4.0

=====

- * Okay! Major overhaul of some code, heaps of new features added.
 - * Hopefully the bug when you open or close screens has been resolved, it is very weird, as the Commodore autodocs state that the CloseScreen() function returned TRUE if it worked and FALSE otherwise. And the line that AFCopy crashed on was this one..


```
for (;CloseScreen(mysc));
```

Weird huh ? So now AFCopy won't wait until you have closed all windows on the afcopy screen, it will just leave it there until i find away around this, at least it don't crash now tho!
 - * There are now 68000,020 and 030 Versions included in the archive due to the '020 and '030 versions being a bit smaller and I know that all you A1200 users can do with all the free memory you can get :-) And it's faster too!
 - * If afcopy can't open a screen it will tell you and will let you choose a different screen mode or to open on the workbench, this is usefull for those people (like myself) that have a Multisync monitor and use a screenmode of DBLNTSC because if you boot with no startup sequence the screen modes won't have been enabled and therefore afcopy won't open a screen on it! :-)
 - * A Big GUI Overhaul has been done and it now looks much more 3.x ish!
 - * Added different sort modes (use the gadget marked S in the middle of the window at the top. Cycles through NAME,SIZE and DATE
 - * The UNARC button now supports .ZIP files, the "unzip" command must be in your path somewhere. If needed i might make this configurable in the future ?
 - * The % full and KB free indicators have been moved to the top of the window and another row of user configurable gadgets has been added to the bottom.
 - * To the left hand side of the % Full indicator afcopy now shows you the amount of files selected out of the total files in that directory. and to the right of that it shows you how many KB there is in the selected files.
-

- * AFCopy is now a public screen! Yeah! The One You've all been crying for!
- * AFCopy Command Outputs will now open on the public screen that afcopy is using, but check the
CONSOLE WINDOW
setting in afcopy's config.
- * The status window has been revamped a lot now, along with all the old information like Command, Source path, Destination Path and Filename you now have a listview gadget that reports all errors as soon as they happen, when an error occurs it will NOT pause and wait for you to click "OK" anymore, it just skips the file and makes a note of it.

When afcopy has finished doing what you told it to and there were some errors afcopy will pop up a message saying "there were errors" you can then browse the list to find out what the errors were.

Please! If you don't like this or feel it could be improved further let me know ASAP!

The reason i did this is so that when you select a big bunch of files to move or do something with and went away to get a coffee you'd come back only to find that it had only done a few before it had paused. now it'll still do them all without pausing!

- * You can now click and drag the mouse over filenames to select more filenames.

1.3 Introduction to AFCopy

Introduction
=====

AFCopy is a Cool File Manager that's designed to be simple, fast and efficient and EASY to use. You should be able to figure out most of it's many brilliant functions just by looking at it.

It is very flexible and user friendly but powerfull all at the same time and with lots of new features being continually added this program will be around for a LONG time.

(note: Icons are for Magic WB, get hold of this WB enhancement as it really is KOOOOOL with a 6 foot high capital 'K' in flashing neon lights)

1.4 Installation

Installation
=====

Copy all the files in all the subdirectories to your boot disk/hard disk or SYS: and then copy whichever AFCopy executable you want to wherever you want it, although it's better to put in a directory that's in your path. and then copy the docs wherever you want them.

1.5 Requirements

```
=====  
Requirements  
=====
```

- * Kickstart 2.04 or better, preferably 3.0+
- * reqtools.library 38.1092 or better in LIBS:
- * A workbench screen which must be 640*256 pixels and screen font that is an eight point font (if you've got a screen bigger then you may increase the font size)

I've been told that under 2.04 there are slight differences between the gadtools.library (compared to the one in v39.106) which causes a bit of a slow down when un-iconifying the window and redrawing the slider gadgets. I'll be taking a look into this as soon as I can get my hands on a 2.04 machine.... :-)
(anybody got a spare 500 plus or 600 ?????? ;-)

I've also noticed that the palette gadgets didn't appear on my brothers A500 with 2.04. hmmm :-)

AFCopy *WILL* crash if you try and run it on a 1.3 machine. (well. if you've not got a 2.04+ machine you dont DESERVE to run AFCopy.... :-)

If you get the error message "AFCopy cant open its window" when you first start it up then your screen height or screen font is probably the problem, try changing the workbench screen mode to "NTSC:HiRes Laced" just to make sure. When AFCopy has loaded up you can then go into the config section and pick a screen mode for AFCopy to open on.

1.6 History Of AFCopy

```
History  
=====
```

This is in a normal order, oldest first, newest last. So if you want to see additions/new features then look at the bottom of this list!

(note: most other programmers seem to do it in reverse order

which I personally find a bit confusing, as you cant trace the progress as easily!)

