

File Master 1.3

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You have 30 days to evaluate this product. Please support shareware.

Registration

First a little begging.

I have many more ideas that I'd like get into File Master but I'm going to need a little bit of support. I'd love to spend more time programming but if there isn't any money here I'll probably have to go back to laying carpet 24 hours a day. OK, I'm stretching it (a little carpet pun there) a bit here. I doubt I'll give up on File Master but your registrations would sure speed up the updates.

Begging off.

Registration gets you at least one free major upgrade. There are two ways you can go about registering File Master.

- n If you have a CompuServe account, you can type "go swreg" and follow the prompts. File Masters swreg # is 1795. The cost is \$19.95 (Cheap) and will be billed to your CompuServe account. I will try to email your registration number to you within 48 hours (probably a lot less).
- n Send a check or money order in US dollars for \$19.95 (Cheap) payable to;
Darren Ramey
2507 Cherokee In.
Winston-Salem, NC 27103

I will send you a registration password as soon as I receive payment. If you include an electronic address (CIS, GEnie, AOL or Internet). I'll send you one there also so you can get it a little quicker. Please use the enclosed order form if you have a printer.

[Enclosed Order Form](#)

File Master 1.3 Order Form

(To print this order form, select "Print Topic" from the "File" menu in this help file.)

Send a check or money order in US dollars for \$19.95 (Cheap) payable to;

Darren Ramey
2507 Cherokee In.
Winston-Salem, NC 27103

Your Name: _____

Phone: _____

Address:

Line 2:

City: _____ **State:**

Zip: _____ **Country:**

Comments or suggestions: _____

Support

I can be reached at any of the following addresses (in order of preference.):

- n Compuserve: My CIS # is 71320,544. I usually get on about once a day. I do a little lurking in the WinShare form but for fastest response you should probably use email.
- n Internet: Send email to 71320.544@compuserve.com. This usually gets checked everyday.
- n Genie: Send email to D.Ramey2. I check mail once or twice a week.
- n America Online: Send email to DRamey. I check mail once or twice a week.
- n US Mail: If you don't have an account on any of the big networks, you can reach me at.

Darren Ramey
2507 Cherokee Ln.
Winston-Salem, NC 27103

Please feel free to leave bug reports or make suggestions even if your not a registered user.

Changes

Changes to version 1.3

- n Added Wait Until Done and Send Multiple Files options to command buttons. See Command Button Editor.
- n Added Replace File options when copying or moving files and directories.
- n Added font preferences.
- n Added captions for right mouse button on Drive Buttons and Command Buttons.
- n Added a previous directory button to the Drive Buttons.
- n Added Printer Options.
- n Much improved Print function.
- n Added a Print Dir function.

Bug fixes to 1.3

- n Fixed the screen being garbled on some machines when launched as maximized.
- n Fixed the problem with files without extensions being assigned a random one.
- n Fixed a bug in the archiver that caused problems when archiving across drives.
- n Finally stopped the Status Bar from flickering when in Date and Time mode.

Changes to version 1.2

- n Right justified file sizes in File Windows.
- n Added horizontal scroll bar if all details don't fit.
- n Added color preferences.
- n Added List Zip function.
- n Added quick Exit function.
- n Added Run With Args function.
- n Added Disk Format and Disk Copy.
- n Added drag and drop button positioning. Hold down CTRL, click and drag to new position.
- n You can bypass clicking on the Button Editor item in the Configuration menu by holding down the ALT key and clicking a button.
- n Rewrote several functions. Select All works much better, Deleting directories is much faster, etc.
- n Right mouse button now causes Drive and Command Buttons to appear depressed.
- n Faster scrolling with right mouse button.
- n Added a decimal place to the amount of free disk space.
- n Added better error checking
- n Added an Abort button to percent bar.
- n Buttons can now be used to launch applications. Items don't need to be selected in a File Window.
- n Added "/" hot key to select all files in a File Window.
- n View window no longer unloads when viewing more than one picture.
- n Added Size Win To Full Screen option. Under View Window in the Prefs menu
- n Archive function now sends as many files as will fit on the command line to archiver.
- n Rewrote all the configuration editors to be more Windows standard. You no longer have to press Save after every change and Cancel undoes all changes.

Bug fixes to 1.2

- n Fixed a couple of spelling mistakes.
- n Fixed a bug in my Internet address. <g>
- n Fixed drive buttons firing whether mouse button was over them or not.
- n Fixed error when trying to add more than one separator bar to Custom Menu.
- n Fixed bugs in Print function. Spool directory no longer needed.
- n Fixed bugs in the Archiver Menu.

