

DFaultD

A "DeFault Directory" tool for the Mac.
DFaultD Version 2.23 © Jon Gotow, 1991.
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1. For Those Who Don't Read Manuals:

DFaultD is fairly straightforward to use, once you know what it does. If you don't want to read this whole document, just scan the introduction and overview, and then go to it. There is extensive online help available in the cdev (click on the DFaultD icon), and, for System 7 users, balloon help is available for all the major functions. The only points which are less-than-obvious are adding Desk Accessories and things like Font/DA Juggler to your link sets, and the function of some of the options available in the "Prefs..." dialog. You may have to come back to the docs or use the online help for these topics.

2. Upgrading from Versions 2.0 and 2.1:

Version 2.0 and 2.1 users can use Resedit to copy the 'JKGd', 'JKGf', and 'JKGr' resources from their old copy to the new one. This will transfer all the link set and preferences information. Any of these resources which exist in the new copy should be deleted before you insert the resources from your old copy. Users of pre-2.0 versions will have to enter all their information via the control panel interface - sorry, folks, but that's the price of progress sometimes.

3. Introduction:

The concept for this cdev arose out of a particular inconvenience inherent in otherwise wonderful utilities like HD Runner and On Cue. The problem with these programs is that although you can conveniently launch an application from just about anywhere, there's no way to set the folder you want the application to use when you do an "Open..." or "Save..." (except by launching it with an attached document that resides in that folder, then closing that document and opening the one you want - a major kludge). You get the convenience of quick launching, but then have to go dredging through your entire folder hierarchy anyway so you can open or save a file. Not a pretty picture.

One look at most peoples' computing habits reveals a need to associate particular folders with certain applications, since individuals generally use certain combinations on a regular basis. For example, when programming a project like this one, I want all my programming tools to default to the folder where I'm doing my development. Also, I always download and unstuff new toys from bboards in the same folder, so I want my terminal emulator and Disk Doubler to default to that folder. Basically, one needs something that sets a "default directory" (ahem, "folder") for each application. DFaultD lets you do just that.

DFaultD also provides other "folder management" features. Primarily, it gives you a pop-up menu in your file dialogs. This menu lets you switch to the default folder of the current application or DA, switch to one of the last ten folders you've used, or switch to one of a number of folders which you've permanently added to the menu. It also lets you switch between volumes rather than repeatedly banging on the "Drive" button, and saves the last folder you used on each drive, rather than always switching to the top level of the folder hierarchy on each disk. If you're running System 7, the "Drive" button has been taken away altogether, making this feature even more useful, in my opinion. I've also added a "New Folder" item to the folder menu because I got tired of not being able to create folders when unstuffing downloaded stuff.

I realize that some of these features duplicate those of Boomerang and Super Boomerang, but I felt that they were consistent with the function of DFAULTD, and I don't use Boomerang for a number of reasons. Ah well, enough digression. On to the explanation...

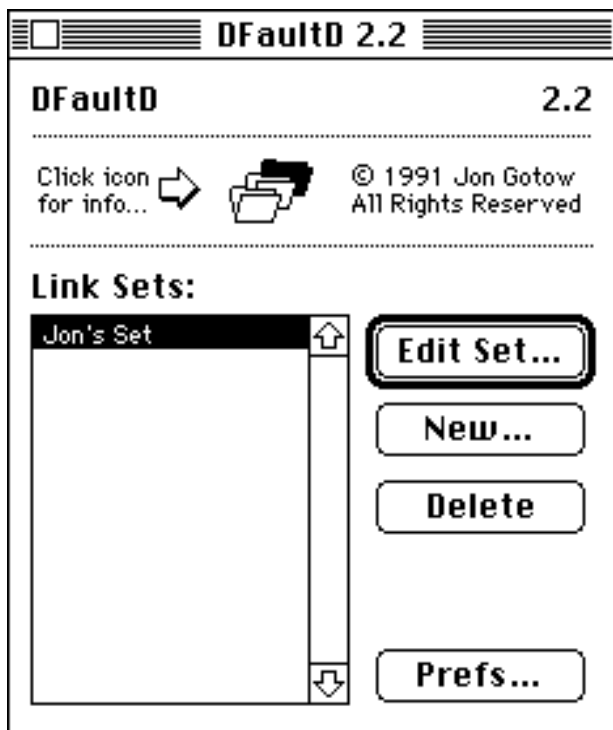
4. Operation:

4.1. Overview:

DFaultD lets you set up different "Link Sets," so you can configure any number of work environments with different default folders linked to the same bunch of applications. This is useful if you have more than one person using the same computer, or if you use your Mac in very different ways, such as programming, work, and running your home business. You can configure a set of default folders for each different mode in which you use your Mac.