V1.0

- * First release - written in PCQ Pascal
- * Loads of bugs (well, it was my first attempt at writing an Amiga Application and there were over 20 thousand lines of code.

V1.2

- * Much better, but still had a couple of minor bugs

V1.3

- * This version has only a couple of bugs and is quite stable!!
- * alot of the code was rewritten to make it faster and smaller

V1.4

- * (Private release only, I.E. a few select m8s)
- * It has now has slider bars!! :-)

V2.0

- * (never released :-()
- * many more features including windows that open in the right place
- * quicker (by about 5000%) sorting of files.

V3.0

- * Totally rewritten in C from scratch!
- * Uses reqtools and OS2.x+ functions extensively due to me getting an A1200 :-)
- * Generally Much better!!
- * Instructions are also in Amiga Guide Format

> New version numbering system now in effect, the number after the decimal place in the version string ".xxx" is the amount of times i've tried to compile this program (and NOT successful compiles mind you :-). If i do a major update the number before the decimal place will be incrmented by one. (note, if a version was released, details *will* be below!)

V3.375

- * First Main release of the all new AFCopy.

V3.391

- * the V3.375 release was hurried so I could release it at the DTL '93 party in Sheffield and as ever
-

when you hurry things you kinda miss bits :-)

- * Wrote proper documentation (hope you like it :-)
- * Added keyboard support. most gadgets can now be activated by pressing the letter marked by the underscore.
and a few more like "." for rereading the directory and / for parent and # for run command.....
(see keyboard under instructions for more...)
- * If a program using the batch command would always open a new console window regardless of that fact that one might allready be open.

V3.407

- * Added Option To Run Commands Asynchronously
see
 config
 section for more details.
- * AFCopy Output Window Closes when you exit AFCopy.
- * Added New Look Menus when running on V39! Kewl!
- * Added No Command Messages Switch to config.
(lets you turn off notification messages of errors when running external programs....)
- * If a device is not mounted you only have to click cancel on the Please Inser Disk in xxx: ONCE!!!!
- * fixed small bug, in V3.391 after you uniconified the window the slider bars would go to the top, now they stay where you left them :-)
- * ALL EXTERNAL COMMANDS USE THE @x@ CODES!
this includes all the commands in the config section such as picture viewers and text reads..
(as always there is an exception to every rule as the archiver bit STILL doesnt use @x@ codes..)
- * Fixed a few other minor bugs.

V3.420

- * Fixed small bug in asynch command operation.
well. pretty major one really.. (oops!)
 - * Fixed loadconfig routine so that it loads the lines per side correctly, it only didn't work in V3.407
cos i kinda did a cut/paste int the wrong order :-)
 - * added another menu called MISC to the main window under which you will find the options Group Tag and Group Untag!!
 - * Added ALL button to Auto-Overwrite requester, clicking
-

- * string on archiver file name defaults to that of the other sides path.

- * Revamped docs! (again!)

V3.486 (24/12/1993)

- * Changed offset of screen when on custom screen so that the screen is centred a bit more.

- * Added FORMAT to Misc menu (because Christian Jamsen requested it.:)

- * Changed Max Filecopy Buffer Size to 1.5MB compared to 512K (due to me getting 6MB of ram!)

- * Changed Minimum Copy Buffer Size to 64K compared to 32K

- * Fixed Error in loadconfig. (I.E. It works! :-)

- * Bugs in docs fixed

- * Latest versions can now be E-Mailed via Fidonet

- * When unarchive is called the opposite path gets read in again.

V3.502 (1/1/1994)

- * Could this be the first release of the new year ???

- * Added asynch option to RUN command (now all external programs have option to be run asynch!

- * Wow! you can now pick a trendy 8x8 font for AFCopy to use! (this looks KEwL!)

- * I dont know if anyone has ever noticed or complained about not being able to use configs from a previous version but you can if you edit them a little bit, all new features are added to the end of the config and the version number at the top is changed.

So, if you copy your old config somewhere safe (like t: for example :-)

and then load up afcopy and click on save defaults when it asks you if you want to, then load up s:afcopy.cfg into a text editor and load up your old config. now just add all the things onto your old config that are *only* in the new config, then change the version number(s) at the top and save you modified config as s:afcopy.cfg and try it out.

note: only do this if you know what your doing and take care NOT to change the format of the config or it *WONT* work and make sure there is a carriage return on the last line of the file.

- * Number of characters allowed for the actual device names of device gadgets has been increased to 50 chars per gadget (previously 20 chars)

- * Changed a few other minor things here and there too.

- * As of now I'm going to but the date in the history list just so you can

see how often I work on this COOOL program!