Well that's all I can remember. I accidentally deleted the file I was keeping track of every thing in. There were probably more.

Upgrading

First, delete the files fm.ini and colors.bin that came in the archive. If you copy them to File Master's directory you will lose your configuration. You may also delete the [spool] directory from File Master's directory, it is no longer needed.

Be sure you look in the Changes section of this help file for a list of all the improvements and bug fixes.

Acknowledgments

File Master was developed using the following tools:

- n Microsoft's Visual Basic 3.0 Professional
- n Crescent Software's QuickPak Professional
- n MicroHelp Inc's Muscle.
- n MList by Robin W. McKean.
- n Visual Help by Firas Bushnaq (WinWare)

Thanks to those that have registered. Thanks for all the suggestions and even the bug reports.
Special thanks to Paul R. Johannsen for all the suggestions and beta testing.

Known Bugs

- n Double clicking on a File Window with the right mouse button causes item under the focus rectangle to think it was double clicked. This is a bug in a .vbx I'm using and will hopefully be fixed soon.

Overview

Some of the features found in File Master

- n Source and destination file/directory windows.
- n User configurable drive and command buttons.
- n Middle and right mouse button support.
- n Copy, move or delete multiple files and directories at the same time.
- n Associate a file with an executable or a built in function.
- n Send multiple files to an executable on the command line.
- n Add your own menu items to the Custom Menu.
- n Built in support for .GIF,.PCX, .TGA, .BMP, .WMF, and .ICO picture files.
- n Built in support for .WAV sound files.
- n Built in archiver support.
- n Built in file printing.
- n Built in directory printing.
- n Examine a files version information.
- n Built in Disk Copy and Format routines.
- n Too much to list here!

Requirements

- n Windows 3.1
- n Dos 5.0 or better.
- n At least 2 megs ram (ok, 4 megs is a little more realistic).
- n VBRUN300.DLL
- n 386 or better PC.
- n VGA or better graphics.
- n Mouse.

Getting Started

If this is the first time running File Master then you might need to set a few things up. Start with the [Drive Button Editor](#). You may also need to set up your archival programs in the [Archive Editor](#). If your archival programs are in your path you might not have to do this.

The layout of File Master is probably a little different than what you are used to. I'm going to try and give you the basics here.

Starting from the top.

- n Menus: The menus allow you to configure File Master to your preference. Look under menus in this help file for specific information on each menu item.
- n Path Boxes: The [drop down path boxes](#) store the last few places you've been. To return to a path in the list just select it. You may also type in a new path manually but it is much easier to use the [Drive Buttons](#).
- n File Pattern Box: This is located directly between the two Path Boxes. This box uses the standard DOS wild cards to filter files. To add an item to this list just type it in the box and hit return. To delete an item, select it from the list and hit delete.
- n File Windows: Files and directories are selected here so that some action can be performed on them by the [Command Buttons](#). You can navigate the [directories] in the list by double clicking on them to enter or double clicking on the ".." to get to the parent of the current directory. When you click on a File Window with any mouse button it will become the [Active Window](#). See File Windows in the table of contents for more.
- n Drive Buttons: These are used to bring up a new path in the File Windows. You need to set up your drives and favorite paths in the Drive Button Editor. See Drive Buttons in the table of contents for more.
- n Command Buttons: Most of the Command Buttons perform actions on items selected in the Active Window. These can be configured to use built in functions or external Windows or DOS programs. See Command Buttons in the table of contents for more.

A lot of File Masters functionality can probably be figured out without reading this entire help file, but once you've played with it for a while you might want to read through and see if you've missed anything.

Pif Files

If your default pif file has DOS programs running in full screen mode, you will probably want to use a .pif for programs like PKZip (set to windowed). Otherwise you will find the screen switching between video modes annoying. I have included .pifs for some popular archivers in with File Master. Just copy them to your \windows directory, or where your archivers are located. Your eyes will thank you.

Miscellaneous

- n There is an Abort button in the percent done indicator. You can use it to break out of operations on multiple files. The ESC key works also.
- n The ESC key also cancels all of the dialog boxes.
- n If you prefer to use a different DiskCopy and/or Format program you can replace the files fmdcopy.exe and fmformat.exe with your own. You can either rename your files and put them in File Masters directory or create .bat files that point to them.
- n The "/" hotkey can be used instead of the Select All button.
- n When the highlight bar is over a directory in one of the File Windows, pressing return enters that directory.
- n If your default pif file has DOS programs running in full screen mode, you will probably want to use a .pif for programs like PKZip (set to windowed). Otherwise you will find the screen switching between video modes annoying. I have included .pifs for some popular archivers in with File Master. Just copy them to your \windows directory, or where your archivers are located. Your eyes will thank you.

