

**MagicDocs**

<b>COLLABORATORS</b>
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# Contents

<b>1</b>	<b>MagicDocs</b>	<b>1</b>
1.1	MagicScripts Documentation . . . . .	1
1.2	about . . . . .	1
1.3	disclaimer . . . . .	1
1.4	shareware . . . . .	2
1.5	author . . . . .	2
1.6	requirements . . . . .	3
1.7	installation . . . . .	3
1.8	usage . . . . .	4
1.9	limitations . . . . .	5
1.10	bonus . . . . .	6
1.11	thanks . . . . .	6
1.12	cshell . . . . .	6
1.13	toolmanager . . . . .	7
1.14	magicscripts.dock . . . . .	8

## Chapter 1

# MagicDocs

### 1.1 MagicScripts Documentation

Documentation for MagicView/MagicExtract, by Jonathan Benson

Shareware	
About	Requirements
Disclaimer	Installation
Author	Usage
Thanks	Limitations
Bonus Scripts	

### 1.2 about

About  
=====

MagicView and MagicExtract are two short CShell scripts (this documentation is the biggest thing in the archive) written by me for use with ToolManager and CShell.

I wrote the scripts as I wanted a dock icon that would view any file, rather than having one for MultiView, one for FJPEG, one for FastView, etc. And another dock to Extract any archive to my temporary directory. Over the past week they have developed quite considerably so I decided to release them as Shareware.

MagicView will allow you to create a dock that will let you view any file identified by the class.sh script that comes with CShell V5.16+

MagicExtract will allow you to create a dock that will extract or list any archive identified by the class.sh script.

### 1.3 disclaimer

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#### Disclaimer

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This product is distributed "as is" without representation or warranty of any kind, either expressed or implied.

The user assumes all risks and responsibilities related to its use.

#### This Means:

I will take no responsibility for it doing anything funny to your system.

#### NOTE:

If something does go wrong it will most likely be your fault, due to the setup of your class.sh script that comes with CShell V5.16+

The most dangerous aspect of it, is in extracting files. This is just a friendly warning to be carefull. Although I think I have ironed out all problems.

Please NOTE: Do not attempt to pass multiple files to MagicExtract!!! This WILL cause problems.

## 1.4 shareware

#### Shareware

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I was originally planning on releasing these scripts as Public Domain, but with all the refinements I have made over the last week or so it has taken me to write and refine them and this documentation, etc. I am now releasing these scripts as Shareware, in the hope that I may get something back for my effort. :)

If you use them PLEASE send me something. What you may well ask? Well the almighty dollar never hurts, but if you can't afford it, I'd appreciate comments, praise, postcards, disks, etc.

How much money would I like? Well \$1,000,000 would be nice, but being a bit more realistic:

From within Australia   \$5-\$10  
From outside Australia   \$15-\$20 (AUS)

The extra expense for outside Australia, is to cover the cost of cashing the international cheque (which is the only way I know of sending money internationally).

For where to send it, find out more about me, the Author.

## 1.5 author

#### Author

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This program is Shareware so please send me, Jonathan Benson,  
(a poor 3rd Year Computer Systems Engineering student)  
money/disks/electronic bits & pieces/postcards/praise/etc  
at the following address:

Mr. J. Benson  
15 Derby St  
Pascoe Vale Vic 3044  
Australia

I can also be contacted via E-Mail as

s934146@minyos.xx.rmit.edu.au (until end of 1996)

If you have any complaints and/or suggestions I guess you can send  
them too. :-)

I enjoy just about anything related to Science Fiction, so if you want  
to send me anything to do with Star Trek, XFiles, etc. or maybe a good  
book, please do. :)

## 1.6 requirements

Requirements  
=====

✧ These scripts require at minimum that CShell V5.16+ be correctly  
installed. (The scripts use and need the class.sh script that comes  
with CShell)

✧ You also need the utility ReqAsk by Magnus Holmgren somewhere in  
your path. It should be in this archive. It can also be found in the  
file UnLha.lha on Aminet, or undoubtedly by itself elsewhere.

ToolManager is not required but is highly recommended, and the  
Installation and Usage information in this documentation assumes it  
is installed.

As for machine specific requirements... Well if you can run the above  
programs then this should work fine.

