

ARCHandler

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Chapter 1

ARCHHandler

1.1 ARCHHandler 2.0b

ARCHHandler 2.0b
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Disclaimer
Shareware Notice

Introduction
Requirements
Starting
Using

Arguments
Windows
Workbench Support
Tips
Support commands
Technical Information

Author

When I'm sad she comes to me
with a thousand smiles
she gives to me free

It's alright, it's alright she says,
Take anything you want from me,
anything.

Jimi Hendrix

1.2 ARCHHandler: Disclaimer

Disclaimer

With this document I make no warranties or representations, either expressed or implied, with respect to the program described herein. The program and the information presented herein is being supplied on an 'as is' basis and is expressly subject to change without notice. The entire risk as to the use of the program and the information presented is assumed by the user. In no event will I be liable for direct, indirect, incidental, or consequential damages resulting from any claim arising out of the use of the program or the information presented herein, even if I have been advised of the possibilities of such damages.

1.3 ARCHHandler: Shareware Notice

ARCHHandler is Shareware

This package is released as shareware. This means you can copy it freely as long as you don't ask any money for it, except perhaps a nominal fee for copying. If you use this package on a regular base, you should send me a contribution of 500 BEF or USD 20. Send money by International Money Order, EuroCheck (in BEF!) or Cash.

When you send your registration fee you will be send a written acknowledgment including your personal key file. This file is your private key file, you are not allowed to copy it, except for backup purposes.

If you can be reached via EMail (or FIDO) please include your address, this makes it easier (and quicker?) to send you your keyfile.

Magazines that want to include ARCHHandler on their coverdisk(s) should also register ARCHHandler (one registration fee) and send one free copy of the magazine (including disks) to the author.

The package is Copyright © Rafael D'Halleweyn, All Rights Reserved. The author reserves the right to change the status of this package whenever he finds it appropriate.

This package should not be spread in any other form than an LhA (or equivalent) archive and all parts of it should be spread together. The package may not be altered in any way and cannot be used for commercial purposes without the prior written permission of the author.

Distribution of the program on any medium (CD, floppy, ...) in such a way that it is ready to be used (eg. as a front-end for a CD-ROM) requires the permission of the author.

The installation-script ('Install') and the extra commands it uses ('FindCommand', 'PrefLanguage' and 'StartARC') are also copyrighted and can't be used in any other project/archive without the prior written permission of the author.

1.4 ARCHHandler: Introduction

Introduction to ARCHHandler

Archives (such as LhA , Zip, Zoo, Tar, ...) are very easy to store and move large amounts of files. However, if you wish to use the files contained in the archive you always have to extract the files first. Secondly, to easily browse through the archive, you have to extract the whole archive.

Wouldn't it be easier if you could treat archives just like directories: move to a directory, look which files are in the directory and possibly use one of those files.

I have already heard a lot of suggestions in this direction, so the idea is neither mine nor is it original. But I've never seen an implementation, so I tried to make my own and this is the result.

Currently the ARCHHandler only supports lha-archives.

Remember ARCHHandler is shareware.

1.5 ARCHHandler: What is an archive?

In this text the word archive is used to indicate a group of files, that are stored in one big file, possibly also containing the file-structure of the original (directories) and maybe using compression to store the files.

Archives are mainly used to move large amounts of data from one computer to another (via disk/modem/ftp/...). Archives are also an easy way to store that data.

ARCHHandler currently only supports lha-archives.

1.6 ARCHHandler: What is an lha-archive?

LhA is probably the most widely used archiver on the Amiga. It uses a Lempel-Ziv sliding-window (LZ77) together with dynamic or static Huffman coding (LZH) to store the size of the files in the archive. Several other LZH-archives exist for the Amiga (LhArcA, LhArc, LZ, LhEx, ...) and for UNIX, MS-DOS, Macintosh and Atari machines.

1.7 ARCHHandler: Requirements

Requirements to use ARCHHandler

ARCHHandler currently requires an Amiga running Workbench/Kickstart 2.04 or higher, it also needs the following libraries (they should be in your LIBS: directory): 'asl.library' and 'commodities.library'. The program will also

use the 'locale.library' when it is available (Workbench 2.1 and up). To use the online-help you also need the 'amigaguide.library'.

To extract files from lha-archive, ARCHHandler uses the 'LhA' command (© Stefan Boberg), both the registered and evaluation version should work.

To test the handler, a few lha-archives can also be very handy :).

1.8 ARCHHandler: Starting

Starting ARCHHandler

You can place ARCHHandler anywhere you want, but if you change the position of the program, you should always check if it is still able to access the FILESDIR-directory (if you installed ARCHHandler with the included installation script this should be no problem).

ARCHHandler can be started from the Workbench or from a Shell. You can use different arguments to change the settings of ARCHHandler.

If you want to start ARCHHandler on every boot-up of your computer you could place the program in the 'WbStartup' drawer of your startup-partition.

1.9 ARCHHandler: Using

Using ARCHHandler

ARCHHandler manifests itself in three different ways:

the filesystem	(access files and archives)
the graphical user interface	(change the settings)
the commodity	(pop up user interface, flush archives)

1.10 ARCHHandler: FileSystem

The ARCHHandler FileSystem

You should be able to use the filesystem (volume and DOS-device) as any other Amiga-filesystem (like the one on your floppy/harddisk). The root-directory of the filesystems contains all the volumes that can be accessed at that time. When you enter one of these volumes you will see all the normal files that are on that volume.

The big difference with the original filesystem is that all the archives are now represented as directories (they can even have their own icon, see Workbench support). Inside these archive-directories you will find all the files that are in the archive (they may be placed in subdirectories of the archive-directory).

All the files (real and those in the archives) and directories (real, the volumes and the archives) on the filesystem can be used as normal files and

directories.

The ARCHHandler filesystem has two parts: the DOS-device and the volume. The DOS-device (this just like 'DF0:') can be used to access the filesystem from filerequester, directory utilities. The volume (like a disk 'Stuff' in the device 'DF0:') can be used to access the filesystem from the Workbench.

Since version 2.0a it is also possible to access volumes through the names of devices or assigns. These names are always expanded to the volume name (and path for assigns). Device and assigns are not visible in the root of the filesystem. For example 'CD ARC:DF0' will change the current directory to 'Archives:Disk_in_drive_0', or 'List ARC:C' gives the directory contents of 'Archives:Workbench/C'.

Please note that small changes in an archive (e.g. renaming a directory) can take a very long time: be patient.

Some actions may work a little different:

- Delete
- MakeDir
- Rename

1.11 ARCHHandler: Delete

ACTION_DELETE_OBJECT, Delete

When you delete the last file in a directory of an archive, it is possible that the archive no longer contains a reference to the directory. The next time that you use the archive this directory will be gone.

