TTManager

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Chapter 1

TTManager

1.1 TTManger Documentation

```
  TTManager  v2.0a
©1996-97  J. Tierney
```

1.2 TTManager: What Is It?

```
Introduction:
  TTManager began as an attempt to improve upon the tooltype editing features
(both of them :-) ) offerred by Workbench's standard icon information
requester.  With version 2.0 it's become a complete alternative to the
information requester, allowing the user to not only manipulate tooltypes, but
also the protection bits, file comment, icon type, and more.  ...And all this
in an easy to use resizable, font-sensitive GadTools GUI.
```

```
Features:
  * Font-sensitive, resizable, style guide compliant GUI.
  * AppIcon and AppWindows for drag & drop convenience.
  * Adds itself to Workbench's Tools menu (AppMenu item).
  * It's a Commodity.
  * Seven ways to manipulate individual tooltypes:
    - Add.
    - Edit.
    - Toggle.
    - Delete.
    - Move.
    - Duplicate.
    - Add to Clip.
  * Load tooltypes from ".info" or ASCII files in the following ways:
    - Replace.
    - Append.
    - Only new.
    - Only existing.
  * Tooltypes may be saved to an ASCII text file.
  * Three multiple-deletion options:
    - All.
    - Current to top.
    - Current to end.
  * Multiple undo/redo.
  * Sort and reverse options.
  * Enable, disable, or toggle all tooltypes at once.
  * Clipboard support - Cut, Copy, and Paste to/from units 0-9.
  * Set the:
    - Icon type (tool, project, drawer, disk, or trash).
    - Stack.
    - Default tool.
    - Comment.
    - Protection bits.
  * Rename an icon and its associated file, drawer, or volume.
  * It's fully functional and free.
```

1.3 TTManager: Requirements

```
Required:
  - Workbench 2.04 or higher.


Recommended:
  - Cycle To Menu or MCP - Drop-down menus for cycle gadgets.
  - New Edit, MCP, or MultiCX - Clipboard support and better editing for string
                               gadgets.
```

1.4 TTManager: Legal Issues

```
Copyright:
  TTManager is copyright ©1996-97, Jody J. Tierney.  All rights reserved.
...Lefts, ups, downs, and all other directions, dimensions, and orientations
are also reserved (that ought to cover things).

  TTManager is Giftware.  If you find it useful consider sending a little
something (or even a big something :-) ) my way.


Distribution:
  TTManager is freely distributable in it's original form by any means you care
to employ (FTP sites, BBSes, CD-ROMs and coverdisks (I'd appreciate a copy),
carrier pigeons, holocubes, etc.).  The only restriction (but it's an important
one) is that no fee, beyond a nominal charge to cover media and copying, which
is not to exceed $4 US, is attached.

  TTManager may not be included with any commercial product without written
permission from the author.

  Special permission is granted to include TTManager on the Aminet CD-ROMs and
Fred Fish's disks and CD-ROMs.


Disclaimer:
  No warranties, expressed or implied.  Use this program at your own risk.
Although much effort has been, and continues to be, put into this program to
ensure safe and stabe operation, I take no responsibility for any damages
and/or losses incurred through the use/misuse of this program.
```

1.5 TTManager: Installation

```
Installation:
  Place TTManager anywhere you'd like (well, not there!  :-)  ).
```

1.6 TTManager: Startup Options

```
Startup Options:
  The following options may be used as ToolTypes or CLI arguments.  All are
optional.

Keyword         CLI Shortcut  Argument        Default Setting
LEFTEDGE        X             0 - 65535       0
TOPEDGE         Y             0 - 65535       0
WIDTH           W             0 - 65535       0
HEIGHT          H             0 - 65535       0
FONT            F             Font name.      Default screen font.
FONTSIZE        FS            Point size.     Default screen font size.
APPICON         AI            Icon name.      No name - use internal image.
APPICONX        AIX           0 - 65535       None - Workbench places it.
APPICONY        AIY           0 - 65535       None - Workbench places it.
NOAPPICON       NAI           None.           An AppIcon appears.
```

```
PAGE            P               Keyword.        TOOLTYPES
EDITMODE        EM              Keyword.        ADD
LOADMODE        LM              Keyword.        REPLACE
LOADTYPE        LT              keyword.        ICON
MAXUNDO         MU              0 - 65530       10
CLOSEAFTERSAVE  CAS             None.           Windows remain open.
NOWARNINGS      NW              None.           Warning requesters appear.
NOICONS         NI              None.           Save As ASCII creates an icon.
CX_PRIORITY     CXPRI           -128 - 127      0
HOTKEY          KEY             Key sequence.
```

1.7 TTManager: Window Position Keywords

```
Window Position Keywords:

X, LEFTEDGE <0 - 65535>
Y, TOPEDGE  <0 - 65535>
```

   These two keywords set the initial position TTManager's windows will open at.

```
Default:  0.
```

1.8 TTManager: Window Dimension Keywords

```
Window Dimension Keywords:

X, WIDTH  <0 - 65535>
Y, HEIGHT <0 - 65535>
```

   These two keywords set the dimensions TTManager's windows will initially open
to. TTManager may adjust these values to fit the screen size and the minimum
space required to create the GUI.

```
Default:  0 (Smallest possible size).
```

1.9 TTManager: Font Keywords

```
Font Keywords:

- F, FONT <font name>
```

   Font to use in TTMamager's window. It isn't necessary to supply the ".font"
extension.

```
- FS, FONTSIZE <point size>
```

   What size the font specified by FONT should be.

