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Fiend v1.4.1 Instructions

If you are a previous user of Fiend (versions 1.0-1.3), then you should read the Release Notes first. They will acquaint you with the new features of Fiend version 1.4.1 ;ac_ReleaseNotes.rtf;RN1;¬

In19;¬Important Note:

The semantics of dragging selected items from the Fiend Dock and the Fiend Shelf have been extensively reworked since Fiend v1.2, so that they are more compliant with NEXTSTEP conventions, and more consistent amongst themselves. So, to drag selected items from the Fiend Shelf OR the Fiend Dock, use command-click (this is defined as a drag-move operation, and will remove the selected items from the source). To drag selected items from either source and leave the items on the source (ie, a drag-copy operation), use alt-drag instead of command-drag. A plain drag from the Fiend Dock will default to the drag-move operation. Plain dragging from the Fiend Shelf still modifies the selection, whether some icons are selected or not. This is so I can retain most of the existing selection semantics on the Fiend Shelf.

In1;¬Managing the Fiend Dock:

Instructions.tiff ¬

NOTE:

The Fiend Dock will try to steal the icons for running applications, but only if:

- 1. The app's file icon is on the Fiend Dock**
- 2. The app's file icon is not on the Workspace dock**
- 3. The "Hidelcons" preference is toggled on**
- 4. The app is in an app wrapper (ie, has a ".app" or ".debug" or ".profile" file extension).**

If you are running an executable that is not in an app wrapper, you can sometimes get Fiend to treat it correctly by creating a ".app" directory and placing the executable inside it. Then launch by double clicking the app wrapper that you have just created.

NOTE ALSO:

The Fiend Dock tries to be as much like the Workspace dock as possible, given its extended functionality. This means that you can command-drag-and-drop icons onto app icons on the Fiend Dock to open them (just like the Workspace dock). You can command-double-click a running icon to make it the only visible app. And so on.

ONE MORE NOTE:

If you place the Fiend Dock icon in the section of the Workspace that holds the

Workspace dock, the Fiend Dock will not be able to respond to files being dropped on it unless the Workspace dock has been toggled to use the lowest window tier (to do this, alt-click on the Workspace icon in the regular Workspace dock ;ad_Instructions.rtf;TGL;¬). I can't do anything about this, because the Workspace dock area is greedier than a regular view or window. Of course, if you place the Fiend Dock icon somewhere besides the Workspace dock's territory, you won't have this problem.

To place icons on the Fiend Dock:

Alt-Drag them on top of the Fiend Dock icon, or cut from Fiend Shelf or Fiend Dock, then paste using command-v or "Edit->Paste to Dock" on the menu (see "Cutting and Pasting", below ;ad_Instructions.rtf;ln15;¬), or transfer them from another application via "Services".

To move docked icons:

Just drag them around. A ghost image will show you where the icon will land. If you drag a docked icon over the Fiend Dock, the ghost will appear in the original space, with a skull and crossbones image over it. This means that if you drop the icon, it will be removed. (NOTE: this does **not** work for level-independent icons. If you want to delete a persistent icon, you have to make it non-persistent first).

To remove docked icons:

Either drop one on the Fiend dock icon, or control-click a docked icon, or shift-click to select then cut, or choose "Dock->SelectAll" on the menu then cut (see "Cutting and Pasting", below ;ad_Instructions.rtf;ln15;¬) Persistent ("level-independent" icons) must be made non-

persistent before they can be deleted.

ANIM;↯To animate docked icons:

In11;↯To autolaunch docked files:

PRSTS;↯To make icons persist across Fiend Dock levels:

In5;↯To bring up the inspector panel for a docked icon:

Shift-command click the icon of interest, or select a docked icon and choose command-1 for "Dock->Inspect Selected Icon". This will bring up a panel:

Inspect.tiff ↯

You can toggle the autolaunch, animation and persistence (aka "level independence") flags using this panel. (Note: the "Icon Path" field is selectable, but not editable - if you want to change the path of the icon, you have to delete it and replace it.)

To move the Fiend Dock:

Just drag the Fiend Dock icon, and the rest of the icons will follow. If the Fiend Dock has been locked in place (indicated by a red mark above the "Next Level" arrow button on the Fiend Dock icon), you can move it with a shift-drag instead.