If you want to delete an entire archive it is better to delete the archive on the normal volume. If you use ARCHHandler to delete it, it will take a lot of time: first all the files in the archive will be deleted and after that the archive itself will be deleted. If you really want to delete an archive through ARCHHandler you should be very patient.

1.12 ARCHHandler: MakeDir

ACTION_CREATE_DIR, MakeDir

You can use MakeDir to create new archives. ARCHHandler decides if a new directory will become a new archive by looking at the directory's name (even if the Archive Recognition cycle gadget is set to 'File Contents').

1.13 ARCHHandler: Rename

ACTION_RENAME_OBJECT, Rename

Renaming a directory in an archive can take a lot of time: if the directory contains a lot of files and/or subdirectories, the name of the directory

will have to be changed for each of these files/directories. Every change may alter the size of the archive, if this happens a large part of the archive has to be moved (this may happen for every file/directory).

When you move the last file in a directory of an archive to another directory, it is possible that the archive no longer contains a reference to the directory. The next time that you use the archive this directory will be gone.

1.14 ARCHHandler: Graphical User Interface

The ARCHHandler Graphical User Interface

ARCHHandler has a graphical user interface (with standard GadTools gadgets) that allows you to change the ARCHHandler settings. All the windows (and gadgets) that the program opens are font and locale sensitive. The ARCHHandler User Interface tries to stick as closely as possible to the 'Amiga User Interface Style Guide'.

The user interface contains multiple windows and requesters. The different windows never block each other, it is not because another window is opened that the previous window can no longer be used (they are non-modal). The requesters that pop up when you use one of the popup-gadgets (these gadgets have the imagery of an arrow pointing down), do block the window that they originated from.

All the windows have context sensitive help: position the pointer above the window or gadget and press the 'Help' key. When a string-gadget is active, you can get help on the attribute you're editing by pressing 'Help'. You can also receive help by pressing 'Help' when a button-gadget is depressed (this also works when the gadget is depressed by using the buttons shortcut). Menus also have context sensitive help, select the menu item you want more information about, but don't release the right mouse button, now press help.

The user interface is fully keyboard controlable. The shortcuts for the gadgets appear in the text of the gadget, the underscored character represents the shortcut-key. The gadget that has an extra dark border around its button can also be activated with the 'Return' key. The 'Esc' key is always a safe way out.

When the underscored character is a diacretic character or some other character that has to be generated with multiple key presses and/or multiple qualifiers (like Shift, Ctrl, Alt), you should only use the last key and you don't need to use the qualifiers. For example, on a french keyboard, the gadget '_Élève' can be accessed with the 'é'/'2' key; on a usa keyboard you would have to press 'e'.

All gadgets react immediatly when they are activated with the keyboard, except for the button gadgets. The button gadgets will change there state to indicate that they are selected, the gadget will only react when the key is released. You can cancel the button gadget when it is already selected, by pressing an (extra) qualifier.

The user interface also uses popup-gadgets. When you press one of these a

requester will appear, that request some information from you. These popup-gadgets don't have their own shortcut-key, but you can select these gadgets by pressing the shortcut-key of the gadget that they are connected to plus the 'Control' or 'Ctrl' key.

Some windows contain slider gadgets (they allow you to choose a value in a given range). The normal shortcut-key of these gadgets adds one to the value of the gadget. When you use the same key together with a 'Shift' key the value will decrease.

Cycle gadgets allow you to choose one from several options. You can also 'cycle' through the different options by using the gadgets shortcut-key. Together with the 'Shift' key the gadget will cycle backwards through its options.

Currently ARCHHandler can be used in Dansk (Danish), Deutsch (German), English, Español (Spanish), Français (French), Italiano (Italian), Svenska (Swedish), Suomi (Finnish), Português (Portuguese) and Nederlands (Dutch).

1.15 ARCHHandler: Commodity

The ARCHHandler Commodity

The ARCHHandler Commodity Interface can be used to pop up the graphical user interface, with the 'Exchange' program or with the Hot Key.

You can also use the 'Exchange' program to quit the program (note that the program may not always be able to quit).

The commodity interface can also be used to flush all unused archive-lists from memory.

You should also note that ARCHHandler can not be made inactive: changing the 'Active'/'Inactive' state of ARCHHandler with the 'Exchange' program has no effect. But when ARCHHandler is trying to quit it will inactivate its commodity. At that point ARCHHandler can be reactivated by pressing the hotkey (CX_POPKEY, HOTKEY) or by activating the commodity.

1.16 ARCHHandler: Arguments

Arguments

When ARCHHandler is started you can specify the settings of the program by specifying some arguments. ARCHHandler will always try to read the tooltips in the program's icon (even when started from a Shell). When ARCHHandler was started from a Shell it will also read the specified arguments from the commandline (with ReadArgs()), overriding the arguments specified in the icon.

ARCHHandler recognizes the following arguments:

CX_POPUP
CX_POPKEY

```
CX_PRIORITY
FLUSHKEY
DEVICENAME
VOLUMENAME
PRIORITY
SCANDELAY
FILES DIR
RECOGNITION
TEMPDIR
BUFFERS
KEEPTIME
LHACOMMAND
IGNOREVOLUMES
```

```
obsolete:
    ONLYEXTENSION
```

When you use ARCHHandler from the Workbench, you can change or add these arguments by changing or adding the Tool Type (with the same name) in the window that appears when you select the 'Information...' menu item.

When you use ARCHHandler from a Shell you can also use the Tool Types. But the arguments you specify on the commandline overwrite the values in the tooltypes. ARCHHandler uses this template:

```
CX_POPUP/K,CX_POPKEY/K,CX_PRIORITY/K/N,FLUSHKEY/K,DEVICENAME=DEV/K,
VOLUMENAME=VOL/K,PRIORITY/K/N,SCANDELAY/K/N,FILES DIR/K,
RECOGNITION=RECOG/K/N,TEMPDIR/K,BUFFERS/K/N,KEEPTIME/K/N,
LHACOMMAND=LHA/K,IGNOREVOLUMES/K,ONLYEXTENSION=ONLYEXT/S
```

ARCHHandler tries to save its settings in the program's icon as Tool Types (even when started from a Shell). The icon is thus used as the configuration file.

1.17 ARCHHandler: CX_POPUP argument

CX_POPUP

With CX_POPUP you can choose if ARCHHandler will pop up its Main Window when it is started. You should specify 'YES' or 'ON' if you do want this window to be opened. Otherwise you have to use 'CX_POPUP=NO' or 'CX_POPUP=OFF'.

This argument defaults to 'YES'.

