dopus

COLLABORATORS			
	TITLE : dopus		
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WRITTEN BY		January 18, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

dopus

1.1   Directory Opus Manual

```
              Directory Opus 4 Manual

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is Copyright 1994-2000 GPSoftware.

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It is allowed to modify this document to reflect further changes
to the Directory Opus source code.


        Copyright Information

        System Requirements

        Directory Opus Walk-through

        Requesters & Viewers

        Directory Opus Configuration

        Tech Guide
                The Support Homepage for Directory Opus 4 is located at
http://viper.pl/~opus. Latest public releases, beta versions and
support informations can be found there, aswell as updated copies
of this manual.

Christoph Gutjahr - Korodny@gmx.net
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1.2   Copyright information

```
Directory Opus 4 is Copyright (c) 1990-2000 by Jonathan Potter.
```

Directory Opus 4.13 and later versions modified by Jacek Rzeuski

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MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
GNU General Public License for more details.

All users of Directory Opus 4 (including versions distributed
under the GPL) are entitled to upgrade to the latest version of
Directory Opus version 5 at a reduced price. Please see
http://www.gpsoft.com.au for more information.

1.3   Directory Opus 4 System Requirements

Minimum System requirements

To get Directory Opus 4 running you should have an Amiga
computer (or an emulation of such a computer) with at least
AmigaOS 3.0. This computer should be equipped with a 68020
processor (or any later model of the 68xxx CPU series) and about
one megabyte of memory.

Recommended third party addons

Additional functionality can be achieved by installing the
third party libraries described below.

PopupMenu.library:

This will enable the popup menu that appears by clicking on
the
Disk Name
field with the right mouse button. This library
is Freeware and can be found on Aminet: util/libs/pmuser.lha

XFDMaster.library:

This is a decruncher system that decompresses crunched files
on the fly. DirOpus utilizes this library to load such crunched
files (i.e. into the text viewer). This library is Freeware and
can be found on Aminet: util/pack/xfdmaster.lha

1.4   A Directory Opus Walk Through

```
                    A Directory Opus Walk Through

        This section describes the installation of the program and
how to start it. And it gives you a overview of the components of
Directory Opus and their usage.


            What Is Directory Opus?

            Files and Directories

            Installing Directory Opus

            Running Directory Opus

            Introduction to Using Directory Opus

            Directory Windows

            Custom Buttons

            The Tiny Buttons

            The Tiny Bottom Right Buttons

            Default Menus
```

1.5   DOWT/What is Directory Opus ?

```
What Is Directory Opus?

        The theory behind Directory Opus is quite simple.  On the
screen there are two windows.  These are called Directory Windows.
You can read a directory into each of these from any device
accessible by the Amiga.  You select files and/or directories in
either of these windows, then manipulate them almost any way you
like. Selected entries can be copied to the opposite window,
deleted or renamed; text files can be read, picture files can be
viewed, and sound files can be heard. Directory Opus offers much
more than these "bare-bones" features, and you will learn more
throughout this guide.
```

1.6   DOWT/Files and Directories

```
                Files and Directories

        The Amiga's DOS (Disk Operating System) deals with two kinds
of data arrangement: files and directories.

        Each file and directory must be given a unique name; within
```

a directory you cannot have two files, two directories, or a file
and a directory with the same name as each other.

Files

        Any data you record on a disk is stored in a file. Files
contain information, which may be from a database, from a word
processor, from a paint program, or the entire contents of a
program.

        The size of a file is expressed in bytes, each byte being
equivalent to one character. Storing the string "Hello" in a
file would use five bytes, as the word "Hello" is five characters
long.

        Whether a file can be displayed, executed, deleted, edited,
or considered as a script file depends upon attributes that are
explained in the
        Protection
        Requester section.

        All files have a datestamp which shows what the system date
and time were the last time the file was written to.

        Files may also have a comment of up to 79 characters
attached to them.

Directories

        To store information in a logical manner, disks are
generally organised into directories, which are often referred to
as drawers. If you picture a disk as a filing cabinet, with your
programs, database files and pictures as the actual files, than
directories are the drawers of the filing cabinet. Some of these
drawers have further drawers inside them, called sub-directories,
which themselves contain drawers, and so on, indefinitely.

        The directory or sub-directory containing any given
sub-directory is known as its parent directory.

        The highest level of organisation is the Root Directory. If
the directory is a filing cabinet, then the root directory is the
room it stands in.

        The route you take along a directory tree to reach a file is
called path. As you proceed along the path, each branch of the
tree is separated from the next by a / character. For example,
the path of Archives is expressed as Work:Downloads/Archives.

        To refer to Picture.ARC, you use what is called pathname.
This consists of a file's path, followed by the name of the file,
Picture.ARC's pathname would be
Work:Downloads/Archives/Picture.ARC.

        The number of files and sub-directories any given directory
can contain is limited only by the amount of space on the disk.

1.7 DOWT/Installing Directory Opus

Installing Directory Opus

If your computer does not have hard drive, you may want to
run Directory Opus from the distribution disk; otherwise you need
to use the installation program, InstallOpus, which inserts
Directory Opus into your hard disk's root directory. It will
modify your User Startup Sequence. InstallOpus allows you to
choose the approach best suited to your level of expertise.

For the novice, InstallOpus inserts Directory Opus into your
hard disk's root directory and does everything for you, offering
you few choices. You can choose to have the Directory Opus screen
displayed when you first boot up your computer, or you can run
Directory Opus from the Workbench or CLI.

At a more ambitious level, InstallOpus allows you to select
the directories into which Directory Opus is to be installed.

The expert user can take control: InstallOpus allows you to
define every single choice available, and assumes that you know
what your are doing. You are able to modify your startup sequence
to your needs.

For more information, use InstallOpus' built-in help system.

1.8 DOWT/Running Directory Opus

Running Directory Opus

There are three common ways of running Directory Opus.

    - Manually from
       Workbench
                    - Manually from
       CLI
                    - Automatically from the
    startup-sequence

1.9 DOWT/Running Directory Opus

Starting From Workbench

The easiest way to run Directory Opus is from the Workbench.
Double click on the Directory Opus icon on the Workbench screen
and, several seconds later, the Directory Opus screen will appear.

ToolTypes

        If started from Workbench, DirOpus understands the following
    Tooltypes (have a look at your Amiga documentation, if you do not
    understand the concept of tooltypes):

ICONSTART=1

        Tells Directory Opus to start up iconified, which means that
    the program will open only a small window on the Workbench screen,
    instead of its own custom screen, and will sit unobtrusively in
    the background until needed.

CONFIGFILE=<path to configfile>

        Tells Directory Opus where to load the configuration file
    from. For instance, CONFIGFILE=DH1:stuff/directoryopus.cfg
    would load (and subsequently save) the configuration file from
    DH1:stuff/directoryopus.cfg. By default, DirOpus will look in
    DOpus:S/ or S: for its configuration settings.

FORCEOPENXFD

        This will force DirOpus to open the XFDMaster library at
    startup (this library is used for reading crunched files into the
    text reader). Normally Directory Opus opens that library only when
    needed, and only if it is opened by another program already.

1.10 DOWT/Running Directory Opus

Starting From a CLI

        To run Directory Opus from the CLI enter:

            DOpus:DirectoryOpus

        This assumes one of two things. Either you are running
    Directory Opus from a floppy drive containing the Directory Opus
    diskette, or you have it installed on a hard drive with an
    assignment of DOpus: to its location. (The InstallOpus utility
    can create the assignment in your startup-sequence).

Arguments

        DirOpus understands several agruments when it is started from
    the CLI (NOTE: These arguments are case sensitive!):

        -i   Tells Directory Opus to start up iconified, which means
                that the program will open only a small window on the
                Workbench screen, instead of its own custom screen, and
                will sit unobtrusively in the background until needed.

        -c   Tells Directory Opus where to load the configuration
                file from. For instance, -cDH1:stuff/directoryopus.cfg

                         would load (and subsequently save) the configuration
                         file from DH1:stuff/directoryopus.cfg. By default, it
                         will look in DOpus:S/ and S:

     -x   This will force DirOpus to open the XFDMaster library
                 at startup (this library is used for reading crunched
                 files into the text reader). Normally Directory Opus
                 opens that library only when needed, and only if it is
                 opened by another program already.

1.11 DOWT/Running Directory Opus

                    Automatic Startup in the startup-sequence

          The User-Startup is a script file that is automatically
     executed when you first turn on the computer. It can contain
     instructions to do many different things, including running
     Directory Opus.

          Either the InstallOpus utility can modify your
     User-Startup for you or you can do it yourself. To modify
     your User-Startup you need a text editor such as Commodore's
     Ed or MEmax. A highly recommended commercial text editor is
     CygnusEd Professional, by ASDG-Inc. This is the text editor with
     which Directory Opus was written, and is a very powerful tool.

          Run your text editor and load your User-Startup into it.
     The User-Startup resides in the S: directory of your boot
     disk. Pick a convenient place to put the new instruction (you can
     really put it anywhere) and add the following lines:

          ;BEGIN DirOpus
          Assign DOpus: DH0:Tools/DOpus
          DOpus:DirectoryOpus -i
          ;END DirOpus

          This assumes you have installed DirectoryOpus in a directory
     called DH0:Tools/DOpus. Of course you need to use the actual
     directory path.

          The -i at the end of the instruction tells Directory Opus to
     start up iconified, which means that the program will open only a
     small window on the Workbench screen, instead of its own custom
     screen, and will sit unobtrusively in the background until needed.
     If you do not want Directory Opus to start up iconified, simply
     remove the -i.

          Have a look at the
            Running DirOpus from CLI
            section
     for more arguments that can be added to the instruction.

          The more technically inclined may notice that there is no
     RUN on the instruction line. This is because Directory Opus
     detaches itself, freeing up the CLI and allowing it to continue

with the User-Startup (and ultimately closing).

        Make sure you save the User-Startup once you have
modified it. If your changes make sense, Directory Opus will be
run automatically when you boot up.

1.12   DOWT/Intro to Opus

                Introduction to Using Directory Opus

        This section gives you a short tour of Directory Opus. It
describes Directory Opus in its default configuration. The
various
        configuration
        options are described later.

 Aborting

        Before using the program, it is important to know how to
abort an action. Most commands can be aborted once they have
begun, and this can be useful if you accidentally start deleting
the contents of your hard drive.

        To abort, press the left and right mouse buttons
simultaneously. This will only take effect if the Directory Opus
screen is active (i.e., at the front of the display).

        Do not be alarmed if the action does not abort immediately;
some commands such as copy have to finish the file they are
working on before aborting.

 Directory Opus Components

        Let's start with a brief description of the main components
of the Directory Opus Display.

        Title Bar

        Clock/Memory Bar

        Directory Windows

        Custom Buttons

        Drive Buttons

        Custom Menus

        Tiny Buttons

1.13 DOWT/Intro to DOpus/DOpus Components

Title Bar

        The Title Bar is at the very top of the Directory Opus
display. It is used to display various status or error messages.
If you are unsure what Directory Opus is doing, it is a good idea
to look in the title bar for a hint. The title bar is also used
to reposition the Directory Opus screen.

1.14 DOWT/Intro to DOpus/DOpus Components

Clock/Memory Bar

        The Clock/Memory Bar is at the bottom of the Directory Opus
display. It displays current memory and time information.

1.15 DOWT/Intro to DOpus/DOpus Components

            Directory Windows

        A directory window allows you to display the files and
sub-directories contained in a directory. You can select (and
deselect) files and sub-directories. Directory Opus has two
directory windows. More information about Directory Windows is
available in the section
        Directory Windows
          .

1.16 DOWT/Intro to DOpus/DOpus Components

            Custom Buttons

        The Custom buttons perform actions which usually trigger an
operation of the selected files in the active directory window.
More information about Custom Buttons is available in the section

        Custom Buttons
          .

1.17 DOWT/Intro to DOpus/DOpus Components

Drive Buttons

        The Drive buttons read the contents of a specific directory
and display them in the currently active directory window.

1.18   DOWT/Intro to DOpus/DOpus Components

```
               Custom Menus


         Custom menus
        , like
         Custom buttons
        , perform actions.

    NOTE: Many parts of the DirectoryOpus Interface use the Right
    Mouse button for alternative operations.  As with DPaint, the
    mouse pointer must be positioned on the title bar when the Right
    Mouse button is clicked for the Menu Titles to appear.
```

1.19   DOWT/Intro to DOpus/DOpus Components

```
               Tiny Buttons

        Four Tiny buttons are positioned between the two directory
    windows, and six Tiny buttons are placed on the
         Clock/Memory Bar
       .
    More information about Tiny Buttons is available in the section

         Tiny Buttons
       .
```

1.20   DOWT/Intro to DOpus/Dir Windows

```
              Directory Windows

        There are two Directory windows.  Only one window is active
    at a time.  Because some actions, such as copy, work with
    selected files in the active Directory Window and use the
    inactive Directory Window as the destination, the active window
    is referred to as the Source Window and the inactive window is
    referred to as the Destination Window.

  Selecting the Active Directory Window

        Clicking anywhere in a window with either mouse button will
    activate that window.  Unless you are extremely precise in your
    placement of the pointer, however, clicking with the left mouse
    button to activate a window may lead to your selecting an
    unwanted entry.  This is when using the right mouse button can be
    useful, as selecting entries is a left mouse button command, but
    clicking with the right mouse button will never have that effect.

        Pressing the space bar activates the inactive directory
```

```
        window.  This allows you to toggle between the active and
        inactive windows.

    Directory Window components:


            Directory Field

            Disk Name

            Window Area

            Window View Sliders

            Next and Previous Buffer buttons
```

1.21   DOWT/Intro DOpus/Dir Windows

```
    Directory Field

        Many DirectoryOpus commands require that you read a
    directory into the active Directory Window.  To read any
    directory, enter the name into the Directory Field.

        When you click in a directory field it will be activated
    and a cursor will appear.  Pressing the Return key will activate
    the Directory Field for the Active Directory Window.  Once the
    Field is activated, enter the mane of the directory you want.

        There are several editing features you can use:

        Backspace:  Deletes the character to the left of the cursor.

           Delete:  Deletes the character under the cursor.

       Cursor key:  Moves the cursor one space in the direction of
                    the arrow

Cursor key + Shift:  Moves the cursor to the beginning or end of the
                    string

Right Amiga + x key:  This is known as Amiga-X; It erases the entire
                    string

Right Amiga + q key:  This is known as Amiga-Q;  It restores the
                    contents of a field to the previous information.

        Once your have entered the pathname you wish to read, press
    return.  You will see the directory window activated (if it is
    not already active), and the contents of the directory will be
    shown.
```

1.22 DOWT/Intro DOpus/Dir Windows

```
              Disk Name

      The Disk Name area of the Directory Window shows the Disk or
Volume Name for the currently displayed Directory.  This area
also displays the amount of free space on the directory's volume.

      Double clicking on a window's Disk Name field with the left
mouse button will bring up a requester showing all parent
directories of the displayed directory.

       Performing a Click-M-Click operation (Click-Move-Click) with
the left mouse button (first click on the Disk Name of the active
directory window then on the Disk Name of the inactive window)
will cause DirOpus to copy the active window into the inactive
one.

       Performing a Click-M-Click operation with the right mouse
button will swap the two directory windows.

      Clicking on the Disk Name with the right mouse button (and
holding that button) will bring up a popup menu that lets you
select the sort method easily, without starting the configuration
program first.

      This menu offers a list of items which the window list can
be sorted on. A checkmark indicates the current sort item.
The following sort items are available:

     - File name
     - File size
     - Protection bits
     - Creation date
     - File comment
     - File type

      The last menu item is 'Reverse order'. This specifies that
the list should be sorted in reverse order. For instance instead
of A coming before B, B would come before A. A checkmark indicates
if Reverse order is activated at the moment.

NOTE: The popup menu described above is only available if you have
installed the optional 'popupmenu.library' correctly. See

        Requirements
        for further details.
```

1.23 DOWT/Intro DOpus/Dir Windows

```
              Window Area

      The Window Area of the Directory Window displays the
directory's files and sub-directories.
```

Selecting Files

Entering Sub-Directories

Moving to a Parent Directory

1.24 DOWT/Intro DOpus/Dir Windows

Selecting Files

To select an entry, file or sub-directory, click on it with
the left mouse button. If you hold down the left mouse button
and move the mouse up or down, all entries that the pointer
passes over will be highlighted. This is called drag-selecting.

Clicking on an entry which is already selected will deselect
it. If you drag-select when you click on an already selected
entry, other already selected entries that are passed over will
be deselected.

1.25 DOWT/Intro DOpus/Dir Windows

Entering Sub-Directories

Many directories that you read in will contain
sub-directories. Instead of having to type in the name of a
sub-directory, you only need to double-click on it. This will
load the sub-directory into the same Directory Window.

Opening the sub-directory in the other directory window
allows you to copy files between the sub-directory and its parent.
To do this, you perform a Click Move Click (Click-M-Click) with
the left mouse button. Click-M-Click means to click first on a
sub-directory entry then to move the mouse pointer to the other
(inactive) window and click again. This can be tricky because
the two clicks must occur within the Amiga Configured
Double-Click Time (see Amiga Input Preferences).

An alternative method to Click-M-Click (which requires less
mouse pointer gymnastics), is to click and hold on an unselected
sub-directory entry. Then, without releasing the left mouse
button, press and release the right mouse button. Still holding
the left mouse button, move the mouse pointer to the inactive
window. As you move the mouse pointer, a copy of the selected
sub-directory will follow the mouse. When you position the mouse
pointer over the inactive window, release the mouse button; the
sub-directory will be read into the inactive window, which now
will become the active Directory Window.

A final alternative (which requires less mouse button
gymnastics), is to click and hold on an unselected sub-directory
entry. Then, without releasing the left mouse button, move the
pointer to the unselected Directory Window. The trick to this
method is to move the mouse pointer horizontally without moving
up or down (this is for the sure handed mouse gymnast). Should
you inadvertently move the mouse pointer over an entry above or
below the selected sub-directory, that entry will follow the
mouse pointer over to the inactive window and will be read when
you release the mouse pointer.

1.26   DOWT/Intro DOpus/Dir Windows

               Moving to a Parent Directory

     If the directory displayed in a Directory Window is a
sub-directory, you may wish to return to its Parent Directory.
You could return to the Parent directory by editing the Directory
Field text directly, but the procedure is cumbersome and
error-prone; there are better ways.

     The default configuration includes a Custom Button which
returns you to the
        Parent
        Directory.

     Each Directory Window contains a hidden Parent button on the
outer edge of the window area which will move you to a Parent
Directory. On the left Directory Window, it is the white border
on the on the far left. On the right Directory window, it is the
black border on the far right. When you click the left mouse
button on a hidden Parent button, Directory Opus will display the
directory's parent, if it has one. When you click the right
mouse button on the hidden Parent button, Directory Opus will
display the root directory.

     Double clicking on a window's
        Disk Name
        field with the
left mouse button will bring up a requester showing all parent
directories of the displayed directory.

1.27   DOWT/Intro DOpus/Dir Windows

               Window View Sliders

     Once a directory had been read in, it is displayed in the
directory window. There is limited space in the window so the
entire directory contents may not be visible at once. A pair of
Sliders extends your view of the window. In the center of the
two directory windows are two vertical Window Sliders. You can

slide these up and down thus scroll though the contents of the
directory.

   To slide the vertical window view sliders, press the left
mouse button on the black bar and, while holding down the mouse
button, move the mouse up and down.

   Click above or below the solid bar for the slider to move
one page in that direction.

   At the bottom of the two vertical Window View Sliders are
arrow buttons. These will move the slider on their line in the
direction of the arrow when clicked on.

   Click and hold the left mouse button on one of the arrow
buttons for the directory to continuously scroll through the
window.

   Press either the up or down cursor keys to move one line in
that direction. These too will continuously scroll when held
down.

   Press the up or down cursor keys in conjunction with either
SHIFT key to move a page in that direction.

   Press the cursor key in conjunction with the CTRL key to
jump to the top or bottom of the directory listing.

   To scroll quickly to the first entry starting with a
particular letter, press that letter. The directory will scroll
as close as it can get to the first entry, file or directory,
starting with that letter.

   Press a letter in conjunction with either SHIFT key to
scroll only to the first file beginning with that letter.

   Regardless of if entire directory fits in vertically, it
will definitely not fit in horizontally. There is more
information available for entries than just the filename. Also
displayed is the size in bytes, the
      protection
      bits assigned
to that entry, the date that entry was last written to the disk,
and any
      comment
      that may be assigned to that entry.

   Horizontal Window View Sliders can be seen at the bottom of
the directory windows, with arrows at the inner ends. These work
like the Vertical Window Views Sliders, including the keyboard
equivalents. You can scroll up and down, and left and right, by
holding the right mouse button and moving the mouse.

   The Directory Windows are usually tha same size. If you
want to see more information than is displayed in the windows
you can stretch the divider between them left or right to resize
them.

There is a hidden size bar between the two vertical Window
View Sliders. When you click and hold this button, the size bar
will appear. While holding he mouse button, move the mouse left
or right. When you have the window as you want it, release the
mouse button.

There are three shortcut keys for resizing the Directory
Windows:

– Slides the Window View Sliders to the far left

\ Slides them to the far right.

= Recentres the Window View Sliders

1.28 DOWT/Intro DOpus/Dir Windows

Next and Previous Buffer Buttons

Directory Opus maintains up to 100 directory buffers for
each directory window.

To move back and forth through the buffers, click on either
the Previous Buffer button or the Next Buffer button. The Buffer
will be displayed without re-reading the drive. The keyboard
equivalent alternative is to press the ALT key in conjunction
with the left or right cursor key.

To activate the directory field, press the Return key.

To re-read the directory, press the Return key twice.

1.29 DOWT/Intro to DOpus/Custom Buttons

Custom Buttons

There are default Custom buttons, all of which have left
mouse button commands. Some of the buttons are also configured
to perform Right Mouse button commands.

The Custom buttons with right mouse button commands are
indicated by a "dog-ear" in the upper right corner of the button.
The All Custom button demonstrates the dog-ear.

IMPORTANT: Many of the Custom buttons perform actions on the
selected files in the current directory window. Before clicking
on a Custom button, verify that the intended directory window is
active. Novice Directory Opus users can be confused when they
have clicked on a Custom button in an inactive window, and it
does nothing. Of course you should verify that the selected

files and directories within the directory window are the ones
you wish acted on.

All

MakeDir

Icon Info

Toggle

Assign

Add Icon

None

Check_Fit

Arc Ext

Parent

GetSizes

Encrypt

Root

ClearSizes

Read

Copy

Hunt

ANSI Read

CopyAs

Search

Hex Read

Move

Run

Show

MoveAs

Execute

Play

```
                Rename

                Comment

                Loop Play

                Clone

                Datestamp

                Edit

                Delete

                Protect

                New File

                Print
                            The number of custom buttons in Directory Opus is  ←
                                limited
        only by available memory.  The
                Commands
                chapter explains more
        about the buttons, and the
                Command Editor
                section explains how
        to configure them.
```

1.30   DOWT/Intro to DOpus/Custom Buttons

```
    All
```

```
        The All button selects all entries in the currently active
    directory window.
```

1.31   DOWT/Intro to DOpus/Custom Buttons

```
    Toggle
```

```
        Selecting Toggle with the right mouse button will Toggle or
    reverse the state of all entries.  This causes selected entries
    to be deselected and deselected entries to be selected.
```

1.32   DOWT/Intro to DOpus/Custom Buttons

None

> The None button deselects all entries in the currently active directory window.

1.33 DOWT/Intro to DOpus/Custom Buttons

Parent

The
  Parent
  button reads the parent directory of the
directory open in the active directory window. If the parent
directory is contained in the window's
  Buffer List
  , it will
be displayed without re-reading the directory.

When the current directory is an
  assignment
  , for example C:,
the assignment will be expanded, and then the parent command will
move to the parent directory of the assigned directory.

1.34 DOWT/Intro to DOpus/Custom Buttons

Root

The
  Root
  button reads the root directory of the active
directory window. As with the
  Parent
  command, the buffer list
will be searched before the parent directory is re-read.

When the current directory is a sub-directory to an

  assigned
  directory, the Root command will display the assigned
directory. When the current directory is an assigned directory,
the Root command will display the root drive of the assigned
directory.

1.35 DOWT/Intro to DOpus/Custom Buttons

Copy

```
        The
          Copy
          button copies the selected file to the
destination (inactive) directory.  If any directories are
selected to copy, the sub-directory
          Filter
          will be used to
determine which files will be copied.
```

1.36 DOWT/Intro to DOpus/Custom Buttons

```
              CopyAs

        The
          CopyAs
          command is similar to
          Copy
          except that the
entries are copied to the destination directory using new names
that you specify.
          Wildcards
          can be used here.
```

1.37 DOWT/Intro to DOpus/Custom Buttons

```
              Move

        This command will move all selected entries from the source
directory to the destination directory.  The entry will no longer
exist in its original place.  If any directories are selected to
move, the sub-directory
          Filter
          will be used to determine
which files will be moved.

