

dopus5

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	TITLE : dopus5		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

dopus5

1.1 dopus5.guide

Help Introduction for Directory Opus 5

This help system been designed to allow you to quickly skip to items or commands of interest. It is not designed to replace the manual and has only brief explanations of the Opus 5 functions.

The Opus 5 Visual Display Objects Opus 5 can be run with a myriad of different configurations for almost every conceivable use. However, the essential nature of the Opus 5 display consists of a few simple component windows and objects -

The Main Window The parent window of the Opus 5 system.

Listers: Independent Windows which display lists of files and directories.

Button Banks: Windows which display custom action buttons showing text or graphic images.

Configuration and Options: These requesters allow you to customise the visual display and procedural operations of Directory Opus 5.

See the ~Index~ or the list of Opus 5 ~Commands~ for more details.

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```

1.3 Show

Show NAME/F

The Show command allows you to display IFF ILBM pictures, brushes and animations. It will also display other picture formats via the datatypes system of OS3.0 and higher.

Opus 5 will show most pictures and brushes, including overscan, extra halfbrite (EHB), HAM (4096 colour) pictures, and AGA 8 bit pictures.

Under OS3.0 and higher, if a file is a different format picture for which a datatype is installed, the picture will be displayed by that datatype.

The following keys can be used when viewing a picture or animation.

```

Mouse Pointer Scroll
Esc or Right Mouse Button Abort
Q or Left Mouse Button Next
Space, Help or P Help and Print Requester

```

These keys can be used when viewing an Animation.

```

S           Starts and Stops
N           Next Frame
-           Slow Down
=           Speed Up
           Original Speed
F1 - F10   Various Speeds (F1=Fastest)

```

1.4 AddIcon

AddIcon NAME/F

AddIcon allows you to add icons to all selected entries in the active directory window. Directory Opus will automatically sense what type of file it is and add the appropriate icon (drawer, tool or project). The system Default icons are used unless you have specified the name of your own icons within the ~Configuration~ .

This command operates in all files selected in all current ~SRCE~ listers.

1.5 All

All

The All button selects all entries in any and all of the current ~SRCE~ directory windows.

1.6 AnsiRead

AnsiRead NAME/F

The AnsiRead command brings up the same file reader as ~Read~ except that it handles the special ANSI control sequences.

1.7 Commands

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```

1.8 CacheList

CacheList

This command displays a list of all the currently buffered directories. You may then click on one of the displayed buffers to jump to that buffer immediately, rather than clicking the arrows to cycle through the buffers one by one.

If there is no current ~SRCE~ lister, the command will open a new lister.

1.9 CheckFit

CheckFit

The CheckFit command tests whether the selected files will fit on the destination drive. The command displays a requester which will display the number of bytes needed, the available space, and the percentage of the file which will fit on the destination drive.

CheckFit works between ALL ~SRCE~ directories to the first ~DEST~ directory ONLY.

1.10 ClearSizes

ClearSizes

The ClearSizes command will clear the sizes for selected directories in all ~SRCE~ listers, but not for selected files. This will make it possible for another ~GetSizes~ to rescan the selected directory.

1.11 Confirm

Confirm TEXT/F

The confirm command calls a requester for the user to either confirm or not confirm the continuation of the present action. This command allows the implementation of a safely net like what would be associated with a delete command.

1.12 Copy

Copy NAME/K, TO/F

The Copy button copies the selected file from the ~SRCE~ directory to the ~DEST~ directory.

If any directories are selected to copy, the global setting of the ~'Recursive~Filter'~ will be used to determine which files will be copied.

If multiple SRCE or multiple DEST directories are selected, the copy command will copy all selected items from the SRCE directories to all the DEST directories in turn.

1.13 CopyAs

CopyAs NAME/K, NEWNAME/K, TO/F

The CopyAs function is similar to ~Copy~ except that the entries are copied to the ~DEST~ directory using new names that you specify. Wildcards~can be used with the naming.

If any directories are selected to copy, the ~Recursive~Filter~ will be used to determine which files will be copied.

If multiple ~SRCE~ or multiple DEST directories are selected, the copy command will copy all selected items from the SRCE directories to all the DEST directories in turn.

1.14 DateStamp

DateStamp NAME/K, DATE/F

The Datestamp command allows you to change the datestamp of the selected files and directories in the active directory window. When you select directories, you are asked whether you wish the files within them to have their datestamps modified also.

If any directories are selected to datestamp, the ~'Recursive~Filter'~ will be used to determine which files will be datestamped.

For each entry, you are presented with a requester. If you wish the file to have its datestamp set to the current date and time, simply press return. Otherwise, enter the date and time you want. To set the datestamp of all selected entries you should select the All button from the datestamp requester.

Choose 'Ok' or press return to set the datestamp one file at a time.

1.15 Delete

Delete NAME/F

Delete will delete all selected entries in ALL current ~SRCE~ directory windows.

Be careful with this, as it is easy to wipe out valuable data if you are careless. Directory Opus's default ~Configuration~ brings up a requester before deleting. Nevertheless, you should always double check the selected files before clicking this button.

The Delete command works on ALL SRCE listers in turn.

1.16 DeviceList

DeviceList

This command displays a list of all devices, volumes and assigned directories present in the system in the current ~SRCE~ lister. You may then read in these devices by clicking on them.

If there is no current SRCE lister, the command will open a new lister.

1.17 DiskInfo

DiskInfo

DiskInfo displays some information about the disk the active directory resides on, including space used and free, datestamp and number of errors on the disk.