In3;↯To lock the Fiend Dock at its current screen position:

Either Shift-click the Fiend Dock icon or choose "Dock->Toggle Lock" on the menu. A red

indicator dot will appear above the "Next Level" arrow button on the Fiend Dock icon when the Fiend Dock icon is locked in place.. Shift-click (or choose "Dock->Toggle Lock") again to unlock the icon.

To open or close the Fiend Dock:

Either click the Fiend Dock icon, or choose "Dock->Toggle Dock" on the menu.

In18;¬To close the Fiend Dock, leaving persistent icons visible:

Shift-alt-click the Fiend Dock icon.

To select items on the Fiend Dock:

Shift-click individual icons, or choose "Dock->SelectAll" on the menu.

To add a level to the Fiend Dock:

Choose "Dock->Alter ->Add Level" from the menu.

To delete a level from the Fiend Dock:

Choose "Dock->Alter ->Delete Level" from the menu.

To clear a Fiend Dock level (ie, delete the icons, but not the level):

Choose "Dock->Alter ->Clear Level" from the menu.

In10;¬To name a Fiend Dock level:

Choose "Dock-> Alter ->Name Level" from the menu, or (when Fiend is active) click on the

text cell on the upper left corner of the Fiend Dock icon and edit the text directly.

To go to a Fiend Dock level by name:

Choose "Dock->Find ->FindLevel" on the menu, and enter the name of the level to go to, or shift-click on the title area of the Fiend Dock icon to get a popup list of level names from which you can select the level that interests you. (NOTE: if Fiend is not the active application, you can pop the list up with a simple click on the title area).

To move a Fiend Dock level to another position:

Choose "Dock->Alter ->Move Level" on the menu, then enter the index of the level to which to move the current dock.

To go to a Fiend Dock level by index:

Choose "Dock->Move ->Go To Level" on the menu, and enter the level to go to.

To find a docked icon with a certain string in its path:

Choose "Dock ->Find ->Find Icon" from the menu, and enter a string. The Fiend Dock will try to find an icon with a path that matches. If the icon is found, the level containing it will be made current, and the found icon will be highlighted briefly.

To rotate the Fiend Dock:

You can make an entire dock level rotate around the Fiend Dock icon by control-clicking the Fiend Dock icon, or by choosing "Dock->Rotate Level" menu.

To go to the next Fiend Dock level:

Use the right arrow button on the Fiend Dock icon, Command - click the Fiend Dock icon, or choose "Dock->Move>Next Level" from the menu.

To go to the previous Fiend Dock level:

Use the left arrow button on the Fiend Dock icon, Shift - command - click the Fiend Dock icon, or choose "Dock->Move>Next Level" from the menu.

In14;¬To drag icons from the Fiend Dock:

After selecting one or more icons on the Dock, you can pick them up in a group by command-dragging from the Fiend Dock icon. If the drag is successful, they will be removed from the Fiend Dock when they are dropped. If you want to leave them on the Dock after they have been dropped, use alt-drag to drag them off instead.

If you just want to drag a single copy of a docked file from the Dock, just alt-drag from the icon of the file you want.

In5s;¬To select a docked file in the Workspace:

If "Enable Single Click" is set in the Fiend Dock preferences, just click the icon. Otherwise, use command-click.

In45;¬To force Fiend to check and update the launch status of a docked app:

You can either alt-click the app's icon on the Fiend Dock, or select the file in the Workspace

File Viewer, as above.

TGL;→To toggle the Fiend Dock's window tier (ie, highest or lowest, like the Workspace dock):

Alt-click the Fiend Dock icon.

Managing the Fiend Shelf:

To add icons to the Fiend Shelf:

Either drop them on the desktop, or cut from Fiend Dock or Fiend Shelf, then choose command-V for "Edit->Paste to Shelf" on the menu.

SHLFSEL;→To select a shelved file in the Workspace:

If "Enable Single Click" is set in the Fiend Shelf preferences, just click the icon. Otherwise, use command-click.

To move shelved icons:

Just drag them around. If the grid is enabled, a ghost image will be displayed, showing where the image will land. If you want to move or drag a shelved icon without removing it from its previous position, just shift-drag instead of dragging.

To remove shelved icons:

Either control-drag a rectangle around the icons that you wish to remove, or control-click

individual icons to remove them, or select icons individually or in groups, then cut (see "Cutting and Pasting" below).

In13;¬To drag icons from the Fiend Shelf:

After selecting one or more icons on the Shelf, you can pick them up in a group by command-dragging from the surface of the Fiend Shelf. If the drag is successful, they will be removed from the Fiend Shelf when they are dropped. If you want to leave them on the Shelf after they have been dropped, use alt-drag to drag them off instead.

