

MuiEnv

COLLABORATORS

	TITLE : MuiEnv		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 9, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MuiEnv

1.1 MuiEnv.guide

MuiEnv 1.6

Documentation for MuiEnv 1.6

Date: 16 March 1995 Author: Michael Suelmann

Copyright
Overview
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1.2 MuiEnv.guide/Copyright

Copyright

MuiEnv 1.6 is Freeware and may be copied and used for free, as long as it is distributed complete with documentation.

The Use of MuiEnv is at your own risk. The author may not be made responsible for damage caused by use of this program.

MuiEnv is copyright (C) 1993 Michael Suelmann.

1.3 MuiEnv.guide/Overview

Overview

MuiEnv is a program for manipulation of environment variables. MuiEnv can edit, save, load, delete, rename, and create environment variables.

Contrary to other programs of this type, MuiEnv supports subdirectories in ENV: and ENVARC:

MuiEnv uses MagicUserInterface, Copyright (C) 1993 Stefan Stuntz.

1.4 MuiEnv.guide/Requirements

Requirements

MuiEnv 1.6 needs version 2.04 (37.175) oder higher of the Amiga Operating System.

MuiEnv uses MagicUserInterface by Stefan Stuntz. MagicUserInterface is not included. You can find it as dev/gui/mui23usr.lha on Aminet.

1.5 MuiEnv.guide/Installation

Installation

For installation, simply copy the program MuiEnv to a directory in the path.

As external editor for environment variables \$EDITOR is used. So you must set the EDITOR variable with SetEnv EDITOR program name or with MuiEnv.

Alternatively the editor can be determined with the ToolType or shell-parameter EDITOR.

HEXEDITOR is used in the same way for Edit hex..

1.6 MuiEnv.guide/Starting

Starting

MuiEnv may be started from Workbench or CLI.

The command template for CLI usage is:

FILE,EDITOR/K,HEXEDITOR/K

FILE is the File to be edited at startup.

If FILE is a directory, this directory is displayed at startup.

EDITOR/K is the Editor for Edit ext..

HEXEDITOR/K is the Editor for Edit hex..

1.7 MuiEnv.guide/Usage

Usage

MuiEnv opens a window with a listview, a string gadget and several button gadgets.

The listview shows the current environment variable, that can be chosen by arrow keys or by mouse.

With TAB you can switch between the listview and the string gadget. The contents of the string gadget are valid for all actions.

With RETURN or a double click inside the listview you can change to a subdirectory if a directory is selected, if a short variable is selected, the Edit button is triggered, if a long variable or a Variable containing Null-bytes is selected, the Edit ext. button is triggered. This is functioning, too, if the string gadget is activated.

The Edit button opens a new window with a string gadget to change the current environment variable and three button gadgets: Save saves the environment variable to ENV: and ENVARC:, Use saves only to ENV: and Cancel cancels.

The Edit ext. button calls an external editor to edit the contents of the current environment variable. The editor can be determined with the ToolType or shell parameter EDITOR. Default is \$EDITOR.

The Edit hex. button calls an external hex-editor to edit the contents of the current environment variable. The editor can be determined with the ToolType or shell parameter HEXEDITOR. Default is \$HEXEDITOR.

The Save button copies the current environment variable from ENV: to ENVARC:.

The Reload button copies the current environment variable from ENVARC: to ENV:.

the Delete button deletes the current environment variable in ENV: and ENVARC:. It deletes a directory completely with contents.

The Rename button opens a new window with a string gadget to change the name of the current environment variable and three button gadgets: Save renames the environment variable in ENV: and ENVARC:, Use renames only in ENV: and Cancel cancels.

The MakeDir button opens a new window with a string gadget to create a new directory and three button gadgets: Save creates the directory in ENV: and ENVARC:, Use creates only in ENV: and Cancel cancels.

The Rescan button rereads the contents of the listview.

The Parent button shows the contents of the parent directory in the listview.

The Update all button copies all Files from ENVARC: to ENV: which are not already in ENV:. This is usefull if a newly installed program has installed its environment variables only in ENVARC: or if variables in ENV: have been deleted.

The Quit button quits MuiEnv.

New variables are created by inserting a new variable name in the string gadget and pressing Edit or RETURN.

MuiEnv's Window is an AppWindow. If you drop icons on it, the corresponding File is copied into the current directory.

1.8 MuiEnv.guide/History

History

1.0, Date 5.10.93
- first released Version

1.1, Date 29.10.93
- enforcer hit removed

- new buttons Makedir and About

1.2, Date 14.11.93
- Edit function now saves not only 80 chars, but all chars.

- Edit and Edit ext. button are disabled when a directory is selected.

- improved behavior with empty directories

1.4, Date 19.01.95
- Stack size increased (caused crashes).

- Save and Reload button are disabled when a directory is selected.

- Delete now asks, where to delete.

- ToolType EDITOR used for Edit ext.

1.5, Date 05.02.95

- MuiEnv has an AppWindow now. If you drop an icon, the file is copied to ENV:.

1.6, Date 16.03.95

- new Button Edit hex.

- new Button Update all

- Button About removed. Menu entry About still exists.

- command template for CLI usage added.

1.9 MuiEnv.guide/Author

Author

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