        Be careful with this command.  Directory Opus will
          delete
                    the file if you are moving it to a different device.
```

1.38 DOWT/Intro to DOpus/Custom Buttons

```
              MoveAs


          MoveAs
          is similar to the
          Move
```

command except that it
allows you to give each entry a new name before it is moved.

1.39 DOWT/Intro to DOpus/Custom Buttons

          Rename

          Rename
          allows you to give new names to all selected
entries in the active directory window. A requester will appear
for each entry in turn, asking for the new name. The initial
rename requester has two string fields instead of one. You will
usually just edit the name in the lower of the two fields to the
new name.

      A limited type of
          wildcard
          rename is possible. Entering an
* in the bottom field allows you to add prefixes or suffixes.
For instance, entering *.pic will add a .pic suffix to all
selected entries. Entering A* will add an A prefix. Only one *
may be used in this process.

      You cannot give a file a name that contains an *.

      If you enter a * in the top as well as the bottom field, you
can replace sections of the name. For example, entering *.pic in
the top Field and *.iff in the bottom Field will replace the .pic
suffix in that entry that has one with a .iff suffix. If an
entry does not have a .pic suffix, it will be left untouched.
The * may also be embedded. For instance, renaming FOO*BAZ as
GEE*WIZ would rename FOOBARBAZ as GEEBARWIZ. Again, only one *
may be used in each of the string Fields.

1.40 DOWT/Intro to DOpus/Custom Buttons

          Clone

          Clone
          allows you to make a copy of selected entries in the
same directory, but with different names. A requester will
appear for each entry, asking for the new name.

1.41 DOWT/Intro to DOpus/Custom Buttons

```
                Delete


        Delete
        will remove all selected entries in the active
directory window.

        Be careful with this, as it is easy to wipe out valuable
data if you are careless.  Directory Opus's default configuration
brings up a requester before deleting.  Nevertheless, you should
always double check the selected files before clicking this
button.
```

1.42 DOWT/Intro to DOpus/Custom Buttons

```
Makedir

        Makedir allows you to create a new sub-directory in the
active directory window; its name is limited to 30 characters.
A configuration option, @{ " Create Icons With Directories " link  ←
    3.17.6}, can
be used to create an icon at the same time.  The name of the
directory is limited to 25 characters if Create Icons With
Directories is enabled.
```

1.43 DOWT/Intro to DOpus/Custom Buttons

```
                Assign


        Assign
        allows you to create an AmigaDOS assignment to
the directory in the active window.  The Assign Command gives
more examples.
```

1.44 DOWT/Intro to DOpus/Custom Buttons

```
                Check Fit

        The
          Check Fit
          button tests whether the selected file will
fit on the destination drive.  The Screen title bar will display
the number of bytes needed, the available space, and the
percentage of the files which will fit on the destination drive.
```

1.45   DOWT/Intro to DOpus/Custom Buttons

```
          GetSizes

     The
       GetSizes
       button causes any selected sub-directories
to be scanned.  The scanning process calculates the total size,
in bytes, of all files contained in the sub-directory.  Once
scanned, the sub-directory will be displayed.

     If a sub-directory has been previously scanned, it will not
be re-scanned when you select the GetSizes button.  See

       Clear Sizes
       for more information.

     The GetSizes button also displays in the status bar the
number of files, directories and bytes that have been selected
out of the total number of files, directories and bytes.  If
there is enough space for the total selected bytes on the disk in
the destination directory window, all selected files would fit on
the destination disk if they were copied and a Y will be displayed
after the count.  If they won't fit, an N will be displayed.

     If you select an operation which causes a sub-directory to
be scanned (e.g.
       COPY
     ,
       PROTECT
     ,
       HUNT
     , etc.), the size will
be displayed as though you had performed a GetSizes.
```

1.46   DOWT/Intro to DOpus/Custom Buttons

```
          ClearSizes

     The
       ClearSizes
       button will clear the sizes for
selected directories, but not for selected files.

     If a sub-directory has been scanned already, pressing the

       Get Sizes
       button will not work.  It is possible that a
previously scanned directory's size is no longer accurate; any
application, including Directory Opus, might have changed the
contents of the sub-directory since it was last scanned.  To
re-scan a sub-directory, the size must be cleared with the
ClearSizes button.
```

1.47   DOWT/Intro to DOpus/Custom Buttons

Hunt

The Hunt button allows you to search all selected
sub-directories for a specified file or files. A requester
appears asking for the pattern to hunt for. You can use full
pattern matching for this search.

If a file matching the pattern is found, you are asked if
you wish to enter the directory containing it, or to continue the
search. If you elect to enter the directory, the directory will
be read and then all matching entries will be highlighted.

You can also select entire devices to hunt, using the

DEVICE LIST
command.

1.48   DOWT/Intro to DOpus/Custom Buttons

Search

The
Search
button allows you to search the contents of
all selected files, and the files within selected directories,
for a specified string. A requester appears asking for the
string pattern to look for. Again, full pattern matching is
supported.

If a file containing the string is found, you are asked if
you wish to read that file, or continue the search. If you
elect to read the file, it will be loaded into the text viewer,
and a search will automatically be initiated for the string you
want.

You can also select entire devices to search, using the

DEVICE LIST
command.

If any directories are selected to search, the sub-directory

Filter
will be used to determine which files will be searched.

1.49 DOWT/Intro to DOpus/Custom Buttons

Run

The Run button allows you to run each selected file in turn,
providing that file is executable. It is similar to double-
clicking on the file's icon, or running it from the CLI. A
requester will appear asking for any arguments, should it require
any.

1.50 DOWT/Intro to DOpus/Custom Buttons

Execute
                          If you select this button with the right mouse ←
                            button, the
files will be "executed" as script files. This has the same
effect as running that script file via IconX (refer to AmigaDOS
manual), or executing it from the CLI.

1.51 DOWT/Intro to DOpus/Custom Buttons

Comment

The
    Comment
    button allows you to add comments to all
selected entries, or to edit existing comments. The maximum
length of a comment is 79 characters. If any directories are
selected to comment, the sub-directory
    Filter
    will be used to
determine which files will be commented.

You will be prompted for a comment for each selected entry.
If you wish to attach the same comment to all entries, you should
select the All button within the requester.

1.52 DOWT/Intro to DOpus/Custom Buttons

Datestamp

The Datestamp button allows you to change the datestamp of
the selected files and directories in the active directory window
to what ever date you want. When you select directories, you are
asked whether you wish the files within them to have their
datestamps modified also.

If any directories are selected to datestamp, the
sub-directory
        Filter
        will be used to determine which files
will be datestamped.

        For each entry, you are presented with a requester. If you
wish the file to have its datestamp set to the current date and
time, simply press return. Otherwise, enter the date and time
you want.

        To set the datestamp of all selected entries you should
select the All button from the datestamp requester.

        Choose Okay or press return to set the datestamp one file at
a time.

1.53 DOWT/Intro to DOpus/Custom Buttons

                Protect

        The
          Protect
          button allows you to modify the protection
bits of the selected files and directories in the active
directory window. When you select directories, you are asked
whether you also wish the files within them to be protected.
For each entry, you are presented with a requester displaying
the protection bits currently set for that entry. This is
described in greater detail in
        Protection Requester
         .

        If any directories are selected to protect, the
sub-directory
        Filter
        will be used to determine which files
will be protected.

1.54 DOWT/Intro to DOpus/Custom Buttons

                Icon Info

        The
          Icon Info
          Info button brings up the Directory Opus
Info Requester for each of the selected files.

1.55 DOWT/Intro to DOpus/Custom Buttons

                  Add Icon

        AddIcon
        allows you to add icons to all selected
entries in the active directory window. Directory Opus will
automatically sense what type of file it is and add the
appropriate icon (drawer, tool or project). Default icons are
used unless you have specified the name of your own icons within
the @{ " configuration " link 3.19 23}.

1.56 DOWT/Intro to DOpus/Custom Buttons

    Arc Ext

        This button allows you to extract files from an Archive File.
Directory Opus comes configured for ARC, ZOO, LHARC and files.
When you click on this button, the files are extracted from the
selected archive files and copied into the destination window.

NOTE: Directory Opus' distribution disks do not include the
actual archive programs ARC, ZOO and LHA. Because they are
Shareware, we are not allowed to distribute them. They are
available free on most bulletin boards and you should ensure the
ones you require are installed in one of the directories in the
command path used by the CLI.

1.57 DOWT/Intro to DOpus/Custom Buttons

    Encrypt

        Have you ever had files that you wanted to encrypt so that
only people who knew the password could understand them? This
command allows you to do just that. It will encrypt all
selected files, using the password that you enter, with a complex
algorithm that most people will find impossible to work out. The
resulting files are not written over the originals, but are
instead written to the destination directory. They will be the
same size as the original files, so you can ensure you have
enough room in the destination directory.

        To decrypt a previously encrypted file, you should enter the
same password preceded by a minus sign. For example, to decrypt
files you encrypted with the password FOO, select the fields,
choose the encrypt command and enter -FOO as the password.

1.58   DOWT/Intro to DOpus/Custom Buttons

```
            Read

        The
          Read
          button allows you to read selected files.  The
    name of the file is displayed at the bottom of the screen.  You
    can use the
          slider
          and cursor keys to move though the file.
    Buttons along the bottom move up and down the page, move to the
    top and bottom, allow you to search for text, and print the file.
    Pressing the right mouse button or the Q key quits the text
    viewer.  For more information, see the
          Text Viewer
           .
```

1.59   DOWT/Intro to DOpus/Custom Buttons

```
            ANSI Read

        The
          ANSI Read
          button brings up the same Reader as
          Read
                except that it handles the special ANSI control  ←
                    sequences.
```

1.60   DOWT/Intro to DOpus/Custom Buttons

```
            Hex Read

        The Hex Read button will read the selected files in the same
    way as
          READ
           , except in hexadecimal format.  This allows you to
    view binary files and other files containing non-text characters.
```

1.61   DOWT/Intro to DOpus/Custom Buttons

```
            Show

        The
          Show
          button is very versatile indeed.  It will
```

display IFF ILBM pictures and brushes, animations, Workbench
icons and fonts.

If the file is an IFF ILBM, it will be displayed using
information from the file. Directory Opus will show most
pictures and brushes, including overscan, extra halfbrite (EHB),
HAM (4096 colour) pictures, Dynamic HiRes pictures created by
MacroPaint (from Lake Forest Logic), and AGA 8 bit pictures.

The following keys can be used when viewing a picture or
animation.

```
                   Tab - Cycle Colours

           Cursor Keys - Scroll

         Mouse Pointer - Scroll

     Shift Cursor Keys - Scroll by Page

      Ctrl Cursor Keys - Scroll to End

                     . - Mouse pointer On/Off

                     [ - display in 4 bit format

                     ] - display in 8 bit format

Esc or Right Mouse Button - Abort

  Q or Left Mouse Button - Next

        Space, Help or P - Help and Print Requester
```

These keys can be used when viewing an Animation.

```
                     S - Starts and Stops

                     N - Next Frame

                     - - Slow Down

                     = - Speed Up

                     \ - Original Speed

             F1 - F10 - Various Speeds (F1=Fastest)
```

The show routine will also display icons. If a file has a
.info suffix is assumed to be an icon. If the icon has an
alternative image, you can press return to toggle between the two.

To display a font, you need to enter the actual font drawer,
and select the Size file (that is, the file 8, 12, 19, etc.), NOT

```
the .font file.
```

1.62   DOWT/Intro to DOpus/Custom Buttons

```
          Play
```

```
      The
        Play
        button plays the selected files as sound files.
If the file is an 8SVX format IFF sampled sound (of the type
generated by AudioMaster, for instance), the speed and other
information from within the file will be used.  This button will
play any file, though, and if the file is not 8SVX, it will
assume a speed of 10000 samples/second.

      Using the inovamusic.library, the Play button also plays
Star/Sound/Noise/ProTracker, Med, OctaMed, Octalizer, and Med
with MIDI modules.

      Each file is played once only.  To abort a sound while it is
playing, press the left and right mouse buttons together.
```

1.63   DOWT/Intro to DOpus/Custom Buttons

```
          Loop Play
```

```
      If you select this button with the right mouse button, the
sounds are played continuously (looped).  To advance to the next
sound, you must press the left mouse button.  See
        Play
        for
more information.
```

1.64   DOWT/Intro to DOpus/Custom Buttons

```
          Edit
```

```
      The Edit button allows you to edit any selected files, using
the text editor (or word processor) specified in the

        configuration
        .

      By default, it is configured to use Commodore's c:ED program.
You will probably want to alter this configuration to use an
editor of your own choosing.
```

1.65   DOWT/Intro to DOpus/Custom Buttons

```
New File
```

> The New File button prompts you for a file name.
>
> If you select this button with the right mouse button, you
> will be asked for a filename to create a new file.

1.66   DOWT/Intro to DOpus/Custom Buttons

```
        Print
```

> The
>   Print
>   button brings up a requester which allows you
> full control of Print formatting. For more information, see the
>
>   Print File Requester
>   .
>
> The Print command automatically decrunches text crunched with
> various packing methods. It utilizes the XFDmaster library for that
> purpose. Please refer to the
>   Requirements
>   section for further
> information).

1.67   DOWT/The Tiny Buttons

```
          The Tiny Buttons
```

> The Directory Opus screen has several buttons that are not
> configurable; they activate the most necessary and useful commands
> and are included so that these commands are always available,
> whatever your configurations may be. If you had mistakenly
> configured Directory Opus so that no button or menu called the
> configuration program, you would never be able to run the
> configuration program to change this!
>
> These buttons are called the Tiny Buttons, as they are much
> smaller than the configurable buttons on the screen. Four of them
> are arranged in the square approximately at the center of the
> screen, six others are found in the bottom right-hand corner of
> the screen. They all have one-character titles.

```
    B
     Buffer List

    R
```

                    Reselect

                S
                 Select

                A
                 ARexx

1.68   DOWT/The Tiny Buttons

                    B – Buffer list

        This activate the buffer list command. This command
displays a list of all the directories contained in Directory
Opus' internal buffers. You may then double-click on one of the
displayed buffers so as to jump to that buffer immediately,
rather than clicking the arrow to cycle through the buffers one
by one.

        Pressing the right mouse button over the Buffer List button
will activate the
        Clear Buffers
        command which clears from
memory the contents of all buffer except the two that are
currently displayed.

1.69   DOWT/The Tiny Buttons

                    R – Reselect

        This activates the reselect command. This command will
reselect all entries that were selected before the last operation
was initiated. The entries are reselected only if they still
exist, and regardless of whether the buffer containing them is
currently displayed.

        Pressing the right mouse button over the R – Reselect button
performs the
        Rescan
        command on the active directory window.

1.70   DOWT/The Tiny Buttons

                    S – Select

        This button activates the

```
        select
        command.  This allows
you to select files and directories in the active directory
window using wildcards.  All standard wildcards are supported
(*,? etc..) as well as the AmigaDOS wildcards ? and #?.

        Pressing the right mouse button over the File Select
Requester Button will activate the
        Get Devices
        command.
This command produces a list of all devices, volumes and
logically
        assigned
        directories that exist in the system.
```

1.71   DOWT/The Tiny Buttons

```
        A - ARexx

        This activate the ARexx command, which allows you to launch
an ARexx script or execute an ARexx command from within Directory
Opus.

        Pressing the right mouse button over this button will
activate the
        dirtree
        command (the Directory Tree command).
This command scans all sub-directories in the currently displayed
directory, and produces a tree structure.
```

1.72   DOWT/The Tiny Bottom Right Buttons

```
        The Tiny Bottom Right Buttons

        These buttons are optional; if you don't want them you can
make them disappear by deselecting the Bottom-Right Tiny buttons
flag at the Config/Screen/General configuration screen.


     ?
      Help

     E
      Errror Help

     F
      Sub-Directory Filter

     C
      Configure
```

```
            I
             Inconify

            Q
             Quit
```

1.73   DOWT/The Tiny Bottom Right Buttons

```
   ? - Help
```

>   This button activates the help command. Provided a help
>   file has been loaded, selecting any button or menu after enabling
>   the help mode should result in the appearance of some helpful
>   text.
>
>   Note: The highlighted question mark indicates the help mode is
>   active.

1.74   DOWT/The Tiny Bottom Right Buttons

```
            E - Errror Help
```

>   This activates the
>   ErrorHelp
>   command, which gives you more
>   information about DOS error codes than is generally available.

1.75   DOWT/The Tiny Bottom Right Buttons

```
            F - Sub-Directory Filter
```

>   This button activate the sub-directory Filter. When you
>   click on this button, a requester will ask you to enter a file
>   filter. The filter can contain a file specification containing

>   wildcard
>   characters. When you click Okay or press return,
>   the requester will disappear and the F button will be highlighted.
>   This indicates the filter is activated.

>   When the filter is activated, any command which processes
>   the files in selected sub-directories will only act on files
>   which match the filter pattern. These commands are:

>   Copy

```
              Search

              CopyAs

              Protect

              Move

              DateStamp

              MoveAs

              Comment

              Hunt
                         If the F button is highlighted, you can turn off  ←
                            the filter
   by clicking on it again.  It will become un-highlighted.
```

1.76 DOWT/The Tiny Bottom Right Buttons

```
              C - Configure

      This activates the configure command, and will either load
   into memory or invoke the
       configuration
       program.
```

1.77 DOWT/The Tiny Bottom Right Buttons

```
              I - Inconify

      This button activate the
       iconify
       command.  It closes the
   Directory Opus screen, de-allocates as much memory as possible,
   and them opens a small window on the Workbench screen.

      This allows you to have Directory Opus constantly available,
   while using the minimum amount of memory possible.

   For more information, see
       Iconify
         .
```

1.78 DOWT/The Tiny Bottom Right Buttons

```
Q - Quit
```

This activates the quit command, which allows you to exit
Directory Opus (providing there is not a print operation under
way). If the configuration has been modified and not saved, you
are asked if you wish to save it first.

1.79 DOWT/Default Menus

```
      Default Menus
```

This section gives a brief description of the Default Menus.
All the menus can be changed, but they are configured initially
for certain command.

```
    Project Menu

    Function Menu

    Current Dir

    Disk Copy

    Help

    Format

    Error Help

    Install

    Configure

    Relabel

    About

    Print Dir

    Version

    Disk info

    Iconify

    LHA Add

    Button Iconify

    Arc Add

    Quit
```

```
          Zoo Add
                    Directory Opus has 100 user-definable menus.  The
          Commands
               chapter explains more about the menus, and the
          Command Editor
               section explains how to configure them.
```

1.80   DOWT/Default Menus/Project Menu

```
          Project Menus
```

The Project menu contains 9 commands. These are:

```
          Current Dir

          Help

          Error Help

          Configure

          About

          Version

          Iconify

          Button Iconify

          Quit
```

1.81   DOWT/Default Menus/Project Menu

```
Project/Current dir
```

```
     This command allows you to set the current working directory
for Directory Opus.  The current directory is the directory
loaded when you activate either directory field, delete the
existing pathname (if there is one), and press return on a blank
string.

     A requester will appear containing the pathname of the
active directory window.  If this is acceptable as the new
current directory, press return.  Otherwise, edit it to read as
you wish.
```

1.82   DOWT/Default Menus/Project Menu

```
           Project/Help!
```

Providing a help file has been located in, selecting any
button/menu after enabling help mode with this menu should result
in the appearance of some helpful text.

Help can be read from any file, although the default is
S:DirectoryOpus.HLP. The file name can be changed with the

```
    Helpfile configuration
    option.
```

The Help File section describes the helpfile in detail, and
explains how you can edit it to add help for your own buttons and
menus.

1.83   DOWT/Default Menus/Project Menu

```
           Project/Error Help
```

Error help gives you information about DOS error codes.
When you select this option, you are asked for which DOS error
code number you want help. Examples of DOS error codes are 123,
205 and 225. You are then presented with a description of that
error, and information pertaining to the possible cause and cure
of the error.

Error help is also stored in the help file; if the help file
has not been loaded, error help will not be available. See the

```
    help file
    section for more information.
```


1.84   DOWT/Default Menus/Project Menu

```
           Project/Configure
```

Directory Opus uses a separate program to modify the
configuration. This saves about 127K of memory, as the
configuration program need only be in memory when it is being
used.

If you do have plenty of memory, Directory Opus can be
configured to load the configuration program on start-up. In
this case, it is run from memory each time the configure command
is invoked, rather than loaded from the disk. This can be much
faster, especially if you have a floppy-based system.

