

FileQuest_FR

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

FileQuest_FR

1.1 FileQuest 1.0

F I L E Q U E S T

1 . 0

Small in size and memory but BIG in efficiency.

~~Introduction~~~~~	Intro and features of FileQuest
~~Installation~~~~~	How to install it
FileQuest	The main program
~~Icon~~~~~	The ToolTypes
~~Interface~~~~~	GUI, Mouse...
~~AppIcon~~~~~	Using the AppIcon
~~Shortcut~Keys~~~~~	All shortcut keys
~~History~~~~~	News, modifications..
ConfigFileQuest	FileQuest Configurator
~~Interface~~~~~	How to configure...
~~Commands~list~~~~~	All internal commands
~~History~~~~~	News, modifications...
~~Distribution~~~~~	\
~~Licence~~~~~	> Legal stuff
~~Disclaimer~~~~~	/
~~Registration~~~~~	For FileQuest to continue...
~~Thanks~to~~~~~	Some thanks and beta-testers
~~The~future~~~~~	Planned features
~~Contacting~author~~~~~	A card, a mail?

~~The~bgui.library~~~~~ The famous library of Jan Van Den Baard

1.2 Introduction

Introduction

You ask yourself why another FileManager?

It's easy, I don't like the concept of Directory Opus 5 very much, and Directory Opus 4 is too slow with scanning directories.

And when I look at a new freeware or shareware FileManager, I don't find what I want.

So, I decided to make my own, with all the features that I want, like Popup-Menus!

Features of FileQuest:

- o OS 2.04 and more.
- o Popup-menus!
- o Needs only 230KB of memory (without screen).
- o Identifies FileTypes without an external library.
- o Everything is configurable (Buttons, PopupMenus, FileTypes...).
- o An external Configuration program!
- o Uses the bgui.library.
- o 2 to 10 times the speed of DOPUS 4 (dir, copy..).
- o 5 banks of 5 drives.
- o Permanent list of Devices/Volumes and Assigns.
- o 2 banks of 32 action-buttons.
- o Localised.
- o Uses the screennotify.library if present.
(when FileQuest is on the Workbench).

1.3 Installation

Installation

o Automatic installation

Just click on the Install_English icon, and answer the questions.

o Manual installation

Just copy the FileQuest directory and create a 'FileQuest:' assign to it.

The ideal tree is:

```
FileQuest/ (Dir.)  
  
    FileQuest  
    FileQuest.info  
  
    Config/ (Dir.)  
  
        ConfigFileQuest  
        ConfigFileQuest.info  
  
        FileQuest.FileTypes  
        FileQuest.Prefs  
        FileQuest.PopupMenu
```

FileQuest searches for its config-file in FileQuest:Config/, and if it is not found there, FileQuest searches in S:.

FileQuest also searches for its configurator in FileQuest:Config/ and after that, in FileQuest:.

Ensure that you have the suitable version of bgui.library in Libs:.

1.4 Icon

Icon

You can set all these parameters in the tooltypes, or specify them on the command line:

CX_POPKEY	Hotkey for popup GUI. (default: CONTROL ALT F).
CX_PRIORITY	Priority of Hotkey. (default: 1).

CX_POPUP Popup GUI at start?
 (default: YES).

APPICON Place an AppIcon on the Workbench?
 (default: YES).

1.5 GUI

GUI of FileQuest

The GUI comprises:

- o Two lists for displaying directories.
- o Above each list, a button that displays the name of current volume and the available space on it.

When you click on it, it loads the PARENT directory into the current list.

- o Below this, there are action-buttons (2 banks).
- o In the middle of the window, beginning at the top:
 - The <-> button allows you to swap lists.
 - 5 banks of drives, organized into configurable themes that can be changed using the PopCycle gadget or the Right Mouse Button.
 - The list of Device, Volumes and Assigns. You can cycle through the contents using the PopCycle gadget or the Right Mouse Button.
 - The "Update" button updates the current list of devices, volumes or assigns.

The mouse

- o On the directory list

When you click the Right Mouse Button, on the active directory list, it activates the POPUP-MENU.

