

AssignPrefs

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Chapter 1

AssignPrefs

1.1 AssignPrefs V1.02 - Contents

This is the documentation file for the AssignPrefs program. Select one of the following topics:

Overview	Gives you a brief overview
Requirements	What you need to run AssignPrefs
Legal Stuff	Copyright and disclaimer
Installation	How to install AssignPrefs
Workbench Usage	How to run AssignPrefs from Workbench
CLI Usage	How to run AssignPrefs from CLI
Operation	Detailed description of AssignPrefs
Startup-Sequence	How to use AssignPrefs in startup-sequence
Known Bugs	Known bugs and problems
History	What has changed

Before using AssignPrefs you MUST read the Legal Stuff chapter.

1.2 AssignPrefs - Overview

If you use assigns in your startup-sequence you will pretty soon have a very large file. AssignPrefs simplifies this by reducing all assign calls into just one. With AssignPrefs, you can enter a number of assigns, save them in a file and assign them by a simple programm call in startup-sequence, or by double clicking on the icon.

AssignPrefs can be used from Workbench or CLI. It uses a full GadTools GUI to edit your list of assigns, and it stores these lists with or without an icon. If saved with an icon, you can assign the list by double clicking on the project icon. For further detail, see Workbench Usage .

AssignPrefs can also be used to make assigns for games, applications etc. You can save the assigns in the program's directory, and before running the program, you can make the assigns it needs by double clicking the icon.

AssignPrefs also supports assignment now available in 37: Late, Add and Path. For mor detail, see @{" Operation " link operation}.

1.3 AssignPrefs - Requirements

To use AssignPrefs, you need the following:

- An Amiga Computer
- Kickstart 37 or higher (haven't tested with 36, won't run with 34)
- Workbench at least 2.0

1.4 AssignPrefs - Legal stuff

Legal Stuff:

AssignPrefs is public domain. You can use it as you like, but AT YOUR OWN RISK. It is distributed with NO special purpose whatsoever, and in no way can DIgital DIDimensions or the author be held responsible for any damage caused by the use or misuse of this program. No warranty, neither expressed or implied, is granted by DIgital DIDimensions.

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Donnations are very welcome, but not neccessary (Hmmm.... :-)

If you like/use AssignPrefs and you have access to EMail, then please send me a mail and tell me what you think of it. Look above for the EMail address. BTW, mail me, too, if you DON'T like it, and tell me why.

If you have suggestions, bug reports or something like that, or you want anything special build into a future version, please contact us also. If it is possible, and I have the time to do it, it will be done.

1.5 install

Installation is easy: Just run the Install icon and the program will be installed. If you don't want to use the Installer, just copy the program into your prefs drawer. However, you have to edit your startup-sequence yourself.

1.6 AssignPrefs - Usage from Workbench

AssignPrefs has two basic functions:

- Assign editing
- Assigning

See the Operation for more detail.

AssignPrefs is started by double clicking on its icon. Depending on the @{ "Tool Types " link ttype} it goes into one of the modes mentioned above.

1.7 AssignPrefs - Tool Types

AssignPrefs recognizes two ToolTypes:

ACTION - can either be USE or POPUP. If set to POPUP, a window will appear where you can load, save and edit your assign list. When set to USE, the program will assign the provided list. Note that the projects saved with AssignPrefs have this tooltype written in their icon. If you change this to POPUP, then double clicking the icon will bring up the editor rather than assigning.

FILE - Load this file. By default, AssignPrefs loads envarc:assignprefs as the assignment list. If this tooltype is given, the file behind FILE= will be used. This tooltype has no effect in project icons.

1.8 AssignPrefs - Usage from CLI

By providing the question mark (?) as the only parameter, you will be prompted: FILE,USE/S. For more information on these templates, see the Workbench Users Guide.

If you run AssignPrefs without parameter, you will get to the editor. A window will appear. see Assign editing for more detail. With > AssignPrefs s:alist you will also get the editor, but the file s:alist will be loaded instead of the default file. With the USE keyword, you tell AssignPrefs to do its assigning. Without a filename (e.g AssignPrefs USE) the program will use the default file.

1.9 AssignPrefs - Operation

AssignPrefs has two basic functions:

Assign editing
Assigning

Assign editing is used to edit an assignment list, while the Assigning is used for assigning a given list.

1.10 AssignPrefs - Editing an assignment list

Once started, the edit window will appear. The large listview in the upper part is your assignment list, with some additional @{" gadgets " link gadgets} ↔ below it.

The program can be controlled with these @{" gadgets " link gadgets} or with the keyboard. However, some functions are only available from menu.

