

# **BenchTrash**

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	<i>TITLE :</i> BenchTrash		
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## BenchTrash

### 1.1 BenchTrash Guide

BenchTrash Guide

Guide Version 1.08 BenchTrash Version 1.14

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DPaint is a trademark of the Electronic Arts (EA) corp.

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## 1.3 About BenchTrash

"BenchTrash" is a workbench application that creates a global "Trashcan" icon on the workbench screen. Icons dropped over it will be either deleted on request, or are moved to the "Trashcan" drawer on the disk they are located on.

Additional, BenchTrash tries to eject a disk if its icon is dropped over it.

To say it in one word: BenchTrash is a Mac-like implementation of a trashcan.

The icon, its position and the eject procedures can be freely chosen to match your personal taste and hardware.

It displays a nice "progress bar" on request, and can execute a CLI program if the deletion process has finished.

Last but not least: IT'S FREE! (But please read the [licence](#) !)

## 1.4 Installing BenchTrash

The installation procedure is quite simple, and that's the reason why I don't supply an installer script: Drag the "BenchTrash" icon in your "WBStartup" drawer of your startup volume, and copy the guide, i.e. THIS file, wherever you like.

If your native language is german, you may want to copy the localization file "BenchTrash.catalog" to "LOCALE:Catalogs/deutsch". More translations wanted, contact [me](#) .

After the installation is finished, you should [configure](#) BenchTrash.

---

## 1.5 Contacting the Author

Here's my EMail address:

thor@einstein.math.tu-berlin.de

Thomas Richter

You may also want to visit my web page, latest versions of all my programs (plus more) are available there:

WWW: <http://www.math.tu-berlin.de/~thor/thor/index.html>

The selection is quickly expanding, check in monthly!

## 1.6 Configuring BenchTrash

The BenchTrash configuration is done by the ToolTypes in its icon. Click it once and select "Information..." from the workbench icon menu to change them.

Here is the meaning of all supported ToolTypes, together with their defaults:

AUTODELETE=on

Icons dropped over BenchTrash aren't moved into the trashcan, but removed from the disk - by asking the user first, of course.

AUTODELETE=off

Icons are moved to the trashcan of the volume they are located on (MAC-like behaviour). To remove them, you will have to empty the trashcan from time to time.

PROGRESSBAR=on

Display a progress bar about how far BenchTrash got with deleting your files. An "Abort" button is present, too, to cancel the process. Closing the window with the status bar aborts the deletion also.

PROGRESSBAR=off

The old style default without this window.

The setting of the AUTODELETE and PROGRESSBAR flags may also be changed interactively by a double click on the global trashcan icon on your workbench. The window popping up is self-explaining...

DONOTASK=off

If enabled, the "confirm" requester is suppressed and the files are always deleted. **THIS MIGHT BE QUITE DANGEROUS!**

DONECMD=

A standard Amiga Shell command line should go here as an argument. This command will be executed every time BenchTrash finished its work. Please, NO DOUBLE QUOTES here!

ICONX=

This ToolType takes a number as argument, and selects the the horizontal position where BenchTrash should be placed. By default, this will be on the left side of your workbench screen.

ICONY=

Selects the vertical position (height) where the BenchTrash icon will appear. By default, this will be the bottom of your workbench screen.

NAME=

Select the title of the icon to appear under the trashcan. This defaults to "BenchTrash".

Note: The description of this tooltype was mixed with the new "ICON" tooltype - sorry about the mess. "NAME" itself was broken, too....

ICON=

---

Select the path of the icon to use. By default, this will be the icon of the trashcan on your startup volume, but if you like a different one, give its path here (no ".info" needed).

CENTER=

If set to "on", BenchTrash will center its setup window on the workbench screen instead of placing it in the upper left corner.

EJECT drv=

This one is unique and selects a command line to invoke if a volume of a given device should be ejected. To give examples:

EJECT DF0=EjectDisk df0:

will call the "EjectDisk" program whenever a disk in the first drive must be ejected. BenchTrash cannot do this ejection itself, since there is no standard way to do it!

Starting with release 1.08, DiskSafe can also recognize ejectable drives by the exec device and unit number. Insert a slash "/" instead of a equal sign and give the exec device name behind it, replace "device" by the unit number.

The example above is \*almost\* (if you don't use the MultiFileSystem) equivalent to:

EJECT trackdisk.0/EjectDisk df0:

Note again that the "device" string is not added - this is done by BenchTrash.

A very common usage is to eject a IOMega "ZIP" floppy with Oliver Hitz's ZipTools (can be found on Aminet as "ZipTool.lha"):

EJECT ZIP=ZipTool >NIL: EJECT ZIP:

Please note that you must give the name of the DEVICE, not of volumes, i.e. "DH0" instead of "Workbench" or "SYS".

