

```
;-----  
;-= This Prog. Is FreeWare But Do Not      =-  
;-= Distribute Amended Copies WithOut      =-  
;-= Adding Amendment Notes                  =-  
;-----
```

Goto CONSTANTS

Dc.b "\$VER: UnInstall V1.0 (15/3/98)"

Even

```
;-----  
CONSTANTS-----  
-----  
.CONSTANTS
```

#MUIApp		=1	<i>;MUI Object Numbers</i>
#MUIWindowA		=2	
#MUICancelBut		=3	
#MUIHorzGrpA		=4	
#MUIPrintBut	=5		
#MUIAboutBut		=6	
#MUIPrefsBut	=7		
#MUIVertGrpA		=8	
#MUISpaceA		=9	

```

#MUIVertGrpB           =10
#MUIVertGrpC           =11
#MUIVertGrpD           =12
#MUITimeSlide          =13
#MUIHorzGrpB           =14
#MUITimeLable          =15
#MUIHorzGrpC           =16
#MUIDirString          =17
#MUIDirBut             =18
#MUIFileList           =19
#MUIFListView          =20
#MUIGetBut             =21
#MUIDirLable           =22
#MUIWindowB            =23
#MUIPrintString        =24
#MUIVertGrpE           =25
#MUIPrintLable         =26
#MUIPCancelBut        =27
#MUISpaceB             =28
#MUISpaceC             =29
#MUIHorzGrpD           =30
#MUIHorzGrpE           =31
#MUIListString         =32
#MUIDelBut             =33
#MUIRemBut             =34

#ButGap                =200           ;Weight Of Space Between Buttons
#TimeMin               =2            ;Minimum Time On Slider
#TimeMax               =90           ;Maximum Time On Slider
#TimeStart             =5            ;Start Position For Slider
#MaxList               =200          ;Maximum Number Of Items In List
#LSWgt                 =300          ;Weight Of List String
#OffSetMins            =4            ;Offset For Mins In DateStamp NewType

#CloseWinA              =#MUIV_Application_ReturnID_Quit
                                ;Make Window Close ID Same As System

Close
#PopASL                =100          ; Application Signal ID's
#PrintPress            =101
#CloseWinB             =102
#PrintString           =103
#ListActive            =104
#GetFiles              =105
#Remove                =106
#Delete                =107

;-----
MACROS-----
-----
.MACROS

Macro MakeID                ;LongWord From String
      (Asc(`1) LSL 24)+(Asc(`2) LSL 16)+(Asc(`3) LSL 8)+Asc(`4)
End Macro

```

```

Macro FF                                ;ASCII For Form Feed
    Chr$(12)
End Macro

Macro ESC                                ;ASCII For Esc
    Chr$(27)
End Macro

Macro NL                                  ;ASCII For Return/New Line
    Chr$(10)
End Macro

Macro Centre                             ;MUI String Format For Centre
    !ESC+"c"
End Macro

Macro NLC                                 ;As Above With New Line As Well
    !NL+!Centre
End Macro

Macro UnderL                             ;MUI String Format For Under Line
    !ESC+"u"
End Macro

Macro Bold                               ;MUI String Format For Bold
    !ESC+"b"
End Macro

Macro Italic                             ;MUI String Format For Italic
    !ESC+"i"
End Macro

Macro Normal                             ;MUI String Format For Back To Normal
    !ESC+"n"
End Macro

Macro TSlideChange                       ;MUI For Every Time The Time Sliders Moved
    #MUITimeSlide,#MUIA_Slider_Level,#MUIV_EveryTime
End Macro

Macro OffSet                             ;Offset into File Info Block
    (SizeOf.FileInfoBlock\`1)
End Macro

Macro SE                                  ;Requester Header Text
    "SYSTEM ERROR"+!NL+!NL
End Macro

Macro SY                                  ;Requester Header Text
    "SORRY"+!NL+!NL
End Macro

Macro Pushed                             ;MUI For Button Released
    #MUIA_Pressed,MUIFalse
End Macro

