

File Plus

Ver 2.0

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Section 1                      Concept and Features  
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Welcome to File Plus 1.7!

This program is a result of my ultimate disgust with every disk and file manipulation program I've encountered since I started using PC compatibles.

This program is an attempt to bring to the world of PC's an elegant and unbelievably simple user interface to do anything you want.

Basic file and directory functions:

- [Copy] files/dirs -- What it says.
- [Copy As] -- Same as above but allows you to rename on the fly.
- [Clone] -- Allows you to make copies of files/dir within the same directory.
- [Move] files/dirs -- Moves files or dirs, copying across volumes if necessary.
- [Move As] -- Just like copy as, only moves instead.
- [Rename] files/dirs -- Renames files and/or directories.
- [Make Directory] -- What it says.
- [Delete] files/dirs -- One function, many uses.
- [Attributes] -- Allows you to modify file attributes.
- [Find File(s)] -- Search Multiple drives/dirs for a file or files.

File Plus provides the most comprehensible and simplest interface to working with .ZIP files as well. With one click of a button you can unzip any .ZIP file to any directory of your choice. Likewise you can zip up whole files and directories, as well as take advantage of the useful multi-volume backup functions of pkzip.

Multimedia sound support for PC's with sound cards supported under Windows. Virtually every function in File Plus can have a .WAV file sound associated with it.

A simple to use File Typing system. File Typing is explained in detail in Section 6.

A flexible user button definition system for creating custom commands.

Section 2

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## Basic Operation

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File Plus consists of three distinct windows in it's main display.

They are as follows:

Left Directory Window, Right Directory Window, and Button Window.

LEFT and RIGHT Directory Windows:

The Left Window and the Right Window are interchangeable windows that display the file and directory information that you use the most.

They both consist of the following buttons and controls:

(see Section 10 for Operating Modes)

Normal Mode:

Drive Status Bar: Very Top Bar of each window. Shows Bytes Free on the currently selected drive. Also indicates if this window is currently the Source or Target for any function. Clicking on this bar with the LEFT mouse button will cause the directory and drive currently displayed in the other window to duplicated to the one you clicked on (Note: This is a visual change only, the actual files and dirs are NOT copied or moved).

Directory Status Bar: Right Under the Drive Status Bar:
This bar shows you information about the dir loaded in that window, format is:

F:### D:### #####/#####

F indicates the number of files in this directory.

D indicates the number of subdirs in this directory.

The number to the left of the slash indicates the total number of bytes occupied by all the visible files in that directory.

The number to the right is a byte count of all the files you have selected in that directory.

Clicking on this bar with the LEFT mouse button will cause the directory associated with this window to be re-read.

File Dir Listing: This lister takes up the greater part of the window and shows you the files and directories contained in the current directory.

Directories are shown as so: <DIR>
Files are shown with no "<>" around them.

By scrolling the window to the left and right, more file and dir info becomes available. Such as:

File Size
Attributes
Creation Date and Time

Double-Clicking on any directory will cause you to go into that directory, and a new file and dir list be created.

Example:

You're currently viewing the contents of:
C:\WINDOWS

You double-click the <SYSTEM> item in the list:
You should now see the contents of:
C:\WINDOWS\SYSTEM

Double-Clicking any file in the list will initiate the File Typing system (Explained Later).

You can drag-select multiple items in the list, combinations of files and directories can be selected in this way. The CTRL key can be used in conjunction with the LEFT mouse button to select multiple non-

consecutive items.

The RIGHT mouse button can be used as a shortcut to scroll the list windows. Holding the mouse above the centerline of the list will cause it to scroll down, and holding the mouse below the centerline will cause it to scroll up.

Parent Button: This is a narrow button located to the far left of the left window, and to the far right of the right window. Clicking this button will back you up one level in the current dir.
Example:

You're currently viewing the contents of:
C:\WINDOWS\SYSTEM

After clicking the parent button you will see:
C:\WINDOWS

Edit Control: This is the edit control directly below the file/dir listing. It indicates your currently selected path and drive. It will update automatically whenever you change dirs or drives.

