

\$VER: HappyENV 0.7 (18-Jun-96)

COLLABORATORS

	<i>TITLE :</i> \$VER: HappyENV 0.7 (18-Jun-96)		
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Chapter 1

\$VER: HappyENV 0.7 (18-Jun-96)

1.1 HappyENV V0.7 documentation

HappyENV V0.7 documentation

June 18th 1996

Introduction

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Author

1.2 Introduction

This is a kind of RAM disk handler specialized for environment variables that are usually found in RAM:ENV. Because environment variables (short: ENV vars) are usually quite small and there are lots of them, HappyENV is optimized for lots of small files. This brings you the following advantages:

- * Smaller memory usage
- * Faster accessing of ENV vars
- * You can do "delete RAM:#? all" without hurting ENV vars
- * Conceptionally much cleaner than the RAM: concept

This works by providing you an AmigaDOS(TM) handler for a ENV: device.

And there is an additional feature:

Every time a ENV var is accessed and cannot be found in ENV:, HappyENV tries to copy it automatically from ENVARC:. This makes it possible to leave out copying the whole ENVARC: directory to ENV: during boottime.

To avoid many disk accesses HappyENV remembers files that are not in ENVARC:. So the additional advantages are:

- * Faster booting
- * Even smaller memory usage
- * You do not have to clean up ENVARC:, because unused files in it will not be copied to ENV:

HappyENV should run on every Amiga(TM), please tell me when it does not work correctly.

1.3 About its name

Everything calls itself "magic".

MagicWB, MagicLink, MagicED, MagicFile, MagicUserInterface, MagicShit, MagicLocker, MagicSelector, MagicC64, DesktopMagic, BlizzMagic, MagicWord, MagicTrash, MagicFileRequester, MagicColors, MagicCX, MagicMenu, MagicPtr, MagicClip, MaxonMagic, MagicClock, MagicEye, MagicFrames, MagicColors, ...

just to mention some of them, isn't this really annoying ???
And what is even disgusting: None of them is really magic and most of them are highly trivial !

If something names itself "magic", I wouldn't expect a miracle, but at least something which was generally thought of to be impossible to implement. If I can imagine how it is done by simply reading a short description of it, there can be no magic in it at all.

Now check the list above again and you will see that nothing is really magic, except maybe "MagicLocker".

What are the reasons to call all programs "magic" ? I can imagine two possibilities:

- 1.) Just naming a program after what it does is annoying, too. There needs to be added some redundancy to make it "unique". ;-)
- 2.) (I better do not say that here.)

So what has this to do with HappyENV ?

Well, I do not want to name it simply "ENV-Handler", so I thought about alternatives. The first idea was "MagicENV", but I forgot about it faster than it came, because of the above mentioned reasons.

The second idea was "HappyENV".

Surely this ENV-handler cannot be happy and your computer cannot be happy, too, but maybe it makes you happy. So there is more truth in the name than the "magic" programs have. And it isn't that annoying.

PS: If you are a author of a "magic" program, then please send your flames to NIL:.

1.4 Copyright & Disclaimer

This is a beta release and beta releases are known to be a bit buggish. Use it at your own risk !
I am not responsible for anything that happens, especially if it is something bad. :-)

HappyENV is CARDWARE. This means that if you keep it installed on your system you are obliged to send me a picture postcard (NOT an EMail, but you can additionally send an EMail).
By sending me a postcard, you get a legal user of HappyENV and all future versions of it. Using HappyENV without sending me a postcard is both immoral and illegal.

Please send me a picture postcard ! (Yes, I am talking to YOU!)
If nobody sends me one (which is quite probably the case), the next version will get an expensive and crippled piece of Shareware !

You are allowed to copy it as long as you do not charge more than the price for the medium (and maybe a REALLY SMALL copying fee).

Distribution is allowed on Aminet, Meeting Pearls and Fish CDROMs. If you put it on a PD/Shareware collection disk or CDROM (different from them above) or on a cover disk of a disk magazine, then please send me a free copy of it.

1.5 Installation

HappyENV is CARDWARE.
Please send me a picture postcard ! (Yes, I am talking to YOU!)
If nobody sends me one (which is quite probably the case), the next version will get an expensive and crippled piece of Shareware !

Since I do not know how it is possible to modify the startup-sequence from within an installer script (it seems that this is not supported), you have to install it manually.

First copy HappyENV-Handler to L: and MounENV to C: using a directory utility or shell. Then you need to modify your startup-sequence. It probably looks something like this:

```
-----  
Setpatch QUIET  
Version >NIL:  
Failat 21  
MakeDir RAM:T RAM:ENV  
Copy ENVARC: RAM:ENV ALL QUIET NOREQ  
Resident C:Assign  
Assign ENV: RAM:ENV  
Assign T: RAM:T  
etc. etc.  
-----
```

Now change the "Makedir ..." line to "MakeDir RAM:T" and delete the

"Copy ENVARC: ..." and the "Assign ENV: ..." line. Then you insert "MountENV" where the "Assign ENV: ..." line was. After that your startup-sequence should look like this:

```
-----  
Setpatch QUIET  
Version >NIL:  
Failat 21  
MakeDir RAM:T  
Resident C:Assign  
MountENV  
Assign T: RAM:T  
etc. etc.  
-----
```

1.6 Technical notes

There is a debug version for those who want to play around with it. It is named HappyENV-Handler.debug so you can rename it to HappyENV-Handler or use the Mount command to make use of it. You need a debugging terminal or sushi (the program, not the fishy one :-) to see debugging output.

Mounting using the Mount command:

It is not possible to mount a device named ENV: using the OS3.0+ Mount command, because Mount itself needs ENV: to be present.
Example Mountlist entry:

```
-----  
TEST:  
  Handler = L:HappyENV-Handler  
  Stacksize = 2000  
  Priority = 5  
  GlobVec = -1  
#  
-----
```

1.7 Author

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Thanks go to:

- * Erik for lending me his A1200
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- * Christian for writing lots of mails to me