```
    See
```

                    ConfigOpus
                    section for more detailed information.

1.85   DOWT/Default Menus/Project Menu

    Project/About

        This command displays some information about the program.

1.86   DOWT/Default Menus/Project Menu

    Project/Version

            This menu displays the current version of Kickstart,
    Workbench and Directory Opus. This information will be necessary
    when getting Technical Support.

1.87   DOWT/Default Menus/Project Menu

                    Project/Iconify

            This command closes the Directory Opus window and screen,
    deallocates as much memory as possible, and then opens a small
    window on the Workbench screen. This is known as iconifying, and
    allows you to have Directory Opus constantly available, while
    using the least amount of memory.

            The iconified window may contain a clock, or may not be
    visible at all, depending on how you have set the Iconified type

            configuration
            option.

            To determine the initial position of the iconified window
    (especially if you plan to start up Directory Opus in the
    iconified state), you should iconify Directory Opus, and position
    the window as you would like it to appear. That done, re-enter
    Directory Opus, and save the
            configuration
             .

            When iconified, you can drop Workbench Icons on the
    Directory Opus window. This will have the same effect as of you
    displayed the file in a Directory Opus window and double-click on
    it. For Example, if you drop a picture on the window, it will
    show it.

            To re-enter Directory Opus, click the left mouse button in
    the iconified window, then press the right mouse button. If you

wish to quit Directory Opus without going back into it, click the
close button at the top left of the iconified window.

        Note that if you have the configuration option Iconify Type
set to Hidden, the only way to re-enter Directory Opus is with
the hotkeys. These default to CTRL-SHIFT-ALT (the CTRL key, the
left SHIFT key and the left ALT key simultaneously), although
this may be changed in the
        configuration
          .

1.88   DOWT/Default Menus/Project Menu

                Project/Button Iconify

        This causes a special variation for Directory Opus
iconification. Normally iconification is set up by the
ConfigOpus/System/Clocks screen, but with this command you can
iconify Directory Opus into a bank of buttons on Workbench. In
this mode Directory Opus allows you to do almost all, if not all
it normally does. For instance, if you select the Copy button a
requester will open asking you to select something to copy
followed by another asking where to copy it. You can also use
the bank of buttons as an AppWindow when running in OS2.0. To
show a picture, you would simply drag the icon of the picture
onto the show button.

        The
          slider
          to the right of the button bank allows you
choose which button bank is shown.

        To uniconify back to Directory Opus, press the Uniconify
button above the slider to the right of the bank, or select the
Close button of the window. The close button will ask you if you
wish to quit Directory Opus or to uniconify it.

1.89   DOWT/Default Menus/Project Menu

    Project/Quit

        This command will exit Directory Opus (providing there is
    not a print operation happening at the time). If the
    configuration has been modified and not saved, you are asked if
    you want to save it first.

1.90   DOWT/Default Menus/Function Menu

```
        Function Menu
```

The Function Menu contains miscellaneous disk operations, and
Archive adding.

```
    Disk Copy

    Format

    Install

    Relabel

    Print Dir

    Disk info

    LHA Add

    Arc Add

    Zoo Add
```

1.91 DOWT/Default Menus/Function Menu

```
        Function/Disk Copy
```

This command brings up a requester which allows you to make
an exact copy of one disk on another. For more information, see
the
    DiskCopy
    Requester or the
    DiskCopy
    command.

1.92 DOWT/Default Menus/Function Menu

```
        Function/Format
```

This allows you to
    format
    a new disk. All new disks
need to be formatted before the computer can write files to them.

    For more information, see the
    Format
    Requester.

When this is selected, a requester with several buttons
appears. Drives DF0: through to DF3: are available. Separate
names may be specified for each disk.

Verify allows you to turn Verify on or off. As with
command/
Disk Copy
, the process is
faster with Verify turned off, but you won't be made aware of any
errors, so it's better to leave Verify turned on if you don't
trust your disks.

If Quick is selected, the disk will just be initialised
(wiped). This provides an extremely fast way to erase an old
disk. This will not work on new disks however, only on disks
that have preciously been formatted.

If No Icons is selected, the Disk.info, Trashcan.info and
Trashcan directory will not be created on the disk.

1.93 DOWT/Default Menus/Function Menu

Function/Install

This command brings up a requester that allows you to make a
disk bootable. To be bootable, disks must have special
information written in their first sector. For more information,
see the
Install
Requester.

1.94 DOWT/Default Menus/Function Menu

Function/Relabel

This command allows you to change the name (label) of the
disk that is open in the active directory window.

1.95 DOWT/Default Menus/Function Menu

Function/Print Dir

This command allows you to print the directory in the active
directory window. You are able to choose the information you
want to print (file sizes, protection bits, dates and comments).
This command is not started as a separate process, unlike the

print

```
                        command.  For more information, see the
                        Print Dir
                                    Requester.
```

1.96 DOWT/Default Menus/Function Menu

```
    Function/Disk info
```

```
        This command displays some information about the disk the
    active directory resides on, including space used, space free,
    datestamp and number of errors on the disk.
```

1.97 DOWT/Default Menus/Function Menu

```
                    Function/LHA Add, Arc Add, Zoo Add
```

```
        These commands allows you to create and add files to
    archives, using the popular archives ARC, ZOO and LHA or LHARC
    (and up to three others; see the
        Comands
        section for more
    information).
```

```
        To add files to an archive, select the files you wish to add,
    and select this command.  You will be asked for the name of the
    archive to create or add to.  You should have the destination
    directory open in the inactive window.
```

1.98 Req&View

```
                    Requesters & Viewers
```

```
        This chapter presents the more complicated requesters and
    viewers. Each of these is associated with Directory Opus Commands
    which are activated by Custom Buttons and Menus.
```

```
        Protection Requester

        Disk Copy Requester

        Format Requester

        Install Requester

        Print Dir Requester

        Print Requester
```

```
        Text Viewer

        Hex Viewer
```

1.99   Req&View/Protection Requester

```
        2.1 Protection Requester
```

The Protection Requester allows you to change a file's or
sub-directory's protection bits.

The protection bits are a group of flags that are stored with the
file, that determine the characteristics of the file. These flags
are given one character names. The protection bits currently in
use are HSPARWED.

```
    H
     Hidden

    S
     Script

    P
     Pure

    A
     Archived

    R
     Readable

    W
     Writeable

    E
     Executable

    D
     Deleteable
```

     While AmigaDOS and other programs do not fully support all of
these bits, DirectoryOpus gives you access to all documented
protection bits. As AmigaDOS is enhanced, some bits, such as
Writeable, will become more useful. If you have additional
questions about the usage of the bits, refer to your Amiga
Documentation.

     There is a button for each protection bit along the left edge
of the requester. Clicking on each of these will toggle a
checkmark on and off within the button. When the checkmark is on,
it means that the bit will be set when you click the Okay button.

In the middle of the requester are four buttons which
manipulate multiple protection bits at a time. These buttons do
not cause any action to take place within the selected files, they
simply change the state of the protection bit buttons.

All bits

None

Toggle

Revert
                          On the right side of the requester are three groups ←
                               of
protection bits:
      Old
     ,
      New
     , and
      Mask
     . Each group contains
a protection bit letter or a '-' (dash) for each bit. The letter
indicates that the associated protection bit is set, a dash
indicates that it is clear.

Along the bottom of the requester are three buttons:

Okay

      Causes the current file (shown in the screen title bar) to
be set as indicated in the protection bit buttons (and possibly
filtered according to the Mask Group).

All

      Causes all selected files to be set, without additional
prompting, as indicated in the protection bit buttons (and
possibly filtered according to the
      Mask
      Group).

Cancel

Aborts the Protection command.

1.100 Req&View/Protection Requester

    H - Hidden

If this flag is set, the file is not normally displayed.
This allows you to mark certain files as "invisible", to avoid
cluttering your directories. The file can still be accessed
normally, and not all programs implement this flag.

S - Script

A script file is a file containing a list of AmigaDOS
commands to execute; it is like a simple computer program. This
flag indicates that the file in question is a script file. A
script file is sometimes called a batch file.

P - Pure

If a program file is flagged as pure, it can be made to
remain in memory, even when not in use, This can save a great
deal of time, especially if the program is used a lot, as it does
not have to be loaded from disk each time.

A - Archive

This flag indicted that the file has not been changed.
If this file is ever written to, the A flag will be turned off.
This can be used in a hard disk backup program, to record which
files have been backed-up, and need not be backed-up again.

R - Readable

If this flag is set, the file can be accessed.

W - Writeable

If this flag is set, the file can be written to (ie,
more information can be stored in it than is already there).

E - Executable

If a program file does not have this flag set, it can not be
run.

D - Deleteable

If this flag is not set, the file can not be deleted.

1.101 Req&View/Protection Requester

All bits

Sets all protection bit buttons.

None

Causes all protection bit buttons to be cleared.

Toggle

Sets all clear protection bit buttons, and clears all set
protection bit buttons.

Revert

Restores the protection bit buttons to the settings they had
when you entered this requester.

Old

The Old group indicates the original bits when you entered
the requester.

New

The New indicates the current status of the protection bit
buttons. Whenever you click the protection bit button, it will
be reflected in the New group.

Mask

Unlike the previously described Old and New groups, the Mask
group bits can be changed by clicking on the associated letter or
dash. The Mask group allows you to specify protection bits which
should not be modified, regardless of the protection bit buttons.
When the Letter is shown, the bit will not be modified. The dash
means that you need to set the bit according to the setting of
the protection bit button. This is most useful when changing
files within a sub-directory or using the All button. For
example: you want to set the Archive bit in all files contained
in a sub-directory, but you don't want to affect any of the other
protection bits. Set the Archive Protection button on the left
side of the requester and set all the Archive bits in the Mask
group except A. This will preserve all the file's bits with the
exception of the Archive bit, which will be set.

1.102 Req&View/Disk Copy Requester

Disk Copy Requester

This command allows you to make an exact copy of one disk on

another. When this command is invoked, a requester with several
buttons appears.

        FROM

        TO

        Verify

        Bump Name
                        Disk Copy will not copy any protected software, or
non-AmigaDOS format disks.

        Selecting the DiskCopy button will start the copy. The Exit
button will abort without attempting a DiskCopy.

1.103   Req&View/Disk Copy Requester

FROM

        This list contains the possible disk drives that may be
used as the source. When you click on one, it becomes the
selected drive.

1.104   Req&View/Disk Copy Requester

TO

        This list contains the possible destination drives which are
compatible with the selected source drive. The source disk
drive is always available as a destination to allow you to make
single drive copies. This only makes sense with removable media
such as floppy drives as it would accomplish nothing to copy a
hard drive to itself.

1.105   Req&View/Disk Copy Requester

Verify

        This button allows you to turn off the integrity
verification when writing data to the destination drive.
Although it is faster, you probably won't want to do this.

1.106   Req&View/Disk Copy Requester

Bump Name

        This button allows you to change the volume name using the
same naming convention as WorkBench's DiskCopy. (See AmigaDOS
documentation for details.)

1.107   Req&View/Format Requester

            Format Requester

        This allows you to format a new disk. All new disks need to
be formatted before the computer can write to them.

        When this is selected, a requester with several buttons
appears. On the left side is a list containing the devices which
can be formatted using this operation.

Warning! This option will destroy existing data on a disk. Be
sure you want to erase the data before you click Format or Quick
Format buttons.

        The list on the left side of the requester contains the
devices which you can format. The selected device is highlighted.
Be sure the device you intend to format is the one that is
highlighted!

        NAME

        Fast File System

        International Mode

        Directory Caching

        Put Trashcan

        Verify

        Format

        Quick Format

        Exit

1.108   Req&View/Format Requester

NAME

        This field allows you to give the drive to be formatted a
volume name.

1.109 Req&View/Format Requester

Fast File System

        This allows you to format a device using the Fast File
System option of AmigaDOS. You should consult AmigaDOS
documentation for more detail. This option does not work on
systems prior to OS2.0.

1.110 Req&View/Format Requester

International Mode

        This allows file and directory names to include accented
characters.

1.111 Req&View/Format Requester

Directory Caching

        Directory caching mode will decrease the storage space on
your disk but the directory reading speed will be much greater.

1.112 Req&View/Format Requester

Put Trashcan

        This button allows you to put a trashcan in the root
directory of the newly formatted device.

1.113 Req&View/Format Requester

                Verify

        This button allows you to disable the format verification.
    As with
        Disk Copy
        , the process is faster with Verify turned
off, but you won't be made aware of any errors, so it's better
to leave Verify turned on unless you completely trust your disks
(you really shouldn't).

1.114 Req&View/Format Requester

Format

        This button begins the formating process. Be very careful
you have selected the correct device. Once a Format begins, it
can be aborted, but data will be lost!

1.115 Req&View/Format Requester

Quick Format

        When this button is selected, the disk will just be
initialised (wiped). This provides an extremely fast way to
erase an old disk. This will not work on new disks however,
only on disks that have previously been formatted.

1.116 Req&View/Format Requester

Exit

        This button will abort without attempting a Format.

1.117 Req&View/Install Requester

                Install Requester

        This command allows you to make a disk bootable. To be
bootable, disks must have special information written on their
first sector.

        The list on the left side of the requester contains the
possible devices on which you can install a boot sector. Select
the device you want to install on.

        When you select a device (or insert a new disk in the device)
Directory Opus will examine the boot sector and inform you of the
disk's current status. It does this automatically when you first
bring up the Install Requester. It will tell you one of the
following:

        No Disk Present

        Normal 1.3 OFS bootblock

        Normal 2.0+ FFS bootblock

        Non-Standard

```
                         FAST FILE SYSTEM

                         Install

                         No Boot

                         Exit
```

1.118   Req&View/Install Requester

No Disk Present

        This simply means that you haven't inserted a disk in the
    drive yet. When you do so, it will update this status message.

1.119   Req&View/Install Requester

Normal 1.3 OFS bootblock

        This means the disk was installed with the old file system
    used before version 2.0 of AmigaDOS.

1.120   Req&View/Install Requester

Normal 2.0+ FFS bootblock

        This means that the disk was installed with the new file
    system used for 2.0 and later versions of AmigaDOS.

1.121   Req&View/Install Requester

Non-Standard

        This means that the disk is corrupt or is formatted for
    another type of system. It may contain a virus and it would be a
    good idea to run a virus checker program to make sure.

1.122   Req&View/Install Requester

FAST FILE SYSTEM

    This button allows you to install a Fast File System bootblock.

1.123 Req&View/Install Requester

```
Install
```

This button installs the boot sector on the Disk.

1.124 Req&View/Install Requester

```
No Boot
```

This button removes the boot sector from the Disk. This
will keep the disk from being bootable. However, you can always
re-install the boot sector by clicking the Install button.

1.125 Req&View/Install Requester

```
Exit
```

This button will abort without attempting an Install.

1.126 Req&View/Print Dir Requester

```
Print Dir Requester
```

This command allows you to print the directory in the active
directory window. If no files are selected, all files listed in
the window will be printed. However, if some files are selected,
only those entries will be printed.

You can select the information you want to print: file sizes,
protection bits, dates, comments, and file types. Directory Opus
can only print the selected information when it is being displayed
in the Directory Window.

```
        Output to...
```
                        Click on the magnifying glass next to the File ←
                          field to use a
file requester to find the file name; otherwise type the name
directly into the File field.

```
        Print
```

```
        Exit
```

1.127 Req&View/Print Dir Requester

Output to...

        By default, the output will be sent to the printer.
However, you can redirect the output to a file of your choosing.

    Printer

    This option directs output to the printer.

    File

        When this option is enabled, output is directed to the file
indicated in the accompanying field.

1.128 Req&View/Print Dir Requester

    Print

        When you click this button, Directory Opus will begin
printing the information. It is not started as a separate
process, so you might have to wait while Directory Opus completes
printing the information.

1.129 Req&View/Print Dir Requester

Exit

    This button will abort without attempting to print the directory.

1.130 Req&View/Print Requester

            Print Requester

    This Requester gives you full print formatting control for
text files.

NOTE: Not All printers are created equal. Some printers will
ignore some of these configuration options.

NOTE: These configuration options work in accordance with the
Amiga Printer Preferences. The Amiga Preferences may override
these preferences or simply make the output look silly. For
example, you cannot use these options to display more lines on a
page than is specified in Amiga Preferences.

There are several configuration items in the print requester:

Top margin

Bottom Margin

Left margin

Right Margin

Tab Size

Print pitch

Quality

Eject Final Page

configuration...

Title

Date

Page no.

Text style

Output to...

Print

Exit

                    The Print command automatically decrunches text ←
                         crunched with
various packing methods. It utilizes the XFDmaster library for that
purpose. Please refer to the
       Requirements
       section for further
information).

1.131 Req&View/Print Requester

Top margin

       This field contains the Line Number where text should start.
    A Top Margin of 1 starts on the first line and does not have any
    blank lines.

1.132 Req&View/Print Requester

Bottom Margin

> This field contains the number of printed lines on each page.
> The Top Margin Lines are not included in this value. For Example,
> a Top Margin of 5, and a Bottom Margin of 60 the last line will
> be printed on Line 65.

1.133   Req&View/Print Requester

Left margin

> This field contains the number of characters to skip before
> printing each line.

1.134   Req&View/Print Requester

Right Margin

> This field contains the number of printed characters
> allowed on each line. The Left Margin characters are not
> included in this value. For example, a Left Margin of 5 and
> Right Margin of 70 will result in the last printable character
> in the column 75.

1.135   Req&View/Print Requester

Tab Size

> This field contains the Number of spaces to which a tab
> character is equivalent. Directory Opus converts tabs to spaces
> and will insert the appropriate number of spaces to create
> columns based on Tab Size. For example, a Tab Size of 8
> specifies Tab positions of 8, 16, 32, 40, 48, 56, and 64.

1.136   Req&View/Print Requester

Print pitch

> This button cycles between Pica, Elite, and Fine. These
> values specify the size of letters to print. Your printer will
> determine the exact dimensions of these values.

1.137 Req&View/Print Requester

Quality

        This button cycles between Letter, and Draft. Some printers
    can be toggled between letter and Draft quality printing.

1.138 Req&View/Print Requester

Eject Final Page

        A check in this button enables a final Form Feed character
    after printing the last page.

1.139 Req&View/Print Requester/Configuration

            configuration...

        This button cycles between Header and Footer. The
          Title
         ,

          Date
          and
          Page no.
           buttons (described below) can be used with
    creating a Header or Footer line for each page in the print out.
    When the configuration button is Header, these buttons affect the
    Header line; otherwise, they affect the Footer line. By default,
    Directory Opus will not create a Header or a Footer line.

1.140 Req&View/Print Requester/Configuration

Title

        When the checkmark next to Title is on, a title will be
    generated. By default, the filename will be the title. However,
    you can override this by putting text in the Title field. You
    can have different titles in the header and footer lines.

1.141 Req&View/Print Requester/Configuration

Date

        When the checkmark next to Date is on, the current date will
    be printed. Usually this is enabled for either the header line
    or the footer line, but not for both.

1.142 Req&View/Print Requester/Configuration

Page no.

When the checkmark next to Page no is on, the page number
will printed. Usually this is enabled for either the header
line or the footer line, but not for both.

1.143 Req&View/Print Requester

Text style

This button allows you to modify the appearance of all the
printed text except the headers and footers. (some printers do
not support all of these styles.) Clicking on the Text Style
Cycle button allows you to choose from the following options:
Normal, Bold, Italics, Unlined (Under Lined), DblStrik (Double
Strike), and Shadow.

1.144 Req&View/Print Requester

Output to...

By default, the output will be sent to the printer.
However, you can redirect the output to a file of your choosing.

Printer

This option directs output to the printer.

File

When this option is enabled, output is directed to the file
indicated in the accompanying field.

Click on the magnifying glass next to the File field to use
a file requester to find the file name; otherwise type the name
directly into the File field. If you leave the field empty, the
output will go to the printer.

1.145 Req&View/Print Requester

Print

When yo click this button, Directory Opus will begin
printing the information.

This command will print all selected files, one at a time.
If you select only one file to print, the print routine will be

started up as a separate process, allowing you to continue
working with Directory Opus. To cancel this type of print,
simply select the print command again. A requester will appear
asking if you want to continue with the print or halt it. This
requester will also appear if you attempt to quit Directory Opus
while a print operation is in place, as you cannot quit until the
print has finished.

Even if you abort a print, the printer may not actually stop
for some time. This is because most printers have buffers, some
quite large ones, which store data for printing and will need to
empty themselves before the printout will stop.

1.146 Req&View/Print Requester

Exit

This button will abort without attempting to print.

1.147 Req&View/Text Viewer

Text Viewer

The name of the field is displayed at the bottom of the
screen, giving the current position within the file to both in
lines and as a percentage, and also the total number of lines in
the file.

Press the left mouse button to turn scrolling on or off.
The direction and speed of the scroll are governed by the position
of the mouse pointer in the window. The mouse pointer will become
invisible while the text is scrolling. No scrolling occurs if you
have the mouse in the center of the window.

To scroll forward, move the mouse down until the text starts
to scroll (providing there is actually more than one page of
text). The further down you move the mouse, the faster the test
will scroll. This procedure is reversed for backwards scrolling.

The buttons in the bottom-right of the screen also allow you
to move around the file. Most buttons will repeat if held down
for any length of time. (Each button uses the corresponding
letter as a shortcut key.)

up/down arrows

U

D

T

B

S

P

Q
                            The current line and percentage values (in the ←
                            middle of the
bottom bar) act as hidden buttons: click on them and a requester
will allow you to specify a new value. It will jump to the new
location. The shortczt key for this function is J.

        If you have selected more than one file, the next one will be
read when you exit. To exit without reading the next file, press
the right mouse button.

        The text viewer automatically decrunches text crunched with
various packing methods. It utilizes the XFDmaster library for that
purpose. Please refer to the
        Requirements
        section for further
information).

1.148 Req&View/Text Viewer

up/down arrows

        Move up and down a line at a time. you may also use the up
and down cursor keys.

1.149 Req&View/Text Viewer

U

        Moves up a page at a time. You may also use BACKSPACE or
the up Cursor key with shift.

1.150 Req&View/Text Viewer

D

        Moves down a page at a time. You may also use SPACE or the
down Cursor key with shift.

1.151 Req&View/Text Viewer

T

Moves to the top of the file. You may also use the up Cursor
key with control.

1.152 Req&View/Text Viewer

B

Moves to the bottom of the file. You may also use the down
Cursor key with control.

1.153 Req&View/Text Viewer

S

Searches for a string. You may also use / as a shortcut key.
You can issue full pattern matching in this search.

If a string is found that matches your search string, the
appropriate line will be highlighted. Hit N to search for the next
match.

1.154 Req&View/Text Viewer

P

Prints the current file.

Hitting C Prints only the current page. This has no button
equivalent.

1.155 Req&View/Text Viewer

Q

Q or X or Esc Leaves the text viewer.

You can also use the right mouse button to exit.

1.156 Req&View/Hex Viewer

Hex Viewer

The Hex Viewer will read files in the same way as
READ
, except
in hexadecimal format. This allows you to view binary files and
other files containing non-textual characters. The file is
displayed in the following manner:

The first value is the offset, displayed in hex. This is the
number of bytes you are into the file. The next four values are
each a four-byte longword, with the actual ASCII representation at
the end. Any non-text characters are shown as a . character.

1.157 ConfigOpus

Opus Configuration (ConfigOpus)

Introduction

Fileclass Manager

Main Screen

Fileclass Editor

Configure Menus

Hotkeys Manager

Buttons Manager

Hotkeys Editor

Buttons Editor

Menus Manager

Command Editor

Menus Editor

Drives Manager

Operations

Drives Editor

Screen

Filetypes Manager

System

Filetypes Editor

1.158 ConfigOpus Introduction

Introduction

The Opus Configuration utility is a powerful and easy-to-use instrument for customising Directory Opus precisely to your tastes. Do you want to use an interlace screen? Eight or sixteen colours? Lots of buttons? Fancy buttons? Directories sorted by date, in reverse order? Instant access to various assignments? With ConfigOpus, these are but a few of the myriad choices you can make.

Sophisticated though it is, the ConfigOpus utility is quick and easy to use. This section is intended as a complete set of instructions for users new to Directory Opus, and as a convenient reference for experienced users.

Directory Opus uses a separate program to modify the configuration. This saves approximately 130K of memory, as the configuration program need only be in memory when it is being used. Not only that, but the configuration program can be run independently of Directory Opus, if you are really short on memory.

If you do have plenty of memory, however, Directory Opus can be configured to load the configuration program on start-up. In this case, it is run form memory each time the Configure program is invoked, rather than loaded form disk. That can be much faster, especially if you have a floppy based system.

From within Directory Opus, you can start up ConfigOpus by clicking on the small C button on the lower right or selecting the "Configure" item from the Project Menu.

From outside Directory Opus, you can start ConfigOpus by itself either by double-clicking on the ConfigOpus icon or starting it from a CLI.

1.159 ConfigOpus Main Screen

ConfigOpus Main Screen

On the ConfigOpus screen there are several items of interest. At the top of the screen you will see Screen Depth and Help buttons and the Screen Title Bar. The Screen Depth button allows the user to push the screen behind the other screens opened.

Help
button Brings up help information. When you have questions
about something on the screen, try here first. If the Help button
does not answer your question, then you can drag out the manual.

Screen Title Bar Describes the current screen. Doubles as the
Screen Drag Bar, which allows you to drag the screen down and see the
screen(s) behind the ConfigOpus screen.

The next set of buttons to look at are the subject buttons along
the left side of the screen. When you select one, the screen will
change to show that part of the ConfigOpus.

Buttons
Configure the custom buttons, allowing you to launch
internal commands and external programs.

Drives
Configure the custom drive buttons.

Filetypes
Configure the file classes and actions necessary for
file recognition.

Hotkeys
Configure the global Hotkeys, allowing you to launch
programs from anywhere in the system while Directory Opus is
active or iconified.

Menus
Configure the custom menus, allowing you to launch
internal commands and external programs.

Operations
Flags and settings that affect the way Directory
Opus behaves.

Screen
Modifies the characteristics and appearances of the
Directory Opus screen and graphic user interface.

System
Additional items that affect the way Directory Opus
interacts with the operating system.

The last buttons on this screen are the Okay and Cancel buttons.
These allow you to say either "OK,let's use this setting and go back to ←
Directory

Opus", or "Oops! Forget all that, and let's get out of here!"

1.160 Configure Menus

ConfigOpus Configure Menus

There are four menu items available on most screens in ConfigOpus
that allow the user to control the configuration data. You can revert
to the default configuration, load a configuration file or save the
current configuration. On the ConfigOpus screen, these menus will
allow you to affect all the configuration data. When you select the
Open item, you load all the configuration data from that file,
replacing any changes that you have made with this new data.

On the other screens in ConfigOpus, the Open menu will only
override the information specific to that screen. For instance, on the

Custom Button
screen only the Custom Button banks will be loaded from
a configuration file. This allows you to load banks of buttons that
you have defined in advance, so as to control the NewTek Video Toaster,
for example, or some other application.

Default

Reset to the factory default configuration settings.

Open...

Load configuration settings from a disk file. These banks
will be inserted at the end of the banks that you have already
defined. If you are on
Custom Buttons
,
Drives
,
Filetypes
,

Hotkeys
or
Menus
this will only load that part of the
configuration file. As an example, by using this, you can import
Custom Button banks from someone else's configuration file.

Save

Save the current configuration settings as the default
setting. This will be the setting that Directory Opus will start
up with.

Save As...

        Same as 'Save', but this allows you to specify a filename.
This allows you to save alternative configurations to the default.

1.161   Buttons Manager

                BUTTONS MANAGER

        Buttons Manager

        Buttons Manager Menus

1.162   Buttons Manager

                BUTTONS MANAGER

        There are 42 custom buttons, located at the bottom of the
Directory Opus screen. Each button can have a left and/or right mouse
button events, bringing the total number of customs buttons to 84.

        The custom buttons are arranged in banks. There is only one bank
of these buttons by default, but the configuration program allows you
to add or delete as many banks as you want, which means that the
number of custom buttons is limited only by available memory and your
imagination.

        The button configuration screen displays the current button bank,
with the left mouse button events at the top and the right mouse button
events at the bottom of the screen.

        There are ten buttons across the bottom of the Buttons/Manager
screen. The Copy, Swap and Delete buttons stay selected if they have
been selected with the left mouse button. For instance, Copy button
will stay selected to remind you that you are now in copy button mode.
When you want to leave this mode, select Copy button again. The
buttons below that work in this fashion are Copy, Swap and Delete.

        Next bank

        Copy button

        Copy bank

        Swap button

