

Directory Master

Directory Master is a general purpose utility for managing and manipulating files and directories.

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What is **Directory Master**?

The theory behind Directory Master is quite simple. On the screen there are two directory displays. These are called Directory Windows. You can read a directory into each of these from any device accessible by your PC. You can select files in either of these windows, then manipulate them almost any way you like. Selected **entries** can be copied to the opposite window, deleted or renamed; attributes can be changed; text files can be read or searched. Directory Master offers much more than these "bare-bones" features, and you will learn more about them later.

One of the directory windows is the **source**, and the other is the **destination**. Either window can become the source, simply by making it the **active window**. This is done by clicking any of the listboxes in the main part of the display. The other window automatically becomes the new destination. A yellow (by default) box is displayed around the current source window. You can also cycle between the two windows by pressing the space bar on the keyboard.

Through command buttons and menus, you can manipulate the files and directories in the directory windows. Directory Master has a set of built-in commands, called Internal commands, that do basic file and directory manipulation, such as renaming, copying, moving, deleting, etc. External commands are programs *external* to Directory Master that performs some action or actions on the file(s). This could be an editor, a paint program, a compiler, or whatever.

Directory Master is Shareware

Directory Master is copyright 1993, Dale W. Thompson.

This is a fully functional version of Directory Master -- it is not crippled in any way. You are encouraged to distribute the Directory Master archive or install disk to other users or bulletin boards.

If you continue to use Directory Master after an initial 30 day trial period, you are required to register this software. Registration allows you to use this and all future versions of the software. Your registration allows me to continue to develop and improve this software, and assures that future shareware versions will not be crippled. Please support the concept of shareware.

Send a check or money order, drawn on a U.S. bank, payable to Dale W. Thompson for \$25 to:

Dale W. Thompson
2581 Millcreek Dr. Suite 211
Sacramento, CA 95833

I can also be reached via CompuServe:

CompuServe ID: 71736,1742

I welcome comments, suggestions for improvement, and (god forbid!) bug reports.

Disclaimer

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Installation

This is a shareware version of Directory Master. To conserve space and avoid needless duplication and added download time, VBRUN300.DLL is **NOT** included with this distribution package. VBRUN300.DLL should be available from the vendor or BBS where you obtained Directory Master. I've also eliminated the installation program from this shareware version. Installation is easy, only a few files to copy.

The following files should be found after extracting from the archive:

README.TXT	VENDOR.TXT
DIRMASTR.INI	DISKINFO.DLL
CMDIALOG.VBX	COMMDLG.DLL
MSAFINX.DLL	THREED.VBX
DIRMASTR.EXE	DIRMASTR.HLP
DMDOS.BAT	LICENSE.TXT

1. Copy all .VBX and .DLL files into your C:\WINDOWS\SYSTEM directory. Also, make sure the file VBRUN300.DLL (not included) is present in the C:\WINDOWS\SYSTEM directory.
2. Copy all .EXE, .HLP, .INI, and .BAT files into a directory of your choice, preferably C:\DIRMASTR.
3. Once properly installed, create an icon for Directory Master in any program manager group and double click on it.

You are granted a 30 day evaluation period for this program. After that you are expected to register or stop using Directory Master.

I've tried my best to be clear and concise in documentation and error handling Messages. If I've overlooked something or if my instructions can be clarified in any way drop me a line and I'll try to make modifications as I can.

Thanks for trying Directory Master.

Dale Thompson
Compuserve: 71736,1742

Directory Master is installed through the setup program on the installation diskette. If you received Directory Master as an archive, such as DM100.ZIP, unpack all files to a blank floppy, then execute the SETUP.EXE from Program Manager. Follow the on-screen prompts. All required files will be installed on your system.

NOTE: Those of you with Norton Desktop for Windows should start the Microsoft Program Manager and launch the setup program from it's File/Run menu item.

Alternatively, you can decompress and copy the files to the relevant directories manually.

Directory Master requires an IBM PC or compatible, using Microsoft Windows 3.1 or later.

The following files are distributed with and required by Directory Master:

\WINDOWS directory:

DIRMASTR.INI Configuration file for Directory Master

\WINDOWS\SYSTEM directory:

VBRUN300.DLL Runtime version of the Visual Basic Dynamic Link Library

THREED.VBX Visual Basic custom control - runtime.

CMDIALOG.VBX Visual Basic custom control - runtime.

DISKINFO.DLL PD Dynamic Link Library.