1.18 DoubleClick

DoubleClick NAME/F

This command executes the defined action for DoubleClick as defined by the user for files of the selected type. In other words, it performs the same action as if you, for example, double-clicked on a file.

1.19 DragNDrop

DragNDrop NAME/F

This command executes the defined action for DragNDrop as defined by the user for files of the selected type.

1.20 Duplicate

Duplicate NAME/K, NEWNAME/K

Duplicate allows you to make a copy of selected entries in the same directory, but with different names. A requester will appear for each entry, asking for the new name.

The Duplicate command works on ALL ~SRCE~ listers.

1.21 Diskcopy

Diskcopy

This command will bring up the Opus ~Diskcopy~Requester~ allowing you to select the source and destination drives and parameters for copying disk.

1.22 Diskcopy Requester

Diskcopy Requester

The Diskcopy Requester allows you to oversee the copying of disks. The Requester has the following fields -

From...

This list contains the possible disk drives that may be used as the source. When you click on one, it becomes the selected drive.

To...

This list contains the possible destination drives which are compatible with the selected source drive. The source disk drive is always available as a destination to allow you to make single drive copies.

Verify

This button allows you to turn off the integrity verification when writing data to the destination drive. Although it is faster, you probably won't want to do this.

Bump Name

This button allows you to change the volume name using the same naming convention as Workbench's DiskCopy.

This function will not copy any protected software, or non-AmigaDOS format disks.

1.23 Encrypt

Encrypt NAME/K, PASSWORD/K, TO/F

This function will encrypt all selected files, using the password that you enter. The resulting files are not written over the originals, but are instead written to the destination directory. They will be the same size as the original files, so you can ensure you have ~Enough~Room~ in the ~Destination~ directory.

To decrypt a previously encrypted file, you should enter the same password preceded by a minus sign. For example, to decrypt files you encrypted with the password 'FOO', select the fields, choose the encrypt function and enter '-FOO' as the password.

This command operates in all files selected in all current ~SRCE~ listers.

1.24 FindFile

FindFile

The FindFile command will search all selected subdirectories in all ~SRCE~ listers for a specified file or files. A requester will appear asking for the pattern for which to ~Search~ . You can use full pattern matching for this search.

If a file matching the pattern is found, you are asked if you wish to enter the directory containing it, or to continue the search. If you elect to enter the directory, the directory will be read and then all matching entries will be highlighted.

You can also select entire devices to search, using the ~DEVICE~LIST~ feature.

1.25 FinishSection

FinishSection

The FinishSection command forces any preceding programs (AmigaDOS, Workbench, Batch or ARexx) to executing before carrying on to the next command.

1.26 Format Requester

The Format Requester allows you to control the formatting of devices. The list on the left side of the requester contains the devices which you can format. The selected device is highlighted. Be sure the device you intend to format is the one that is highlighted! The other sections of the requester are -

Name

This field allows you to give the drive to be formatted a volume name.

Fast File System

This allows you to format a device using the Fast File System option of AmigaDOS.

International Mode

This allows file and directory names to include accented characters.

Directory Caching

Directory caching mode will decrease the directory reading speed will be much greater.

Put Trashcan

This button allows you to put a trashcan in the root directory of the newly formatted device.

Make Bootable

This button will 'Install' the disk with a standard AmigaDOS boot sector after it has been formatted, this making a bootable disk.

Verify

This button allows you to disable the format verification. The process is faster with Verify turned off, but you won't be made aware of any errors, so it's better to leave Verify turned on unless you completely trust your disks.

Format

This button begins the formatting process. Be very careful you have selected the correct device. Once a Format begins, it can be aborted, but data will be lost!

Quick Format

When this button is selected, the disk will just be initialised. This provides an extremely fast way to erase an old disk. This will not work on new disks, however; only on disks that have previously been formatted.

Cancel

This button will abort without attempting a Format.

1.27 Format

Format

This allows you to format a new disk. Without arguments, the command will display the Opus ~Format~Requester~ allowing you to choose the disk to format and other parameters.

1.28 FreeCaches

FreeCaches

This command will clear the contents of all the directory buffers other than any that are currently displayed. All unused memory will be deallocated. This is a good way to free memory quickly if you have lots of used buffers and are running a bit low on memory.

1.29 GetSizes

GetSizes

The GetSizes command causes any selected subdirectories in ALL SRCE listers to be scanned. The scanning process calculates the total size, in bytes, of all files contained in the subdirectory. Once scanned, the subdirectory will be displayed.

If a subdirectory has been previously scanned, it will not be rescanned when you select the GetSizes button.

The GetSizes button also displays in the status bar the number of files, directories and bytes that have been selected out of the total number of files, directories and bytes. If there is enough space for the total selected bytes on the disk in the destination directory window, all selected files would fit on the destination disk if they were copied and a 'Y' will be displayed after the count. If they won't fit, a 'N' will be displayed.

If you select an operation which causes a subdirectory to be scanned (e.g., ~Copy~ , ~Protect~ , Hunt, etc.), the size will be displayed as though you had performed a GetSizes.

GetSizes works on ALL ~SRCE~ listers in turn.

1.30 HexRead

HexRead NAME/F

The HexRead button will read the selected files in the same way as ~READ~ , except in hexadecimal format. This allows you to view binary files and other files containing non-text characters.

1.31 IconInfo

IconInfo NAME/F

This command allows you to modify the characteristics of icons such as Stack size, Default Tool and Tool Types. It operates in a similar fashion to the Information menu of Workbench.

