

File Master

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You have 30 days to evaluate this product. Please support shareware.

Registration

First a little begging.

I have many more ideas that I'd like get into File Master but I'm going to need a little bit of support. I'd love to spend more time programming but if there isn't any money here I'll probably have to go back to laying carpet 24 hours a day. OK, I'm stretching it (a little carpet pun there) a bit here. I doubt I'll give up on File Master but your registrations would sure speed up the updates.

Begging off.

Registration gets you at least one free major upgrade. There are two ways you can go about registering File Master.

- n If you have a CompuServe account, you can type "go swreg" and follow the prompts. File Masters swreg # is 1795. The cost is \$19.95 (Cheap) and will be billed to your CompuServe account. I will try to email your registration number to you within 48 hours (probably a lot less).
- n Send a check or money order in US dollars for \$19.95 (Cheap) payable to;
Darren Ramey
2507 Cherokee Ln.
Winston-Salem, NC 27103

I will send you a registration password as soon as I receive payment. If you include an electronic address (CIS, GENie, BIX, AOL or Internet). I'll send you one there also so you can get it a little quicker. Please use the enclosed order form if you have a printer.

[Enclosed Order Form](#)

File Master 1.0 Order Form

(To print this order form, select "Print Topic" from the "File" menu in this help file.)

Send a check or money order in US dollars for \$19.95 (Cheap) payable to;

Darren Ramey
2507 Cherokee In.
Winston-Salem, NC 27103

Your Name: _____

Phone: _____

Address:

Line 2:

City: _____ **State:**

Zip: _____ **Country:**

Comments or suggestions: _____

Support

I can be reached at any of the following addresses (in order of preference.):

- n Compuserve: My CIS # is 71320,544. I usually get on about once a day. I do a little lurking in the WinShare form but for fastest response you should probably use email.
- n Internet: Send email to 71320,544@compuserve.com. This usually gets checked everyday.
- n Genie: Send email to D.Ramey2. I check mail once or twice a week.
- n America Online: Send email to DRamey. I check mail once or twice a week.
- n Bix: Send email to DRamey. I check mail once or twice a week.
- n US Mail: If you don't have an account on any of the big networks, you can reach me at.

Darren Ramey
2507 Cherokee Ln.
Winston-Salem, NC 27103

Please feel free to leave bug reports or make suggestions even if your not a registered user.

Coming Soon

I have many ideas for improving File Master but I welcome any suggestions. Here are just a few of the ones I have:

- n Speed: Yeah yeah, I know there is some room for improvement here. Visual Basic is a great way to write programs but there are some things that it just refuses to do fast. I'm going to rewrite some of the slower functions in a compiled language. This should speed things up considerably.
- n Format and Disk Copy: This is one of my top priorities.
- n Better font selection: Use any font you like or better yet use more than one.
- n Color: Color buttons, list boxes, ect. any way you want.
- n Better archive support: Better zip support anyway. List, delete, and copy files to and from zip files.

Overview

Some of the features found in File Master

- n Source and destination file/directory windows.
- n User configurable drive and command buttons.
- n Middle and right mouse button support.
- n Copy, move or delete multiple files and directories at the same time.
- n Associate a file with an executable or a built in function.
- n Add your own menu items to the Custom Menu.
- n Built in support for .GIF,.PCX, .TGA, .BMP, .WMF, and .ICO picture files.
- n Built in support for .WAV sound files.
- n Built in archiver support.
- n Built in file printing.
- n Examine a files version information.
- n Too much to list here!

Requirements

- n Windows 3.1
- n Dos 5.0 or better.
- n At least 2 megs ram (ok, 4 megs is a little more realistic).
- n VBRUN300.DLL
- n 386 or better PC.
- n VGA or better graphics.
- n Mouse.

Getting Started

If this is the first time running File Master then you might need to set a few things up. Start with the Drive Button Editor. You may also need to set up your archival programs in the Archive Editor. If your archival programs are in your path you might not have to do this.

The layout of File Master is probably a little different than what you are used to. I'm going to try and give you the basics here.

Starting from the top.