- * All assigns and device names now get expanded to the full path with volume name, (E.G. you click on DH0: and it'll get the volume name of DH0: or you pick an assign from the volumes list and it'll change it to it's EXACT path, very usefull indeed!!)

V3.504 (2/1/1994) :-)

- * Found a bug (oh my god!) in the @N@ parameter, if you tried something like "COPY @<@@F@ @>@@E@.@N@", which is how I found it, it would play around with the strings somewhat, later found this to be caused by strncpy() function in SAS/C where it didnt put a null terminator on the destination string!!!

V3.506 (3/1/1994) (wow, three releases in three days!!! :-)

- * Changed Max File In List(s) to 450 as opposed to 400 due to my font directory having 439 files in it :-)
- * Added a note to the docs under the
archive
section

V3.521

- * Checks CloseScreen() and waits until it becaomes true.
(i.e, it wont continue until the screen has NO windows or locks on it.)
- * Changed a few strncat()'s to strfcats() to save code size (and makes my ←
life
easier too.)
- * Inserts quotes around the name of the path to unarchive files to
e.g. LHA X myarchive.lha "Ram Disk:"

(my ram disk is relabeled in the user-startup to CHIPPY: so this
was not apparent to me! (anyway, shame on C= for using spaces in filenames
as it's always a BAD idea)
- * Archive now includes a font called darkparticle.font which is a really
nice font to use AFCopy with. I dont know who designed it so I cant
credit them, sorry!
- * AFCopy *MAY* come with _020 and _040 version now too...
(I say may because I know some people dont like downloading loads of extra
files that *THEY* dont need, it depends, DO YOU WANT PROCESSOR DEPENDANT
VERSIONS OF AFCOPY OR NOT, let me know!)
- * Other little bits added here and there, all Icons are now from MagicWB
which I recommend you get if you dont have it!!

V3.601

- * SHIT! (sorry for all you non-swear-word-liking-people out there but I
JUST HAD TO SAY THAT!)
What is the reason for this disgusting outrage you may say, well I'll
-

tell you. "It's beacuse my bloody hard disk crashed (permenantly) along with the source" So I had a looksie around on my backups and could only find the source for version 3.521, so I've had to re-program in the features I could remember since that version :-(If there's any feature/bugfix/other that I've missed since the last version you had then please let me know!

- * AFCopy will now accept a single command line parameter, this parameter is the name of a config file (full path and filename, except if in current dir, then you only have to specify the filename itself. OR you can double click on a config file if you set the default tool to AFCOPY or you can multiselect a config file by single clicking AFCopy's icon and double clicking a config icon, this let's you get different configs easily, and hey, I like it!
- * Changed the PRINT gadget to INFO instead cos it's more usefull so you can now look at and change tooltype information of icons. Great for users of /X :-)
- * AFCopy now saves the path of the current directory in the config file and re-logs to it next time you start afcopy up. Very usefull!
- * Added @<@@F@ to default when you first click on BATCH
- * added quotes (") around the archive name when you want to unarchive something.. eg LHA X "file" "path" instead of LHA X file "path"

V3.621

- * Ooops. bugfix time! hehe i added @F@@<@ to the default batch string instead of @<@@F@.. silly me!
- * Main Window now refreshes after it has been uniconified and the status window is open..
- * when the status window printed rather large path name it kinda overflowed the edge of the window. Not any more!

1.7 The Author

The Author
=====

AFCopy was written by Hydra!/Tension/LSD

I've written loads of programs, all of which I think are usefull and serve the purpose they were written for, I don't write programs that I don't think are usefull!

If ya wanna contact me then do so by calling any cool UK BBS! I'm bound to be there!

1.8 Questioniare!

Questioniare

=====

Ok included in this archive there should be a small questionnaire that I'd like you to fill in and return to me so that I can make AFCopy even better for you.

The file name is "EDIT.ME", please load this into your nearest text editor and fill it in for me.

You can return it in to me however you like (but tied to a brick is *not* preferable :-) (gosh you're so funny dom.)

see

The Author
for details of how to return it.

1.9 Bournemouth!!!

Bournemouth

=====

A very nice place to live indeed!

If you are thinking of moving house then move here!!!!

1.10 How to get an Update of AFCopy

How to get an update of AFCopy

=====

You don't!!!

Just kidding (tut, me and my little jokes huh?)

Ok, seriously though you can get updates from me if you write to me (dont forget to enclose return postage and a disk or a disk with something nice on it and I'll pay for the postage! :-)

Or, log onto Mostly Harmless BBS
(or Freq it from there at 2:251/41.11)

Or, ask your local PD stockist such as CPU PD. (Hi Alan!!)