You may also enter any path into it and hit enter to get to a new path.

Filter Button: This button is located right next to the Edit control and can be identified by the letters "FLTR". This button allows you to set a customizable display filter for all files displayed in the list above it. It defaults to "\*. \*", but you can set it to any valid wildcard value you like.

Examples:

\*.EXE -- Will show only .EXE files
\*.TXT -- ditto
etc...

Tree Mode:

Drive Status Bar: Same functions as in Normal Mode.

Directory Status Bar: Same functions as in Normal Mode

File Dir Listing: This lister is now split up into two separate windows.

The list on the right is the same as the one in Normal mode, only half the size.

The list on the left now shows the tree layout of the current drive.

Branches that have sub-branches are indicated by small arrows immediately in front of the branch name.

Selecting a branch with the mouse button will take you directly to that directory.

Double-Clicking a branch will either expand it out one level or collapse it one level.

Edit Control: Same functions as in Normal Mode.

Filter Button: Same functions as in Normal Mode.

Button Window:

At the very bottom of the File Plus Display is a whole bunch of buttons, arranged in a logical manner.

Below each Directory window you should see 14 distinct Drive buttons labeled A-M and one Labeled DEVS.

These buttons are used to load custom paths and drives into the directory windows directly above it.

The buttons labeled A: - M: are just the defaults that file plus comes with and you can change these at will to custom paths and/or drives. (see Section 5 for details).

The button labeled DEVS is just another button like the rest but has a special path loaded into it "\*\*\*\*\". This custom path tells File Plus to load a list of all the current logical devices in the system into the directory window above it.

Directly below the drive buttons are a group of 7x3 user buttons.

These buttons are all 100% reconfigurable but you should see at a default

The last two buttons on this window are located in the far right-hand edge.

You should see a rather large button with a number from 1 - 3 on it, and a smaller button with the words CONF on it.

First, the larger button. This button is used to toggle between the three banks of available buttons. You should see that banks 2 and 3 are completely blank and ready for any functions you see fit to place in them.

Clicking the LEFT mouse button causes the banks to switch forward one and wrap from 3 back to 1.

Clicking the RIGHT mouse button causes the banks to switch backward one and wrap from 1 to 3.

The last button, the one with CONF on it, is used to toggle File Plus in and out of 'Configure Button Mode'. You can see what mode File Plus is in by looking at the title bar of the window.

(Note that this function is duplicated in the MENU--Configure--Button Options)

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### Section 3

### Advanced Options

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This section discusses the program settings found in:

```
MENU
|
Configure
|
Program Settings.
```

Select this menu item and you will see the following 4 sections:

- Directory Scan Filter,
- Delete Requester Control
- Copy/Move Mode Control
- Copy/Move Archive Bit Control

Directory Scan Filter:



This block consists of the following 4 checkable items:

- Read Only
- Hidden
- System
- Archived

These determine what files will show up in your directory windows.  
Default settings are Read Only and Archived.

#### Delete Requester Control

This block consists of the following mutual-excludable options:

- Request Before Starting Delete (DEFAULT)
- No Request Before Starting Delete (WATCH OUT!!!!)

Regardless of what you have this set to, File Plus will always stop and ask you for confirmation before deleting any non-empty directory.

#### Copy/Move Mode Control

This block consists of the following 4 mutual-excludable items:

- Never Replace Files
- Always Replace Files
- Replace Only Older Files
- Ask Before Replacing Files (DEFAULT)

Whenever File Plus is copying or moving files, it first checks to see if the destination file exists. If it does, it will ask for confirmation based on the setting above.

#### Copy/Move Archive Bit Control

This block consists of the following 4 mutual-excludable items:

- Clear Archive Bit
- Set Archive Bit
- Ignore Archive Bit (DEFAULT)

Whenever a file is copied or moved by File Plus, its attributes can be modified on the destination file by the above three options.

