# BenchTrash

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| | TITLE :  BenchTrash | | |
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# Contents

# Chapter 1

# BenchTrash

## 1.1 BenchTrash Guide

BenchTrash Guide

Guide Version 1.25 BenchTrash Version 1.40

WARNING: The syntax of some shell arguments has changed. Check the Shell chapter to find out how.

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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 choosen 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.

Even more options have been added to the 1.20 and 1.22 releases, and some of the options have changed with 1.30, read the configuration section .

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

## 1.4   Installing BenchTrash

The installation procedure is quite simple: Just run the supplied installer script and follow the instructions.

Anyways, you may also want to install by hand: Drag the "BenchTrash" icon in your "WBStartup" drawer of your startup volume, and copy the guide, i.e. THIS file, wherever you like.

You may also want to install a translation of the BenchTrash to your native language. The localization file "BenchTrash.catalog" must be copied from the appropriate drawer to the drawer of the same name in "LOCALE:Catalogs/", i.e. "Deutsch/Bench-Trash.catalog" has to go to "LOCALE:Catalogs/Deutsch/BenchTrash.catalog" etc.

More translations are always welcome, contact me .

After installatation, you should configure BenchTrash.

## 1.5   Contacting the Author

Here's my EMail address:

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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.

BenchTrash can be invoked from the shell as well, basically taking the same arguments. Unlike older versions, 1.22 and newer versions don't fail if started again, they change their settings. Additionally, BenchTrash can be used to delete files "safely" from the shell once it is running. More on that the shell section.

Here is the meaning of all supported ToolTypes, together with their defaults (marked with a "*"). Some settings are "rigid", i.e. can't be changed once BenchTrash is already loaded.

---

NAME= (rigid)

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= (rigid)

Select the path of the icon to use on the workbench screen. This is the default trashcan icon if you ommit this tooltype.

WARNING: THIS IS DIFFERENT TO PREVIOUS VERSIONS.

If you like a different one, give its path here (no ".info" is needed).

---

NEWTRASHICON=

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Select the icon to be used if BenchTrash has to create a new Trashcan drawer. (NEW FEATURE) This is, by default, the workbench default trashcan icon. If you want a different icon, give its path here, without ".info".

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ICONX= (rigid)

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= (rigid)

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

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MODE=deletemode (can be DELETE(*),MIXED,LOCAL,GLOBAL)

Selects what to do with icons dropped on top of the BenchTrash:

- If MODE=DELETE, they get deleted - asking the user first, of course.

- For MODE=LOCAL, these files get moved to the local trashcan of the volume they are stored on. BenchTrash will ask you to create a trashcan on that volume if it's missing. You've to empty these trashcans manually from time to time, probably using the workbench menu.

- MODE=MIXED is a mixture of both modes: Files are moved to the trashcan if present, but deleted otherwise. Files that are already IN the trashcan are also removed. Here, again, the user is asked first for confirmation, but only for those files that get deleted.

- MODE=GLOBAL selects a global trashcan directory where all "trashed" files get stored. This directory can be cleaned up automatically from time to time by BenchTrash. It is "SYS:Trashcan" by default, but the trashcan drawer can be changed, of course.

BE WARNED: By selecting this option, your harddisk gets FULLER by deleting items! Make sure enough room is available.

Another warning: BenchTrash invents unique names if you try to move a file or a drawer into the global trashcan that already exists there. BenchTrash adds an underscore and a number, starting with one, to get a unique name. This is, by deleting two files named "Calc", you'll end up with "Calc" and "Calc_1" in the trash directory. The next "Calc" deleted will be renamed to "Calc_2" and so on.

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CLEANUP=on

If enabled, BenchTrash will look into the global trashcan drawer on startup and will delete files that are older than a certain amount of days. THIS WORKS ONLY for the drawer that was specified as global "trash dump", not for the trashcan directories of individual volumes.

CLEANUP=off (*)

Do not touch the global trashcan. If you select "SYS:Trashcan", which is also the default, you can use the workbench menu to empty the trashcan.

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COPYFIRST=on

This selects the style how BenchTrash copies files to the global trashcan, if this feature is enabled at all. If COPYFIRST is enabled, the complete set of data is copied first, and then, in a second step, the data is erased from its original place. This is safest because no data loss can occur, but your HD must be big enough to store the complete set of files AT LEAST TWICE. It might also defragmentate your HD somewhat, but an unexpected failure while copying the files won't affect the data because the original is still kept.