To use this command you may either select the '.info' files themselves or the actual files or directories the icons belong to.

A requester will appear when you run this command on a valid icon. The actual appearance of the requester will vary depending on the type of icon, but in all cases the actual icon imagery will be displayed.

1.32 LeaveOut

LeaveOut NAME/F

Places the currently selected files on the Opus Main Window and leaves them out for easy access. The command works on all selected files (and directories) in all current ~SRCE~ listers.

1.33 LoadButtons

LoadButtons NAME/F

This command takes a filename as an argument and loads the button's component files as named. If only a simple file name is given the function searches in the appropriate Opus 5 path of DOpus5:Buttons/ for the specified file. If a full pathname is given, the command will use that pathname instead.

1.34 LoadEnvironment

LoadEnvironment NAME/F

This function takes a filename as an argument and loads the environment component files as named. LoadEnvironment will then reset the program operation to the newly loaded parameters.

If only a simple file name is given, each command searches in the appropriate Opus 5 path of DOpus5:Environment/ for the specified file. If a full pathname is given, the command will use that pathname instead.

1.35 LoadOptions

LoadOptions NAME/F

This command takes a filename as an argument and loads the component files named. LoadOptions will then reset the program operation to the newly loaded parameters.

If only a simple file name is given, the command searches in the

appropriate Opus 5 path of Dopus5:Settings/ for the specified file. If a full pathname is given, the command will use that pathname instead.

1.36 MakeDir

Makedir NAME/K, NOICON/S

Makedir allows you to create a new subdirectory in the ~SRCE~ directory window; its name is limited to 30 characters. From the displayed requester you can choose whether to create an icon with the new directory or not. Entering a name and just pressing RETURN will either create an icon or not according to the status of the global Settings menu, ~Create~Icons~ . The name of the directory is limited to 25 characters if Create Icons is enabled.

If the optional NAME is used, the command will not ask for the directory name but will make it immediately in the current SRCE directory.

If the optional NOICON switch is used, the directory will be made without an associated '.info' file. Otherwise, the command obeys the global Create Icons setting.

The MakeDir command works on the first SRCE directory ONLY.

1.37 Move

Move NAME/K, TO/F

This function will move all selected entries from the ~SRCE~ directory to the ~DEST~ directory. The entry will no longer exist in its original place.

If any directories are selected to move, the ~Recursive~Filter~ will be used to determine which files will be copied.

If the Move operation is on the same device, Opus 5 actually uses the ~Rename~~ command. On different devices, ~Copy~ and ~Delete~ commands are used.

Be careful with this function. Opus 5 will delete the file if you are moving it to a different device.

Move acts on a single destination ONLY.

1.38 MoveAs

MoveAs NAME/K, NEWNAME/K, TO/F

MoveAs performs the same function as ~Move~ but allows you to give each entry a new name before it is moved.

MoveAs acts on a single destination ONLY.

1.39 None

None

The None button deselects all entries in all ~source~ Listers.

1.40 Parent

Parent

The Parent button reads the parent directory of the directory open in the current ~SRCE~ directory window. If the parent directory is contained in the window's Buffer List, it will be displayed without rereading it.

This command acts on the first SRCE directory only.

1.41 Play

Play NAME/F

The Play command allows you to listen to sound files. This command plays IFF 8SVX format sound files, and raw data files. It will also play other sound formats via the datatypes system of OS3.0 and higher.

A small requester will appear while the sound is playing, showing the name and type of sound file, and the approximate playing time. To abort a sound before it has finished playing, click the Abort button in this requester, or click the Next button to move on to the next sound.

Because of deficiencies in the OS datatypes system, Opus will sometimes not notice when a sound being played through datatypes finishes playing. If this is the case, you will have to click the Next or Abort button manually.

1.42 PrintDir

PrintDir

This command allows you to print the directory shown in the current SRCE lister. The directory will be printed as it is currently displayed; to change the format of the print-out you must edit the lister format first. PrintDir works through the main ~Print~Requester~, allowing you full control over print formatting.

The command operates on the current ~SRCE~ lister ONLY.

1.43 Print

Print NAME/F

The Print command prints the selected files from all the current ~SRCE~ directories. It first displays a the Opus ~Print~Requester~ which allows you full control of Print formatting.

1.44 Print Requester

Print Requester

The Print Requester gives you full print formatting control for text files.

You may adjust the following configuration items:-

Left Margin

This field contains the number of characters to skip before printing each line.

Right Margin

This field contains the number of printed characters allowed on each line. The Left Margin characters are not included in this value.

Tab Size

This field contains the number of spaces to which a tab character is equivalent.

Quality

This button cycles between Letter, and Draft. Some printers can be toggled between letter and Draft quality printing.

Pitch

This button cycles between Pica, Elite, and Fine. These values specify the size of letters to print. Your printer will determine the exact dimensions of these values.

Output

By default, the output will be sent to the current Preferences

printer. However, you can redirect the output to a file of your choosing.

Printer: This option directs output to the printer.

File: When this option is enabled, output is directed to a selected disk file or device.

Configuration...

This button cycles between Header and Footer. The Title, Date and Page no. Buttons can be used with creating a Header or Footer line for each page in the print out. When the configuration button is Header, these buttons affect the Header line; otherwise, they affect the Footer line.

Title

When checked, a title will be generated. By default, the filename will be the title.

Date

When checked, the current date will be printed.

Page No.

When checked, the page number will printed.

Style

This button allows you to modify the appearance of all the printed text except the headers and footers.