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As noted above you have 3 banks of 42 user configurable function buttons.

For each bank 21 buttons are selectable with the LEFT mouse button and 21 are selectable with the RIGHT mouse button.

You also have 2 rows of 7 drive buttons associated with each directory window for a total of 14 custom drive/path combinations for each window.

The easiest way to describe the configuration process is to give examples.

Example 1: You want to make a button that will bring up the Program Settings requester.

- (1) - Click on the CONF button in the lower right-hand corner or select the menu item "Configure Buttons" in the Configure Menu.
- (2) - File Plus should now say "In Configure Mode" in the window title bar.
- (3) - Select the button you want to configure with either your LEFT or RIGHT mouse button depending on how you want to activate it.
- (4) - The configure button requester should now appear.
- (4A) - The Configure Button requester consists of 5 distinct sections:
  - (1) - Function Class  
Use this lister to scroll through the possible function types. In this case you want to select the "Program Settings" function.
  - (2) - User Modifiers:  
Note that this field is disabled currently.
  - (3) - Button Text  
This is the actual text that will appear in the button. Put whatever you like here (up to 10 characters).
  - (4) - Sound Effect  
The path and name of a .WAV file can be used here to cause File Plus to play that sound whenever you hit the button.

(NOTE: This sound effect overrides any DEFAULT sound effect already in the Sound Options setup).  
Use the "Find It" button to bring up a file requester that allows you to find the sound effect you want.

(5) - User Function Data

This field is also currently disabled.

(5) - After you've entered all the data you want in the requester hit the "OK" button and the requester will disappear.

(6) - Click again on the CONF button or select the Configure Button Menu item to return File Plus to its normal state.

(7) - You're done! You can now click on the button to bring up the Program Settings requester. If you want to make this a permanent change, then select Menu--Configure--Save Configuration.

Example 2: You want to make a button that you can use to run a hex editor on any file. You have a program called HEXEDIT.EXE that's on your hard disk somewhere, and what you would type in from DOS is something like this: "HEXEDIT DATA.BIN". This would invoke hexedit to load and edit the file DATA.BIN.

(1 -- 4) - Follow the steps as outlined above.

(4A) - The Configure Button requester still consists of 5 distinct sections:

(1) - Function Class

Use this lister to scroll through the possible function types.  
In this case you want to select the "User Function" function.

(2) - User Modifiers:

This set of fields will now be selectable.  
The user modifiers work as follows.

Reload Source - When the function completes, File Plus will re-read the source directory and update it.

Reload Target - Same as above, but affects the Target window.

CD to Source - File Plus will make the directory referenced

by the Source directory the current disk and directory for the function you want to run.

CD to Target - Same as above, but will change to Target dir instead.

Pause Each - If you have selected multiple items in your directory windows to perform the function on, then File Plus will insert a pause to press any after each one executes.  
(DOS Functions Only)

Pause at End - After all functions have completed, you will be prompted to press any key before returning to File Plus.  
(DOS Functions Only)

Windows Func - If hexedit.exe is a program designed to run under windows then you would select this button.

(3) - Button Text

This is the actual text that will appear in the button.  
Put whatever you like here (up to 10 characters).

(4) - Sound Effect

The path and name of a .WAV file can be used here to cause File Plus to play that sound whenever you hit the button.  
(NOTE: This sound effect overrides any DEFAULT sound effect already in the Sound Options setup).  
Use the "Find It" button to bring up a file requester that allows you to find the sound effect you want.

(5) - User Function Data

This is where the really interesting stuff happens.  
Put in this field: "HEXEDIT %f"  
(More will be explained in Section 4A on the "%" commands used in File Plus's parsing).

(5) - After you've entered all the data you want in the requester hit the "OK" button and the requester will disappear.

(6) - Click again on the CONF button or select the Configure Button Menu item to return File Plus to its normal state.

(7) - You're done! Select a file in one of your directory windows and click on your new button. The hex editor should now run and load up the file you selected.