- n Menus: The menus allow you to configure File Master to your preference. Look under menus in this help file for specific information on each menu item.
- n Path Boxes: The drop down path boxes store the last few places you've been. To return to a path in the list just select it. You may also type in a new path manually but it is much easier to use the Drive Buttons.
- n File Pattern Box: This is located directly between the two Path Boxes. This box uses the standard DOS wild cards to filter files. To add an item to this list just type it in the box and hit return. To delete an item, select it from the list and hit delete.
- n File Windows: Files and directories are selected here so that some action can be performed on them by the Command Buttons. You can navigate the [directories] in the list by double clicking on them to enter or double clicking on the ".." to get to the parent of the current directory. When you click on a File Window with any mouse button it will become the Active Window. See File Windows in the table of contents for more.
- n Drive Buttons: These are used to bring up a new path in the File Windows. You need to set up your drives and favorite paths in the Drive Button Editor. See Drive Buttons in the table of contents for more.
- n Command Buttons: Most of the Command Buttons perform actions on items selected in the Active Window. These can be configured to use built in functions or external Windows or DOS programs. See Command Buttons in the table of contents for more.

A lot of File Masters functionality can probably be figured out without reading this entire help file, but once you've played with it for a while you might want to read through and see if you've missed anything.

Built in Functions

[Archive](#)

[Bytes](#)

[Change Attributes](#)

[Copy](#)

[Delete](#)

[Find](#)

[Make Directory](#)

[Move](#)

[Play](#)

[Print](#)

[Rename](#)

[Run](#)

[Unarchive](#)

[View](#)

Archive

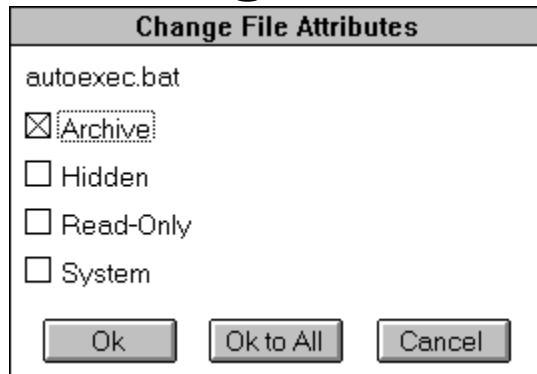
Creates an archived file in the Inactive Window from the files in the Active Window. The type of archived file can be selected in the "Prefs" menu under "Archiver". Your archival programs (PKZip, Lha, ect.) first need to be set up in the Archive Editor.

Bytes

This will count all the bytes in the selected files and directories. If you want to count all the files in the selected directories, make sure that the File Pattern combo box is set to `"*. *"`.

You can also use Bytes to count a specific type of file. If you want to know how much space all your .GIF picture files are taking up on your C: drive, type `"*.gif"` (or click on it) in the File Pattern combo box, select all files and directories in the root directory of your C: drive and hit the Bytes button.

Change Attributes



This brings up a requester that allows you to change the attributes of a file. The attributes are Archive, Hidden, Read-Only and System. If you don't know what these attributes are for then PLEASE DON'T CHANGE THEM. If the box next to the attributes name is checked then the file has that attribute. If you selected more than one file then the "OK to All" button will give all of the files selected the same attributes.

Copy

Copies selected files and directories from the Active Window to the Inactive Window without deleting the originals.

Delete

Deletes selected files and directories in the Active Window. If the "Query Delete" flag in the "Prefs" menu is set to yes then a requester will pop up to confirm the delete.

Find

Find searches all selected directories for a specific file. Find also uses the standard DOS wild cards. When Find locates a file, it places it in the Inactive Window and highlights it. At this point Find will allow you to break off the search or try and locate another instance of the file or pattern.

Make Directory

Creates a directory in the path of the Active Window.

Move

Copies files and directories from the Active Window to the Inactive Window then deletes the originals. Move will not put up the Delete Requester even if it is selected.

If the files or directories are being moved to a different partition then they are both copied and then deleted. If they are being moved on the same partition then they simply renamed to the new directory.

Play

This function will play your basic .wav sound files.

Print

This is a very basic print function. All it does is spool an ASCII file to Print Manager. When used the first time Print creates a directory named spool in the File Master directory.

Rename

Rename works on both files and directories.

Run

Launches an executable (.exe) or batch (.bat) file.