Built in Functions

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[Bytes](#)

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[Exit](#)

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[Make Directory](#)

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[Play](#)

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Archive

Creates an archived file in the Inactive Window from the selected files in the Active Window. The type of archived file can be selected in the "Prefs" menu under "Archiver". Your archival programs (PKZip, Lha, etc.) first need to be set up in the Archive Editor.

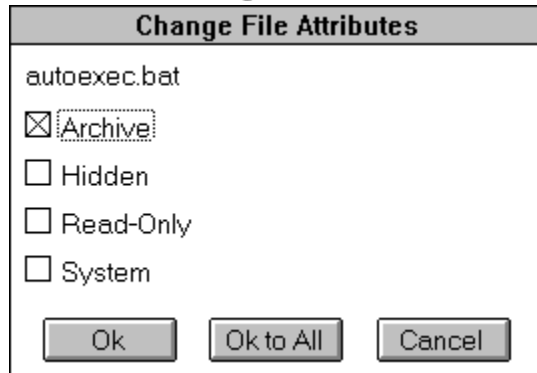
As many files as will fit on the command line (128 chars) are sent to the archiver at one time. The number of file sent at once depends on the length of the paths to the archiver and to the files to be archived. It also depends on the length of each of the files being sent to the archiver. HINT: If your archiver is in your path, you do not need to supply the whole path in the archive editor. You can Archive a few more files at a time that way.

Bytes

This will count all the bytes in the selected files and directories. If you want to count all the files in the selected directories, make sure that the File Pattern combo box is set to "**.*".

You can also use Bytes to count a specific type of file. If you want to know how much space all your .GIF picture files are taking up on your C: drive, type "*.gif" (or click on it) in the File Pattern combo box, select all files and directories in the root directory of your C: drive and hit the Bytes button.

Change Attributes



This brings up a requester that allows you to change the attributes of a file. The attributes are Archive, Hidden, Read-Only and System. If you don't know what these attributes are for then PLEASE DON'T CHANGE THEM. If the box next to the attributes name is checked then the file has that attribute. If you selected more than one file then the "OK to All" button will give all of the files selected the same attributes.

Copy

Copies selected files and directories from the Active Window to the Inactive Window without deleting the originals.

Delete

Deletes selected files and directories in the Active Window. If the "Query Delete" flag in the "Prefs" menu is set to yes then a requester will pop up to confirm the delete.

Exit

Too tired to move the mouse all the way to the upper left hand corner and double click? Here's the solution, one click exits the program.

Find

Find searches all selected directories for a specific file. Find also uses the standard DOS wild cards. When Find locates a file, it places it in the Inactive Window and highlights it. At this point Find will allow you to break off the search or try and locate another instance of the file or pattern.

Make Directory

Creates a directory in the path of the Active Window.

Move

Copies files and directories from the Active Window to the Inactive Window then deletes the originals. Move will not put up the Delete Requester even if it is selected.

If the files or directories are being moved to a different partition then they are both copied and then deleted. If they are being moved on the same partition then they simply renamed to the new directory.

Play

This function will play your basic .wav sound files.

Print

The Print function is used to print ASCII text files. It will wrap lines that are too long to fit and should be able to print any size file. It will optionally (see [Printer Options](#) menu item) print headers (file name or optional title) and footers (date & page number) on each page.

Print Dir

This sends a copy of the active File Window to the printer. Set font size, etc in the Printer Options dialog. It can take a while to print large directories. I'm going to try and speed this up in the next version.

Rename

Rename works on both files and directories.

Run

Launches an executable (.exe) or batch (.bat) file. Also works on .com and .pif files.

Run With Args

Use this to launch a file and a dialog box will pop up requesting command line arguments (switches).

UnArchive

UnArchive uncompresses files selected in the Active Window to the Inactive Window. First you have to set up your archival programs (PKZip, Lha, ect.) in the Archive Editor.

Version Info

Some files have version information imbedded in them. This is a lot more reliable than trusting the file dates. If you select more than one file, OK will take you to the next file. Cancel will break out of the loop.

If you're only interested in the version number of a file, click on it with the middle mouse button (or shift left click). Check the status bar for version information.

View

View allows you to look at .gif (compuserve), .pcx (pc-paintbrush), .tga (targa), .bmp (window bitmaps) .ico (icons) and .wmf (meta files) picture files. You have four options in the "Prefs" menu under "View Window" that effect the way pictures are viewed.

