

# **FileTypes.plugin Documentation**

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## Chapter 1

# FileTypes.plugin Documentation

## 1.1 FileTypes.plugin 1.2beta Documentation

FileTypes.plugin 1.2beta

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General

What is FileTypes.plugin?

System Requirements

How to install

The Prefs GUI

The menus

File types

Included Tools

DoCommand

CreateDefaultIcon

Misc

Those who made it possible

Copyrights, Distribution

History

Author

Future

## 1.2 Introduction

Introduction  
~~~~~

## 1.3 System Requirements

System Requirements  
~~~~~

An Amiga with AmigaOS 2.1+  
Scalos V39.156+  
MUI 3.3+(?)  
Listtree.mcc, (BetterString.mcc)

No pref-file or icons exists in this archive. I suggest you download NewIcons or a similar package which contains icons.

The FileTypes-prefs can also import DefIcons-brainfiles (included in the NewIcons distribution).

## 1.4 Installation

Installation  
~~~~~

Put the plugin in Scalos:Plugins/OOP and add it to the plugin-list in ScalosPrefs ↔

Then run FileTypes-prefs and customize the filetypes (eg import from a DefIcons-brainfile)

## 1.5 The Menus

Menus  
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## 1.6 File types

File types  
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## 1.7 CreateDefaultIcon

CreateDefaultIcon  
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CreateDefaultIcons is a replacement for the tool with the same name in the newicons-package. It gives files/drawers/devices, which lacks an icon, a real icon. That is, copies the icon that's given to it by filetypes.plugin.

The usage is simple. Just select CreateDefaultIcon and then those files that you want to give a real icon and doubleclick on the last file.

Since it will ask filetypes.plugin to recognize the filetype of the files, Scalos and filetypes.plugin have to be running.

## 1.8 DoCommand

DoCommand  
~~~~~

DoCommand is a small program that enhances the Standard Tool for project icons. All these things you didn't thought was possible for Project files is now reality. How about unpacking a LhA-archive only by doubleclicking it... And you can even make it popup a file requester!

It works for any project file but is made especially for the Scalos filetypes. ←  
plugin.

When DoCommand is executed for a file which lacks an icon, the filetypes.plugin ←  
will  
look up it's deficon and use its tooltypes.

It is used through tooltypes and certain special %-codes:

COMMAND                    This tooltype must be available. The following string  
will be executed like an DOS-call but....  
If there is any %-codes in the string, DoCommand will  
replace them with the following:  
    %f = the full filename of the project file  
          calling will be inserted.  
    %pf = the file chosen by the user from a file  
          requester will be inserted.  
    %pd = the drawer chosen from a file requester  
          will be inserted.

For a LhA archive you can for example use this string:

```
COMMAND=LhA x %f %pd
```

FILE                        This tooltypes handles the input/output file that  
will be used by the COMMAND.

For a window this tooltype could be:

```
FILE=CON:0/0/640/100/LhA/CLOSE/WAIT/
```

ASKCOM                     This tooltype is used to ask the user which action he

wants to take. It should be a string with button-labels separated with "|". DoCommand will always add a "Cancel" button to the right.

The first command will use COMMAND/FILE the second COMMAND2/FILE2, the third COMMAND3/FILE3 etc. (there is a maximum of 9 commands).

For a LhA archive this could be:  
ASKCOM=Extract|List|Test

## 1.9 CreateDefaultIcon

CreateDefaultIcon  
~~~~~

CreateDefaultIcon is used to give files/drawers without icons which lacks one. It takes the same icon which is used as a fake icon and saves it.

CreateDefaultIcon works nearly the same as the CreateDefaultIcon-tool distributed in the NewIcon-archive. (first click on CreateDefaultIcon then shift-click on all files/drawers that you want to create an icon for and double-click on the last icon)

There are however some exceptions.

- \* CreateDefaultIcon uses FileTypes.plugin to get the Default Icon.
- \* CreateDefaultIcon uses iconobject.library. (allow CreateDefaultIcon to copy standard Icons, NewIcons and future formats)
- \* CreateDefaultIcon also requires Scalos to be running and that the FileTypes.plugin is loaded.

## 1.10 History

FileTypes.plugin  
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1.2beta First Beta Release

FileTypesPrefs  
~~~~~

1.0beta First Beta Release

CreateDefaultIcon  
~~~~~



1.0 First Release

DoCommand  
~~~~~

1.0 Internal beta

1.1 Added ASKCOM-tooltype.

DoCommand now uses SystemTagList instead of Execute (gives the possibility to run scripts etc).

## 1.11 Author

If you've encountered any bug, if you have some ideas how to improve FileTypes, or if you've have created a pref-file containing lots of filetypeypes don't hesitate to send me a mail.

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## 1.12 Legal

I TAKE NO RESPONSIBILITY FOR ANY DAMAGES CAUSED BY FILETYPES ITSELF OR ANY WRONG USAGE OF FILETYPES. FILETYPES IS PROVIDED TO YOU 'AS IS' AND YOU USE IT AT YOUR OWN RISK.

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## 1.13 Acknowledgements

Acknowledgements  
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Stefan Sommerfeld for the superb Scalos.

Stefan Stuntz for MUI.

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Eric Sauvageau for the great NewIcons-package and as beta-tester.

## 1.14 Future

FileTypes

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- \* More file-recognition stuff.
- \* Specify devices for which FileType-recognition will be inhibited. (perhaps this should be implemented in Scalos instead?)

FileTypesPrefs

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- \* A button to open the icon-information window.
- \* Edit DoCommand-tooltypes(?)

DoCommand

~~~~~

- \* More %-codes perhaps.
-