More is used by the scripts and is assumed to be in your path,  
but you can edit the scripts to use whatever program you like.

✧ These are definite requirements, the scripts will not work without  
them.

## 1.7 installation

Installation  
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1. Make sure CShell is installed and assigned to CSH: (ie. the program 'csh' is in CSH: )
2. Run the Installation script. You will be asked where to place each of the files. All except the path for the documentation have preferred defaults.
3. If you have ToolManager2.1 you can just append the included file (MagicScripts.dock) to your current objects. Then goto step 8. If not follow steps 4-8.
4. Create some EXEC objects for ToolManager for the two scripts using the CLI type and a command similar to the following:  
"csh:csh -cLnN CSH:MagicView.sh".
5. Set the Arguments option.
6. Make sure the EXEC object for MagicExtract has its 'Current Directory' set to where you want your files to be extracted by default. You will also have the option of choosing a directory to extract to.
7. Add the EXEC objects to a menu/dock/icon.
8. Make sure the file 'class.sh' is in your CSH: directory and has been appropriately setup. For more information on this file, read the documentation for CShell. Or if you have CShell setup for online help, type "man classes" from CShell.

## 1.8 usage

Usage  
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The following assume the use of a dock object, but apply to an icon as well. For a menu instead of dragging the selected files, highlight them and then select the menu item.

Multiple files may be selected, and passed to MagicView, but all the files may not be viewed. Please see Limitations.

```
*****
*** NOTE: You may not pass multiple files to MagicExtract. ***
***           It was not designed for this and will probably   ***
***           give undesirable results.                         ***
*****
```

### « MagicView »

Simply select the icon of the file you wish to view and drag it onto the dock.

### « MagicExtract »

As above but you will be asked to select to Extract or View the file. Take your pick and it will be done.

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NOTE: Current Directory as referred to by the requester will depend on how you called the script. From CShell it is your current dir. but from ToolManager it is the current dir. as set in ToolManager when installing the scripts.

« BothScripts »

You can click on the dock icon and then select a single file with the requester. The file will then be operated on as if dropped on the dock. The only difference being that after this, the requester will pop up again, for you to choose another file.

« Other »

You may also run these scripts from CShell, either with files as arguments or without. You could also create icons for the scripts and use them that way. Although I strongly recommend you use them through a ToolManager dock or CShell.

(I have a dock, and aliases ml and mx in CShell)

## 1.9 limitations

### Limitations

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To my knowledge there should be no bugs. If you have any problems please feel free to mail me (s934146@minyos.xx.rmit.edu.au) [until end of 1996] and I will see what I can do.

There is one limitation with MagicView:

1. If you pass multiple files to it (not possible through the file requester) then they may not all be viewed. This is because an attempt will be made to view them all using the first program called. NOTE: You may NOT pass multiple files to MagicExtract!!!

Eg. If you pass 3 GIFs, and a JPEG.

a) If the JPEG is the first file you selected.

The files will be passed to whatever viewer you have set up for JPEGs. If it can't view GIFs as well, then they won't be viewed.

b) If you selected a GIF first.

The files will be passed to whatever viewer you have set up for GIFs. If it can't view JPEGs as well, then the JPEG won't be shown.

If I feel so inclined, I may try to get around this problem. But as this would require a reasonable amount of effort, don't hold your breath! Of course, whether or not I bother will depend largely on the response I get for this effort. And of course if you do it yourself. Let me know.

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## 1.10 bonus

Bonus Scripts  
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There are three extra scripts included at the last minute.

- RanBootPic.sh (selects a random Boot Screen)  
for use with BootScreen by Joseph Luk  
and DoIcon by Lars Eilebrecht.
- RanWBPattern.sh (selects a pair of random backdrops for Workbench)
- KillAll.sh (removes all commodities, processes, etc.)  
uses HandleCx by Martin Berndt.

BootScreen, DoIcon, and HandleCx are NOT included in the archive.  
They are on the Aminet, and you should be able to find them  
elsewhere (eg. BBSs)

The scripts are provided as is, and the Disclaimer also applies  
to them. Edit them and use them as you desire. More information  
is given as comments in the scripts.

## 1.11 thanks

Thanks  
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Thanks to Magnus Holmgren for creating the wonderful  
ReqChange, and ReqAsk.