- n "Full Screen": Blanks the entire screen and places the picture in the middle at normal size.
- n "Size Pic to Full Screen": Stretches or shrinks the picture to the dimensions of the screen. This is great for viewing standard VGA size pictures at higher resolutions.
- n "Size Pic to Win": Stretches or shrinks the picture to the size of one of the Inactive Window.
- n "Size Win to Pic": Shows the picture at normal size in the Inactive Window.

Click the picture with any mouse button to make it go away. When viewing many pictures full screen remember, the ESC works like the abort button.

Zip List

This will let you look inside .zip file and see what's there. To get back out click on the Parent button or double click on ".." in the file menu. Eventually I'd like to be able to perform actions inside of .zip files but that's not supported yet.

File Windows

The File Windows are filled with both files and directories. This is where files and directories can be selected, to be acted on by one of the Command Buttons.

Directories are at the top of the list and are surrounded by [brackets]. Double clicking on a child directory will cause it to replace the current one in the File Window. If the current directory has a parent you will see ".." as the first item in the list. Double clicking this is the same as pressing the Parent Button. The middle mouse button can be used to put a child or parent directory into the opposite File Window. Click on a directory or ".." in a File Window with the middle button and it will appear in the other.

Files can have a default action associated to them. When double clicked a picture file can be viewed, a sound file can be heard, a file can be executed, ect. You can set up these default actions in the Association Editor.

The right mouse button can also be used to scroll items in the File Windows up or down depending on whether it is being held down above or below the center of the File Window.

Drive Buttons

The Drive Buttons are located just under the two File Windows. They are used to change the path of the File Windows. This doesn't have to be a root directory. For example you could assign c:\windows to a button and give it the name "WIN".

The Drive Buttons can effect the File Windows in two ways. Each button can be configured to effect either the File Window it is under or the active File Window.

There are a few special buttons you can use here that don't have any thing to do with the path of the File Windows.

- n Select All: If clicked on once the "Select All" button will select all files in the File Window. If clicked again it will also select all directories.
- n Select None: Unselects all files and directories in File Window.
- n Get Parent: The "Get Parent" button brings you up one level in the directory tree. This has the same effect as double clicking the ".." in the File Window.
- n Previous Directory: Accidentally double click on the wrong directory? This will take you back where you were.
- n Refresh Directory: Will update File Window if anything outside of FM has changed it.

You can also assign paths or the special buttons to a right mouse button click on a Drive Button. This is best used sparingly because you can only assign one name to a button. If you want to use the right button I suggest that you assign similar commands or paths to a button. For example I have the "Select All" command assigned to the left mouse button and the "Select None" command assigned to the right button.

The actual names used on the buttons can be anything you wish. For example I use "Dir" for Refresh Directory.

If you want to reposition the Drive Buttons, hold down the control key, now left click and drag a Drive Button over the Drive Button you wish to swap it with.

You can bypass clicking on the Button Editor item in the Configuration menu by holding down the ALT key and clicking a button.

Command Buttons

Command Buttons can be set up to use either the built in functions or external Windows or DOS programs. Most perform some action on the files and directories in the File Window but they can also be used for launching your favorite application. Remember, any files that are selected will be sent to the application you are starting.

Command Buttons may be clicked with either the left or right mouse button. Since each button can only have one visible caption, you may want to use this feature sparingly. It helps if you attach similar functions to the right and left click on a button (Arc/UnArc, etc.).

If you want to reposition the Command Buttons, hold down the control key, now left click and drag a Command Button over the Command Button you wish to swap it with.

You can bypass clicking on the Button Editor item in the Configuration menu by holding down the ALT key and clicking a button.

Mouse Buttons

File Master works fine with a one, two, or three button mouse. Assuming you're right handed, the buttons are set up like so.

Left Button

The left button is used for selecting items. Items in the [File Windows](#), [Command Buttons](#), [Drive Buttons](#), Menu Items, ect. Double clicking on a [child directory](#) will cause it to replace the current one in the File Window. If the current directory has a parent you will see ".." as the first item in the list. Double clicking this is the same as pressing the Parent Button. Files can have a default action associated to them. When double clicked a picture file can be viewed, a sound file can be heard, a file can be executed, ect. You can set up these default actions in the Association Editor.

Right Button

The right button can be used on the Command and Directory Buttons. This gives you twice as many buttons that you can use. See [Command Button Editor](#) and [Drive Button Editor](#) for information on how to set them up.

The right button can also be used to scroll items in the File Windows up or down depending on whether it is being held down above or below the center of the File Window. The further you move the mouse from the center of the window then faster it should scroll. If you are using a one button mouse use the scroll bars.