Note: In order to use a custom font, both FONT and FONTSIZE must be specified.

Default: Default screen font.

1.10 TTManger: AppIcon Keyword

AppIcon Keyword:

- AI, APPICON <icon name>

  Use <icon name>'s image instead of TTManager's default AppIcon image. It
isn't necessary to supply the ".info" extension.

- AIX, APPICONX <0 - 65535>
- AIY, APPICONY <0 - 65535>

  These two keywords specify the location of the AppIcon on the Workbench
screen. Note that the vertical (Y) position "0" is just below the screen's
title bar.

- NAI, NOAPPICON

  If specified, TTManager will not create an AppIcon.

Default: Create an AppIcon using the built-in image, and allow
Workbench to determine its position.

1.11 TTManager: Page Keyword

Page Keyword:

- P, Page <page>

  Which page is initially active when a TTManager window is opened.
<page> is either INFORMATION or
                 TOOLTYPES.

Default: TOOLTYPES

1.12 TTManager: Edit Mode Keyword

```
Edit Mode Keyword:

- EM, EDITMODE <mode>

  Which edit mode is initially active when a TTManager window is opened.
<mode> is one of the following:   ADD,
                                  EDIT,
                                  TOGGLE,
                                  DELETE,
                                  MOVE,
                                  DUPLICATE, or
                                  ADDTOCLIP.


Default:  ADD
```

1.13 TTManager: Load Mode Keyword

```
Load Mode Keyword:

- LM, LOADMODE <mode>

  Which load mode is initially active when a TTManager window is opened.
<mode> is one of the following:   REPLACE,
                                  APPEND,
                                  NEW, or
                                  EXISTING.


Default:  REPLACE
```

1.14 TTManager: Load Type Keyword

```
Load Type Keyword:

- LT, LOADTYPE <type>

  Which load type is initially active when a TTManager window is opened.
  <type> is either:  ICON or
                     ASCII.


Default:  ICON
```

1.15 TTManager: Maximum Undo Levels Keyword

```
Maximum Undo Levels Keyword:

- MU, MAXUNDO <0 - 65530>
```

How many operations TTManager remembers, and may undo. Setting MAXUNDO to
"0" disables the undo system (don't do this; I spent a lot of time on the undo
routines – use 'em! :-)).

Default: 10

1.16 TTManager: Close After Save Keyword

Close After Save Keyword:

– CAS, CLOSEAFTERSAVE

  If this keyword is specified, the TTManager window will be closed after a
Save operation.

  This option may also be enabled or disabled by the Close After Save menu
option.

Default: TTManager's windows remain open after saving.

1.17 TTManager: No Warnings Keyword

No Warnings Keyword:

– NW, NOWARNINGS

  If specified, "Are you sure?" requesters and the like are supressed.

  This option may also be enabled or disabled by the No Warnings menu
option.

Default: Warning requesters are enabled.

1.18 TTManager: No Icons Keyword

No Icons Keyword:

– NI, NOICONS

  Does this option seem a bit strange in an icon manipulation program? :-)
It's used by the Save As ASCII menu option – whether or not the text file
will have an icon.

  This option may also be enabled or disabled by the Create Icons menu
option.

```
Default:  Create icons.
```

1.19   TTManager: Commodity Priority Keyword

```
Commodity Priority Keyword:

- CXPRI, CX_PRIORITY <-128 - 127>

  Sets TTManager's priority as a Commodity.


Default:  0
```

1.20   TTManager: Hotkey Keyword

```
Hotkey Keyword:

- KEY, HOTKEY <key sequence>

  When the hotkey is pressed TTManager opens a file requester allowing you to
 select icon(s) to edit.

 The default hotkey combination is "rcommand shift i"
 (the right Amiga key, either shift key, and "i").


Default:  rcommand shift i
         (The right Amiga key, either shift key, and "i".)
```

1.21   TTManager: The Commodity Interface

```
Commodity Control:
  TTManager responds to the following commands from the Commodities Exchange:

  Active/Inactive:
    When TTManager is in an active state, the hotkey may be used to invoke a
   file requester and open icons for editing.

  Remove:
    Quits TTManager.  If Warnings are enabled, you will recieve an "Are you
   sure?" requester.


Hotkey:
  TTManager has a hotkey, specified by the HOTKEY startup option.  When this
key sequence (rcommand shift i by default) is recieved TTManager opens a file
requester, allowing icons to be selected for editing.
```