\WINDOWS\DIRMASTR directory: (installation dependent)

DIRMASTR.EXE Directory Master

DIRMASTR.HLP Windows Help file for Directory Master

The following files are distributed with Directory Master. They are only used for installation purposes:

SETUP.EXE Installation program

SETUP1.EXE Secondary installation program

SETUP.LST List of files installed during first phase on installation

STARTUP.INI Configuration file for SETUP1.EXE

SETUPKIT.DLL Dynamic Link Library used by SETUP.EXE and SETUP1.EXE

VER.DLL Dynamic Link Library used by SETUP.EXE and SETUP1.EXE

Directory Master Components

The main Directory Master window is composed of four main parts:

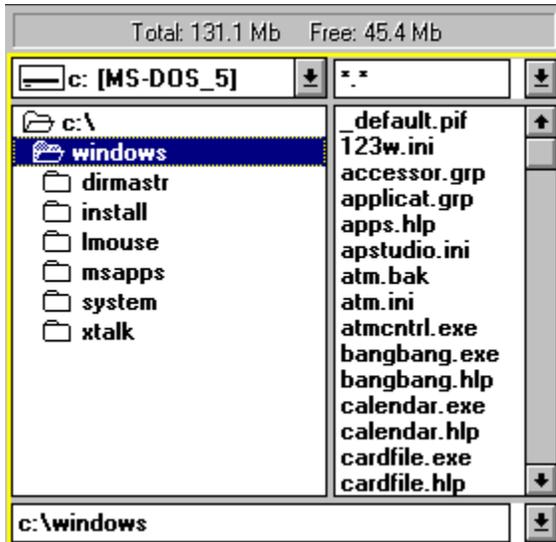
The **status bar** at the bottom of the window. This displays various messages to you as Directory Master performs the actions you requested. On the right side is a count of the number of files and directories in the current source directory.

Two directory windows, one in each half of the middle of the main Directory Master window.

The custom buttons, along the bottom of the window, above the status bar. These buttons can be assigned to perform many different commands.

Directory Windows

A typical **directory window** looks like this:



Click on the area you want information about.

Custom Buttons



The **custom buttons** at the bottom of the main Directory Master window (above the status bar) can be assigned to any of the internal Directory Master commands, or can run external commands.

The number of custom buttons can be changed in the configuration window, available from the Options/Buttons... menu. See Configuring the Custom Buttons for more information.

IMPORTANT:

Many of the Custom buttons perform actions on the selected files in the active directory window. Before clicking on a Custom button, verify that the intended directory window is active. Novice Directory Master users can be confused when they have clicked on a Custom button in an inactive window, and it does nothing. Of course, you should verify that the selected files or directory within the directory window are the ones you wish acted on.

Procedures

Selecting the Active (source) directory

Selecting files

Changing directories

Changing file attributes

Listing Hidden and System files

Searching for files

Moving whole directory trees

Configuring the Custom Buttons

Printing files

Running external programs

Aborting an operation

Error Messages

Some error messages are displayed in the status line at the bottom of the Directory Master window. Other, more severe errors, present a dialog box explaining the problem and often offer you a choice to retry the operation, ignore the error, or abandon the operation in progress.

The following errors can occur at any time while executing a command:

- Internal command *name* had error *description*
- That device appears unavailable.
- Insert a disk in the drive and close the door.
- Internal disk error.
- Disk is full. Continue?
- That filename is illegal.
- That path doesn't exist.
- Can't open file for that kind of access.
- File already open.
- Non standard End-of-File marker or attempt to read beyond end of file.

Certain actions or internal commands can also result in an error message specific to that action:

Copy

- Error copying file *name* to *name*
- Error deleting *name*

Move

- Error moving file *name* to *name*. Abandoning move process...

Rename

- Can't rename to different device

Find File

- You've filled the listbox. Search being abandoned...

Print

- File not found!

File double-click

- File not found!
- Insufficient memory to launch application!
- No executable file associated!
- Execution failed!

How Directory Master processes command lines

The following process is used when Directory Master parses and expands external command lines:

If no argument functions appear on the command line, Directory Master appends " {f}" to it.

"{a}" functions are handled. The user is prompted and any response is substituted into the command line.

At this point, DOS and Windows programs are handled differently.

Command lines for Windows programs are fairly simple:

If the **Do All Files** flag was set, then each selected file is handled separately; otherwise, just the first selected file is acted upon. For each file (or just the first), Directory Master substitutes remaining functions into the command line and sends it to Windows to be executed.

