

Shrub

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COLLABORATORS

	<i>TITLE :</i> Shrub		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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```
File1.2
File3
File4
```

1.3 Features

There are a number of other directory tree viewers kicking around the Amiga PD scene. DTree, Directree and Bush (also by me) are some I'm aware of. So Why use Shrub?

1. It's very fast. For a listing of my SYS: partition (10MB, 102 drawers, 1254 files) here are the results (approx.):
DTree : 36 (s)
Directree : 22 (s)
Bush : 32 (s)
Shrub : 8 (s)
2. It has a nice WB2/3 user interface. You can even drop icons into Shrub's window to get listings. It's not Shell only like DTree and Bush and does not have the horrid Amos GUI of Directree.
3. It's packed with features:
You can save the listing as ascii text.
Choose not to display Workbench icon files.
Findout how many files and drawers are within a directory.
Choose if you wish to traverse linked directories.
View files.
Alter a files Information.
Find out if an item is a link, normal file, softlink or even a pipefile.
4. It's got a wild name (like a lot of my programs, Publican, Bush, MidMoose, and DQua, I must be out of my teapot :-).

Shrub requires Workbench 2 or better to work.

1.4 Usage

Simply double click the icon. Tooltypes and program arguments are supported. If you have Toolmanager installed then you could setup Shrub as a CLI object which is passed arguments. You could then select a directory, select Shrub from the Tool menu/Dock and get a tree listing of that directory.

Once you've got Shrub on the go you can use the "Tree/directory..." menuitem to get a listing of a new directory. You can also drag an icon into the window, the directory that that icon is in will be listed. Items a listed in this with their name first followed occasionally by the other text. The other stuff means:

```
(dir) : this is a directory
(dir) <hl> : this is a linked directory
(dir) <sl> : this is a softlinked directory
<hl> : this is a linked file
```

<pipe> : this is a pipe file

If the "Settings/Show Icons?" menuitem is checked then Workbench Info files (.info) will be shown in the list, if not then they wont!

If a directory is linked ("(dir) <hl>" or "(dir) <sl>") then its contents will only be shown if the "Settings/Follow Linked Drawers?" menuitem is checked.

Double clicking on an item in the list will cause that file to be viewed if the "Settings/View On Double Click?" menuitem is checked. The viewer specified thru' the VIEWER option will be used.

If the "Settings/Info On Double Click?" menuitem is checked then information on the file will be displayed. The display will be the same as that obtained thru' Workbench's "Icon/Information..." menuitem. This feature is only available if you have Workbench 3 or higher... so upgrade to Workbench 3.1 now!

The tree listing can be saved as ascii text thru' the "Tree/Save As..." menuitem. If the "Settings/Create Icons?" menuitem is checked then an icon will be saved for the created file.

Some stastistics can be viewed via the "Tree/Information" memuitem. A window will then appear, displaying the name of the drawer that the tree is based on; the amount of drawers within this directory; The amount of files in the directory and the amount of files in the listing (remember .info files might not be shown)

1.5 Arguments

Shell command template:

DIRECTORY, LEFT/K/N, TOP/K/N, WIDTH/K/N, HEIGHT/K/N, PUBSCREEN/K, SPACETEXT/K, LINKS/S, SHOWICONS/S, VIEWODC/S, INFOODC/S, VIEWER/K:

Workbench icon tooltypes:

DIRECTORY
LEFT
TOP
WIDTH
HEIGHT
PUBSCREEN
SPACETEXT
LINKS
SHOWICONS
VIEWODC
INFOODC
VIEWER

DIRECTORY

Initial directory to create tree from on startup.

LEFT, TOP, WIDTH, HEIGHT

Poisition and dimensions of window.

PUBSCREEN

public screen that the window will open on.

SPACETEXT

Text that will be used to pub output. Defaults to " ", " | " would give more emphasis on the directory structure.

LINKS

If specified then the "Follow Linked Drawers?" menuitem will be checked and activated.

SHOWICONS

If specified then the "Save Icons?" menuitem will be checked and activated.

VIEWODC

If specified then the "View On Double Click?" menuitem will be checked and activated.

INFOODC

If specified then the "Info On Double Click?" menuitem will be checked and activated.

VIEWER

Specifies the program that is to be used to view files (defaults to MultiView).

EXAMPLES:**Shell:**

```
Shrub Apps: LEFT=10 PUBSCREEN=HSPASCAL.1 SPACETEXT=" | "
```

WB tooltypes

```
PUBSCREEN=HSPASCAL.1  
LEFT=10  
WIDTH=300  
SPACETEXT=" | "  
DIRECTORY=Apps:  
VIEWER=SuperViewer2  
VIEWODC
```

1.6 Contact

Shrub is written by Lee Kindness. If you wish to contact me for any reason then here's where you can:

```
Lee Kindness (WSW)  
8 Craigmarn Road  
Portlethen Village  
ABERDEEN AB1 4QR  
SCOTLAND
```

Shrub is not PD, if you find it useful then you should send me something.

Otherwise you could end up a pile of sticky marshmallow after you guilt caused you to go into melt-down. Or even worse you could be locked up because of the Wangi Demons flying round your heid, sticking little picks into your skull, only nobody else sees them. You have been warned!

So if you do find Shrub useful or are terrified of the above then what do you send me? Well Shrub is infact something I've coined as "PD-Ware", you send me PD/FreeWare/Shareware. If you don't have PD then cash is accepted... If you enclose a SAE or equivalent with your disk(s) then I will send you a disk with all the programs written by myself (over 9) plus some others.

LSK _\//

1.7 Version History

Shrub was programmed using Highspeed Pascal by Highsofton an A1200 with '030 CPU (Viper board), 2+4 MB RAM and 120 MB HD.

Shrub has been tested using Enforcer.

- 1.0 : 09.10.94
 - + Initial version.
- 1.1 : 11.10.94
 - + Added the AppWindow.
 - + Added size gadget. (Very crude, it closes the window and then reopens it to the new size. How else can you alter a listview without crudding the window?)
 - Removed "Directory..." gadget, just use the menu now.
- 1.2 : 12.10.94
 - + Added requester on quitting.
 - + Changed "SPACETEXT/K/F" in the Shell arguments to "SPACETEXT/K" this now lets you have a space after any characters in the Spacetext, eg: " | " now works.
- 1.3 : 13.10.94
 - + Added the "VIEWER", "LINKS", "INFOODC", "VIEWODC" and "SHOWICONS" arguments.
 - + Added "Settings/Info On Double Click" and "Settings/View On Double Click" menuitems.
 - + Double clicking on an item in the list now gives you info on it and views it (depending on above added settings).
- 1.4 : 20.10.94
 - Small changes (new version of HSPascal).

1.8 Thanks

Thanks goto Adam Kindness, Tom Pettigew and Jon Pettigrew for daily testing of my programs.