To select shelved icons:

You can shift-click individual icons, drag a rectangle around the icons that you want to select, or choose "Shelf->SelectAll" from the menu.

To clean up the Fiend Shelf:

You can select "Shelf->Snap To Grid", or "Shelf->Select All", cut, then paste.

Double clicking on the Fiend Shelf activates Fiend.

In15;¬Cutting and Pasting:

Since the windows in Fiend never become active, you must specify which item (the shelf or the dock) you wish to affect when performing cuts and pastes. Basically this means that you can select (and therefore cut/copy) from either the dock or the shelf, but not both at once. If you

make a selection on the dock, then try to select something on the shelf, the items on the dock will be de-selected.

Of course, this also affects pasting, with the net result that you must use command-v ("Edit->Paste To Dock") to paste to the dock, and command-V (command-shift-v, "Edit->Paste To Shelf") to paste to the shelf.

NOTE:

There are extra things to know about pasting to the shelf. First, when you paste to the shelf, you need to specify where you want the stuff pasted. You do this by mouse clicking where you want them to go. Second, the shelf tries to paste icons in a square. If you just want it to paste in a line from right to left, use control-click to place the paste, instead of a regular click. Third, if any of windows or panels with editable or selectable fields are open (like this one, or the Fiend Preferences panel), they are going to receive the cut and paste events, not Fiend - so you should make sure they're closed when you try a pasteboard operation.

preferences;¬ Preferences and Defaults:

PrefPanel.tiff ¬

General Preferences:

Show Progress

Toggles display of the initialization progress indicator.

Enable Shelf

Toggles the Fiend Shelf.

Enable BackSpace

Toggles Fiend's internal BackSpace support.

Size Font

Toggles font scaling for icon titles.

Use Sounds

Toggles sound effects.

Draw Thumbnails

Toggles whether thumbnail images are drawn for icons that point to image files.

Fiend Dock Preferences:**Strict Copy**

Toggles whether you need to have the alt-key

down when adding items to the Fiend Dock.

Hide Icons

Toggles whether the Fiend Dock grabs and hides the icons of docked, launched applications.

Show Index

Toggles the display of the Dock level index.

CPL1;¬Close Post Launch

Toggles whether the Fiend Dock automatically closes itself after the launch or reactivation of a docked app.

FL1;¬Follow Levels

Toggles whether the windows of docked applications disappear and reappear at the same time as the dock level holding the applications' icons.

Show Flag Cues

Toggles whether docked icons display visible feedback of their flag settings (check the key at the end of this document to see how these

cues look ;ad_Instructions.rtf;ln16;7).

Icon Size

Sets the size of the icons on the Fiend Dock.

Icon Refresh Time

Sets the interval at which animated icons' images are updated (in seconds). Lower values give you more frequent updates at the expense of processor load. I set mine at 2 seconds even.

Fiend Shelf Preferences

Icon/Grid Size

Sets the size of the icons on the Fiend Shelf, as well as the spacing of shelved icons when the grid Shelf grid is enabled.

Limit Depth

Toggles limiting the Fiend Shelf depth to 12 bits to conserve memory and speed initialization.

Strict Copy

Toggles whether you need to have the alt-key down when adding items to the Fiend Shelf.

Use Grid

Toggles the icon placement grid for the Fiend Shelf.

Show App Tiles

Toggles whether app tiles are displayed under shelved icons.

Show Selection Panel

Toggles the display of the informational panel when items are pasted to the Fiend Shelf.

Background Image Settings:

Image File

Sets the image file to be displayed as the background to the Fiend Shelf.

Tile Image

Toggles whether that the image from the image file is tiled over the background or scaled to fit the screen.

In16;¬Key To Docked Icon Flag Cues:

realPlain.tiff ¬ <----- this is the unlaunched Preferences icon

plain.tiff ¬ <----- this is what Preferences looks like when it is
running and no flags are set

launch.tiff ¬ <----- this is the same icon with autolaunching
toggled on

stick.tiff ¬ <----- this icon is persistent (aka level-independent)

scan.tiff ¬ <----- this one has animation toggled on

scanlaunch.tiff ¬ <----- now both autolaunch and animation have
been toggled on

full.tiff ¬ <----- this icon animates, autolaunches, and remains
in the same position, independent of

level