Middle Button

The middle button can be used to put a child or parent directory into the opposite File Window. Click on a directory or ".." in a File Window with the middle button and it will appear in the other. If you are using a one or two button mouse, you can get the same results by holding down the shift key and clicking on a directory with the left button.

When clicked on a file it's version information is shown in the [Status Bar](#). This is a miniature version of the Version Info button. Not all files have version information in them.

[See Version Info](#)

Menus

The Prefs Menu

[Archiver](#)
[File Attributes](#)
[Font Size](#)
[View Window](#)
[Send ASCII](#)
[Status Bar](#)
[Sort By](#)
[Replace File](#)
[Show File Details](#)
[Minimize on Use](#)
[Save Size on Exit](#)
[Query Quit](#)
[Query Delete](#)

The Disk Menu

[Disk Copy](#)
[Format Disk](#)

The Configure Menu

[Archive Editor](#)
[Association Editor](#)
[Button Editor](#)
[Menu Editor](#)
[Edit Colors](#)
[Change Font](#)
[Printer Options](#)

The Help Menu

[About](#)
[Register](#)
[Help](#)

The Custom Menu

[See Menu Editor](#)

Archiver

This is where you set the default archiver. This determines which of the archival programs that are set up in the Archive Editor will be used for archiving. This has no effect on Unarchiving.

File Attributes

Display or filter out files in the File Windows based on their attributes.

Font Size

Allows you to choose between three different font sizes.

View Window

There are four different ways you can view pictures in FM.

- n Full Size: The picture is displayed at actual size on a full screen.
- n Size Pic to Full Screen: Stretches or shrinks the picture to the dimensions of the screen. This is great for viewing standard VGA size pictures at higher resolutions.
- n Size Pic to Win: The picture is stretched or shrunk to the size of the Inactive Window.
- n Size Win to Pic: Shows as much of the picture as will fit in the Inactive Window.

Send ASCII

- n To Associated File: Text files work the same as all others and go where they are associated.
- n To Text Editor: Overrides the associated extension if any and sends ASCII file to the editor associated with .txt. If .txt files are not associated in win.ini or to a button in File Master then selecting To Text Editor will give an error message when you double click on a text file. At this time I'm not checking the registration database for associations. I should get to this in the next version.

Status Bar

The Status Bar can be configured to show either the date and time or remaining percent of memory and resources.

Sort By

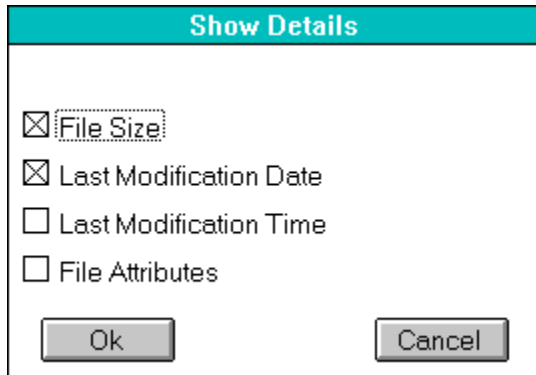
- n Name: Sorts files alphabetically by name.
- n Type: Sorts files alphabetically by extension.
- n Size: Sorts files by size.
- n Date: Sorts files by date and time.
- n Descending: Reverses order of sorts.

Replace File

When copying or moving files, this menu determines whether File Master will replace an existing file.

- n Always: File Master will Always replace the file.
- n Never: File Master will Never replace the file.
- n If Newer: File Master will only replace the file with a newer file.
- n Query: File Master will display a dialog and let you decide.

Show File Details

A dialog box titled "Show Details" with a teal header bar. It contains four checkboxes: "File Size" (checked), "Last Modification Date" (checked), "Last Modification Time" (unchecked), and "File Attributes" (unchecked). At the bottom are "Ok" and "Cancel" buttons.

Show Details

☒ File Size

☒ Last Modification Date

☐ Last Modification Time

☐ File Attributes

Ok Cancel

File Master can be set up to show as much or as little information about the files in the File Windows as you wish. If you select more file information than you have room for, a horizontal scroll bar will be added to the File Windows.

Note, selecting fewer details can speed things up a little.

Minimize on Use

Minimizes File Master when a file is launched.

Save Size on Exit

If checked File Master saves the size and position when you exit the program. If you want it to start up the same way every time (minimized, maximized, etc.) then turn this off.

Query Quit

If checked a requester will pop up to confirm whether or not you wish to leave File Master.

Query Delete

If checked a requester will pop up to confirm the deletion of files and directories. The requester will appear in front of the window that the files will be deleted from. This way you don't accidentally delete files from the wrong window.