This setting can also be changed with the Pop Up gadget in the Commodity Preferences window.

1.18 ARCHHandler: CX_POPKEY argument

CX_POPKEY

With CX_POPKEY you specify the key combination that can be used to pop up ARCHHandler's Main Window when the program is already running. This argument should be a standard Commodities key combination as described in 'Acceptable Key Combinations' of the 'Commodities Drawer' section of the 'Workbench User's Guide'.

When you specify an empty string for this argument, ARCHHandler won't generate a pop up key.

This argument defaults to 'Ctrl Alt a' on Workbench 2.1 and higher, on Workbench 2.04 'Control Alt a' is used.

This setting can also be changed with the Hot Key gadget in the Commodity Preferences window.

1.19 ARCHHandler: CX_PRIORITY argument

CX_PRIORITY

With CX_PRIORITY you pick the priority of the ARCHHandler Commodity in the chain of all the running commodities. This argument should be a number between -10 and 10.

This arguments defaults to 0.

This setting can also be changed with the Priority gadget in the Commodity Preferences window.

1.20 ARCHHandler: FLUSHKEY argument

FLUSHKEY

With FLUSHKEY you specify the key combination that can be used to flush all the unused archive-file-lists from memory. This argument should be a standard Commodities key combination as described in 'Acceptable Key Combinations' of the 'Commodities Drawer' section of the 'Workbench User's Guide'.

When you specify an empty string for this argument, ARCHHandler won't create a flush key.

This argument defaults to 'Ctrl Alt f' on Workbench 2.1 and higher, on Workbench 2.04 'Control Alt f' is used.

This setting can also be changed with the Flush Key gadget in the Commodity Preferences window.

1.21 ARCHHandler: DEVICENAME argument

DEVICENAME

The DEVICENAME argument can be used to specify the name of the ARCHHandler DOS-device. This is the name that will appear in the 'Unit' field of the output of the 'Info' command. This argument should be a string, without a colon (':')! (You can compare this name with the name 'DF0:' for the first internal floppy drive.)

This argument defaults to 'ARC'.

This setting can also be changed with the Device Name gadget in the Device Preferences window.

1.22 ARCHHandler: VOLUMENAME argument

VOLUMENAME

With the VOLUMENAME argument you can choose the name for the ARCHHandler volume. This is the name that will appear in the Workbench. This argument should be a string, without a colon (':')! (You can compare this name with the name of a floppy 'Stuff' inserted in any floppy drive.)

This argument defaults to 'Archives'.

This setting can also be changed with the Volume Name gadget in the Device Preferences window.

1.23 ARCHHandler: PRIORITY argument

PRIORITY

The PRIORITY argument is used to specify the priority of the ARCHHandler process. This process handles all the filesystem actions and also handles the windows. This argument should be a number between -5 and +15. By specifying a higher number, the filesystem will have a relative faster response time on a busy system.

Normally, filesystems have a higher priority than other processes because other processes have to wait on these filesystems. This argument defaults to 7.

Note that this argument does not change the extraction time of archives. To extract archives, ARCHHandler generates a new process at priority zero.

This setting can also be changed with the Task Priority gadget in the Device Preferences window.

Note that PRIORITY and CX_PRIORITY are used to change two different properties!

1.24 ARCHHandler: SCANDELAY argument

SCANDELAY

Because the ARCHHandler filesystem has all the volumes in its root volume, it has to scan the AmigaDOS list of volumes. Because new volumes can be created or inserted, or the name of the current volumes can be changed, this scanning has to be repeated. Normally, when a new volume is inserted, its filesystem will generate a DISKINSERTED event (or DISKREMOVED when a volume is removed). ARCHHandler will also catch these events and then start to scan the AmigaDOS volume list.

This argument should be a number between 1 and 9. This specifies the number of seconds between each scan. This argument defaults to 4 seconds.

This setting can also be changed with the Scan Delay gadget in the Device Preferences window.

1.25 ARCHHandler: FILESDIR argument

FILESDIR

To make it easy to access files from the Workbench, ARCHHandler adds some extra files to the filesystem. These files are normally stored in the directory 'PROGDIR:ARCFiles' ('PROGDIR:' is the directory where ARCHHandler is placed). With this argument you can specify another directory.

All the files that are placed in this directory can be accessed from the root of the filesystem. Only 'Disk.info' and '.backdrop' will be visible (when you examine the root 'List ARC:'). You can use this to add a 'Node.rinfo' file, for the ParNET package.

By default ARCHHandler uses the 'PROGDIR:ARCFiles' directory.

This setting can also be changed with the Extra Files gadget in the Device Preferences window.

1.26 ARCHHandler: RECOGNITION argument

RECOGNITION

With the RECOGNITION argument you select the method that ARCHHandler will use to recognize archives. This argument is a number between 0 and 2 with the following meaning:

0: 'Filename only'

ARCHHandler will only look at the name of the files to recognize an archive (eg. an LhA-archives has a file-extension '.lha' or '.lzh').

This will give the fastest access to directories. But it can make the wrong decision.

1: 'Name and Contents'

ARCHHandler first checks the name of file (like in 'Filename only'), after that it opens the file to see if it is really an archive.

This will always make the right decision (except corrupt archives), but it takes much longer to scan a directory: it will first check the filename and if that matches it will open the file.

2: 'File Contents'

ARCHHandler will only look at the contents of a file to decide if it is an archive.

The file will always be opened (without looking at the filename). This allows you to give any name to the archive. Since all the files in a directory have to be opened it takes 'very' long to scan a directory.

By default ARCHHandler uses method 1: 'Name and Contents'.

This argument overrides the method of archive recognition selected by the ONLYEXTENSION_ARG

This setting can also be changed with the Archive Recognition gadget in the Archive Preferences window.

1.27 ARCHHandler: TEMPDIR argument

TEMPDIR

When you (or a program) open a file in an archive, this file is extracted and temporarily stored in a directory. When the file is closed the extracted file is deleted from the directory.

With the TEMPDIR argument you can specify which directory ARCHHandler should use to store these temporary files. By default ARCHHandler uses 'T:'. When you place this directory on the 'Ram Disk:' files will be extracted faster (by default 'T:' is placed on 'Ram Disk:').

This setting can also be changed with the Temporary Files gadget in the Archive Preferences window.

1.28 ARCHHandler: BUFFERS argument

BUFFERS

Whenever an archive is accessed, ARCHHandler makes a list of all the files and directories in that archive (archive-file-list). This list is freed when this information is no longer needed. Filerequesters and directory utilities tend to lock a directory, scan its contents and then free the lock. When one of the subdirectories is selected, the filerequester or directory utility will then lock that subdirectory and scan it.