- o On drive banks

When you click the Right Mouse Button, it cycles through the different drive banks.

- o On the list of Devices, Volumes and Assigns

When you click the Right Mouse Button, it cycles through the three types of lists.

1.6 Applcon

AppIcon

When you drop a file or a directory on the AppIcon, you can:

- Add a default icon.

or

- Perform an action on the file, according to its FileType.

See also Icon.

1.7 KeyBoard

Shortcut Keys:

TAB or SPACE	Activate the other list.
SHIFT+SPACE	Cycle drive banks.
CONTROL+SPACE	Cycle list of Devices/Volumes/Assigns.
ALT+SPACE	Cycle Action button banks
BACK-SPACE	Read Parent directory.
RETURN	Activate the string gadget of current dir.
Key "1" to "5"	Activate drive number <x> of current bank.

IMPORTANT:

The character underlined in any Action button can be used to select that button via the keyboard.

1.8 History

History of FileQuest

Keywords:

- NEW: New features.
- bug: Small bug repair.
- BUG: Bug repair.
- CHA: Modification of a feature.

Version	Date	Type	Description
1.0	3.3.96		First release

1.9 GUI

Configurator GUI

The Configurator GUI is made up of 7 pages:

- ~GUI~~~~~ : Screen, GUI, Fonts...
- ~Buttons~~~~ : Action buttons.
- ~Drives~~~~~ : Banks of drives or directories.
- ~Popup~menu~ : Popup menu.
- ~FileTypes~~ : FileType management.
- ~Systems~~~~ : Select colors, ouput window...
- ~Misc~~~~~ : Startup directory...

And other windows:

- ~Commands~list~~~~~
- ~Arguments~list~~~~~
- ~Flags~list~~~~~
- ~Painter~window~~~~~

1.10 Buttons

Buttons Page

This page is made up of 2 parts:

- Command
- Buttons

1 - The 'Command' group

From the top downwards:

o Name of button

In the "Name" string gadget you can enter the text that will be displayed inside the button.

If there is a '_' character in the button name, the character following it will be a shortcut key:

Re_ad : The 'a' key will select this button.

o Enter a command

The Cycle gadget 'Command/CLI' allows you to define the type of command that can be entered to the right of the cycle gadget.

When you click on the select button (between the cycle and the string gadget):

o Command

It opens a window with the list of internal commands.
Remove or set arguments of them.

o CLI

It opens a file-requester that allows you to select an AmigaDOS program.

In this mode you can give the external program some arguments, such as the selected file.

o 2 CheckBox Gadgets

The first allows you to open the Flags window and the other the Painter window.

2 - The 'Buttons' group

From the top downwards:

o The 'Line' slider

Lets you select the line of buttons to edit (5 lines per bank).

o 8 buttons

Lets you define all the buttons on the current line.

o The 'Bank' slider

Lets you define buttons for the first or second bank.

1.11 Drives

Drives Page

This page is made up of 3 groups:

- Bank
- Drive
- Others

1 - The 'Bank' group

This group is made up of 2 gadgets: a slider to choose one of the 5 banks, and a string gadget to enter a name for this bank.

2 - The 'Drive' group

In this group, you can define drives for the current bank.

With the label string gadget you can enter a name for the drive, below it you can choose the drive or directory to scan when this button is selected.

Colors of each drive button can be modified with the Painter Window.

3 - The 'Others' group

These 4 buttons are here to configure the colors of these FileQuest gadgets:

<->: In FileQuest, it's the SWAP button.

Bank1: In FileQuest, it's the Drive-bank selector.

Device: In FileQuest, it's the List selector. (Dev/Vol/Ass).

Update: In FileQuest, it's the 'Update' gadget for list of device...

1.12 GUI Page

GUI Page

This is made up of 3 groups:

- Screen
- Fonts
- GUI Look

1 - Screen setup

The PopCycle gadget allows you to choose the type of screen for FileQuest:

- On Workbench : FileQuest will open its window on the Workbench screen.
The size of its window can be set up in the System page.
- Like Workbench : FileQuest open a screen with the same size, mode of the Workbench. Colors can be changed with the Palette gadget.
- Custom Screen : FileQuest open a custom screen, which can be set up with the button Screen Mode below the listview. Colors can be changed with the Palette gadget.