```

```

Macro TellApp                                ;MUI For Give Application Following Response
      #MUIApp,#MUIM_Application_ReturnID
End Macro

;-----
GLOBALS-----
-----

.VARS

;>NEWTYPES

NEWTYPE.tl
      a.l:b:c:d:e:f:g:h:i:j:k
End NEWTYPE
tag.tl\ a=0                                ;Tag List

Even
DEFTYPE.b
;>BYTES

done=False                                ;Flag
printed=False                            ;Flag
doit=False                                ;Flag

Even
DEFTYPE.w
;>WORDS

Even
DEFTYPE.f
;>FLOATS

Even
DEFTYPE.q
;>QUICKS

Even
DEFTYPE.s
;>STRINGS

x$=""
                                ;General Use String
title$="UnInstall"
                                ;Application And Window Title
OK$="O.K.|O.K."
                                ;Requester Buttons
YesNo$="O.K.|Cancel"
                                ;Requester Buttons
dump$="Dump Existing List ?"
                                ;Requester Text
del$=!Centre+!Bold+"Sure You Want To Delete"=!NL+!NLC
                                ;Requester Text

;-= Error Strings For Requesters Etc. -=
err1$=!Centre+!SE+"Failure To Open Window"

```

```
err2$=!Centre+!SY+"List Is Empty, Nothing To Print"
err3$=!Centre+!SE+"Failure To Open PopUp Window"
err4$=!Centre+!SY+"Close Print PopUp First"
err5$=!Centre+!SY+"Respond To Existing PopUp First"
err6$=!Centre+!SE+"Failure To Get Printer!"
err7$=!Centre+!SE+!Centre+"Failure To Get File Lock On"+!NLC
err8$=!Centre+!SE+"Failure To Get File Block"+!NLC+"Probably Low Memory"
err9$=!Centre+!SE+"Failure To Find Path"
```

```
LableT$="Look %ld Minutes Back"
;Time Gadget Lable
```

```
LableD$=" Search From"
;Directory Gadget Lable
```

```
LableP$=!Centre+"Enter Headline For Print List" ;Print PopUp Title
ImageA$="6:"+Str$(#MUII_PopDrawer)
;Image String For Drawer Pop Up
```

```
MaxLen path$=180
path$="SYS:"
;Directory To Search From
```

```
MaxLen Head$=80
Head$="UnInstall List For:- "
;Print String Contents
```

```
MaxLen listentry$=180
listentry$=""
```

```
nul$=""
;Empty String
```

```
;-= Strings For Bubble Help =-
Dim Help$(Maximum MUIObject)
Help$(#MUICancelBut)="Quit Without Action"
Help$(#MUIPrintBut)="Send File List"+!NLC+"To Printer"
Help$(#MUIAboutBut)=!Centre+"Information"+!NLC+"Regarding MUI"
Help$(#MUIPrefsBut)=!Centre+"Adjust Global"+!NLC+"MUI Configuration"
Help$(#MUITimeSlide)=!Centre+"How Long Ago (in minutes), UnInstall"+!NLC+"Will Look For File Changes."
Help$(#MUIDirString)=!Centre+"Search From Here"+!NLC+"For Changed Files"
Help$(#MUIDirBut)="Pop Up Drawer Requester"
Help$(#MUIFListView)=!Centre+"List Of Files"+!NLC+"That Have Changed"+!NLC+"In The Time Frame Given"
Help$(#MUIGetBut)=!Centre+"Look For Files"+!NLC+"That Have Changed"+!NLC+"In The Time Frame Given"
Help$(#MUIDelBut)="Delete The File Selected !!"
Help$(#MUIRemBut)=!Centre+"Remove The Selected"+!NLC+"File From The List"
```

```
Even
DEFTYPE.1
;>LONGS
```

```
x=0 ;General Use Var
y=0 ;General Use Var
z=0 ;General Use Var
sigs=0 ;System Signals
time=0 ;How Many Minutes Ago To Look Back
```

sysdate=0
systime=0

;System Date
;system Time

;------

.STATEMENTS

.TrueFalse

;Function MUIFalse
; Function Return 0
;End Function
;
;Function MUITrue
; Function Return 1
;End Function

.check *;- Recursive Test Of Each Directory =-*
 ;------

Statement Checkp\$

SHARED sysdate,systime,time,err7\$,err8\$

;- Standard DOS Stuff, Get Lock And File Info Block =-

;------

lock.l=Lock_(Null(p\$),#ACCESS_READ)

