

MaxManager

COLLABORATORS

	<i>TITLE :</i> MaxManager		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		May 31, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MaxManager	1
1.1	MaxManager	1
1.2	W.F.M.H. MaxManager	1
1.3	Section/filebase list related gadgets	4
1.4	Files Imprt/Export gadgets	4
1.5	Section/filebase list related gadgets	4
1.6	All	5
1.7	Edit entry	5
1.8	Move	5
1.9	Set file comment	5
1.10	Load	6
1.11	Noone	6
1.12	Hunt	6
1.13	Rename	6
1.14	Pattern matching	6
1.15	Save BBS	6
1.16	Toggle selection	7
1.17	Toggle delete	7
1.18	Optimize	7
1.19	Quit	7
1.20	Edit Entry	7
1.21	Preferences	8
1.22	Log window	8
1.23	Rename	8
1.24	Save	9
1.25	Hunt	9
1.26	Edit Section	10
1.27	String Gadget	10
1.28	Global optimize	10
1.29	System statistics	11
1.30	Set comment	11
1.31	Pattern matching	11

Chapter 1

MaxManager

1.1 MaxManager

W.F.M.H. MaxManager

Editing file database

Setting up the program

The log window

Rename entry window

Saving your work

Hunting for file

Editing section

Optimizing your system

System statistics

Changing file comments

Selecting with patterns

1.2 W.F.M.H. MaxManager

Welcome to W.F.M.H. MaxManager

Some information about the program:

- * W.F.M.H. MaxManager is shareware. It means that if you want to use it to maintain your BBS, then you must register by sending US\$20 (cash only!) as shareware fee directly to the author. You'll receive latest available version of program. If you got an e-mail address, you will
-

- be informed about any new release of W.F.M.H. MaxManager.
- * W.F.M.H. MaxManager is written and copyrighted by Marcin Orłowski.
 - * This program requires MUI3 which is written and copyrighted by Stefan Stuntz. See MUI documentation for more details.
 - * GUI has been created with help of MUI-Builder by Eric Totel.
 - * This program (as any other using MUI) offers on-line help, so feel free to use HELP key any time.
 - * Big thanks must go to Silver Dream! which is so brave to betatest this program directly on his living BBS (SD!'s BBS: +48 91 540431)
 - * If you find any bug or have idea how to improve W.F.M.H. MaxManager just drop me a mail (snail, e-mail - doesn't matter). Please read Known bugs first!

Some of the advantages:

- * powerful ARexx port
- * flexible MUI based user interface
- * completely configurable
- * easy import (adding) and export (copying) operations
- * powerful section editor
- * multinode systems support
- * fully featured edit file function
- * various system optimizers
- * physically mirrors sections on the disk
- * user definable pattern matching
- * file hunting
- * system statistics
- * on-line AmigaGuide based help
- * built-in log system
- * on-line Bubble Helps

Other MAX's BBS support tools by W.F.M.H:

MAX-FileGuide - the ultimate AmigaGuide file list creator with bunch of useful options like pattern matching, carrying MAX's links, creating news, statistics etc. Fully localized!
Check: <http://dedal.man.szczecin.pl/~carlos>
or Aminet: comm/maxs/MAX-FileGuide.lha

Section/filebase list related gadgets

Files Imprt/Export gadgets

Section/filebase list related gadgets

NOTE: Some buttons may open another window (with settings etc) which is not described below. In that case press HELP button when the window is opened to get complex context description (if available or needed).

All

Edit

Move

Set Comment

Load

None

Hunt

Rename

Pattern

Save

Toggle

Toggle Delete

Optimize

Quit

Section/filebase list related gadgets

Files Imprt/Export gadgets

Section/filebase list related gadgets

All

Edit entry

Move

Set file comment

Load

Noone

Hunt

Rename

Pattern matching

Save BBS

Toggle selection

Toggle delete

Optimize

Quit

1.3 Section/filebase list related gadgets

Description of gadgets:

Parent - returns to section list if you are in one of the section. Otherwise disabled. As you see, Parent button has no shortcut, but you may use "Parent" function from the Edit menu, which do the same as this button does for the current source list, and should has own shortcut.

Source/Destination - shows which list will be treated as source while moving etc. You may change this by clicking on the button Source/Dest... under the list you want to become source one.

NOTE: In most cases list becomes Source list automatically when you click/doubleclick in it. In some cases it may be annoying e.g. if you move files from one upload section to all the rest and have to walk thru the destination tree to find the proper section for the file, but when you click the destination section it will become the source one... Can stand if you got 3 files to move, but if you got 100 or more... you have to use Un/Lock Source menuitem from the Misc menu to disable the automatic feature. But note you can still switch the source by clicking proper button without enabling the option.