The Backdrop CheckBox gadget lets you to put FileQuest's window into backdrop mode.

The Palette button lets you redefine the colors of the screen.

2 - Fonts setup

The 'Choose font' button opens an ASL font-requester to select the font for the 'Screen/Window', 'Dir Lists' or 'Gadgets'.

3 - GUI Look

This group is made up of many PopCycle gadgets:

o Aspect

3 possibilities:

- Auto Gadget frames will be THIN or THICK according to the screen aspect-ratio.
- Thin Gadget frames will be in THIN mode.
- Thick Gadget frames will be in THICK mode.

o Frames

2 possibilities:

- Standard Gadget frames look normal.
- XEN Gadget frames will be in XEN mode.

o Refresh

2 possibilities:

- SmartRefresh The window will be in SmartRefresh mode.
- SimpleRefresh The window will be in SimpleRefresh mode.

o Scroller

2 possibilities:

- Normal Color of scroller will be black.
- New Look Color of scroller will be white.

o Requesters

3 possibilities:

- Center Screen Open in the middle of the screen.
 - Center Mouse Open under the mouse.
 - TopLeft Open in the top-left corner.
-

- o Drawing mode

2 possibilities:

- With Buffer Use a buffer for drawing. The display will be done as a block.
- No Buffer Draw directly on window, necessary for Graphics-cards under emulation.

1.13 Popup menus

Popup-Menu Page

This page is made up of 3 groups:

- 2 CheckBox Gadgets
- A 'Command' group
- An 'Items' group.

1 - CheckBoxes

The 'Enable PopupMenu' enables or disables the use of Popup Menus.

The 'Flags' checkbox lets you open the Flags window.

2 - The 'Command' group

In this group, we have:

- o Name of item

In the "Name" string gadget you can enter the item label that will be displayed in PopupMenu.

- o Enter Command

The Cycle gadget 'Command/CLI' lets you define the type of command that can be entered to the right of the cycle gadget.

When you click on the select button (between the cycle and the string gadget):

- o Command

Opens a window with a list of internal commands. Remove or set arguments for them.

- o CLI

Opens a file-requester that allows you to select an AmigaDOS program.

In this mode you can give the external program some arguments, such as the selected file.

3 - The 'Items' group

This group contains a ListView, in which all items of the Popup Menus are listed.

Below that, we have:

- o New Create a new item.
- o Delete Delete the current item.
- o Up Move the current item up.
- o Down Move the current item down.

1.14 FileTypes

FileTypes Page

This page is made up of 2 groups:

- The 'Command' group
- The 'FileTypes' group

1 - The 'Command' group

- o Mode 'Double Click' or 'Click and Click'

Allows you to configure an action when you 'Double Click' or 'Click And Click'.
'Click and 'Click' means selecting a file or dir, and then clicking on the other list.

- o Enter command

The Cycle gadget 'Command/CLI' allow to define the type of

command who can be enter on the right of the cycle gadget.

When you click on the select button (between the cycle and the string gadget):

- o Command

Opens a window with a list of internal commands. Remove or set arguments for them.

- o CLI

Opens a file-requester that allows you to select an AmigaDOS program.

In this mode you can give the external program some arguments, such as the selected file..

- o The 'Flags' checkBox'

Lets you open the Flags window.

2 - The 'FileTypes' group

- o The listview

This list contains all the FileTypes that have been entered. You can enter the name of a FileType in the string gadget below this list.

- o Type of FileType

This cycle gadget lets you choose the method of recognising a file-type. The data for the recognition can be entered in the string gadget to the right of this cycle gadget.

Pattern: The recognition of the file will be done via the name of the file, usually its extension.

eg: "#?.guide" this type will apply to all files who have ".guide" at the end of their name.

Bytes: This method is more precise, because it reads the header of the file:

"?" is an unknown byte.