Command lines for DOS programs are more complicated because of the additional options available:

Directory Master creates a temporary batch file and adds commands to "CD" to the source directory, or the destination directory if **CD Destination** was checked.

If the **Do All Files** flag was set, then each selected file is handled separately; otherwise, just the first selected file is acted upon. For each file (or just the first), Directory Master substitutes remaining functions into the command line and adds it to the temporary batch file.

Next, if **Pause** was selected, Directory Master adds the DOS command line "PAUSE" to the end of the temporary batch file. At this point, the batch file contains all the commands it needs.

Directory Master now sends the name of the temporary batch file to Windows to execute, while telling Windows what type of window to open based on the **Window Style** selection.

Finally, if **Run Sync.** was selected, Directory Master waits for the batch file to finish before refreshing the directories (if **Refresh Src.** or **Refresh Dest.** was selected).

DirMaster File Menu

Last Message

This displays the last message to appear in the status box. Normally, messages in the status box are only displayed for ten seconds before being replaced by "Ready". This will allow you to see any message you may have missed or forgotten.

Clicking on the status box will also display the previous message.

Clear

The sub-menus to this menu will clear the list of paths or patterns from the dropdown lists.

Exit

This will exit the program. If the configuration has changed since you last saved it, Directory Master will ask if you wish to save it. Note that Directory Master will **not** ask if you quit the program from the control box or Task Manager, or if you exit Windows.

DirMaster Options Menu

Buttons...

This will allow you to configure the custom buttons along the bottom of the main Directory Master window. See [Configuring the Custom Buttons](#) for more information.

Flags ...

This allows displaying files in the [files listbox](#) based on file attributes. See [Listing Hidden and System files](#) for more information. Each directory window maintains their own set of flags.

Colors

This allows you to select the colors of various parts of the Directory Master display. Choosing an entry from the sub-menu will bring up a color dialog box from which to select a color.

Confirm

This leads to a sub-menu containing three additional selections. They are:

- | | |
|--------------------|--|
| File Delete | If checked, you will be prompted before Directory Master deletes each file |
| Dir Delete | If checked, you will be prompted before Directory Master deletes a directory tree. |

Each of these selections is a toggle, and will show a check mark in the menu when they are enabled.

Overwrite

This leads to a sub-menu containing selections that tell Directory Master what to do when it is about to overwrite an existing file (though copying, moving, renaming, etc.). They are:

- | | |
|-------------------|--|
| Always | Always overwrite an existing file. |
| Never | Never overwrite an existing file. |
| Only Older | Overwrite an existing file if the file replacing it is newer (the existing file is OLDER). |
| Ask | Prompt you whether to overwrite the file or not. |

Only one of these options is active at a time, so checking one clears any that are set.

Save Prefs

This will save to the DIRMASTR.INI file:

- any changes made to the custom buttons, including number of rows and columns
- the position and size of the main Directory Master window.
- the two directories in both directory windows
- the attribute flags for both file listboxes
- the patterns in the pattern dropdown listboxes
- the paths in the path dropdown listboxes
- the **Confirm** menu settings
- the colors you have chosen for the various parts of the display

Save On Exit

If checked, this will do an automatic saving of preferences whenever you exit Directory Master.

DirMaster Commands Menus

The three menus, **Select**, **Action**, and **Info**, lists all of the internal Directory Master commands grouped by general category and shows you the keyboard shortcuts for these commands. See [Internal Commands](#) for a complete description.

DirMaster Help Menu

The commands in this menu open the help file you are now reading.

Index

Displays the index (contents) page of the Directory Master help file. From here, you can navigate throughout the entire Directory Master Help.

Keyboard

Displays keyboard shortcuts you can use in Directory Master.

Commands

Displays help on the internal commands built into Directory Master.

Procedures

Displays a list of common things you may wish to do with Directory Master.

Using Help

Displays help on the Windows Help system, and teaches you how to use Help.

About ...

This will display the About dialog box. You can see the version number of Directory Master you are working with here.