1.22   TTManager: Input Qualifiers

```
Qualifiers:
  The following qualifiers may be used when specifing a hotkey.  Those marked
with an asterisk ("*") require version 38 of the commodities.library
(Workbench 2.1).



shift                   - Either shift key.
lshift, left_shift *  - Left shift key.
rshift, right_shift * - Right shift key.

caps                    - Caps lock key or either shift key.
capslock, caps_lock * - Caps lock key.

control, ctrl * - Control key.

alt               - Either alt key.
lalt, left_alt *  - Left alt key.
ralt, right_alt * - Right alt key.

numericpad, numpad *, num_pad *, numeric_pad * - A key on the numeric keypad.

lcommand, left_command *, lamiga *, left_amiga * - Left Amiga key.
rcommand, right_command *, ramiga *, right_amiga * - Right Amiga key.

leftbutton, lbutton *, left_button * - Left mouse button.
midbutton, mbutton *, middlebutton *, middle_button * - Middle mouse button.
rightbutton, rbutton *, right_button * - Left mouse button.
```

1.23   TTManager: The AppMenu

```
TTManager AppMenu Item:

  Tools
     :
  TTManager
     :

  TTManager adds an item (creatively named "TTManager") to Workbench's Tools
menu.  What happens when this item is selected depends on whether any icons
are also selected.

TTManager Menu Item and No Icons Selected:
  TTManager will open an information requester with three options:
  Okay - This simply closes the requester.

  Open - Opens a file requester; a new window will be opened for each file
         selected.

  Quit - Quits TTManager.


TTManager Menu Item and No Icons Selected:
```

TTManager will open a window for each selected icon.

1.24   TTManager: The AppIcon

TTManager AppIcon:
  TTManager's Appicon may have icons dropped onto it, and may also be
double-clicked.

Dropping Icons:
  Dropping icons onto TTManager's AppIcon will open a window where the icon's
tooltypes may be edited.

Double-Clicking:
  Double-clicking TTManager's AppIcon will open an information requester with
three options:
  Okay - This simply closes the requester.

  Open - Opens a file requester; a new window will be opened for each file
        selected.

  Quit - Quits TTManager.

1.25   TTManager: The GUI

TTManager's Window:
  TTManager may have 25 windows open at once. They resemble the following:

ToolType Page:
    |o| TTManager v2.0 |' |[]|
     File: System3.0:WBStartup/TTManager
@| Tool
      ------------- @| ToolTypes ----------------
Load...: @| Replace All From: @| Icon
LEFTEDGE=10
TOPEDGE=10   ##
FONT=Helvetica   ##
FONTSIZE=13
^|
APPICON=SYS:WBStartup/TTManager
v|
     | --- |
     |FONTSIZE=13 |
     |Edit Mode: @| Edit   Undo
Redo|

       Save   Save As...   Cancel __
                                              |/

```
File Information Page:
    |o| TTManager v2.0                              |' |[]|
     File: System3.0:WBStartup/TTManager
@| Tool
       ------------- @|Information ----------------
     |        Size:  69988 bytes - 137 blocks      |
     |    Last Modified:  04-Jul-97 - 12:12:47     |
     |Stack: 4096   Default Tool:                   |
     |Comment:                                      |
     |                                              |
     |./ Readable                        Script  |
     |./ Writable                        Pure    |
     |./ Executable                   ./ Archived|
     |./ Deletable                       Hidden  |
     |                                              |
      --------------------------------------------
        Save           Save As...       Cancel __
                                                 |/
```

1.26   TTManager Window - Global Gadgets: Filename Gadget

```
File Name Gadget:
```

  Use this gadget to rename the icon currently being edited. If no data is
entered, the name is unchanged.

  The renaming takes effect when the icon is saved.

```
Keyboard Shortcut:  I (activates the string gadget.)
```

```
Notes:
```
   * This not only renames the icon, but the file the icon is associated with,
     as well.   For example, renaming "DPaintIV" to "DPaint4.6" means both
     "DPaintIV.info" and "DPaintIV" will be renamed.

   * The underlying file is only renamed if the icon type hasn't been changed.
     It makes no sense to rename a drawer, for example, if the icon has been
     changed to a tool. In cases such as this, the icon is saved using the new
     name and the original file/drawer/disk name and icon are unchanged.

   * Disks are renamed only if both the original and new names are:
    <Volume name>:Disk.

1.27   TTManager Window - Global Gadgets: Icon Type Cycle Gadget

```
Icon Type Cycle Gadget:
```

  This gadget diaplays the type of icon currently being edited. It may also
be used to change the icon's type.

  The types of icons are: Disk,

```
                              Drawer,
                              Tool,
                              Project, and
                              Trash.
```

1.28   TTManager Window - Global Gadgets: Page Cycle Gadget

Page Cycle Gadget:

  This gadget switches between the ToolType page, where tooltypes may be
manipulated, and the File Information page, where things such as the stack and
protection bits may be set.

  You can go to the last page to see how it all ends. :-)

  The initial position of this gadget may be set at start-up by the PAGE
keyword.

Keyboard Shortcut: p (cycles forwards through the pages.)
                    P (cycles backwards through the pages.)

1.29   TTManager Window - ToolType Page Gadgets: ToolType Loading Gadgets

Load Button:

  Pops up a file requester allowing you to add tooltypes from another icon(s)
 to the one currently being edited. The exact way the tooltypes are loaded in
 depends on how the Load Mode and From Type cycle gadgets are set.

Keyboard Shortcut: L (opens a file requester.)

Load Mode Cycle Gadget:

  Replace All - The old tooltypes are replaced by the new ones.

  Append All - The new tooltypes are appended to the end of the tooltype list.

