

DOpusLhARexx

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Chapter 1

DOpusLhARexx

1.1 DOpusLhARexx Documentation

Documentation for DOpusLhARexx 40.1

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Date: January 3, 1994

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**Author:** Geoff Seeley

**Overview** - About the archive.

**Copyrights** - Important information.

**Acknowledgments** - Who made it possible.

**Installation** - Setting up on your system.

**Known Bugs** - What doesn't work

**Program History** - What was done to fix the above :-)

**ToDos** - What I would like to do

### 1.2 Preface

Preface

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I finally got around to purchasing a copy of Directory Opus recently, I'm just sorry I didn't do it sooner.

Anyway, the files contained in this archive are a direct result of my "seeing what this baby can do" and hacking around with DOpus. I noticed that a few people on the InterNet were impressed with the ability of certain other directory utilities that allowed a user to view an LhA archive like a set of files. So...

DOpusLhARexx is a set of ARexx scripts for Directory Opus that will allow you to view LhA archive files in a DOpus window and extract/delete/add

one or more files to/from the archive.

The DOpusLhARexx programs were developed and tested using the following programs. Your mileage may vary with other versions....

LhA v1.38

DOpus v4.11

1.3 Copyrights

Copyrights

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The code within DOpusLhARexx is freely distributable and may not be sold for profit, however the code remains:

Copyrighted © 1994 (All rights reserved)

by Nirvana Software and Geoff Seeley.

DOpusLhARexx may be included in public domain libraries such as Fred Fish's "Amiga Freely Redistributable Library" as long as no profit is made from these programs and no files in the archive are modified in any way.

DOpusLhARexx may also be included on the AmiNet CD-ROM.

If you *\*must\** make improvements to these programs, please oh please, either send them to me for inclusion in a future release, or at least upload them to your nearest AmiNet archive site so that the Amiga community can benefit and enjoy.

No warranties are expressed or implied for these programs. Use them at your own risk.

Directory Opus is copyrighted by Jonathan Potter and sold by Inovatronics, Inc.

ARexx is a trademark of the Wishful Thinking Development Corp. and William S. Hawes.

LhA is copyrighted by Stefan Boberg.

AmigaGuide, Commodore's Installer and Workbench are copyrighted trademarks of Commodore-Amiga, Inc.

## 1.4 Acknowledgements

Acknowledgements

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The following people and groups made these programs possible.

Thanks go to:

Jonathan Potter for creating the indispensable Directory Opus program.
 Bill Hawes for implementing Rexx for the Amiga, and Commodore for including it into the OS.
 Billy Gates and MicroSoft for creating DOS6, Windows, Word, Excel, etc. which convince me each and every work day that the Commodore Amiga is *the* one and *only* platform to program/use...

1.5 Installation

Installation

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Sorry, no Commodore Installer script this time. You have to install this by hand.

The DOpusLhARexx archive contains the following files:

DOpusLhARexx/DOpusLhARexx.readme  
 DOpusLhARexx/Docs/DOpusLhARexx.guide  
 DOpusLhARexx/Docs/DOpusLhARexx.doc  
 DOpusLhARexx/ARexx/ListLhA.rexx  
 DOpusLhARexx/ARexx/GetSizesLhA.rexx  
 DOpusLhARexx/ARexx/ExtractFilesLhA.rexx  
 DOpusLhARexx/ARexx/SelectFilesLhA.rexx  
 DOpusLhARexx/ARexx/DelFilesLhA.rexx  
 DOpusLhARexx/ARexx/AddFilesLhA.rexx  
 DOpusLhARexx/ARexx/RestoreLhADir.rexx

I would suggest that you create a subdirectory in DOpus: called "ARexx" and place the \*.rexx files in this directory. Alternatively, you can place them into REXX: or even S:

Load up DOpus and go into the configuration editor.

Select the "Buttons" editor.

Create six new buttons with the following characteristics:

Name Cmd Type Command

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ListLhA ARexx DOpus:ARexx/ListLhA.rexx

GetSizesLhA ARexx DOpus:ARexx/GetSizesLhA.rexx

ExtLhAFiles ARexx DOpus:ARexx/ExtractFilesLhA.rexx

SelectFilesLhA ARexx DOpus:ARexx/SelectFilesLhA.rexx

DelFilesLhA ARexx DOpus:ARexx/DelFilesLhA.rexx

AddFilesLhA ARexx DOpus:ARexx/AddFilesLhA.rexx

RestoreLhADir ARexx DOpus:ARexx/RestoreLhADir.rexx

All of these buttons should have no flags set and the default stack, priority and close delay values. (Consult the DOpus manual under the section "3.5 BUTTONS/EDITOR" if you don't understand what the above means)

Fire up your favorite text editor and modify the *.rexx files listed above to conform to your system setup. You will only need to modify a few variables near the top of each file in the "configuration variables section.

1.6 ListLhA

ListLhA

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What it does:

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The ListLhA script allows the user to list an LhA archive in a buffer window.