```
                    Swap bank

                    Del. button
                    (Delete button)

                    Delete bank
```

1.163 Buttons Manager/Next bank

```
Next bank
```

> With this button you can cycle through the button banks.
> If you select this button with the left mouse button, it will
> create an empty bank at the end of the bank list. This bank
> will then be shown.

> If you press this button with the right mouse button, the
> new bank will be inserted before the current bank, instead of
> at the end of the bank list.

1.164 Buttons Manager/Copy bank

```
Copy bank
```

> Use this to copy the currently displayed bank. A requester
> will appear asking you to enter the bank number to copy the
> current bank onto. If the bank number you enter does not exist,
> a new bank will be created at the end of the bank list. The
> current bank will be copied to there.

1.165 Buttons Manager/Swap bank

```
Swap bank
```

> Swap bank allows you to swap the contents of the currently
> displayed bank with those of another. A requester will appear
> asking you to enter the bank number to copy to. If the bank
> number you enter does not exist, the swap operation will be
> aborted.

1.166 Buttons Manager/Delete bank

```
Delete bank
```

> After asking for confirmation, this button will delete the
> current bank. If the current bank is also the only bank, you
> will be warned.

1.167   Buttons Manager/Copy button

```
        Copy button


        This button allows you to copy one custom button onto
another.  Select the custom button to be copied, then select a
custom button to copy it onto.  To abort the copy, turn off
Copy mode, select Copy button again, or select the custom
button you are copying from again.


        When in Copy button mode, the
          Next bank
          button is still
usable and allows you to copy and swap custom buttons between
banks.
```

1.168   Buttons Manager/Swap button

```
          Swap button


        This permits you to swap two custom buttons.  It works the
same way as the
          Copy button
          except that it simply exchanges
the two custom buttons.


        When in Swap button mode, the
          Next bank
          button is still
usable and allows you to copy and swap custom buttons between
banks.
```

1.169   Buttons Manager/Delete button

```
  Delete button


        After asking for confirmation, this will reset all the data
  associated with a custom button.
```

1.170   Buttons Manager Menus

```
          Button Manager Menus


        The Default or Open...  menu items in the Configure menu
allow you to import custom button banks from either the default
configuration or a configuration file from disk.  These banks
will be inserted at the end of banks you have already defined.
```

There is an additional menu strip available on this screen.
The Button Rows menu allows you to configure the actual number of
rows of custom buttons that will be displayed at one time on the
main Directory Opus screen. You can choose form zero (no buttons
displayed), one, two, three or six rows. This will also affect
the drive bank height.

To edit a custom button, make sure you are not in
  Copy
,

  Swap
  or
  Delete
  mode. Select the custom button, and you will
be shown the custom button editor screen.

The last two buttons on this screen (lower right corner) are
the Okay and Cancel buttons. These allow you to say, "OK, let's
use all these custom button changes and go back to ConfigOpus'
main screen", or "Oops! Forget all this, and let's just leave."

1.171 Buttons Editor

BUTTONS EDITOR

At the top of the Custom Button Edit screen you can see what the
current custom button looks like. The palettes on either side of the
example allow you to select the button's foreground and background
colours. If you click on the example button itself, it will highlight
to show you what the real button will look like when selected.

The Name field allows you to modify the name that appears on
the button, and is limited to 63 characters.

The shortcut key displays the keyboard equivalent for this custom
button.

To modify the shortcut key, select the Sample button at the
right of the Shortcut key field, then any keys you press, along
with any qualifier keys, will be inserted in the Shortcut key
field. To turn off Sample mode, select the Sample button again.

To remove the shortcut key, select the Sample button with the
right mouse button.

1.172 Command Editor

Command Editor

A Command tells Directory Opus what to do when something happens, and can be attached to
          Custom Buttons
      ,
        Filetype
        Actions,
        Hotkeys
            and
        Menus
        . Each of these has its own configuration screen with unique aspects (e.g. the title and colours use on a Custom Button).

The unique aspects of the various editors are described in their own sections, but they all have a common portion, referred to as the Command Editor, which allows you to edit the Command.

At the center of the Command editor is the Command List which contains the commands associated with this command. To the left of this list are four buttons that allow you to modify the order and effectiveness of these commands.

New entry

        Adds a new Command to the list.

Duplicate

        To duplicate an existing Command, select the Command and select the Duplicate button. The duplicated Command will be added to the end of the Command list.

Swap

        To exchange the position of two Commands, select the first, then select the Swap button. With the Swap button active, select the second Command to swap. To cancel the swap operation, select the Swap button again.

Delete

        To delete a Command from the list, select the Command and select the Delete button.

To edit a Command, simply click on it. The Command string will be copied to the field below the list for you to edit it.

        Edit Fields

        {}
        button

Edit Menu

1.173 Command Editor/Edit fields

Edit Fields

Below the Command list (Fig.1.5 in the manual) is a group of
editing tools. These tools allow you to edit active Command
entries. When you click on an entry in the Command list it
becomes active, or an empty one is created when you select New
entry.

Command Type

Flags

Fields

1.174 Command Editor/Edit fields/Command type

Command Type

The cycle button on the left below the Command List allows
you to specify which kind of Command is used. When you click on
this button, it will cycle through the following Command types:

Command

Executable

Workbench

Batch

ARexx

When you click on the magnifying-glass button just ←
to the
right of the Command Type button, a requester appears allowing
you to pick an appropriate entry for the selected Command type.
Each of the descriptions indicates the kind of requester which
will appear.

1.175 Command Editor/Edit Fields/Command type/Command

Command

These are internal Commands, built into Directory Opus.
Many of these Commands van take parameters from buttons and menus
as well as form ARexx. Internal Commands are documented in the

Commands
section.

The magnifying-glass button brings up a list of internal
commands.

1.176   Command Editor/Edit Fields/Command type/Executable

Executable

Executables are launched as if you were running them
manually from the CLI. Thus, with an output window enabled,
they can receive keyboard input from the user and display output
on the screen.

The magnifying-glass button brings up a file requester.

1.177   Command Editor/Edit fields/Command type/Workbench

Workbench

Workbench programs are also executable programs. They are
launched, however, as if you were double-clicking on their icons
from Workbench. This can be an advantage, as many programs do
not take arguments, or do not work at all if run from the CLI.

If the Workbench program given is a tool (i.e. an
executable program), Directory Opus will look for its icon file
to determine the necessary stack size to give to the program. If
the icon cannot be located, the stack size defined in the button,
menu or filetype will be used.

If the Workbench program given is a project (a
non-executable file created by another program), Directory Opus
will look for its icon file to find its Default Tool, the actual
program needed to load the file. If the icon cannot be found, or
a Default Tool can not be loaded successfully, Directory Opus
will not launch the file. The project's icon is also used to
determine stack size.

Workbench programs can also take arguments from Directory
Opus using the
{f}
and similar sequences.

This can be very useful indeed. DeluxePaint, for instance, does
not accept arguments if run from the CLI; you would be unable, therefore ←
    ,
to select a picture file for DeluxePaint to load from Directory Opus if ←
    you
were running DPaint as an Executable.

        If, however, you have the command defined as:

        DPaint {f}

and have the Command type set to Workbench, DeluxePaint will be
run as a Workbench program. From the Workbench, DeluxePaint will
accept arguments, so the first file you selected would be loaded
into DPaint automatically.

        The magnifying-glass button brings up a file requester.

        Whenever Directory Opus opens a Command Editor, it creates
an Appicon on Workbench. The Directory Opus AppIcon looks like a
normal Icon, but it does not do anything when you double-click on it.
However, if you drop an Icon on it, Directory Opus will add a
WorkBench Command entry.

1.178   Command Editor/Edit fields/Command type/Batch

                Batch

        Batch files, also called script files, are files that you
might run with the
        Execute Command
        , or with the execute
command from the CLI. Selecting a Command type as Batch will
cause the file to be executed as a script file.

        The magnifying-glass button brings up a file requester.
This file requester is initially set to S: because this is where
batch files come from by default.

1.179   Command Editor/Edit Fields/Command type/ARexx

    ARexx

        This type indicates that the Command is an ARexx script.
The script will only be launched id ARexx is active in the
system. Note that the address of the ARexx port will be set
automatically, you do not need to use the ARexx ADDRESS command
to address the command to Directory Opus.

        The magnifying-glass button brings up a file requester.

This file requester is initially set to Rexx: because this is the
place ARexx files come from by default.

1.180 Command Editor/{}

                 {} button

     This button is located next to the Command Edit Field.
This button brings up a list of the
        argument commands
                and is a powerful feature of Directory Opus.

     Command strings can contain many different command sequences
to do different things with files and directories. For
documentation on these, and more information on command in
general, consult the
        commands
        section.

1.181 Command Editor/Edit fields/Flags

                 Flags...

     Below the Command list is the Flags list. This is a list of all
the flags available for custom Commands. These flags apply to all
Commands in the Command list. The flags are:

        Auto Iconify

        Output Window

        CD source

        Output to File

        CD destination

        Recursive Directories

        Directory OPus to front

        Reload each file

        Do all files

        Rescan destination

        Include Dopus-Startup

        Rescan source

```
                Include Shell-Startup

             Run asynchronously

             No Filename Quote

             Workbench to front
```

1.182 Command Editor/Edit Fields/Flags

```
                    Auto iconify
```

```
        Causes Directory Opus to enter iconified mode when the
    Commands are launched.  This could be useful in low-memory
    situations.  It only works with
            Run Asynchronously
            enabled.
```

1.183 Command Editor/Edit Fields/Flags

```
    CD source
```

```
            If this is turned on, the current directory of the custom
        Command will be sent to the current source directory (active
        directory window).
```

1.184 Command Editor/Edit Fields/Flags

```
                    CD destination
```

```
        This has a similar effect to
          CD source
         , except that the
    current directory of the custom Command will be set to the
    current destination directory (inactive directory window).
```

1.185 Command Editor/Edit Fields/Flags

```
                    Directory Opus to front
```

```
        Causes the Directory Opus screen to be brought to the front
    when the Commands have terminated.  It is used in conjunction
    with
```

```
        Workbench To Front
    .   If enabled in conjunction with

        Run Asynchronously
        and
        Output Window
    , this flag will have
slightly different effect.  In that case, the output window will
be opened on the Workbench screen as normal, but the Workbench
screen will not be brought to the front.
```

1.186 Command Editor/Edit Fields/Flags

```
            Do all files

        This causes the Commands to act on each selected entry in
turn, instead of just the first entry.  This is used for commands
that do not support multiple filenames on the command line, where

        {F}
        to send all selected entries would not work.
```

1.187 Command Editor/Edit Fields/Flags

```
            Include DOpus-Startup

        Has Directory Opus execute a file called S:DOpus-Startup
before any external Commands are actually executed.  This is used
in the same way as the
        Shell-Startup
        file, but is distinct from
the Shell-Startup file, and therefore allows you to put into it
any Directory Opus-specific commands.
```

1.188 Command Editor/Edit Fields/Flags

```
Include Shell-Startup

        If this option is enabled, then Directory Opus will execute
the standard S:Shell-Startup file before any external Commands
are actually executed.  This allows you to have all your path
lists, resident commands, etc. available to custom Commands.
```

1.189   Command Editor/Edit Fields/Flags

               No filename quote

       This option enables Directory Opus to operate correctly with
some older or poorly written software. Normally, whenever
Directory Opus sends a filename to a custom Command with the

          {f}
        ,
          {o}
          , etc. flags, the filename is enclosed in
quotation marks. This allows you to use filenames containing spaces
with external programs. However, some software does not interpret
the quotation marks correctly.
If you find this is the case with any program, simply select the
No filename quote flag.

1.190   Command Editor/Edit Fields/Flags

               Output window

       Opens a window for output from these Commands. The window
will open on the Directory Opus screen, unless the

          Workbench to front
          option or the
          Run asynchronously
          option is
enabled, In this case, it will open on the Workbench screen, and
the Workbench screen will be brought to the front automatically.
This window is opened using the handle specified in the

          System/AmigaDOS
          section of the configuration.

1.191   Command Editor/Edit Fields/Flags

               Output to file

       Redirects all output from the Commands to a temporary file
in T: directory, which is then red via the
          text viewer
          .
This allows you to read the output of a program thoroughly, and
even to print it. Note that if you are sending output to a file,
the Command cannot receive input from the keyboard.

1.192 Command Editor/Edit Fields/Flags

Recursive directories

Allows the Command access to files within sub-directories.
Normally, whenever a
{f}
or
{F}
or similar sequence would
result in the name of a directory being included in the same way
as a file. In other words, the Command would not act
recursively on all files within the directory.

If this option is enabled, the names of all files within
that directory, and within sub-directories within the directory,
and so on, are included in the program's parameters. This
allows the Command to act on all files in the directory and not
just on the directory itself.

1.193 Command Editor/Edit Fields/Flags

Reload each file

Causes Directory Opus to rescan a file after it has been
acted upon by a Command, and updates the size, datestamp, comment
and
protection bits
of the file. You can therefore reflect
changes in size, for instance, made by a text editor to a file.

1.194 Command Editor/Edit Fields/Flags

Rescan destination

This flag makes Directory Opus reload the destination
directory (inactive directory window) when the Command terminates.
This, and
Reload each file
, allows Directory Opus to display
correctly any changes made to either directory window by external
programs, such as archivers.

1.195 Command Editor/Edit Fields/Flags

Rescan source

        Makes Directory Opus reload the source directory (active
directory window) when the Command terminates.

1.196 Command Editor/Edit Fields/Flags

Run asynchronously

        Indicates that the Commands are to be launched as a new
process, and Directory Opus is not to wait for it to return. If
this is the case, and an output window is specified, the output
window opens on the Workbench screen.

1.197 Command Editor/Edit Fields/Flags

Workbench to front

        Causes the Workbench screen to be brought to the front.

1.198 Command Editor/Edit Fields/

                Fields

        Three fields at the lower right allow you to specify stack
size, priority and output window close delay.

            Stack Size

            Priority

            Close delay

1.199 Command Editor/Edit Fields/Fields

Stack Size

        The stack size is the size (in bytes) that external programs
will use a stack space. The default and minimum is 4000 bytes.
The documentation of the program you are running should advise
you of the best stack size to use.

1.200 Command Editor/Edit Fields/Fields

```
Priority
```

The priority field allows you to determine the priority at
which the programs will run. The default is 0. You should not
normally use anything lower then −10 or higher than 10, except
for certain programs (the documentation of the program may advise
you of appropriate priorities).

1.201 Command Editor/Edit Fields/Fields

```
Close delay
```

This field is the number of seconds after the Commands have
finished before the output window closes (if one is specified).
The default is 2, which means that the output window will close
two seconds after the Commands have terminated. If you set the
close delay to 0, the output window will close immediately. If
you set it to −1, it will wait for you to press the left mouse
button before closing.

1.202 Command Editor/Edit menu

```
            Edit Menu
```

If you move the mouse to the top of the screen and press the
right mouse button, you will see that the main
        Configure menu
                has been replaced by the Edit menu. The option in this ←
                menu
operate on the frequently displayed Command List. This includes
the Flags and fields.

    All screens with a
      Command Editor
      contain the Edit Menu with
Cut, Copy, and Paste commands. These allow you to swap command
definitions between
      custom buttons
     ,
      menus
      and
      Filetypes
     .

      Cut

      Erase

      Copy

```
               Clear Clips

               Paste
```

1.203   Command Editor/Edit Menu

```
    Cut
```

```
           Copies the settings of this Command List to the clipboard
      then erases them, resetting all fields to their default settings.
```

1.204   Command Editor/Edit Menu

```
    Copy
```

```
           Copies the settings of this Command List to the clipboard,
      but will leave the values untouched.
```

1.205   Command Editor/Edit Menu

```
    Paste...
```

```
           Displays a list of all Command Clips in the clipboard (if
      there are any present).  If you select an entry from this list,
      it will be pasted into the current Command, replacing any
      information that was there already.
```

1.206   Command Editor/Edit Menu

```
    Erase
```

```
           Resets all fields to their settings, erasing the Command
      List.  The Command will not be copied to the clipboard.
```

1.207   Command Editor/Edit Menu

```
                 Clear Clips

      When you use the
        Cut
        and
        Copy
        Edit Menus, the Commands
```

are stored in the file t:configopus.clip. Clear Clips deletes
this file, causing all previously clipped Commands to be cleared.

1.208   Drives Manager

                   DRIVES MANAGER

        The Drives button configuration screen allows you to configure
the drive buttons. These buttons give you quick and easy access to a
device or directory. There are 30 drive buttons, arranged in five
banks with six buttons in each. The Drives configuration screen
displays all 30 drive buttons at the top.

        There are ten buttons across the bottom of the screen. Some of
these buttons stay selected when selected with the left mouse button.
For instance, Copy bank will stay selected, reminding you that you are
now in copy bank mode. To leave this mode, select Copy bank again The
buttons that work in this fashion are: Copy bank, Swap bank,
Delete bank, Sort bank, Copy drive, Swap drive and Delete drive.

                Get drives

                Copy drive

                Copy bank

                Swap drive

                Swap bank

                Delete drive

                Delete bank

                OK and Cancel

                Sort bank

1.209   Drives Manager/Get drives

Get drives

        Causes the drive buttons to be assigned to the names of all
    the devices and assigned directories (the first 30) present in
    your system. You would normally only do this when performing a
    major reconfiguration.

1.210 Drives Manager/Copy bank

Copy bank

       Copies one drive bank onto another. Select any drive button
in the drive bank to copy, and then any drive button in the
destination bank.

1.211 Drives Manager/Swap bank

       Swap bank

       Allows you to exchange the contents of the two banks. This
works the same way as the
    Copy bank
    button.

1.212 Drives Manager/Delete bank

       Delete bank

       Erases the contents of a drive bank. If a drive bank has no
buttons defined in it, it will not be displayed on the main
Directory Opus screen (ie, Directory Opus skips over unused drive
banks). In fact, if you delete all the banks, the drive banks
will not even be shown on the main Directory Opus screen. This
allows the main
    custom buttons
    to be wider.

1.213 Drives Manager/Sort bank

Sort bank

       Alphabetically sorts the contents of a drive bank. Select
any drive button in a bank and that bank will be sorted.

1.214 Drives Manager/Copy drive

Copy drive

       Copies one drive button onto another. Select the drive
button to be copied, then select a drive button to copy it onto.
You can abort the copy by turning off copy mode, selecting Copy
drive again, or selecting the drive button to copy from a second
time.

1.215   Drives Manager/Swap drive

```
          Swap drive

     Swaps two drive buttons.  This works the same way as the

        Copy drive
        button except that it exchanges the two drive
     buttons.
```

1.216   Drives Manager/Delete drive

```
   Delete drive

         After asking for confirmation, resets all the data
     associated with drive button.
```

1.217   Drives Manager/OK & Cancel

```
   OK and Cancel buttons

         The last two buttons on this screen (lower right corner) are
     the Okay and Cancel buttons.  These allow you to say "OK, let's
     use all these drive buttons changes and go back to ConfigOpus'
     main screen", or "Oops! Forget all this, and let's just leave".
```

1.218   Drives Editor

```
             DRIVES EDITOR

     When you select a drive button from one of the banks, the Drives
   Editor will appear or be updated with that drive button's information.
   The drives editor will be displayed directly below the drive banks.