COPYFIRST=off (*)

The default. BenchTrash will delete the copied files immediately, hence leaving more space on the HD. While this is quicker and needs less storage, it is also less safe because an error condition while deleting the files will end in one piece of the data in the trashcan and the not yet copied part at the original place. It is then up to you to restore the original data sets.

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Remember, this setting makes only sense if GLOBAL is set to TRUE as well.

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CLEANUPDELAY=

Specify the delay in seconds between launching BenchTrash and cleaning the global trashcan, if this option is enabled at all - See "CLEANUP" above. This delay defaults to ten seconds.

The cleanup task is running at priority -1, so tries to stay friendly in the background. It requires an exclusive access to the trashcan directory, so you can avoid or delay the deletion process simply by opening the trashcan drawer. BenchTrash will then come back every minute to check whether it is now able to clean up this directory.

_____

MAXAGE=

If CLEANUP is set to "on", this is the maximal age in days of the files to be kept in the global trashcan directory. Files older than the amount given by MAXAGE are erased as part of the startup process of BenchTrash. BenchTrash WILL NOT check the global directory later on, this is only done ONCE each time you boot the computer.

This setting defaults to seven days.

_____

CENTER=on

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

CENTER=off (*)

_____

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.

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DONOTASK=on

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

DONOTASK=off (*)

The default: Show a requester.

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NOACTIVATE=on

Tell BenchTrash not to activate its progress bar on open.

NOACTIVATE=off (*)

The default: activate it.

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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!

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TRASHDIR=

A FULL path to the directory to be used as global trashcan, if the GLOBAL MODE is selected. Defaults to "SYS:Trashcan".

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---

LOCALTRASHDIR=

A path relative to a volume, to be used as local trashcan of that volume. Defaults to "Trashcan". This directory must lie in the root directory of all volumes and will be used as "ordinary" trashcan directory if you didn't select the GLOBAL mode.

---

EJECT drv= (rigid)

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 or ZJTools (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 beeing 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.

## 1.7 Shell Arguments

The command line arguments are very similar to the workbench <span style="color:red">tooltypes</span> , but depending on whether another copy of BenchTrash is already running, the command template is a bit different.

Warning: The command line syntax has changed a bit for 1.36.

If started for the first time, BenchTrash takes the following arguments:

BenchTrash NAME,ICON,NEWTRASHICON,ICONX/N,ICONY/N MODE/K,CLEANUP/K,COPYFIRST/K CLEANUPDE-LAY/N,MAXAGE/N HELP/S,CENTER/K,PROGRESSBAR/K,DONOTASK/K,NOACTIVATE/K DONECMD,TRASHDIR,LOCALT

If another copy is already running, the command template looks like this:

BenchTrash NAME,ICON,NEWTRASHICON,ICONX/N,ICONY/N MODE/K,CLEANUP/K,COPYFIRST/K CLEANUPDE-LAY/N,MAXAGE/N HELP/S,CENTER/K,PROGRESSBAR/K,DONOTASK/K,NOACTIVATE/K DONECMD,TRASHDIR,LOCALT

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NAME (rigid)

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...

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ICON (rigid)

The pathname of the icon to use for the benchtrash. Defaults to the system's default trashcan icon. (NEW FOR 1.22, no longer the SYS:Trashcan icon)

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NEWTRASHICON

The path name of the icon of new trashcans that BenchTrash might create. Defaults to the system default icon.

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ICONX (rigid)

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

ICONY (rigid)

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

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MODE

Selects the trashcan mode of operation. Can be either DELETE,MIXED,LOCAL or GLOBAL.

- DELETE deletes all files dropped into the BenchTrash.

- MIXED deletes them only if there isn't a trashcan drawer available or the files are already in the trashcan.

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- LOCAL moves them into the trashcan of the volume.

- GLOBAL uses the global trashcan drawer for storing trash.

_____

CLEANUP (boolean switch, argument must be ON or OFF)

Clean the global trashcan on startup. See also CLEANUPDELAY and MAXAGE.

The syntax of this keyword has changed a bit. You've to specify either ON or OFF as argument to enable or disable this feature.

_____

COPYFIRST (boolean switch, argument must be ON or OFF)

If selected, copy the complete set of data first, delete it afterwards. This wastes some room on your HD, but is safer.

The syntax has changed for release 1.36. You must provide a boolean argument to this keyword, i.e. COPYFIRST=ON or COPYFIRST=OFF.

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CLEANUPDELAY

Delay in seconds after the startup until BenchTrash starts to clean the global trashcan. Defaults to ten seconds.

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MAXAGE

Maximal age in days of the files in the global trashcan. Defaults to one week.

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HELP

Prints a short overview about the available options.

