

FLister

Chris Haynes

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COLLABORATORS

	<i>TITLE :</i> FLister		
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Chapter 1

FLister

1.1 FLister V1.0 - Documentation

FLister - The File Lister!

Version 1.0

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Introduction
What Does It Do?
System Requirements
FileLists
Errors & Warnings
DISCLAIMER...

Creating A FileList
Adding And Removing Files
Saving A FileList
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What Is CD-Single Ware?

1.2 Hi, I'm FLister V1.0

BEFORE WE GET TO THE INTRO...

Does anyone out there have an ORIGINAL copy of "Logical"? I played a demo of it during the Middle Ages and haven't been able to get hold of it! I must insist that it be an original copy because I want the AMIGA to survive, I will not give in to the PeeCee users of our universe by encouraging piracy.

If you know where I can get a copy, or you have a copy you wish to sell, then contact me AT ONCE! Oh, it *MUST* work on the A1200 or at least work with ReloKick V1.3 or it's no use to me. Cheers!

And Now For Something Completely Different...

INTRODUCTION

Have you ever installed a new program onto your hard drive and then a few months later, you've deleted it? Yes? Well, how many times have you seen one of its files lurking in a directory somewhere and wondered:

"Didn't I get rid of that yonks ago?"

This has happened to me countless times, and that's exactly why I wrote this program. Read on...

1.3 So What Is It?

WHAT DOES IT DO?

FLister is a small program that will keep a list of the files that a certain program uses. This includes all sorts of things, like preferences files, config files, fonts, icons, docs, guides, etc. When you need to delete that program from your hard drive, FLister will delete all those files. You don't have to hunt around your HD looking for config files or fonts anymore!

1.4 System Requirements...

SYSTEM REQUIREMENTS

FLister will happily run on any Amiga with a harddrive. Well, I can't say any Amiga as I have only got an A1200. However, my setup is as follows:

Amiga A1200	--- Commodore NOT Escom
Overdrive 420MB PCMCIA Harddrive	--- Very fast drive
Blizzard 1260 Accelerator Board	--- Lovely piece of kit 8-)
18MB Total RAM	--- Groovy!

You DO need a harddrive to use this program. Think about it. It is really pointless to use FLister on a floppy-only based system, because there isn't as much searching to be done on an 880Kb disk as there is on a 2Gb harddrive!

Sorry, but I don't know whether it will run on any pre-OS3.0 Amiga. If it doesn't, and manages the long trek to Guru Island, then please write to me enclosing as many details of your system as you can. This will hopefully help me to sort it out. I'll send the boys round and duff it up a bit!

You will also require the ReqTools.library file in your LIBS: assign (sorry, but the requesters looked too good to miss out on).

1.5 What's A FileList?

FILELISTS

In later sections I'll refer to something called a "FileList". This is the file that FLister will save out with all of your details and filenames in. It's the heart of FLister and is set out as follows:

```
FLISTER1.0CDH    -   Version number - Very important!  DO NOT REMOVE!
<Description of FileList>
<Number of files excluding the main program file>
<Path and name of the main program file>
<Path and name of first file in list...>
...
...
...
<...Last file in list>
```

A FileList is created when you have entered the program name, description, and the files that will need to be deleted when you decide to erase the chosen program. This file should not be deleted unless you aren't going to delete the program.

NOTE: All FileList files MUST BE READABLE, i.e: the read protection bit MUST be set. All FileList files are created with ----RWED bits, so please don't change these. I'm having a little trouble checking the file to see if FLister can read it in. If the read-only bit is not set, then FLister will fail WITHOUT WARNING! I WILL get this sorted for the next version :-)

1.6 Errors And Warnings... Never!

ERRORS I MIGHT SEE...

"FATALERROR: Cannot Initialise ReqTools!":

FLister requires the ReqTools.library for all of the swanky requesters.

Solution: Put ReqTools.library in your LIBS: assign.

REQUESTERS...

"This Is Not A VALID FileList!":

This error will pop up if you try to load a file in that isn't really a FileList, or the FileList is corrupt in some way.

