appinfo

COLLABORATORS			
	TITLE : appinfo		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 20, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

appinfo

1.1   AppInfo Contents...

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```

1.2   Installation

AppInfo is simplicity itself to install. Simply drag the icon to the directory of your choice and double-click it to start.

You should also copy the file "types.dat" to this same directory.

An Install script is included for those of you who have the Commodore "Installer" program.

1.3   Dropping Multiple Icons

As I imagine you know, it's possible to select multiple icons on your Workbench by holding down the SHIFT key and clicking them with the left mouse button. This concept can be extended to Appicons in that they can accept more than a single icon as an "argument". Therefore, it is possible to gain information on any combination of icons by simply shift-selecting them and dragging them to the AppInfo Appicon.

1.4   What is AppInfo?

AppInfo is a small program that opens an Appicon on the screen
and then displays information on a file in a pop-up requester.

AppInfo accepts both file and disk icons, and will return specific
information on each. Filetype checking is also employed on file icons,
allowing you to check if, for example, a picture is an IFF picture.

1.5   What's an Appicon?

An Appicon is an extension of the original icon idea. An Appicon allows
you to either drop icons on top of it or double-click it. The exact
actions taken when you do this are dependant on the program. This is what
AppInfo does:

```
Double-click:
-------------
```

When you double-click the AppInfo icon, the program opens the inital
information requester, giving you a little information about AppInfo. From
here you can either read "MORE..." information on AppInfo, "EXIT" to the
Workbench but keeping the program open, or "QUIT", removing the Appicon
from the Workbench screen.

```
Icon-drop:
----------
```

When you drop icon(s) on the AppInfo Appicon, the program reads information
about the file from disk and opens a requester displaying this information

1.6   About Filetype Checking

AppInfo has the ability to recognise some of the different file types used
on the Amiga. When AppInfo determines that an icon dropped on to it is
indeed a file, it calls it's checking routine in an attempt to recognise
the file type used.

1.7   Conditions of re-distribution

This archive, it's executables and documentation *must* be kept intact on
any subsequent re-distribution. NO charge must be made for this program,
other than a *small* charge for copying and administration costs (ideally
less than two pounds sterling). If anyone discovers that this archive is
being "sold" i.e. more than a reasonable charge being made for it, I would
appreciate notification and I will take the appropriate action.

If you use AppInfo, then drop me a line. This way, I will be able to send
updates/improvements/new-programs to you. I love to hear from others, so
come one! :)

1.8 Contacting me

Electronic Mail:

        mebby@enterprise.net

You can write to me at:

    MICHAEL GRIGGS (<<--- The name given to me by my parents)
    Palette   (<<--- The name of the house)
    Black Barn   (<<--- The name of the area)
    Gedney Marsh   (<<--- The name of the village)
    SPALDING   (<<--- The nearest postal town)
    Lincs   (<<--- The County)
    PE12 9NE   (<<--- The Postcode)
    England   (<<--- The country :-))
    Sol   (<<--- The Solar System))
                    ^
                    |
                    |-- If you think this is patronising, you should see the
                        amount of mail I get with incorrect addresses!!

1.9 System Requirements

To function, AppInfo requires *at least* Version 37 of the Amiga Operating
System i.e. people who have KickStart 2.04++ can use it. Anyone who has an
operating system older than this (i.e. version 34, KickStart 1.3) should
UPGRADE RIGHT NOW! You really *don't* know what you're missing!

AppInfo *should* work with only 512k RAM, although I haven't done any
particular low-memory tests.

1.10 AmigaE

A bloody brilliant language. A bit ropey up to Version 2.1b, but now it's
absolutely sublime. It's public domain (ShareWare) and has phenomenal
support from the E Mailing List et. al.

I suggest you get a copy of AmigaE *right now* if you're at all interested
in programming the Amiga. More expandable than C, easier to learn that
Assembler, better support than Pascal...it's perfect.

1.11   Adding more file types

Adding more filetypes to AppInfo is *easy*. All of the filetype
definitions are held in a file called "types.dat". This is an ASCII
file which contains the header and a line of information about that
header. For example, for an IFF picture file, the entry is:

```
        ILBM                 ;<<- Header definition
        IFF Picture File     ;<<- Filetype Description

        (information behind ';'s are comments and are NOT
         included in the file)
```

So, therefore, all you need to do to add a new filetype is load the
"types.dat" file into a text editor (Ed will do), skip to the end of
the file and add the Header Definition on a NEW line. Then type in
the Description for the Header on another NEW line.

At the top of the file, the first line reads:

```
   "SIZERxxx"
```

...where xxx is the number of filetypes held in the file. When you
add a new filetype, this counter must be increased by one for each
entry you add.

(PLEASE NOTE THAT NEW FILETYPES SHOULD BE ADDED AT THE *END* OF THE
TYPES.DAT FILE, NOT AT THE BEGINNING, OTHERWISE YOU RISK SCREWING UP
THE HEADER AND RENDERING THE DATA FILE INVALID)

1.12   Credits and Thanks

Nico Francois - Reqtools.library truly is the *best* third-party requester
                library that money doesn't need to buy :-) Nico, will you
                marry me? :-)))

Wouter Van Oo... - Creator of the world's most brilliant programming
                   language, Amiga E. Arise, Sir Wouter...

Phil Snell - Thanks for suggesting filetype recognition and for
             having a fast modem :-))

1.13   Technical Support

Firstly, on this disk (or in this archive) there is a file called
BUG_REPORT. Either print this out - or if you haven't got a printer,
copy it out on to a sheet of paper - and fill in *all* of the
sections. If you send this to me I will be able
to deal with your problems very easily.

There. Sorted. No more ambiguous complaints like: "It doesn't
load".