How to use it:

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Move into the directory containing the LhA archive you wish to list.

Select an LhA file (only the first selected file is looked at)

Click on the "ListLhA" button.

If the selected file is indeed an LhA archive, the buffer window will clear and the archive will be listed in the window.

## 1.7 GetSizesLhA

GetSizesLhA

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What it does:

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The GetSizesLhA script will do a byte count (total) on the files currently selected in an LhA archive window. (Much like the DOpus equivalent of the "GetSizes" button)

How to use it:

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Select the file(s) you wish to total in an LhA archive buffer window.

Click on the "GetSizesLhA" button.

You should then see the total byte/file count listed in the status bar.

1.8 ExtLhaFiles

ExtLhaFiles

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What it does:

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The ExtLhaFiles script will extract one or more files from an LhA archive window into the destination window.

How to use it:

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Select the file(s) you wish to extract in the LhA archive buffer window.

Click on the "ExtLhaFiles" button.

The script will then extract the selected file(s) to the destination window while restoring any path(s) stored in the LhA archive.

## 1.9 SelectFilesLhA

SelectFilesLhA

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What it does:

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The SelectFilesLhA script will allow the user to select file(s) in the archive window via a sub-string search.

How to use it:

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Click on the "SelectFilesLhA" button.

A requester will appear asking you for a sub-string to match on. Type in a string that will match all the files you want to select.

All files with the sub-string as part of their path/filename will be selected. Additionally, the GetSizesLhA script will be called and the byte count (total) of the selected files will appear in the status bar.

NOTE: pattern matching is not implemented (yet) so don't try something like "*.c". However, if you wish to select ALL files, you CAN enter "*" in the requester.

1.10 DelFilesLhA

DelFilesLhA

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What it does:

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The DelFilesLhA script will delete the selected file(s) from an archive window.

How to use it:

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Select the file(s) you wish to delete from the LhA archive.

Click on the "DelFilesLhA" button.

A confirmation requester will appear giving you the chance to abort the operation. (Once the files are deleted you CANNOT get them back)

After the files have been deleted from the LhA archive, the buffer window will be updated by calling the ListLhA script.

If you have deleted ALL the files in the LhA archive, you will be asked if you wish to delete the LhA archive. Selecting yes will delete the archive and load the original directory back into the window. If you choose no, the LhA buffer is left alone and you may add files into the empty archive via the "AddFilesLhA" button.

## 1.11 AddFilesLhA

AddFilesLhA

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What it does:

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The AddFilesLhA script allows the user to add one or more files to an LhA archive.

How to use it:

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List an LhA archive you want to add files into.

In the destination window, select the files and/or directories you wish to add into the archive.

Click on the "AddFilesLhA" button.

A requester will appear asking you if you wish to store the pathnames of the files to be added. Selecting yes will store the paths relative to the source directory you have listed in the source window. Selecting

no will ignore the paths and store the files into the archive as if they appeared in one directory.

A second requester will then appear asking you if you wish to add any possible sub-directories. If you have selected a directory in the source window and you say yes to this requester, LhA will also recursively add any files/directories contained within the directorie(s) you have selected. Selecting no will only add files contained in the selected directorie(s) but no sub-directories below that.

NOTE: Adding possible subdirectories automatically stores the full path names in the archive.

The files will be added to the LhA archive and the buffer window will be updated by calling the ListLha script.

NOTE: If you click on the "AddFilesLhA" button with no LhA archive listed, a requester will appear asking you if you wish to create a new LhA archive. Selecting yes will bring up a second requester asking you for a filename for the new archive. Enter a filename (with or without the ".lha" extension, but excluding the path) noting that the archive will be created in the in-active directory window. (The path where the archive is to be created is listed in the requester)

If you have selected one or more files/dirs in the active window, they will then be added to the new archive.

1.12 RestoreLhADir

RestoreLhADir

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What it does:

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The RestoreLhADir script will re-read the directory of the current LhA archive listed into the buffer window.

How to use it:

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Click on the "RestoreLhADir" button.

The directory containing the LhA archive will be read into the buffer window.

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## 1.13 Bugs

### Known Bugs

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As far as I know, there are no bugs in these programs. Enforcer was used during development and testing. However, as I was the only person testing the scripts, I imagine there maybe some "features" I overlooked...

If you find a problem, please tell me about it (See [Author](#)), and I'll try to fix it ASAP. Please feel free to send in your suggestions for enhancements as well...

Limitations

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DOpus (at this time) only allows file entries of 256 characters. This of course limits the scripts to LhA archives with pathnames of about 246 characters in length.

LhA has path limits similar to those of DOpus as well.

## 1.14 History

### ListLhA.rexx

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- 40.1 - initial quick hack, only displayed files.
- 40.2 - found bug, was bitten by ARexx quoting so spaces in file names screwed up.
 - added true file size in display after figuring out problem above.
 - added two unselectable total entries for new companion script
- GetSizesLhA.rexx.
 - improved messages to user showing just what the hell is going on. :-)
- 40.3 - added check to ignore file comments in archive.
 - added check to make sure file entry is less than 256 chars.