Solutions:

- (1) Check that the file is actually a FileList (should be ".FileList");
- (2) Make sure that the first line of the file contains:

```
FLISTER1.0CDH
```

 (see the description of the filelist structure for more details).
 and make sure that the third line is a number equal to the number of files in the list, excluding the top filename. It must be >0 & <1000.

```
"      This Is Not A VALID FileList!  
Filename MUST Be Less Than 25 Characters!":
```

FLister uses FileList descriptions of 15 characters or less. Therefore with the ".FileList" extension, the maximum filename length is 15+9=24 characters. This means that the chosen FileList is invalid.

Solution: If you have manually renamed the file, rename it to it's original name and try again.

```
"      Cannot Load FileList!  
Is The Read-Protection Bit Set?":
```

FLister cannot read the selected FileList.

Solution: Set the read-protection bit. (Shell/CLI: Protect <file> +R)

NOTE: This version of FLister WILL bomb out and fail if it cannot read in a FileList. I have narrowed the problem down to the read-protection bit and WILL have it sorted out for the next version!

```
"      Cannot Save FileList!  
Check The Following...  
(1) Is There Enough Disk Space?  
(2) Is The Write-Protection Bit Set?  
(3) Is The Save Path Correct?      ":
```

FLister could not save the current FileList.

Solutions:

- (1) Make some more space available on your disk;
- (2) Set the write-protection bit. (Shell/CLI: Protect <file> +W);
- (3) Make sure you are saving the file to the correct device and path.

```
"Program File DOES NOT EXIST!:  
<Main Program Filename>      ":
```

You wanted to delete the main program file when deleting all files, but the file no longer exists in the path specified by the entry in the FileList.

Solution: Check that the program file has not been moved to another location. If it has, you'll have to choose the main program file again, and save the FileList. If the file has previously been deleted, click on the 'BUMMER!' button.

NOTE: In future versions, there will be a utility to convert old lists and locate the files.

```
"FILE DOES NOT EXIST!  
<Filename>      ":
```

This can appear if (1) you type a non-existent filename into the file requester, or (2) when FLister cannot delete the current file because it no

longer exists in the location specified by the entry in the FileList.

Solutions:

- (1) Type the correct name for the file you want to add/remove;
- (2) Check that the file does actually exist and that it hasn't been moved to another location. Add the new file to the FileList and try again. See NOTE above.

```
"      The FileList Is FULL!
      All 999 Entries Are Used!
Sorry, The Remaining File Choices
      Are Now INVALID      ":
```

You are adding files, but have reached the limit of 999 in this version of the program.

Solution: Click on the 'Oh Damn!' button. Either remove some of the files already in the list, or save this FileList and create another for the same program.

```
"File Already In FileList!:
<Filename>      ":
```

You have chosen a file that is already in the current list.

Solution: Click on the 'Whoops!' button. FLister will continue to add your list of files.

```
"The Main Program File Is Automatically
      Included In The FileList!      ":
```

You have tried to add the main program file to the FileList. The program file is automatically added to the FileList separately.

Solution: Click on the 'Whoops!' button. FLister will continue to add your chosen files to the current FileList.

```
"You Chose A FileList!":
```

You are adding/removing or choosing the program file, but have chosen a FileList file. You cannot use FileList files in the FileList nor can you make it the main program file.

Solution: Choose a different file.

NOTE: This error will also show as Information Text.

INFORMATION TEXT...

```
"ERROR: No Files In FileList!":
```

This shows when you try to Save the FileList or DELETE ALL FILES when there are no files in the list.

Solution: Add at least one file before trying either of the above options.

"ERROR: No Program Chosen!":

You have tried to save the FileList when there has been no main program file chosen.

Solution: Choose the program you are creating the FileList for.

"ERROR: No Description Entered!":

You have not entered a description for the current FileList and are trying to save the list.

Solution: Click on the '?' button in the "Settings" box and enter a description for the list. Maximum of 15 characters only.

"ERROR: Cannot Choose .info Files!":

You have attempted to choose an .info file when you were choosing the main program file.

Solution: Choose a different file. Files with a .info postfix cannot be main program files!

NOTE: This also applies to .font files.

"ERROR: Program File NOT In FileList!":

You have tried to remove the main program file from the FileList, but it is not held in the list.

Solution: You cannot remove the program file, you can only choose another one. Click on the 'Choose Program' button in the "Operation" box and enter the new program.

"ERROR: File Is NOT In The FileList!":

You have tried to remove a file that is not currently being held in the FileList.

Solution: Did you enter the correct filename? Try removing the file again.

