Default

COLLABORATORS

	TITLE : Default		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Default

1.1 Smarty v1.0 Guide English

                          Smarty v1.0

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(Please note that English is not my native language)

  Index

  What's Smarty ?
  What do I need ?

  How does it work ?

  MUI

  Shareware / Register
  Distribution

  Important
  Thanks...
  To do
  History

1.2 What's Smarty

What's Smarty ?

     Smarty is a little program that allows you to manipulate lists of
files, but it can't be considered a program like Dopus. It's oriented to
manipulate the files generated by a 3D program, or a board like VLab/Motion,
i.e., long lists of files.

1.3   What do I need ?

```
What do I need ?

     In order to execute Smarty, you need:

     -AmigaDOS v2.0+
     -MUI v2.3+

     The program has been tested on:

     A3000/25Mhz+18Mb RAM AmigaDOS 3.1
     A4000/040+Cyberstorm+CyberVision+(ALotOfRAM)
     A4000/040+10Mb RAM AmigaDOS 3.0
     A1200/030 28Mhz
     A1200/030 50Mhz


     (I mean _A LOT OF RAM_).
```

1.4   How does it work ?

```
How does it work ?

     The program has two main pages:

 Directories

     Here you have options to find the drawer your files are in.
     I think no explanation is required.

 Operation

     Here you operate with the files.

              FILE LIST

                                       ALL
                                      NONE
                                    TOGGLE
                                  WILDCARD
                                    SELECT
                                   STRETCH
                                  ADJACENT
                                     RANGE
          Information


                    HIDE
        SELECTED       UNSELECTED      UNHIDE ALL
                    FUNCTION
      DELETE    RENAME     COPY     MOVE      DUP
```

1.5   List

File list

This list contains the files in the drawer we have selected in the directories page.

Is a multi-select list.

1.6 Info

Information

Here you have information about the number of files in the list, as well as the number of selected entries.

1.7 ALL

ALL

Select all the files in the list.

1.8 NONE

NONE

Deselect all the files in the list.

1.9 Toggle

TOGGLE

Change the state (selected/deselected) of all the entries of the list.

1.10 WILDCARD

WILDCARD

Uses the function MatchPattern() to select/deselect the entries which match a given pattern.

The pattern can contain any AmigaDOS wildcard, for example:

```
?    -> Match a single character.
#?   -> Match any number of characters.
```

You can find information about wildcards in your AmigaDOS manual.

1.11 SELECT

SELECT

Allows "jump"-selection (or deselection) of files.

For example:

Select   1   every   10

Will select file number 1, 11, 21, 31...

1.12 STRETCH

STRETCH

In this function you specify the total number of files you want to be selected. The program does the rest.

Please remember:

-'Final' must be always greater than two, as at least the first and
 last entries will be selected.

1.13 ADJACENT

ADJACENT

This function selects the 'adjacent' file every selected entry.

If you export an animation by fields (1 file=1 field), you can select a whole frame (1 frame = 2 fields = 2 files) by only selecting a field and then using this function.

(clear enough ???)

1.14 RANGE

RANGE

'Range' selects the entries between two selected entries.

Actually it works with more than two selected entries. Just try it with four, six, eight selected entries (always an even number).

1.15 HIDE SEL

HIDE SELECTED

> "Hides" all the selected entries in the list.
> A hidden entry is not considered by the program.

1.16 HIDE UNSEL

HIDE UNSELECTED

> "Hides" all the NON-selected entries in the list.
> A hidden entry is not considered by the program.

1.17 UNHIDE ALL

UNHIDE ALL

> Re-reads the directory, unhidding all the entries.

1.18 DELETE

DELETE

> Deletes all the selected entries.

1.19 RENAME

RENAME

> Renames the selected entries. It requires some values:
>
> Base Name :   e.g. 'Pic.'
> Start Number: The first number to be used when renaming.
> Numbers: "Number of numbers" (e.g. 3 = 001, 002...)
> Extension: Extension to add at the end of the renamed files.
> Step: For example 2: 001, 003, 005...
> Reverse Rename:Clear ?.
>
> Please remember:
>
> -Smarty does not add '.' automatically.
>
> -Numbers, extension and step have default values. No need to fill them
> if you don't want to.
>
> -In Reverse Rename, renaming will take place from 'Start Number' and
> downwards. Keep this in mind.