If lock

 fib.l=**AllocDosObject**_(#DOS_FIB,0)

If fib

;- Get Details Of Directory (p\$) =-

;------

If Examine_(lock,fib)

;- Set Flags To Indicate If Directory Changed In Time Frame =-

;------

 intime.b=**False**

If Peek.l(fib+!Offsetfib_Date)=sysdate

 sameday.b=**True**

If Peek.l(fib+!Offsetfib_Date+#OffsetMins)>=(systime-time)

 intime=**True**

End If

Else

 sameday.b=**False**

End If

;- Now Scan Each File/Directory In The Directory =-

;------

 good.l=**True**

While good=**True**

good=**ExNext_**(lock,fib)

If NOT good

;-= Report All Errors Except No More Entries =-

;------

err.l=**IoErr_**

If err<>**#ERROR_NO_MORE_ENTRIES**

MaxLen err\$=80

x\$="File Error "

Fault_ err,**Null**(x\$),&err\$,79

x.l=**MUI_RequestA_**

(**MUIObjLoc**(#MUIApp),0,0,&title\$,&OK\$,&err\$,0)

End If

Else

;-= Is It File Or Directory ? =-

;------

If Peek.l(fib+!**Offsetfib_DirEntryType**)>0

;-= Read Name Of Directory =-

;------

x\$=**Peek\$**(fib+!**Offsetfib_FileName**)

;-= It's A Directory So Go Off And Scan It =-

;------

Check**FullPath\$**(p\$,x\$)

Else

;-= It's A File, Don't Bother Unless The Directories

;------

Changed =-

;------

If sameday=**True**

If intime=**True**

;-= Finally Check If The Files In The Time

Frame =-

;------

;------

If Peek.l(fib+!**Offsetfib_Date**)=sysdate

If Peek.l(fib+!

Offsetfib_Date+**#OffsetMins**)>=(**stime**-time)

;-= Read Name Of File =-

;------

x\$=**Peek\$**(fib+!

Offsetfib_FileName)

;-= File For Us So Add It's

Full Address To The List =-

;------

n\$=FullPath\$(p\$,x\$)
MUIDoMethod

#MUIFileList,#MUIM_List_InsertSingle,&n\$,#MUIV_List_Insert_Bottom

End If

End If

End If

End If

End If

End If

Wend

Else

;-= Couldn't Examine The Directory, Report It =-

;------

err.l=IoErr_

If err<>#ERROR_NO_MORE_ENTRIES

MaxLen err\$=80

x\$="File Error "

Fault_ err,Null(x\$),&err\$,79

x.l=MUI_RequestA_

(MUIObjLoc(#MUIApp),0,0,&title\$,&OK\$,&err\$,0)

End If

End If

;-= Free Up Memory Used For FIB =-

;------

FreeDosObject_ #DOS_FIB,fib

Else

;-= Can Not Allocate File Info Block =-

;------

x.l=MUI_RequestA_ (MUIObjLoc(#MUIApp),0,0,&title\$,&OK\$,&err8\$,0)

End If

Else

;-= Can Not Get File Lock =-

;------

errl\$=err7\$+p\$

x.l=MUI_RequestA_ (MUIObjLoc(#MUIApp),0,0,&title\$,&OK\$,&errl\$,0)

