

DDTI

Lee Kindness

COLLABORATORS

	TITLE : DDTI		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Lee Kindness	July 28, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DDTI	1
1.1	DefDTIcon documentation	1
1.2	Foreword	1
1.3	Installation	1
1.4	Usage	2
1.5	Ta Billy	3
1.6	Version history	3
1.7	Contact	4

1.4 Usage

To use DDTI select icons on workbench (shift click/marque) and select "Default icon" from the tools menu.

A number of program arguments are supported, these may be entered as Workbench tooltypes or used as command line arguments:

COARSE : Specifying this argument makes DDTI load in one of the base datatype icons, determined from the datatypes groupId, see below.

NODATATYPE : Specifying this forces DDTI to use the default project icon for all data files. With this enabled DDTI acts exactly like DefIconer.

NOTOOLWIN : Specifying this forces DDTI not to change the icons Toolwindow pointer when changing icons. The Toolwindow is currently not used but in future OS releases it may be and the copying of it from the default icon may be undesirable, so I added this option.

DEFAULTTOOL : If set then the icons "default tool" field is changed to match the default icons "default tool" field.

NOTOOL : If set then the icons of tools will never be changed. This is useful, for example if you've just got a new PD program but all the data icons are dogger so select everything and defaulttool and all the datafile icons will be changed but not the main program icon.

ICONDIR : Where to load the default icons from. Defaults to "DEVS:Icons".

The template from the Shell is:

TEXT/K,COARSE/S,NODATATYPE/S,NOTOOLWIN/S,DEFAULTTOOL/S,NOTOOL/S,ICONDIR/K

When DDTI tries to load in a default icon a number of steps are taken:

1. If the file is a disk or drawer then the default WB icon for it is used.
2. If a file is a program then the default wb tool icon is used.
3. if COARSE is selected then the icon name is based on the files groupId. This is in the form "ICONDIR:def_" + groupId name. The following default icons should exist for this mode:
 - ICONDIR:def_syst : for system files
 - ICONDIR:def_text : for formatted/unformatted text
 - ICONDIR:def_docu : for formatted text which may contain other datatypes
 - ICONDIR:def_soun : for sounds
 - ICONDIR:def_inst : musical instruments used for musical scores
 - ICONDIR:def_musi : musical scores
 - ICONDIR:def_pict : still pictures
 - ICONDIR:def_anim : animated picture
 - ICONDIR:def_movi : animation with audio track
 if the appropriate icon is not found then the default project icon is used. Note ICONDIR: is the path set by the option "ICONDIR", defaulting to DEVS:Icons.
4. If COARSE is not selected then the icons name is based on the files datatypes name. If this fails then the datatypes basename is tried

and then step 3. is tried and if this fails then the default project icon is loaded.

To determine what icon will be used for a certain file you can allways use a system monitor (eg. the excellent SnoopDos) to determine the files DDTI is looking for.

Several datatypes are supplied with the program, these are only the datatype descriptor part of the datatypes and cannot be used to load programs into multiview etc.

NB.

You may find that animations (for example) have the Def_Sys icon attached to them by DefDTIcon. This is not a bug, it is due to the instrument, music, animation and movie Datatypes only being supplied with WB3.1+.

1.5 Ta Billy

Various people who deserve "Ta Billy's" for the icons, myself :), Tom Ekström (IconPack), Tom Pettigrew, Jon Pettigrew, Adam Kindness and others that I can't mind.

1.6 Version history

DDTI is written in HighSpeed Pascal on an Amiga A1200.

1.0 : 21.06.94

- Initial version.

1.1 : 24.06.94

- Added NODATATYPE and NOTOOLWIN arguments.

1.2 : 14.07.94

- default icon is now based on the files datatypes name and not the base name.
- removed FORCEFTXT argument as it is now obsolete (because of above)
- New CBM installation script.
- Added the datatypes.

1.2a: xx.08.94

- Removed Datatypes.

1.3 : 20.09.94

- Misc. obscure bug fixes (DDTI no does not alter WBAPPICON and WBDEVICE type icons).

1.4 : 01.10.94

- DDTI no longer tags the icons it alters, it' not very compatible behaviour afterall.
- Requester now shown when DDTI is quit.

1.5 : 29.10.94

- Added "DEFAULTTOOL" option. If set then the icons default tool is changed to match the default icons default tool.
- If run from the Shell then arguments are now parsed by ReadArgs() and not FindToolType().

1.6 : 05.11.94

- Added "NOTOOL" option. If specified then tool icons will never be changed.
- Icons no longer loaded in from "ENV:Sys". The "ICONDIR" option specifies their location (defaults to DEVS:Icons). This saves copying the icons from ENVARC: at startup and also saves memory if ENV: is in the ram-disk.

1.7 : 03.12.94

- Removed AskDDTI from the distribution, was quite useless.

KNOWN BUGS:

If you try to use DDTI on a linked directory then the icon will be changed on the actual drawer and not the link. This is due the a bug in Workbench. It passes a lock to the physical drawer and not the link.

1.7 Contact

I can be contacted at:

8 Craigmarn Road
Portlethen village
Aberdeen
AB1 4QR
Scotland.

The program is supplied with a number of datatypes, if you require another then feel free to send me at least three example files, if possible an icon to be used as a default and £2 (or equivalent) and I will create a datatype for you and send you it and the latest version of DDTI and a number of other programs.

Please send in any smart icons that you have, I can then distribute them with DDTI as default icons.

If you find DDTI useful then let me know. Any gifts, cash and even bug reports are greatly appreciated :-) If you want the current version of DDTI (and a wad more progs) then send £3 (or equivalent of £5 plus) to me.

-EOF _\//