"ERROR: Description Contains : Or /":

You have entered a description with either or both of those characters. Because of the nature of AmigaDOS, ':' points to a device, e.g: DF0:, RAM: - and '/' means a directory, e.g: DH0:Devs/Monitors/, Work:Utilities/.

Solution: Enter a different description avoiding the use of the : and /

characters. Maximum of 15 characters only.

WARNINGS & CONFIRMATIONS

"There Is Data In The Edit Buffer!
Are You Sure You Want To Lose It?":

You are currently editing a FileList and have chosen to either load a FileList, create a new one, or quit the program.

Action: Click on 'YES' to lose the data, or 'NO!' to cancel without altering the current FileList.

"File Already Exists!
Overwrite? ":

You are saving the current FileList and have chosen a path where a FileList with the same name already exists. (This may be the current FileList and you are simply saving over the old one).

Action: Click 'YES' to save over the (old) FileList or 'NO!' to cancel.

"Confirm DELETE ALL FILES":

FLister is asking you to confirm the deletion of ALL of the files in the current FileList. This is simply a step before actually deleting the files. They will NOT be deleted by clicking on the 'YES' button at this stage, because each file has to be confirmed.

Action: Click the 'YES' button to continue, or the 'CANCEL' button to cancel the operation.

"Do You REALLY Want To Delete The Main Program File:
<Main Program filename> ":

FLister requires a confirmation from the user to delete the main program file. This is deleted before all of the others.

Action: Click the 'YES' button to delete the main program file. Click on the 'NO!' button to skip deleting this file.

"Deleting File XX / YY:
<Filename> ":

FLister is about to delete the file shown. You can either delete it, skip this file, delete this and all subsequent files, or stop the deletion operation.

Action: Click 'DELETE' to delete this file, 'SKIP' to go to the next file, 'ALL' to delete all the remaining files, or 'STOP!' to stop the process.

"Do You Want To Delete The FileList?":

FLister is asking whether you want to delete the actual FileList file. You can delete it now, but it is a good idea to leave it if you have decided to leave some files within the list.

Action: Click the 'YES' button to delete the FileList file, or 'NO!' to skip the deletion.

"You Have Chosen A Library/Font File!

Do You Really Need To Include It?

(Careful - Accidents DO Happen) ":

You have chosen to add a .library/.font file to the current FileList. As a safety precaution, I have added this measure to make sure that you think twice about including it. Some libraries and fonts are used by more than one program.

Action: Click 'YES' to include it in the list, or 'NO!' to cancel.

" FLister WILL NOT Allow You To Include
Your Startup-Sequence File In A FileList!
Sorry, But It Prevents Accidental Erasure":

NOTE: Also applies to User-Startup file.

I have chosen to add this requester because I WILL NOT be responsible for the loss of any data on your system because of FLister. It is very silly to delete your Startup-Sequence or User-Startup files anyway.

Action: NEVER DELETE THEM. I'M NOT KIDDING!

"Are You Sure Want To Remove
<Filename>
From The FileList? ":

You have chosen to remove an entry from the FileList. Requires a simple confirmation from the user.

Action: Click 'YES' to remove it, or 'NO!' to cancel.

" This Program Is In The FileList!
Do You Want To Enter This As The Main
Program And Remove It From The FileList?":

You are choosing the main program file, but you have entered it into the FileList. You can now remove it from the list and have it as the main program file, or leave it in the list and choose another program file.

Action: Click 'YES' to remove it from the list and enter it as the main program file, or 'NO!' to cancel.

1.7 Show Me The Way...

CREATING A FILELIST

Follow me:

1. Load up FLister;
2. Read the About statement (especially the Disclaimer);
3. Choose the program you are going to want to create the FileList for;
4. Click on the 'New' button in the top-left corner. This will tell FLister that you want to create a new FileList, and will "open up" some of the other buttons;
5. Click on the 'Choose Program' button within the "Operation" box. A file requester will appear prompting you to find the MAIN PROGRAM file. Choose the file e.g: Imagine3.0 and not Imagine.config. FLister will not allow you to select an .info file because main program files are not postfixed with .info. The text at the top within the "Settings" box will change to show the new program name;
6. In the "Settings" box is a small button with a question mark in it. This is the Description button. Click on this and a requester comes up asking for the new description. You are limited to only fifteen (15) characters, so don't go overboard. The text to the left will change to whatever you have just typed. The description is what the FileList will be called, with ".FileList" added onto the end. If you click on Cancel, the current description will not be altered;
7. All done! See the next section for how to add and remove files from your new FileList.