  Only New - Each new tooltype is checked against the current list of
          tooltypes, and added to the end of the list if no match is found.

  Only Existing - Similar to Only New, except that if a match is found the
               new tooltype replaces the old one. The new tooltype is
               discarded if it isn't already in the list.

Keyboard Shortcut: m (cycles forwards through the possible modes.)
                    M (cycles backwards through the possible modes.)
                      (Cycling is an excellent form of exercise.)

From Type Cycle Gadget:
```

This selectes whether the new tooltypes are to come from an ".info" file, or
an ASCII text file.

Keyboard Shortcut:  f (cycles forwards through the possible types.)
                    F (cycles backwards through the possible types.)
                      (Always wear a helmet while cycling.)


Note:
 * The load modes Only New and Only Existing compare the tooltype's
   keyword.  Given the tooltype "(LEFTEDGE=360)", these modes are looking for
   a match to "LEFTEDGE" (the keyword's value (if any) and whether it's
   enabled or disabled is ignorred).

 * TTManager's windows are AppWindows.  Icon(s) may be dropped into the
   window, and the appropriate action (determined by the Load Mode and From
   Type cycle gagdets) is performed.

 * The inital setting of the load mode and load type cycle gadgets may be set
   via the LOADMODE and LOADTYPE keywords.


## 1.30   TTManager Window - ToolType Page Gadgets: ToolType Display & Editing

The ListView:

  The icon's tooltypes are displayed here.  What happens when an item is
clicked on depends on the setting of the Edit Mode cycle gadget.


The ListView String Gadget:

  Nothing out of the ordinary here.  It's used to add or edit the items in the
listview, depending on the Edit Mode cycle gadget's setting.  It's disabled if
the edit mode isn't Add or Edit.


Edit Mode Cycle Gadget:

  Add - Inserts the new tooltype after the currently selected one.

  Edit - Lets you change the currently selected tooltype.

  Toggle - Enables or disables (surrounds with parentheses "()") the selected
           tooltype.

  Delete - Any tooltype clicked on is removed from the list.

  Move - Click on a tooltype, and then click where you'd like to move it to
         (within reason (and the listview)  :-) ).  The tooltype will be
         inserted after the one you clicked on.

  Duplicate - Others may struggle with the ethics and morality of cloning;
              TTManager leaves the matter entirely up to you.  :-)  Click on a
              tooltype and an identical copy appears (Marvel Comics is
              discouraged from using this mode  ;-)  ).

```
  Add to Clip - Clicking on a tooltype appends it to the text in the current
               clipboard unit.
                Use the Clear Clip menu item to clear the contents of the
               current clipboard unit.
```

```
Keyboard Shortcut:  e (cycles forwards through the possible types.)
                    E (cycles backwards through the possible types.)
                      (Cycling is a non-polluting mode of transport.)
```

```
Note:  The inital setting of the edit mode gadget may be set via the EDITMODE
keyword.
```

1.31   TTManager Window - ToolType Page Gadgets: Undo & Redo Buttons

```
Undo Button:
```

```
  Clicking undo undoes the last operation.  The number of operations which may
be undone is set by the MAXUNDO tooltype or CLI option (the default is 10).
```

```
Keyboard Shortcut:  U (performs an undo.)
```

```
Redo Button:
```

```
  Redo undoes an undo.  :-)
```

```
Keyboard Shortcut:  R (performs a redo.)
```

```
Note:  Nearly any operation may be undone.  Following is a list of the (few)
actions which cannot be undone:
  * Save
  * The New and Open menu options.
  * Closing the window.
  * Quitting TTManager.
```

1.32   TTManager Window - Global Gadgets: To Save, Or Not To Save...

```
Save Button:
```

```
  Saves the icon using the path and name displayed in the window's title bar
and file name string gadget.
```

```
  If the Close After Save menu option is set the window will then close itself.
```