When you launch a DA or a linked application by itself (ie. not by double clicking on a document), DFAULTD sets things up so the file dialog boxes initially open in your default folder. If you launch an application with an associated document, DFAULTD will not switch the file dialogs to your default folder, but you can use DFAULTD's pop-up menu in the file dialogs to switch afterwards. Similarly, you can use the pop-up menu to switch back to your default folder after switching away to hunt for a file elsewhere.

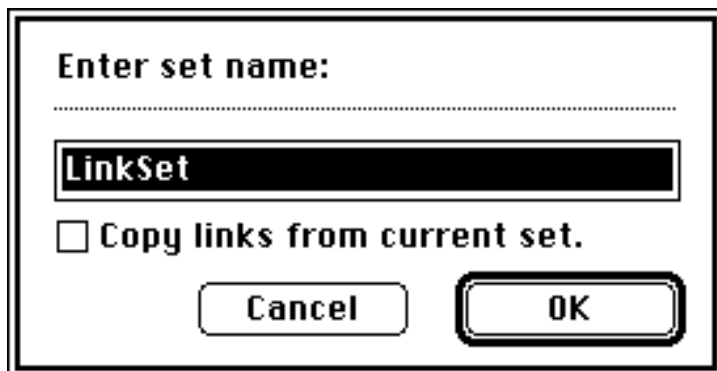
The control panel interface for DFAULTD is shown below. Note that this is the control panel interface from System 7 - pre-7.0 users will get the little scrolling list of icons on the left side, but otherwise, the appearance is the same. The major functions are all performed in dialog boxes which DFAULTD puts up in response to your clicks on various buttons. These functions are all described in the sections that follow.



4.2. Adding and Deleting Link Sets:

To add and delete link sets, you use the "New..." and "Delete" buttons which the control panel presents to you.

New... Puts up the dialog box below to allow you to create and name a new application set.



The dialog box has a title bar and a main area. The title bar contains the text "Enter set name:". Below the title bar is a text input field with the text "LinkSet". Below the input field is a checkbox with the label "Copy links from current set.". At the bottom of the dialog box are two buttons: "Cancel" and "OK".

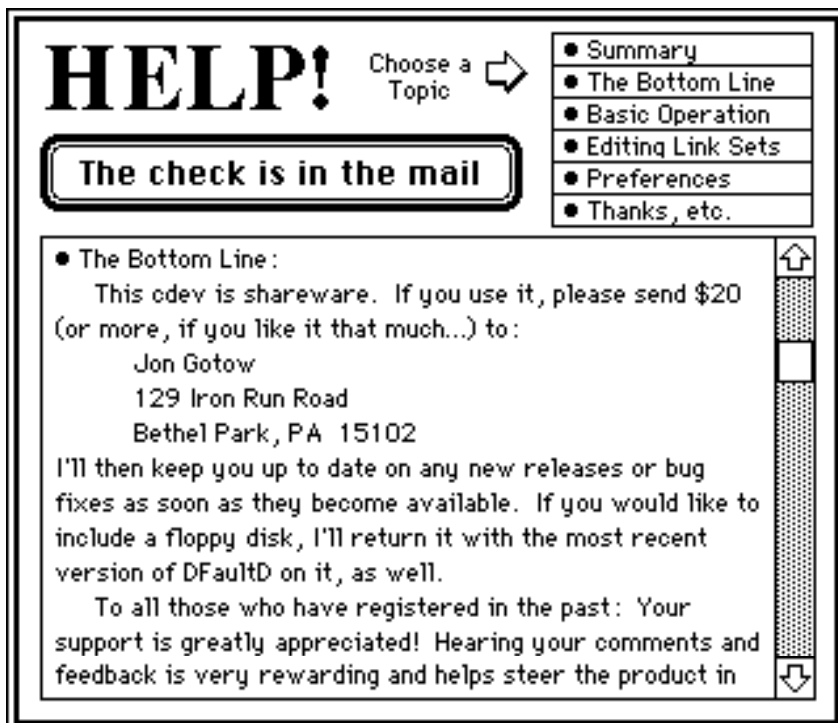
If an old set was selected when you clicked "New...," you are also given the option to copy all the links from the old set by checking the "Copy links from current set" checkbox. This feature is very useful for setting up a standard set of applications and folders, and then copying and customizing it to form several sets for specific users or work scenarios.