To prevent ARCHHandler from remaking the list of files and directories in an

archive on each archive access, a certain number of unused archive-lists are kept in memory (in a least-recently-used cache).

With the `BUFFERS` argument you specify the number of unused archive-lists that are kept in memory. This should be a number between 0 and 9. It defaults to 2.

This setting can also be changed with the `Buffers` gadget in the Archive Preferences window.

1.29 ARCHHandler: KEEPTIME argument

KEEPTIME

When an extracted archive is closed it isn't immediately deleted. When the same file is opened again the archive doesn't have to be reextracted.

With the `KEEPTIME` argument you can specify the time in seconds ARCHHandler should wait before it deletes an extracted file after it is closed.

By default the extracted files are kept 2 seconds after they are closed.

This setting can also be changed with the `Keep Files` gadget in the Archive Preferences window.

1.30 ARCHHandler: LHACOMMAND argument

LHACOMMAND

With the `LHACOMMAND` you can specify the position of the `'LhA'` command. Normally ARCHHandler will find `'LhA'` if it is placed in one of the directories that `C:` is assigned to. If `'LhA'` is not in such a drawer, you can specify the position with this argument.

When you use the included install script, it will search for the position of `'LhA'` and write in in ARCHHandlers tootype.

By default ARCHHandler uses `'LhA'`, this will find `'LhA'` if it is placed in one of the directories that `C:` is assigned to.

This argument can't be changed with the graphical user interface, but when ARCHHandler is installed the installation script will set this argument.

1.31 ARCHHandler: IGNOREVOLUMES argument

IGNOREVOLUMES

With this argument you can specify the volumes that should not be placed in the filesystem's root directory.

This argument can't be changed with the graphical user interface.

1.32 ARCHHandler: ONLYEXTENSION option

ONLYEXTENSION

This option is obsolete and superseded by the RECOGNITION argument.

ARCHHandler still understands this argument, but RECOGNITION overrides it.

1.33 ARCHHandler: Windows

ARCHHandler Windows

The ARCHHandler Graphical User Interface consists of three windows and three different kinds of requesters:

- Main Window
- Device Preferences Window
- Archive Preferences Window
- Commodity Preferences Window

- Message Requesters
- Directory Requesters
- Key Combination Requesters

The windows don't block each other: you're able to use several windows at the same time. The requesters do block the window the originated from, this window will receive a standard wait-pointer.

1.34 ARCHHandler: Main Window

Main Window

From the Main Window you can access the other windows. This window can be opened by pressing the hot key; CX_POPKEY, HOTKEY.

preview

```

                                Preferences
Device...  Archive...  Commodity...
Flush  About...

Hide                                Quit
```

Menus:

```
Project
About...
```

```
Help
-----
Hide
Quit
```

1.35 ARCHHandler: MainWindow/Device gadget

```
Device...
```

This gadget opens the Device Preferences window.

1.36 ARCHHandler: MainWindow/Archive gadget

```
Archive...
```

This gadget opens the Archive Preferences window.

1.37 ARCHHandler: MainWindow/Commodity gadget

```
Commodity...
```

This gadget opens the Commodity Preferences window.

1.38 ARCHHandler: Main Window/Flush gadget

```
Flush
```

You can use this gadget to flush unused archive-lists from memory.

1.39 ARCHHandler: Main Window/About gadget, About menu item

```
About...
```

This will open a message requester that gives some information about ARCHHandler. It will tell you which language ARCHHandler is using and by whom this version is registered.

1.40 ARCHHandler: Main Window/Hide gadget, Hide menu item

```
Hide
```

When this gadget/menu item is used ARCHHandler will try to close all its windows. It is possible that some windows can not be closed because they are blocked by a requester.

1.41 ARCHHandler: Main Window/Quit gadget, Quit menu item

Quit

With this gadget/menu item you can quit ARCHHandler. ARCHHandler will first check if nobody is still using ARCHHandler, after that it will try to close all its windows.

1.42 ARCHHandler: Main Window/Help menu item

Help

When you select this menu and context sensitive help is available you will get some more information about the Main Window.

1.43 ARCHHandler: Device Preferences

Device Preferences Window

The Device Preferences Window is used to change several device settings.

preview

Device Name	ARC	Task Priority	#	7
Volume Name	Archives	Volume Scan Delay	#	4 s
Extra Files	PROGDIR:ARCFiles			

v

Save

Use

Cancel

Menus:

Project
Help

Edit
Reset To Defaults
Last Saved
Restore

1.44 ARCHHandler: Device Preferences/Device Name gadget

Device Name

With this string gadget you can change the name of the ARCHHandler DOS-device. The name of the DOS-device will only be changed when ARCHHandler is restarted, so you should use Save when you change this.

When the settings are saved the Device Name is stored in the DEVICENAME argument.

1.45 ARCHHandler: Device Preferences/Volume Name gadget

Volume Name

With this string gadget you can change the name of the ARCHHandler volume. When you use this new name, this has the same effect as the 'Relabel' command.

When the settings are saved the Volume Name is stored in the VOLUMENAME argument.

1.46 ARCHHandler: Device Preferences/Task Priority gadget

Task Priority

With this slider gadget you select the priority of the ARCHHandler process. This process handles all the filesystem actions and also handles the windows. The priority should be a number between -5 and +15. By specifying a higher number, the filesystem will have a relative faster response time on a busy system.

Normally, filesystems have a higher priority than other processes because other processes have to wait on these filesystems.

Note that this priority does not change the extraction time of archives. To extract archives, ARCHHandler generates a new process at priority zero.

When the settings are saved the priority is stored in the PRIORITY argument.

1.47 ARCHHandler: Device Preferences/Volume Scan Delay gadget

Volume Scan Delay

Because the ARCHHandler filesystem has all the volumes in its root volume, it has to scan the AmigaDOS list of volumes. Because new volumes can be created or inserted, or the name of the current volumes can be changed, this scanning has to be repeated. Normally, when a new volume is inserted, its filesystem will generate a DISKINSERTED event (or DISKREMOVED when a volume is removed). ARCHHandler will also catch these events and then start to scan the AmigaDOS volume list.

This slider gadget is used to select the number of seconds between each AmigaDOS volume list scan.

When the settings are saved the scan delay is stored in the SCANDELAY argument.

1.48 ARCHHandler: Device Preferences/Extra Files gadget

Extra Files

To make it easy to access files from the Workbench, ARCHHandler adds some extra files to the filesystem.

You can use the Extra Files string-gadget to change this directory. By pressing the popup-gadget behind the string-gadget you can use the Directory Requester to pick this directory.

When the settings are saved the extra files directory is stored in the FILESDIR argument.