If "\$" is the first character, data must be entered in hexadecimal.

Eg: ??-lh?- : The header of an Lha file.
FORM????ILBM : The header of an IFF-ILBM file
(Picture).

\$?? 03 F3 : The header of an AmigaDOS executable.

o Operations on the items list

- o New Create a new item.
- o Delete Delete the current item.
- o Up Move the current item up.
- o Down Move the current item down.

1.15 System

The System Page

This page is made up of 3 groups:

- Dir lists
- Window
- Output window

1 - The 'Dir lists' group

This group begins with a string gadget that allows you to configure the indentation between the filename and its size.

And after that some buttons that allow you to configure the colors of different elements of the lists of dirs/files, such as the color of the select-bar, colors of directories, etc.

2 - The 'Window' group

In this group, you can configure the size of the FileQuest window. With the PopCycle gadget, the window can fill the whole screen or if set to 'Set Size' you can set the size manually (with the 'Set manual' button).

3 - The 'Output window' group

With this, you can configure the FileQuest output window used when CLI commands are executed.

1.16 Misc.

Misc. page

There's only one group:

- Startup dir

1 - The 'Startup dir' group

Lets you choose the directory that will be scanned when you start FileQuest.

1.17 List of Commands

List of internal commands:

Some of these commands can regroup others with their parameters like AmigaDOS TEMPLATE.

ABOUT

ADDICON

CHANGE_SCREEN

COMMENT

CONFIG

COPY

DELETE

GETSIZE

HIDE

ICONIFY

LINK_TO_BUTTON

LINK_TO_POPUP

MAKEDIR
MOVE
PARENT
PERFORM
PROTECT
QUIT
RELABEL
RENAME
ROOT
SELECT
SWAP
USER

1.18 History

ConfigFileQuest History

Keywords:

NEW: New features.
bug: Small bug repair.
BUG: Bug repair.
CHA: Modification of a feature.

Version	Date	Type	Description
1.0	3.3.96		First release

1.19 Distribution

Distribution

Basically, the evaluation version of FileQuest may be freely

distributed as long as the following conditions are met:

The distributor may only charge a fee up to the costs of obtaining a public domain diskette from Fred Fish. The distributor agrees to cease distributing the programs and data involved if requested to do so by the author. The distributor may only distribute an unmodified copy of the original program, with all the supplied documentation and copyright notices left intact.

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1.20 Licence

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1.21 Disclaimer

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1.22 Registration

Registration

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By cooperating with this concept you help to ensure continued

development of this product.

Registered users will be shipped a disk with the latest release version of FileQuest together with a keyfile. This keyfile, once copied to your system, will disable the ShareWare reminders that always open when you start or quit the Intuition driven programs in the FileQuest family. The registered-user version of FileQuest has all the features of the evaluation version, as well as several additional commands, options and features.

Site license information for commercial and government use can be obtained directly from the author.

No person(s) or businesses other than the author are authorized to accept any registration or distribution fees in any form whatsoever, except as specified by the author. The only people who will be regarded as registered users are those who have sent \$20 US or 100 FF.

DOGUET Emmanuel
4, place de Cornouailles
50130 OCTEVILLE
FRANCE / EUROPE

Be sure to provide me with your name, address, fido-nodenummer/InterNet address for filing purposes. If you don't mind, this data will be stored and processed in electronic form. There is a sample registration form you can fill in in the file OrderForm.

Please allow two to eight weeks for delivery. Usually you will be sent your registered version right away, but if a new version is near completion, I will wait until it has been finished unless you explicitly tell me to send a version right away.

1.23 Order Form

Order Form

With this I can know more about you, so please do send this with your registration (not obligatory).

Name:

First name:

Handle:

Birth date:

Address:
.....
.....

Country:

Fido:
E-Mail:

Job:

Your Amiga:
.....
.....
.....

Other computers:
.....
.....

What do you do
with your Amiga:
.....
.....

1.24 TEMPLATE

The AmigaDOS template

Many commands have templates:

/A Argument must be supplied.

/K Argument must be with the keyword.