1.45 Protect

Protect NAME/K, SET/K, CLEAR/K

The Protect command allows you to modify the ~Protection~Bits~ of the selected files and directories in the active directory window. When you select directories, you are asked whether you also wish the files within them to be protected. For each entry, you are presented with a requester displaying the protection bits currently set for that entry.

If any directories are selected to protect, the ~'Recursive~Filter'~ be used to determine which files will be protected.

This command applies to all selected files in all the current ~SRCE~ lists.

1.46 Read

Read NAME/F

The Read command brings up the Opus text reader so you may read selected files. The reader provides a number of options from its menu selections. These include a search capability and the ability to print the displayed file.

You may move backwards and forwards through the file using the window scroll bar or the cursor or keypad keys.

This command operates ONLY on the current ~SRCE~ directory.

1.47 Rename

Rename

Rename allows you to give new names to all selected entries in the currently selected ~SRCE~ directory windows. A requester will appear for each entry in turn, asking for the new name. The initial rename requester has two string fields instead of one. You will usually just edit the name in the lower of the two to the new name.

A limited type of wildcard rename is possible. Entering an '*' in the bottom field allows you to add prefixes or suffixes. For instance, entering '*.pic' will add a '.pic' suffix to all selected entries. Entering 'A*' will add an A prefix. Only one '*' may be used in this process.

You cannot give a file a name that contains a '*'.

If you enter an '*' in the top as well as the bottom field, you can replace sections of the name. For example, entering '*.pic' in the top Field and '*.iff' in the bottom Field will replace the '.pic' suffix in that entry that has one with a '.iff' suffix. If an entry does not have a '.pic' suffix, it will be left untouched. The * may also be embedded. For instance, renaming 'FOO*BAZ' as 'GEE*WIZ' would rename 'FOOBARBAZ' to 'GEEBARWIZ'. Again, only one '*' may be used in each of the string Fields.

The Rename command works on ALL SRCE lists in turn.

1.48 Root

Root

The Root button reads the root directory of the ~SRCE~ directory window. As with the ~Parent~ function, the buffer list will be searched before the parent directory is reread.

This command acts on the first SRCE directory only.

1.49 Comment

Comment NAME/K, COMMENT/F

The Comment command allows you to add comments to all selected entries, or to edit existing comments. The maximum length of a comment is 79 characters. If any directories are selected to comment, the `~Recursive~Filter~` will be used to determine which files will be commented.

1.50 Run

Run NAME/F

The Run command will run each selected file in turn, providing that file is executable. It is similar to double clicking on the file's icon, or running it from the CLI. A requester will appear, asking for any arguments (should you require any).

1.51 ScanDir

ScanDir NEW/S, PATH/F

With no arguments ScanDir rereads the current directory in the first `~SRCE~` lister. If you specify a path it will read that path into the current SRCE lister. If there is co-current SRCE it will open a new lister.

If NEW switch, it will always open a new lister.

1.52 Search

Search

The Search command will search the contents of all selected files in all `~SRCE~` listers, and the files within selected directories, for a specified string which is selected in a requester.

If a file containing the string is found, you are asked if you wish to read that file, or continue the search. If you elect to read the file it will be loaded into the `~Text~Viewer~`, and a search will automatically be initiated for the string you want.

You can also select entire devices to search, using the `~DEVICE~LIST~` feature that is described later. If any directories are selected to search, the global `~Recursive~Filter~` will be used to determine which files will be searched.

1.53 Select

Select NAME/K, FROM/K, TO/K, BITSON/K, BITSOFF/K, COMPARE/K,
 MATCHNAME/S, NOMATCHNAME/S, IGNORENAME/S,
 MATCHDATE/S, NOMATCHDATE/S, IGNOREDATE/S,
 MATCHBITS/S, NOMATCHBITS/S, IGNOREBITS/S,
 MATCHCOMPARE/S, NOMATCHCOMPARE/S, IGNORECOMPARE/S,
 BOTH/S, FILESONLY/S, DIRSONLY/S, EXCLUDE/S, INCLUDE/S

When called with no arguments, this command will display a requester allowing you to specify a pattern to match files in the current ~SRCE~ listers. Files matching the selection criteria will be selected or deselected depending on the state of the Include or Exclude switch.

The optional arguments take their names from the fields displayed in the complex selection requester. If called with arguments which satisfy a selection criteria, the requester will not be displayed.

1.54 SmartRead

SmartRead NAME/F

Invokes the Opus reader program in either text, ANSI or hex mode according to the type of file selected. Just as does the ~READ~ command, if multiple files are selected, these will be displayed in sequence. Pressing ESC will terminate the reading of the sequence.

1.55 Toggle

Toggle

Selecting ~All~ with the right mouse button will Toggle or reverse the state of all entries. This causes selected entries to be deselected and deselected entries to be selected. This acts on all ~SRCE~ directories.

1.56 User1

User1 NAME/F

This command will invoke the user definable command associated with your filetypes. In the default configuration User1 is defined to extract files from archives. The other user definable commands are User2, User3 and User4.

1.57 User2

User2 NAME/F

This command will invoke the user definable command associated with your filetypes. There are three other user definable commands those being User1, User3 and User4.

1.58 User3

User3 NAME/F

This command will invoke the user definable command associated with your filetypes. There are three other user definable commands those being User1, User2 and User4.

1.59 User4

User4 NAME/F

This command will invoke the user definable command associated with your filetypes. There are three other user definable commands those being User1, User2 and User3.

1.60 Button

This is a user-editable button. It currently has either no function set or has a custom function calling external programs.