If your SCSI device driver is called "oktagon.device" and the ZIP is set to SCSI unit 6, the line above is \*almost\* equivalent to:

EJECT oktagon.6/ZipTool >NIL: EJECT ZIP:

(The \*almost\* is related to the fact that you may have in principle two dos device drivers mounted on the same piece of hardware - also you shouldn't do this!)

Wildcards have been introduced to BenchTrash release 1.12. It is now also possible to match complete classes of devices. Here one example:

EJECT DF?=EjectDisk %S:

The "?" is a standard AmigaDOS pattern, a place holder for a single character. Hence all device names of three characters starting with "df" will get the same ejection command. The "%S" in the last line is replaced by the full device name without a colon (":"). If, for example, you drag the disk "df0:" into the BenchTrash, the command being executed will be:

EjectDisk df0:

Another example using exec devices:

EJECT #?scsi.#?/SCSIEject %S %N

All exec device names ending with "scsi" will match, i.e. "scsi.device" or "gvpscsi.device". Since the unit ID is replaced by the pattern "#?", the unit of the device does not matter.

The "%S" is replaced by the exec device name, hence "scsi.device" or "gvpscsi.device", the "%N" is replaced by the unit number as an ASCII string.

REMARKS:

If you need the percent sign itself in the ejection command for whatever reason, escape it with another percent sign, i.e. the pattern "%%" is replaced by "%":

EJECT foo.1/Foo%%Eject %N

will match unit one of the "foo.device". The ejection command for the "foo.device" is called "Foo%Eject". Rather strange name, what do you think?

The device name and the unit number of exec devices are matched separately, so a pattern like

EJECT #?0/FooEject %S %N

won't match all devices and units ending with zero (units 0, 10, 20...). Use two patterns instead:

```
EJECT #?.#?0/FooEject %S %N
```

...should do it.

Remember that a ".device" is always appended to the first pattern, so the example above won't match things like "foo.library", although the pattern is just the "match all" wildcard.

BenchTrash can be invoked from the shell as well, basically taking the same arguments. Please read [here](#) .

## 1.7 Shell Arguments

The command line arguments are very similar to the workbench [tooltypes](#) . Here's the command template:

```
BenchTrash NAME,ICONX/N,ICONY/N,AUTODELETE/S,HELP/S,  
CENTER/S,PROGRESSBAR/S,DONOTASK/S,DONECMD,EJECT/M  
NAME Specify the title to use for the trashcan. Defaults to "BenchTrash".
```

The documentation of this option was wrong in the 1.07 guide. Sorry about the mess...

ICON The pathname of the icon to use for the benchtrash. Defaults to the system's trashcan icon.

ICONX Selects the left position of the trashcan icon. Defaults to the left edge of the workbench screen.

ICONY Specifies the top edge of the icon. Defaults to the bottom of the workbench screen.

AUTODELETE If present, BenchTrash will attempt to delete files after dropping them over its icon. If left out, BenchTrash will move them to the trashcan drawer of the volume the files are located on.

PROGRESSBAR Build a window with a progress bar showing the status of the deletion process. An "Abort" button is present there as well, to cancel the operation.

DONOTASK Do not show the "confirm" requester, delete dropped files immediately. Be careful, THIS MIGHT BE QUITE DANGEROUS!

DONECMD Enter as argument a command line to be executed by BenchTrash after having finished its job, i.e. deleted everything. For the shell argument, THIS LINE MUST BE ENCLOSED in double quotes.

HELP Prints a short overview over all arguments

CENTER If present, BenchTrash will center its setup window (which you get by double clicking the trashcan icon) on the workbench instead of putting it at the left top corner.

EJECT Selects multiple ejection scripts. One argument looks like the following:

```
<DeviceName>:<EjectionScript>
```

i.e. to eject a ZIP disk, assuming the zip filing system is named ZIP, enter:

```
EJECT ZIP:C:ZipTool >NIL: EJECT ZIP:
```

The redirection to NIL: isn't really necessary, but suppresses an annoying window.

If you want to eject exec - device based, replace the colon by a slash "/" and replace the dos device name by the exec device driver, with the unit number substituted for "device". The example above in the second notation would look like the following:

```
EJECT oktagon.6/C:ZipTool >NIL: EJECT ZIP:
```

assuming your ZIP is connected to a SCSI controller called "oktagon.device" and has the unit number (=SCSI ID) 6.

Patterns are also possible, in the same way as in the [tooltypes](#) .

By the way: BenchTrash launches itself in the background, you don't need a RUN command. It will fail if another copy is already working (it's quite stupid to have two trashcans...)



## 1.8 Common problems with BenchTrash

I) Instead of removing an icon, BenchTrash's config window pops up.

---

This is in fact not a bug in BenchTrash, but in the workbench. Whenever you attempt to delete a drawer icon without the related directory (e.g. you deleted the directory with the shell and forgot to delete the icon, too) the workbench will fail to get a lock to that directory and will, instead, call BenchTrash with zero arguments - which is normally used to indicate a double click on the icon. Sorry about that "feature", but I am not responsible for it.