Delete The "Delete" button allows you to delete the currently selected application set and all its associated links (never would have guessed that one, eh?). You are normally asked to confirm the deletion, but if you hold the option key down while clicking on "Delete," DFAULTD assumes you know what you're doing and deletes without confirmation. This principle holds throughout DFAULTD's control panel interface.

The link set which DFAULTD uses to set the default folder at application launch time and in its pop-up menu is the one which is selected when you exit from the cdev.

4.3. Online Help:

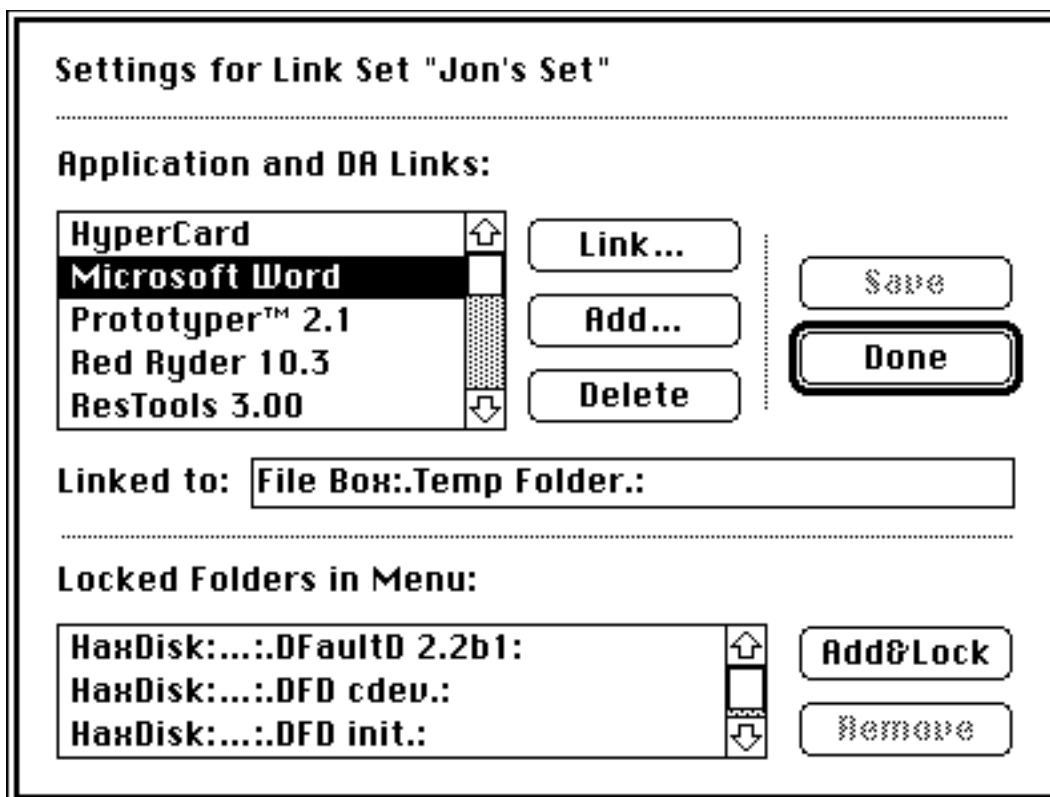
Clicking on the DFAULTD icon gets you a scrollable dialog with generous amounts of help and explanation, as shown below.



Clicking on one of the topics in the index located at the upper right will jump directly to that topic. The up and down arrow keys also work for scrolling the text as you read.