Keyboard Controls

The following keys can be used to control Directory Master:

Space bar	Toggles the active window. Makes the inactive directory window become the active window
F1	Context-Sensitive help
F2	Activates the left Drive dropdown listbox
F3	Activates the left Directory listbox
F4	Activates the left File listbox
F5	Activates the left Pattern dropdown listbox
F6	Activates the left Path dropdown listbox
Shift-F2	Activates the right Drive dropdown listbox
Shift-F3	Activates the right Directory listbox
Shift-F4	Activates the right File listbox
Shift-F5	Activates the right Pattern dropdown listbox
Shift-F6	Activates the left Path dropdown listbox
Ctrl+A	All
Ctrl+B	Attribute
Ctrl+C	Copy
Ctrl+D	S->D
Ctrl+E	Read
Ctrl+F	Find File
Ctrl+G	Search
Ctrl+H	Refresh
Ctrl+I	Print
Ctrl+J	Last Message
Ctrl+K	Make Dir
Ctrl+L	Reselect
Ctrl+M	Move
Ctrl+N	None
Ctrl+P	Parent
Ctrl+R	Reselect
Ctrl+S	Swap
Ctrl+T	Toggle
Ctrl+V	Version
Ctrl+U	Run
Ctrl+X	Exit
Del	Delete
PgUp, PgDn	Scrolls the directory and file listboxes if they are active
Arrow keys	Moves through the entries in either the directory or file listboxes, if active
Home	Scrolls to the first entry of the directory and file listboxes if they are active
End	Scrolls to the last entry of the directory and file listboxes if they are active
Tab	Cycles through directory window controls

Internal Commands

Directory Master includes commands to directly manipulate the files and directories in the directory windows.

Note that many of the internal commands will function differently on whether you last selected the directory listbox or the file listbox. For instance, if you select some files, then select DELETE, those files will be deleted. But, if you select a directory, then hit DELETE, the directory tree will be deleted.

<u>All</u>	selects all files in the active source file listbox
<u>Attribute</u>	allows changing of a file's attributes
<u>Copy</u>	copies files or directory trees to destination directory
<u>Delete</u>	deletes files or directory trees
<u>Find File</u>	search active directory tree for files matching a pattern
<u>Make Dir</u>	creates a subdirectory to the active directory
<u>Move</u>	moves files or directory trees to destination directory
<u>None</u>	deselects all files in the active source file listbox
<u>Parent</u>	moves to parent directory of the active source directory
<u>Print</u>	prints selected files
<u>Read</u>	opens a window to view text files
<u>Rename</u>	renames selected files
<u>Refresh</u>	rereads the list of files and directories from disk
<u>Reselect</u>	selects the files that were selected before the last command
<u>Run</u>	runs the selected files as separate applications
<u>S->D</u>	makes the destination directory the same as the source directory
<u>Search</u>	search the selected files for a string
<u>Size</u>	calculate disk space usage of selected files or directory trees
<u>Swap</u>	swaps the two directories to the opposite directory window
<u>Toggle</u>	reverses the selection status of all files in the active source directory
<u>Version</u>	displays Windows version information stored within a program file

Internal Command: All

This command selects all files in the active source file listbox. This may not be all files in the directory, if the pattern dropdown listbox is not set to "*.*". Also, hidden, system, and read-only files may or may not be selected, based on the display attributes of the file listbox.

See Also

None, Toggle

Internal Command: Attribute

This command allows changing of a file's attributes (protection flags). A dialog box will appear with four check boxes, representing the four attribute flags: Hidden, System, ReadOnly, and Archive. The current state of the check boxes represent the attributes of the file as they are currently.

The four buttons on the right give you some choices on how to proceed:

- | | |
|--------|---|
| OK | Changing the flags and selecting the OK button will change that file's attributes based on the check boxes. |
| CANCEL | Does not change the current file's attributes. You will continue to be prompted for attributes of any additional selected files. |
| ALL | Selecting the ALL button tells Directory Master to set this file and all remaining files to the selected attributes. |
| ABORT | Does not change the current file's attributes. Additionally, no further action will be performed on the remaining selected files. |

Internal Command: Copy

This command will copy all selected files to the destination directory. If a file with the same name as one of the files being copied exists in the destination directory, you will be prompted whether to overwrite the file or not if **Overwrite** is checked in the Options/Confirm menu.

If you choose a directory instead of any files, the entire directory tree will be duplicated in the destination directory.

You cannot copy a directory that is above (a parent to) the active source directory.

See Also

Move

Internal Command: Delete

This command will delete all selected files from the source directory. If **File Delete** is checked in the Options/Confirm menu, Directory Master will prompt you about each file before deleting it.

If you choose a directory instead of any files, the entire directory tree will be deleted. If **Dir Delete** is checked in the Options/Confirm menu, Directory Master will prompt you before commencing the deletion. All files in the tree will be deleted, regardless of the pattern listbox.

You cannot delete a directory that is above (a parent to) the active source directory. You would have to change to the parent directory first.