     In the middle of the screen is an example of what the current
   drive button will look like.  The palettes on either side of the
   example allow you to select the foreground and background colours of
   the button.


          Name

          Path
                  Shortcut Key is a display area for the keyboard  ←
                     equivalent for
   this drive button.
```

                Sample
                          To remove the shortcut key simply select the Sample ←
                          button with
the right mouse button.

1.219 Drives Editor/Name

Name

        This field allows you to modify the name that appears on the
    drive button. The Name field is limited to fifteen characters.

1.220 Drives Editor/Path

Path

        This is the actual AmigaDOS path that is read in whenever
    this drive button is selected. The Path field is limited to 256
    characters.

1.221 Drives Editor/Sample

Sample

        To modify the Shortcut key, select the Sample button. While
    the Sample button is selected, any keys, along with any
    qualifiers, you press will be inserted in the Shortcut key field.
    To turn off Sample mode simply select the Sample button again.

        To remove the shortcut key simply select the Sample button
    with the right mouse button.

1.222 Filetypes Manager

                    FILETYPES MANAGER

        A file is simply stored data. Files can contain executable
    programs, IFF pictures, Icons for Workbench, or a multitude of other
    kinds of data. Most (but not all) files have an identifiable
    structure. Directory Opus's FileTypes system is designed to examine a
    file's structure and identify the kind (or Type) of data it contains.
    You can configure Directory Opus to understand and unlimited number of
    Filetypes.

        Filetypes are a versatile feature of Directory Opus. Using
    Filetypes, you can configure Directory Opus to play animations when

they are double-clicked, to load a database program when you attempt to
"Read" a database file, or to uncompress an Archived file when you

        click-m-click
        on it.

     This is the essence of the Filetypes: when you do something to a
file, Directory Opus can figure out what kind of file it is and take
the appropriate action for that type of data.

     There are two sections to the Filetypes configuration:

    Filetypes
     There is a list of Filetypes which is searched when
an action occurs. If the file being processed matches a
FileType, you can configure Directory Opus to perform a
specific action.

    File Classes
     There is a DataBase of File Class definitions.
Each describes the process of matching a particular kind of
File. Directory Opus comes with more File Classes than you
will probably use. You can select from this list when you
are creating a new Filetype entry. You don't have to be an
expert or know anything about the internal structure of the
file to do this.

     The
    File Class Manager
    allows you to

    edit existing File Classes
 , or define new ones.
(This can be somewhat more complicated.)

1.223   Filetypes Manager/Filetypes

       Filetypes

     The Filetypes configuration screen displays the list of
filetypes that Directory Opus recognises. By default,it
recognises LHA archive, ARC archive, ZOO archive, and Workbench
icons.

     These are five buttons across the bottom of the screen.
Some of these buttons when selected with the left mouse button
stay selected. For instance Delete will stay selected indicating
that you are now in delete mode. To leave this mode simply
select Delete again. Both the Delete and Swap buttons work in
this fashion.

     The buttons available are:

        New

        Delete

        Swap

        OK and Cancel
                        To edit a filetype, make sure you are not in Swap ←
                            or Delete
mode. Then simply select it. You will then be taken to the

        Filetype Editor
        screen.

1.224   Filetypes Manager/Filetypes/New

        New

        This allows you to create a new filetype entry based on a
predefined File Class. When you select this button a requester
appears containing currently defined classes. To create a new
entry for one of these File Classes simply select it and you will
be brought to the
        filetype action editor
        .

1.225   Filetypes Manager/Filetypes/Swap

    Swap

        This button allows you to exchange the positions of two
Filetypes in the list. This can be very useful or even necessary.
In the case of having two filetypes defined in which one is a
sub-set of the other, e.g., 24 bit ILBM pictures versus regular
IFF ILBM picture filetype. Otherwise, pictures (in this case)
will be matched with the regular IFF ILBM picture filetype and
will never have a chance to match with the sub-set 24 bit ILBM
picture filetype.

        To actually perform a swap, click on the Swap button to
enter that mode. Click on the first filetype, then on the second.
Those two filetypes will exchange places in the list. To exit
swap mode simply press Swap a second time.

1.226   Filetypes Manager/Filetypes/Delete

```
          Delete
```

          In this mode you can select filetypes to remove from the
list. Click on the Delete button, then click on the entries you
wish to delete. If you accidentally delete an entry, click on
the
          Cancel
          button.

1.227 Filetypes Manager/Filetypes/Ok & Cancel

```
Okay and Cancel
```

          These buttons allow you to say "OK, let's use all these
Filetypes changes and of back to ConfigOpus' main screen", or
"Oops! Forget all this and let's just leave".

1.228 Filetypes Manager/Menus

```
          Menus
```

          There is an additional menu on this screen which controls
File Classes. Please refer to the section on

          File Class Manager
          for information about this menu.

1.229 Filetypes Manager/Editing

```
          Editing an existing entry
```

          To edit an entry in the list, simply click on it and you
will be taken to the
          filetype editor
           .

1.230 Filetypes Editor

```
          FILETYPES EDITOR
```

     This editor allows you to define the actions taken on a matching
Filetype. In the
          Command Editor
          section, you learned to configure an

action when a custom button is selected. Essentially, you say: "When
I do this to this particular Filetype – Do that." The primary
difference is that a custom button can only be activated by being
clicked on; the commands available for editing Filetypes can be
activated in several ways.

                Events...

1.231   Filetypes Editor

                    Events...

        At the top of the Filetypes Editor is a list of Event
types, which are instructions you may choose to give Directory
Opus regarding Filetypes. Each of the Events is associated to
either a mouse action or a Directory Opus command, so each entry
on the list is tagged either
        Action
        or
        Command
        . An asterisk *
indicates that entry already has an Event Command List defined
for it. Clicking on an entry in the list highlights it to show
that it is the Command List currently being edited. The current
Command List is displayed in the editing list in the middle of
the screen. The small field immediately above it describes the
Event.

        While each of these Event types can be defined to do
something, usually only a few are actually defined. It certainly
is not necessary to define all Events for a Filetype.

        When one of these Events is activated, Directory Opus does
the following:

        It first searches the Filetypes list, starting with the first
         entry, and checks whether it matches the entry's File Class.

        If it matches, it looks to see if the corresponding Event is
        defined from this Editor. If it is defined, it performs the
        Command List.

        If it does not match the File Class, or if it matches and
        does not have a Command List defined, it continues to search
        the Filetypes List. It is possible for it to match a
        subsequent entry that does have a Command List defined.

1.232   Filetypes Editor/Events

```
         Mouse Action Events


     Mouse Events occur when you either Double-click on a file or
perform a Click-m-click.



         Double-click

         Click-M-Click
```

1.233 Filetypes Editor/Events/Mouse Action Events

```
   Double-click

         This occurs when you double click on a file.  A popular use
of this is to examine a file (e.g. show it if it is a picture or
play it if it is a sound).  The actual double click speed is
defined by the operating system's preference program.
```

1.234 Filetypes Editor/Events/Mouse Action Events

```
             Click-M-Click

     This Event occurs when a file is clicked on then the mouse
is moved to the other window and clicked.  One popular use of
this Event is for archive extracting.  Another way this Event can
happen is by using
       click-drag-release
     .  With this you literally
drag a file into the window and drop it there.
```

1.235 Filetypes Editor/Events

```
             Command Events

     Command Events are called when a file is acted upon by a
Directory Opus command.  For example, when a
       Read
       Command is
performed on a file, Directory Opus will search for a
       Filetype
               which matches the File and has a Read Event defined.   ←
                 You could,
however, have Read do something special for an archive ( i.e.
list the contents of the archive).  Likewise if you have a music
score you could define the
       Play
```

```
        (or
        LoopPlay
      ) to call up your
player for that music score.
```

     Each of the following Command Events is associated with a
corresponding Directory Opus command. This allows you to
redefine the specific action taken for a particular filetype.
By convention you should use a command Event for something
similar to its normal use, but there is nothing to stop you from
giving a command Event a label that is totally irrelevant to its
use. It's up to you to keep the context of the command (i.e. a
Read would be confusing if it did a Disk Format).

     The following list describes the normal usages. You can
decide what you want it to mean for any given filetype.

      AnsiRead
       Fancy text viewer

      HexRead
       Binary or Hexadecimal file viewer

      LoopPlay
       Normally associated with playing sounds in loops

      Play
       Playing sounds

      Read
       Simple text viewer or viewer contents of archives

      Show
       Picture viewer

    User Events: The terms
      User1, User2, User3, and User4
      may
         seem cryptic, but they are here to give you flexibility.
         Each of the preceding commands has an implied usage,
         but you may have an application which doesn't really
         mean any of these. In that case, you can decide that
         one of these User Events means "Perform this special
         operation".

            Directory Opus' default configuration employs
         User1 for extracting from archives.

    Edit Class: The button to the far right of the list allows
         you to modify this filetype's class definition. We
         will talk about editing File Classes in the

      File Class
      section.

     Below the list of Events associated with this filetype is a

field describing this particular Event. For instance you could
have the Read Event say something like "Reading file...". This
message will appear in Directory Opus' Title Bar when the Event
is being performed.

The remaining part of this requester is described in the

Command Editor
section.

1.236   File Class Manager

FILE CLASS MANAGER

File Class management is handled by a menu accessible from the
Filetype manager screen that offers management tools and storage options:

New

Open

Edit

Save

Duplicate

Save As...

Delete

Clear

1.237   File Class Manager

New

Selecting this menu option allows you to create a new File
Class definition.

1.238   File Class Manager

Edit

This will open a requester showing you all the currently
defined File Classes. To pick one to edit, simply select it.
You will then be brought to the

```
        File Class editor
      .  To abort
press cancel.
```

Once you have made a filetype entry based on a

```
    File Class definition
    then you must use the Edit Class button
on the filetype editor screen.
```

When you make a Filetype, it uses a copy of the File Class in the actual filetype entry. This had several important results. Once a Filetype is made, you can edit its File Class definition without changing the original definition. The Edit Class button on the filetype editor allows you to so this. Selecting Edit from the Classes Menu allows you to edit the original File Class Definition. This will not automatically update any Filetypes which used the original definition. You can even delete the original File Class without affecting a filetype which used it.

1.239 File Class Manager

```
Duplicate
```

This allows you to create a new File Class based on an already defined File Class.

1.240 File Class Manager

```
Delete
```

This will bring up a requester allowing you to select a File Class to clear from memory. Simply select the File Class to delete and respond Yes to the confirming requester. Press Cancel to abort deleting.

1.241 File Class Manager

```
Open
```

With this you can import File Class definitions from a file.

1.242 File Class Manager

```
Save
```

Save the current File Classes to their default place on disk.

1.243   File Class Manager

```
Save As...

       Save the current File Class to a specific file on disk.
```

1.244   File Class Manager

```
Clear

       Clear all File Classes definitions from memory.
```

1.245   File Class Editor

```
                    FILE CLASS EDITOR


           File Class Editor

           File Class Editor Example

           File Class Editor Components

           Editing

           File Class Edit Commands

           Testing Directives

           Movement Directives
```

1.246   File Class Editor

```
                 FILE CLASS EDITOR

      Selecting
            New
          ,
           Edit
          , or
           Duplicate
           from the Filetype manager
screen or clicking Edit class button on the Filetypes Editor
brings up the File Class Editor.

      This screen is the most complex section of ConfigOpus.  It even
looks scary, but don't worry, it is rather simply once you get to know
it.  The best way to describe this screen is to start at the top and go
```

down form there.

                    File viewer

                    Decimal/Hex

                    An example

1.247   File Class Editor

                    File viewer

         The field viewer at the top of the screen is simply a file
viewer. To view a file, type its name into the field or click
on the magnifying-glass to bring up a file requester. The file
selected will appear below the field. It will be displayed in
Hex/ASCII format similar to the
         HexRead
         command in Directory
Opus itself.

         You may wonder why we have a file viewer on this screen.
We have found that when creating a new File Class definition it
is useful to have a way to look at files, since you are trying to
describe to Directory Opus a way of identifying files.

1.248   File Class Editor

Decimal/Hex

         To the right of the file viewer is a button that cycles
from Decimal to Hex. This button tells ConfigOpus in what format
to display the Position and Offset information in the two
read-only fields below the cycle button.

1.249   File Class Editor

An Example

         The simplest way to show how this all works is with an
example. Select the field "C:ED" (by either typing into the
field or using the magnifying-glass file requester).

         The format of the data in the file viewer is as follows:
The first column is the address into the file we are looking at.
The next four columns are 16 bytes of data from the file in
hexadecimal format. The last column is simply those 16 bytes in

ASCII format. Where there is a byte that '00' or null we display
it in ASCII as a period.

Position your mouse pointer over the 'F3' characters and
press the left mouse button. A cursor will appear on 'F3' and
the position field (read-only) will be filled in with
'000000003'. This means that the cursor is positioned on the 4th
byte in the file (remember byte locations are zero relative, that
is, first byte is at location zero). If you click the cycle
button above the position read-only field and change it to Hex
then the position will be filled in with '$000000003' which is
hexadecimal for three. You can move the cursor around in the
file with either the mouse pointer (simply select another place
in the file) or the cursor keys.

Now double click on the 'F3' characters. This time the
characters change colour. They are now the position from which
offsets are computed. Move the cursor by pressing the down key a
few times and you will notice the offset read-only field contains
the offset from the double-click position.

1.250   File Class Editor

File Class Editor Components

Now we go off to the real power house of Directory Opus.

File Class

Class ID

File Class identification definition

1.251   File Class Editor/Components

File Class

The field below the file viewer is for the name of the File
Class. This is for the name of the File Class.

1.252   File Class Editor/Components

Class ID

The Class ID will appear beside the Filetype in the Filetype
manager screen and is a shorthand way for Directory Opus to write
the name for the file class.

1.253 File Class Editor/Components

```
            File Class identification definition

      Underneath the File Class and Class ID fields is the File
Class identification definition.  This is a series of actions
that Directory Opus will perform in order to identify a file
class.  The action may be as simple as matching a filename to a
pattern or as complex as scanning an IFF form looking for data in
a specific IFF chunk.

      Below the list is a magnifying-glass, a read-only field and
an argument field.  These are used for
      editing
      the File Class
identification definition.


            New entry

            Swap

            Duplicate

            Delete
```

1.254 File Class Editor/Components/File Class ID

```
    New entry

        Creates a new entry in the File Class definition script.
```

1.255 File Class Editor/Components/File Class ID

```
    Duplicate

          Duplicates the current File Class definition script line.
      The copied line is inserted after the current line.
```

1.256 File Class Editor/Components/File Class ID

```
    Swap

          Lets you swap the position of the two File Class definition
      script lines.
```

1.257   File Class Editor/Components/File Class ID

Delete

Will let you delete the current line.

1.258   File Class Editor

Editing

To edit a line simply click on it, and the read-only and
argument fields will be filled in. To change the command in the
read-only field, click on the magnifying-glass button and a list
of other commands will be displayed.
Select the one you want or press Cancel to abort.

The general structure of the File Class definition script is
that there is a clause or a sequence of clauses that describe
what should be considered a matching file for a given filetype.
There are only two directives that delimit clauses:
     And
              and
     Or
     . They are used to tell the system what to do if
a clause fails or succeeds.

When all the clauses are finished and the result is true
then the file is of the right type.

We would suggest looking at the predefined File Classes to
get an idea of the type of thing you can do with this system.

1.259   File Class Editor

File Class Edit Commands

And

Or

1.260   File Class Editor/Edit Commands

And

If the preceding clause succeeds, then also do this clause,
otherwise skip to the next clause. If the preceding clause

executed did not succeed, then execution stops and the file does
not match.

1.261 File Class Editor/Edit Commands

Or

If the preceding clause fails then do this clause, otherwise
skip to the next clause.

1.262 File Class Editor

Testing directives

Match
 Match text or $hex.

MatchBits
 MatchBits HSPARWED

MatchComment
 MatchComment text

MatchDate
 MatchDate dates

MatchName
 MatchName filename

MatchSize
 MatchSize > or < or = integer

1.263 File Class Editor/Testing Directives

Match: Match text or $hex.

This states that a sequence of bytes starting at the current
file offset must match the given pattern. To match a single
unknown character when text is given, use the ? character. To
match a single unknown byte when $hex is given use two of them
(??). You can also use \xxx syntax in text to specify ASCII
characters by their decimal number. A \009 would be a tab
character, a \114 would be the lower case r.

Example:

Match $000003F3 (executables start with these bytes)

```
Match FORM????ILBM (the way a IFF ILBM picture starts)
Match Hey\009Overthere ("Hey" then a tab then "Overthere")
```

1.264   File Class Editor/Testing Directives

```
MatchBits HSPARWED
```

This tests the file's
 protection bits
 . To see if a bit is
set, put a + before the character. To see if the bit is unset use
the −.

Example:

```
MatchBits +RW − read write must be on, others don't matter
MatchBits −E − executable must be off, others don't matter
MatchBits +RW −E − read, write must be on and no executable
```

1.265   File Class Editor/Testing Directives

```
MatchComment text
```

Simply compare the text given against the comment of
the file. Any valid AmigaDOS
 wildcard pattern
 is useable here.

Example:

```
MatchComment Silly_Picture (file with silly_picture as a comment)
MatchComment #?vikki#? (any file with vikki in its comment)
```

1.266   File Class Editor/Testing Directives

```
MatchDate dates
```

Test the date of the file against a date. For information
about date strings or ranges see the
 Select
 command.

Example:

```
MatchDate 08−Sept−92
```

```
        MatchDate < 10-Jan-92
```

1.267 File Class Editor/Testing Directives

```
            MatchName filename
```

```
        The filename must match the character pattern given.  Any
    valid AmigaDOS
            wildcard
            pattern is useable here.
```

```
    Example:
```

```
        MatchName #?.ilbm
        MatchName *.lzh
```

1.268 File Class Editor/Testing Directives

```
    MatchSize > or < or = integer
```

```
        Test the size of the file against a value.
```

```
    Example:
```

```
        MatchSize > 1000
```

1.269 File Class Editor

```
            Movement directives
```

```
    A failure of any Movement directives causes the clause to fail.
```

```
        MoveTo
         MoveTo ByteLocation
```

```
        Move
         Move ByteOffset
```

```
        SearchFor
         Search For text or $hex
```

```
        An Example
```

1.270   File Class Editor/Movement Directives

```
MoveTo - MoveTo ByteLocation
```

> Move to a specific byte offset from the beginning of the
> file. Initially you are always at the beginning of the file,
> but you may have been moved in a previous clause, so you might
> want to put a MoveTo at the beginning of a clause in order to
> know exactly where you are.

```
Example:
```

```
MoveTo 0 (back to beginning of the file)
MoveTo 100 (move to the 101st byte of the file)
```

1.271   File Class Editor/Movement Directives

```
Move - Move ByteOffset
```

> Move to a byte relative to the current file offset.

```
Example:
```

```
Move 16 (move sixteen bytes forward into the file)
Move -4 (move back four bytes from where we are)
```

1.272   File Class Editor/Movement Directives

```
            SearchFor - Search For text or $hex
```

> Search (starting at the current file offset) for a certain
> byte pattern that matches the given pattern. See the
>   Match
>   command for valid options fro this directive. If the ←
>   match
> occurs, then the current file position will be the first
> character matched.