To add assigns, you must first enter the assignment name and the path to assign to in the string gadgets. Then, you must choose the type of assignment. There are currently four types supported by AssignPrefs:

Locked - The normal operation. The path is locked, that means that if you assign test: to df0:c, and you insert another disk in that drive, then you will be prompted to reinsert the first disk when using test:.

Path - With this assignment type you can avoid the above mentioned problem. The assignment is disk independent, if you assign test: to df0:c, then you can change disk and still use test: to access df0:c

Add - The given path is added to the given name. This means, that name must be assigned earlier with locked or path. When listing the contents of name, you will not see the contents of path, but you can execute programs through name. Example: c: is assigned to dh0:c. In your list, you define c: dh0:bin ADD. if you now enter dir c:, you will only get the directory of dh0:c, but you can start any program in dh0:bin without the path dh0:bin add command.

Late - The given assignment is not made until the name is first used. When this assignment is made, the name will not be known to the system. The first time you use the name, the assignment will become a normal locked assignment.

If you are finished, click the Add gadget or press 'a'. The entry will appear in the list.

To edit an entry, first click on it in the listview, then edit it (Name, Path and/or Type) and click ADD again. The listview will show the altered entry.

To delete an entry, click on it in the listview and press the Add gadget.

The @{ " gadget " link gadgets} node will give a detailed description of the ↵
gadgets.

1.11 AssignPrefs - Assigning the list

In this mode no window will appear. The program will work in background, assigning your complete list (either the default envarc:assignprefs or the list whos filename is given). This mode is used in the startup-sequence and when you double click a project icon.

1.12 Assignprefs - Description of menus

Assignprefs offers three menus:

PROJECT

Open - Open a file. A file request will appear. Just double click the file you want. The old list will be replaced by the new one.

Append - Append a file. Again, a file request will appear, but the current list wont be replaced, but the loaded list will be added to the current.

Save as - Save a file with another name. You can save the current list under another name than the default name. Again, this is done in a file request.

About - Gives you the copyright and my address...

Quit - Exit the program. Note that the list will not be saved, even if it has changed.

EDIT

Last Saved - Will restore the list to the default (last saved) list

SETTINGS

Save Icons - If this is ticked, an icon will be written with every file saved. This icon can be used to assign the list associated with it by double clicking on it.

1.13 AssignPrefs - Gadgets

The gadgets are the following:

```
ADD   -   Add the entry defined by the name, path and type gadgets
DEL   -   Delete the last selected entry from the list
Name  -   Name of the assignment. Note: the name must be entered
          without the :
Path  -   The path to assign name to
Type  -   The type of assignment. See  Assignment editing
          for more detail.
Save  -   Save the list under the default name (envarc:assignprefs)
Quit  -   Quit the program. Note that the list is _NOT_ saved.
```

1.14 Assignprefs - Keyboard usage

The following keys are used for AssignPrefs:

```
a,A   -   Add entry. See  gadgets
d,D   -   Delete entry
n,N   -   enter name
p,P   -   enter path
t     -   Cycle type forward
T     -   Cycle type backward
s,S   -   Save
q,Q   -   Quit
```

The menus have the following shortcuts:

```
A-o   -   Open
A-a   -   Save as
A-?   -   About
A-q   -   Quit
A-l   -   Last saved
A-i   -   Save icon
```

1.15 AssignPrefs - startup-sequence usage

To use Assingprefs in your startup-sequence, you have to put the line

```
sys:prefs/AssignPrefs use
```

into your startup-sequence somewhere near the top. This call uses the default file (envarc:assignprefs). To use another file, you have to use something like this:

```
sys:prefs/AssignPrefs s:alist use
```

This uses the file s:alist.

If used in such ways, AssignPrefs only opens dos.library, so that you can run it without having env: assigned. The install script will modify your startup-sequence if you wish.

1.16 AssignPrefs - Known bugs

There are no bugs known to me. The program has been tested on an Amiga 2000 with VXL*30 board and 5 megabytes of memory, with Enforcer enabled. However, testing program doesn't show the absence of bugs, only their presence. So, if you find any bugs, write me or phone me up (you can talk with me in german, english, french, dutch, kisuaheli and russian, but I only understand german and english :-). See Legal Stuff for s-mail and email.

1.17 AssignPrefs - History

```
Program      :   AssignPrefs.c
Copyright    :   © 1993 by Digital Dimensions
Author      :   Thomas Frieden
Creation Date :   14-Jul-93
Current version :   1.02
Translator   :   AztecC
```

REVISION HISTORY

Date	Version	Comment
-----	-----	-----
14-Jul-93	0.0	First version
30-Jul-93	0.1	Working editor, to do assigning and icon
31-Jul-93	1.0	Omega version, icon stuff included
31-Jul-93	1.01	Minor bug fixes
31-Jul-93	1.02	Major bug fixes