CAUTION: Unless you are running MS-DOS 5.0 (or later) or have a file-recovery program, you cannot recover files or directories deleted accidentally.

Internal Command: Find File

This command will search the active directory and any subdirectories for a filename matching a user-supplied pattern. You will be prompted for the file to find. Wildcards are allowed.

A separate window will open, displaying the full path of all files that match the supplied pattern. You may abandon the search at any time by selecting the CANCEL button at the bottom of the search output window. The button will change its text from CANCEL to EXIT once the search is complete.

Internal Command: Make Dir

This command creates a sub-directory to the active source directory. You will be asked for the name of the directory to create.

Internal Command: Move

This command moves the selected files from the source directory to the destination directory. The file(s) will no longer exist in their original place. If a file with the same name as one of the files being moved exists in the destination directory, you will be prompted whether to overwrite the file or not if **Overwrite** is checked in the Options/Confirm menu.

If you choose a directory instead of any files, the entire directory tree will be moved to the destination directory. The directory structure will remain intact.

The source and destination directories do not need to be on the same physical device or partition. If the destination is on a different device, this command effectively does a copy and delete operation. If the destination is on the same device, the files are moved (renamed), and the operation will proceed very quickly.

See Also

Copy

Internal Command: None

This command deselects all files in the active source file listbox, so that none of the files are selected.

See Also

All, Toggle

Internal Command: Parent

This command reads the parent directory of the directory open in the active directory window. You may also change to any parent directory by double-clicking the name of the parent in the directory listbox.

Internal Command: Print

This command will attempt to print the selected files. If a file is associated with an application, that application will be launched to perform the printing. Otherwise, a straight text dump of the file to the printer is performed.

Internal Command: Read

This command allows you to read selected files. A separate window appears (the Reader) in which you can scroll through the file, perform searches, and copy selected text to the clipboard.

Note that only the first 32000 bytes of the file are displayed -- the remainder of the file is ignored.

Internal Command: Rename

This command allows you to give new names to all selected entries in the active directory window. A dialog box will appear for each entry in turn, asking for the new name.

Internal Command: Refresh

This command will re-read the source and destination directories from disk and update the directory and file listboxes, in case another program has added or removed files or directories from the disk. The list of available drives in the drive listboxes are also updated, in case network drives have been added or removed since Directory Master was started.

Internal Command: Reselect

This command will reselect all entries that were selected before the last operation was initiated.

Internal Command: Run

This command allows you to run each selected entry in turn, providing that file is executable. Executable files have a file extension of .EXE, .COM, .BAT, or .PIF. An MS-DOS window will open if the file is not a Windows program.

You may also double-click on the name of a file in the file listbox to launch an application. If the file is a program file, it will be launched. If the file is associated with an application, the application associated with the file will be launched, with the clicked on file passed as a parameter.

Internal Command: S->D

This command will make the destination directory the same as the source directory. Used mainly when you want to stay in the current directory, but also work on files in a sub-directory.

Internal Command: Search

This command allows you to search the contents of all selected files for a specified string. A dialog box appears asking for the string pattern to hunt for.

All files containing the string will remain selected after the search.

Internal Command: Size

This command calculates the size, in bytes, of all selected files.

If a directory is selected, then the size of all files in the directory tree are totaled, and displayed along with the count of files in the status bar.

Internal Command: Swap

This command will reverse the directories in the two directory windows. The directory on the left will be displayed on the right, and the directory on the right will be displayed on the left.

The active directory does not change.

Internal Command: Toggle

This command will toggle, or reverse, the state of all entries. This causes selected entries to be deselected, and deselected entries to be selected.

See Also

All, None

Internal Command: Version

This command will display Windows version information that is stored within the file. Note that many (most) programs do not contain version information.

The Reader

This window allows you to view a text file. Using the toolbar, you can move through the file, search for strings, or copy all or part of the file to the clipboard. You cannot edit the file in this mode; you must use an external editor to do that.

Note that the Reader will only display the first 32,000 bytes of the file; hopefully, this will be fixed in a later version.

In addition to the mouse and the buttons in the toolbar, the following keys can be used to control the Reader:

F1	Help
Q, q, X, x, ESCAPE, RETURN	Exits from the Reader and returns you to the main Directory Master window.
T	Moves to the top of the file
B	Moves to the bottom of the file
F	Presents a dialog box, asking for the string to search for. It then moves to the next occurrence of the string in the file
N	Repeats search for the last find string
A	Abort. If multiple files are being read in succession, the remaining files will not be read
S	Selects the entire file, so you may copy it to the clipboard.
C	Copy selected text to the clipboard
PgUp, PgDn, Home, End, Arrow keys	Moves through the file. You can also use the shift key in combination with these keys to select text that you can copy to the clipboard using the Copy button.