```
Example:
```

```
SearchFor CMAP (look for the 'CMAP', position on the 'C')
SearchFor M.K.  (search for 'M.K.", position on the 'M')
```

1.273   File Class Editor/Movement Directives

An Example

One example of usage is the file class 24bit picture.

Match FORM????ILBM (file must start with these characters)
And (if the previous cause is true then do the following)
SearchFor BMHD (then search for the BMHD chunk ID)
Move 16 (move sixteen bytes into the file)
Match $18 (this must be 24 (or $18 in hex) to be a 24bit picture.)

1.274 Hotkeys Manager

HOTKEYS MANAGER

Hotkeys Manager

Menus

1.275 Hotkeys Manager

Hotkeys Manager

Directory Opus can have an unlimited number of Hotkeys defined.
Hotkeys are systematic global key definitions. These keys are
available from every application you run, as long as Directory Opus is
running or
iconified
. If Directory Opus is busy doing something else
(i.e. copying files, etc.) then the key's operation will start up as
soon as Directory Opus has finished. Under 2.0, Hotkeys are
implemented via Commodities and are controllable via the Commodities
Exchange program (see Amiga 2.0 manual).

There are six buttons across the bottom of the screen. Some of
these buttons stay selected when selected with the left mouse button.
For instance, Delete will stay selected to remind your that you are now
in delete mode. To leave this mode, select Delete again. The buttons
below that work in this fashion are Duplicate, Swap and Delete.

New Hotkey

Swap

Duplicate

Delete

1.276   Hotkeys Manager

                New Hotkey

        Takes you to the
          Hotkey editor
          so your can define a new
Hotkey.

1.277   Hotkeys Manager

  Duplicate

          Duplicates a Hotkey. You can abort the copy by simply
  turning off duplication mode selecting Duplicate again.

1.278   Hotkeys Manager

  Swap

          Allows you to swap the order of the two Hotkeys. Remember
  that the first Hotkey is seen first, so if you have two Hotkey
  entries defined to the same key sequence, only the first one will
  be seen. To get out of swap mode, select Swap again.

1.279   Hotkeys Manager

  Delete

          After asking for confirmation, deletes Hotkeys. To get out
  of delete mode, select Delete again.

1.280   Hotkeys Manager

                Menus

        The Default of Open... menu items in the Configure menu
  allow you to import Hotkeys from either the default
  configuration or a configuration file from disk.

      To edit a Hotkey, make sure that you are not in
          Duplicate
        ,

          Swap
          or
          Delete

mode, them simply select it. You will then
be taken to the
        Hotkey editor
        screen.

        The last two buttons on this screen (lower right corner) are
the Okay and Cancel buttons. These allow you to say, "OK, let's
use all these custom button changes and go back to ConfigOpus'
main screen", or "Oops! Forget all this, and let's just leave".

1.281 Hotkeys Editor

                        HOTKEYS EDITOR

                Name

                Hotkey

                Sample
                        The remaining parts of this section is described in the

                Command Editor
                section.

1.282 Hotkeys Editor

    Name

        This field is simply a name for the Hotkey and can contain
    anything. Directory Opus only uses this as a label so that you
    will know what the Hotkey does.

1.283 Hotkeys Editor

    Hotkey

        Hotkey is a display area for the Hotkey sequence. It shows
    the defined Hotkey or is empty if one has not been defined.

1.284 Hotkeys Editor

    Sample

        To modify the Hotkey, select this button. While the Sample

button is selected, any keys, along with any qualifiers you press
will be inserted in the Hotkey field. To turn off Sample mode,
select the Sample button again.

        To clear the Hotkey sequence simply select the Sample button
with the right mouse button.

1.285 Menus Manager

                    MENUS MANAGER

        This section allows you to configure the menus. There are 100
custom menu items, arranged as five menus of twenty items each. The
Menu Configuration screen displays the five menus, with the menu titles
at the top.

        All the menu items in each menu strip are not displayed at once
because space is limited on the screen, only a certain number are
visible at a time. To move through the menu items, use the slider at
the right of the screen.

        There are ten buttons across the bottom of the screen. Some of
these buttons stay selected when selected with the left mouse button.
For instance, Delete Item will stay selected to remind you that you are
now in Delete Item mode. To leave this mode, select Delete Item again.
The buttons below that work in this fashion are: Copy menu, Swap menu,
Delete menu, Sort menu, Insert item, Copy item, Swap item and Delete
item.

                Copy menu

                Insert item

                Swap menu

                Copy item

                Delete menu

                Swap item

                Sort menu

                Delete item
                        The Default or Open... menu items in the Configure menu ←
                            allow you
to import menus from either the default configuration or a
configuration file from disk.

        To edit a menu item, make sure you are not in Copy menu, Swap
menu, Delete menu, Sort menu, Insert item, Copy item, Swap item or
Delete item mode. Then simply select it, and you will be taken to the
menu
                item editor

screen.

The last two buttons on this screen (lower right corner) are the
Okay and Cancel buttons. These allow you to say, "OK, let's use all
these custom button changes and go back to ConfigOpus' main screen," or
"Oops! Forget all this and let's just leave."

1.286   Menus Manager

Copy menu

Copies the contents of one menu to another. When you have
selected this option, select a menu item in the actual menu you
wish to copy, and then a menu item in the menu you want to copy
the first menu to.

1.287   Menus Manager

Swap menu

Swaps the contents of two menus. It works in the same way
as the
        Copy menu
        command, except that the contents of the
second menu are exchanged and not replaced.

1.288   Menus Manager

Delete menu

Removes all commands from one of the five menus. Select a
menu item in the appropriate menu and a requester will appear to
verify the operation. If you select Okay, the contents of the
menu will be deleted.

1.289   Menus Manager

Sort menu

Sorts the contents of each selected menu alphabetically by name.

1.290   Menus Manager

Insert item

        Allows you to insert a new item between two existing items.
    Select the item in front of which you want the new item to be
    inserted.

1.291   Menus Manager

Copy item

        Allows you to copy one menu item to another. When you have
    selected this option, select the menu item to copy, and then the
    menu item to copy it to.

1.292   Menus Manager

                Swap item

        Allows you to swap two menu items. It works in the same way
    as the
            Copy item
            command, except that the second item is
    exchanged and not replaced.

1.293   Menus Manager

Delete item

        Deletes menu items. Select the menu item you wish to delete.
    All menu items below it will be moved up to fill the empty space.

1.294   Menus Editor

                MENUS EDITOR

    At the top of the menu item edit screen is an example of what the
current menu item looks like. The palettes on either side of the
example allow you to select the Foreground and Background colours of
the menu item.

            Name

            Shortcut key

```
                      Sample
                            The remaining part of this requester is described in the

                      Command Editor
                      section.
```

1.295 Menus Editor

```
     Name

          This field allows you to modify the name that appears on the
     menu item, and is limited to 63 characters.
```

1.296 Menus Editor

```
                 Shortcut key

          Shortcut key is a display area for the Shortcut key
     sequence.  The Shortcut key gives the keyboard equivalent for
     this menu item.  The
          Sample
          button allows you to modify the
     shortcut key sequence.
```

1.297 Menus Editor

```
     Sample

          To modify the Shortcut key, select this button.  Any keys,
     along with any qualifiers you press will be inserted in the
     Shortcut key field.  To turn off Sample mode, select the Sample
     button again.

          To clear the Shortcut key sequence simply select the Sample
     button with the right mouse button.
```

1.298 Operations

```
                 OPERATIONS

          The Operations Configuration Screen gives you complete control
     over the way each of the listed operations is performed.  You can cover
     any contingency by specifying precisely how you want each operation to
     be carried out in any situation that might arise.  When you select one
```

of the buttons to the left of the screen, requesters will appear
asking you how to proceed.

   Copy
     This button allows you to check the amount of space
available for copying files and directories, and to set the
archive bits once the copying is finished. You are able to
choose which parts of the file information need to be copied.
You are also given options to consider if the file being
copied already exists in the destination.

   Date format
     With this button you may choose between the Amiga
system's default or three other formats for displaying the
date.

   Delete
     Without the reminders that this button summons, you might
lose some very valuable information.

   Error check
     You may choose either DOS requesters or the more
comprehensive Directory Opus error requesters when you
select this button.

   General
     This button displays miscellaneous flags.

   Icons
     With this button you may decide whether to create a drawer
icon, whether each file's icon undergoes every change that
befalls its file, and whether an icon is selected
automatically with its file.

   List Format
     The screen summoned by this button gives you control
of the format of the lists in both screens.

   Update
     This button offers various features.

1.299 Operations

                              COPY

When copying files and directories...

Also copy source's...

What to do when a file already exists...

1.300 Operations/Copy

When copying files and directories...

Check destination's free space before starting

Set archive bit of source after finishing

1.301 Operations/Copy/When Copying

Check destination's free space before starting

This causes Directory Opus to check that the destination
directory has enough free space in it before attempting to copy
selected files and/or directories. If Directory Opus doesn't
think that all selected entries will fit in the destination
directory, it will alert you with a requester, and give you the
option of abandoning the copy process. If any selected
directories do not have sizes displayed for them, Directory Opus
will ask you if you wish it to perform a byte count on these
directories before seeing whether or not they will fit.

1.302 Operations/Copy/When Copying

Set archive bit of source after finishing

After Directory Opus copies a file, the original file will
get its archive bit set to true. This means that the file had
been archived.

1.303 Operations/Copy

Also copy source's...

These flags tell Directory Opus that when it copies a file,
it must also copy these parts of the file information as well.
You can have all, none, or any combination of these selected.

```
        Datestamp


      Protection bits
                      Comment
```

1.304   Operations/Copy

```
           What to do when a file already exists...

       These flags tell Directory Opus what to do if a file that is
   being copied already exists in the destination.  Only one of these
   may be selected.  You have four options:


       Always replace files

       Never replace files

       Replace only older files

       Ask before replacing
```

1.305   Operations/Copy/When a file already exists

```
   Always replace files

       Replaces the original file regardless.
```

1.306   Operations/Copy/When a file already exists

```
   Never replace files

       Will never replace the original file.
```

1.307   Operations/Copy/When a file already exists

```
   Replace only older files

           Replace the original file only is the file to be copied has
       a more recent last modification date.
```

1.308   Operations/Copy/When a file already exists

```
Ask before replacing

        Asks the user what to do if the file already exists.
```

1.309   Operations

```
              DATE FORMAT


          Date Format...

          Misc. Flags...
```

1.310   Operations

```
Date Format...

        This tells Directory Opus how to format dates.  The Amiga's
    operating system uses the first (DD-MMM-YY) by default, but you
    may choose whichever one you prefer.

        DD-MMM-YY (22-Sep-92)

        YY-MM-DD (92-09-22)

        MM-DD-YY (09-22-92)

        DD-MM-YY (22-09-92)
```

1.311   Operations/Date Format

```
            Misc. flags...


        Name substitution

        12 hour clock
```

1.312   Operations/Date Format/Misc Flags

```
Name substitution (Today, Tomorrow, etc)

        Causes words like Today, Tomorrow or Tuesday to be
    substituted for a date, if appropriate.
```

1.313   Operations/Date Format/Misc Flags

```
12 hour clock
```

> This allows you to choose whether the clock format used by
> Directory Opus be displayed in 12 hour or 24 hour format.

1.314   Operations

```
        DELETE
```

> Ask before...
>
> Misc. Flags...

1.315   Operations/Delete

> Ask before...
>
> Commencing delete
>
> Deleting files
>
> Deleting non-empty directories

1.316   Operations/Delete/Ask Before

```
Commencing delete
```

> Tells Directory Opus to check with you before actually
> starting to delete. This is a rather useful everyday option
> because it's always better to be safe than sorry.

1.317   Operations/Delete/Ask Before

```
Deleting files
```

> Tells Directory Opus to ask for confirmation before
> deleting each file.

1.318 Operations/Delete/Ask Before

Deleting non-empty directories

        Tells Directory Opus to ask for confirmation before deleting
    directories that have items in them.

1.319 Operations/Delete

Misc. flags...

    Ignore the delete protection bit

        When deleting, this sets the Delete protection bit on all
    files that do not have it set. This means that the files
    protected against deletion will be deleted anyway.

1.320 Operations

                    ERROR CHECK

Enable

            DOS requesters

            Opus error requesters

1.321 Operations/Error Check

DOS requesters

        Disables AmigaDOS requesters that would appear on the
    Directory Opus screen (disk is write protected, etc.). Instead,
    you will only see an error message appear in Directory Opus's
    status bar.

1.322 Operations/Error Check

Opus error requesters

        Causes Directory Opus to open its own error requester when
    an error is encountered. This requester contains more
    information than the standard AmigaDOS requester.

1.323 Operations

                    GENERAL

   Misc. flags...

                Click-M-Click drag
                (same as click-drag-release)

                Display info

                File double-click

                Window slider active

1.324 Operations/General/Misc Flags

                    Click-drag-release or Click-M-Click drag

        Drags files or directories. To drag a file you must
    (holding down the left mouse button) move the mouse to the left
    or right of the file. Do NOT move up or down until the selected
    file has "lifted" as this would initiate
            drag-selecting
         .
    You can also press the right mouse button while holding down the
    left to initiate dragging. If you drop the file in the other
    directory window it will be the same as
            click-m-clicking
         .
    If you drop the file on a custom button at the bottom of the
    screen that button's action will be performed.

1.325 Operations/General/Misc Flags

                    Display info

        Makes Directory Opus behave as it did in version 1, by
    displaying a file's
            protection bits
         , datestamp and comment in
    the status bar. Directory Opus now displays these in the
    directory windows, and keeps a count of selected files, etc. in
    the status bar instead. If you prefer the old-style display,
    turn Display info on. All file information will be displayed in
    the status bar as you select entries, as well as in the directory
    windows. With this turned on, you can use the
            GetSizes
            Command

to view the count of selected entries.

1.326 Operations/General/Misc Flags

File double-click

Directory Opus will interrogate a file that is
double-clicked on with the left mouse button, and will perform
the default action for that Filetype.

You may define your own Filetypes, and specify what action
is to be performed on them. However, there are also several
hard-coded Filetypes. These are IFF ILBM pictures and brushes,
icons, fonts, IFF 8SVX sounds, and Amiga executable programs.

If a file does not match any of the user-defined Filetypes,
it is checked to see if is one of the hard-coded types. In that
case, the default action for these Filetypes is performed. If a
file does not match any Filetypes, user-defined or otherwise, it
is treated as a text file, and loaded into the
    text viewer
    . If
any ANSI control sequences are detected, these will be displayed
correctly. If the file contains any non-text characters, it will
be read in hexadecimal format.

1.327 Operations/General/Misc Flags

Window slider active

Causes a directory window to become active whenever its
sliders or arrow buttons are selected. If this option is not
enabled, selecting the sliders or arrow buttons of a directory
will not cause it to become active.

1.328 Operations

ICONS

Misc. flags...

Create icons with directories

Perform all actions on icons as well

Select icons automatically

1.329 Operations/Icons/Misc Flags

            Create icons with directories

        Creates a drawer icon whenever you create a directory with
    the
        MakeDir
        Command.

1.330 Operations/Icons/Misc Flags

    Perform all actions on icons as well

            Whatever happens to a file will happen to that file's icon
    as well. For instance, if you delete the file DATA, DATA.info
    (if it exists) will be deleted too. If you rename the file FROG
    to BUFFALO, then FROG.info (if it exists) will be renamed as
    BUFFALO.info automatically.

1.331 Operations/Icons/Misc Flags

            Select icons automatically

        Has similar results to
          Perform all actions on icons as well
           ,
    except that whenever you select a file, its associated .info
    file (if it exists) is also selected.

1.332 Operations

            LIST FORMAT

        Format of the list in the

        Available display items...

        Displayed lengths

        Selected display items...

Entry Separation

1.333   Operations/List Format

Format of the list in the

This cycle button specifies which directory window you are
modifying. This allows you to have different list formats in
each window, but it does require you to specify the format for
each window. If you change the format (using the buttons
described below), and you want it to be the same for both
windows, don't forget to click on this button and make the
corresponding changes to the other window. The options
available are:

– Left window

– Right window

1.334   Operations/List Format

Available display items...

This list allows you to add display items to the Selected
display items... list by clicking on them. An item can only be
added once, so if you click on an item that is already in the list,
nothing will happen. The available display items are:

– File name

– File size

–
  Protection bits
                      – Creation date

– File comment

– File type

1.335   Operations/List Format

Displayed lengths

The fields allow you to adjust the width of some of these
items. The adjustable lengths are:

– File name

- File comment

- File type

1.336 Operations/List Format

                    Selected display items...

         When you select an item from the list of Available display
items... it appears here. This allows you to specify exactly what
to display. When you select an item in this list, it places a
check mark next to it. This indicates which item to sort the
window list on. Clicking on a checked item unchecks it. If no
items are checked then the directory window will not be sorted.

         The sorth method can also be changed 'on the fly' from within
DirOpus' main program. Have a look at the
         Dir Windows
         section
for further information.

         Reset

         Clear
                        The right mouse button clears the last entry in the ←
                        list,
allowing you to correct a mistake.

1.337 Operations/List Format/Selected Display Items

    Reset

         This button causes the list to reset to the factory default
    settings.

1.338 Operations/List Format/Selected Display Items

    Clear

         The left mouse button clears all entries, allowing you to
    start all over again.

1.339 Operations/List Format

Entry Separation

This cycle button allows you to specify how directories and
files are sorted.

  - Directories first

  - Files first

  - Mix files/directories

Reverse Sorting

1.340 Operations/List Format/Entry Separation

Reverse Sorting

This specifies that the list should be sorted in reverse
order. For instance instead of A coming before B, B would come
before A.

The sorth method can also be changed 'on the fly' from within
DirOpus' main program. Have a look at the
     Dir Windows
     section
for further information.

1.341 Operations

UPDATE

When processing files...

Misc. Flags...

1.342 Operations

When processing files...

Display progress indicator

Left-justify filename in status bar

Scroll directory window to follow operation

Update free disk space

1.343 Operations/When Processing Files

Display progress indicator

Makes Directory Opus open a progress indicator window when
it is processing files.

1.344 Operations/When Processing Files

Left-justify filename in status bar

Left-justifies filenames in the status bar rather than
centring them as usual.

1.345 Operations/When Processing Files

Scroll directory window to follow operation

Causes the directory windows to scroll, ensuring the
visibility of the current entry being acted upon in an operation.
The display is returned to its original position when the
operation is complete.

1.346 Operations/When Processing Files

Update free disk space

Causes the free space display in the disk name display at
the top of the active directory window to be updated whenever a
file is copied to or deleted from the directory. Otherwise, the
directory is only updated at the end of a complete operation.

1.347 Operations/When Processing Files

Misc. flags...

Directory refresh using StartNotify

Redraw more than a quarter of a page

1.348 Operations/When Processing Files/Misc Flags

Directory refresh using StartNotify

Sets up automatic notification of the currently visible
directories. If the directories are modified outside Directory
Opus (i.e. by another program), Directory Opus will automatically
re-read the directory to reflect the changes.

WARNING: While this feature works well in many circumstances, the
current versions of 2.xx and 3.xx of the operating system have a
bug preventing this from being completely useful. Currently the
operating system does not notify us to all events, but we have
left this option in place so that when the bug is fixed Directory
Opus will be ready.

1.349 Operations/When Processing Files/Misc Flags

Redraw more than a quarter of a page

Causes Directory Opus to redraw the window if you move more
than a quarter of a page in either direction. This flag can
greatly speed up movement through directories. Ordinarily, if
you use the sliders to move a directory less than a complete page
in either direction, the directory window will scroll one file
at a time. It is only if you move a complete page or more at
once that the window will actually be redrawn. Although not as
pleasing aesthetically, redrawing is considerably faster,
especially in high-resolution modes.

1.350 Screen

SCREEN

The Screen configuration screen allows you to modify the
appearance of the screen to suit you needs and preferences.
Requesters concerning the screen's features will appear when you
click on one of the buttons at the left side of the screen.

Arrows
 Allows you to specify where the arrows on the sliders
used by Directory Opus will appear.

Colours
 Allows you to modify the pen colours of almost all

the components of the Directory Opus screen.

Fonts
Allows you to specify the fonts used in different parts
of Directory Opus.

General
Allows you to specify various options for the
screen's appearance.

Palette
Allows you to set the colours of the Directory Opus
screen.

Screen mode
Allows you to specify the mode, size and depth of
the Directory Opus screen.

Okay and Cancel: These allow you to say either "OK, let's use the
Screen settings and go back to Directory Opus", or "Oops! Forget
all that, and let's get out of here!"

1.351 Screen

ARROWS

This screen allows you to specify where the arrows on the
sliders used by Directory Opus will appear. There are three
choices for each of the three slider types. You can also adjust
the size of the arrows.

The easiest way to learn how to use this is just to play
with it. Select the slider type by clicking on it, or cycle
through the types by clicking on the cycle button. The selected
slider type will be highlighted.

Adjust size

1.352 Screen/Arrows

Adjust size

These buttons allow to adjust the width of the arrows in the
selected slider type. You can make these huge if you want.

1.353 Screen

COLOURS

This requester allows you to modify the pen colours of
almost all the components of the Directory Opus screen. The
number of colours to choose from are specified in

SCREEN/SCREEN MODE
and the colour palette is specified
in
SCREEN/PALETTE
.

A mock-up of the Directory Opus screen is shown, to allow
you to see the results of your colour changes. To select the
item you want to modify, either click on it in the example box,
or click the cycle button at the top of the screen to advance to
the next item.

To modify the colours of an item, use the Foreground and
Background palette boxes. Note that under OS1.3, you cannot
modify the colour of some items.

1.354 Screen

FONTS

The Screen/Fonts requester allows you to specify the fonts
used in different parts of Directory Opus. When this option is
selected for the very first time, there will be a delay while
Directory Opus looks to see which fonts exist in the system.

Display item...

Font...

Size...
An example of the currently selected font and size ←
will be
displayed below these lists.

Some Display items accept non-proportional fonts, and others
only accept 8-point fonts. The list of available fonts will
change to filter out unacceptable fonts.

Note that under OS1.3 you cannot use a different font in the
Pathname field. Setting the Pathname to a larger font will make
the Pathname field larger, but under OS1.3 the string fields will
still use the general 8 point font.

1.355 Screen/Fonts

Display item...

        The items for which you may configure a font are
displayed in this list. Clicking on an item displays the
currently selected font and size in the Font and Size lists. You
can then use these lists to select the desired values for the
display item.

1.356 Screen/Fonts

Font...

        This list contains the list of available fonts. The selected
font for the Display item is highlighted. Click on a font name to
change the selected font.

1.357 Screen/Fonts

Size...

        This list contains the sizes available for the currently
selected font. The selected size is highlighted. Click on a font
size to change the selected size.

1.358 Screen

            GENERAL

        This requester allows you to specify various options for the
screen's appearance.

        Visible screen title buttons

        Bottom-right tiny buttons

        Button banks sliders

        Indicate button has RMB command

        New-look sliders

        Draggable requesters

1.359 Screen/General

Visible screen title buttons

Makes the close and depth buttons of the title bar visible
on Directory Opus' screen.

1.360 Screen/General

Bottom-right tiny buttons

Makes the tiny buttons in the lower right of the Directory
Opus' screen visible.

1.361 Screen/General

Button banks sliders

Makes sliders appear beside the drive and custom button
banks. These make it easier to scroll through the banks.

1.362 Screen/General

Indicate button has RMB command

All buttons with Right Mouse button command will have a
dog-eared upper right corner.

1.363 Screen/General

New-look sliders

The sliders adopt the new style of operating system 2.0.
This is available only with os 2.0 or later.

1.364 Screen/General

Draggable requesters

All requesters will have a window title bar allowing you to
move it.

1.365 Screen

PALETTE

The Screen/Palette requester allows you to set the colours
of the Directory Opus screen. A palette box is displayed,
allowing you to select the colours to modify. You can change the
colour by using the sliders to adjust the red, green and blue
components. You can also enter colour values directly, using the
string fields.

Presets

1.366 Screen/Palette

Presets...

There are also several preset colour palettes available,
which you can select just by clicking. The Reset entry will
return the colours to the values they had when you entered this
section (an Undo feature, basically). The Directory Opus default
entry sets the default Directory Opus palette. The Workbench
default entry has the default Workbench colours. The Workbench
current entry is the colours currently set on the Workbench
screen. The other presets are different settings which you can
experiment with at your own leisure.

1.367 Screen

SCREEN MODE

The Screen/Screen Mode requester allows you to specify the
mode, size and depth of the Directory Opus screen.

Display mode...

Colours

Width

Half-height screen

Height

1.368 Screen/Screen Mode

Display mode...

Contains a list of the available Display modes. Under OS1.3
this will contain High Res, High Res Laced, Workbench:Use and
Workbench:Clone. Under OS2.0 the modes available will vary
depending upon the monitors currently active in your system. The
characteristics of the selected Display mode are shown at the
bottom of the screen.

There are two special items on the list...

Workbench:Use

Workbench:Clone

1.369   Screen/Screen Mode/Display Mode

Workbench:Use

Causes Directory Opus to open a window on the Workbench
screen, and not to open a custom screen. The width and height of
this window are editable, but the number of colours is fixed at
the current Workbench depth.

1.370   Screen/Screen Mode/Display Mode

Workbench:Clone

Causes Directory Opus to open a screen in the same mode and
exactly the same size as the Workbench screen. The size of this
screen is not editable, but you may modify the number of colours.

1.371   Screen/Screen Mode

Width

This field allows you to specify the screen width.

Use Default

1.372   Screen/Screen Mode/Width

Use default

>   When this button contains a check, the Width field cannot
> be changed. It will, however, display the default value to be
> used. When you click on this button, it will allow you to
> change the value in the Width field.

>   When you are using Workbench:Clone, the Use default button
> cannot be deselected.

1.373   Screen/Screen Mode

Height

This field allows you to specify the screen Height.

Use Default

1.374   Screen/Screen Mode/Height

Use default

>   When this button contains a check, the Height field cannot
> be changed. It will, however, display the default value to be
> used. When you click on this button, it will allow you to change
> the value in the Height field.

>   When you are using Workbench:Clone, the Use default button
> cannot be deselected.

1.375   Screen/Screen Mode

Colours

>   Depending upon the selected screen mode, the number of
> colours will vary from four to sixteen. There are screen modes
> with a maximum of less than sixteen. If this is the case, your
> selection will be limited.

1.376   Screen/Screen Mode

Half-height screen

>   This causes the Directory Opus screen to open at half its
> normal height, and to be positioned halfway down the display.

With an interlaced screen, this would give you a screen the size
of a normal (non-interlaced) screen, with the screen behind it
still partially visible. Turning on the Half-height screen
option will not modify the system's screen height setting.

1.377 System

SYSTEM

The System configuration screen lets you tell Directory Opus how
to run several operations.

AmigaDOS
 Allows you to specify how Directory Opus starts up
AmigaDOS programs.

Clocks
 Allows you to specify how Directory Opus displays Clock
information.

Directories
 Allows you to set various options for Directory
operations.

Hotkey
 Allows you to specify the Hotkey to activate Directory
Opus.

Icons
 Allows you to specify the Icons which will be created
with the
AddIcon
command.

Modules
 Allows you to specify preloaded external modules.

Show pattern
 Allows you to specify files to be shown or
excluded form the directory lists.

Startup
 Allows you to specify various startup options.

View & Play
 Allows you to configure options for Directory Opus'

viewers.

Okay and Cancel: These allow you to say either "OK, let's use the
      Screen settings and go back to Directory Opus", or "Oops! Forget
      all that, and let's get out of here!"

1.378 System

          AMIGADOS

      This requester allows you to specify how Directory Opus
starts up AmigaDOS programs.

      Running AmigaDOS applications...

          Shell

          Console

          Start-up script

          Priority

1.379 System/AmigaDOS

          Shell

      This field is the AmigaDOS command used to launch programs
that have output windows. It defaults to
      NewCLI
      . If you
wish to use a shell, you could change the default to NewShell.
If you wish to use a WShell, you could change it to NewWsh. The
magnifying-glass button to the left of this field opens a
requester to help you locate the command you wish to use.

1.380 System/AmigaDOS

          Console

      This is the console under which all output windows are
opened. It is also used to open a CLI by the
      NewCLI
      command,
and by the
      Run

command when no files are selected. The console
allows you to specify the size, position and title of the output
window. It follows the standard AmigaDOS format, namely:

DEVICE:LeftEdge/TopEdge/Width/Height/Title/Options

DEVICE: This is the device you are using. It is
        normally CON, but under AmigaDOS 1.3 it may be
        NEWCON (which will open a Shell instead of a CLI).

LeftEdge: The left edge of the window (x coordinate, in
        pixels).

TopEdge: The top edge of the window (y coordinate, in
        pixels).

Width: The width of the window is pixels.

Height: The height of the window in pixels.

Title: The title of the window.

Options: Some devices allow you to specify optional
        parameters (i.e. /Close). The valid parameters
        vary, so consult the device's documentation for
        details.

An example is:

CON:20/10/600/180/Directory Opus Output/Close

1.381 System/AmigaDOS

Start-Up Script

This is an AmigaDOS script that will be performed before
Directory Opus launches any programs.

1.382 System/AmigaDOS

Priority

Main priority allows you to specify the priority at which
Directory Opus itself runs. The default priority is 0, which
means that it peacefully coexists with everything else. Setting
the priority higher means that while Directory Opus will not be
slowed down much by other tasks, the performance of other tasks
will suffer. It is suggested that you set the priority no higher
than 10.

1.383 System

CLOCKS

This Requester allows you to specify how Directory Opus
displays Clock information.

Clock/Memory bar...

Show free space as...

Text Format...

When iconified

1.384 System/Clocks

Memory bar...

These flags tell Directory Opus how to format the clock bar
at the bottom of its screen. You can include any combination of
these items, but in some fonts you may not be able to see to all
the items selected because their space may be limited.

Memory monitor

Date

CPU monitor

Time

1.385 System/Clocks/Memory Bar

Memory monitor

Displays the amount of Chip Memory, Fast Memory and the
Total Memory in the clock bar.

1.386 System/Clocks/Memory Bar

CPU monitor

Displays the percentage of CPU time that is being use.
100% indicates that there is not any idle time and that at least
one process is attempting to run continuously.

1.387   System/Clocks/Memory Bar

       Date

     Displays the current date in the clock bar. The Date Format
is specified in
    OPERATIONS/DATE FORMAT
   .

1.388   System/Clocks/Memory Bar

Time

   Displays the current time in the clock bar.

1.389   System/Clocks

      Show free space as...

    There are two groups of buttons with this title. One
applies to the Clock/memory bar, and the other applies to the
iconified window. They allow you to specify how the Memory
Monitor, when enabled, will display memory.

    Bytes free

    Kilo/Megabytes free

1.390   System/Clocks/Show free space as

Bytes free

   Displays all digits (this can be hard to read with large values).

1.391   System/Clocks/Show free space as

Kilo/Megabytes free

   Displays value in either kilobytes or megabytes as applicable.

1.392   System/Clocks

Text format...

There are two groups of buttons with this title. One applies
to the Clock/Memory bar, and the other applies to the inconified
window. They allow you to specify how the titles for the Memory
Monitor, when enabled, will be displayed. See your AmigaDOS
documentation for an explanation of Fast and Chip Memory.

The choices are:

- CHIP: and FAST:

- C: and F:

1.393   System/Clocks

When inconified

These buttons allow you to specify how Directory Opus should
act when Iconified. In addition to the methods described, you
can always uniconify Directory Opus by pressing the Uniconify key
sequence defined in
     SYSTEM/HOTKEY
    .

Window

No Window

Time

An AppIcon

1.394   System/Clocks/When Iconified

Window
        The following flags allow you to specify what is displayed
    in the window.

- Memory monitor

- Date

- CPU monitor

1.395 System/Clocks/When Iconified