Or I can E-Mail it to you (see
Author
)

1.11 First Time Users

First Time Users

=====

There are a couple of things about AFCopy that might not be totally obvious the first time you look at the program. These are:

- 1 - To change directory use the right mouse button when over an entry marked <DIR>
- 2 - If when you click on a side it doesnt highlight a file on the first mouse click it's because the other side was the current side.

The current side is indicated by the colour of the box around the file area.

The one which is

WHITE

indicates the current side.

- 3 - What are

@x@ codes

also see

Batch

1.12 Instructions

Instructions

=====

First Time Users

should click this gadget <<<

Gadgets

=====

For help on the gadgets clonk your pointer on one of these (the letter by the side is the key you can press to activate the gadget if you are using the keyboard)

C

Copy

S

Swap

R

Rename


```
O
Clone
V
View
A
Read
E
Edit
H
Hear
I
Info
X
Execute
#
Run
T
Comment
P
Protect
Z
Archive
  (The Z is for ZIP! (i know, crap aint it :-))
U
  Unarc
  M
  MakeDir
  +
  Mark All
  -
  UnMark
  *
  Reverse

  Dos
  B
  Batch
  L
  Volumes
    note: if you want to be able to re-define these keys, let me ↔
          know and
I'll implement it for you!

Menus
=====

Main
-> About
    brings up a couple of requesters telling you about the program

-> Help
    brings up some help.

-> Quit
    quits the program

Config
```

-> Edit
 Brings up the config edit window.

-> load
 lets you load in an alternate config

-> save
 saves current config as the default config.

-> save as
 lets you save the config to a different file

Misc

-> Group Tag
 lets you tag some files by way of a pattern match.

-> Group Untag
 opposite of above.

-> Format
 uses a series of requesters to determine parameters for the
 format command that comes with your computer.

1.13 Using the keyboard

Keyboard
=====

At the moment not every thing can be done from the keyboard
(such as the things in the config section and a couple of requesters)

All requesters can be dealt with by the keyboard thanks to
reqtools.librarys's great keyboard support. To cancel a requester
press ESCAPE (esc) or press "N", to select the default item on a
requester (it's the button in bold type) press Return (or Enter)
or press the "Y" key.

Most of the gadgets down the middle of the screen can be activated
by pressing the letter above the underscore.
for the few which havent got underscores look in the instuctions
part where it says GADGETS and you'll find a list of them.

You can also use the following keys during the operation of AFCopy

Left Arrow	Select Left Side
Right Arrow	Select Right Side
.	Re Read the directory, same as the R gadget
/	Parent, same is the / gadget!

1.14 Copy Gadget

Copy

====

This gadget copies the highlighted files and directories (and all subdirectories) from the current side to the directory in the other side.

If one of the files exists in the other directory and

AutoOverwrite

is turned off you will be prompted whether you want to overwrite the

other file.

As of version 3.432 you will now get 2 more gadgets on the file exists requester enabling you to skip the current file or all the existing files.

1.15 Swap Gadget

Swap

====

This does exactly the same as the

Copy

gadget on

it will delete all the highlighted files in the current side after it has copied them.

If there are any errors while copying a file it will NOT be deleted.

(auto over-write applies to this gadget too)

1.16 Rename Gadget

Rename

=====

When clicked on this gadget will let you enter a new name for each of the highlighted files in the current directory.

You may enter a completely new path for the file

E.G.

If you had clicked on a file called "HYDRA.dat" in the directory "DH1:HYDRA_Progs"

it would bring up a requester with

"DH1:HYDRA_Progs/HYDRA.dat"

and you could then change this to "DH1:old_stuff/deleteme/hydra.dat.old"

The same works with directories.

At present if the file has an icon you will have to manually rename that too.

note: write to me if you want it implemented..

1.17 Delete

Delete

=====

This gadget lets you delete all highlighted files in the current side.

If you have

delete verify

turned on (default) you will get a requester

asking whether you are sure.

It will then delete all files and all subdirs that were highlighted.

1.18 Clone Gadget

Clone

=====

This gadget, when pressed, will prompt you for a new name for all the highlighted files in the current side. It will then copy the files/dirs highlighted to the new name specified in the requester.

This is useful for making backups of files/directories..

E.G.

say you clicked Clone when "MySource.c" was highlighted, you could then type in "MySource.c.bakup" which then make an exact copy of "Mysource.c" called "MySource.c.bakup"

1.19 View Gadget

View

=====

This gadget will let you view any file using an external file viewer specified in the config section.

so in the config section you had set up the file "DH1:Gfx/ViewTek/VT "@<@@F@"

as the file viewer, AFCopy would then run this program for every highlighted file.

