

LuminusPrefs

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

LuminusPrefs

1.1 LuminusPrefs: Table of Contents

LuminusPrefs

Version 1.0

Written by Paul A. Schifferer

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1.2 LuminusPrefs: Terms

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SO THERE.

1.4 LuminusPrefs: Introduction

Introduction

LuminusPrefs is the settings editor for Luminus. The settings used to be handled internally in Luminus in earlier versions, but in the interest of reducing the program's size, it was decided that a separate program might be in order. Besides, as a general rule, settings aren't changed that often.

Luminus uses AmigaDOS's file notification feature to remain aware of changes made to the settings file, by LuminusPrefs or any other program. This reduces the amount of effort that you have to put into changing the settings and reloading the settings. If the file Luminus is using for its current settings is changed, the OS lets Luminus know, and it will ask you if you want to use the updated settings. Simple, eh?

LuminusPrefs is also invokable from within Luminus. LuminusPrefs can be placed anywhere on your harddisk, and as long as the path in the settings file points to it, you will be able to use LuminusPrefs from inside Luminus, without having to flip back to the Workbench screen and start it up yourself.

1.5 LuminusPrefs: System requirements

System requirements

LuminusPrefs requires version 2.04 or higher of the Amiga OS. OS 2.1 or higher is required for Locale support. Any version of amigaguide.library is needed for AmigaGuide(tm) online context-sensitive help.

LuminusPrefs requires the use of Olaf Barthel's gtlayout.library V32.3 or higher, which is included in the archive.

LuminusPrefs also requires a **stack size** of at least 10,000 bytes.

1.6 LuminusPrefs: Setting the stack size

From the Workbench

You can check that the icon's stack size is set properly by clicking once on the icon, then selecting Information from the Workbench's Icon menu. In the upper left corner of the Information window is an integer gadget marked "Stack:". If the value in this

gadget is less than 10,000, click in it, change it to 10000, press Return, and click the button marked Save. Now you may run LuminusPrefs.

From the Shell

You can check this by entering

stack

at the prompt. This will tell you the size of your Shell's stack. If it's less than 10,000, then enter

stack 10000

This will change the stack size so it's large enough for LuminusPrefs to run.

1.7 LuminusPrefs: Registration

Registration

Luminus is shareware. Unlike some shareware programs, though, the essential features of Luminus are not crippled or disabled. You can doodle around and actually save and load your work. Some of the nicer features of Luminus have been disabled, and require a keyfile to work.

The registration fee for Luminus is \$20(US). To register Luminus, please fill out this form:

-->cut here<--

Luminus Registration Form

Name _____

Address _____

City _____

State/Province _____

Country _____

Phone _____

E-mail _____

The registration fee for Luminus is \$20 (U.S. currency only). I have enclosed payment with this registration form.

I would like my keyfile:

☐ E-mailed to me. I will be sending my PGP public key to 'gandalf@hughes.net'.

(A PGP public key is required for this kind of transfer.)

☐ Sent regular post.

-->cut here<--

Mail this form to:

Paul Schifferer

Isengard Developments

515 11th Street

Edwards AFB, CA 93523

USA

1.8 LuminusPrefs: My address(es)

The address to which you can send me money, postcards, a spare Amiga, or anything else, is:

Paul A. Schifferer

515 11th Street

Edwards AFB, CA 93523

USA

I can also be contacted via Internet at:

gandalf@hughes.net

1.9 LuminusPrefs: Undocumented features

Undocumented Features

Some people call these things 'bugs'. If you happen to notice one of these little critters, let **me** know, please! I've done my best to make sure all the bugs were discovered and removed, but I can't find them all.

Please, if you send me bug reports, make sure to let me know the type of system you're running it on (CPU, RAM, etc.), which executable you were using, what other programs were running with it (especially commodities and system enhancers, since they tend to gum up the works sometimes), and what you were doing at the time of the bug occurrence/system crash. If a bug is visual in nature, a screen snapshot would be just peachy, as well.

If you send me Enforcer output, please be sure it contains Hunk and Offset readings.

Thanks.

1.10 LuminusPrefs: Using LuminusPrefs from the Workbench

Using LuminusPrefs from the Workbench

LuminusPrefs requires a **stack size** of at least 10,000 bytes to run.