1.49 ARCHHandler: Device Preferences/Save gadget

Save

You can use this gadget to permanently save the Device Preferences. These settings will be saved in the tooltypes of the ARCHHandler-icon.

1.50 ARCHHandler: Device Preferences/Use gadget

Use

When you use this gadget to close the Device Preferences window the new settings will be used but not saved.

1.51 ARCHHandler: Device Preferences/Cancel gadget

Cancel

When you select this gadget to leave the Device Preferences window all the changes that you made to the Device Preferences will be discarded. The same thing happens when you use the windows close-gadget.

1.52 ARCHHandler: Device Preferences Window/Help menu item

Help

When you select this menu and context sensitive help is available you will get some more information about the Device Preferences Window.

1.53 ARCHHandler: Device Preferences Window/Reset To Defaults menu item

Reset To Defaults

When you select this menu item, the values in the gadgets of the Device Preferences Window will be changed to the default values. This will not change the settings, only the values in the gadgets.

The defaults for the Device Preferences are:

Device Name	"ARC"
Volume Name	"Archives"
Task Priority	5
Volume Scan Delay	4 sec
Extra Files	"PROGDIR:ARCFiles"

1.54 ARCHHandler: Device Preferences Window/Last Saved menu item

Last Saved

This will read the settings that were last saved on place those values in the gadgets of the Device Preferences Window. This will not change the settings, only the values in the gadgets.

1.55 ARCHHandler: Device Preferences Window/Restore menu item

Restore

This will place the settings that are currently in use, in the gadgets of the Device Preferences Window. This will not change the settings, only the values in the gadgets.

1.56 ARCHHandler: Archive Preferences

Archive Preferences Window

The Archive Preferences Window is used to change several archive settings.

preview

Archive Recognition Name and Contents	Buffers	#	2
Temporary Files T:			
v Keep File	#	2 sec	
Save	Use	Cancel	

Menus:

```
Project
  Help

Edit
  Reset To Defaults
  Last Saved
  Restore
```

1.57 ARCHHandler: Archive Preferences/Archive Recognition cycle gadget

Archive Recognition

With the Recognition cycle gadget you can select the method that ARCHHandler uses to recognize archive.

'Filename only'

ARCHHandler will only look at the name of the files to recognize an archive (eg. an LhA-archives has a file-extension '.lha' or '.lzh').

This will give the fastest access to directories. But it can make the wrong decision.

'Name and Contents'

ARCHHandler first checks the name of file (like in 'Filename only'), after that it opens the file to see if it is really an archive.

This will always make the right decision (except corrupt archives), but it takes much longer to scan a directory: it will first check the filename and if that matches it will open the file.

'File Contents'

ARCHHandler will only look at the contents of a file to decide if it is an archive.

The file will always be opened (without looking at the filename). This allows you to give any name to the archive. Since all the files in a directory have to be opened it takes 'very' long to scan a directory.

This option isn't used when you try to create a new archive. ARCHHandler will always look at the name of the new directory to decide if it will become an archive.

When the settings are saved the state is stored in the RECOGNITION argument.

1.58 ARCHHandler: Archive Preferences/Temporary Files gadget

Temporary Files

When you (or a program) open a file in an archive, this file is extracted and temporarily stored in a directory. When the file is closed the extracted file is deleted from the directory.

With the Temporary Files string-gadget you can specify which directory ARCHHandler should use to store these temporary files. By pressing the popup-gadget behind the string-gadget you can use the Directory Requester to pick this directory.

When the settings are saved the temporary files directory is stored in the TEMPDIR argument.

1.59 ARCHHandler: Archive Preferences/Buffers gadget

Buffers

Whenever an archive is accessed, ARCHHandler makes a list of all the files and directories in that archive (archive-file-list). This list is freed when this information is no longer needed. Filerequesters and directory utilities tend to lock a directory, scan its contents and then free the lock. When one of the subdirectories is selected, the filerequester or directory utility will then lock that subdirectory and scan it.

To prevent ARCHHandler from remaking the list of files and directories in an archive on each archive access, a certain number of unused archive-lists are kept in memory (in a least-recently-used cache).

With this slider gadget you select the number of unused archive-file-lists that are kept in memory.

When the settings are saved the number of archive-file-lists is stored in the BUFFERS argument.

1.60 ARCHHandler: Archive Preferences/Keep Files gadget

Keep Files

When an extracted archive is closed it isn't immediately deleted. When the same file is opened again the archive doesn't have to be reextracted.

With this slider gadget you can specify the time ARCHHandler should wait before it deletes an extracted file after it is closed.

When the settings are saved the number of seconds is stored in the KEEPTIME argument.

1.61 ARCHHandler: Archive Preferences/Save gadget

Save

You can use this gadget to permanently save the Archive Preferences. These settings will be saved in the tooltypes of the ARCHHandler-icon.

1.62 ARCHHandler: Archive Preferences/Use gadget

Use

When you use this gadget to close the Archive Preferences window the new settings will be used but not saved.

1.63 ARCHHandler: Archive Preferences/Cancel gadget

Cancel

When you select this gadget to leave the Archive Preferences window all the changes that you made to the Archive Preferences will be discarded. The same thing happens when you use the windows close-gadget.

1.64 ARCHHandler: Archive Preferences Window/Help menu item

Help

When you select this menu and context sensitive help is available you will get some more information about the Archive Preferences Window.

1.65 ARCHHandler: Archive Preferences Window/Reset To Defaults menu item

Reset To Defaults

When you select this menu item, the values in the gadgets of the Archive Preferences Window will be changed to the default values. This will not change the settings, only the values in the gadgets.

The defaults for the Archive Preferences are:

Archive Recognition	"Name and Contents"
Temporary Files	"T:"
Buffers	2
Keep File	2 sec

1.66 ARCHHandler: Archive Preferences Window/Last Saved menu item

Last Saved

This will read the settings that were last saved on place those values in the gadgets of the Archive Preferences Window. This will not change the settings, only the values in the gadgets.

1.67 ARCHHandler: Archive Preferences Window/Restore menu item

Restore

This will place the settings that are currently in use, in the gadgets of the Archive Preferences Window. This will not change the settings, only the values in the gadgets.

1.68 ARCHHandler: Commodity Preferences

Commodity Preferences Window

The Commodity Preferences Window is used to change several commodity settings.

preview

```

      Hot Key  Ctrl Alt a
v
      Flush Key  Ctrl Alt f
v
      Priority          #          0
      Pop up

      Save          Use          Cancel

```

Menus:

```

Project
  Help

Edit
  Reset To Defaults
  Last Saved
  Restore

```

1.69 ARCHHandler: Commodity Preferences/Hot Key gadget

Hot Key

This string-gadget is used to change the key combination that can be used to pop up ARCHHandler's Main Window. By pressing the popup-gadget behind the string-gadget you can use the Key Combination Requester to pick this key description.