NOTE: as of version 3.407 the @x@ codes are used in ALL external program calls.

Dont forget you can use a program like multiview which will let you view different types of files..

E.G

you had "dh0:pictures/mypic.gif" highlighted and you then clicked on View, the actual command called would be "DH1:Gfx/ViewTek/VT dh0:pictures/mypic.gif"

1.20 Read Gadget

same as the
View
Gadget only you can use this for a text viewer.

1.21 Edit Gadget

same as the
View
Gadget only you can use this for a text/file editor.

1.22 Hear Gadget

same as the
View
Gadget only you can use this for a sample/music player.

1.23 Info Gadget

brings up the Workbench Information Window about any .info files you have selected

1.24 Execute Gadget

this gadget will execute all AmigaDos script files that are highlighted.

1.25 Run Gadget

Run
====

this gadget will first prompt you for any parameters you wish to add the highlighted program and will then run the highlighted program for you.

E.G.

say you highlighted "Avail" in "C:" and then clicked on RUN you could add the parameter "FLUSH" to the command line.

So your final command that gets executed could be "C:Avail FLUSH"

1.26 Comment Gadget

Comment
=====

This gadget will let you enter a different comment for each highlighted file which will be displayed by the AmigaDOS List command and other programs that use file comments.

E.G. say you had highlighted a file called "letter.txt" you could add a comment like "Letter to my MP about VAT"

If you have entered a comment previously AFCopy will let you modify the old comment.

1.27 Protect Gadget

Protect
=====

This gadget lets you modify the protection bits for all highlighted files. So you can set files to Pure/Script/Executeable and so on.

Usefull for setting flags for script files.

It may also be usefull to note that you could set the "hidden" bit on every ".info" file and then turn off

the ignore hidden bit

in

config section, so that when you bring up a directry listing the .info files are missed out.."

1.28 Archive Gadget

Archive

=====

this gadget will archive all the highlighted files to an archive specified by the user using the archiver specified in the config section.

At present only archivers that supports
list files
will work.

What AFCopy does is create a temporary list file in T:
and then passes this as an argument to the archiver. So if you specified "sys:archivers/lha" in the config section and the file name of the archive that you want to create is "ram:bakup.lha" then the command that gets executed is

```
sys:archivers/lha a -r ram:bakup.lha @t:AFCopy.tmp
```

In a future version i'll make it so that you can change the archiver options. At present it's not too important as only one archiver is really used on the amiga and you can add different archivers to the user defineable gadgets.

NOTE: as of version 3.486 device and assign names get expanded to the full path which MAY contain spaces in it because of this you may need to put quotes round the archive name when you type it into the requester

e.g. Ram Disk:Moo.lha needs to have quotes round it like "Ram Disk:Moo.lha"

1.29 UnArc(hive) Gadget

Unarc

=====

This gadget will let you unarchive files using the unarchiver specified in the config section, it'll also let you chose where you want the archived files to be stored and what archiver options you wish to use by way of a requester.

1.30 Make Directory Gadget

Makedir

=====

When pressed it will prompt you for a name of a new directory that you want to create and wether you want an icon for it.

Note: if you want it to create an icon you must have drawn one and saved it to disk somewhere and told AFCopy where it is in the config

section.

Note2: as of version 3.463 this function is TOTALLY bug free!!!!
so use with confidence!!

1.31 Mark All Gadget

MarkAll
=====

This gadget will highlight all files in the current side.
(use the "+" key on the keyboard to activate it!)

1.32 Unmark Gadget

UnMark
=====

This gadget will un-highlight all files in the current side.
(use the "-" key on the keyboard to activate it!)

1.33 Reverse Gadget

Reverse
=====

This gadget will reverse the highlights on every file in the current side. That's to say that if you had a file highlighted it will be unhighlighted and vice-versa.

1.34 Dos Gadget

Dos
===

When you click on this you'll be able to enter any AmigaDOS command into a requester.

AFCopy will then run this command just as if you had opened a shell window and typed it in!

1.35 Batch Gadget

Batch

=====

this is one of THE most powerfull commands in AFCopy. with it you can highlight a few files and then specify what program you want to do with them and all sorts of other things.

If you follow this example things might become a bit clearer

- 1) get a list of files on the screen (IE Click on RAM: or DH0:..)
- 2) click on a few filenames so that they are highlighted
- 3) click on BATCH
- 4) you will now see a string requester
- 5) enter "C:LIST @<@@F@" (without the quotes and press return (or click on ok)
- 6) when it asks if you want to ignore errors click on ok.
- 7) in AFCopy's default output window you will see the output of the LIST command for each file you clicked on

what AFCopy does is replace each

@x@

code with the

corresponding path or file name.

so if your

current path

was RAM:Env and you

had highlighted "DEF_DISK.INFO" the command executed would be

"C:LIST RAM:ENV/DEF_DISK.INFO"

Here's a few more examples.