Disk Copy

This is pretty much a clone of File Managers disk copy. You must choose a source and a destination drive. Then hit the Copy Disk button. You can cancel the copy at any time.

Source and destination drives/media must be of the same type (360, 720, 1.2, 1.44). You can also select the same drive for both the source and the destination. You will be prompted to swap disks.

The destination disk will automatically be formatted if necessary.

Format Disk

File Masters format is very similar to the one in File Manager. First choose a drive in the Disk Drive combo box. Next choose the media in the drive (360, 720, 1.2, 1.4). If you want to make a bootable disk, select Add System in the Format Options group. If you leave the Quick Format ☒ selected then if the disk was previously formatted it will be erased, Otherwise it will be formatted normally. The verify option will double check the disk to make sure it was formatted successfully but this takes a little longer.

Archive Editor

Archiver Path	UnArchiver Path	.Extensions
<input checked="" type="radio"/> <input type="text" value="pkzip.exe -rP"/>	<input type="radio"/> <input type="text" value="pkunzip.exe -d -o"/>	<input type="text" value="zip"/>
<input type="text" value="lzh"/>		<input type="text" value="zip"/>
<input type="text" value="OK"/>	<input type="text" value="Cancel"/>	

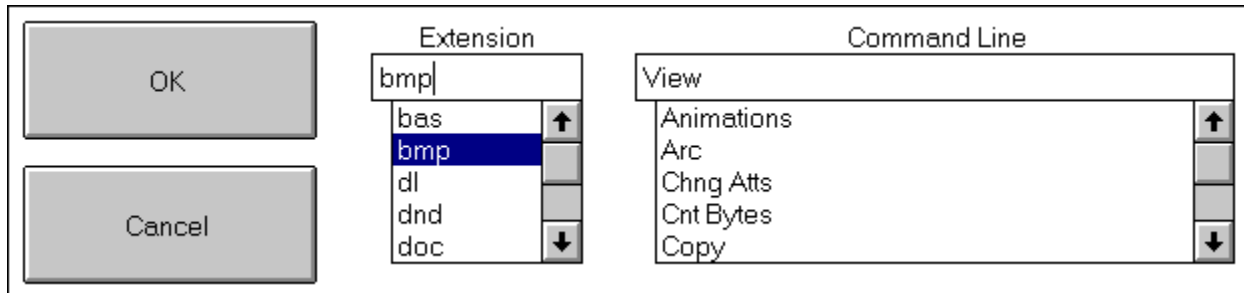
The Archive Editor is used to set paths and options for archival programs (Pkzip, Lha, ect.). To set up a new archiver, first type the extension of the files it will be working with (zip, lzh, etc.). Next select the Archiver Path box. As with all of the path boxes you may either type in the complete path and name of the program manually, or you can double click on it in either of the File Windows and it will be injected into the box automatically. Now you want to leave a space and type in the arguments. Arguments are specific to each archival program so you will need to look them up. Now click on the UnArchiver Path box and set up the unarchival program the same way.

Archival programs can come two ways. They can come separately with one for archiving and one for unarchiving (PkZip), or they can come bundled together in one program that handles both (Lha). If the archiver you are trying to set up is the bundled together type then put the same program in both the path boxes. Only the arguments will be different.

Ok: Saves all the changes you made and exits.

Cancel: Undoes all changes and exits.

Association Editor



The Association Editor allows you to link a type of file (.hlp, .txt, ect) to an executable or button. When you double click on a file in one of the File Windows, the program it is associated with will be loaded and given your file as an argument. For example, if you have .hlp files associated to winhelp.exe double clicking on any help file will launch it. When you associate an extension to a program it is saved in then win.ini file so that it can be used by the entire system.

Associating an extension to a button works a little different. For example, lets assume you have a View button set up to use the internal View command. If you have .bmp files associated to the View button, double clicking on a .bmp file will bring it up in one of the built in view modes. Now lets say you are going to be touching up a bunch of .bmp files in the Paintbrush program. If you setup your View button to use pbrush.exe instead of the built in command, double clicking on a .bmp file will bring it up in Paintbrush. Associating an extension to a button is the only way to associate an extension to a built in function. Extensions associated to buttons are not saved in win.ini as they are only useful to File Master.

You can you associate an extension to a program or button by clicking on an extension in the list marked Extension, or typing in a new one. Next you can either find the program you wish to associate it to in one of the File Windows and double click on it or click on one of the button names in the list marked Command Line.

Ok: Save all changes and exit

Cancel: Undo changes and exit.

Button Editor

You can use the Button Editor menu item to edit both [Drive Buttons](#) and [Command Buttons](#). Just select Button Editor and then select a button to edit. Clicking on an empty button will also bring up the editor.