4.4. Editing Link Sets:

Clicking the "Edit..." button or hitting the carriage return key in the control panel interface puts you in the link set editing dialog, illustrated below.



When you select an application or DA in the "Application and DA Links" list, the folder to which that application or DA is linked appears in the "Linked to Folder:" box.

Add... (⌘A) Allows you to add a new application or desk accessory to the link set. It automatically prompts you to link the application or DA to a folder when you add it, and displays the linked folder name in the "Linked to Folder:" box.

Note that when adding desk accessories, DFAULTD will put up a list of all the DA's in a file if there is more than one, and prompt you to choose one of them to add. Also, the DA file must have the file type DFIL (a Font/DA mover file) or, under System 7, 'dfil' (a System 7 style DA). For goofy INITs like Font/DA Juggler which add themselves as DA's at boot time, and for DA's installed in the system file or in an application, click on the "Show All Files" checkbox in the file dialog to select any type of file.

Link... (⌘L) Allows you to specify a new default folder link for the application or DA selected in the "Application and DA Links" box. This button is only enabled if you have selected an application or DA from the list - ie. it won't let you specify a folder to link to nothing (kinda makes sense, eh?).

Delete (⌘D) Deletes the selected application from the application and DA list. Again, this button is only enabled if you have selected something to delete.

Add&Lock (⌘&) Adds a folder to the list of locked menu folders. These are folders which will always appear in DFAULTD's pop-up menu - ie. they should be things you use a whole lot.

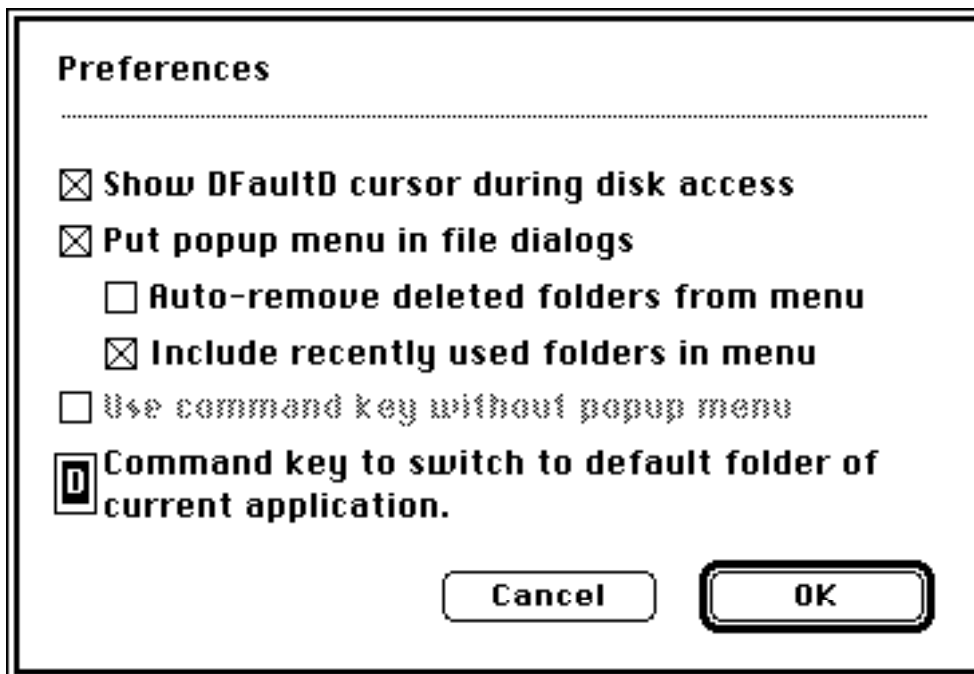
Remove (⌘R) Removes a folder name from the locked folders list. The "Remove" button is only enabled if a folder in the "Locked Folders in Menu" box is selected.

Save (⌘S) Saves any changes you have made to the link set you've been editing.

Done (carriage return) Exits back to the control panel. If you haven't saved your changes, you will be prompted to do so. As in other parts of DFAULTD's control panel interface, holding down the option key bypasses the "Are you sure?" check.