To start LuminusPrefs from the Workbench environment, simply double-click on its icon. LuminusPrefs' behavior can be modified by using ToolTypes. The following ToolTypes are supported:

SETTINGS=file

Lets you specify a particular settings file to use. You can supply the complete pathname here, or LuminusPrefs will use its current directory to find the file. If this file cannot be found or loaded, LuminusPrefs will resort to its stored internal defaults. The default file is 'Luminus.prefs'.

PUBSCREEN=screen

Lets LuminusPrefs know what screen to open on.

QUIET

Tells LuminusPrefs not to display its copyright window upon startup.

HELPPFILE

This tells LuminusPrefs the path and filename of its .guide file, for use with AmigaGuide(tm). This ToolType is only necessary if you are storing the .guide file in a different directory than LuminusPrefs would know to search. If this ToolType is not specified, LuminusPrefs assumes the .guide file is called LuminusPrefs.guide and is located in the same directory as LuminusPrefs.

1.11 LuminusPrefs: Using LuminusPrefs from the Shell

The Shell

Before you start LuminusPrefs, you must make sure your Shell's **stack size** is at least 10,000 bytes or greater.

To start LuminusPrefs from the Shell, simply enter its name at the command line, and the program will begin execution. The following options are available from the Shell:

SETTINGS file

This option allows you to specify the settings file to use for this invocation of LuminusPrefs. You may enter a complete path specification with the filename.

PUBSCREEN screen

Lets LuminusPrefs know what screen to open on.

QUIET

Tells LuminusPrefs not to display its initial copyright banner or copyright window upon startup.

HELPPFILE

This tells LuminusPrefs the path and filename of its .guide file, for use with AmigaGuide(tm). This parameter is only necessary if you are storing the .guide file in a different directory than LuminusPrefs would know to search. If this parameter is not specified, LuminusPrefs assumes the .guide file is called LuminusPrefs.guide and is located in the same directory as LuminusPrefs.

1.12 LuminusPrefs: Operations

Operations

Upon startup, Luminus will open its main window. The following buttons are available:

Display

Operations

Document

File

Boxes & lines

Load settings...

Save settings...

1.13 LuminusPrefs: Operations/Display

Display Settings Panel

This panel deals with the basic Intuition display aspects of Luminus, such as screenmode, colors, etc. Each of the gadgets used in this panel are discussed below. The panel is separated into four tabbed groups: **Screen**, **Settings**, **Fonts**, **Windows**.

1.14 LuminusPrefs: Operations/Display (Screen)

Screen

Screen name

This string gadget specifies the name of the custom public screen which LuminusPrefs will attempt to open. This name is used as identification for other windows, possibly from other programs, so they may open on it. This gadget is ghosted if Custom screen? is not checked.

Use custom screen?

This checkbox determines whether or not Luminus will attempt to open a custom screen of type PUBLICSCREEN upon start-up. All documents, unless otherwise specified, will open on this screen. This is the default behavior.

Screen mode

This scrolling list gadget presents the available screenmodes with which you may open a custom screen. Simply click on the desired mode for the custom screen. The standard dimensions for that mode will be plugged into the Width, Height and Colors gadgets (discussed below). The selected screenmode is only valid if the Custom Screen? checkbox is checked.

1.15 LuminusPrefs: Operations/Display (Settings)

Settings

Width

Height

Colors

These two integer gadgets and one slider gadget control the width and height of the custom screen. They are bounds-checked with the dimensions in the display database. These gadgets are ghosted if Custom screen? is not checked.

Shanghai windows

If checked, this sets the global public screen mode flag of SHANGHAI, which tells the OS that the default public screen wishes to have any windows without a specific screen destination open on it. (Whew! Say that 10 times fast!) The original state of the SHANGHAI flag is preserved and restored when Luminus quits.

Pop public screen

If checked, this sets the global public screen mode flag of POPPUBSCREEN, which tells the OS to pop the default public screen to the front of the display whenever any windows open on it. The original state of this flag is preserved and restored when Luminus quits.

Edit colors

Pressing this button brings up the **Edit Colors panel**. If the public screen LUMINUS is opened, it will open there. If not, it will open a custom private screen for your color-editing pleasure.