Compile E Source code

"dhl:Amiga_E/bin/ec @<@@N@"

Compile C Source Code

"sc:c/sc @<@@F@ LINK MEMSIZE=H STKEXT"

View Files

"sys:utilities/multiview @<@@F@"

Copy Files.

"c:copy @<@@F@ @>@@F@ quiet all noreq"

As you can see the batch command is quite powerful.

1.36 Volumes Gadget

Volumes
=====

This will replace the list of files in the current side with a list of all VOLUME names.. (device names NOT included.. (yet :-))

Usefull for easy access to assigns...

1.37 Archiver List Files

ListFiles
=====

A list file is a text file with the full pathname of every file that is to be archived, each on a single, seperate line.

E.G

```
apps:docs/kill_ben.doc
apps:docs/letter.doc
apps:docs/suicide_letter.txt
```

1.38 Configuration

Configuration
=====

When you first start up AFCopy it will prompt you wether you want to save the default config. I suggest you do, unless you want to be bugged by that requester each time you load it up that is...:-)

To change the configuration select "Edit" from the config menu.

To save your changes use the "Save" from the config menu.

You can have more than 1 config by using the save as and load from then config menu, at present there is no way to make AFCopy use any other config than "s:AFCopy.cfg". This may well be in a future release...

Ok, so load up AFCopy and have a look at the config windows and the menus then come back here and i'll tell you what it all means.....

(ten mins later)

Ok, you're back, ready ?

(reader nods head in total agreement after being dumbfounded by the wealth and variety of options) (heheheheheeee, still as funny as ever dom!)

Right then here we go...

Gadgets

=====

Delete Verify
View
Ignore Hidden Bit
Read
Set Protection Verify
Edit
Ignore Disk Insert
Hear
Mix Files and Dirs
Auto Overwrite
Execute
No Command Error Messages
Archiver
Ignore No Disk In Drive
Unarchiver
Shuffle Screens
 Console Window
Use Workbench Screen
Drawer Icon File
ScreenMode
Requester Message
File Colour
Lines Per Side
Dir Colour
Highlight Colour
 Menus

=====

Misc

Select Font

(this brings up a reqtools font requester, from which you can select any 8 point fixed width font)

Devs (left/right)

use these menus to define the device names that appear in the gadgets just below the path gadget in the main window.

User Gads (left/right)

use these menus to define the gadgets under that device gadgets in the main window.

When you select one of the items from the menu it AFCopy will bring up a little window with a few options on it, these are as follows.

Send File Names

when this is checked AFCopy will run this command once for every file name that is highlighted in the current side.

Read Current Side

when AFCopy has finished running the program and this is selected it will read the directory of the current side in again. usefull for is the program that you're running modifies/deletes files

Read Opposite Side

as for current side, but read the opposite side in again.

Change to current

changes the default directory to the path of the current side before running the specified program.

Change to opposite

as above only changes to the oppiste side first.

Modify Command

this will let you modify the acutal command line of the program before AFCopy executes it.

Run Asynchronously

this sets a program running and AFCopy will not wait for it to finish.

Gadget Name

name that you want to appear on the gadget.

Command

the full path and file name of the actual command name that you want to run.

You can uses

@x@

in this string.

Heres a few examples

```
Send File Names
Read Opposite
Send Asynchronously
Gadget Name "Copy"
Command "C:COPY "@<@@F@" ">@@F@" noreq quiet"
```

```
Send File Names
Gadget name "MView"
Command "SYS:Utilities/Multiview "@<@@F@" SCREEN"
```

```
Send File Names
Read Current
Gadget Name "TTX"
Command "TurboText:TTX "@<@@F@""
```

1.39 View

View
====

Specify the full path and file name of the viewer that you want to use, folloed by any command line options you may want to have.

1.40 Read

as per
View
but for the file reader

1.41 Edit

as per
View
but for the file editor

1.42 Hear

as per
View
but for the sample/mod player

1.43 Execute

as per
View
but for the script executer

1.44 config == Archiver

as per
View
but for the file archiver
(but dont add any options.)

1.45 config == UnArchiver

as per
Archiver
but for the un-archiver

1.46 Config == Console Window

Console Window
=====

Enter a standard amiga console window definition here

this is used when AFCopy starts an external program that
uses the cli window for input/output functions.