1.4 Files Imprt/Export gadgets

Description of gadgets:

^ - means the parent directory (if there's any)
 < - export files. If you want to copy out any file from the BBS, just mark it, select the drawer you want it to be copied to and click this gadget.
 > - import files - the easiest way to add new files to the database. Please read the Config/New
 S/D - Source/Destination indicator/changer.

1.5 Section/filebase list related gadgets

Description of gadgets:

Parent - returns to section list if you are in one of the section. Otherwise disabled.

As you see, Parent button has no shortcut, but you may use "Parent" function from the Edit menu, which do the same as this button does for the current source list, and should has own shortcut.

Source/Destination - shows which list will be treated as source while moving etc. You may change this by clicking on the button Source/Dest... under the list you want to become source one.

NOTE: In most cases list becomes Source list automatically when you click/doubleclick in it. In some cases it may be annoying e.g. if you move files from one upload section to all the rest and have to walk thru the destination tree to find the proper section for the file, but when you click the destination section it will become the source one... Can stand if you got 3 files to move, but if you got 100 or more... you have to use Un/Lock Source menuitem from the Misc menu to disable the automatic feature. But note you can still switch the source by clicking proper button without enabling the option.

1.6 All

All

Selects all entries in Source listview

1.7 Edit entry

Edit entry

Allows you to edit selected entry (file or section).

1.8 Move

Move

Moves marked files thru file sections (from Source to Destination)

1.9 Set file comment

Set file comment

Allows you to change description of marked files

1.10 Load

Load BBS

Load all BBS related files MaxManager needs to work properly

1.11 Noone

None

Deselects all selected items in Source listview

1.12 Hunt

Hunt

Allows you to find file specified by (partial or whole) filename file comment etc. Supports wildcards as well.

1.13 Rename

Rename

Renames file in filebase and if file exists on disk in known path, also file on disk.

1.14 Pattern matching

Pattern matching

Allows you to select files (in filebase or in import dir list!) matching given pattern. Matching file names or its comments is naturally possible.

1.15 Save BBS

Save BBS

Save all databases the program work on. You must do this, otherwise all your work will be lost!

1.16 Toggle selection

Toggle selection

Toggles state of entries in source listview: marked files become unmarked and vice-versa.

1.17 Toggle delete

Toggle delete

Marks file as deleted or unmarks if it already was. Marking as deleted does NOT means file is phisically removed! It stays alive until you use Save button (SAVE_BBS ARexx call) or flush deleted function. Then all files marked deleted go in the past.

1.18 Optimize

Optimize

MaxManager gives you various optimizers, using which lets you keep your BBS in order. Both global (acting on whole BBS) and section (working on selected section) optimizers are implemented as well as wide spectrum of functions in each of them.

1.19 Quit

Quit

Quits W.F.M.H. MaxManager.

1.20 Edit Entry

Edit Window

This window is used to edit files and related items (like description, flags, name of uploaded, download count and other things you should know from the MAX's itself. The one thing MAX's has not is the file disk scanner. To find the file on your disk (file must be online!) just click the "Find" button.

1.21 Preferences

Preferences window

W.F.M.H. MaxManager is designed to be not only powerful tool but to be flexible tool as well. Therefore you can set almost any thing which can be expected to be definable within the preferences window (which you may currently explore). As you probably guessed already, this window and its contents may be used to set the W.F.M.H. MaxManager to apply your wishes. If you feel dizzy, just press HELP to find out meaning of the selected item.

1.22 Log window

Log window

This is so-called log window. In W.F.M.H. MaxManager it looks different in other programs, but it is used for the same task: to show what's up and how long is to finish. There's also "Abort" button to allow you to abort some (but not all) operations. Other buttons (Save and Print) allows you to store operation log after it become finished (it's very useful for optimalization and related functions, to see which files are processed and which are not and why). Log windows holds your whole sessions with MaxManager. Reading the log you can find out which files you added, removed or changed etc.

Those buttons are disabled for most of simpler operation.

Meaning of available buttons:

- Abort - forces currently performed operation to stop. If there are more tasks in queue (e.g. while optimalization), all of them will be canceled.
- Save - Allows you to save dump of contents of progress window as plain ASCII file. Useful if you want to analyze e.g. results of performed operation later.
- Print - Simmilar to Save except it tries to redirect text to the printer instead of disk file.

1.23 Rename

Rename Entry

Renaming entries is easy. Just enter new name for the file or section (sections can be renamed in EditSection window too) and click Ok. Note that file name have to be unique (program will check it automatically). Section name have not. If you are about to rename the file program will also try to rename corresponding file on the disk, and what more important, will scan whole pathes looking for potential victim!

Right now this is rather simply feature and doesn't support wildcards or patterns.

Explanation of gadgets:

- Ok - renames current file and getting the next from the queue if there's any
- Abort - cancels current file and returns to main window. All other files being in file queue will be skipped
- Cancel - cancels current file and getting the next from the queue if there's any.