UnArchive

UnArchive uncompresses files selected in the Active Window to the Inactive Window. First you have to set up your archival programs (PKZip, Lha, ect.) in the Archive Editor.

View

View allows you to look at .gif (compuserve), .pcx (pc-paintbrush), .tga (targa), .bmp (window bitmaps) .ico (icons) and .wmf (meta files) picture files. You have three options in the "Prefs" menu under "View Window" that effect the way pictures are viewed.

- n "Full Screen": Blanks the entire screen and places the picture in the middle at normal size.
- n "Size Pic to Win": Stretches or shrinks the picture to the size of one of the Inactive Window.
- n "Size Win to Pic": Shows the picture at normal size in the Inactive Window.

Click the picture with any mouse button to make it go away.

File Windows

The File Windows are filled with both files and directories. This is where files and directories can be selected, to be acted on by one of the Command Buttons.

Directories are at the top of the list and are surrounded by [brackets]. Double clicking on a child directory will cause it to replace the current one in the File Window. If the current directory has a parent you will see ".." as the first item in the list. Double clicking this is the same as pressing the Parent Button. The middle mouse button can be used to put a child or parent directory into the opposite File Window. Click on a directory or ".." in a File Window with the middle button and it will appear in the other.

Files can have a default action associated to them. When double clicked a picture file can be viewed, a sound file can be heard, a file can be executed, ect. You can set up these default actions in the Association Editor.

The right mouse button can also be used to scroll items in the File Windows up or down depending on whether it is being held down above or below the center of the File Window.

Drive Buttons

The Drive Buttons are located just under the two File Windows. They are used to change the path of the File Windows. This doesn't have to be a root directory. For example you could assign c:\windows to a button and give it the name "WIN".

The Drive Buttons can effect the File Windows in two ways. Each button can be configured to effect either the File Window it is under or the active File Window.

There are a few special buttons you can use here that don't have any thing to do with the path of the File Windows.

- n All: If clicked on once the "All" button will select all files in the File Window. If clicked again it will also select all directories.
- n None: Unselects all files and directories in File Window.
- n Parent: The "Parent" button brings you up one level in the directory tree. This has the same effect as double clicking the ".." in the File Window.
- n Refresh Directory: Will update File Window if anything outside of FM has changed it.

You can also assign paths or the special buttons to a right mouse button click on a Drive Button. This is best used sparingly because you can only assign one name to a button. If you want to use the right button I suggest that you assign similar commands or paths to a button. For example I have the "All" command assigned to the left mouse button and the "None" command assigned to the right button.

The actual names used on the buttons can be anything you wish. For example I use "Dir" for Refresh Directory.

Command Buttons

Command Buttons may be clicked with either the left or right mouse button. Since each button can only have one caption, you may want to use this feature sparingly. It helps if you attach similar functions to the right and left click on a button (Arc/UnArc, ect.).

Command Buttons can be set up to use either the built in functions or external Windows or DOS programs. Most perform some action on the files and directories in the File Window but a couple of the built in functions (Archive & Make Directory) don't need to have files selected.

Mouse Buttons

File Mangler works fine with a one, two, or three button mouse. Assuming you're right handed, the buttons are set up like so.

Left Button

The left button is used for selecting items. Items in the [File Windows](#), [Command Buttons](#), [Drive Buttons](#), Menu Items, ect. Double clicking on a [child directory](#) will cause it to replace the current one in the File Window. If the current directory has a parent you will see ".." as the first item in the list. Double clicking this is the same as pressing the Parent Button. Files can have a default action associated to them. When double clicked a picture file can be viewed, a sound file can be heard, a file can be executed, ect. You can set up these default actions in the Association Editor.

Right Button

The right button can be used on the Command and Directory Buttons. This gives you twice as many buttons that you can use. See [Command Button Editor](#) and [Drive Button Editor](#) for information on how to set them up.

The right button can also be used to scroll items in the File Windows up or down depending on whether it is being held down above or below the center of the File Window. If you are using a one button mouse use the scroll bars.

Middle Button

The middle button can be used to put a child or parent directory into the opposite File Window. Click on a directory or ".." in a File Window with the middle button and it will appear in the other. If you are using a one or two button mouse, you can get the same results by holding down the shift key and clicking on a directory with the left button.