End If

End Statement

;------
;------

.START

;-= Standard Start Up Requiremnets =-

;------

Even
NoCli
;DefaultOutput
WBStartup
CloseEd

;-= #MUIWindowB Contents =-
;-----

;-= #MUIWindowA Contents =-
;-----

```
.buttons
;-= Create Some Buttons =-
;-----
MUISimpleButton #MUICancelBut, "_Cancel"
MUISet #MUICancelBut, #MUIA_ShortHelp, &Help$(#MUICancelBut)
MUISimpleButton #MUIPrintBut, "_Print"
MUISet #MUIPrintBut, #MUIA_ShortHelp, &Help$(#MUIPrintBut)
MUISimpleButton #MUIAboutBut, "_About MUI"
MUISet #MUIAboutBut, #MUIA_ShortHelp, &Help$(#MUIAboutBut)
MUISimpleButton #MUIPrefsBut, "MUI Pre_fs"
MUISet #MUIPrefsBut, #MUIA_ShortHelp, &Help$(#MUIPrefsBut)
MUISimpleButton #MUIGetBut, "_GET"
MUISet #MUIGetBut, #MUIA_ShortHelp, &Help$(#MUIGetBut)
MUISimpleButton #MUIPCancelBut, "_Cancel"
MUISimpleButton #MUIDelBut, "_Delete"
MUISet #MUIDelBut, #MUIA_ShortHelp, &Help$(#MUIDelBut)
MUISimpleButton #MUIRemBut, "_Remove"
MUISet #MUIRemBut, #MUIA_ShortHelp, &Help$(#MUIRemBut)
```

```
.timeslider
;-= Slider For Time =-
;-----
MUIKeySlider #MUITimeSlide, #TimeMin, #TimeMax, #TimeStart, "m"
MUISet #MUITimeSlide, #MUIA_ShortHelp, &Help$(#MUITimeSlide)
MUILabel #MUITimeLable, "Look     Minutes Back", 0
```

```
.space1
;-= Make Some Improved Layout Space =-
;-----
MUIHVSpace #MUISpaceA
MUISet #MUISpaceA, #MUIA_HorizWeight, #ButGap
```

```
.directory
;-= Make Directory Selector =-
;-----
MUIString #MUIDirString, "Sys:", 181
MUISet #MUIDirString, #MUIA_ShortHelp, &Help$(#MUIDirString)
MUIMakeObject #MUIDirBut, #MUIO_PopButton, &ImageA$
MUISet #MUIDirBut, #MUIA_ShortHelp, &Help$(#MUIDirBut)
MUILabel #MUIDirLable, LableD$, 0
```

```
.vgroups
;-= Make Vertical Groups =-
;-----
MUIAddObjVGroup #MUIVertGrpB, #MUIAboutBut
MUIAddObjVGroup #MUIVertGrpB, #MUIPrintBut
```

```
MUICreateVGroup #MUIVertGrpB
MUIAddObjVGroup #MUIVertGrpC,#MUISpaceA
MUICreateVGroup #MUIVertGrpC
MUIAddObjVGroup #MUIVertGrpD,#MUIPrefsBut
MUIAddObjVGroup #MUIVertGrpD,#MUICancelBut
MUICreateVGroup #MUIVertGrpD
```

```
.hgroups
;-= Make Horizontal Group Comprising The Three Verticals =-
;-----
```

```
MUIAddObjHGroup #MUIHorzGrpA,#MUIVertGrpB
MUIAddObjHGroup #MUIHorzGrpA,#MUIVertGrpC
MUIAddObjHGroup #MUIHorzGrpA,#MUIVertGrpD
MUICreateHGroup #MUIHorzGrpA
```

```
;-= Make Horizontal Group For Time Slider & Label =-
;-----
```

```
MUIAddObjHGroup #MUIHorzGrpB,#MUITimeLable
MUIAddObjHGroup #MUIHorzGrpB,#MUITimeSlide
MUICreateHGroup #MUIHorzGrpB
```

```
;-= Make Horizontal Group For Directory Selector =-
;-----
```

```
MUIAddObjHGroup #MUIHorzGrpC,#MUIDirLable
MUIAddObjHGroup #MUIHorzGrpC,#MUIDirString
MUIAddObjHGroup #MUIHorzGrpC,#MUIDirBut
MUICreateHGroup #MUIHorzGrpC
```

```
.listview
;-= Make List & ListView =-
;-----
```

```
MUIAddTags #MUIFileList,#MUIA_Frame,#MUIV_Frame_ReadList
MUIList #MUIFileList,#MaxList,1,""
MUIListView #MUIFLListView,#MUIFileList
MUISet #MUIFLListView,#MUIA_ShortHelp,&Help$(#MUIFLListView)
```

```
.printstring
;-= Make String For Print PopUp =-
;-----
```

```
MUIAddTags #MUIPrintString,#MUIA_CycleChain,1
MUIString #MUIPrintString,Head$,80
MUILabel #MUIPrintLable,LableP$,0
```

```
.space2
;-= Make Better Layout Space For Print PopUp =-
;-----
```

```
MUIHVSspace #MUISpaceB
MUIHVSspace #MUISpaceC
```

```
.popupgroup
;-= Make Horizontal Group For Print PopUp =-
;-----
```

```
MUIAddObjHGroup #MUIHorzGrpD,#MUISpaceB
MUIAddObjHGroup #MUIHorzGrpD,#MUIPCancelBut
MUIAddObjHGroup #MUIHorzGrpD,#MUISpaceC
```