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CENTER (boolean switch, argument must be ON or OFF)

If present, BenchTrash will center its setup window and the progress bar within the the workbench screen instead of putting it at the left top corner.

_____

PROGRESSBAR (boolean switch, argument must be ON or OFF)

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.

The syntax changed. This keyword takes now a boolean argument!

_____

DONOTASK (boolean switch, argument must be ON or OFF)

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

Again, the syntax has changed. You MUST provide either ON or OFF.

_____

NOACTIVATE (boolean switch, argument must be ON or OFF)

Do not activate the progress bar if set to "ON". The default is "OFF", which activates the progress bar.

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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.

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TRASHDIR

The full path to the global trashcan directory. Only used if MODE=GLOBAL.

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LOCALTRASHDIR

A path relative to the root of each volume, used as "ordinary" trashcan. Only used if MODE is set to LOCAL or MIXED.

---

EJECT (startup only)

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 anoying 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 <span style="color:red">tooltypes</span> .

---

DELETE (running only)

This argument takes several file names or patterns as arguments and treats these files together with their icons (!) as if they were dropped on top of the BenchTrash icon. Thence, this is a "safe" way of deleting files from the CLI. Whatever your flag settings used to be, BenchTrash will act in quite the same way as from the workbench, i.e. will present a confirmation requester, a progress bar, might move or delete the files in quite the same way.

WARNING: This operation is asynchroniously, i.e. launched once and stays in background. The BenchTrash command will return immediately to the shell, without waiting for the completion. If you want a synchronisation, run BenchTrash AGAIN, without any DELETE arguments.

---

RUNCLEANUP (running only)

Forces a clean up of the global trashcan drawer. All files older than MAXAGE will be removed. This DOES NOT touch any other trashcan drawers.

WARNING: This operation is again asynchroniously.

---

## 1.8  The configuration window

If you click on the BenchTrash icon TWICE, BenchTrash opens its configuration window. Most settings can be made from here, as well.

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"Trashcan Mode"

This selects the trashcan operation mode, i.e. what to do with the trash. The buttons below select one of the following possibilities:

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- Delete All Files: Like it says, everything dropped in the BenchTrash gets erased.

- Mixed Mode: The files get usually stored in the trashcan of the volume they belong to, but get deleted if that drawer isn't available. They are also deleted if they are already in the trashcan.

- Volume Trashcan: Store the files in the local volume trashcan directory. Create one if necessary.

- Global Trashcan: Use a global trashcan directory (most likely on your HD) to store the trash.

---

"Cleanup Now!"

Empties the global trashcan manually. All files older than "MAXAGE" are erased. This works even if the "Global Trashcan" or CLEANUP option is disabled. It does NOT affect any other trashcan files. Read also the configuration section.

---

"Progress Bar"

Presents that neat progress bar you all like if a deletion process is running.

---

"Confirmation Requester"

Asks the user for reconfirmation if icons are dropped and the auto-delete option is turned on.

---

"Copy First, Delete Later"

Selects the mode how files are moved to the global trashcan. If enabled, the complete set is copied first, and is removed later. This takes more disk space, but is safer.

---

"Select"

Shows a file requester, used to select the global trashcan directory. The string gadget to the right can be used to enter that name manually as well.

---

"Save"

Closes the window and saves all changes made to the BenchTrash icon. Thus, you'll get the new settings all the time and don't have to modify the tool types manually. A BenchTrash icon must be present for that option to work!

---

"Use"

Accept the changes, but don't save them. The old settings become active again the next time BenchTrash gets started.

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"Cancel"

Close the configuration window and ignore the changes.

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"Quit"

Quits this fine program. What do you need this button for?

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## 1.9  Common problems with BenchTrash

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

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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 as well) 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 this "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"

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This usually indicates that some other program is keeping a lock on that object. This happens every time you want to delete a directory which is "opened" by some other program. If you try to erase the home directory of a running program, like the DPaint drawer if DPaint is running, you'll get this error message. 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 wamt to remove the drawer, remove the assign first with

assign <assignname>: remove

Be careful! Some programs might need this assign, better consult the 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?

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If you selected the <span style="color:red">Volume Trashcan</span> mode, BenchTrash tries to move dropped files to the "Trashcan" drawer of the volume.

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

BenchTrash offers you, starting with 1.22, to create the trashcan directory and icon if this happens.

How to prevent the requester:

a) Answer it with "Ok". BenchTrash will create the missing directory and icon for you, it won't show up again for this volume.