When clicked on a file it's version information is shown in the [Status Bar](#). This is a miniature version of the Version Info button. Not all files have version information in them.

[See Version Info](#)

Version Info

Some files have version information imbedded in them. This is a lot more reliable than trusting the file dates. If you select more than one file, OK will take you to the next file. Cancel will break out of the loop.

If you're only interested in the version number of a file, click on it with the middle mouse button (or shift left click). Check the status bar for version information.

Menus

The Prefs Menu

[Archiver](#)

[File Attributes](#)

[Font Size](#)

[View Window](#)

[Send ASCII](#)

[Status Bar](#)

[Sort By](#)

[Show File Details](#)

[Minimize on Use](#)

[Save Size on Exit](#)

[Query Quit](#)

[Query Delete](#)

The Configure Menu

[Archive Editor](#)

[Association Editor](#)

[Button Editor](#)

[Menu Editor](#)

The Help Menu

[About](#)

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The Custom Menu

[See Menu Editor](#)

Archiver

This is where you set the default archiver. This determines which of the archival programs that are set up in the [Archive Editor](#) will be used for archiving. This has no effect on Unarchiving.

File Attributes

Display or filter out files in the File Windows based on their attributes.

Font Size

Allows you to choose between three different font sizes.

View Window

There are three different ways you can view pictures in FM.

- n Full Size: The picture is displayed at actual size on a full screen.
- n Size Pic to Win: The picture is stretched or shrunk to the size of the Inactive Window.
- n Size Win to Pic: Shows as much of the picture as will fit in the Inactive Window.

Send ASCII

- n To associated file: Text files work the same as all others and go where they are associated.
- n To text editor: Overrides the associated extension if any and sends ASCII file to the editor associated with .txt

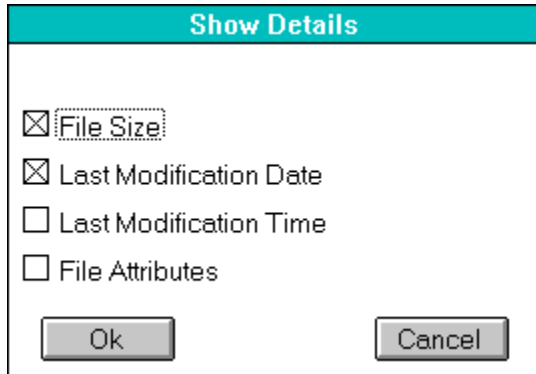
Status Bar

The Status Bar can be configured to show either the date and time or remaining percent of memory and resources.

Sort By

- n Name: Sorts files alphabetically by name.
- n Type: Sorts files alphabetically by extension.
- n Size: Sorts files by size.
- n Date: Sorts files by date and time.
- n Descending: Reverses order of sorts.

Show File Details

A dialog box titled "Show Details" with a teal header bar. It contains four checkboxes: "File Size" (checked), "Last Modification Date" (checked), "Last Modification Time" (unchecked), and "File Attributes" (unchecked). At the bottom are "Ok" and "Cancel" buttons.

Show Details

☒ File Size

☒ Last Modification Date

☐ Last Modification Time

☐ File Attributes

Ok Cancel

File Master can be set up to show as much or as little information about the files in the File Windows as you wish. If you select more file information than you have room for, File Master will only show the details that it can fit in the File Windows.

Note, selecting fewer details can speed things up a little.

Minimize on Use

Minimizes File Master when a file is launched.

Save Size on Exit

IF checked File Master saves the size and position when you exit the program. If you want it to start up the same way every time (minimized, maximized, ect.) then turn this off.

Query Quit

If checked a requester will pop up to confirm whether or not you wish to leave File Master.

Query Delete

If checked a requester will pop up to confirm the deletion of files and directories. The requester will appear in front of the window that the files will be deleted from. This way you don't accidentally delete files from the wrong window.

Archive Editor

Archiver Path	UnArchiver Path	.Extentions
<input checked="" type="radio"/> c:\telecom\arcstuff\pkzip.	<input type="radio"/> c:\telecom\arcstuff\pkunzi	zip
<input type="button" value="Save"/>	<input type="button" value="Exit"/>	lha
		lzh
		zip

The Archive Editor is used to set paths and options for archival programs (Pkzip, Lha, ect.).