Selecting the active (source) directory

The easiest way to make a particular directory the active (source) directory is to double-click on its name in the directory listbox. You can also type its name directly into the path dropdown listbox.

Selecting Files

A single file may be selected by clicking with the left mouse button on the file. All other files will be deselected.

Multiple files can be selected in several ways.

- Consecutive files can be selected by clicking **and holding** the left mouse button while dragging the mouse down the list.
- Any file can be selected without disturbing previously selected files by clicking on the file with the **right** mouse button.

Changing directories

The easiest way to make a particular directory the active (source) directory is to double-click on its name in the directory listbox. You can also type its name directly into the path listbox.

To make the other directory window's directory the active directory, click on any of the listboxes on the other side. You can also just press the space bar.

Changing file attributes

One or more file's attributes can be changed by selecting the files in either file listbox, then choosing Atttributes from a command button or the Commands menu, or press Ctrl/B.

A dialog box will appear with four check boxes, representing the four attribute flags: Hidden, System, ReadOnly, and Archive. The current state of the check boxes represent the attributes of the file as they are currently. Select the attributes you want for the file, then press OK.

Listing hidden and system files

Normally the file listboxes do not show hidden or system files. To display these files, choose **Options/Flags ...** from the Directory Master main window. A dialog box will appear, showing the currently selected flags for that side (left or right). Make your selections from this dialog box and, when satisfied, choose the OK button.

Each side can show a different combination of files, ie, the left file list can be set to display hidden files, while the right is set to display system files.

Normal files cannot be excluded this way.

Searching for files

Directory Master can be used to find files on any single device or directory tree at a time.

1. Set the source directory to the directory you want to begin the search.
2. Select the Find File command from the Commands menu, or press a button assigned to the **Find File** internal command.
3. Type into the dialog box that appears the name of the file you are looking for. You can use wildcards (* and ?) to hunt for a group of files. You can also use the same form as you do in the pattern dropdown listbox, where you can specify two or more patterns to look for by separating them with a semicolon, as in "*.BAS;*.FRM", which would find all files ending in either .BAS or .FRM.

Moving whole directory trees

Directory Master can move entire directory trees from one place to another. This can be a fairly short process if the move is within one device, or can take quite a while if you are moving the tree to a different device.

To move a tree, do the following:

1. Set the destination directory to the **parent** of where you want the directory to end up.
2. Set the source directory to the **parent** of the directory you wish to move
3. Select the directory in the source directory listbox.
4. Select the Move command from the Commands menu, or press a button assigned to the **M**ove internal command.

Printing files

Directory Master has a very simplistic internal print facility, and so will attempt to use another application to do the actual printing. If a file is associated with an application, then Directory Master will tell the other application to print the file. The other application is started, if necessary. If no association exists for the selected files, then Directory Master just "dumps" them to the printer.

Just select the file(s) you wish to print, then select the Print command from the Commands menu, or press a button assigned to the **Print** internal command.

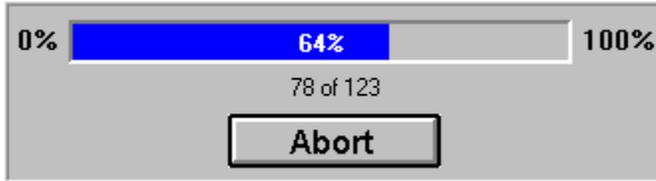
Running external programs

There are several ways to launch other applications or programs from Directory Master.

1. Double-click on the name of a program (.EXE, .COM, .BAT, or .PIF).
2. Double-click on a file associated with an application.
3. Select the name of a program, then select Run from the Commands menu, or press a button assigned to the **Run** internal command.
4. Assign a button to run an external program. This offers the greatest possibilities for customizing how the command is executed. Note that this method will only act on selected files.

Aborting an operation

Many Directory Master operations will put up a Progress Indicator window while it is performing a lengthy command. This window contains an **ABORT** button which you can use to stop an operation in progress.



Either click on the button, press the ESCAPE key, or press the RETURN key.

Configuring the Custom Buttons

This form allows you to change the actions performed by the Custom buttons.

The buttons on the main Directory Master form are duplicated along the bottom of this window. The **current button** is visibly raised higher than the rest. This is the button that is changed by actions on the upper part of this window. Clicking on another of the custom buttons will make that button the **current button**.