1.16 LuminusPrefs: Operations/Display (Settings/Edit colors)

Colors

This set of gadgets affects the color settings of the custom screen.

Selecting a color from the palette gadget makes that color available for editing with the sliders.

The sliders allow you to change the red, green and blue content of a color. Changes made are immediately apparent, but don't take effect unless the 'Use' button is selected.

1.17 LuminusPrefs: Operations/Display (Fonts)

Fonts

Text font

Height

This is the font that Luminus will use for displaying ANSI text.

Screen font

Height

This is the font Luminus will attempt to use when opening its custom screen. These gadgets are ghosted if 'Use custom screen?' is not checked.

1.18 LuminusPrefs: Operations/Display (Windows)

Windows

Left

Top

Width

Height

These four integer gadgets let you specify the window size and position of document windows when they open up.

1.19 LuminusPrefs: Operations/Operations

Operations Settings Panel

This panel lets you set the options regarding the general operations of Luminus. The panel is separated into tabbed groups:

General, Windows,

Switches.

1.20 LuminusPrefs: Operations/Operations (General)

General

ARexx port base name

This string gadget allows you to enter the base name that will be used to name the ARexx port of a document. This name is suffixed with a numeric value to give a unique derived port name. The default base name is 'LUMINUS'.

Status line format

This gadget contains a string with printf()-style formatting codes which control how the status line is displayed. Using these codes, you can customize the status line to look whichever way that floats your boat. The following codes are supported.

Code Meaning

%B Block mode indicator ('Block' or nothing)

%c Column number

%C Caps Lock indicator ('Caps' or nothing)

%D Drawing mode indicator (verbose text; this code also reflects the current colors and text style)

%E Editing mode indicator (verbose text)

%f Filename of document

%F Complete path and filename of document

%h Total height of document in lines

%H Horizontal direction indicator (verbose text)

%I Insert mode indicator ('Ins' or nothing)

%l Current line

%L Total number of cels in document

%m Modified flag (displays '*' (asterisk) or ' ' (space) for modified or not, respectively)

%n Current cel or page number (this code's value depends on the current editing mode of the document)

%N Num Lock indicator ('Num' or nothing)

%P ARexx port name of document

%V Vertical direction indicator (verbose text)

%w Total width of document in columns

%Y Line type indicator (verbose text)

%% A percent sign

These codes can be combined with regular text for a completely custom-made status line. This setting cannot be changed in the unregistered version.

Note that this preferences item cannot be changed in the unregistered version.

Default document directory

This is the default directory in which Luminus will save your files. It can obviously be overridden in the ASL requester.

Clipboard unit

This is the clipboard unit number that each document will use by default when accessing the Clipboard.

Console specification

This string gadget allows you to specify the attributes of any console window that might be opened up, such as selecting Shell window from the Tools menu. Please refer to your AmigaDOS manual for more information on the console.

1.21 LuminusPrefs: Operations/Operations (Windows)

General

Always on top

This setting will cause Luminus to try to keep the support windows on top of all document windows, moving them to the front of the display when they become concealed. This setting cannot be changed in the unregistered version.

Open attributes window

Open switches window

Open character set window

These three checkboxes tell Luminus whether or not to open the respective interactive support windows upon start-up.

Character set rows

Character set columns

These two numeric gadgets let you specify the number of rows and columns of the character set to display when the Character Set window is opened initially.

1.22 LuminusPrefs: Operations/Operations (Switches)

Switches

Use AppIcon

Having this checkbox checked tells LuminusPrefs to place its AppIcon on the Workbench screen. You can use the AppIcon to easily load documents or return to LuminusPrefs without having to flip through screens.

Show status line

This checkbox determines whether LuminusPrefs' documents will display a status line in their windows by default. This behavior can be controlled in each individual document as well. This setting cannot be changed in the unregistered version.

Status line at top

This checkbox determines whether the status line (if displayed) will be at the top or bottom of the window. This is a global flag and applies to all document windows. This setting cannot be changed in the unregistered version.

Blink cursor

This tells Luminus whether or not to blink the cursor in the document window when it is active.