/S The keyword is a switch (no value).

1.25 ABOUT

ABOUT

Opens an About requester with information about FileQuest and the author.

1.26 ADDICON

ADDICON

Adds an icon to a file.

(Compatible with NewIcon, DefIcon).

1.27 CHANGE_SCREEN

CHANGE_SCREEN WB|CUSTOM|LIKE_WB

This command lets you change the screen of FileQuest on the fly.

CHANGE_SCREEN WB ReOpen FileQuest on the Workbench.

CHANGE_SCREEN CUSTOM ReOpen FileQuest on a custom screen defined with the Configurator.

CHANGE_SCREEN LIKE_WB ReOpen FileQuest on a screen with the same size and mode as the Workbench.

1.28 COMMENT

COMMENT

Change the comment for selected dirs or files.

1.29 CONFIG

CONFIG

Launch the FileQuest Configurator.

1.30 COPY

COPY AS/S,CLONE/S

COPY: Copy all selected files and directories.

COPY AS: Copy, using a new name.

COPY CLONE: Clone a file or dir.

1.31 DELETE

DELETE

Delete all selected files and directories.

1.32 GETSIZE

GETSIZE CLEAR/S

GETSIZE: Displays the size of selected directories.

GETSIZE CLEAR: Clears the size of selected directories.

1.33 HIDE

HIDE

Hide the FileQuest GUI. To pop it up again, press the HOTKEY or use the Exchange program.

1.34 ICONIFY

ICONIFY

Iconify the GUI into an AppIcon.

1.35 LINK_TO_BUTTON

LINK_TO_BUTTON <NUM>

Define an action for the button <num>.

Eg: If in the popup-menu we enter this command:

LINK_TO_BUTTON 1

When the item is selected, it will perform the action defined in the first Action button.

This avoids having to enter the same command many times.

1.36 LINK_TO_POPUP

LINK_TO_POPUP <NUM>

Perform an action defined in a PopupMenu item.

Eg: If in an action-button, we enter the command:

LINK_TO_POPUP 1

When this button is selected, it will perform the action defined in the first item of the PopupMenu.

This avoids having to enter the same command many times.

WARNING:

An item separator is counted as an item.

1.37 MAKEDIR

MAKEDIR ICON/S

Creates a directory, asking for the name, if omitted.

If option ICON is present, an icon will be created for the directory.

1.38 MOVE

MOVE AS/S

Moves selected files/dirs.

If option AS is present, the new name will be asked for.

1.39 PARENT

PARENT

Reads the parent of the current directory.

1.40 PERFORM

PERFORM

Perform an action on the file depending on its FileType.

For each file, FileQuest will search for its type on its FileType list and perform the command configured for the FileType.

1.41 PROTECT

PROTECT

Edit the protection bits of files/dirs.

1.42 QUIT

QUIT NOCONFIRM/S

Quits FileQuest.

If the NOCONFIRM option is present, FileQuest will quit without confirmation.

1.43 RELABEL

RELABEL

Renames the current volume.

1.44 RENAME

RENAME

Renames all selected files/dirs.

1.45 ROOT

ROOT

Go to the root of the current directory.

1.46 SELECT

SELECT DESEL/S,ALL/S,PATTERN/S,INV/S

This command selects or deselect entries.

ALL: will affect all the entries.

PATTERN: will affect entries matching a pattern.

DESEL: deselect entries.

INV: invert selection.

Examples:

SELECT ALL : Select all entries.

SELECT INV : Invert all entries.

SELECT DESEL ALL : Deselect all entries.

SELECT PATTERN : Select with pattern.

SELECT PATTERN DESEL : Deselect with pattern.

SELECT PATTERN INV : Invert with pattern.

1.47 SWAP

SWAP

Swap the contents of the directory lists.

1.48 USER

USER

Displays information about the user, if registered.

1.49 Thanks To

Thanks to...

- o Jan van den Baard for the bgui.library.
- o Christophe Lizé for correction of the French documentation.
- o Nick Christie for correction of the English documentation.
- o Stefan Becker for the screennotify.library.