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Section 4A

User Function Parsing Tokens

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For any user function you design you can have File Plus insert certain pertinent data from any of your two directory windows or it can even prompt the user for input, and then use that input in file commands.

Here's a list of the possible "%" commands used with File Plus currently:

%s - Inserts the Source directory WITH trailing slash.
Ex. C:\WINDOWS\

%S - Inserts the Source directory WITHOUT trailing slash.
Ex. C:\WINDOWS

%f - Inserts selected entries from Source (Dir and File).
Ex. C:\DOS\SMARTDRV.EXE

%F - Inserts selected entries from Source (File only).
Ex. SMARTDRV.EXE

%d - Inserts the Target directory WITH trailing slash.

%D - Inserts the Target directory WITHOUT trailing slash.

%a - Request string entry. {Optional Entry Text}
Ex. %a{Enter FileName}

Notes on "%a" command.

(1) - Even if you have selected more than one file, the requester for input will only appear once, the data you entered will be reused for each file processed.

See some of the default button settings that came with File Plus to see some of the uses. "PKSFX/EXE", "WIN RUN", "RUN ARGS", etc...

Section 5

Configuring Drive Buttons

Drive buttons are configured pretty much the same way as user function buttons.

Follow the instructions outlined above to get File Plus into Configure Button mode. This time however select one of the 14 Drive buttons located under each directory window.

The configure drive button requester should now appear.

This requester is much simpler, consisting of two sections:

- (1) - Button text
4 characters of your choice to describe the button.

- (2) - Actual Path to be Read
Insert in here the drive and path that you want read into that directory window whenever you select that button.
Note that trailing slashes will be inserted for you automatically.

That's all there is to it.

Section 6

Introduction to File Types

NOTE: The shareware version of File Plus will not allow you to create or make permanent changes to File Types.

Simplistic File Typing is one of the many advantages of File Plus.

File Typing simply means this:

Whenever you double-click a file in any of File Plus's directory windows, File Plus will check the extension of the file, then consult its database of extensions to find a match. If it finds a match it will perform a function similar to a user configurable button.

To get an example of how file types are created and edited, bring up the File Plus File Types Configuration requester (select Menu--Configure--Configure File Types).

Browse through some of the default file types to see how they work.

For an example, let's create a file type to run WORD for windows every time you double click on a .RTF (Rich Text Format Document). Let's also say that WORD is installed on your system in the following directory:

"C:\WINDOWS\WINWORD".

- (1) - First, select Configure File Types from the Configure menu.
- (2) - When the requester appears click on the "New Type" button.
- (3) - A small requester asking you for a description will appear.
This is info you might use to remind you of what the type does.
For this example, put something like: "Edit RTF file in WORD for Windows".
Hit "OK" or press enter to proceed to the next section.
- (4) - Now you are looking at a requester that is ALMOST identical to the user button requester. The only difference is the missing "Button Text" field. This field has been replaced by an "Extension" field.
Put in this field the extension you want File Plus to make a match with.
- (5) - Select "Windows Func" in the User Function Modifiers field, because you already know that WORD is a Windows program.
- (6) - In the User Function Data field put the following:
"C:\WINDOWS\WINWORD\WINWORD %f"
- (7) - Everything else here is identical to configuring a user button.

Now find a .RTF file and double-click it!

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Section 7

Multimedia Sound Support

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If your system has a sound card that is supported and runs under Windows, then you can have File Plus play sound effects that you choose whenever you click a button or double-click a file, etc...

Certain default sound can be preset by using the Sound Options requester.

Bring up this requester by selecting, Sound Options from the Configure Menu.

You will see in here a listing of all the possible cases in which File Plus may play a sound effect.

Select one you want to add a sound effect to and click on the "Assign Sound" button to bring up a file requester to select a .WAV file.

Note: Individual button sound settings will override the defaults you set up in this requester.

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Section 8

Introduction to the PKZip Front End

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File Plus provides the most convenient way to date to manipulate .ZIP files.