MUICreateHGroup #MUIHorzGrpD

.liststring

;-= Make String For List String =-

;-----

MUIAddTags #MUIListString,#MUIA_HorizWeight,#LSWgt

MUIAddTags #MUIListString,#MUIA_String_Accept,&nul\$

MUIString #MUIListString,"",180

.listhgroup

;-= Make Horizontal Group For ListView String =-

;-----

MUIAddObjHGroup #MUIHorzGrpE,#MUIListString

MUIAddObjHGroup #MUIHorzGrpE,#MUIRemBut

MUIAddObjHGroup #MUIHorzGrpE,#MUIDelBut

MUICreateHGroup #MUIHorzGrpE

.mainvgroup

;-= Make Overall Vertical Group =-

;-----

MUIAddObjVGroup #MUIVertGrpA,#MUIFListView

MUIAddObjVGroup #MUIVertGrpA,#MUIHorzGrpE

MUIAddObjVGroup #MUIVertGrpA,#MUIGetBut

MUIAddObjVGroup #MUIVertGrpA,#MUIHorzGrpC

MUIAddObjVGroup #MUIVertGrpA,#MUIHorzGrpB

MUIAddObjVGroup #MUIVertGrpA,#MUIHorzGrpA

MUICreateVGroup #MUIVertGrpA

MUIAddObjVGroup #MUIVertGrpE,#MUIPrintLable

MUIAddObjVGroup #MUIVertGrpE,#MUIPrintString

MUIAddObjVGroup #MUIVertGrpE,#MUIHorzGrpD

MUICreateVGroup #MUIVertGrpE

.windows

;-= Create Windows =-

;-----

MUIAddTags #MUIWindowA,#MUIA_Window_Width,!MUIV_Window_Width_Visible50

MUIAddTags #MUIWindowA,#MUIA_Window_Height,!MUIV_Window_Height_Visible50

MUICreateWindow #MUIWindowA,title\$,"STEV",#MUIVertGrpA

MUIAddTags #MUIWindowB,#MUIA_Window_TopEdge,#MUIV_Window_TopEdge_Moused

MUIAddTags #MUIWindowB,#MUIA_Window_LeftEdge,#MUIV_Window_LeftEdge_Moused

MUIAddTags #MUIWindowB,#MUIA_Window_RootObject,MUIObjLoc(#MUIVertGrpE)

MUIAddTags #MUIWindowB,#MUIA_Window_Width,!MUIV_Window_Width_MinMax30

MUICreateWindow #MUIWindowB,title\$+" Print"

.application

;-= Create MUI Application =-

;-----

MUIApplicationAuthor "Steve Turner"

MUIApplicationBase "UNINSTL"

MUIApplicationCopyright " 1998 By Steve Turner"

MUIApplicationTitle title\$

MUIApplicationDescription "Check Whats Been Added To Hard Drive"

MUIApplicationVersion"\$VER: UnInstall V1.0 (26/2/98)"

MUIAddApplicationTags #MUIA_Application_Window,MUIObjLoc(#MUIWindowA)

MUIAddApplicationTags #MUIA_Application_Window,MUIObjLoc(#MUIWindowB)

MUICreateApplication

MUIApplicationObj #MUIApp

.notification

;-= Set Up Some Communicators =-

;------

;-= Tell Application When Cancel Pressed =-

MUINotify #MUICancelBut,!Pushed,!TellApp,#CloseWinA

;-= Tell Application When Print Pressed =-

MUINotify #MUIPrintBut,!Pushed,!TellApp,#PrintPress

;-= Tell Application When WindowA Close Gadget Pressed =-

MUINotify #MUIWindowA,#MUIA_Window_CloseRequest,**MUITrue**,!TellApp,#CloseWinA

;-= Tell Application When WindowB Close Gadget Pressed =-

MUINotify #MUIWindowB,#MUIA_Window_CloseRequest,**MUITrue**,!TellApp,#CloseWinB

;-= Get MUI About PopUp When About Pressed =-

MUINotify #MUIAboutBut,!Pushed,#MUIApp,#MUIM_Application_AboutMUI,**MUIObjLoc**(#MUIWindowA)

;-= Get MUI Prefs When Prefs Button Pressed =-

MUINotify #MUIPrefsBut,!Pushed,#MUIApp,#MUIM_Application_OpenConfigWindow,0

;-= UpDate Lable When Time Slider Moved =-

MUINotify !