Don't forget that AFCopy screen is a public screen and that you can
have the console window open on AFCopy's screen by using the
"/SCREEN AFCOPY" parameter

the default console window is set as follows.

```
"CON:0/11/640/200/AFCopy Command Output/SCREEN AFCOPY/AUTO  
/CLOSE/WAIT/ALT0/11/100/30"
```

1.47 Config == Lines Per Side

Lines Per Side
=====

enter a number (not less that 19) for the amount of files
that you want AFCopy to display per side.

1.48 Config ==- File Colour

File Colour
=====

Select a colour that you want the file names to be..

1.49 Config ==- Directory Colour

Directory Colour
=====

Select a colour that you want the directory names to be..

1.50 Config ==- Highlight Colour

Highlight Colour
=====

Select a colour that you want the highlight to be..

1.51 Config ==- Requester Message

Requester Message
=====

If you're in a kind of silly mood you can have some fun by changing this. ("way hay" cries the reader!)

The string must contain one (1) and only one pipe sign "|" either side of this is what will come up if an operation fails. (IE. Left side for good, right side for bad)

try some of these..

```
"Carry On|god darn it, not again"  
"oh, okay then|oh bugger! stop now"
```

you get the idea...

1.52 Config ==- Drawer Icon File

Draw Icon File
=====

Specify the full path name of your default draw icon file.

this is only used for makedir's add icon option.

The file *MUST* exist if you want to create an icon for the directory.

1.53 Config ==- Mix Files and dirs

Mix Files and Dirs
=====

if this option is selected AFCopy will not put the directory names at the top of the list of files, It will just sort all the files and dirs as if they were the same.

This is usefull if you want to copy a load of fonts so you can click on the directoryname and the ".font" file .

1.54 Config ==- Ignore Disk Insert

Ignore Disk Insert
=====

If you put a disk in a drive and this option is off AFCopy will ask you wether you want to bring it's contents up in the file display.

note: at the moment its bugged, IE if you put a disk in DF1: it'll say "Disk Inserted in DF0".... Also, if you put in a PC disk it'll still log to DF0: instead of PC0:...

(if anyone knows how to get a device name from an IDCMP_DiskInserted message then let me know ASAP cos i cant figure it out for the life of me!!!)

1.55 Config ==- Set protection verify

Set Protection Verify
=====

When afopy tries to copy a READ-ONLY file and this option is on it will ask you wether you want AFCopy to temporarily change the protection of the source file so that it can read it. After it has finished copying the file AFCopy will set it back to being READ-ONLY.

If this option if off it won't ask you, it'll just do it anyway.

1.56 Config ==- Ignore Hidden Bit

Ignore Hidden Bit
=====

When this is on AFCopy will show all files in the directory window regardless of whether they have this hidden bit set.

1.57 Config ==- Delete Verify

Delete Verify
=====

When this is on AFCopy will bring up a little requester when you select the delete gadget, just to make sure that you want to delete the selected files

1.58 Config ==- Auto Overwrite

AutoOverwrite
=====

This is turned on and off in the config section by the use of a check gadget.

1.59 Config ==- No Command Error Messages

Command Error Messages
=====

When selected AFCopy will not notify you of an external programs error code. Most of the time if an external program fails it will be an undefined error anyway.

an external program is any program which is run/called by AFCopy such as text editors/archivers/file viewers and the user definable gadgets.

1.60 Ignore No Disk Message

Ignore No Disk In Drive Error Message
=====

When this option is enabled and you click on one of the device gadgets and there's no disk in the device clicked on AFCopy will ignore the error returned by its internal directory reading routine, normally you'd get a requester with the message "error getting files, No Disk"

or something along those lines, with this you won't!

(see, I am here to make life easier!!! heheeeee)

1.61 Screen Mode

ScreenMode and use WB screen
=====

When you click on the SCREENMODE gadget, AFCopy will bring up a simple screen mode requester for you to select a screen mode from. if you cancel this AFCopy will go back to using the WB screen.

AFCopy will open a screen of 640 pixels accross and at least 256 pixels down and will open it's window on that screen, all requesters will go on that screen also.

If you activate the "use WB screen" gadget AFCopy will open it's window on the WB screen (providing it's big enough!)

1.62 ShuffleScreens

Shuffle Screens
=====

When this is selected and you are using AFCopy on it's own custom screen and you run an external command (such as a text viewer) AFCopy will put it's screen to the back when you run it and when the external program has finished it will put AFCopy's screen back to the front.

(note: if a command has been set to run asynchronously AFCopy's screen will NOT get put back to the front!)

Also note that any external program that opens it's own window will probably put the screen that it opens it's window on the the front anyway (such as PPMore).

1.63 @x@ Codes!