1.8 Can She Take Any More Scotty?

ADDING/REMOVING FILES

You're now ready to add files to your new FileList. Follow me:

1. Click on the 'Add' button in the "Files" box. A requester pops up ready for you to choose your files. You should now only pick those files that the main program file actually uses. A count of the number of files you have added shows in the "Settings" box below the description. You can have a maximum of 999 files in any one FileList (1000 with the program file).

WARNING: Don't choose a .library file unless it is REALLY only used by that one program. A requester will ask for a confirmation from you as a precaution. Same with .font files. Your Startup-Sequence and User-Startup files CANNOT be added to a FileList. This is because I do not want to be held responsible for when you can't boot up!

You can choose as many files as you want. The program uses a multiple

file requester so all you have to do is hold down the Shift button and click on the files you want to add. The in-built limit is 1000 entries.

2. Once you choose the 'OK' button in the requester, FLister will attempt to add all of your files to the FileList. The number of files shown in the "Settings" box will increase each time a file is accepted. If any of the files cannot be added for whatever reason, you will be told so. See the Errors & Warnings section for a complete list of possible errors.
3. After choosing all of your files, if you have made a mistake and chosen the wrong file, DON'T WORRY. Simply click on the 'Remove' button in the "Files" box. Another of those swanky requesters will show and you can then click on the name of the file you accidentally chose. Another fun requester will appear asking for confirmation from you to remove it from the current list of files. If you choose a file that is not in the current FileList, you will be told so;
4. See next section on how to save your FileList.

1.9 Help, Help, Save Me...

SAVING A FILELIST

Follow me:

1. After all is done, click on the 'Save' button in the "FileList" box and yes, you've guessed it, return of the killer requesters, "This time it's personal", another one appears. This time it is asking only for the path to save the FileList into. I've set up a directory on my Workbench partition called FileLists so I can keep them all in one place. Choose the path or type it in;
2. If all is well, the FileList will be saved successfully. If something is wrong, you will be presented with the mother of all requesters, telling you what's wrong.
3. All done!

1.10 Here's One I Prepared Earlier...

LOADING A FILELIST

Follow me:

1. Click on the 'Load' button in the "Files" box. If you already have a FileList in memory, then a requester pops up asking to confirm erasing the edit buffer. If this is OK, then click on the 'Yes' button, if not, click 'No'. If you chose 'Yes' then another requester will appear asking for the name of the .FileList file. Click on the one you wish to load, or type it in;
 2. If the file is not corrupt in any way, i.e: it is in the correct order
-

that it should be - then it will load correctly;

3. That's it!

1.11 Finally, Something To Do...

DELETING THE PROGRAM FILES

Right, you've come to the point when you want to delete the program. You compiled this FileList thing ages ago, and now it's time for some action. Okay, follow these instructions, only if you are sure you want to delete the program: (This tape will self-destruct in five...BOOOOOM!)

1. Load the CORRECT FileList;
2. Check that it is the right FileList by reading the text in the "Settings" box;
3. Now, click on the 'DELETE ALL FILES' button in the "Operation" box;
4. If there are any files in the FileList then a requester will appear asking you to confirm the deletion of ALL the files described in the FileList. Note that this is the real thing. It WILL delete those files;
5. If you're sure, click the 'Yes' button. If you don't fancy deleting your only copy of "The Quest For The Golden Egg Cup" then click on 'Cancel';
6. You will now be asked whether you want to delete the main program file. Again, click 'Yes' to delete it, or 'No' to cancel but continue;
7. After that, you will be asked if you want to delete the first file in the list. Click the 'DELETE' button to delete just that one file, or click the 'SKIP' button to skip that file. Click the 'ALL' button to delete that file and any subsequent files in the list. If you want to stop, then simply click on the 'Stop!' button;
8. If any of the files have already been deleted, either by FLister or by a different means then you will be shown a requester. Just click on the 'BUMMER!' button to continue;
9. After the list of files has been dealt with, you will be asked if you want to delete the FileList file. Again, click 'Yes' to delete it, or 'No' to spare it from the depths of non-existence. It is a good idea to keep the FileList if you have chosen to leave some files in the list;
10. You'll get a summary of how many files were deleted and then that's it!