The number of custom buttons can be changed by the Rows and Cols text boxes. Note that changes to the number of buttons do not take effect until you leave the Configuration form.

When you are satisfied with the changes you have made to the buttons, clicking the OK button will keep any changes made and return you to the main Directory Master window. If you want to discard the changes, click CANCEL.

Note that changes you make are **not** automatically saved in the configuration file, unless you change the number of rows or columns. You must select Save Prefs from the Options menu on the Directory Master form.

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Internal/External

This lets you choose whether the selected button is to execute an internal Directory Master command, or an external program.

The main part of the window will change to reflect the relevant settings for that type of command.

For both internal and external commands, you can change the caption (what appears on the button face), and the color of the text.

For internal commands, you can change the command. A dropdown listbox presents the list of all internal commands. Pick the one you want from the list.

For external commands, many choices are possible. Unless DOS Cmd is checked, the program is assumed to be a Windows program. Windows programs do not require many options, so most of the option buttons will be ghosted. For DOS commands, an MS-DOS window is opened to execute the command line.

For either DOS or Windows programs, you can specify the kind of window to run the program in -- whether the window is normal, minimized, or maximized, and whether the window will grab the focus when opened -- by using the Window Style dropdown listbox

Internal Command List

This is the list of internal commands. Choose the command from the list that you want this button to execute when pressed.

Caption

This defines the text displayed in the button. It can be anything you like. As you type, the text shows up in the button, so you can gauge the length of the text. The actual length of your button on the Directory Master form will probably be a different size than the ones here (These buttons are a fixed size, while the ones on the Directory Master form are variable, depending on the number of columns of buttons and the size of your window.).

To define a shortcut key for the button, insert an ampersand (&) in front of the letter you want to underline in the name on the button -- for example, type C&ompress to place Compress on the button and underline the "o". Be careful to not use the same shortcut key for more than one button, and do not use the letters that are used on the menu.

Text Color

This button allows you to change the color of the text on the button face. A dialog box will appear with a number of predefined colors from which you can pick. You may also define your own color using the Define Custom Colors button in the Color dialog box.

Command Line

This text box allows you to specify what external command is executed when the button is pressed. You can use the Browse button to search the filing system for the program to execute. The program can be a Windows-type program or an MS-DOS type program. If an MS-DOS type program, use the check boxes below to indicate to Directory Master how you wish the program handled within the DOS session.

It also allows you to perform substitutions on the command line using argument functions, by using the dropdown listbox below.

Command Line Argument Functions

This dropdown listbox allows you to insert argument functions into the command line.

Function	Result
{f}	First filename, without the path.
{F}	All filenames, without the path.
{o}	First filename, with path.
{O}	All filenames, with path.
{s}	Source directory window's path.
{s\}	Source directory window's path, with trailing punctuation.
{d}	Destination directory window's path.
{d\}	Destination directory window's path, with trailing punctuation.
{aPrompt:Default}	Present a dialog box to ask the user a question.

By default, all custom buttons implicitly end with the **{f}** function, which means the first selected filename is appended to the end of the command line before being executed. You can change this default behaviour by placing any argument function somewhere in the command line.

See Also

[How Directory Master processes command lines](#)

Browse

This button allows you to search the filing system for the program to execute. A dialog box is presented, which you can use to peruse all disks and directories for the file you want. Selecting the OK button in this dialog box will paste the name into the command line.

Window Style

This allows you to specify the type of window the external command will use when it executes. There are five options available:

Normal w/ Focus	The window will open it's regular size and grab the input <u>focus</u> .
Minimized w/ Focus	The window will display an icon at the bottom of the screen and grab the input focus.
Maximized w/ Focus	The window will open up full screen and grab the input focus.
Normal w/o Focus	The window will open it's regular size. Directory Master maintains the input focus.
Minimized w/o Focus	The window will display an icon at the bottom of the screen. Directory Master maintains the input focus.

Of course, you may change the focus and/or it's window state once the program starts up, from the other program's window or icon.

Note that for a DOS command in which you set the Pause option, the Window Style is forced to "Normal w/ Focus".

Also note that for DOS commands, Windows will use the file _DEFAULT.PIF in your Windows directory to determine how the MS-DOS session is run under Windows. Most notably is whether programs without the focus continue to run in the background. If this is not set properly and you chose one of the options without the focus, the program may not execute until it's window becomes active.