All you need to use these functions is PKZIP ver 2.04.

Be sure that the following files can be located by File Plus via your standard DOS Path statements:

PKZIP.EXE
PKUNZIP.EXE

Here are examples on the usage of each of the Four main ZIP file handling functions built into File Plus.

(1) - UnZipping a .ZIP file

- (1) - Find a .Zip file in one of your directory windows.
- (2) - Select a Target directory to receive the contents of the ZIP file in the other directory window.
- (3) - Be sure the .ZIP file is selected and that the window it is in is currently the Source window.
- (4) - Click on the UnZip button.
- (5) - After a short trip to DOS you should see the contents of the .ZIP file in the Target directory.

(2) - Zipping a group of files or directories.

- (1) - Select a Target directory to receive the new .ZIP file
- (2) - Find and select the files and/or directories you want to add to the new .ZIP file in the other directory window.
- (3) - Click on the Zip Files button.
- (4) - File Plus will bring up a requester asking you for the name of the new .ZIP file (Note: you don't need to put .ZIP extension on the end of the filename).
- (5) - After a quick trip to DOS you should see the new .ZIP file in your Target directory.

(3) - Viewing the contents of a .ZIP file

- (1) - Select the .ZIP file in either directory window.
- (2) - Click on the View Zip button or double-click the .ZIP file.
- (3) - Once again you will get a trip to DOS to view the file.

(4) - To use File Plus's built in ZIP viewer, select "Internal Viewer" on the Zip View configuration panel.

(4) - Making an incremental Zip backup to floppy.

Note: Using this function requires a little advanced knowledge on how PKZip does this.

(1) - Basically though, follow the same instructions as Zipping individual files and directories, but select the Zip Backup function instead. Also, be sure that Target is a floppy disk drive or you could have a serious problem on your hands.

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Section 8A	Zip Options
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Section 8B	UnZip Options
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Section 8C	Zip View Options
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Section 8D	Zip Backup Options
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These requesters allow you to manipulate the information that File Plus will pass to PkZip whenever you zip, unzip or view ZIP files. Please Consult the PkZip manual for information on these settings.

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|------------|----------------------|
| Section 8E | Notes on Using PkZip |
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During testing, we found that on some machines with only 4 meg of RAM, that PKZip and PKUnzip would occasionally lock up. This problem was cured by disabling the DPML usage from the options requesters.

On machines with 8 meg or more, no problems were noted.

The default settings for PkZip in any case are: Disable DPML usage.

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Section 9

DOS Functions and the FUNC.PIF

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Whenever File Plus needs to run a DOS command, Ex. PkZip, etc..., File Plus will run the command as DOS sub-function under Windows.

The FUNC.PIF allows you to customize how these DOS applications will run.

As a default, the DOS window will open up as a sub-window over File Plus, I think this looks pretty slick, and I see no speed difference.

However, if you prefer your function to run in a real text mode window, then load up your PIF editor that comes with Windows and change the window settings in the FUNC.PIF to Full Screen.

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Section 10

Operating Modes

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As noted in the discussion of the Directory Windows above, File Plus has two different operating modes:

Normal
Tree

These are a matter of personal preference and whichever mode you choose to run File Plus in is up to you.

There are advantages to each one which is blatantly obvious by toggling the modes.

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Section 11

Button Painting  
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All user buttons, drive buttons, and the Source and Target indicator bars in the directory windows can all have custom colors that you choose.

To enter paint mode, select Button Paint Mode from the Configure menu.

Select the Background color for the button with your RIGHT mouse button, and select the Text color with the LEFT mouse button.

Now all you have to do is click on the button you want, and its color will change to color you have selected.

Select "OK" or "CANCEL" when done, then save your configuration if you like what you've created.

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Section 12

HotKeys  
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Any valid key combination can be applied to any one of the 126 User Function Buttons.

Key combinations such as:

CTRL-SHIFT-C or SHIFT-F1

are all acceptable.