That is basically the entire operation of FLister. It's a very simple premise, but very useful. It stops your HD getting clogged up with redundant files that could have been deleted the last time Labour were in power. Read on...

1.12 Hey, Aren't I Your Great-Grandfather?

THE FUTURE

In the next version...

- The ability to choose entire directories, as well as single files, and therefore, upto 1000 entries whether they be dirs or files!;
- Smaller code due to optimisation;
- FileList file size WILL be reduced;
- Recursive directory searching to find files which may be part of the main program, e.g: ProgramX.#? => ProgramX.config ProgramX.prefs;
- Various other little things, bug fixes (with your support);
- Future versions will almost certainly mean changes to the FileList file, so I'll include a conversion utility for older FileLists.

Any bug reports? Suggestions? Write to me.

Thanks for reading me. Support the AMIGA computer. It's fun.

1.13 What's The Beef?

PC'S ARE CRAP!!!

Where do PC users get off saying that their machines are the best? Everyone with intelligence knows that PCs are the worst performers on the market. The Amiga computer is superior in every way. It had multitasking way back in 1985ish, but PCs are only just getting it! And even then it's false.

The Amiga can produce graphics for shows like Babylon 5 and SeaQuest DSV/2032 with ease. It has software so powerful that the images are so realistic. Take Imagine, Real3D and Lightwave for example. Top-class programs for a top-class computer.

The Amiga has got to be the most user-friendly machine ever. The PC restricts you to things like MSDOS and Windoze'95 which basically are the

horses arse of operating systems. Fancy not being able to go back up the list of commands you've typed into MSDOS.

What about the PCs not having in-built sound capability? Sure, the Amigas sound is only 8-bit and the PC has 16-bit, but what an eight bits! I have not heard a song/module on the PC that I would ever want to listen to twice! On my Amiga, I've got about 40MB of modules and another 40MB on floppies!

The Amiga has 1 command to get it started up (more if you want to optimise it). That command is "LoadWB". What has the PC got? Put it this way, you wouldn't be able to count the files it needs to start up, on the fingers of the entire population of Telford! A shit-load of files that are completely unnecessary. How long does it take for the Amiga to start up? Mine takes about 8 seconds, a PC takes upwards of a minute!

Yes, yes, the PC has got better resolutions and the screens don't flicker. But that's because they've all got a monitor with them. Put a monitor on the Amiga and it flies! No flicker here! And how much does the monitor add to the price of the PC? How much more do you need to pay so you can use the machine? The Amiga can use a simple television. It doesn't need a monitor capable of displaying screen resolutions up to 16000x16000. How many people actually use a screen that large?

Wordprocessors, spreadsheets, etc. The PC has a strong base of this type of software, but the Amiga is catching up. We've now got Wordworth 5 and Final Writer 5. What more do we need?

The Amiga can emulate almost every platform known to man (and woman!), but the PC can emulate...itself (badly). I've got C64 emulators and Spectrum emulators on my harddrive and usually play loads of the games I've got for them, but I'd find it hard to be satisfied by a PC's features.

I hate it when these PC Users (Particularly Crappy Undesirables) spout on about the wonders of their new machines. Incidentally, I've used the same Amiga for four years now without having to upgrade, whereas someone with a 386SX/25 is going to be miles behind. The market has advanced onto the Intel Pentium processor (dong-ding-dong-dong TM) with all its new features and capabilities. This wouldn't be the same processor that calculates $0+0$ to equal 256.9518372654 is it?

Do you need a harddrive to work on the Amiga? No. Plain and simple. I went for three years without a harddrive and it didn't bother me at all. I got one because they were cheap and I do a lot of 3D raytracing work. I also upgraded to a 68060 50MHz processor because of the speed it works at. It goes at about 62.5 Million Instructions Per Second (MIPS) which is really fantastic! I can do a final Trace render in about 3 minutes now! My dad has got a (spit-spit) PC running at 100MHz and he still sits there waiting for MSWorks to erase a line of text!

Another thing. I asked a PCU what he thought of not being able to use the memory in his computer as a device. He said that you don't need to! What is he on about? Having the ability to use RAM as a device is brilliant! Imagine when he needs to copy files from one floppy to another on his one drive system. He would have to copy them onto the harddrive first, and then back onto the new disk. You could pop the files into RAM on the Amiga and save them to the new disk in way less time! After all, writing to RAM is faster than the harddrive.