To set up a new archiver, first type the three letter extension of the files it will be working with (zip, lzh, ect.). Next select the Archiver Path box. As with all of the path boxes you may either type in the complete path and name of the program manually, or you can double click on it in either of the File Windows and it will be injected into the box automatically. Now you want to leave a space and type in the arguments. Arguments are specific to each archival program so you will need to look them up. Now click on the UnArchiver Path box and set up the unarchival program the same way.

Archival programs can come two ways. They can come separately with one for archiving and one for unarchiving (PkZip), or they can come bundled together in one program that handles both (Lha). If the archiver you are trying to set up is the bundled together type then put the same program in both the path boxes. Only the arguments will be different.

Once you have an archival program set up the way you wish, click on save. If you try and edit another archiver first you will lose the paths to the unsaved entry.

Association Editor

Save	Extension	Command Line
	<div>hlp</div> <div>dot</div> <div>exe</div> <div>frm</div> <div>gif</div> <div>hlp</div>	<div>c:\windows\winhelp.exe</div> <div>Arc</div> <div>Chng Atts</div> <div>Cnt Bytes</div> <div>Copy</div> <div>Delete</div>
Exit		

The Association Editor allows you to link a type of file (.hlp, .txt, ect) to an executable or button. When you double click on a file in one of the File Windows, the program it is associated with will be loaded and given your file as an argument. For example, if you have .hlp files associated to winhelp.exe double clicking on any help file will launch it. When you associate an extension to a program it is saved in then win.ini file so that it can be used by the entire system.

Associating an extension to a button works a little different. For example, lets assume you have a View button set up to use the internal View command. If you have .bmp files associated to the View button, double clicking on a .bmp file will bring it up in one of the built in view modes. Now lets say you are going to be touching up a bunch of .bmp files in the Paintbrush program. If you setup your View button to use pbrush.exe instead of the built in command, double clicking on a .bmp file will bring it up in Paintbrush. Associating an extension to a button is the only way to associate an extension to a built in function. Extensions associated to buttons are not saved in win.ini as they are only useful to File Master.

You can you associate an extension to a program or button by clicking on an extension in the list marked Extension, or typing in a new one. Next you can either find the program you wish to associate it to in one of the File Windows and double click on it or click on one of the button names in the list marked Command Line. Hit save. You must click save after every association or it wont stick.

Button Editor

You can use the Button Editor menu item to edit both [Drive Buttons](#) and [Command Buttons](#). Just select Button Editor and then select a button to edit. Clicking on an empty button will also bring up the editor.

Select either label for more information on that editor.

[Drive Button Editor](#)

[Command Button Editor](#)

Drive Button Editor

You can invoke the Drive Button Editor by either selecting an empty button or selecting "Button Editor" from the "Configure" menu and selecting a button with either the right or left mouse button.

The screenshot shows the Drive Button Editor dialog box. It has a title bar. On the left are two buttons: "Save" and "Exit". In the center, there is a "Button Name" label above a text box containing "C:/D", and a "Path" label above a text box containing "c:\". Below the path box is a checkbox labeled "Selected Window?". On the right is a list box containing four items: "[Get Parent]", "[Refresh Directory]", "[Select All]", and "[Select None]".

- n Button Name: If you are using the right mouse button you will notice that the box under Button Name is grayed out. If you want to change the name you will have to select the button with the left mouse button.
- n Path: You may either type in the path manually, or select a path with the File Windows. This doesn't have to be a root directory. For example, you could assign your Windows directory to a button.
- n Special Buttons: There are four commands you can assign to drive buttons.

All: If clicked on once the "All" button will select all files in the File Window. If clicked again it will also select all directories.

None: Unselects all files and directories in File Window.

Parent: The "Parent" button brings you up one level in the directory tree. This has the same effect as double clicking the ".." in the File Window.

Refresh Directory: Will update file window if anything outside of FM has changed it.

- n Selected Window: If checked, the drive button will effect the Active Window instead of the window it resides under.
- n Save: Make it permanent.
- n Exit: Oops sorry, changed my mind. I don't want to edit a Drive Button after all.