```
Keyboard Shortcut:  S (performs a save.)
```

```
Save As Button:
```

Opens a requester allowing the icon to be saved under a new name.

Keyboard Shortcut: A (opens a file requester.)

Save As Notes:
  * The original ".info" file (and any file it may belong to) are unchanged.

  * Unlike the File Name string gadget, only the ".info" file will be saved.

  * Also, unlike the File Name gadget, the destination may be a different
   volume.

Cancel Button:

  Closes the window without saving anything.

Keyboard Shortcut: C (closes the window.)

1.33   TTManager Window - Information Page Gadgets: Stack Gadget

Stack Gadget:

  This gadget allows you to set the tool's (or default tool's) stack. The
stack is an amount of memory reserved for temporary storage. A stack size of
"0" means the default stack size will be used (currently 4096 bytes).

  This gadget is enabled for tool, project, and disk icon types, and disabled
for drawers.

Keyboard Shortcut: K (activates the integer gadget.)

1.34   TTManager Window - Information Page Gadgets: Default Tool Gadget

Default Tool String Gadget:

  This gadget allows you to set the project's or disk's default tool. This
program will be run when the project icon is double-clicked, or when this disk
is dropped onto another disk icon.

  This gadget is enabled for project and disk icon types, and disabled for
tools and drawers.

Keyboard Shortcut: T (activates the string gadget.)

1.35   TTManager Window - Information Page Gadgets: Comment Gadget

Comment String Gadget:

  Tools, projects, and drawers may have an 80 character comment attached to

them.

Keyboard Shortcut: O (activates the string gadget.)

Note: The comment is actually stored along with a file, not in the icon, so
the comment will be lost if no file exists when the icon is saved.

1.36   TTManager Window - Information Page Gadgets: Protection Bit Gadgets

Protection Bit Checkbox Gadgets:

  These checkbox gadgets are used to set the various AmigaDOS protection bits.

Readable - The file may be read. Tools, projects, and drawers.
Writable - The file may be written to. Tools, projects, and drawers.
Executable - The file may be executed. Tools only.
Deletable - The file may be deleted. Tools, projects, and drawers.
Script   - The file is an AmigaDOS script and may be run without having to
             issue the Execute command. Projects only.
Pure   - The file is pure and may be made resident. Tools only.
Archived - The file has been backed up. Tools, projects, and drawers.
Hidden   - Unused by AmigaDOS. It balances out the GUI nicely, though. :-)

Note: Protection bits are actually stored along with a file, not in the icon,
so the protection bits will be lost if no file exists when the icon is saved.

1.37   TTManager Menus

Menus:

Project   Edit   Information   ToolTypes   ←
   Settings
New...   [A]N Cut   [A]X   Icon Type » Enable All   [A]+ ./ Close ←
   After Save?
Open...   [A]O Copy   [A]C   Protection » Disable All   [A]- ./ Warnings ←
   ?
~~~~~~~~~~~~~~~~ Paste   [A]V   Toggle All   [A]\ ./ Create ←
    Icons?
Save   [A]S Clear Clip [A]0   ~~~~~~~~~~~~~~~~~~~~~~~
Save As... [A]A Clip Unit   »   Delete   »
~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~   ~~~~~~~~~~~~~~~~~~~~~~~
Close   [A]1 Undo   [A]U   Load From Icon   »
Close All [A]! Redo   [A]Z   Load From ASCII   »
~~~~~~~~~~~~~~~~ Flush   »   ~~~~~~~~~~~~~~~~~~~~~~~
About...   [A]?   Save As ASCII... [A]D
~~~~~~~~~~~~~~~~   ~~~~~~~~~~~~~~~~~~~~~~~
Quit   [A]Q   Sort   [A]T
                                                  Reverse   [A]R

```
                    "[A]" represents the right Amiga key.
```

1.38   TTManager Menus: Project - New & Open

```
Menus:

  Project
  New...         A N
  Open...        A O
         :
```

New
  Opens a file requester for an icon to open. The selected file's icon will be
opened in a new window.

Menu Shortcut: <Right Amiga> N

Open
  Opens the selected file's icon in the current window. The window's previous
contents are lost. This operation cannot be undone.

Menu Shortcut: <Right Amiga> O

1.39   TTManager Menus: Project - Save & Save As

```
Menus:

  Project
         :
  Save           A S
  Save As...     A A
         :
```

Save
  Saves the icon using the path and name displayed in the window's title bar
and file name string gadget.

  If the Close After Save menu option is set the window will then close itself.

Menu Shortcut: <Right Amiga> S

Save As
  Opens a file requester allowing you to save the icon under a different name.

Menu Shortcut: <Right Amiga> A

Save As Notes:
  * The original ".info" file (and any file it may belong to) are unchanged.

 * Unlike the File Name string gadget, only the ".info" file will be saved.

 * Also, unlike the File Name gadget, the destination may be a different
   volume.

1.40   TTManager Menus: Project - Close & Close All

Menus:

  Project
          :
  Close   A 1
  Close All   A !
          :

Close
  Closes the current window.

Menu Shortcut: <Right Amiga> 1

Close All
  Closes all open (TTManager) windows.

Menu Shortcut: <Right Amiga> !

Note: If Warnings are enabled, and the tooltypes have been modified, a
       confirmation requester will appear before the window is closed.

1.41   TTManager Menus: Project - About

Menus:

  Project
          :
  About...   A ?
          :

About
  Displays the following information:
    * TTManager's version.
    * My e-mail address.
    * The path and name of the icon being edited.
    * The number of items in the undo buffer.

Menu Shortcut: <Right Amiga> ?

1.42   TTManager Menus: Project - Quit

Menus:

```
  Project
          :
  Quit...        A Q
```

```
Quit
  Quits TTManager.  Of little use; included for completeness.  ;-)
```

```
Menu Shortcut:  <Right Amiga> Q
```

```
Note:  If Warnings are enabled, and the tooltypes have been modified, a
    confirmation requester will appear before each window is closed, and one
    more requester will pop up before TTManager quits.
```