To edit this button, select ~Edit~ from the Buttons menu and double-click on the button.

1.61 ToolbarButton

This is a user-editable toolbar button. It currently has either no function set or has a custom function calling external programs.

To ~Edit~ this button, select from the ~Lister~Menu~ .

1.62 ListerMenu

This is a user-editable lister menu entry. It currently has either no function set or has a custom function calling external programs.

To ~Edit~ this entry, select from the Lister menu.

1.63 UserMenu

This is a user-editable user menu entry. It currently has either no function set or has a custom function calling external programs.

To ~Edit~ this entry, select "User Menu" from the Settings menu.

1.64 Lister - New

Lister - New

This function opens up a new blank Lister relative to the mouse position. When the new lister opens it initially displays the ~Device~List~ .

1.65 Menu Opus - Backdrop

Menu Opus - Backdrop

This toggle converts the Main Window to a special borderless window that is always behind all other windows on the screen.

1.66 Menu Opus - Execute Command

Menu Opus - Execute Command

Execute Command allows you to start an AmigaDos command without having to open a new Shell. Opus will open a requester for you to enter the command and any arguments.

If required, Opus will open a new console window to output the results of the command. The window will remain open until you select the close gadget.

1.67 Menu Opus - About

Menu Opus - About

This command displays information about Directory Opus including the version number, Public Screen name and your registration details.

1.68 Menu Opus - Hide

Menu Opus - Hide

This command iconifies Directory Opus and deallocates as much memory as possible. Directory Opus's appearance and the method used to re-enter it vary depending on the defined `~Hide~Method~`.

1.69 Menu Opus - Quit

Menu Opus - Quit

This command shuts down all open windows and quits Directory Opus. If Opus has launched an associated task on the main window, you may be asked to quit such programs before Opus can fully close down.

1.70 Lister - New

Lister - New

This function opens up a new blank Lister relative to the mouse position. When the new lister opens it initially displays the `~Device~List~` .

1.71 Lister - Close

Lister - Close

Closes the current active Lister. Note that no warning is given, the currently active lister will close immediately.

1.72 Lister - Make Source

Lister - Make Source

When activated it makes the lister a `~Source~` . The other listers now may cycle through to either `~Destination~` or `~Off~` modes unless they are `~Locked~` .

1.73 Lister - Make Dest

Lister - Make Dest

This makes the lister into a destination, this may also cycle other `~Unlocked~` listers into different modes.

1.74 Lister - Lock Source

Lister - Lock Source

This locks the mode of the lister to being a source, the locking means that the mode changing of other listers will not affect this listers mode. This lister can still have its mode changed with the ~Make~Dest~ and ~Lock~Dest~ options. The lister can be reverted to a normal mode by ~Unlocking~ it.

1.75 Lister - Lock Dest

Lister - Lock Dest

This function will lock the active lister into ~Destination~ mode, by locking it is meant that any mode changing of other listers will not effect the mode of this lister. The lister can now only have its mode changed by user action or by ~Unlocking~ it then it will change as normal.

1.76 Lister - Unlock

Lister - Unlock

This command will unlock the active lister if it is locked. If you wish to unlock all the listers, ~Unlock~All~ would be a more suitable command.

1.77 Lister - Off

Lister - Off

This turns the mode of the active lister to off so that it is neither a ~Source~ or a ~Destination~ .

1.78 Lister - Unlock All

Lister - Unlock All

This command ~Unlocks~ all the ~Locked~ listers, not just the active one.

1.79 Lister - Close All

Lister - Close All

This command ~Closes~ down all the open listers.

1.80 Lister - Edit

Lister - Edit

This brings up the ~Format~Editor~ and allows you to change the format of the currently active lister's display.

1.81 Lister - Edit Toolbar

Lister - Edit Toolbar

This brings up the ~ToolBar~Editor~ which allows you to customize the icon images and commands used in the Lister ToolBar.

1.82 Lister - Edit Menu

Lister - Edit Menu

This brings up the ~Menu~Editor~ which allows you to customize the user popup menus in the toolbar.

1.83 Lister - Tile

Lister - Tile

The Horizontal/Vertical tiling arranges the displayed listers to fit equally within the current Opus Main Window with either horizontal or vertical priority. If the main window is in Backdrop mode, this will tile the Listers equally over the whole screen.

The Cascades option cascades the displayed listers within the borders of the Opus Main Window. If the main window is set as a backdrop, this will cascade the current listers over the full screen.

1.84 Lister - Snapshot

Lister - Snapshot

This snapshots the size and position of the currently active lister. This function will only work if the directory has an associated icon or '.info' file. This function does not ~Snapshot~ icons.

1.85 Lister - View As

Lister - View As

This selects the type of display to be shown in the current Lister either Workbench style Icon mode or the normal File mode. With the Show All option which is only available in Icon Mode. It tells Opus 5 to display all the files and directories using pseudo-icons for those which do not have real icons.

1.86 Icons - Open

Icons - Open

Acts the same as a double~click~on an icon. If the icon is a disk or drawer, it open a new lister and displays the directory contents. If the icon is a project or tool, it will examine the file to determine if it knows the specific filetype. If the file matches a previously ~User-Defined~Filetype~, for which the appropriate function has been defined, the function is executed.

If file does not match a user-defined filetype, it is tested against the internal filetype definitions and action is taken accordingly.

1.87 Icons - Information

Icons - Information

Displays status information about the selected icon. It also allows you to edit the tooltypes and other information in an application icon.