Select either label for more information on that editor.

[Drive Button Editor](#)

[Command Button Editor](#)

Drive Button Editor

You can invoke the Drive Button Editor by selecting an empty button, holding the ALT key while selecting a button or selecting "Button Editor" from the "Configure" menu and selecting a button with either the right or left mouse button.

The screenshot shows the Drive Button Editor dialog box. It has a title bar. On the left are two buttons: 'OK' and 'Cancel'. In the center, there is a 'Button Name' field with 'CD' entered, a 'Path' field with 'E:\' entered, and a checkbox labeled 'Selected Window?' which is checked. On the right is a list box containing four items: '[Get Parent]', '[Refresh Directory]', '[Select All]', and '[Select None]'. The list box has a small header area that is currently empty.

- n Button Name: Only a left click buttons name will be visible at all times. If you are creating a right click button the name you give it will only be visible when the button is depressed.
- n Path: You may either type in the path manually, or select a path with the File Windows. This doesn't have to be a root directory. For example, you could assign your Windows directory to a button.
- n Special Buttons: There are four commands you can assign to drive buttons.

Select All: If clicked on once the "Select All" button will select all files in the File Window. If clicked again it will also select all directories.

Select None: Unselects all files and directories in File Window.

Get Parent: The "Get Parent" button brings you up one level in the directory tree. This has the same effect as double clicking the ".." in the File Window.

Refresh Directory: Will update file window if anything outside of FM has changed it.

Previous Directory: Accidentally double click on the wrong directory? This will take you back where you were.

- n Selected Window: If checked, the drive button will effect the Active Window instead of the window it resides under.
- n OK: Make it permanent.
- n Cancel: Oops sorry, changed my mind. I don't want to edit a Drive Button after all.

Command Button Editor

You can invoke the Command Button Editor by selecting an empty button, holding the ALT key while selecting a button or selecting "Button Editor" from the "Configure" menu and selecting a button with either the right or left mouse button.

The screenshot shows the Command Button Editor dialog box. It has a standard Windows-style layout with an OK button at the top left and a Cancel button at the bottom left. The main area is divided into several sections: 'Window Style' with a dropdown menu showing 'Normal w focus'; 'Button Name' with a text box containing 'Edit'; a checkbox for 'Wait until done.' which is unchecked; a checkbox for 'Send multiple files.' which is checked; and a 'Command Line' section with a text box containing 'c:\winapps\editmstr\editmstr.ex' and a list of built-in functions: 'Archive', 'Bytes', 'Change_Attributes', 'Copy', 'Delete', and 'Exit'. The list has up and down arrow buttons on its right side.

- n Button Name: You need to assign a name to the button even if it is clicked with the right mouse button. The name can be seen when the button is right clicked and the caption is necessary so that you can associate extensions to it in the Association Editor.
- n Command Line: The command line box can either hold the path to an executable file or the name of one of built in functions. The built in functions are listed under the box, just click one. Look under "Built in functions" in this files table of contents for detailed information on each function. To assign an executable you can either type the path and file name or find the file in one of the File Windows and double click on it.
- n Window Style: This is only used if you assign an executable to a button. It determines if the exe. should be launched as an icon, normal or maximized, with focus or without.
- n Wait until done: This is only used if you assign an executable to a button and are sending it multiple files. If checked File Master will wait until you close the shelled program before launching it again with the next file in the list (or group of files if used in conjunction with Send multiple files.).
- n Send multiple files: This is only used if you assign an executable to a button and are sending it multiple files. If checked File Master will send as many files as will fit on the command line at one time to the shelled application. There is a DOS\Windows limit of 128 characters that can be sent to a program on the command line. This can be used in conjunction with Wait until done. Not all programs will accept multiple files on the command line, so you may need to experiment a little.
- n OK: Makes button permanent and exits.
- n Cancel: Exits without saving changes.

Menu Editor

You can bring up the Menu Editor by clicking on Menu Editor in the Configure Menu.

The screenshot shows the Menu Editor dialog box. On the left are two buttons: 'OK' and 'Cancel'. In the center is a 'Command Line' text box containing the path 'c:\winapps\mhuni2\uni'. On the right is a 'Menu Name' list box containing the following items: 'UnInstall', 'Anti Virus', 'Back Up', 'UnDelete', 'UnInstall' (which is highlighted in blue), and '-'. To the left of the list box are two buttons: 'Up' and 'Down'. To the right of the list box are two arrow buttons: an upward-pointing arrow and a downward-pointing arrow.