1.43   TTManager Menus: Edit - Cut, Copy, Paste, & the Clipboard Unit

Menus:

```
  Edit
  Cut        A X
  Copy       A C
  Paste      A V
  Clear Clip A 0
  Clip Unit    »->./0
         :              1
                        2
                        3
                        4
                        5
                        6
                        7
                        8
                        9
```

```
Cut
  Copies the tooltype list to the clipboard, and then deletes the list.
```

```
Menu Shortcut:  <Right Amiga> X
```

```
Copy
  Copies the tooltype list to the clipboard.
```

```
Menu Shortcut:  <Right Amiga> C
```

```
Paste
  Inserts the contents of the clipboard into the tooltype list after the
```

```
current item.

Menu Shortcut:  <Right Amiga> V


Clear Clip
  Clears any text in the current clipboard unit.  Useful with the Add to Clip
edit mode.

Menu Shortcut:  <Right Amiga> 0


Clip Unit
  Allows you to select which clipboard unit (0 to 9) Cut, Copy, and Paste will
use.
```

1.44   TTManager Menus: Edit - Undo, Redo, & Flushing

```
Menus:

  Edit
         :
  Undo      A U
  Redo      A Z
  Flush       »->Current Buffer A '
                  All Buffers   A "


Undo
  Clicking undo undoes the last operation.  The number of operations which may
be undone is set by the MAXUNDO tooltype or CLI option (the default is 10).

Menu Shortcut:  <Right Amiga> U


Redo
  Redo undoes an undo.  :-)

Menu Shortcut:  <Right Amiga> Z


Note:
  Nearly any operation which may be undone.  Following is a list of the (few)
actions which cannot be undone:
  * Save
  * The New and Open menu options.
  * Closing the window.
  * Quitting TTManager.


Flush:
Current Buffer
  Empties the current window's undo/redo buffer.  Note that this cannot be
undone.  :-)
```

```
Menu Shortcut:  <Right Amiga> ’


All Buffers
  Each TTManager window has it’s own undo buffer.  This option empties the undo
undo buffer in every TTManager window.

Menu Shortcut:  <Right Amiga> "
```

1.45   TTManager Menus: Information - Icon Type

```
Menus:

  Information
  Icon Type  »->  Disk
                  Drawer
               ./Tool
                  Project
                  Trash


Icon Type
  Selects the icon type.
```

1.46   TTManager Menus: Information - Protection

```
Menus:

  Information
      :
  Protection »->./Readable
               ./Writable
               ./Executable
               ./Deletable
                 Script
                 Pure
               ./Archived


Protection
  Sets the tool’s, project’s, or drawer’s protection bits.

  Readable   - The file may be read.  Tools, projects, and drawers.
  Writable   - The file may be written to.  Tools, projects, and drawers.
  Executable - The file may be executed.  Tools only.
  Deletable  - The file may be deleted.  Tools, projects, and drawers.
  Script     - The file is an AmigaDOS script and may be run without having to
               issue the Execute command.  Projects only.
  Pure       - The file is pure and may be made resident.  Tools only.
  Archived   - The file has been backed up.  Tools, projects, and drawers.
```

Note: Protection bits are actually stored along with a file, not in the icon,
so the protection bits will be lost if no file exists when the icon is saved.

1.47   TTManager Menus: ToolTypes - Enable, Disable, & Toggle All

Menus:

```
  ToolTypes
  Enable All       A +
  Disable All      A -
  Toggle All       A \
          :
```

Enable All
  Removes any parentheses ("()") surrounding a tooltype.

Menu Shortcut: <Right Amiga> +

Disable All
  Brackets all tooltypes with parentheses ("()"), thus disabling them.

Menu Shortcut: <Right Amiga> -

Toggle All
  Any disabled tooltypes are enabled, and vice-versa.

Menu Shortcut: <Right Amiga> \

1.48   TTManager Menus: Edit - Delete

Menus:

```
  ToolTypes
        :
  Delete       »->All             A .
        :            Current To Top A <
                     Current To End A >
```

Delete
All
  Deletes the entire tooltype list.

Menu Shortcut: <Right Amiga> .

Current To Top
  Deletes the tooltypes from the currently selected one to the beginning of the
list.

```
Menu Shortcut:  <Right Amiga> <


Current To End
  Deletes all tooltypes from the currently selected one onwards.

Menu Shortcut:  <Right Amiga> >
```

1.49 TTManager Menus: ToolTypes - Loading From Icons & ASCII

```
Menus:

  ToolTypes
           :
  Load From Icon     »
  Load From ASCII    »->Replace...
           :                Append...
                            Only New...
                            Only Existing...


Load From Icon
  Pops up a file requester allowing you to add tooltypes from another icon(s)
to the one currently being edited.

Load From ASCII
  Same as above, only now the contents of the selected file(s) are added to
the list.


  Replace - The old tooltypes are replaced by the new ones.

  Append - The new tooltypes are appended to the end of the tooltype list.

  Only New - Each new tooltype is checked against the current list of
             tooltypes, and added to the end of the list if no match is found.

  Only Existing - Similar to Only New, except that if a match is found the
                  new tooltype replaces the old one.  The new tooltype is
                  discarded if it isn't already in the list.


Note:
  * The modes Only New and Only Existing compare the tooltype's
   keyword.  Given the tooltype "(LEFTEDGE=360)", these modes are looking for
   a match to "LEFTEDGE" (the keyword's value (if any) and whether it's
   enabled or disabled is ignorred).

  * These menu options are equivalent to setting the Load Mode and From Type
   cycle gadgets and pressing the Load button.
```