Key combinations not supported are:

ESC, SPACE, some of the more esoteric keys of extended keyboards, and any combination using the ALT key.

To assign a keycode to a function button, follow these steps.

- (1) - Go into configure mode, and select the button you want to add a HotKey to:

- (2) - At the Edit Function Button dialog, select the <DEFINE> button in the HotKeys section of the dialog.
- (3) - Another dialog will now appear allowing you to select your HotKey.
- (4) - When done hit OK.

HotKeys can be used anytime another window is not currently covering up the File Plus main display.

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Section 13

Finding Files

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File Plus provides an extremely powerful File Finding capability.

To use this capability, all you need to do is configure a button with the Find File(s), function, then click on it. All requesters are pretty much self explanatory, so just follow the on-screen instructions.

Note:

Do NOT use wildcards such as : *.  
The Finding functions will search for partial names automatically.

Ex.

Searching for: "READ" will find files such as:

READ.ME  
README.1ST  
etc...

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Section 14

Function Reference

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Below is a list and an explanation of each of the user functions currently available for File Plus.

| | |
|-------------------|--|
| NO FUNCTION | - Pretty Obvious |
| User Function | - The function that allows you to tailor commands. |
| Copy | - Copies files/dirs from Source to Target |
| Copy As | - Copies files/dirs with Rename on the fly |
| Move | - Moves files/dirs from Source to Target |
| Move As | - Moves files/dirs with Rename on the fly |
| Delete | - Deletes selected files/dirs in Source window |
| Make Directory | - Creates a new directory off the current path in Source window |
| Attributes | - Modifies the attributes of the selected files in Source window |
| Rename | - Renames selected files/dirs in the Source directory. |
| Zip | - Begins PkZip actions on the selected files/dirs in the Source directory, with the final .ZIP file going to the Target directory. |
| UnZip | - Unzips the selected .ZIP files in the Source, puts the files contained in the .ZIP file in the Target directory. |
| Zip Backup | - Starts a multi-volume Zip backup on the selected files/dirs in the Source directory. A floppy drive should be selected in the Target window. |
| View Zip | - Will view the contents of the .ZIP files selected in the Source Directory. |
| Select All | - Automatically selects all files/dirs in the Source directory. |
| Unselect All | - Unselects all files/dirs in the Source directory. |
| Select by Pattern | - Prompts you for a wildcard extension pattern, then selects all files/dirs in the Source that match. |
| Play .WAV File | - Will play back any .WAV sound files selected in the |

Source Directory.

- Print Directory - Will dump to printer the contents of a Directory window
- Expand Branch - Will fully expand the selected branch in the Source dir (NOTE: Tree Mode ONLY)
- Collapse Branch - Will fully collapse the selected branch in the Source dir (NOTE: Tree Mode ONLY)
- Save Configuration - Saves your current setup
- Program Settings - Brings up the Program Settings requester
- Zip Options - Brings up the Zip Options requester
- UnZip Options - Brings up the UnZip Options requester
- View Zip Options - Brings up the View Zip Options requester
- Zip Backup Options - Brings up the Zip Backup Options requester
- Configure File Types- Brings up the Configure File Types requester
- Sound Options - Brings up the default Sound Options requester
- Toggle Tree Mode - Toggles back and forth from Normal to Tree mode
- Toggle Show Dirs Mode - Toggles the "Show Dirs In Tree Mode" setting
- Smart Execute - Determines if a .EXE is a Windows or DOS function, and runs it appropriately. Useful primarily in File Types for double-clicking .EXE files.
- Print Files - Will print one or more text files to your default printer
- Find Files - Begins the File Finding sequence to allow you to search your system for a file or file(s).
- Clone Files/Dirs - Starts the File/Dir Cloning function.

!!!!!!!!!!Many More to Come!!!!!!!!!!!!!!

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Section 15

Planned Improvements  
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New features currently in the works (Sorted by nearest completion first).

(3) - Disk functions (Format, Copy, etc...)