II) Sometimes when I try to remove a directory, I get the error message "Error 202 : object is in use"

---

This usually indicates that some other program - usually the workbench - is keeping a lock on that object. This happens every time you want to delete a directory which is "opened" by the workbench, i.e. is displayed as a window at the workbench screen. To remove a directory, CLOSE all windows of the directory itself and all subdirectories contained in this directory and try again.

If this still fails, another program might keep a lock on that directory, e.g. if you try to erase the home directory of a running program, like the DPaint drawer if DPaint is running. You have to quit this program first before trying again.

If this STILL fails, an assign might be set to a drawer you want to erase. For example, BenchTrash will fail to remove the "Devs" drawer, since it is assigned to "DEVS:". If you REALLY want to remove the drawer, remove the assign first with

```
assign <assignname>: remove
```

Be careful! Some programs might need this assign, better consult the programs manual. By the way: You can get a list of all assigns with the "assign" command called without any arguments.

If this STILL FAILS, you might get upset! Some ugly program have failed to free a locked directory. This happens more often than you might believe... GFABASIC, for example, is famous for this FEATURE. Probably you should contact the author of the faulty program (or even better erase the program, probably using BenchTrash. Seems to be the best which can be done with GFABASIC ;-).

III) What does the failure message "Volume lacks a trashcan" mean?

---

If you disabled the **autodelete** option, BenchTrash will not delete the icon you dropped on the global trashcan icon; instead it tries to move them to the "Trashcan" drawer of the volume. It would be quite stupid to copy them to your harddisks "Trashcan", since it occupies disk space there instead on the volume where it belongs.

If this volume, however, does not have a Trashcan, BenchTrash complains about beeing unable to move the trash to there.

Several solutions:

a) Always create volumes with a trashcan on it, i.e. do not disable the creation of the trashcan icon in the format requester.

b) Do not use the autodelete option if you don't want to create trashcans. (This is my personal favourite, since I always know when I want to remove stuff - I am used to UNIX: If it's gone, it's gone!)

Something special must be said about the "Ram Disk". This one comes always without a trashcan since the data is lost anyways when you reboot. To make Benchtrash working with it, create a nice icon for the trashcan on the RAM disk and save it to your system partition, probably like:

```
copy RAM:Trashcan.info to SYS:System/TrashcanInfo
```

and add later on the following lines to your startup sequence:

```
makedir RAM:Trashcan
```

```
copy SYS:System/TrashcanInfo to RAM:Trashcan.info
```

to create the icon and the drawer. However, DO NOT FORGET that all data thrown away on the RAM goes to this drawer and is lost whenever you have to reboot.

---

## 1.9 Thank you, folks

Special thanks go to....

Oliver Hitz

for his implementation of "ZipTool".

Iomega corp. for their ZIP 100. Nice work, but please support Amiga!

Raphael Pilarczyk for a lot of useful remarks. The release 1.07 is due to him, more work will follow.

Miki Sawicki for reporting a bug in 1.07. I removed it, plus an enforcer hit, and added the new style exec device ejection.

Steve Clack for the useful idea of implementing this progress bar.

Eric Sauvageau for the idea about the "DoneCmd" option.

Miloslaw Smyk and Ron Goertz for more ideas.

Dimitris Panokostas for his greek translation.

Antti Westerlund the finish translation.

Lars Renstrøm for the swedish translation.

Claudio Pucci for the italian translation.

Julien Wilk for the french translation.

Special thanks does NOT go to...

Commodore Amiga for their @^&%! - computer (adverb censored). This ugly think still fails to work correctly. Now my Chip Mem starts to get "creative" (bits start flipping). It's a CREATIVE computer, you know... )-:

Viscorp for their GREAT support.... my computer is still to big for a set-top box (-;

## 1.10 The history of BenchTrash

Version 1.06: First AmiNet release

Version 1.07: Added Font-Sensitive GUI and CENTER tooltype.

Version 1.08: Added ICON tooltype and exec device support of ejectable media. Removed a (stupid) enforcer hit in the ejection procedure (Sigh).

Version 1.09: Added the progress bar window and the related options. The BenchTrash setup window might have messed up the flags, but I'm not sure about it. At least, the bug has been removed. Added a workaround for a "feature" of the icon.library. Thanks Steve!

Version 1.10: The progress bar counted sometimes incorrectly. This has been fixed now.

Version 1.11: Removed a dump typo, and added a file count to the progress bar. The DONECMD option has been added on request by Eric Sauvageau.

Version 1.12: Added the DONOTASK flag and a pattern background for the BenchTrash progressbar. Pattern matching was introduced to the ejection support.

Version 1.13: Added a checkmark to the menu to enable/disable the confirmation requester.

Version 1.14: Added a frame around the file name to be deleted. Added a tiny delay to give the WB a chance to free its locks. Added an explicit mask setting for the text in the progress bar.