1.50   TTManager Menus: ToolTypes - Save As ASCII

```
Menus:

  ToolTypes
          :
  Save As ASCII... A D
          :
```

```
Save As ASCII
  Opens a file requester allowing you to save the tooltype list as a text file.
An icon will be created for this file if the Create Icons? menu option is on.

Menu Shortcut:  <Right Amiga> D
```

1.51   TTManager Menus: ToolTypes - Sort

```
Menus:

  ToolTypes
          :
  Sort            A T
          :
```

```
Sort
  Sorts the tooltype list into alphabetical order.

Menu Shortcut:  <Right Amiga> T

Note:
  * The sort is case-sensitive.
  * The tooltypes are sorted by their keywords only, and their state (enabled
   or disabled) is ignorred.
```

1.52   TTManager Menus: ToolTypes - Reverse

```
Menus:

  ToolTypes
          :
  Reverse         A R
```

```
Reverse
  Reverses the order of the items in the tooltype list.

Menu Shortcut:  <Right Amiga> R
```

1.53   TTManager Menus: Settings - Close After Save

```
Menus:

  Settings
  ./ Close After Save?
          :
```

Close After Save
  If this menu item is checked, the window will be closed after performing a
Save. Otherwise the window remains open.

Note: This option may be turned on at startup by using the CLOSEAFTERSAVE
      keyword.

1.54   TTManager Menus: Settings - Warnings

```
Menus:

  Settings
          :
  ./ Warnings?
          :
```

Warnings
  If this menu item is checked, TTManager will pop up a confirmation
requester before certain important actions are performed, such as closing a
window when the tooltypes have been modified but not saved, or quitting the
program.

Note: This option may be turned off on startup by using the NOWARNINGS
      keyword.

1.55   TTManager Menus: Settings - Create Icons

```
Menus:

  Settings
          :
  ./ Create Icons?
```

Create Icons
  An odd option, eh? :-) If this item is checked, then the text file created
by the Save As ASCII menu option will have an icon.

Note: This option may be turned off on startup by using the NOICONS keyword.

1.56   TTManager: Keyboard Shortcuts

```
Gadget Keys - Global:
File string gadget          i
Undo button                 u
Redo button                 r
Save button                 s
Save As button              a
Cancel button               c

Gadget Keys - Information Page:
Stack integer gadget        k
Default tool string gadget  t
Comment gadget              o

Gadget Keys - ToolType Page:
Load button                 l
Load Mode cycle gadget      m, M
From Type cycle gadget      f, F
Edit Mode cycle gadget      e, E

  Keys are case-insensitive except for the cycle gadget shortcuts.  With a
 cycle gadget, the shifted key will cycle backwards through the available
 options.


Menu Shortcuts:
Project
New...      A  N
Open...     A  O
Save        A  S
Save As...  A  A
Close       A  1
Close All   A  !
About...    A  ?
Quit        A  Q

Edit
Cut     A  X
Copy    A  C
Paste   A  V
Undo    A  U
Redo    A  Z
Flush      » Current Buffer A  '
             All Buffers    A  "

Tooltypes
Enable All      A  +
Disable All     A  -
Toggle All      A  \
Delete               » All           A  .
                       Current To Top A  <
                       Current To End A  >
Save As ASCII... A  D
Sort            A  T
Reverse         A  R
```

"A " stands for the right Amiga key.

1.57   TTManager: @#%*!!!

Known Bugs:
  – The items in the Information menu sometimes ignore being selected.

  – In the Information menu, if the disk type is changed and then, without
   releasing the right mouse button, the protection bits are altered the new
   protection bit settings will be ignorred.

     (This Information menu is more trouble than it's worth. :-))

  If you come across any bugs, please report them to me.

1.58   TTManager: Be Advised...

Note:
  – Sort and the Only ... load modes compare the tooltype's keyword, and
   ignore any value or whether it's disabled or not. This is a feature, not a
   bug. :-)

  – The various (okay, three) options in the Settings menu are shared by all
   TTManager windows (this is intentional).

  – The About requester's text isn't yet attractively formatted.

  – TTManager's tooltype list is (currently) limited to around 65,534 tooltypes
   (if you call that a limit (show me the program that uses 60,000+ tooltypes!
   :-))). This limit isn't checked (yet), so strange things may happen if
   you attempt to overflow the list. You've been warned...

  – TTManager's windows aren't independent processes. If one window is
   performing a time consuming task (sorting 60,000 tooltypes? :-)) input to
   other TTManager windows will be blocked. In practice, this isn't something
   which is likely to be noticed.

  – Protection bits and comments are stored with a file, not in the icon. So
   if you save an icon and there isn't a file that goes along with it the
   comment and protection bit settings will be lost.

  – TTManager can now move a file across volumes. For example, "DH0:T/Maybe"
   could be renamed and moved to "DF0:Definitely". The renaming process
   consists of first calling the AmigaDOS Copy command, and then Delete if the
   copy was successful (this will probably be improved later).

  – The Information page doesn't display any relevant or useful information for
   disk icons. ...Yet.

1.59   TTManager: The Shape Of Things To Come

                         Today the ToolTypes; tomorrow the world!