4.5. Options:

Clicking on the "Options..." button or typing ⌘O in the Control Panel brings up the options dialog:



Options are controlled by checking and unchecking the different boxes, as follows:

Show DFaultD cursor during disk access. DFaultD needs to do disk access when you change any settings in the cdev or if you use the "Remove deleted folders from menu before putting up a file dialog" option. Checking the "Show cursor" option tells DFaultD to display a miniature version of its icon while it is doing disk access. I included this mainly as a means of determining roughly how much system time DFaultD was taking.

Put pop-up menu in file dialogs. Check this to use the DFaultD pop-up menu in file dialogs. The remaining options pertain to various aspects of the pop-up menu.

Note that the pop-up menu requires System 6.0 or later to operate.

Auto-remove deleted folders from menu. Before a file dialog comes up, DFaultD will normally check to see if all the folders in its menu still exist. If any have been deleted, it removes them from the pop-up menu. This is very friendly, but a bit slow (especially on a network) since DFaultD must look at the disk to see if each of the folders exists. Unchecking this box defeats this, making the file dialogs a little more speedy, but you may occasionally end up with nonexistent folders in the menu (this doesn't do any harm - it just ain't pretty). Checking the "Show DFaultD cursor during DFaultD's disk access" option will give you a better idea of how long this actually takes on your system.

Include recently used folders in menu. This option saves the last ten folders you used and displays them as items in the pop-up menu. That way you can quickly switch back to a folder you recently accessed. Note that I classify "accessing" a folder as clicking either the "Open" or "Cancel" buttons while a folder is displayed in the file dialog.

Use command key without pop-up menu. This option makes itself available whenever you choose not to use DFaultD's pop-up menu. It allows you to still use a command key equivalent to switch to the current application's default folder, even though the pop-up menu with that command key equivalent does not exist.

Command key to switch to the default folder of the current application. Hitting any alphabetic key will change the "Use Default" command key. In file dialog boxes, this command key lets you quickly switch to the default folder of the current application, if one exists. The command key does not work for Desk Accessories - you have to manually switch to them using the pop-up menu.

5. System Requirements:

The default folder setting part of DFaultD simply requires Apple's Hierarchical File System (HFS) to run, so it should work fine on a Macintosh 512KE or higher. If you try to run it on a machine without HFS, DFaultD will simply not do anything at all.

In order to use the pop-up menu feature, you must be running System Software Version 6.0 or higher. Again, DFaultD will refuse to let you use the pop-up menu if you're not running 6.0 or newer.

6. Known Problems:

There's a known conflict between DFaultD and Suitcase II, due to Suitcase's somewhat unorthodox way of patching the system to do its juggling of desk accessories. DFaultD will not correctly set links to DAs unless it is loaded after Suitcase upon bootup. This means renaming DFaultD or Suitcase so that Suitcase precedes DFaultD alphabetically.

7. Shareware Registration:

I'm distributing this as shareware (\$20), and would appreciate your sending your registration fees to me at the address below. If you paid \$7 for Version 1.0, or \$15 for Version 2.0, thanks very much for your support - you needn't send any more money unless you'd like to help out a poor starving research engineer... I'd also like to hear impressions and bug reports from anyone who cares to write me a postcard at:

Jon Gotow
129 Iron Run Road
Bethel Park, PA 15102

I can also be reached by electronic mail at the following addresses:

ARPAnet: jong@k.gp.cs.cmu.edu
GEIne Mail: J.GOTOW
Compuserve:72330,3455

By the way, DFaultD is a copyrighted product and I retain sole rights to it. It is not to be redistributed for profit (with the exception of BBSes like GEIne and Compuserve) or bundled with any other product without my written consent.

8. Thanks:

DFaultD was inspired primarily by the gripes and vision of a friend of mine, Adel Assaad. I'd like to thank him for his contributions to both the conceptual and user interface design.

Thanks to Adel, John, John, and John for beta testing.

Thanks to Paul Mercer for his ShowInit code.

Thanks to Michael Kahl and all the folks who made Lightspeed - whoops - Think C the most fantastic development environment around. Four second turnaround is great for testing all those minor little changes you always make at the end.

TMON is wonderful - thanks to ICOM Simulations. If you program and you don't own TMON, you're wasting a lot of time....