(DOpus limit)

40.4 - added code so that DelFilesLhA and AddFilesLhA could call ListLhA to update the window as it would be tricky for DelFilesLhA and AddFilesLhA to do this.

40.5 - added code to set the ADDRESS to DOpus if the script was called from someplace else, namely, DelFilesLhA and AddFilesLhA.

- bug fix. DOpus will only allow 30 characters in the window title,

I was storing the path AND LhA filename in there (which is fine if your lha files are in a top level directory). To fix this,

I changed the code to store only the LhA filename in the window title and added some code to store the path to the LhA archive within the directory window itself. By playing with the display pens, this entry is "invisible" to the user.

GetSizesLhA.rexx

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40.1 - initial version.

- tried to mimic DOpus 'GetSizes' button.

40.2 - adjusted index calculations due to new info in the footer of the directory window.

ExtractFilesLhA.rexx

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40.1 - initial hack after playing with AddCustHandler (gave up... for now at least :-). The problem? Well, AddCustHandler passes some arguments, but not quite enough info to be able to extract files from the archive. I could get the information I need from DOpus itself, however AddCustHandler is 'blocking' DOpus. (ie. DOpus won't respond to ARexx as it's waiting for the AddCustHandler script to end/return) If I can find a clean way of using AddCustHandler for Click-M-Click extraction, I'll update the archive.

40.2 - added code to allow extracting of all selected files at one time, instead of having to open a CON:/LhA for each file. Left original code in there for users who like that method. :-)

- improved messages to user.

- added check to see if there is a valid destination path.

40.3 - added code to set the ADDRESS to DOpus in case DOpus didn't invoke the script.

40.4 - changed code to get the path to the LhA archive from the directory window.

40.5 - added TopText call and moved "Busy on" call before requester.

40.6 - bug fixes. added missing quotes and parameters for Status calls.

40.7 - found out that LhA doesn't like certain characters in the file names it uses to extract. Added function to change these to wildcards.

40.8 - added code to check the other window if no LhA buffer found in current window.

AddFilesLhA.rexx

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40.1 - initial version. I said, "What the hell!", might as well be able to

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add and delete files from the archive as well as extract them...

40.2 - added code to get the path to the LhA archive from the directory window.

40.3 - added TopText call and moved "Busy on" call before requester.

40.4 - added code to allow the user to create a new archive.

- added option to recurse subdirectories.

40.5 - found out that LhA doesn't like certain characters in the file names it uses to add. Added function to change these to wildcards.

40.6 - added code to list a new archive after creation.

DelFilesLhA.rexx

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40.1 - initial version

40.2 - changed the way DelFilesLhA.rexx called ListLhA.rexx as I was getting some *very* impressive crashes (continuous yellow screen upon reboot!) via 'call ListLhA.rexx'.

- moved the code to restore DOpus's requester button text from the CleanUp function as I don't think it was hitting it.

40.3 - added code to get the path to the LhA archive from the directory window.

40.4 - added TopText call and moved "Busy on" call before confirmation requester.

- added code to see if the archive is empty after the delete. If it is, the user is given the option of deleting the empty archive.

40.5 - added Busy on call after Request as it seems DOpus turns Busy off after the Request.

40.6 - found out that LhA doesn't like certain characters in the file names it uses to delete. Added function to change these to wildcards.

- added check to see if the LhA archive is empty to begin with, if so the user is given the option of deleting it.

40.7 - added code to check the other buffer window if no archive is detected in the current window.

SelectFilesLhA.rexx

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40.1 - initial version

40.2 - added code to call GetFileSizesLha.rexx after file selection to show the totals.

- added ScrollToIndex call so user sees the selection process.

40.3 - added TopText call and moved "Busy on" call before the string requester.

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- added special pattern "\*" to select all files

RestoreLhADir.rexx

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40.1 - initial version

40.2 - added code to check the other buffer window as well.

1.15 Author

Contacting the Author

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If you have any comments, suggestions, gripes, or God forbid... bugs,

Please feel free to contact me at the following places:

Snail-Mail: Geoff Seeley

1240 Margaret Place,

Duncan, British Columbia

Canada

V9L 4T6

E-Mail: [geoff@softwords.bc.ca](mailto:geoff@softwords.bc.ca) (InterNet)

## 1.16 ToDos

ToDos

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- finish AddCustHandler for click-m-click extraction of files.
 - add proper pattern matching to SelectFilesLhA.rexx.
 - compile the scripts with the ARexx compiler for speed (Can someone out there do this please???)
 - add support for ZIP, TAR, and other archivers.
 - create support functions for DOpus's "AddFile" command (damned thing wants the time-stamp in seconds!?)
 - improve the creation of an archive (maybe make "CreateLhA"?)
 - allow operations between archives (ie. list two archives, move files between them)
 - make a DOpus help file for the buttons. (haven't used this feature yet :-)
 - create non-commented versions for speed
-