When you specify an empty string ARCHHandler won't generate a pop up key.

When the settings are saved the hot key description is stored in the CX_POPKEY argument.

1.70 ARCHHandler: Commodity Preferences/Flush Key gadget

Flush Key

This string-gadget is used to change the key combination that can be used to flush all the unused archive-file-lists from memory. By pressing the popup-gadget behind the string-gadget you can use the Key Combination Requester to pick this key description.

When you specify an empty string for this argument, ARCHHandler won't create a flush key.

When the settings are saved the flush key description is stored in the FLUSHKEY argument.

1.71 ARCHHandler: Commodity Preferences/Priority gadget

Priority

With this slider-gadget you select the priority of the ARCHHandler Commodity in the chain of all the running commodities.

The priority of the commodity will only be changed when ARCHHandler is restarted, so you should use Save when you change this.

When the settings are saved the priority is stored in the CX_PRIORITY argument.

1.72 ARCHHandler: Commodity Preferences/Pop Up gadget

Pop Up

With checkbox you can choose if ARCHHandler will pop up its Main Window when it is started.

When the settings are saved the popup-state is stored in the CX_POPUP argument.

1.73 ARCHHandler: Commodity Preferences/Save gadget

Save

You can use this gadget to permanently save the Commodity Preferences. These settings will be saved in the tooltypes of the ARCHHandler-icon.

1.74 ARCHHandler: Commodity Preferences/Use gadget

Use

When you use this gadget to close the Commodity Preferences window the new settings will be used but not saved.

1.75 ARCHHandler: Commodity Preferences/Cancel gadget

Cancel

When you select this gadget to leave the Commodity Preferences window all the changes that you made to the Commodity Preferences will be discarded. The same thing happens when you use the windows close-gadget.

1.76 ARCHHandler: Commodity Preferences Window/Help menu item

Help

When you select this menu and context sensitive help is available you will get some more information about the Commodity Preferences Window.

1.77 ARCHHandler: Commodity Preferences Window/Reset To Defaults menu item

Reset To Defaults

When you select this menu item, the values in the gadgets of the Commodity Preferences Window will be changed to the default values. This will not change the settings, only the values in the gadgets.

The defaults for the Commodity Preferences are:

Hot Key	"Ctrl Alt a" (or "Control Alt a" for Workbench 2.04)
Flush Key	"Ctrl Alt f" (or "Control Alt f" for Workbench 2.04)
Priority	0
Pop up	"Yes"

1.78 ARCHHandler: Commodity Preferences Window/Last Saved menu item

Last Saved

This will read the settings that were last saved on place those values in the gadgets of the Commodity Preferences Window. This will not change the settings, only the values in the gadgets.

1.79 ARCHHandler: Commodity Preferences Window/Restore menu item

Restore

This will place the settings that are currently in use, in the gadgets of the Commodity Preferences Window. This will not change the settings, only the values in the gadgets.

1.80 ARCHHandler: Message Requesters

Message Requesters

ARCHHandler uses several Message Requesters to communicate with the user. These requester are fully keyboard controlable. The shortcuts are specified by the underscored characters in the gadgets. The default gadget has an extra dark border.

```
About
ARCHHandler can't quit
Archive is corrupt
Name has colon
Can't lock as directory
Directory shouldn't be on ARC
Is not a directory
Key can't be created
LhA not found
Setting can't be changed
Settings couldn't be saved
```

When something is wrong with the underlying filesystem ('disk is write-protected', 'volume not mounted' ...), ARCHHandler will also try to report this. It uses a normal Message Requesters, but these requesters can also be satisfied by inserting a disk.

1.81 ARCHHandler: Message Requester/About

About

This requester tells you which version of ARCHHandler you are using and what language it is using.

1.82 ARCHHandler: Message Requester/ARCHHandler can't quit

ARCHHandler can't quit

This requester will be used when you ask ARCHHandler to quit (with the Quit-gadget, with the Exchange program or by sending a ACTION_KILL), but ARCHHandler isn't able to quit. The requester text will tell you why ARCHHandler can't quit at that moment.

When you ask ARCHHandler to quit it will try to close all its windows. It may not be able to close a window because it is locked by a requester.

It is also possible that ARCHHandler can't quit because somebody is still using the ARCHHandler filesystem. In this case the requester will contain the number of files, locks and/or archives that are still in use.

When a program crashes while it is using the ARCHHandler filesystem, ARCHHandler will never be able to quit.

1.83 ARCHHandler: Message Requester/Archive is corrupt

Archive is corrupt

This requester is used when an archive is corrupt or is not really an archive (check RECOGNITION argument or Recognition gadget).

1.84 ARCHHandler: Message Requester/Name has colon

Name has colon

The Device Name or the Volume Name should not contain a colon (':').

1.85 ARCHHandler: Message Requester/Can't lock as directory

Can't lock as directory

The directory you specified in the Temporary Files or Extra Files string-gadget does not exist or it couldn't be accessed.

1.86 ARCHHandler: Message Requester/Directory shouldn't be on ARC

Directory shouldn't be on ARC

The directory you specified in the Temporary Files or Extra Files string-gadget is placed on the ARC filesystem. Both these directories should be placed on a filesystem that ARCHHandler can use directly.

1.87 ARCHHandler: Message Requester/Is not a directory

Is not a directory

The path you specified in the Temporary Files or Extra Files string-gadget is not a directory.

1.88 ARCHHandler: Message Requester/Key can't be created

Key can't be created

The key description you specified in Hot Key or Flush Key string-gadget is not valid, or there wasn't enough memory to create the commodity object.

1.89 ARCHHandler: Message Requester/LhA not found

LhA not found

ARCHHandler needs LhA to extract files from lha-archives. When you have used the Install script to install ARCHHandler the LHACOMMAND tooltype should contain the correct path of LhA. If you have changed the position of LhA or haven't used the included Install script, ARCHHandler won't be able to find LhA. You should use the LHACOMMAND-tooltype to tell ARCHHandler to full path to ARCHHandler (use 'Work:Tools/LhA' and not 'Work:Tools/').

1.90 ARCHHandler: Message Requester/Setting can't be changed

Setting can't be changed

The name of the DOS-device and the priority of the commodity can't be changed while ARCHHandler is running. When you change these settings with the Device Name string-gadget or the Priority slider-gadget, ARCHHandler will use this requester to inform you that these settings are not changed.

1.91 ARCHHandler: Message Requester/Settings couldn't be saved

Settings couldn't be saved

The requester will contain the specific reason why the settings couldn't be saved. When ARCHHandler is started from the CLI it won't be able to save its settings when there's no icon for the program.