1.88 Icons - Snapshot

Icons - Snapshot

Snapshot saves the current layout and position of icons and/or windows. The Snapshot can be performed with the Icon option were only highlighted Icons are Snapshotted or with the Window option were only the active window is Snapshotted or with the All option were both the active window and all the icons it contains are snapshotted.

1.89 Icons - UnSnapshot

Icons - UnSnapshot

This command cancels the ~Snapshot~ position of the selected icon or icons.

1.90 Icons - Leave Out

Icons - Leave Out

This command moves the selected file from a Lister onto the main Opus window for easy access. Files and directories left out in this manner will appear in the main window next time you run Opus.

1.91 Icons - Put Away

Icons - Put Away

Removes any icons which have been ~Left~Out~ on the Opus main window.

1.92 Icons - Select All

Icons - Select All

Selects all the icons on the Opus 5 Main Window and any Icon window.

1.93 Icons - CleanUp

Icons - CleanUp

This command attempts to adjust the positions of all the icons in the Opus Main Window and Icon windows to their optimal positions within the confines of their window's dimensions.

1.94 Icons - Reset

Icons - Reset

Resets all the icon positions to those currently stored in the icon itself from the last ~Snapshot~ operation.

1.95 Icons - Format

Icons - Format

This brings up the Opus Format requester and allows you to ~Format~ disks.

1.96 Icons - Disk Information

Icons - Disk Information

Displays some information about the disk the active directory resides on, including space used and free, ~Datestamp~ and number of errors on the disk.

1.97 Icons - New Group

Icons - New Group

This creates a new program group with the name that you specify.

1.98 Icons - Delete Group

Icons - Delete Group

This command deletes a program group and its contents.

1.99 Icons - Remove Program

Icons - Remove Program

This command removes the highlighted item from the opened program group.

1.100 Buttons - New

Buttons - New

Creates a new Button bank for either Text or Graphic buttons. When first opened, the button bank will have only one button. The size of the button bank and the definitions for each button may be changed by calling the ~Button~Editor~ .

1.101 Buttons - Load

Buttons - Load

Loads an old Button Bank from disk. The loaded bank will appear on the screen in the position last saved with the button bank, or in the position it was in when you save the environment settings.

1.102 Buttons - Save

Buttons - Save

Saves the selected Button Bank to disk using the name under which it was loaded.

1.103 Buttons - Save As

Buttons - Save As

This command saves the selected Button Bank to disk under the name you specify.

1.104 Buttons - Close

Buttons - Close

This command closes an open Button Bank.

1.105 Buttons - Edit

Buttons - Edit

This command brings up the ~Button~Editor~ and allows you to edit the definitions of all buttons in all Button Banks currently open. You can readily edit several button banks at once. Note that if the Button Editor is open the buttons cannot be used as buttons.

1.106 Settings - Clock

Settings - Clock

This command toggles the display of a clock in the Opus main window title bar.

1.107 Settings - Create Icons

Settings - Create Icons

When Opus creates a new directory, this option toggles whether Opus will create the associated icon or '.info' file as well.

1.108 Settings - Recursive Filter

Settings - Recursive Filter

This command toggles the filter option. The Recursive Filter, when enabled, prompts you for an optional file pattern whenever you execute a function which operates recursively on files within sub-directories. If you enter a file pattern then only files matching that pattern will be operated upon.

1.109 Environment - Edit

Environment - Edit

This command displays the ~Environment~Editor~ allows you to change the visual display characteristics used by Opus 5.

1.110 Environment - Load

Environment - Load

This command loads an Environment file from disk and resets the visual display of Opus 5 to that defined therein.

1.111 Settings - User Menu

Settings - User Menu

This button brings up the ~Menu~Editor~ which allows you to customize the user popup menus in the toolbar.

1.112 Environment - Save

Environment - Save

This command saves the selected Environment using the name under which it was loaded. If no Environment had been loaded, Save will save the current Environment under the name 'Default'.

1.113 Environment - Save As

Environment - Save As

~Saves~ the current Environment to disk under the name you specify.

1.114 Environment - Save Layout

Environment - Save Layout?

This command toggles whether when you ~Save~ environment whether the layout of the listers and the button banks should be saved at that time as well.

1.115 Options - Edit

Options - Edit

This command displays the ~Options~Editor~ which allows you to change the operational modes of Opus commands.

1.116 Options - Open

Options - Open

Loads an Options file from disk and resets the operation of Opus to that defined therein.

1.117 Options - Save

Options - Save

This command saves the selected Options settings using the name under which it was loaded. If no Options file had been loaded, Save will save the current Option settings under the name 'Default'.

1.118 Options - Save As

Options - Save As

This command ~Saves~ the current Options settings to disk under the name you specify.

1.119 Toolbar Arrow

The Toolbar Arrow allows you to scroll through the buttons on the toolbar when the lister is not large enough to display them all at once.

1.120 Lister File Count

This area displays a count of selected files.

1.121 Lister Menu PopUp

This button activates the user-editable lister menu pop-up.

1.122 Lister Path PopUp

This button activates the lister path pop-up.

1.123 Lister Status PopUp

This button activates the lister status pop-up. The display here shows what mode the lister is in. The various modes are:

```
~SRCE~  
~DEST~  
~SRCE!~  
~DEST!~  
~BUSY~  
~OFF~
```

1.124 Lister

This is a lister. The lister enables you to list directories access files and perform much more. Just point your mouse to some of the icons and objects located on the lister and press "HELP" for more details on the functions it provides.

1.125 Program Group

This is a program group that being a pseudodirectory containing a group of files.