1.24 Save

Save the databases

1.25 Hunt

Hunt for the file

To help you find single file between thousands of various files stored in your filebase, W.F.M.H. MaxManager gives you small but useful Hunt function. The only thing you have to do is to enter name the searching file (function accepts AmigaDOS wilcards as well so you can look for many files matching given pattern), and to click Hunt button. W.F.M.H. MaxManager by default checks files' description so if you want it to use filenames only just use the Scan file comments as well checkmark (checked - used). As you all know, if you use pattern "name", then files will have to match this pattern exactly (probably one file will be found, with name "name"). To look for more files contains "name" somewhere in its file name you have to use "#?" at the begin and the end of pattern: "#?name#?". Because this may be annoying if you plan to Hunt more often than once a week, MaxManager may bound the pattern automatically, corresponding to the state of the Round with #? checkmark. Ignore deleted will cause MaxManager to ignore files marked as deleted while hunting.

Using the wildcards:

- ? Matches a single character.
- # Matches the following expression 0 or more times.
- (ab|cd) Matches any one of the items seperated by '|'.
 - ~ Negates the following expression. It matches all strings that do not match the expression (aka ~(foo) matches all strings that are not exactly "foo").
- [abc] Character class: matches any of the characters in the class.
- [~bc] Character class: matches any of the characters not in the class.
- a-z Character range (only within character classes).
- % Matches 0 characters always (useful in "(foo|bar|%)").
- * Synonym for "#?", not available by default in 2.0. Available as an option that can be turned on.

"Expression" in the above table means either a single character (ex: "#?"), or an alternation (ex: "#(ab|cd|ef)"), or a character class (ex: "#[a-zA-Z]").

Hidden shortcuts:

Press 'P' to activate pattern string.

1.26 Edit Section

Edit section

This window is similar to MAXsBBS's one, always used to edit section settings. I don't want to duplicate MAX's manual, so check it better out if you don't know available options.

The only things I want to explain are buttons:

- Ok - applies changes and returns to main window (if you selected more sections with multiselect feature, then they will be skipped and won't be edited until you use "Edit" button again).
- Apply - applies changes and edit the next selected section (useful with multiselect)
- Cancel - closes the edit window without changing the *CURRENT* section settings. All section edited with multiselet, will remain unchanged!

If you forgot to use multiselect and want to edit other section, just enter its number in dedicated string gadget and it appears ready to change. Do not forget to use Apply before, as you changes made to previous edited section will be lost without warning.

1.27 String Gadget

Edit section - Section number

This field is mainly used to display number of section you actually edit. But you must know, that there's also magic feature of this gadget. Enter any different (and valid!) section number to enter its settings without exiting-and-reentering this window.

NOTE: All changes will be lost while changing section, so better use "Apply" gadget before.

1.28 Global optimize

1.29 System statistics

Statistics

This is feature has been made just for fun. It took me 5 minutes to design the window and 3 to code it. This is just statistics window, showing all most important information about your system like number of files (total and splitted to all four types) and number of users (total and splitted to six typical access levels).

You can also click:

Save - to save all those information as ASCII file or...
Print - to print it on the paper and to show it to your frends later.
Close - to exit to main window

1.30 Set comment

Meaning of buttons:

Ok - Accept comment of the file and takes next
All - Set all marked files with this comment
Skip - Don't touch this file, let's see next one
Abort - Aborts whole operations

Hidden hotkeys:

Press 'C' to activate Comment string gadget

1.31 Pattern matching

Selecting with pattern

This allows you to select files and sections in the source list window based upon name (using AmigaDOS wildcards as well). For selection all standard wildcards are supported (#,~,? etc..):

The patterns are fairly extensive, and approximate some of the ability of Unix/grep "regular expression" patterns. Here are the available tokens:

? Matches a single character.
Matches the following expression 0 or more times.
(ab|cd) Matches any one of the items seperated by '|'.
~ Negates the following expression. It matches all strings that do not match the expression (aka ~(foo) matches all strings that are not exactly "foo").
[abc] Character class: matches any of the characters in the class.
[~bc] Character class: matches any of the characters not in the class.
a-z Character range (only within character classes).
% Matches 0 characters always (useful in "(foo|bar|%)").
* Synonym for "#?", not available by default in 2.0. Available

as an option that can be turned on.

"Expression" in the above table means either a single character (ex: "#?"), or an alternation (ex: "#(ab|cd|ef)"), or a character class (ex: "#[a-zA-Z]").

Using preferences module, you may predefine few mostly used patterns which will become available with one button click.

This panel, as others, is fully controlable from the keys, but due to lack of labels it might not be so clear:

Hidden shortcuts:

P - to activate pattern string gadget
1-7 - to choose one of your predefined patterns

Other shortcuts are visible so no docs is needed.