To change how Windows handles DOS programs, see the documentation on the PIF EDITOR that comes with Windows.

DOS Cmd

Check this box if the program supplied in the command line text box is an MS-DOS program.

If this box is left blank, then the program is assumed to be a Windows program. Windows programs do not require many options, so most of the other buttons will be ghosted.

Note that for DOS commands, Windows will use the file `_DEFAULT.PIF` in your Windows directory to determine how the MS-DOS session is run under Windows. Most notably is whether programs without the focus continue to run in the background. To change how Windows handles DOS programs, see the documentation on the PIF EDITOR that comes with Windows.

Also note that DOS has a limit on the number of characters it can process on its command line. This limit is 127 characters. If you attempt to execute a command line with more than this, Directory Master will inform you that the command line is too long and abandon the attempt.

Do All Files

This causes the command to act on each selected entry in turn, instead of just the first entry. This is used for commands that do not support multiple filenames on the command line, where **{F}** to send all selected entries, would not work.

CD Destination

By default, the MS-DOS command has its default directory set to the source window's directory.

Use this check box if you want the MS-DOS session to change directory to the directory in the destination window. Depending on your command, this may be needed, for instance, so any output file created by the command ends up in the destination directory.

Run Synchronous

This check box specifies whether you want Directory Master to wait until the DOS command has completed before returning control to you.

If left blank, Directory Master will not wait for the command to finish, but will allow you to continue using Directory Master while the other program runs in the background.

This check box will, when checked, enable the two check boxes Rescan Source and Rescan Destination. These two allow you to update the list of files displayed in the file listboxes once the command completes.

Rescan Source

This check box is only active if Run Sync is checked. It allows you to update the list of files displayed in the file listbox of the source window once the command completes.

Rescan Destination

This check box is only active if Run Sync is checked. It allows you to update the list of files displayed in the file listbox of the destination window once the command completes.

Pause

Normally, the DOS window closes immediately after the command line has been executed. This check box will allow you to keep the DOS window on the screen till a RETURN is pressed.

This will allow you to see any error or other messages that may be displayed that you might otherwise miss.

Note that turning this option on forces the Window Style to "Normal w/ Focus".

Rows, Columns

These text boxes allows you to change the number of custom buttons from a minimum of 3 to a maximum of 72 by changing the number of rows and columns of buttons that appear on the form.

You can specify from 3 to 12 columns of buttons.

You can specify from 1 to 6 rows of buttons.

Note that changes to the number of buttons do not take effect until you leave the Configuration form.

Commands built into Directory Master to manipulate files and directories.

<u>All</u>	<u>Make Dir</u>	<u>Read</u>	<u>S->D</u>	<u>Version</u>
<u>Attribute</u>	<u>Move</u>	<u>Rename</u>	<u>Search</u>	
<u>Copy</u>	<u>None</u>	<u>Refresh</u>	<u>Size</u>	
<u>Delete</u>	<u>Parent</u>	<u>Reselect</u>	<u>Swap</u>	
<u>Find File</u>	<u>Print</u>	<u>Run</u>	<u>Toggle</u>	

Argument functions are substitutions performed on the command line when it is executed. Values at the time the custom button is pressed are substituted into the command line at the point they occur.

The **device/file info** box, displays information on the current device or selected file.

The **device** dropdown listbox lists all disk-type devices connected to your computer. Selecting a new device here will load the root directory of that device into the directory listbox below, and make it the new active directory.

The **directory** listbox lists directories above and below the current directory. Double-clicking a directory in this list will make it become the new active directory.

The **file** listbox lists all or a subset of files in the current directory. You can select one or more files to perform various actions on using the menus or the custom buttons. You can also double-click on a file to "launch" it.

This list of files in the listbox is restricted by the pattern listbox, and the attribute flags of the files.

The **pattern** dropdown listbox allows you to restrict the list of files displayed in the file listbox. An entry can be selected from the list, or you can type in a wildcarded filename. Multiple names can be supplied -- just separate them with a semicolon.

The **current path** dropdown listbox shows the current directory for the listboxes above. You can type a directory name directly into this box to move right to it, or select an entry from the list. Visited directories are automatically added to the list.

The *focus* determines which program receives keystrokes.

Instead of starting an application and then loading a file, you can simply open the file; the application starts automatically. To do this, a file must be *associated* with an application.

Some applications, including most Windows applications, are associated with one or more file extensions when you install them. If your application does not automatically set up an association, you can associate files with applications by choosing **Associate ...** from the File Manager's **File** menu.