TSlideChange,#MUITimeLable,#MUIM_SetAsString,#MUIA_Text_Contents,&LableT\$,#MUIV_TriggerValue

;-= Tell Application When Directory PopUp Button Pressed =-

MUINotify #MUIDirBut,!Pushed,!TellApp,#PopASL

;-= Tell Application When Print Cancel Pressed =-

MUINotify #MUIPCancelBut,!Pushed,!TellApp,#CloseWinB

;-= Tell Application When Enter Pressed In Print String Gadget =-

MUINotify #MUIPrintString,#MUIA_String_Acknowledge,#MUIV_EveryTime,!TellApp,#PrintString

;-= Tell Application When List Item Selected =-

MUINotify #MUIFileList,#MUIA_List_Active,#MUIV_EveryTime,!TellApp,#ListActive

;-= Tell Application When Get Button Pressed =-

MUINotify #MUIGetBut,!Pushed,!TellApp,#GetFiles

;-= Tell Application When Delete Pressed =-

MUINotify #MUIDelBut,!Pushed,!TellApp,#Delete

;-= Remove Selected Item From List If Remove Button Pressed =-

MUINotify #MUIRemBut,!Pushed,#MUIFileList,#MUIM_List_Remove,#MUIV_List_Remove_Active

.prestarts

;-= Open The Window And Report If We Can't =-

;------

MUIOpenWindow #MUIWindowA

If **MUIGet**(#MUIWindowA,#MUIA_Window_Open)=**MUIFalse**

done=**True**

x=**MUI_RequestA_**(**MUIObjLoc**(#MUIApp),0,0,&title\$,&OK\$,&err1\$,0)

End If

;-= Pre-Set Time Lable =-

;------

MUIDoMethod

#MUITimeLable,#MUIM_SetAsString,#MUIA_Text_Contents,&LableT\$,#TimeStart,#TAG_DONE

.mainloop

;-= We Are Go - Act On Main Loop Notifcations =-

;------

Case #PrintPress

;-= Pressed Print Button =-

;-= Test To See If A List Exists =-

;-=-----

x=MUIGet(#MUIFileList,#MUIA_List_Entries)

If x=0

;-= If No List Tell User No List To Print! =-

;-=-----

y=MUI_RequestA_

(MUIObjLoc(#MUIApp),0,0,&title\$,&OK\$,&err2\$,0)

Else

;-= Only Action If PopUp Is Not Already Open =-

;-=-----

If MUIGet(#MUIWindowB,#MUIA_Window_Open)=MUIFalse

;-= Open PopUp And Report If Failure =-

;-=-----

MUIOpenWindow #MUIWindowB

If MUIGet(#MUIWindowB,#MUIA_Window_Open)=MUIFalse

y=MUI_RequestA_

(MUIObjLoc(#MUIApp),0,0,&title\$,&OK\$,&err3\$,0)

Else

;-= Make String Active And Read It =-

;-=-----

MUISet

#MUIWindowB,#MUIA_Window_ActiveObject,MUIObjLoc(#MUIPrintString)

y=MUIGet(#MUIPrintString,#MUIA_String_Contents)

If y<>0 Then Head\$=Peek\$(y)

;-= Set Cursor To End Of String =-

;-=-----

MUISet

#MUIPrintString,#MUIA_String_BufferPos,Len(Head\$)

End If

Else

y=MUI_RequestA_

(MUIObjLoc(#MUIApp),0,0,&title\$,&OK\$,&err5\$,0)