Beep on error

This checkbox tells Luminus to execute a `DisplayBeep()` (an Intuition function that flashes the screen and sounds a [pitiful on OS 2.0 machines] tone) when an error occurs.

Ask before quitting?

This checkbox tells Luminus whether or not to confirm a quit action. This flag only applies when quitting using the Quit menu item. If a document is closed using the Close item, and it's the last document, Luminus will shut down automatically without confirmation.

1.23 LuminusPrefs: Operations/Document

Document Settings Panel

This control panel lets you control the settings that apply to LuminusPrefs' documents. The panel is separated into five tabbed groups: **General**, **Colors**,

Modes, **Screen**, **Ruler**.

1.24 LuminusPrefs: Operations/Document (General)

General

Width

Height

These two integer gadgets let you specify the maximum displayable dimensions of your documents. These settings only affect the maximum editable boundaries of the document. Cels that extend beyond (from line/columns shifts, etc) are preserved for the

session, and will be remembered if saved in Animation mode. Cels outside the boundary specified here are lost if saved in Page mode.

Pages

This is the default number of pages a document will support upon initial open. The actual number of pages can be changed from the Page menu. This setting only applies in Page Editing Mode, since animation sequences do not have pages.

Tabs

This level gadget lets you specify the tab boundary used during editing. (Tab characters are not actually saved in a document.)

1.25 LuminusPrefs: Operations/Document (Colors)

Colors

Foreground/Background

Cycle

These gadgets let you choose the default foreground/background color for documents, and whether that pen will cycle its colors during editing. The cycle setting cannot be changed in the unregistered version.

1.26 LuminusPrefs: Operations/Document (Modes)

Modes

Edit mode

This cycle gadget sets the default editing mode of each document upon initial open. The currently available modes are 'Page' and 'Animation'.

Draw mode

This cycle gadget sets the default drawing mode of each document upon initial open. The currently available modes are 'Text' and 'Attribute'.

Vertical direction

Horizontal direction

These two cycle gadgets set the default vertical and horizontal cursor movement upon initial open. You can choose from 'None', 'Up' and 'Down' for vertical, and 'None', 'Left' and 'Right' for horizontal.

Borderless

This checkbox determines whether LuminusPrefs' document windows will be opened with a standard Intuition window border, complete with close gadget; title/drag bar; zoom, depth and sizing gadgets; and vertical and horizontal scrollers. The default is a borderless window.

Destructive backspace

This setting determines whether the backspace key, when pressed, will delete the cel onto which it moves.

1.27 LuminusPrefs: Operations/Document (Screen)

Screen

Public screen name

This gadgets sets the name of the public screen on which Luminus should open its document windows if it isn't going to open a **custom screen**.

1.28 LuminusPrefs: Operations/Document (Ruler)

Ruler

NOTE These settings cannot be changed in the unregistered version.

Show ruler

This setting determines whether the Ruler will be displayed by default in the documents' windows. The ruler is a pair of lines that intersect at the mouse pointer.

Show ruler hashes

This setting determines whether the Ruler (if displayed) will have hash marks drawn perpendicular to its edges at character width/height intervals. The hash marks are centered on the character position.

Show ruler numbers

This setting determines whether the Ruler (if displayed with hash marks on) will have position numbers displayed adjacent to the hash marks. The numbers are displayed either to the left or above the hash marks, as appropriate.

Interval

This setting controls the interval at which the Ruler's numbers (if shown) are drawn. The numbers will start at this number, and are displayed in this increment. For example, a setting of 10 will display every tenth ruler number starting at 10.

1.29 LuminusPrefs: Operations/File

File Settings Panel

This control panel affects the settings concerning how Luminus saves and loads its files. The panel is separated into four tabbed groups: **Save**, **Load**, **General**, **Backups**.

1.30 LuminusPrefs: Operations/File (Save)

Save

Save type

This cycle gadget allows you to set the type of file which will be saved when you select Save or Save as from the Project menu. The currently available types are 'ANSI' and 'IFF'.

Line length

This integer gadget determines the maximum length of a saved line before a CR(LF) is appended. This allows Luminus to save documents so that lines will not extend beyond some BBS software's maximum line lengths.