Future Plans:

Some possibilities for the future are:
  - Bug fixes; replacing them with newer, more interesting bugs. (Priority.)
  - Fiddle with the code to make it smaller, more efficient, and to introduce
   new bugs to fix. :-)
  - Interesting information if the icon belongs to a disk.
  - An "Image" page? We'll see...
  - More information in the About requester.
  - More error checking/requesters.
  - ARexx interface.
  - Search requester.
  - Localization.
  - Multiselection in the listview. (Not anytime soon.)
  - New default AppIcon image.
  - Patch into and replace Workbench's Information requester.

   If there's a feature you'd like to see, or think should be a priority, let
me know.

1.60   TTManager: Binary Archaeology

History:
  A long time ago, on a hard drive far, far away...

2.0a:
  - The listview string gadget would initially be empty if EDITMODE was set to
   "EDIT". A crash would result if this non-existant string was edited.
  - Keyboard shortcuts for page-specific gadgets only function when their page
   is active (except for the Undo and Redo buttons).
  - The Stack, Default Tool, and Comment gadgets now have keyboard shortcuts.
  - Updated the docs.

2.0:
  - Many big changes:
  - Added the Icon Type cycle gadget.
  - Added the Page cycle gadget...
  - ...And the Information page, which allows manipulation of a file's:
    - Stack,
    - Default Tool,
    - Comment, and
    - Protection bits.
  - The File name gadget now displays the path and file name. The window's
   title bar just displays "TTManager v2.0".
  - Removed the Original Name menu item. The File name gadget is now serviced
   by the undo routines.
  - The undo routines now handles the File name gadget and all new gadgets and
   menus.
   - The File name gadget can now move files across volumes, and

      relabel disks.
    – Added the Information menu.
    – The keywords for EDITMODE, LOADMODE, and LOADTYPE no longer have to be
      entered in all caps.

1.3a:
    – Fixed the bug which crashed 68000/68010 systems (had GTLV_LABELS set to -1
      when creating the gadget (dumb, dumb, dumb, dumb, dumb, dumb, dumb)).
    – Fixed the minimum window height and listview height calculations. Again.
    – A little more code cleaning, and small fixes.

1.3:
    – Clear Clip menu option.
    – Add to Clip edit mode.
    – Some code cleaning; saved 624 bytes.

1.2a:
    – Changed the default hotkey string to a 2.04 compatible format.

1.2:
    – TTManager is now a Commodity.
    – Added an AppMenu item (why didn't I think of this before?).
    – Quits when a Break-C is recieved.
    – NOAPPICON, CX_PRIORITY, and HOTKEY keywords.

1.1a: (unreleased)
    – No longer keeps a permanent lock on Workbench; only when a window is open.

1.1:
    – EDITMODE, LOADMODE, and LOADTYPE keywords.
    – Items pasted from the clipboard are now inserted after the currently
      selected tooltype.

1.0:
    – Bug fixes, and general fiddling around with things.

0.9b:
    – MAXUNDO keyword; undos can now be limited or disabled.
    – Some minor bug fixes.

0.9a:
    – Okay, the "Duplicate" edit mode can really be undone now.
    – Also able to be undone/redone:
      – The delete all/current to top/end menu options.
      – Clipboard cutting and pasting.
      – All the load-modes (replace all, append all, etc. (from either icons or
        ASCII)).

0.9:
    – Undo & Redo. So far, the following can be undone/redone:
      – All the edit modes, add, edit, toggle, delete, move, & duplicate.
      – Reverse tooltype list.
      – Enable/disable/toggle-all tooltypes.
      – Flush undo buffer (current & global).
      – The "About" requester now displays some info. about the current window.
      – Keyboard shortcuts for more of the menus & the GUI.

```
0.8:
  - Improved the quit-program process (as if you would ever want to quit
   TTManager (well, maybe to start up a newer version)  :-) ).
  - Huge internal changes; optimised and replaced about half the source with OO
   code.

0.7b:
  - Fixed various Enforcer hits and bugs.

0.7a:
  - Added a version string.
  - Bug Fix:  Didn't check if tooltype pointer was NIL.

0.7:
  - Clipboard support.

0.6:
  - Sort.
  - The tooltype load modes "Only New" & "Only Existing".
  - Fixed the window minimum-height calculation.
```

1.61   TTManager: Credit Where Credit Is Due Dept.

```
Many thanks to the folowing:

  - God - Life, the universe, and everything.

  - My parents.

  - Wouter van Oortmerssen - Amiga E.  The best programming language I've ever
                             used.

  - Matt Dillon/Aaron Digulla - DME/XDME.

  - Heinz Wrobel - HWGRCS.

  - Peter Bornhall - Iconite, an excellent icon package.  The AmigaGuide and
   drawer icon were created from the Iconite clipart, which I mangled a bit to
   get to four colors.

  - My cat - Various programming suggestions and solutions.  "Sleep on it,"
           being one of many valuable lessons.

  - Greg Donner - Beta testing.

  - The Ramones,
   U2,
   Blondie,
   Deborah Harry,
   The Heads      - Music to program by.

  - You - For using TTManager!
```

1.62   TTManager: Me

Contacting Me:
  Comments, questions, bug reports, or whatever can be directed to me at the
addresses below (e-mail is preferred). Check out the Web page from time to
time; the latest versions of whatever I happen to be working on will always be
available there first.

```
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