End If

End If

.closewindowb

Case #CloseWinB

;-= Close Print PopUp =-

MUICloseWindow #MUIWindowB

.print

Case #PrintString

;-= Enter Pressed In String For Print Header =-

;-= Close Window And Get The Header =-

;-=-----

MUICloseWindow #MUIWindowB

y=MUIGet(#MUIPrintString,#MUIA_String_Contents)

```

If y<>0 Then Head$=Peek$(y)

;:= Check Printer And Step Through List Printing It -=
;-----
If WriteFile(1,"PRT:")
    FileOutput 1
    Print !ESC+"[1m"+Head$+!ESC+"[22m"+!NL+!NL
    x=MUIGet(#MUIFileList,#MUIA_List_Entries)
    For y=0 To x-1
        MUIDoMethod #MUIFileList,#MUIM_List_GetEntry,y,&z
        listentry$=Peek$(z)
        NPrint listentry$
    Next y
    Print !FF
    CloseFile 1
    printed=True
Else
    y=MUI_RequestA_
(MUIObjLoc(#MUIApp),0,0,&title$,&OK$,&err6$,0)
End If

.listupdate
Case #ListActive                                ;:= UpDate String For List Entry -=

;:= Get Pointer To Selected List Item -=
;-----
MUIDoMethod
#MUIFileList,#MUIM_List_GetEntry,#MUIV_List_GetEntry_Active,&x

;:= Get File Name And Copy It To String Gadget -=
;-----
If x
    listentry$=Peek$(x)
    MUISet #MUIListString,#MUIA_String_Contents,&listentry$
End If

.get
Case #GetFiles                                ;:= Get Files From Disk -=

;:= Don't Get Files If Print PopUp Is Open -=
;-----
If MUIGet(#MUIWindowB,#MUIA_Window_Open)=MUITrue
    x=MUI_RequestA_
(MUIObjLoc(#MUIApp),0,0,&title$,&OK$,&err4$,0)
Else

;:= If List Exists And Isn't Printed Ask To Dump It -=
;-----
If MUIGet(#MUIFileList,#MUIA_List_Entries)>0
    If NOT printed
        x=MUI_RequestA_
(MUIObjLoc(#MUIApp),0,0,&title$,&YesNo$,&dump$,0)
        If x Then doit=True
    Else

```



```

                                doit=True
                                End If
Else
                                doit=True
                                End If
                                If doit=True

                                        ;-= Clear Out Any Existing List =-
                                        ;-----
                                        MUIDoMethod #MUIFileList,#MUIM_List_Clear,0

                                        ;-= Get Start Path & Time Limit =-
                                        ;-----
                                        printed=False
                                        x=MUIGet(#MUIDirString,#MUIA_String_Contents)
                                        If x<>0
                                                path$=Peek$(x)
                                                time=MUIGet(#MUITimeSlide,#MUIA_Slider_Level)
                                                sysdate=SystemDate
                                                systime=(Hours*60)+Mins
                                                MUISet
#MUIWindowA,#MUIA_Window_Sleep,MUITrue
                                                Checkpath$
                                                MUISet
#MUIWindowA,#MUIA_Window_Sleep,MUIFalse
                                                doit=False
                                                Else
                                                        x=MUI_RequestA_
(MUIObjLoc(#MUIApp),0,0,&title$,&OK$,&err9$,0)
                                                        End If
                                                End If
                                End If

                                .delete
                                Case #Delete
                                        ;-= Delete File From List =-

                                        ;-= Get Pointer To Selected List Item And Copy Out File Name=-
                                        ;-----
                                        MUIDoMethod
#MUIFileList,#MUIM_List_GetEntry,#MUIV_List_GetEntry_Active,&x
                                        If x
                                                listentry$=Peek$(x)

                                                ;-= Make Sure User Wants To Delete This File =-
                                                ;-----
                                                x$=del$+listentry$
                                                x=MUI_RequestA_
(MUIObjLoc(#MUIApp),0,0,&title$,&YesNo$,&x$,0)

                                                If x
                                                        ;-= O.K. Delete File And Remove It From List =-
                                                        ;-----
                                                        KillFile listentry$
                                                        MUIDoMethod
#MUIFileList,#MUIM_List_Remove,#MUIV_List_Remove_Active

```

End If
End If

End Select
Wend

;-= Got Here So Must Be Done - Remove MUI Stuff And Quit =-
;-----
.done

MUIRemoveApplication

End
;-----
END-----