Talking of RAM. What does Windoze'95 need to run without making a cock-up? About 8Mb at the last count. What amount of memory does the Amiga need to run (bearing in mind it won't make a cock-up with less memory)? It starts at about 512Kb, if that! A super-efficient computer for less than £300!

What about the restrictions you get with a floppy disk on the PC? You can fit... wait for it... 720Kb on a DD disk and 1.44Mb on a HD disk! The Amiga fits about 880Kb on a floppy and 1.76Mb on a HD floppy. You can get even more now, because of various custom disk filesystems (Diskspare etc.). And Power Computing's XL drive fits about 3.5Mb on a HD disk! Get around that one PCU!

Finally, games. Yes the PC has got Quake and Doom, but what have we got? Alien Breed 3D II - TKG (with realistic water and aliens!) We've also got Worms, Super Skidmarks, Breathless, and a Public Domain base of hundreds of thousands of quality programs at under £1! Worms (©Team17/Ocean) was written by a young man working in a computer shop, and it's now an all-formats best-seller! Good on yer Andy! Notch one up for the Amiga! Also, Amiga games and utilities do not generally cost upwards of £50 either. I certainly would not pay £200 for a wordprocessor, and I definitely wouldn't pay £90 for that Windoze'95 only to have to pay another £50 for the upgrade to remove all of the bugs!

Face it people... THE PC IS DEAD!

LONG LIVE THE BEST COMPUTER IN THE WORLD - THE AMIGA!!!

SUPPORT THE AMIGA - SHES EVERYBODY'S GIRLFRIEND...

SPREAD THE WORD, NOT THE HYPE.

By Chris Haynes

The opinions expressed here are those of Chris Haynes (and every other Amiga user). If anyone out there has got a problem with them, take it up with someone else. I will not be responsible for any friendships that break up, any socks that go missing, any instances when the tooth-fairy has forgotten to leave 50 pence under your pillow, any of the nastier forces of nature, or any times when you sit on a wet seat.

1.14 My Address...

HEY, WRITE ME!!

Contact me by Snail-Mail only (apologies) at:

Chris Haynes, (FLister V1.0)
5 Trench Close,
Trench, Telford,
Shropshire.
TF2 6QY ENGLAND

The Internet fairies haven't got around to sprinkling my forehead with fairy

dust yet, so no E-Mail. (Isn't comedy the greatest thing on Earth?)

1.15 Shareware? CD-Single Ware? UnderWare!

WHAT IS CD-SINGLE WARE?

Simple. It's like shareware. With shareware, you send the author of the program something like £5. With CD-Single Ware you send the author the WORST CD Single you have ever bought! Even if you bought anything by the Mike Flowers Pops band (urrrghh! you sad people!) I'll take it! What the hell! Think of this as a way of ridding yourself of those piles of really embarrassing CDs you've collected over the years, just in time for when your new girlfriend (or boyfriend, I'm not a sexist!) comes round for the first time. I think this is only fair, so instead of throwing them away or selling them for 10p in a car boot sale, send them to me!

I was thinking of calling it UnderWare! But I thought I better hadn't!

1.16 What Is ReqTools Anyway?

REQTOOLS.LIBRARY

The ReqTools.library is a fantastic bit of coding (C) by Nico Francois! It allows the programmer (me) to use some excellent requesters, including simple messages, requests for text and numbers, and a downright funky set of file requesters. Thanks Nico!

1.17 I Didn't Do It, Nobody Saw Me Do It, Can't Prove Anything!

DISCLAIMER

--*-- YOU USE THIS PROGRAM AT YOUR OWN RISK --*--

I WILL NOT BE HELD RESPONSIBLE FOR ANY LOSS OF DATA
ON YOUR SYSTEM BECAUSE OF FLISTER

BY USING THIS PROGRAM YOU ASSUME ALL RESPONSIBILITY
FOR YOUR ACTIONS AND THE OPERATION OF THE PROGRAM

DO NOT EXPECT ANY COURT CASE TO BE SETTLED AMICABLY
OUT OF COURT WITH A LARGE CASH PAYOUT FROM ME
BECAUSE IT'S JUST NOT GOING TO HAPPEN

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