"Thanks" to Microsoft, who's programmers seem to have a wonderful knack for making all other programmers' lives a little more difficult. They have their own special little piece of code in DFaultD's INIT, just to handle their "different" philosophy about the Mac toolbox.

Finally, the biggest thanks have to go to my wife, Jessica, for putting up with me disappearing into the study for hours (days?) at a time. Really, I promise I'll take out the garbage right after this one last change...

9. Revision History:

Version 2.23 fixes one bug and some inconsistencies in the code:

- DFaultD would sometimes crash under System 7 when trying to enforce a link if the folder had been deleted and the sound volume was set to zero (SysBeep crashed when trying to flash the menu bar).
- You can click next to the pop-up menu buttons and go up a folder level, as you would be able to do if DFaultD wasn't installed. This was disabled in previous releases.

Version 2.22 fixes a very nasty bug:

- A late night typo introduced a bug which could cause the stack to get corrupted, resulting in crashes at random times after a customized standard file box was invoked. Thanks to Aron Nelson for finding this one as a conflict with Handoff II.

Version 2.21 fixes a very minor bug:

- A misplaced HLock() call caused an unpleasant interface bug when DFaultD was used with the OpenWide control panel device.

Version 2.2 adds support for System 7.0 and the following additions:

- Fixed a bug in the patching of traps which caused DFaultD to crash on startup under System 7.
- Under System 7, DFaultD patches InitMenus() rather than InitAllPacks() to catch the startup of applications. This was necessary because at InitAllPacks() time, the Apple Events which tell the application which files to open hadn't been posted yet.

- The startup message which displayed the current link set was removed, as per Apple's guidelines.
- Support was added for Apple Events that are used to open and print documents from System 7 aware applications.
- Balloon help was added for the control panel device and for the Finder's balloon help.
- The icon for DFaultD was changed - some marketing people at a company that briefly licensed DFaultD thought that the old icon was too suggestive of bondage or some such.
- The interface for the cdev was cleaned up considerably (thanks to the unnamed company which licensed DFaultD for helping me with that).
- The link set editor has been modified to make it more intuitive.
- The pop-up menu now presents a couple of buttons rather than mysteriously popping up from out of the volume name.
- The pop-up menu for file dialogs has been enhanced to support switching between drives and saving the last folder used on each drive.
- The pop-up folder menu has been given a "New Folder" command to allow the creation of folders from within file dialog boxes.

Version 2.02 adds two bug-fixes and a couple of additions:

- A programming error caused the DFaultD cdev to crash under Multifinder 6.1b7 - it actually should've crashed in other situations, but I just got lucky in prior system versions.
- Fixed a bug that caused the cdev to crash when adding folders on a TOPS network. TOPS is unusually picky about the way it patches one system trap.
- Holding down the shift key at startup now disables DFaultD, and the icon displayed indicates so.
- Holding down the command key when launching a DA disables DFaultD so that it won't change the directory.

Version 2.0 adds a bunch of new features and two bug-fixes:

- Added support for desk accessories, the most clamored-for feature.
- Added a pop-up menu similar to Boomerang's, which remembers the last 10 folders you used. The menu also lets you switch to an application's default folder whenever you want, and lets you "freeze" folders in the menu permanently.
- Included a scrolling help window in the cdev which explains things much more clearly.
- Added an options dialog to let you turn off the startup message, turn off the pop-up menu, set the command key equivalent for switching to the default folder, and some other, more technical stuff.
- Bulletproofed everything a little better against problems which occur when DFaultD is run on machines without adequate features (specifically, HFS and System 6.0).
- Fixed a bug which caused the wrong volume name to be shown in the disk-switch alert (a very strange interaction with the system error handler).
- Fixed a conflict with Quickeys version 1.1 (even though that version's obsolete, and has been for quite some time).

Version 1.01 fixed a bug in 1.0 that caused the Add... and Link... SFGetFile dialogs to "not show" the last item if the list had to be scrolled. This was simply my naive assumption that the System would resize the list box to an even number of text lines before displaying the files, which it doesn't. What resulted was that the last file or folder name was shown, but the list box was sized so that you could only see 2 pixels at the top of the file name. Whoops. A simple ResEdit fix. Thanks to D.L. Fuller for pointing this one out.

The Add... and Link... functions were also modified to remember the last disk and folder they used.