```
Time

        Directory Opus will iconify to small window on Workbench.
    If this window is enabled, its last portion is saved when you
    save the Configuration file.

        To un-iconify the window, simply activate it by clicking on
    it with the left mouse button and then press the right mouse
    button.
```

1.396 System/Clocks/When Iconified

```
No Window

        Directory Opus will close all windows.
```

1.397 System/Clocks/When Iconified

```
An AppIcon

        Directory Opus will open an icon on WorkBench.  Simply
    double click on the icon to uniconify it.
```

1.398 System

```
            DIRECTORIES

        This requester allows you to set various options for
    Directory operations.


        Directory caches...

        Search buffers on...

        Misc. Flags...

        Show free space as...
```

1.399 System/Directories

```
                    Directory caches...


            Buffers per window

            Always move to empty buffer

            Re-read changed or incomplete buffers
```

1.400   System/Directories/Caches

```
  Buffers per window
```

Allows you to specify the number of buffers to be allocated
to each directory window. You can have any value from one to 255.

1.401   System/Directories/Caches

```
              Always move to empty buffer
```

Causes Directory Opus to use an empty buffer (if possible)
whenever a new directory is read. A new directory is read
whenever you enter a path in the directory fields, double-click
or
      click-m-click
      on a directory name, or select a drive button.

1.402   System/Directories/Caches

```
  Re-read changed or incomplete buffers
```

When a buffered directory is shown, this will make Directory
Opus check the directory on disk to see if it has changed. If it
has, this will cause a re-read of the directory. Also, if the
original reading of a directory was interrupted it will be
re-read in.

1.403   System/Directories

```
              Search buffers on...


            Parent/Root operation

            Double-click/Click-m-click directory read
```

1.404   System/Directories/Search buffers on

                    Parent/Root operation

        This option causes the directory buffers to be searched for
   the parent or root directory of the current directory, whenever
   the
        Parent
        or
        Root
        Commands are chosen. If the parent or
   root directory exists in a buffer (i.e. it has already been read),
   the buffered directory is retrieved from memory. This can save a
   lot of needless disk access.

1.405   System/Directories/Search buffers on

                    Double-click/Click-m-click directory read

        When a directory is selected via Double-Click or

        Click-m-click
        this will cause Directory Opus to search the
   buffered directories first.

1.406   System/Directories

                    Misc. flags...

        Auto diskchange

        Auto disk load

        Expand pathnames

        Use ExAll()

1.407   System/Directories/Misc Flags

   Auto diskchange

        Causes Directory Opus to sense disk changes in any drive.
   If you have the root directory open in either of the directory
   windows when you change the disk, then the new disk will be read
   automatically. This allows you to scan through different disks
   without having to follow the usual selection procedure.

1.408 System/Directories/Misc Flags

                    Auto disk load

        This option works in a similar fashion to
          Auto diskchange
           ,
except that it detects any disk being inserted, not just those
disks currently displayed. If you insert a disk in a floppy
drive with this option turned on, you will be asked whether you
wish to read the disk into the left or the right window.

1.409 System/Directories/Misc Flags

Expand pathnames

        This flag will cause all paths to be expanded to their full
pathnames. For example, if this flag was enabled and you entered
S: in the directory field, the name might be expanded to
Workbench1.3:s/. It will also do this when you select a drive
button. For instance, if you selected a drive button marked DF0:,
the actual name of the disk be inserted in the directory field.

        You should note that as the Expand pathnames flag causes the
actual volume name of disks to be used, the system (and you) may
get confused when using two disks with the same name. As a rule,
you should avoid using identically-named disks at the same time.

1.410 System/Directories/Misc Flags

Use ExAll()

        If selected, Directory Opus will use the ExAll() command to
read directories, rather than the old Examine()/ExNet()
combination. ExAll() can be slightly faster than the old method.
This option is only available under OS2.0/OS3.0

WARNING: Operating systems 2.x and 3.x currently have a bug that
causes them to skip directory entries when using ExAll() on
certain devices. Some devices to watch out for include: CDRom,
ParNet and Networks. If you have problems, simply turn off
this option.

1.411 System/Directories

                    Show free space as...

        These allow you to choose how to measure the free space that

is displayed alongside the disk name.

        Bytes free

        Kilo/Megabytes free

        Blocks free

        Percentage of space free

1.412 System/Directories/Show Free space

Bytes free

    Displays the number of free bytes.

1.413 System/Directories/Show Free space

Kilo/Megabytes free

        Displays the amount of free space in either kilobytes or
    megabytes (depending upon the size).

1.414 System/Directories/Show Free space

Blocks free

        Displays the number of blocks free (as will also be shown by
    the AmigaDOS Info command).

1.415 System/Directories/Show Free space

Percentage of space free

    Displays the free space as a percentage of the total size.

1.416 System

            HOTKEY

    This requester allows you to specify the Directory Opus
activate Hotkey.

```
            Uniconify/activate Hotkey

            Sample

            Use middle mouse button
```

1.417   System/Hotkey

```
   Uniconify/activate Hotkey

           This hotkey is really a combination of keys that you press
       to do one of four things:

           If Directory Opus is iconified, it will be uniconified.

           If the Directory Opus screen is open, but at the back of the
               display, it will be brought to the front.

           If the screen has been pulled down using the screen drag bar,
               it will be brought to the top.

           If the screen is already at the front of the display, it will
               be moved to the back.
```

1.418   System/Hotkey

```
   Sample

           To modify the Hotkey, select the Sample button at the right
       of the Hotkey field.  While the Sample button is selected, any
       keys that you press, along with any qualifiers, will be inserted
       in the hotkey field.  To turn off sample mode, select the Sample
       button again.

       To remove the Hotkey simply select the Sample button with the
           right mouse button.

       The default Hotkeys are CONTROL + LSHIFT + LALT, meaning that
           pressing the control key, the left shift key and the left
           Alt keys together will perform the action.
```

1.419   System/Hotkey

```
   Use middle mouse button

           With this flag turned on Directory Opus will also use the
       middle mouse button as well as the Hotkey defined above.  This
       option requires a three button mouse.
```

1.420 System

                    ICONS

        This Requester allows you to specify the Icons which will be
created with the
        AddIcon
        Command.

        AddIcon's icons...

        Project's Default Tool...

1.421 System/Icons

                    AddIcon's icons...

        This list includes three built-in icon types Drawer, Tool
and Project. In addition, each of the filetypes is included in
this list. This system allows you to specify your own icons to
use with the
        AddIcon
        Command if you do not like the default
icons. Simply select the type of icon you want to change
(e.g., drawer, tool, etc.), and its current icon will appear in
the lower right corner. You may change the icon by modifying the
field directly below the list. The magnifying-glass button is
provided to allow you to find the icon you want easily.

Under OS1.3 we provide some built-in icon images but
under OS2.0 we use the system standard images.

1.422 System/Icons

                    Project's Default Tool...

        Allows you to modify the Default Tool of project icons added
with the
        AddIcon
        Command. This only works with the built-in
project icon or the default Workbench project icon; not with
user-supplied icons. For example, you may set the Default Tool
to c:FullView. Then, whenever you double-click from Workbench
on an icon that you have added to a project, Full View will be
invoked.

1.423 System

                    MODULES

        An external module is a small program which Directory Opus
    runs to perform infrequent operations. By making them external,
    they do not have to be in memory at all times. If you are not
    concerned with their memory usage and you don't want Directory
    Opus to load them each time you use them, this requester allows
    you to specify which modules you want to be preloaded.

            External support modules...

            Language...

1.424 System/Modules

    External support modules...

            Lists all external modules supported by Directory Opus. If
        you want a module to be preloaded, select it and a checkmark will
        appear. Select it again if you do not want it preloaded.
        Preloaded modules take less time to start up but use additional
        RAM.

1.425 System/Modules

    Language...

            Allows you to select a language for Directory Opus.
        By default, Directory Opus uses the built-in English language,
        but as other languages become available they will appear here.
        To select on for use, simply click on it.

1.426 System

                    SHOW PATTERN

        This requester allows you to specify files to show or
    exclude from the directory lists.

            Directory list pattern...

            Hide files with hidden bit set

            Show

```
            Hide
```

1.427 System/Show Pattern

```
   Hide files with hidden bit set
```

```
          Tells Directory Opus to take notice of the H bit; any files
      that have this protection bit set will not be displayed.
```

1.428 System/Show Pattern

```
            Show
```

```
      Allows a
        wildcard pattern
        against which all files are
      checked.  If the file matches this pattern, it is displayed.
```

1.429 System/Show Pattern

```
            Hide
```

```
      Allows a
        wildcard pattern
        against which all files are
      checked.  If the file matches this pattern, it is not displayed.
```

1.430 System

```
            STARTUP
```

```
   This requester allows you to specify various startup options.
```

```
      Directories to read on startup...
```

```
      ARexx scripts to execute on...
```

1.431   System/Startup

Directories to read on startup...

These fields allows you to specify the path name of a
directory that is loaded automatically into the left or right
window whenever Directory Opus starts. The magnifying-glass
button to the left of these fields opens a directory requester
to help you locate the path you require.

Left

Right

1.432   System/Startup/Dirs to read on startup

Left

This Field specifies the startup directory for the Left window.

1.433   System/Startup/Dirs to read on startup

Right

This Field specifies the startup directory for the Right window.

1.434   System/Startup

ARexx scripts to execute on...

These allow you to specify the names of two ARexx scripts that
are automatically run when Directory Opus starts (Startup_, or when
it returns from an iconified state (Uniconify).

Startup

Cfg return

Uniconify

1.435   System/Startup/ARexx Scripts

Startup

The ARexx script is executed when Directory Opus first starts up.

1.436 System/Startup/ARexx Scripts

Uniconify

The Uniconify ARexx script is executed when Directory Opus is uniconified.

1.437 System/Startup/ARexx Scripts

Cfg return

This ARexx script is executed when Directory Opus returns from the ConfigOpus utility.

1.438 System

VIEW & PLAY

This requester allows you to configure options for Directory Opus' viewers.

Picture/animation viewer (IFF ILBM/ANIM)

Sound player (IFF 8SVX)...

Text viewer...

1.439 System/View & Play

Picture/animation viewer (IFF ILBM/ANIM)

Black background between pictures

Start animation paused

8-bits per gun colour

Show delay

Fade delay

1.440 System/View & Play/Pic&anim viewer

Black background between pictures

        This flag causes a blank screen to be displayed while each
picture is loading. Otherwise, the Directory Opus screen will be
displayed in between each picture.

1.441 System/View & Play/Pic&anim viewer

Start animation paused

        Makes animations come up paused. This is particularly
useful when an animation is simply a collection of pictures and
not really an animation.

1.442 System/View & Play/Pic&anim viewer

8-bits per gun colour

        This tells Directory Opus to treat the colour information in
IFF ILBMs as having 8 bits per gun. Pictures that have 4 bits
per gun, pre-AGA, are shown a little dimmer than usual. This
option is only available when using OS3.0 and AGA.

1.443 System/View & Play/Pic&anim viewer

Show delay

        Allows you to show pictures as a simple slideshow. If set to
0, pictures will wait for you to press the left mouse button
before continuing. On other settings, the pictures will continue
to display one after the other for the specified time in seconds.

1.444 System/View & Play/Pic&anim viewer

Fade delay

        Allows you to configure the speed at which pictures fade in
and out. If it is set to 0, there will be no fading at all.
The default is 2; the maximum is 10. The value indicates in
60ths (50ths in PAL) of a second the time between each change in
colour.

1.445 System/View & Play

Sound player (IFF 8SVX)...

Turn audio filter off for play

Loop on double-click

1.446 System/View & Play/Sound Player

Turn audio filter off for play

Causes the high-pass audio filter to be turned off while
each IFF 8SVX sound file is played. Note that on A1000s the
audio filter may not be software-selectable.

1.447 System/View & Play/Sound Player

Loop on double-click

Tells Directory Opus to behave as it did in version 3.4.
In that version, when you double clicked on sounds, they played
in looped fashion. Under 4.0 the sound is played only once.

1.448 System/View & Play

Text viewer...

Text viewer borders

Tab size

1.449 System/View & Play/Text Viewer

Text viewer borders

Tells the
Text viewer
to have a slider and fancier
borders. Note that with the fancier borders and sliders you may
not be able to read text files that are 80 wide characters unless
you use a smaller font on wider screen.

1.450 System/View & Play/Text Viewer

```
        Tab size
     Allows you to specify the number of spaces to which a tab
character is equivalent in the
        Read
        and
        AnsiRead
                commands. The default is 8, which is also the ANSI  ←
                    standard.
```

1.451 Tech Guide

```
        Command Refernce

        Simple Argument Functions

        Requester Functions

        How We Start External Programs

        Wild Card Patterns

        Shortcut Keys

        Glossary
```

1.452 Tech Guide/Commands

```
        Command Reference Information

        AbortPrint

        FileInfo

        PrintDir

        About

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        Protect

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```

Query

AddCustHandler

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Quit

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GetFiles

RemoveFile

Assign

GetNextSelected

Rename

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GetSelectedAll

Request

BufferList

GetSelectedDirs

Rescan

Busy

GetSelectedFiles

Reselect

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CheckFit

HexRead

SaveConfig

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Hunt

ScanDir

ClearSizes

Iconify

ScrollH

ClearWin

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ScrollToShow

Clone

Install

ScrollV

Comment

InstallBG

Search

Configure

LastSaved

Select

ContST

LoadConfig

SelectEntry

Copy

LoadStrings

SelectFile

CopyAs

LoopPlay

SetWinTitle

CopyWindow

MakeDir

Show

DateStamp

Modify

SmartRead

Defaults

Move

Status

Delete

MoveAs

StopST

DirTree

NewCLI

SwapWindow

DiskCopy

NextDrives

TechSupport

DiskCopyBG

None

Toggle

DiskInfo

Notify

TopText

DisplayDir

OtherWindow

Uniconify

DOpusToBack

Parent

User1, ...

DOpusToFront

Patternmatch

Verify

Encrypt

Play

Version

ErrorHelp

PlayST

Execute

Print

1.453 Tech Guide/Commands

Command Reference Information

       This section lists the Directory Opus commands in alphabetical
order. Let's begin with an example of an entry's layout, with its
component parts explained as they occur:

       Command ARexx Only

       The name of the command comes first. If it is followed by the
words 'ARexx only' it means that it is a command that can only be
called from another program by using the ARexx intercommunication
language. Otherwise, a command can be used both in a button (menu,
hotkey or filetype) and as an ARexx command.

       Command This is the syntax of the command. Elements in square
brackets are optional.

       Below the syntax, its elements are explained in turn.

       If necessary, there will follow notes pertaining to the use of the
particular command.

       All Directory Opus commands when called from ARexx respond
with two variables: RC (the error status code) and Result. RC will
always be an integer value indicating the severity of an error, 0 being
no error. Result will indicate success or failure of the command,
usually expressed as an integer valued, or it may be data, such as the
name of a file.

1.454 Tech Guide/Commands

                 AbortPrint

       Abort the current
              Print
              process.

ARexx Results:

              RC
              = 0

              Result
              = 0 nothing was printing,

                   1 something was printing but is now aborted.

1.455 Tech Guide/Commands

                    About

        This command displays copyright information and mailing addresses.

    ARexx Results:

            RC
            = 0

            Result
            = undefined

1.456 Tech Guide/Commands

                    AddCustEntry text [userdata] [fgpen] [bgpen] [selectable ←
                    ] [show]
                    [before]

          text is the text for the entry, and may be up to 256
                characters long. The dimensions of the horizontal
                slider are adjusted automatically to the longest
                entry.

      userdata optional; user data for this entry. This is not
                displayed but can be retrieved, defaults to
                nothing.

         fgpen optional; pen colour to display entry in or -1 for
                default file colour, defaults to -1.

         bgpen optional; background colour of entry of -1 for
                default file background colour, defaults to -1.

    selectable optional; indicates if entry is selectable
                (0 = not selectable or 1 = selectable),
                defaults to 1.

          show optional; boolean to update directory display
                (0 = do not update, 1 = update), defaults to 1.

        before optional; ordinal entry number before which to add
                this entry. A 0 adds the entry to the beginning of
                the list, -1 adds at the end of the list, defaults
                to -1.

    This is similar to the
            AddFile
            command, but allows for entries of

up to 256 characters. Entries added with this command are completely
user-defined.

      This command will fail if there are any normal entries already in
the active window, so you should always call
            Clear Win
            before using it.
By default, entries are not sorted in any way; The most recent entry
will be shown as the last.

ARexx Results:

            RC
            = 0

            Result
            = 0 or 1 to indicate failure or success.

1.457 Tech Guide/Commands

              AddCustHandler
            ARexx Only
              AddCustHandler portname [win]

    portname name of handler's message port
         win optional; window to add a custom handler to
              (-1 = current window, 0 = left or 1 = right)
              defaults to -1.

      This command will attach an ARexx portname to the current
directory buffer. When you manipulate the buffer's entries, Directory
Opus will pass messages to the specified portname. This command is
only used with buffers created using
            AddCustEntry
           . Currently the only
two actions supported are Double-Click and
            Click-M-Click
           . As an
example, this system could be used to create a phonebook system or a
NetWork manager with Directory Opus.

ARexx Results:

            RC
            = 0

            Result
            = name of old handler's message port (if there was one)

1.458 Tech Guide/Commands

```
        AddFile
      ARexx Only
        AddFile  name  size  type  seconds  comment  protection  ←
           reserved  show
```

          name   name of entry

          size   size in bytes of entry

          type   type of entry (-1 = file or 1 = dir)

       seconds   datestamp of file, seconds from Jan 1, 1978 (date
                 that AmigaDOS considers the beginning of time)

       comment   file comment

    protection   protection bits in ASCII form. 'RW' would mean
                 Readable and Writeable.

      reserved   reserved, must be 0 for now

          show   update directory display boolean

     This command adds a file or directory entry to the active
directory window.