To Nico François for his superb ReqTools library,  
and of course let's not forget Stefan Boberg.

To Stefan Becker for ToolManager.

Contact him via E-Mail as stefanb@yello.ping.de

To the guy who wrote UnLha who inspired this  
little script. (sorry I couldn't see your name anywhere)

To Martin Berndt for HandleCx.

To Joseph Luk for BootScreen.

To Lars Eilebrecht for DoIcon.

And of course to the following for CShell:

Shell V2.04 (C) Copyright 1986, Matthew Dillon, All Rights Reserved

Shell V2.04M-V2.07M by Steve Drew

Shell V2.08MI, V3.xxA and V4.xxA by Carlo Borreo & Cesare Dieni

Shell V5.xxL by U. Dominik Mueller

Shell V5.20+ by Andreas M. Kirchwitz

## 1.12 cshell

This is the overview ripped from the CShell documentation. I hope none of  
its authors mind. :) Please read the Thanks.

II. OVERVIEW

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Shell provides a convenient AmigaDos alternative command interface. All its commands are internal and thus it does not rely on the c: commands for any functionality.

Major features include:

- freely programmable command line editing
- simple history
- piping
- aliases with arguments
- variables & variable handling (embedded variables)
- file name expansion via wild carding ('?', '\*' and more)
- conditionals (if/else etc..)
- source files (w/ gotos and labels)
- tab file name completion
- object oriented features (file classes, actions)
- many built in commands to speed things up
- full functionality on VT terminals

CShell runs on minimum stack, for recursive aliases and source files better increase stack to 10K or more.

If you use CShell for the first time, remember the following:

- CShell internal commands must be lowercase & can be abbreviated
- AmigaDOS command 'Execute' causes some trouble. You cannot redirect it, you must not rename it, and you get no return code. You can also use 'source' to start your scripts, but you'll have to rewrite them a bit. Besides the '.key'-type commands, 'source' is downward compatible with 'Execute'.
- You can always get more information on a command if csh.doc is in the current directory or in csh: (you will be able to modify this) and you enter 'man <command>'
- The wild card #? doesn't work. Use \*  
(#? only works if you "escape" it... better use \* :-)

## 1.13 toolmanager

This is ripped from the documentation for ToolManager.

Please read the Thanks.

Stefans E-mail address is: stefanb@yello.ping.de

What is ToolManager?

\*\*\*\*\*

ToolManager is a flexible program to manage the tools in your working environment. It can start Workbench and CLI programs, ARexx scripts and generate HotKey events. It even can issue commands to a ToolManager running on a remote machine. The user interface consists of menus, icons or dock windows. If you like a noisy computer, you can associate a sound to each of these items.

ToolManager can add items to the Workbench Tools menu. If you select such a menu item, the program associated with it will be started. Every selected icon on the Workbench will be used as an argument for the

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program. This feature is only available when the Workbench is running.

ToolManager can add icons to the Workbench window. When you double-click such an icon, the program associated with it will be started. If you drop some icons on this icon, the program will be started with these icons as arguments. This feature is only available when the Workbench is running.

ToolManager can create a dock window from a collection of programs. This window can be opened on every public screen. Each program is represented by an image or a button gadget. To start a program you simply click on the image or the button gadget. If the dock window has been opened on the Workbench screen and the Workbench is running, you can also drop some icons on the image or the button gadget to start the program with arguments.

Additionally you can assign a Hot Key to each program. If you press this Hot Key, the program will be started. Note that no arguments can be passed to the program if you use this startup method.

## 1.14 magicscripts.dock

MagicScripts.dock  
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This file can be appended to your ToolManager setup (if you have V2.1 or greater of ToolManager). It includes 3 EXEC, 2 MENU, and 1 DOCK objects for you to edit and use as you wish.

Just use the "Append..." menu item under the "Project" menu.

The 2 MENU and 1 DOCK objects are to execute the two scripts.

Of the 3 EXEC objects, 2 are for executing the scripts, and one is to add a Hot Key for the ToolManagerPrefs program (something you may have already done). The Hot Key I used is (LALT DEL).

The EXEC objects for the scripts assume they are in your CSH: directory, as installed by default.

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