1.126 Environment

Environment Editor

You may adjust the following parameters of the visual display within the Environment editor.

```
~Display~Mode~  
~Palette~  
~Display~Options~  
~Lister~Display~  
~Output~Window~
```

1.127 Environment - Display Mode

Display Mode

The Screen Display Mode requester allows you to specify the mode, size and depth of the screen. The requester contains a list of available Display modes. The height and width fields allow you to specify screen width and height.

1.128 Environment - Palette

Palette

This displays the current colours used on screen plus any user colours available. The number of pens is limited by the display mode. You then by using the sliders modify the colours of the pens.

1.129 Icons - Rename

Icons - Rename

Provides the option to rename the selected icons.

1.130 Environment - Lister Display

Lister Display

This allows you to choose the default values for colours, font and format of your listers.

1.131 Environment - Display Options

Display Options

This allows you to define whether to use backdrop pattern on the Screen plus Workbench Application functions. The backdrop toggle is to enable Opus to use the screen backdrop pattern in the filename shown. The Display AppIcons tells Opus to display all application icons in the Opus window. The Display Tools Menu tells Opus to add any WorkBench Application Menus to a Global Tools Menu.

1.132 Environment - Output Window

Output Window

This allows you to set the title and size of the Output Window used by Opus to display CLI tasks and associated messages.

1.133 Options

Options editor

This enables the editing of the Options settings which provide control over the operation commands. These functions and commands include

```
~Caching~  
~Copy~  
~Delete~  
~Hide~Method~  
~Icons~  
~Locale~  
~Path~Formats~
```

1.134 Options - Copy

Copy settings

This sets the controls for what happens when Opus copies files.

These are the options and what they do :

Check destination free space: Before anything is copied it checks whether it will fit in its destination, if not it will notify you with a requester.

Update destination free space: When the files are finished being copied then the destination drives size will be updated.

Set source archive bit: When the file is copied the original version will have its archive bit set to true.

Also copy source's: Toggles when set mean that when true these attributes of the original are to be copied as well.

1.135 Options - Delete

Delete settings

This controls the settings on when Opus should ask about deleting. The point at where a toggle is set is where Opus will ask to confirm the request to delete.

1.136 Options - Icons

Icon settings

This defines how Opus processes a file with associated icons or '.info' files. The options are :

Perform all actions on icons: Anything that happens to the icon will happen to the '.info' file associated with it.

Select icons automatically: Whenever an icon is selected the associated '.info' file is selected automatically.

1.137 Options - Path Formats

Path formats

This allows you to customize the lister display format to change to a specified path when a specified hotkey is pressed.

Path: This Allows you to enter the full path to the directory.

Key: Enter the special HotKey definition using combination of ALT, SHIFT, CTRL and normal keys.

Add: Adds a new blank entry to the path list.

Remove: Removes the highlighted entry from the stored list.

Edit: Allows you to edit the highlighted entry.

1.138 Options - Caching

Caching control

This enables you to set the Maximum Number numbers of directories you will have internally buffered. If the Disable Directory Caching is selected then directory caching is turned off. The Reread modified caches toggle means if the contents of a directory has changed since you last activated it, it will then re-read the directory.

1.139 Options - Locale

Locale settings

This enables you to set up Opus display methods to adhere to your locale. The different things that can be changed are :

Date Format: This enables you to select which way you prefer to read dates.

Name substitution: Allows the substitution of words like today and yesterday in the place of dates if appropriate.

12 hour clock: This allows you to select between a 24 or a 12 hour clock.

Thousands separator: This allows you to have a separator between the hundreds and thousands when a number is displayed.

1.140 Options - Hide Method

Hide method

This allows you to specify and control the method Opus will use to iconify itself. The choices range from :

Clock: This will iconify Opus to a one line clock.

Hotkey Only: This will place no visual icon on screen when closed and require the hotkey combination to bring it up again.

AppIcon (Workbench Only): This creates a normal icon on Workbench when Opus iconifies.

AppMenu (Workbench Only): This makes Opus append itself to the Workbench Application Tools menu.

1.141 Protection Bits

Protection Bits

The protection bits are a group of flags that are stored with the file, that determine the characteristics of the file. These flags are given one character names. The protection bits currently in use are HSPARWED.

H Hidden. If this flag is set, the file is not normally displayed. This allows you to mark certain files as "invisible", to avoid cluttering your directories. The file can still be accessed normally, and not all programs implement this flag.

S Script. A script file is a file containing a list of AmigaDOS commands to execute; it is like a simple computer program.

This flag indicates that the file in question is a script file.

A script file is sometimes called a batch file.

P Pure. If a program file is flagged as pure, it can be made to remain in memory, even when not in use. This can save a great deal of time, especially if the program is used a lot, as it does not have to be loaded from disk each time.

A Archive. This flag indicated that the file has not been changed. If this file is ever written to, the A flag will be turned off. This can be used in a hard disk backup program, to record which files have been backed up, and need not be backed up again.

R Readable. If this flag is set, the file can be accessed.

W Writable. If this flag is set, the file can be written to (ie, more information can be stored in it than is already there).

E Executable. If a program file does not have this flag set, it can not be run.

D Deletable. If this flag is not set, the file can not be deleted.

These flags can be changed in a file with the ~Protect~ function.

1.142 Button Bank Editor

Button Bank Editor

The button bank editor enables you to edit a Toolbar or Custom button. The bank editor permits the reshaping of button banks with the Xform function and the addition, deletion, erasing, copying and ~Editing~ of buttons.