@x@ Codes
=====

here's a complete list of @x@ codes for batch commands and gadget configs

@<@ path of selected side
 @>@ path of opposite side
 @F@ filename of the tagged file(s)
 @N@ name (without the extension) of the tagged file(s)
 @E@ extension (not including the ".") of the tagged file(s)

so to get the full file name of a selected file you could use either

@<@@F@

or

@<@@N@.@E@ (note: if the name doesnt have a "." in it using this
example one will be added.... :-)

Cool huh ?

1.64 dont be awkward!

It may not be white if you have adjusted your palette!! :-)
But it will always be COLOUR 2!

1.65 Current Path

The current path is shown in the string gadget at the bottom of ↔
the
active side

1.66 Active Side

The active side is the side with the
white
border around the
filename area.

1.67 Planned Additions

Planned additions not in the current version.

=====

- 1) Start a notify on current directory, update (or ask to update) if it changes.
 - 2) selection of archivers/archive name detection...
 - 3) add programmable file types.
 - 4) add size directory when double click on dirname.
 - 5) save window Co-ords in config!
 - 6) update disk info when copying files (but have an option for this so as
-

not to cause slowdown when using floppies!)

- 7) automatic selection of files (IE, when you read a dir it will select a set of files via pattern matching)
- 8) add option to rename so that you can choose to rename the icon for the highlighted file too..
- 9) Online/Gadget/Menu help... (using V39 functions!) maybe in Amiga Guide Format
- 10) AFCopy built in commands useable from userdefineable gadgets (so that you can combine @x@ codes with built in commands)
- 11) user definable menus
- 12) ARexx Interface.
- 13) Clock on window/screen title :-)
- 14) keyboard selection of filenames
- 15) option to miss out certain files (using wildcards) in directory listings (for instance, .info files)
- 16) option to use different colours for different file extensions.
- 17) and more COOOOOOL ideas that'll make AFCopy the best amiga file manager EVER!...

=====
 IF you want to see ANY of the above fetures then you better write to me telling me so!
 =====

1.68 Other Programs

Other Programs

=====

Watch out for other forthcoming programs by HYDRA/Tension/LSD including :

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!!!!

VERMAN - Revision Bumper for C Programmers

ExAppl.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
- XMASH - Stunningly Cool Disk Masher that uses the XPK libraries!
Get it or DIE!
- AUTOID - Cool Traders Tool, extracts file id, lets you edit it, checks archives and packs it back again. Very cool!

1.69 Greetings

I'd like to send a big thank to Blue Ardvark! Yeah! For extensive beta testing and bug finding..! :-) (p.s. r u happy now ?)

Well since nobody else to me about this program this list won't be too big!

Axen/LSD
Daffy Duck!
Cruise/LSD
Dr Zero/Ex PSX
Lazzer/Ex PSX
Huk/Ex PSX
Pilgrim
Slave/Ex PSX
Fish/LSD (hi m8!)
Oedipus/LSD
Equalizer/GRIDPOINT

And all those who know me (wow, you didn't think I would say that phrase now did you ? honest!!)

And to all the LAMERS out there for being a good excuse to use BossNuke!! (heheheeee)

1.70 Distribution

Distribution

=====

This package may be distributed by anyone who wants to in any way you see fit as long as you dont make *ANY* money from it, if anyone's going to make money from this CoOoL program it will

be me.

AFCopy MAY be included on coverdisks/util packs/PD disks or compilations.

I also give ANY PD company/library my permission to ditribute this program as much as possible, thanks!

It may also be transferred via any means you see fit (and I DO mean any means) as long as all the files (in archived format or otherwise) are distributed together and on the same bit of media (I.E. Disk..:-)

Just remember, if you modify it in anyway (like putting your name on it or removing bits) I may not do another version of this program and you know how upset you would be if you wanted a bug (should you ever find one) fixed. However, if you improve this version then let me know ASAP! Please see

How To Contact The Author

Now that AFCopy comes with version of the executable compiled ←
for

different processors, anyone distributing just one executable file on coverdisks or util packs or such like should make sure that they use the version for all the 68000 series processors and not one of the processor dependant ones.

1.71 Problems

Problems

=====

If AFCopy won't start then first make sure your system is the same or better than that stated in

Requirements

.

If it is and AFCopy still won't start then take your workbench disk (2.04 or better) and make a copy of it.

Now, don't alter ANYTHING on this disk, not even the palette.

Then copy libs/reqtools.library to libs: and try running it again.

If it still fails it's probably because you've got an NTSC Amiga so it cant open it's window. If this is the case then copy the file S/AFCopy_NTSC.cfg to S:AFCopy.cfg and try it again. This will force AFCopy to open it's screen on a NTSC Laced Screenmode, and from there you will be able to pick another screenmode via the config.

If it STILL doesnt work then write me a letter, or better still ring me up and I'll try my best to help you out.