Video preparation

This cycle gadget lets you choose the type of video preparation that will precede your file when it is saved. The available types are 'None', 'Home cursor', and 'Clear screen'. 'None' will not put anything before your data, obviously. 'Home' will put an ANSI code to place the cursor at the top left corner of the screen. 'Clear' will place in ANSI code that will clear the screen before the file's contents are drawn.

End-of-line type

This cycle gadget allows you to choose the type of EOL that will be saved with your documents. The available types are 'CR only', 'LF only', and 'CR + LF'. The default is 'CR + LF'.

Header

This string gadget allows you to enter any text and/or control codes that you wish to have saved at the beginning of every document, before ANY document contents are saved. You may type in any valid ASCII text. To enter control characters, escape sequences and the like, use the following:

Control characters

These are prefixed with the character '^', and can be any valid letter, i.e., 'A' through 'Z'. All other characters are translated literally.

Escape sequences

These are prefixed with the character '\'. The following are valid sequences; all other characters are translated literally:

Escape char Meaning

e Escape code (ASCII 27)

t Tab character (ASCII 9)

ASCII codes

These are prefixed by the character '*'. The ASCII code should be any decimal number from 1 to 3 characters in length. The first non-numeric character encountered terminates the ASCII code. For example, I enter the code '*4Bang!'. This would be interpreted as ASCII code 4, since the 'B' in bang is not numeric. If the next character after the ASCII code is a digit, I would have to enter it thus: '*00499 is a babe.', which would also translate to ASCII code 4, and then continue with '99 is a babe.' Is this clear now?

Footer

This string gadget allows you to enter any text and/or control codes that you wish to have saved at the end of every document, AFTER all document contents are saved. You may type in any valid ASCII text. To enter control characters, escape sequences and the like, use the table described in Header above.

Use alt. escape

Alt. escape character

Some BBS software, instead of using the standard escape character (ASCII code 27), use an alternate character, such as '@' or '^', for their ANSI escape sequences. Checking this box tells LuminusPrefs to use an alternate character when saving files. The string gadget next to it is where you input the character to use. This setting cannot be changed in the unregistered version.

1.31 LuminusPrefs: Operations/File (Load)

Load

Load at cursor

If this box is checked, Luminus will load any overlaid documents using the cursor position as the origin, instead of the origin being the top-left of the document.

Filter stray escapes?

ANSI codes, by definition, always begin with the character sequence "esc[", where 'esc' stands for the ASCII escape character, code 27. If Luminus should encounter an "stray" escape character, i.e., one not belonging to a valid ANSI sequence, this flag determines how it handles them. If the flag is on, these escapes will be filtered out of the file. If it is off, they will remain as part of the file, but will never be displayed.

1.32 LuminusPrefs: Operations/File (General)

General

Filter solid spaces?

Checking this checkbox tells Luminus to convert incoming or outgoing solid, or "hard", spaces (ASCII code 160) to normal spaces.

Prompt on save?

Checking this gadget sets the flag that causes the Save panel (see above) to pop up before a file is saved. This allows you to change the save attributes for each file without having to change the defaults.

I/O Buffer size

This integer gadget allows you to set the size of the buffer Luminus will use for input and output. This buffer speeds disk access and generally makes loading and saving files quicker. As a rule of thumb, the larger the buffer, the quicker the file access; but you must be careful not to make the buffer too large. Note that this value is in kilobytes (KB), not bytes. This setting cannot be changed in the unregistered version.

1.33 LuminusPrefs: Operations/File (Backups)

Backups

NOTE All backups are disabled in the unregistered version.

Timed backups

Interval

These two gadgets affect whether Luminus will execute a timed backup during your editing sessions. The checkbox turns the feature on, and the integer gadget sets the amount of time (in minutes) that must pass before Luminus does an automatic backup.

Directory

This is the directory in which Luminus will save your backed up files. This directory applies to timed backups (above) as well as file backups (below). If this is blank, the file's current directory is assumed.

Extension

This is the extension that will be appended to any files that Luminus backs up, either via timed backup or through the Save original? flag (below). You do not have to add a period at the beginning of the extension; this will be done for you. If this is blank, no extension is added.

For example, Luminus backs up the file 'Logon.ansi', which you are editing. You have the backup extension set at "backup". The file will be saved into the backup directory as 'Logon.ansi.backup'.