1.20   COPY

COPY

    Copies all the selected entries to a drawer.

1.21   MOVE

MOVE

    Moves (copy & delete) all the selected entries.

1.22   DUP

DUP

    It duplicates all the selected entries. You can create up to 999 copies
of each file.

1.23   Sobre MUI

MUI

    This application uses MUI:

                    MUI – MagicUserInterface

                          Version 2.3

              (c) Copyright 1993/94 by Stefan Stuntz

                        – ShareWare –

    MUI is an object oriented system to create and maintain graphical user
    interfaces. From a programmers point of view, using MUI saves a lot of
    time and makes life much easier. Thinking about complicated terms like
    window resizing or font sensitivity is simply not neccesary.

    On the other hand, users of MUI based applications have the ability to
    customize nearly every pixel of a programs interface according to their
    personal taste.

        If you want to register directly, feel free to send

                        DM 30.- or US$ 20.-

```
                           to

                      Stefan Stuntz
                 Eduard-Spranger-Straße 7
                     80935 München
                        GERMANY
```

I think that with MUI 3.0 (3.1 ?) this fee has changed. Please refer
to original MUI docs.

1.24 Shareware

Shareware / Registering

Smarty v1.0 is Shareware.

This means you can use this demo version for a period of time (say, two
weeks) after which you'll have to register.

The demoversion of the program only works in the RAM: disk. Apart from this
is fully functional.

The register fee is 15$ US.

To register and get the fully working version of the program, please send a
letter to:

```
        Esteve Boix Sánchez
        C/Alcalde Armengou n11 7-1.
        08240 Manresa (Barcelona)
```

And please write (at least) your name and (full) address.
If you want you can tell me about your Amiga (configuration and so), and
why you decided to register (i.e. why do you use Smarty).

You can contact me through the following e-mail address, too:

```
        E46060031@est.eupvg.upc.es
```

If you prefer standard mail, send an empty disk and stamps so I can return
it to you with the registered version.

You can send the money the way you prefer (in the latter, postal gyro...),
but please make sure it's EASY for me to get it, and that I have no costs
on doing so.

When you register, you'll get the personalised version of the prog, and
you'll have two free upgrades. The following upgrades will be very low-cost.
An "upgrade" is adding new features to the program, not simply
bug-correction.

Please remember that when you register, you're telling the author (me :-),
that the program is being used by somebody, and so I'll keep improving it.

1.25 Important

Important

I'VE TESTED SMARTY FOR A (REASONABLE) PERIOD OF TIME, AND IN SEVERAL AMIGAS.
IT SEEMS STABLE, I.E., IT NOT CRASHES. ANYWAY I CANNOT BE RESPONSIBLE FOR
ANY PROBLEM/LOSS OF DATA/HEADACHE/ETC CAUSED BY SMARTY.

REMEMBER IT: BY RUNNING THE PROGRAM YOU FREE THE AUTHOR OF _ANY_
RESPONSABILITY. NO WARRANTIES.

USE IT AT YOUR OWN RISK.

1.26 Thanks to...

Thanks to...

    Antonio Urrutia: For the basic idea of the program, and beta-testing.

    Josep, Pedro, Víctor, Xavier: Beta-testing

    Wouter: For developing the Amiga E compiler, probably the best
            programing language in the world.

1.27 To do

To do

My to-do list includes:

  -Remove bugs.

  -Add support for the Locale.library.

  -Let the program execute an ARexx script for every selected entry.

  -Add new selection-functions.

  -Improve the Stretch function.

Of course, I'm waiting for suggestions.

1.28 History

History

v1.0 Rev a: First public release

1.29 Distribution

Distribution

'Smarty_Demo' is PD. This means you can freely copy it, but respecting the
following rules:

-You must distribute the original 'Smarty' distribution without a change.

-There must not be any profit selling this package.

-If you want to include it in a PD-serie, please send me a message. Maybe a
 newer version of the program is about to be released.

-Commercial distribution needs the written permission of the author.

This rules cannot be applied to 'Smarty' (non-demo-version), which can be
used only by the registered user.