1.92 ARCHHandler: Directory Requesters

Directory Requesters

The Temporary Files or Extra Files string-gadget can be changed with a directory requester. When you press the popup-gadget behind the string-gadget a directory requester will be opened. This requester will block the Device Preferences window.

1.93 ARCHHandler: Key Combination Requesters

Key Combination Requesters

The Hot Key or Flush Key string-gadget can be changed with the key requester. This requester allows you to specify a key combination by pressing that key/those keys on the keyboard.

preview

Get
Nothing

Ok Cancel

This requester will block the Commodity Preferences window.

1.94 ARCHHandler: Key Combination Requesters/Get gadget

Get

You can use this gadget to activate the key combination gadget. When you press the 'Get' button, the requester will use the next key combination that you press.

1.95 ARCHHandler: Key Combination Requesters/Nothing gadget

Nothing

With the 'Nothing' button you can delete the current key combination. You can use this when you don't want to use a key combination for Pop Up or Flush.

1.96 ARCHHandler: Key Combination Requesters/Key Combination Gadget

Key Combination gadget

When you activate the key combination gadget, either by pressing the Get gadget or by pressing in the key combination gadget, the requester will use the next key combination that you press.

1.97 ARCHHandler: Key Combination Requesters/Ok gadget

Ok

When you leave the Key Combination Requester with the 'Ok' button, the key combination that is in the requester will be copied to the string gadget; Hot Key or Flush Key.

1.98 ARCHHandler: Key Combination Requesters/Cancel gadget

Cancel

When you leave the Key Combination Requester with the 'Ok' button, the key combination in the string gadget (Hot Key or Flush Key) won't be changed.

1.99 ARCHHandler: Workbench Support

Workbench support

To be able to easily access the ARCHHandler through the Workbench, the handler adds extra files:

- In the root of the ARCHHandler volume there is a disk-icon 'Disk.info'. You can 'Snapshot' the position of the icon and the window (use 'Snapshot» Window') and you can edit the icon (with IconEdit).
- In the root of the volume there are also drawer-icons for the other volumes. These icons are created from the original disk-icon on that volume. If this icon does not exist, ARCHHandler will use it's default volume-icon (if this default icon does not exist the volumes without there own disk-icon will not be visible from the Workbench). Only the icon of volumes that don't have there own disk-icon can be written to (but ARCHHandler will always remove the position information in these icons, otherwise they would overlap).
- For all the archives the handler recognizes a drawer-icon is added. You can write to this icon, but the filesystem will remove the position information (otherwise all archive-icons would overlap). These icons can't be deleted (the filesystem won't complain when you try, but nothing happens).
- In the root of the filesystem a '.backdrop'-file is added. You can use this file to 'Leave Out' ('Icons' menu item of the Workbench) files and drawers.

All these files are stored in the FILESDIR directory. The 'archive-icon' is stored in the 'Drawer.info' file and the default volume-icon is stored in 'Volume.info'. If you want to change these files it's best to change them through the ARCHHandler filesystem.

You can also add other files to the FILESDIR directory, you will then be able to access these files from the root-directory. These files won't be visible in the root-directory ('List ARC:' won't show these files); you could use this to add a 'Node.rinfo' file, for the ParNET package.

1.100 ARCHHandler: Tips for Using

Tips for Using ARCHHandler

- Online help
- Faster ARCHHandler
- Quitting ARCHHandler
- MultiUser and ARCHHandler

1.101 ARCHHandler: Online Help

Online Help

ARCHHandler is able to give you help on the current window or requester: activate the window or requester and press the 'Help' key.

To be able to use the online help, the documentation should be installed. The install script allows you to install the documentation. ARCHHandler will only load the documentation after you have pressed the 'Help' key.

Online help is available in all windows and requesters (except the file requester).

If you didn't choose to install the 'Help files' then ARCHHandler won't be able to open this document, and I won't give you any help.

1.102 ARCHHandler: Faster

Faster ARCHHandler

You can speed-up the extraction of files by making LhA resident. Add a 'Resident >NIL: <path-to-lha>/LhA' to your 'User-Startup' and change the LHACOMMAND to 'LhA' (without path).

A diskcache on the volume that you are accessing will also give you a big speed increase.

1.103 ARCHHandler: Quitting

Quitting ARCHHandler

Before you can quit ARCHHandler you should quit all programs that are using ARCHHandler, or at least change their current-directory and close any files that they are using on the filesystem.

When ARCHHandler is asked to quit it will simulate a disk removal to encourage all programs using ARCHHandler to free the locks they have on the filesystem and it will start to free its own resources. Some programs don't support this (for example a shell with a directory on the filesystem

as its current directory). If you are in this situation you can ask ARCHHandler to reactivate itself so the filesystem can be used again.

ARCHHandler can be reactivated by pressing the hotkey (CX_POPKEY, HOTKEY), by activating the commodity from the Exchange program or by sending a ACTION_DISK_CHANGE (DiskChange) packet

Note that it is possibly dangerous to remove the filesystem. I have never had any trouble when quitting ARCHHandler. But, since ARCHHandler can't know if another process has called DeviceProc() on it, it is possible that the other process uses the returned message-port after ARCHHandler has quit.

When a program that was using ARCHHandler crashed before it was able to free all the locks and files ARCHHandler will never be able to quit.

1.104 ARCHHandler: MultiUser

MultiUser and ARCHHandler

Currently ARCHHandler doesn't have full MultiUser support. But this is a list of precautions you should take when you are installing ARCHHandler on a MultiUser system.

Don't set the u-bit of the ARCHHandler executable. If you would set the u-bit all users will be able to access all the files that the owner of the ARCHHandler executable can access.

Use IGNOREVOLUMES to prevent ARCHHandler from using any MAssign volumes. The MAssign volumes that are available through ARCHHandler will reflect the access to such a volume by the owner of the ARCHHandler task.

1.105 ARCHHandler: Support Commands

Support Commands

The ARCHHandler archive contains several support commands:

FromARC
ToARC

The 'Scripts' directory of the ARCHHandler package contains similar ARexx scripts for use with DiskMaster (DiskMaster by Greg Cunningham, Copyright Progressive Peripherals Inc.) and DirectoryOpus (Copyright Jonathan Potter).

1.106 ARCHHandler: FromARC

FromARC

FromARC is a shell command that changes the current directory back to the original volume. It will also strip all directories from the current

directory that are not valid on the original volume. The command takes no arguments.

Example:

When the current directory is 'Archives:Work/NewStuff/AmiCDROM-1.12.lha' and you execute the 'FromARC' command, the current directory will be changed to 'Work:NewStuff' (note that FromARC also strips all the directories that are not valid on the original volume).