- n To add an item: Type the name you want to have appear in the Menu Name box. This can be any name you want. Then double click on the item you wish to launch in either of the File Windows or type the application name manually.
- n To add a separator bar: Add a single hyphen " - " in the Menu Name box. Leave the Command Line box empty.
- n To delete an item: Highlight item in the Menu Name list box and press the delete key.
- n To position item: Highlight item in the Menu Name list box. Move selected item with the UP and Down buttons.
- n Ok: Saves all changes and exit.
- n Cancel: Undo all changes and exit.

Edit Colors

Most of the sub menu items under Edit Colors should be self explanatory. After you pick an item from one of the menus a Color Dialog will pop up. Now just pick a color and hit OK. None of the color prefs are saved until you select Save Colors from the sub menu. That way you can experiment a little without making to big a mess. If you exit File Master and restart, you will be back to the defaults.

Make sure you don't set the text to the same color as the background. It makes things a bit hard read.

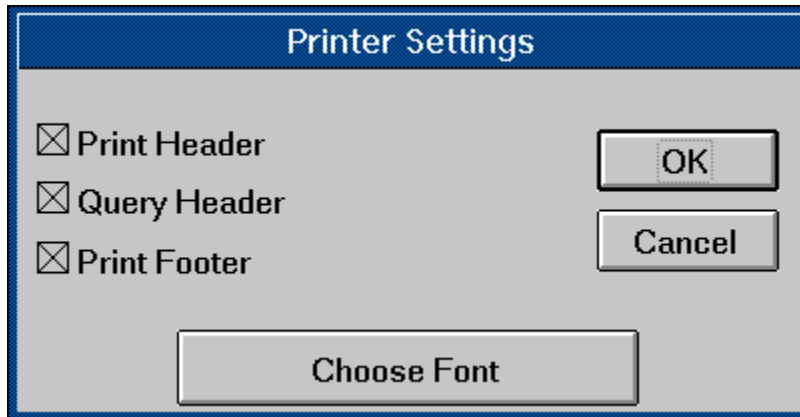
Change Font

This will bring up a standard Font Dialog Box. First, pick the name of the font you want to use. Next, decide whether you want it to be bold or not. Next pick a size. Hit OK and your done.

This is pretty much effects the entire program. It does not effect the Disk Copy and Format programs. Mainly because I'm to lazy to change them.

Note: File Master does not work with italic fonts.

Printer Options



- n Print Header: Prints the title of the file or user text at the top of each printed page.
- n Query Header: If selected, File Master will pop up a dialog box asking for the header name every time you print a file or directory.
- n Print Footer: Prints the current date and page number at the bottom of each page.
- n Choose Font: This brings up the standard Windows font dialog box.

About

Brings up a box that shows you how to get in touch with me for registration, bug reports or questions.

Register

All you have to do is put your password in the little box. What you don't have a password? I'd love to send you one.

[Registration](#)

Help

We're there dude.

Active Window

The Active Window is the File Window that seems to stand out a little. The Inactive Window is recessed. Either File Window can be made active by clicking on it with any mouse button.

Archive Editor

The Archive Editor can be found in the "Configure" menu.

child directory

A Child Directory is any directory under the current one. The current directories for each File Window are located directly above them.

Command Button Editor

You can get to the Command Button Editor by selecting Button Editor in the Configure menu and then selecting a Command Button.

Command Buttons

There are three rows of seven Command Buttons directly below the Drive Buttons.

Delete Requester

The Delete Requester pops up when you try and delete files or directories and it is checked in the Prefs menu. It's a good idea to leave this on, just in case. For added safety the Delete Requester appears under the File Window it will be deleting from.

Drive Button Editor

You can get to the Drive Button Editor by selecting Button Editor in the Configure menu and then selecting a Drive Button.

Drive Button

There are twelve Drive Buttons located directly under the File Windows.

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drop down path boxes

These are located above the File Windows. The visible text is the current path of the File Window directly below. Paths are saved in the drop down list for easy retrieval.

File Pattern combo box

The File Pattern combo box is located between the two path boxes at the top of the window.

File Windows

The File Windows are the two big windows that hold all the file and directory names.

Inactive Window

The Inactive Window is the File Window that seems to be recessed. The Active Window is stands out a little. Either File Window can be made active by clicking on it with any mouse button.

Menu Editor

The Menu Editor allows you to add your own menu items to File Masters menu. Select Menu Editor from the Configure Menu.

Printer Options

The Printer Options dialog can be reached with the Configure|Printer Options menu item. This is where you set the printer font, whether to print headers, etc.

Status Bar

The Status Bar is at the very bottom of File Masters window. It is for special messages but when not in use it can show either the date and time or memory and resources.

