

DevsMan_eng

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Chapter 1

DevsMan_eng

1.1 Main

Devs Manager 1.0

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Freeware.

~Introduction~
~What~is~it?~~
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1.2 Introduction

Introduction

Some years ago, messing with mountlist entries was... messy. All that cut'n'paste'n'join'n'copy'n'waste stuff between Mountlist files and adding each of them to your Startup-Sequence was rather cumbersome. Then, Commodore's software engineers (luckily, stupidity was limited to their marketing and management departments...) came up with a nice idea: move each of these in a separate file, along with an icon, in a drawer of their own. So, with Workbench 2.1 appeared the Devs:DOSDrivers/ drawer, with all those mountlist entries. Those you didn't want to mount at boot time were moved to some Storage drawer, from where you could either drag them in the Devs:DOSDrivers/ drawer to have them mounted at boot time, or double-click on them to activate them temporarily. And all was good...

And then came Workbench 3.0. New toys in this version: datatypes were introduced, adding a whole new depth to your Workbench and its object orientedness. You want to have GIFs support? Just add the GIF datatype, and you can have that BIKINI05.GIF as your Workbench's backdrop. You have a

lot of those .VOC files from your PeaSea owning friend (hey, nobody's perfect after all!)? Great: just add this nifty Voc datatype, and you can listen to that CRYBABY.VOC sound sample from MultiView.

But now, we are getting some new kind of mess. Just picture this: you have an unexpanded A1200, with only 2 megs of RAM. So, to save memory, you just install the most used datatypes, leaving the 15 others in your Storage drawer (note here: you can leave the #?.datatype files in SYS:Classes/Datatypes/ without problem. What will tell the system if it must load it at boot time is the descriptor file, located in your Devs:Datatypes/ drawer.)

And that's just the begining of it: what about all those DOSDrivers that you have in your SYS:Storage/DOSDrivers/ drawer? Things like PC0:, PC1:, DS0:, DS1:, RAD:, FF0: and still more. Getting messy, isn't it? So trying to manage these was quite bothersome: you had to open four or five drawers, find where that damn icon was hidden, move it to the other drawer, ... Sorry, but I'm not a big Workbench user. I much prefer using the Shell for file management, or a good directory manager à-la Directory Opus or DiskMaster. Most of my goodies are setted up on hotkeys or on docks via ToolManager (best thing since sliced bread).

Some times ago, Amiga Report magazine published the results of a survey about what improvements readers would like to see in a future Workbench. One of them was suggesting a better way to manage those drivers. While reading this, I thought: "Hey, I can easily do this! ...I think?!"

So the idea for Devs Manager was born. (Clap! Clap! Clap!)

1.3 What is it?

What is it?

Devs Manager is a small program that will simplify the management of of some of your Devs:#?/ and SYS:Storage/#? drawers. More precisely:

\textdegree{} DOSDrivers/	- PC0:, RAD:, DS0:, ...
\textdegree{} Monitors/	- Multiscan, Euro72, ...
\textdegree{} Printers/	- Generic, HPLaserjet, ...
\textdegree{} Keymaps/	- cdn, usa2, ...
\textdegree{} Datatypes/ (for Kickstart 3.x users).	- GIF, Post, ...

Devs Manager will allow you to easily move drivers between the Devs: and the Storage drawer. Any new additions to DOSDrivers, Monitors or Datatypes can be (Devs Manager will ask you if he must do so) immediately mounted by the system when you leave Devs Manager (but not the removals. Sorry, that's simply impossible.)

To run Devs Manager, you need:

\textdegree{} Any Amiga	
\textdegree{} Workbench 2.1 and up. It will run under 2.04, but it would be ↵ useless,	
unless you start organizing your Devs: directory like it is in WB 2.1.	
\textdegree{} Mount command and, for 3.x users, AddDatatypes command in your C:	

directory.

Devs Manager is also designed for optimal usage with hard disks systems. Maybe someday I'll add the possibility to move stored drivers from somewhere else than SYS:Storage/, where they are usually located on a normal HD system.

1.4 Usage

And how the heck do I use this?

When started, Devs Manager will open a window with a few gadgets in it:

```

+-----+-----+-----+-----+
|_|_____||_| 1) Type.
|          |          |          | 2) Install.
| +-----+ +-----+          | 3) Store.
| |          | |          | | (1) | 4) Update.
| | (6)      | | (7)      | | +-----+ 5) Load.
| |          | |          | |          | 6) Installed.
| |          | |          | | (2) | 7) Stored.
| |          | |          | | +-----+
| |          | |          | |          |
| |          | |          | | (3) |
| |          | |          | | +-----+
| |          | |          | |          |
| |          | |          | | (4) |
| |          | |          | | +-----+
| |          | |          | |          |
| |          | |          | | (5) |
| |          | |          | | +-----+
+-----+-----+-----+-----+

```

(Damn it Jim! I'm a programmer, not a painter!)

- 1) Type: This is the type of devices you want to manage. It can be DOSDrivers, Monitors, Printers, Keymaps or, under Kickstart 3.0 and up, Datatypes. This will determine what will appear in the two listview gadgets (Installed and Storage).
- 2) Install: Clicking on this gadget while an item in the Storage listview is selected will move that item to the Devs:??/ drawer, so it will be mounted at boot time by the system.
- 3) Store: Clicking on this gadget while an item in the Installed listview is selected will move that item to the SYS:Storage/??/ drawer, so it will NOT be mounted at boot time. So to say, it is "stored" for future usage.
- 4) Update: Will re-read the contents of the Devs: and Storage/ drawers.
- 5) Load: Will load currently selected Datatype/DOSDrivers/Monitor, just like if you had double-clicked on its icon on the Workbench.

6) Installed: This gadget holds the list of items available in the
Devs:??/ drawer.

7) Stored: This gadget holds the list of items available in the
SYS:Storage/??/ drawer.

1.5 Legal Stuff

4.0 Legal Stuff

Devs Manager is Copyright 1995 by Eric Sauvageau. This program and its documentation can be freely distributed, as long as no changes are done to it.

I decline any reponsability for problems encountered while using this software. Perhaps some bugs are still creeping in it, but I did my best to avoid such critters.

I can be reached via Fidonet at 1:242/907.0.

My apologies for such an UGLY icon. Did I said that I was a programmer, not a painter? ;)

The opinion expressed about Commodore in the earlier parts of this document is my own. (Well, if you agree with me, I'm willing to let you share it at NO extra charge! AB-SOLU-TELY FREE!!! :)

Devs Manager was written on an unexpanded A1200 with a 40 Mb Seagate, using Amiga E 2.1b (v39 patched) and some of my free time.

1.6 History

History

1.0 (5-Feb-95) - First public release.

"I don't care if you don't like the way I look
Can't you see this ain't no Sunday school?"

- White Lion.