The FromARC and ToARC commands can only be installed when you select 'Expert User' in the installation script.

1.107 ARCHHandler: ToARC

ToARC

ToARC is a shell command that changes the current directory of the shell to the same directory on the ARC volume. The ToARC command has the following template:

```
ToARC DEVICE/K,DIR
```

The DEVICE argument defaults to 'ARC:'. With the DIR argument you may specify a directory/archive to enter.

Example:

When the current directory is 'Work:NewStuff' and this directory contains the archive 'AmiCDROM-1.12.lha', then it's possible to enter this archive with the 'ToARC AmiCDROM-1.12.lha'. After this command the current directory will have changed to 'Archives:Work/NewStuff/AmiCDROM-1.12.lha'.

The FromARC and ToARC commands can only be installed when you select 'Expert User' in the installation script.

1.108 ARCHHandler: Technical Information

Some technical background

Archive-file-lists

Packet types

1.109 ARCHHandler: Archive-file-lists

Archive-file-lists

When an archive is accessed for the first time ARCHHandler will scan the contents of the archive for the files and directories that it contains. This list is kept in an archive-file-list.

Several of these archive-file-lists are kept in memory, even if they are

not in use. The unused lists are kept in memory because otherwise ARCHHandler would have to rescan the archive contents on each access (directory utilities and file requesters don't keep locks on the directory that they display).

You can use the BUFFERS argument or Buffers slider-gadget to specify the number of unused lists that ARCHHandler will keep in memory.

1.110 ARCHHandler: Packet types

Packet Types

Currently the ARCHHandler filesystem supports the following packet types:

```
ACTION_CHANGE_MODE
ACTION_COPY_DIR
ACTION_COPY_DIR_FH
ACTION_CREATE_DIR
ACTION_CURRENT_VOLUME
ACTION_DELETE_OBJECT
ACTION_DIE
ACTION_DISK_INFO
ACTION_END
ACTION_EXAMINE_FH
ACTION_EXAMINE_NEXT
ACTION_EXAMINE_OBJECT
ACTION_FH_FROM_LOCK
ACTION_FINDINPUT
ACTION_FINDOUTPUT\textdegree{}
ACTION_FINDUPDATE\textdegree{}
ACTION_FREE_LOCK
ACTION_INFO
ACTION_IS_FILESYSTEM
ACTION_LOCATE_OBJECT
ACTION_PARENT
ACTION_PARENT_FH
ACTION_READ
ACTION_RENAME_OBJECT
ACTION_RENAME_DISK
ACTION_SAME_LOCK
ACTION_SEEK
ACTION_SET_COMMENT
ACTION_SET_DATE
ACTION_SET_FILE_SIZE\textdegree{}
ACTION_SET_OWNER\textdegree{}
ACTION_SET_PROTECT
ACTION_WRITE\textdegree{}
```

\textdegree{} currently not supported in/on archive files/directories.

These two actions don't need to be implemented because the dos.library emulates them by using ACTION_EXAMINE_OBJECT and ACTION_EXAMINE_NEXT (and almost nobody uses them):

```
ACTION_EXAMINE_ALL
ACTION_EXAMINE_ALL_END
```


Actions that may be implemented, if needed:

- ACTION_ADD_NOTIFY
- ACTION_FREE_RECORD
- ACTION_LOCK_RECORD
- ACTION_MAKE_LINK
- ACTION_READ_LINK
- ACTION_REMOVE_NOTIFY

Actions that are not supported:

- ACTION_FORMAT
- ACTION_FLUSH
- ACTION_MORE_CACHE
- ACTION_INHIBIT
- ACTION_WRITE_PROTECT

This is the minimal list of packets that an underlying filesystem should support, if you want to use it through the ARCHHandler:

- ACTION_COPY_DIR
- ACTION_END
- ACTION_EXAMINE_NEXT
- ACTION_EXAMINE_OBJECT
- ACTION_FINDINPUT
- ACTION_FREE_LOCK
- ACTION_LOCATE_OBJECT
- ACTION_PARENT
- ACTION_READ
- ACTION_SAME_LOCK
- ACTION_SEEK

ARCHHandler also uses ACTION_CHANGE_MODE for exclusive (ACCESS_WRITE) locks on non-archive objects. If you want to use 2.0 packets (like ACTION_COPY_DIR_FH, ACTION_EXAMINE_FH...) the underlying filesystem should also support these.

ARCHHandler will also try to use these packets:

- ACTION_CHANGE_MODE
- ACTION_COPY_DIR_FH
- ACTION_FH_FROM_LOCK
- ACTION_SET_FILE_SIZE

but it will use other packets if the underlying filesystem doesn't understand those packets. Without ACTION_SET_FILE_SIZE, ARCHHandler can't change the length of archives, especially when you delete files from an archive (it will use another method to mark the end of the archive).

When ARCHHandler is trying to quit but it receives a ACTION_DISK_CHANGE before ARCHHandler has been able to free all resources it will reactivate itself. You can use this when you try to quit, but ARCHHandler isn't able to quit at that time, then you can reactivate ARCHHandler with a 'DiskChange ARC:'.

1.111 ARCHHandler: About the Author

ARCHHandler was written by Rafael D'Halleweyn.

If you have any questions, remarks, suggestions or bug reports please let

me know. You can contact me via EMail at:

Rafael.DHalleweyn@rug.ac.be

[if you only have fido-access you should send a message to UUCP (2:29/777.0) and the first line of the message should read 'To: Rafael.DHalleweyn@rug.ac.be', the second line should be empty]

or you can use normal mail, send it to:

Rafael D'Halleweyn
Perckhoevelaan 17
B-2610 Antwerpen

BELGIUM

When you report a bug you should at least include the following information: version of Kickstart and Workbench you are using, the volume that the problem occurred on, the filesystem that this volume is using.

ARCHHandler was beta-tested by Nico François, Johan Billing, Per-Anders Josefsson, Stefan Zeiger, Tom De Voeght, Peter Stuer, Erik Bergen, Aeneas Verhé, Nicola Salmoria and Manuel Lemos.

The translations were made by Antonio J. Gomez (Spanish), Nicola Salmoria (Italian), Tom De Voeght (Dutch), Manuel Lemos (Portuguese), Martin Stengle (German), Timo Kaikumaa (Finnish), Florent Monteilhet (French), Jacob Laursen (Danish), Magnus Holmgren and Roger Andersson (Swedish).

Tom De Voeght, Antonio J. Gomez and Erik Bergen helped me with the documentation (ie. this guide).

The excellent KingCON, by David Larsson, was used during the development.

Thanks guys. Do NOT try to send me the registration fee.

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