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

c) Use a different <span style="color:red">trashcan mode</span> mode if you don't want to create trashcans. (My personal favourite is the <span style="color:red">Delete All Files</span> mode 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.

IV) I get an error message, "Disk Full" when droping icons.

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Several reasons:

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a) You selected the "Global Trashcan" option and the volume the global trashcan is located on is full, so maybe your HD. Open the configuration window by clicking the BenchTrash icon twice and clean it up manually, by pressing the "Cleanup Now!" button. If this doesn't help, you've to erase some files by hand.

b) The disk is really full. BenchTrash can't operate on a disk with zero free blocks, the problem is the workbench. There is no way of telling the workbench that the location of a specific icon has moved. Instead, it must be copied first and the obsolete copy must be deleted later. While it is possible to change the order of these operations, hence preventing this error, the chosen order is definitely safer because one copy of the icon is guaranteed to exist.

If this happens, you've to erase some files manually.

V) Some icons without ".info" files don't move if I drop them.

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That is, sorry to say, a bug in the workbench. The workbench doesn't allow file names longer than 30 characters, but the DOS does. So long file names might exist, even though no icon is allowed to be associated with them. There is no way to tell the workbench these files have moved since the OS returns an error code if I try to.

## 1.10  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 finnish translation.

Lars Renstrøm for the swedish translation.

Claudio Pucci for the italian translation.

Julien Wilk for the french translation.

Kurt Drange for the norsk translation.

Jesus Reyes Martinez for the spanish translation. And sorry for misspelling your name....

Vit Sindlar for the czech translation, and for reporting a bug.

Peter Hans van den Muijzenberg for a really big bunch of great ideas. The 1.22 is due to him. Thanks a lot!

Niall Porter for detecting a bug in release 1.20. It's fixed now, I'm sorry, but this release was done in a rush.

Burkhard Breuer for reporting about the trouble with drawers held open by the workbench, and a lot of additional ideas, remarks and hints.

Jonas Hulten for the idea about the "Mixed Mode". It's implemented now! And thanks for his bug report!

Special thanks does NOT go to...

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

## 1.11 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.

Version 1.20: A public "Sneak Preview" of the new "BenchTrash", presenting the "Global Trashcan" feature. It was requested by so many people that I forgot all the names. I'll try to add them to the next version of this guide (or just remind me, O.K.). Another bug was removed - the 1.14 did not free its segment when shut down. Sigh.

Version 1.21: An internal bug fix of 1.20. Sigh.

Version 1.22: Added a lot of nice features. BenchTrash can be re-started from the CLI or the Workbench to change its settings or to delete files. BenchTrash offers also to create a trashcan on a volume if it is missing. Fixed also a "feature" of 1.21.

Version 1.23: Added an optional delay for slow devices. BenchTrash attempts now to close all open drawers before deleting them. Thanks to Burkhard Breuer for reporting.

Version 1.24: BenchTrash tries now only to close the workbench windows if this is really required and works, hence, a bit faster. Added the LOCALTRASHDIR option to make BenchTrash fully localizeable.

Version 1.30: The GUI changed a lot, added the ability to save the preferences. Added a fourth trashcan operation mode, the MIXED MODE. Files get usually stored in the local trashcan, but get deleted if this one is missing.

Version 1.31: Fixed a stupid bug in the argument parser. The MODE keyword did not work properly.

Version 1.32: Fixed a minor problem in the mixed mode. The confirmation requester showed up even if the delete process has to be aborted. Found also two other bugs, thanks to Jonas!

Version 1.33: Huh, just another bugfix. Thanks again to Jonas!

Version 1.34: Changed a bit the delete/examine order to make life a bit easier for the filing system. Shouldn't actually make any difference.

Version 1.35: Fixed a stupid typo that broke the "Cancel" gadget. One byte was wrong... Thanks to Vit Sindlar for the report.

Version 1.36: Changed the shell command line option a bit, doesn't change the parameters any more unless specified explicitly. Added DOpus support (RMB menu).

Version 1.37: Added the NOACTIVATE option, fixed a bug in the DOpus support that broke the DELETE argument.

Version 1.38: Rewrote parts of the trashcan cleanup code which is now a bit more filing system friendly. Made the ejection logic a bit more orthogonal, should reject non-standard FFS entries now.

Version 1.39: Rewrote another part of the "global" mode support routines, required for a workaround of an MuFS bug. Urgh.

Version 1.40: Changed a bit the gadget layout. The "Quit" gadget was moved to a different position, allowing larger gadgets the standard "Save" "Use" "Cancel" triple at the bottom. Added a close gadget and the key-shortcut "Esc" for closing the window.