

SFSGui

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COLLABORATORS

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

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Chapter 1

SFSGui

1.1 SFSGui Guide

Short: A GUI For ALL SFS Cli Functions
Author: Bruce steers <bsteers@btinternet.com>
Uploader: <http://www.btinternet.com/~bsteers/>
Version: 2.2 (27/11/99)

```
  /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\  
 /  < SFSGui Written By Bruce Steers >  \  
 \  /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
```

(: As Freeware as SmartFileSystem is ATM :)

Well , Call it AcknowledgeWare (If you use it please let me know via e-mail)

Categories:

Special Requirements: (What's Needed)

Features: (What SFSGui can do)

Usage: (How to Operate)

Configuration: (How to Configure)

Disclaimer: (It's Your Fault Not Mine)

I hope this is as usefull to you ppl as it is for me.

PS. if you find any minor/major bugs please let me know.

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1.2 DISCLAIMER

DISCLAIMER:

I will not accept any responsibility for loss of data.

Before SFSGui executes a command it displays what it's going to run

So you 'SHOULD' be OK

:-\

1.3

Special Requirements:

SFSGui uses the awnp.handler By Bill Parker to create a ClassAct GUI .

Included is the Most recent public version 2.23 (12/11/99)

it also uses Libs:rexxsupport.library

to get the active screen name and mouse positions

All you'll need if you don't already have it is the Superb

SmartFileSystem By

John Hendrikx <http://www.xs4all.nl/~hjohn/SFS/>

Currently FreeWare (30/11/99)

1.4 Features

SFSGui has all of these features..

Finds SFS Partitions:

- : Knows a SmartFileSystem

calls a RigidDiskBlock Editor:

- : to Add/Remove/Update Partitions

Configurable Default NewName:

- : 'Empty' By Default

Use Device Name as NewName:

- : eg. Call Device DH1: DH1

Has a Case Sensitivity Switch:

- : Select Case Sensitivity

Toggle .Recycle Modes:

- : SHOWRECYCLED or NORECYCLED

User Command Gadget:

- : Add/Remove/Run Any SFS Command

Preferences: : Set the Configuration

Onboard Help:

- : Press Help For the Guide

1.5 Device Gadget

The "Device" chooser gadget selects A SmartFileSystem Partition

SFSGui Copies c:version into ram: (for speed) and gets a list of All SFS Partitions.

this is the best way i could find to eliminate other devices from the list using ARExx

1.6 RidgidDiskBlock Editor

RidgidDiskBlock Editor

A RidgidDiskBlock Editor is used to
add/remove/change partitions/FyleSystems on your HD
By Default this is set to run Sys:Tools/HDToolBox

you can select any RDB Editor in the
Prefs
Section

1.7 Def New Name

Default New Name

Enter a Volume name for a freshly formatted device
Defaults to 'Empty' but can be set to anything you like

1.8 Same Name as Device

If you click the "Same" Gadget the NewName will be the same as the device

ie. Device Dh1: will Set The Volume Name to Dh1

1.9 Toggle CaseSensitivity

Toggle CaseSensitivity

The "CaseSense" CheckBox gadget Chooses
CaseSensitivity ON/OFF with SFSFormat

1.10 .Recycled Mode

Selecting .Recycle Mode

Here you can toggle between the 3 ".Recycle dir" Modes

SFSFormat has 2 switches to change the .Recycle mode

but only 1 or none can be given as NORECYCLED Overrides SHOWRECYCLED

The 3 Modes Are...

Hide : The Default (no args).

gives a .Recycled dir but it's Hidden . ie. it can only be seen
by typing the path in a shell or filerequester

Show : adds SHOWRECYCLED to the format command.

gives a .Recycled dir and it shows as a normal WB icon

None : adds NORECYCLED to the format command.

Does Not give a .Recycled dir

1.11 Configuration

SFSGui's Settings.

"Format" is the path to SFSFormat . eg. C:SFSFormat

"SCSI" is the Path To Your RDB Editor . eg. SYS:Tools/HDToolBox

"New Name" is the default new device name, eg. Empty

"Edit Command Gadget" configure the "User" Command Gadget

"Save" saves the settings to both ENV: and ENVARC:

"Env" saves the settings to ENV: only

"Restore" Re-Reads ENV:SFSGui.cfg and restores all gadgets

1.12 The User Command Gadget

Setting the "The User Command Gadget

By Default SFSGui adds 3 commands to the GUI..
you can start SFSQuery , SFSDeFragmentGUI or SFSCheck.

to configure the User Gadget Select Prefs then Click "Edit Command Gadget".

Select an item to edit it.

Click it again (not Double Click) to Edit the name Field

the command is the path to the command and then you set the args.

Insert fields like this.

```
\%c = Command
%\n = Name (without colon)
%\d = Default NewName
```

Perhaps Some

Examples
would help you Understand :)

1.13 Example Command Syntax

Example Command Strings...

```
command = C:SFSFormat
args = run \%c drive "%\n:" name "%\d"
```

runs SFSFormat in the default console on the selected drive and calls it Empty (if Empty is set as the Default NewName)

```
command = C:SFSDefragGUI
args = run >nil: \%c %\n:
```

runs C:SFSDefragGUI on Selected Drive WITHOUT CLI OUTPUT

```
command = C:SFSHoldme
args = %c %n:
```

Launches C:SFSHoldme "will use Default CLI output if necessary"
this method (without "run") will disable SFSGui
until the process is over

1.14 Using SFSGui

Using SFSGui

To Start from WB Double Click the Icon

The command 'RX' must be either resident (if you use a lot of ARexx commands)
or be somewhere in your 'Path'

The Default CLI Window can be Set with the "CONSOLE=" ToolType

To start from CLI just run it
(the script flag is set on so no need to use rx)

There Are 3 type of Window for Use

: The Functions Window

: The Prefs Window

: Or Zip Will Shrink the Window

1.15 SFSGui Functions Page

SFSGui's Functions Page

The text gadget at the top displays the selected drive

"Name" is the volume to use name when formatting a drive

"Same" sets "name" to the device name (without colon:)

"Casesense" gives SFSFormat the CASESENSITIVE arg (or not)

"RDB" runs your partition editor

You can choose either Hide/Show or None modes for the .Recycled ↔
dir

"Device" selects the SmartFileSystem partition

"Format" will Run SFSFormat

"User" is used to run any other SFS Commands

"Q" Quits SFSGui

1.16 Onboard Help

Onboard Help

As well as little help texts appearing in the titlebar Pressing HELP
will use Amigaguide to load the SFSGui.Guide

SFSGui.Guide MUST be in SFSGui\'s dir

it will load relevent pages if you are on the
Functions, Prefs or User Gadget editing windows

1.17 Index of SFSGui.Guide

.Recycled Mode

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Device Gadget

DISCLAIMER

Example Command Syntax

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