Beta-tester:

- o Alain Valleton
- o Olivier Lahaye
- o Christophe Lizé
- o Thierry Challan Belval
- o Thomas Herold

1.50 The future

The future

Many features are planned, but some must not be known for now.

The development of FileQuest depends on you. I would like to know if you use it, because if I don't know that people use it, it will not continue to develop it.

To do:

- Dynamic creation of GUI. (name of bank, buttons...).
- Arexx port. (What functions do you want?)
- Drag'n'Drop. (Already in the bgui.library).

1.51 Contacting the author

Contacting~the author

FileQuest was written on a A4000/40 with DICE Pro v3.01 and the bgui.library.

To contact me:

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Postal address:

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4, place de Cornouailles
50130 OCTEVILLE
FRANCE / EUROPE

1.52 List of commands window

'List of commands' window

This window lists all the internal command and their options.

When you click on one, the selected command will be inserted in the command string gadget.

1.53 List of arguments window

'List of arguments' windows

This window lists the arguments that can be used with CLI commands. Use of multiple arguments in the command line is allowed.

{a} All selected files (no path), desel.

This argument is replaced in the command line by all selected files/dirs, but without their pathname.

You must use the "CD Source" option.

IMPORTANT:

- Files/Dirs will be quoted.
- Entries will be automatically deselected.

{c} Last clicked file

The argument will be replaced by the last Clicked-File, without path.

You must use the "CD Source" option or use the {d} argument.

"{d}{c}" = Name of file with its path.

IMPORTANT:

- File will not be quoted (you can use "{c}" or "{d}{c}").

{d} Source

This argument will be replaced by the path of the source window.

{D} Destination

This argument will be replaced by the path of the destination window.

{f} All selected files with path, desel.

Like the {a} argument but with the path.

The {a} parameter is better in most cases.

`{F}` First selected file.

This argument will be replaced by the first selected entry.

It is often used with the 'Run on each file' option, for CLI-Commands that cannot handle multiple file/dirs as parameters.

IMPORTANT:

- File/dirs. are not quoted.
- Entry does not include the path.
- Entry is not automatically deselected (see flags window).

`{P}` PubScreen name

This argument is replaced with the name of PublicScreen of FileQuest.

`{s"Title"}` Request a string

This argument asks for a string. If the one is entered, the argument is replaced by it.

`"Title"` Title of string gadget.

You can include a default text for the string gadget:

`{s"Title":"Default"}`

1.54 Flags window

'List of flags' window

This window contains all options that can accompany a command.

Run on each file

This flag launches the command with each entry, one at a time.

It should always be used with the argument `"{F}"` because that deselects the first file, so at the next launch it will be the second entry that will be passed as the argument.

Output window

Opens an output window for the command, as defined on the System Page in ConfigFileQuest.

Rescan source

Re-reads the source directory after the launch of the command.

Rescan dest.

Re-reads the destination directory after the launch of the command.

ReSort source

Re-sorts the source directory after the launch of the command.

ReSort dest.

Re-sorts the destination directory after the launch of the command.

CD source

Changes to the source directory before launching the command.

With this flag there is no need to pass the entries' path. ({d}).

CD destination

Changes to the desination directory before the launch of the command.

With this flag there is no need to pass the entries' path. ({D}).

1.55 Painter window

'Painter' window

This window contains 4 palettes for choosing gadget colors.

The colors are pen, back pen, fill and back fill.

1.56 bgui.library

La bgui.library

BGUI allows you to easily create and manage font sensitive and size adjustable GUI's.

For the user, it allows you to have smaller programs with nice GUI's.

Features:

- Relatively small size
- Font sensitive
- Supports resizeable windows.
- Free of charge (giftware), non-crippled
- Normal or XEN look
- Many type of frames
- Thin, Thick or Automatic gadget border

1.57 screennotify.library

La ScreenNotify.library

The ScreenNotify.library is (C) 1995-1996 Stefan Becker.

The complete archive is available on Aminet:util/libs/ScreenNotify10.lha, or on the Amiga CD 6.

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