

**PufferFish**

**COLLABORATORS**

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

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## Chapter 1

# PufferFish

### 1.1 main

PufferFish

This is a second beta release version of PufferFish. I believe it conforms to just about every desire Fred (and others) posted to the GenFloppy mailing list, including:

- \* Runs on 2.x and above (only)
- \* Selection of a specific floppy or range of floppies
- \* Progress report (seeing the output of each program)
- \* AmigaGuide help!!!
- \* Source (will be) provided and freely redistributable
- \* Formats disks, finds, unpacks and verifies archives
- \* Several different floppy number input methods
- \* Uses only selected floppy drives
- \* Configurable first/last disks
- \* Configurable contents path

Notable exceptions are that 2.x or higher is required, and there's no way to use destinations other than the floppy drives. (Sorry, Ethan!)

I have included the source, even though this is just a beta release. Let me know if you see anything out of the ordinary. And please send me any changes that you might make, since while it's freely-distributable, it's still © 1994 Peter Janes.

Any ideas for a fish-related name? I thought about "BlowFish", since the program inflates the archived files, but that has some negative connotations.... 8^ "PufferFish" is the current idea which I think I'll use unless someone has a better idea.

Any comments or suggestions are welcome.

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How to get help

How to enter floppy numbers

How to select floppy drives

How to start generating floppies

ToolTypes and command line options

Version information

Credits

Possible bugs and enhancements

## 1.2 How to get help

Press the Help key. That's what it's there for, after all!

8^)

Under 3.x and above, help is context-sensitive; users of previous OS releases will be presented with the main help node.

## 1.3 How to enter floppy numbers

Floppy numbers may be entered using four different methods.

- 1) Type the numbers into the integer gadgets. Pressing 'Tab' will activate and switch between the integer gadgets.
- 2) Slide and/or click the slider until the proper number is shown.
- 3) Click the arrows and digits until the proper number is shown.
- 4) Use the keyboard equivalents for the slider. The equivalents for the top slider are '-' and '='; for the bottom slider, '\_' and '+' (Shift + '-' and '=').

Note that the ending disk number must be greater than or equal to the starting disk number. This is enforced by the program. It's also an easy way to set ranges, since setting the starting number also increments the ending number if necessary.

## 1.4 How to select floppy drives

There are two ways to select floppy drives.

- 1) Type the appropriate digit on the keyboard or keypad to toggle a
-

drive.

2) Click the checkbox gadget corresponding to the appropriate drive.

## 1.5 How to start generating floppies

Click the "Go" button or type 'G'. Feed the floppies into the appropriate drives and press Return (in the appropriate window) to start the format.

## 1.6 ToolTypes and command line options

FIRSTDISK

Sets lowest disk number.

LASTDISK

Sets highest disk number.

CONTENTSPATH

Sets path to contents file.

FORMATPATH

Sets command to use for formatting disks. Defaults to "SYS:System/Format NOICONS".

LHAPATH

Sets command to use for expanding disks. Defaults to "C:LhA -a x".

BRIKPATH

Sets command to use for verifying disks. Defaults to "C:Brik -Cb".

VERBOSE

Enables echoing of commands. Useful for debugging non-default commands.

## 1.7 Version information

This is PufferFish V0.2, a beta release. Please don't spread it around.

Changes from V0.1:

- \* Improved handling of numeric gadgets
  - \* Configurable first/last library disks
    - Defaults to 1/1000
    - Can handle up to 9999 disks
  - \* Configurable contents file path
    - Defaults to Contents, in current directory
  - \* Configurable commands/command paths
    - Defaults to "SYS:System/Format NOICONS", "C:LhA -a x" and "C:Brik -Cb"
  - \* Runs if amigaguide.library is not present
  - \* Runs from CLI when no arguments specified
-

- \* Added VERBOSE ToolType/argument
- \* Output windows are offset
- \* Contents file parsing now handles quoted disk names
- \* Default contents name changed to PufferFish.db
- \* Main window disabled and busy pointer set while generating floppies
- \* Stack size for 'brik' upped to 20000
- \* Integer gadgets have boxes
- \* Neat new name! 8^)

## 1.8 Credits

Thanks to:

- \* Sebastiano Vigna for his code in files.c
- \* Ethan Dicks for his comments (still interested in a 1.3 version after seeing the code? 8^)
- \* Mike Stark for his BOOPSI class "BoxedStringClass"
- \* all the other unnamed beta-testers on the PufferFish mailing list  
and, of course,
- \* Fred Fish and all the contributors to the Amiga Freely-Distributable Software Library (whose name I've probably hideously mangled)

## 1.9 Possible bugs and enhancements

If anyone has any suggestions on how to fix/enhance the following, or if they work/don't work, please let me know!

- \* Correct operation with multiple drives?  
I have no way to test this, since I have a single floppy drive. Initial results look promising, though. (Thanks, Fred!)
  - \* Automatic regeneration of failed disks when using ranges?  
Right now, just informs the user of the failure and continues to the next disk.
  - \* Non-flickering checkboxes?  
This happens because there's a delay between receiving the IDCMP\_GADGETUP message and updating the gadget, as far as I can tell. These are BOOPSI "buttonclass" objects, but the GA\_ToggleSelect option doesn't seem to work, so they're specifically set as selected or not selected.
  - \* Easier layout of gadgets and frames?  
This could probably be made much simpler using a "groupgclass" object, but I have no idea how to set one up.
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\* Use path when started from Workbench?

Workbench-started processes don't get a path. Therefore, other processes started from these don't get a path either. That's why WbStart-Handler exists. But I don't want to use this, since it's just another requirement, so if anyone else has any ideas...?

It's come to my attention that Michael Sinz wrote some code called "WB2CLI" that should fix this. Unfortunately, he doesn't have it immediately available. If anyone can provide the code, it will be appreciated. (I'll also pass it on to Mike.)

\* Stack size for brik?

At the moment, brik's stack size is 20000. This should fix the problem on some systems (like Fred's). Let me know if it still doesn't work, and I'll bump it up some more.