Command Button Editor

You can invoke the Command Button Editor by either selecting an empty button or selecting "Button Editor" from the "Configure" menu and selecting a button with either the right or left mouse button.

The screenshot shows the Command Button Editor window. On the left are two buttons: "Save" and "Exit". In the center, there is a "Window Style" dropdown menu showing "Normal w focus", a "Button Name" text box containing "Edit", and a "Command Line" text box containing "c:\winapps\ew\ew.exe". To the right of the Command Line box is a list of built-in functions: "Play", "Print", "Rename", "Run", and "Unarchive". The list has a scrollbar on the right with up and down arrows.

- n Button Name: You need to assign a name to the button even if it is clicked with the right mouse button. Even though the name won't be seen, the caption is still necessary so that you can associate extensions to it in the Association Editor.
- n Command Line: The command line box can either hold the path to an executable file or the name of one of built-in functions. The built-in functions are listed under the box, just click one. Look under "Built in functions" in this file's table of contents for detailed information on each function. To assign an executable you can either type the path and file name or find the file in one of the File Windows and double click on it.
- n Window Style: The Window Style is only used if you assign an executable to a button. It determines if the exe. should be launched as an icon, normal or maximized, with focus or without.
- n Save: Makes button permanent and exits.
- n Exit: Exits without saving changes.

Menu Editor

You can bring up the Menu Editor by clicking on Menu Editor in the Configure Menu.

The screenshot shows the Menu Editor window. On the left, there are two buttons: 'Save' and 'Exit'. In the center, there is a 'Command Line' label above an empty text box. To the right of the Command Line box are two buttons: 'Up' and 'Down'. On the far right, there is a 'Menu Name' list box containing the following items: 'Anti Virus', 'Back Up', 'UnDelete', '-', and 'Clipboard Viewer'. The list box has a vertical scrollbar on its right side.

- n To add an item: Type the name you want to have appear in the Menu Name box. This can be any name you want. Then double click on the item you wish to launch in either of the File Windows or type the application name manually.
- n To add a separator bar: Add a single hyphen " - " in the Menu Name box. Leave the Command Line box empty.
- n To delete an item: Highlight item in the Menu Name list box and press the delete key.
- n To position item: Highlight item in the Menu Name list box. Move selected item with the UP and Down buttons.

Remember to save any changes you make before leaving the menu editor.

About

Brings up a box that shows you how to get in touch with me for registration, bug reports or questions.

Register

All you have to do is put your password in the little box. What you don't have a password? I'd love to send you one.

[Registration](#)

Help

We're there dude.

Active Window

The Active Window is the File Window that seems to stand out a little. The Inactive Window is recessed. Either File Window can be made active by clicking on it with any mouse button.

Archive Editor

The Archive Editor can be found in the "Configure" menu.

child directory

A Child Directory is any directory under the current one. The current directories for each File Window are located directly above them.

Command Button Editor

You can get to the Command Button Editor by selecting Button Editor in the Configure menu and then selecting a Command Button.

Command Buttons

There are three rows of seven Command Buttons directly below the Drive Buttons.

Delete Requester

The Delete Requester pops up when you try and delete files or directories and it is checked in the Prefs menu. It's a good idea to leave this on, just in case. For added safety the Delete Requester appears under the File Window it will be deleting from.

Drive Button Editor

You can get to the Drive Button Editor by selecting Button Editor in the Configure menu and then selecting a Drive Button.

Drive Button

There are twelve Drive Buttons located directly under the File Windows.

Drive Buttons

There are twelve Drive Buttons located directly under the File Windows.

drop down path boxes

These are located above the File Windows. The visible text is the current path of the File Window directly below. Paths are saved in the drop down list for easy retrieval.

File Pattern combo box

The File Pattern combo box is located between the two path boxes at the top of the window.

File Windows

The File Windows are the two big windows that hold all the file and directory names.

Inactive Window

The Inactive Window is the File Window that seems to be recessed. The Active Window is stands out a little. Either File Window can be made active by clicking on it with any mouse button.

Menu Editor

The Menu Editor allows you to add your own menu items to File Masters menu. Select Menu Editor from the Configure Menu.

Status Bar

The Status Bar is at the very bottom of File Masters window. It is for special messages but when not in use it can show either the date and time or memory and resources.