NOTE Luminus will attempt to handle backups intelligently. If the backup directory AND extension are both blank, the resulting path and filename would overwrite the original file, which defeats the purpose of the backup. So if this case is detected, LuminusPrefs will add just the '.' (period) to the end of the filename to create a (possibly) unique filename, preventing an overwrite. This is not possible with a filename that is the maximum length AmigaDOS allows.

Save original?

Setting this flag tells Luminus to preserve the original file when doing a normal Save (Save as is not affected, since it allows you to explicitly overwrite a file). The file will be backed up into the specified directory, using the specified extension.

1.34 LuminusPrefs: Operations/Boxes & lines

Box & Line Settings Panel

This panel controls the settings concerning boxes and lines used in Luminus. The panel is separated into two tabbed groups: **Line type**, **Box codes**.

1.35 LuminusPrefs: Operations/Boxes & lines (Line type)

Line type

Line type

This cycle gadget allows you to set the default line type that will be used by each document.

1.36 LuminusPrefs: Operations/Boxes & lines (Box codes)

Box codes

These are the unlabeled boxes that take up most of the panel's real estate. Each box corresponds to a part of a whole box, like so:

```
+-----+ +-----+ +-----+ +-----+
| 1 || 2 || 3 || 4 |
+-----+ +-----+ +-----+ +-----+
+-----+ +-----+ +-----+
| 5 || 6 || 7 |
+-----+ +-----+ +-----+
+-----+ +-----+ +-----+ +-----+
| 8 || 9 || 10 || 11 |
+-----+ +-----+ +-----+ +-----+
+-----+ +-----+ +-----+ +-----+
| 12 || 13 || 14 || 15 |
+-----+ +-----+ +-----+ +-----+
```

These gadgets allow you to enter the specific characters to use for each of the box parts when drawing a box using the Custom line type. The box numbers are as follows:

Number Box part type

- 1 Upper-left corner
- 2 Upper cross-beam
- 3 Upper intersection
- 4 Upper-right corner
- 5 Left cross-beam
- 6 Middle vertical cross-beam
- 7 Right cross-beam
- 8 Left intersection
- 9 Middle horizontal cross-beam
- 10 Middle intersection
- 11 Right intersection
- 12 Lower-left corner
- 13 Lower cross-beam
- 14 Lower intersection
- 15 Lower-right corner

1.37 LuminusPrefs: Operations/Load settings

Load settings

Pressing this button lets you load in a previously loaded settings file for editing. An ASL requester will pop up so you can choose the file to load.

1.38 LuminusPrefs: Operations/Save settings

Save settings

An ASL requester will pop up allowing you to save the settings file. If you try to save over an existing file, you will be prompted to make sure that's what you want to do.

Note that after the settings file is saved, LuminusPrefs will immediately exit.

1.39 LuminusPrefs: Miscellaneous

Miscellaneous

This chapter basically covers, well, miscellaneous things that usually can't be place anywhere else, plus just some tidbits of information.

Authenticity

If you want to be sure that the files in this archive are authentic, I have enclosed below my PGP public key. All binaries and documentations are accompanied by a PGP signature file, which can be used to verify the authenticity of each file.

Note that this key has changed since the earlier versions of Luminus. The old key is invalid and should not be used!

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6.2

```
mQBtAzFM4HgAAAEDAMrjdVJRvZT93v/e9lKPtEdNsnyFpC66+IJ3tcqy62dcbQKl
2kze/s3vpxDN8DBhs/WeoxPQFmMFekT8BdkxELznxLGPOil1ylPCaNQY2juwQfVP
AMYKGbTTzufh5uYGvQAFebQnUGF1bCBBLiBTY2hpZmZlcmVyIDxnYW5kYWxmQGhl
Z2hlcy5uZXQ+
=gVLn
```

-----END PGP PUBLIC KEY BLOCK-----

1.40 LuminusPrefs: Program history

History

1.0 31 Aug 1996 - First non-beta public release.

0.1 Mar 1996 - Internal beta-test release.

1.41 LuminusPrefs: nothing

Nothing!

What'd you think a button marked 'nothing' was going to do???