1.143 Button Editor

Button Editor

The Button editor allows the editing of the actual button. The things that may be edited are the buttons name or icon, its ~Colours~, the functioncalls that particular button and the function that it does when activated may also ~Edited~.

1.144 File Types

File Types

This function allows you to alter the filetypes recognised and handled by Opus 5. You may add, remove, rename, duplicate or ~Edit~ a selected filetype at this level.

1.145 File Type Editor

File Type Editor

The File Type Editor has a list on a variety of different actions that can take place to a file. To edit the function that will execute when this action occurs to the file type just click on the action and the ~Function~Editor~ will be brought up. An icon can be established for this filetype by simply either drag and dropping the icon into icon box or selecting the icon file using select icon. The manner in which Opus 5 identifies a file to be of this filetype can be edited with the ~Edit~Definition~ button.

1.146 File Class Editor

File Class Editor

The File Class Editor selects the way in which this file type will be recognised by the Opus 5 system. The name field specifies the name of the file type and ID is a shorthand way of expressing the filetype. The Pri is the priority of that file type, it should normally be set at 0.

The file identification definition is can be altered with the add, insert and delete commands. The scripts consist of a group of match instructions linked together with logical 'and's and 'or's. For any more detail on the File Class Editor please consult your Opus 5 manual.

1.147 Toolbar Editor

Lister Toolbar Editor

In the middle of the window is the row of icons in your Lister Toolbar. You may add, insert, delete and slide Icons past each other so as to get them into a desirable order. The ~Edit~ function allows the editing of a buttons icon, method of activation and function it performs.

1.148 Menu Editor

Menu Editor

The Menu Editor enables you to add, insert, duplicate, delete, edit and move around buttons in the User Menu. The ~Function~Editor~ is called when editing a button.

1.149 Function Editor

Function Editor

The function editor enables you to edit the function(s) performed when the button, filetype actions or menus is activated. These functions can be Amiga Dos, Opus 5, Arexx, Script or Workbench commands.

The "{}" button allows the inclusion of parameters onto the command line of the instruction such as the filename of the highlighted file(s).

The flags allow the custom commands to be implemented in a variety of different manners. The key option enables you to set up a hotkey which will also activate this function that you have defined. For any more details please refer to your Opus 5 Manual.

1.150 Config Convert

Convert version 4 configuration files

Directory Opus 5 is able to detect and convert the old configuration files from Directory Opus 4. Opus 5 will not convert environment files from earlier versions. If you have a version earlier to version 4 then you will have to convert the files using version 4 first.

If you select 'Environment/Open' in Opus 5, and try to load an old version 4 configuration file, you will be given the option of what to convert. The basename you specify will be used when creating individual files corresponding to button banks, etc.

Since Opus 5 does not use 'Hotkeys' so these will not be converted, but Opus 5 will convert your old Buttons, Menus and Filetypes.

1.151 Select Colours

Select button colours

This allows you to select the foreground and the background colours of your button you are editing. The selecting is a simple process of tapping the mouse pointer on the desired colour.

1.152 Lister Format

Lister Format Editor

The Editor alters the basic setup of the lister from choosing the manner in which the files should be displayed to the way that they should be ordered. The display window in the editor shows what features of a file will be displayed with the feature with a tick being the sorting key of the file. To add or remove a feature from display just drop & drag~the feature in question to the adjacent window.

There are a variety of different features such as:

Reverse Sorting	This allows the files to be displayed in the reverse order of the sort.
Icons	This will filter the icons so that the '.info' files won't be displayed.
Hidden	Makes sure not to show files with the hidden bit set.
Show	Declares a pattern for which all files matching it must be displayed.
Hide	Declares a pattern for which all files matching it are not displayed.

1.153 Source

Source

A source lister is the lister that is acted upon by commands that act upon source listers, such as ~Copy~ , ~Move~ and ~Rename~ . It is possible to have multiple source listers.

1.154 Destination

Destination

The destination lister is the lister that is acted upon by commands that effect a destination. Usually such things as the arrival point of ~Moves~ or ~Copies~ . It is possible to have multiple destination listers.

1.155 BUSY

Busy

The busy mode means that the lister is processing some task so that it is unable at the present time to perform other actions.

1.156 Settings - Filetypes

Settings - Filetypes

This button displays the ~Filetype~Manager~ which shows the currently known Filetypes and allows you to edit the filetype definitions, events and actions.

1.157 Lister - Iconify

Lister - Iconify

This reduces the window to a small icon on the Opus 5 Main Window. To un-iconify a Lister, simply click on the icon.

1.158 Lister - View Icons

Lister - View Icons

This switches the Lister display to Icon Mode. Note that once you switch to Icon Mode, you loose the Lister Status Bar, popup menus and Toolbar. To return to File Mode, you must use the global menus and select Lister/View As/Name.

1.159 Lister - Lock Position

Lister - Lock Position

Normally, each Lister is displayed in a standard Amiga window, which may be dragged to any position and may also be resized. However , Opus 5 provides the option to lock the Lister window in a set position at a set size.

1.160 ReReadDir

Re-Read Directory

This re-reads the current directory and displays the current directory listing.

1.161 PathHistory

PathHistory

This section of the menu displays all the paths that this particular Lister has passed through. Select it and your path will be changed to the selected path. This is similar to the ~CacheList~ , but the cachelist shows all paths all the listers have passed through. Remember if the memory used by these lists becomes excessive a ~FreeCaches~ will clear the caches.

1.162 AppMenuItem

Application Menu Item

This button calls an application which is external to the Directory Opus 5 system.