ARexx Results:

          RC
          = 0

          Result
          = 0 or 1 to indicate failure or success.

1.459 Tech Guide/Commands

```
        AddIcon  [name]
```

       name optional; name of file

     This will add icons to all selected files and directories in the
active directory window. Directory Opus automatically senses what sort
of file it is (drawer, project, tool, etc.) and will add the

appropriate icon. Under OS2.0, however, we use the Workbench default
icons. You may specify your own icons in the ConfigOpus if the default
icons are not suitable. You may also specify the Default Tool to be
used for project icons. If the name is not given, it will use the
first available selected item in the current directory window.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.460   Tech Guide/Commands

                 Alarm

     This command will sound an alarm on both or either of the sound
channels. You could use this command to warn people that they have
selected a dangerous command. For instance, you could modify the

            DELETE
            button to read:

     Command   Alarm
     Command   Delete

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.461   Tech Guide/Commands

                 All

     This command selects all files and directories in the active
directory window.

ARexx Results:

                RC
                = 0

                Result
                = undefined

1.462 Tech Guide/Commands

                    AnsiRead   [name]

           name   optional; name of file

      This command operates in exactly the same way as the
             READ
                   command, except that it displays ANSI control sequences (←
                      colours and
typestyles) properly, and also handles tab characters correctly. If
the name is not given it will use the first available selected item in
the current directory window.

ARexx Results:

                RC
                = 0

                Result
                = undefined

1.463 Tech Guide/Commands

                    ARexx   [command]

          command   optional; command to execute

      This allows you to launch an ARexx script or execute and
 Directory Opus ARexx command from within Directory Opus. If the
 command is not given a requester will open asking the user for one.

ARexx Results:

                RC

```
                  = 0


                  Result
                  = undefined
```


1.464   Tech Guide/Commands


```
              Assign   [name]

          name   optional; name to assign
```

     This command allows you to assign a logical device name to the
currently active directory. The C: device is an example of a logical
device; it is not a physical disk itself, but is a directory that has
been assigned the name C:. For example, a simple name as Text: can be
assigned to a long and complicated pathname such as:

     DH0:Projects/Work/1989/April/Bits&Pieces/Text

     From then on, whenever you enter Text: into a directory button,
you will go straight to the directory at the end of the assigned path,
instead of having to go through all the sub-directories on the way.
You can use the assignment in any other program as well. Logical
devices always end with a colon.

     Assign also allows you to cancel a previously assigned logical
device, or reassign a device to another directory. To do this, press
the right mouse button over the S (select) button to activate the

          GetDevices
          command. Select the assigned device(s) you wish to change,
and invoke the Assign command. A requester will appear, into which you
can type the new pathname to be assigned each device name. If you
enter a blank string, that logical device will be unassigned.

     /dangerpar Warning, if multiple logical devices are selected then
they will be unassigned as well and you will be prompted for a new path
name for each selected device.

ARexx Results:

          RC
          = 0

          Result
          = undefined
```

## 1.465  Tech Guide/Commands

                  Beep

     This command will sound a beep on both or either of the sound
channels.  You could use this command to signify that a command has
finished.  For instance, you could modify the
          Diskcopy
          option to read:

     Command   DiskCopy
     Command   Beep

     In versions of the operating system later than 38 (2.1) this
command will call the system beep routine.  Under earlier versions it
will sound its own beep.


ARexx Results:


          RC
          = 0


          Result
          = undefined


## 1.466  Tech Guide/Commands

                   BufferList   [win]

        win   optional; window to scan the buffer list into
              (-1 = current window, 0 = left or 1 = right)
              defaults to -1.

     This command displays a list of all the buffered directories.  You
may then double-click on one of the displayed buffers to jump to that
buffer immediately, rather than clicking the arrows to cycle through
the buffers one by one.


ARexx Results:


          RC
          = 0


          Result
          = undefined

## 1.467 Tech Guide/Commands

```
          Busy
      ARexx Only
          Busy  [on|off]

    [on|off]  optional; adjust the busy pointer,
              defaults to on.
```

This command turns on or off the busy pointer.

ARexx Results:

```
        RC
        = 0


        Result
        = undefined
```

1.468 Tech Guide/Commands

```
          ButtonIconify  [rows]  [bank]

      rows  optional; number of button rows.  This can be 1,2,3,
            or 6.  Defaults to whatever Directory Opus is set to.

      bank  optional; bank number to display initially,
            defaults to 1.
```

This causes Directory Opus to open a window on Workbench
containing the Custom Buttons. For more details see page 49.

ARexx Results:

```
        RC
        = 0


        Result
        = undefined
```

1.469 Tech Guide/Commands

```
          CD  [path]
```

```
        path  optional; new current directory path.  If a path is not
              given, a requester will open.
```

This command allows you to set the current working directory
for Directory Opus. This is the directory that is read if you press
return on an empty directory button.

ARexx Results:

```
        RC
        = 0


        Result
        = undefined
```

1.470 Tech Guide/Commands

```
        CheckAbort
    ARexx Only
        CheckAbort
```

This command allows you to monitor, from an ARexx script, whether
the user has pressed the left and right mouse buttons together (to
abort). It also resets the Abort flag every time it is called. If you
plan to use the CheckAbort command, you should call CheckAbort at the
start of the script (to reset the Abort flag), before actually using
it to check the abort status.

ARexx Results:

```
        RC
        = 0


        Result
        = 0 if abort sequence has not been hit, 1 if it has.
```

1.471 Tech Guide/Commands

```
         CheckFit  [win]

     win  optional; window to a CheckFit on
          (-1 = current window, 0 = left or 1 = right)
          defaults to -1.
```

This works in the same way as
        GetSizes
        does except that its
calculation is based on disk block sizes, and is therefore much more
accurate.

The disadvantage to CheckFit is that it needs to recalculate every
time the destination's block size changes. Therefore, even if all
source directories already have their sizes shown, CheckFit may need to
scan them all again. Operations like
        Copy
        , etc., that generate
directory sizes, are not suitable for CheckFit, and so again CheckFit
will need to scan all selected directories.

CheckFit displays the total number of bytes needed and the number
of bytes free (i.e., block number multiplied by the block size), and
the percentage of files that will actually fit. If they will all fit,
it shows 100%, if only half of them will fit, it shows 50%.

The GetSizes command is retained as it can be used quickly to
provide a rough guide. CheckFit can completely replace the GetSizes
command if you don't mind it having to rescan directories when you
might not have expected it.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.472 Tech Guide/Commands

                ClearBuffers

This command will clear the contents of all the directory buffers
other than the two that are currently displayed. All unused memory
will be de-allocated. This is a good way to free memory quickly if you
have lots of used buffers and are running a bit low on memory.

ARexx Results:

        RC
        = 0

        Result

```
                          = undefined
```

1.473   Tech Guide/Commands

```
                 ClearSizes  [win]

        win  optional; window to clear the sizes from
              (-1 = current window, 0 = left or 1 = right)
              defaults to -1.

     If directory's size is already displayed, then the directory will
not be re-scanned when selected nor the
            GetSizes
            command invoked.  This
could mean that the directory size is inaccurate, especially if any
files have been created or deleted in it by another program.  Selecting
one or more directories, and then selecting the ClearSizes command,
will cause the directory sizes to disappear.  You can then reselect the
directories, invoke the GetSizes command, and the directories will be
re-scanned and their updated sizes displayed.


ARexx Results:


            RC
            = 0


            Result
            = undefined
```

1.474   Tech Guide/Commands

```
                 ClearWin  [win]

        win  optional; window to clear
              (-1 = current window, 0 = left or 1 = right)
              defaults to -1.

   This command will clear the contents of a directory window.


ARexx Results:


            RC
            = 0
```

```
                Result
                = undefined
```

1.475 Tech Guide/Commands

```
                Clone   [name]   [new name]

        name   optional; file name

    new name   optional; new file name
```

This command allows you to make a copy of selected entries in the same directory, and rename them. A requester will appear for each entry, asking for the new name.

This can also work with a specified file. If a new name is not given then a requester will appear.

ARexx Results:

```
            RC
            = 0


            Result
            = undefined
```

1.476 Tech Guide/Commands

```
                Comment   [name]   [comment]

        name   optional; file name

     comment   optional; comment string
```

This command allows you to change the comment, or filenote, of the selected files and directories in the active directory window. When directories are selected, you are asked whether the files within them are to have their comments modified also.

For each entry, you are presented with a requester containing its current comment. To change the comment, edit it and press return. To retain the comment, just press return.

To set the comment of all selected entries you should select the

```
            All
            button from the comment requester; choosing Okay or pressing  ←
                return
```

will set the comments one file at a time.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.477 Tech Guide/Commands

                Configure

        Simply starts up the configuration program.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.478 Tech Guide/Commands

                ContST

        If there is a song paused, then it starts playing again.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.479 Tech Guide/Commands

Copy [name] [destination]

name optional; file name

destination optional; destination directory

This command copies all selected files and directories in the
active directory window to the inactive directory window, keeping the
same names. If a filename is given then only that file will be copied,
but you may also specify a destination directory.

ARexx Results:

RC
= 0

Result
= undefined

1.480 Tech Guide/Commands

CopyAs [name] [new name]

name optional; file name

new name optional; new file name

This command copies all selected files and directories in the
active directory window to the inactive directory window, and allows
you to specify a new name for each file or directory. If a filename is
given, then only that file will be copied.

ARexx Results:

RC
= 0

Result
= undefined

1.481 Tech Guide/Commands

```
              CopyWindow  [win]

        win  optional; window to copy from
             (-1 = current window, 0 = left or 1 = right)
             defaults to -1.
```

This will copy the contents of a specified window or the current window into the other window.

ARexx Results:


```
        RC
        = 0
```

```
        Result
        = undefined
```


1.482 Tech Guide/Commands

```
              DateStamp  [name]  [date]
```

```
      name  optional; file name
```

```
      date  optional; date to set
```

This command allows you to change the datestamp of selected files and directories in the active directory window. When directories are selected, you are asked whether you also wish the files within them to have their datestamps modified.

For each entry, you are presented with a requester. If you wish the file to have its datestamp set to current date and time, simply press return. Otherwise, enter the desired date and time.

To set the datestamp of all selected entries you should select the

```
        All
```
button from the datestamp requester; choosing Okay will set the datestamps a file at a time.

ARexx Results:


```
        RC
        = 0
```

```
        Result
        = undefined
```

1.483   Tech Guide/Commands

                    Defaults

        This causes Directory Opus to reset to the hard-coded, default
configuration. If you have modified the configuration yourself, and
have not yet saved it using
              SaveConfig
          , you are asked if you wish
to save it first.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.484   Tech Guide/Commands

                    Delete   [name]

          name   optional; filename

        This will delete all selected entries or just the specified file
in the active directory window. Be careful with this, as it is easy to
wipe out valuable data.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.485   Tech Guide/Commands

```
                  DirTree  [win]

          win  optional;  window to create a directory tree in
               (-1 = current window, 0 = left or 1 = right)
               defaults to -1.


      This command will map out a directory tree in the active
directory window, or a specified window.
```

ARexx Results:

```
        RC
        = 0


        Result
        = undefined
```

1.486 Tech Guide/Commands

```
                  DiskCopy  [source]  destination  [verify]  [bump]

      source  optional; source disk

  destination  destination disk

      verify  optional; diskcopy with verify on

       bump  optional; bump the revision of the disk name,
              as with Workbench


      This command will diskcopy from source to destination, with Verify
turned on if the Verify keyword is specified.  If no source or
destination are specified, the diskcopy requester is opened.  If the
Bump keyword is given then Directory Opus will bump the revision (Copy
of DiskName) of the disk name as Workbench does.
```

ARexx Results:

```
        RC
        = 0


        Result
        = undefined
```

1.487   Tech Guide/Commands

                    DiskCopyBG   same as
             DiskCopy
                        This command will execute diskcopy in background mode.   ←
                          This
allows you to start up a diskcopy and still use Directory Opus.

ARexx Results:

             RC
             = 0

             Result
             = undefined

1.488   Tech Guide/Commands

                     DiskInfo   [path]

          path   optional; path of a disk to get info about

      This command displays some information about the disk the active
directory resides on, including space used and free, datestamp and
number of errors on the disk.

ARexx Results:

             RC
             = 0

             Result
             = undefined

1.489   Tech Guide/Commands

                      DisplayDir   [win]

          win   optional; window to refresh
               (-1 = current window, 0 = left or 1 = right)
               defaults to -1.

      This command will update the display for the active directory
window or the specified window.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.490 Tech Guide/Commands

                DOpusToBack

        Move the Directory Opus screen to the back.

    ARexx Results:

            RC
            = 0

            Result
            = undefined

1.491 Tech Guide/Commands

                DOpusToFront

        Move the Directory Opus screen to the front.

    ARexx Results:

            RC
            = 0

            Result
            = undefined

1.492 Tech Guide/Commands

```
                 Encrypt  [name]  [password]

        name   optional; file name

     password   optional; password to use
```

Have you ever had files that you wanted to encrypt so that only people who knew the password could understand them? This command allows you to do just that. It will encrypt all selected files, using a password that you enter, with a complex algorithm that most people will find impossible to work out. The resulting files are not written over the originals, but are instead written to the destination directory. They will be the same size as the original files, so you can ensure you have enough room in the destination directory.

To decrypt a previously encrypted file, you should enter the same password preceded by a minus sign. For example, to decrypt files you encrypted with the password FOO, select the files, choose the encrypt command and enter -FOO as the password.

ARexx Results:

```
        RC
        = 0


        Result
        = undefined
```

1.493 Tech Guide/Commands

```
                 ErrorHelp  [code]

        code   optional; error code
```

This command gives you more information about DOS error codes than is generally available. When you select this option, you are asked for the DOS error code you want help with. Examples of DOS error codes are 123, 205 and 225. You are then presented with a description of that error and information pertaining to the possible cause and cure of the error.

ARexx Results:

```
        RC
        = 0


        Result
```

                        = undefined

1.494   Tech Guide/Commands

                    Execute   [filename]

        filename   optional; name of a file to execute as a script file

        This command will attempt to execute each selected file in turn or
to execute a specific file as a script file. This has the same effect
as if you had run the script file via IconX, or via the Execute command
from the CLI.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.495   Tech Guide/Commands

                     FileInfo
                 ARexx Only
                     FileInfo name [separator] [win]

            name   name of file to give info for (must be in the active or
                   specified window)

        separator optional; character used to separate info

             win   optional; window to get file from
                   (-1 = current window, 0 = left or 1 = right)
                   defaults to -1.

        This command returns information on the entry called name (which
must be in the active directory window). The information returned is
separated by a separator (default separator is space), and consists of
the filename, the size in bytes, the size in block (not used yet), the
file type (less the 0 indicates a file, greater than 0 indicates a
directory), the selected status (boolean), the date (days), the date
(seconds), the comment and the protection bits.

        The date is returned as a number of days since January 1st, 1978,
and as the number of seconds since midnight. The
            protection

```
           bits are
returned in the format HSPARWED (with a - character where the bit is
not set).
```

```
ARexx Results:
```

```
           RC
           = 0
```

```
           Result
           = information about the file
```

1.496 Tech Guide/Commands

```
                FinishSection    Internal Only
```

```
FinishSection
```

```
      The FinishSection command forces any preceding programs
(AmigaDOS, Workbench, Script or ARexx) to executing before carrying on
to the next command.  The next command need not be a Directory Opus
command; it is just more likely that it will be.
```

```
      For instance, to add a
           Beep
           to the end of the LHArc list
filetype command, you would change the command list to read:
```

```
      AmigaDOS  LHARc  v  {f}
      Command   FinishSection
      Command   Beep
```

```
ARexx Results:
```

```
           RC
           = 0
```

```
           Result
           = undefined
```

1.497 Tech Guide/Commands

                    Format [drive] [verify] [quick] [noicons] [ffs] [inter] ↩
                        [cache]

        drive optional; drive to format

       verify optional; format with verify on

        quick optional; quick format

      noicons optional; format with no icons

          ffs optional; format fast file system

        inter optional; format in international mode

        cache optional; format in directory caching mode

    This allows you to format a new disk. All new disks need to be
formatted before the computer can write to them.

    The Verify flag allows you to turn Verify on or off. If Verify is
turned off, the format process will be much faster, but you will not be
made aware of any errors that occur. If you don't completely trust
your disks, leave Verify on.

    The FFS option in Format allows you to format a disk to use the
Fast Filing System of Kickstart 2.0. If you are running a Kickstart
less than 2.0, you will still be able to select this option to format a
disk. However, reading FFs-formatted disks is impossible without 2.0
or greater.

    International mode allows file and directory names to include
accented characters. Directory caching mode will decrease the capacity
of your disk but the directory reading speed will be much greater.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.498 Tech Guide/Commands

          FormatBG same as
        Format
                This command will execute format in background mode. ↩
                    This allows
you to start up a disk format and still use Directory Opus.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.499 Tech Guide/Commands

            GetAll
          ARexx Only
            GetAll [separator] [win]

    separator optional; character used to separate names

        win optional; window to get names from
             (-1 = current window, 0 = left or 1 = right)
             defaults to -1.

     This command returns, in the RESULT variable, the names of all
entries in the active directory window. If separator is specified, the
names are separated by a separator. The default separator is a space.
You should be prepared to handle a long string.

ARexx Results:

        RC
        = 0

        Result
        = all the entries

1.500 Tech Guide/Commands

            GetDevices [win]

        win optional; window to put device list into
             (-1 = current window, 0 = left or 1 = right)
             defaults to -1.

     This command displays a list of all devices, volumes and assigned
directories present in the system. You may then read in these devices

by double-clicking on them. You can also select entire devices for use
with the
            Hunt
            and
            Search
            commands.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.501   Tech Guide/Commands

                GetDirs
            ARexx Only
                GetDirs [separator] [win]

    separator optional; character used to separate directory names

        win optional; window to get directory names from
            (-1 = current window, 0 = left or 1 = right)
            defaults to -1.

     This command returns, in the RESULT variable, the names of all
directories in the active directory window. If separator is specified,
the names are separated by a separator. The default separator is a
space. You should be prepared to handle a long string.

ARexx Results:

            RC
            = 0

            Result
            = all the directory entries

1.502   Tech Guide/Commands

                GetEntry
            ARexx Only

```
            GetEntry  num

      num  the entry number whose name is to be returned

    Returns the file or directory name of entry number "num".
```

```
ARexx Results:
```

```
        RC
        = 0
```

```
        Result
        = name of the specified entry
```

1.503 Tech Guide/Commands

```
            GetFileType
        ARexx Only
            GetFileType  filename [type]
```

```
  filename  file whose filetype is to be returned
```

```
      type  optional; form of filetype ID
            (0 = file class description or 1 = file class ID)
            defaults to 0
```

```
    Returns the filetype (if recognised) of the specified file.
```

```
ARexx Results:
```

```
        RC
        = 0
```

```
        Result
        = filetype ID of the file if filetype is known
```

1.504 Tech Guide/Commands

```
            GetFiles
        ARexx Only
            GetFiles  [separator]  [win]
```

```
  separator  optional; character used to separate filenames
```

```
        win  optional; window to get filenames from
             (-1 = current window, 0 = left or 1 = right)
             defaults to -1.
```

This command returns, in the RESULT variable, the names of all files in the active directory window. If separator is specified, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:


```
        RC
        = 0


        Result
        = all the file entries
```


1.505   Tech Guide/Commands

```
           GetNextSelected
        ARexx Only
           GetNextSelected  [win]


        win  optional; window to get next selected item from
             (-1 = current window, 0 = left or 1 = right)
             defaults to -1.
```

This command returns the name of the first selected entry (in the Result variable) in the active directory window. The entry is NOT deselected afterwards so if you don't deselect it yourself, that is the only name you will ever get returned.

ARexx Results:


```
        RC
        = 0


        Result
        = name of the entry
```


1.506   Tech Guide/Commands

```
           GetSelectedAll
        ARexx Only
```

```
                    GetSelectedAll  [separator]  [win]
```

separator optional; character used to separate names

      win optional; window to get names from
           (-1 = current window, 0 = left or 1 = right)
           defaults to -1.

   This command returns, in the RESULT variable, the names of all
selected entries in the active directory window. If separator is
specified, the names are separated by a separator. The default
separator is a space. You should be prepared to handle a long string.

ARexx Results:

      RC
      = 0

      Result
      = all the selected entries

1.507   Tech Guide/Commands

```
                    GetSelectedDirs  [separator]  [win]
```

separator optional; character used to separate directory names

      win options; window to get selected directory names from
           (-1 = current window, 0=left or 1=right)
           defaults to -1.

   This command returns, in the RESULT variable, the names of all
selected directories in the active directory window. If separator is
specified, the names are separated by a separator. The default
separator is a space. You should be prepared to handle a long string.

ARexx Results:

      RC
      = 0

      Result
      = all the selected directory entries

1.508 Tech Guide/Commands

```
                GetSelectedFiles  [separator]  [win]

    separator  optional; character used to separate selected filenames

          win  optional; window to get selected filenames from
               (-1=current window, 0=left or 1=right)
               defaults to -1.
```

This command returns, in the RESULT variable, the name of all selected files in the active directory window. If separator is specifies, the names are separated by a separator. The default separator is a space. You should be prepared to handle a long string.

ARexx Results:

```
          RC
          = 0


          Result
          = all the selected file entries
```

1.509 Tech Guide/Commands

```
                GetSizes  [win]

          win  optional; window to work with.
               (-1 = current window, 0=left or 1=right)
               defaults to -1.
```

This will display in the status bar the same information that is displayed when entries are selected (namely, the number of selected files, directories and bytes, out of the total number of files, directories and bytes), along with one additional piece of information. If the selected entries occupy fewer bytes than the free space on the disk in the opposite directory window, allowing all selected files to fit on the destination disk were they to be copied, a Y will be displayed after the count. Otherwise, an N will be displayed.

If any directories are selected when GetSizes is chosen, the directories that do not already have a size displayed are scanned, and the size of the directories are calculated and displayed.

ARexx Results:

```
          RC
          = 0
```

```
                      Result
                      = undefined
```

1.510 Tech Guide/Commands

```
                  GetString  [message]
```

```
      message  optional; text for requester
```

```
     This command will open a requester for the user to enter text
into.  If a message is given, that is used as the prompt for the
requester.
```

```
ARexx Results:
```

```
                      RC
                      = 0 success, 1 cancel was pressed
```

```
                      Result
                      = string entered by user
```

1.511 Tech Guide/Commands

```
                  Help
```

```
     Provided a help file has been loaded in,  selecting any  button or
menu after enabling Help mode with this menu should result in the
appearance of some helpful text.  To turn  Help off, select this
command again.
```

```
ARexx Results:
```

```
                      RC
                      = 0
```

```
                      Result
                      = undefined
```

1.512 Tech Guide/Commands

```
              HexRead [name]

        name  optional; name of file

    This command will read the selected files in the same way as
          READ
          ,
but in hexadecimal format.  This allows you to view binary and other
files containing non-text characters.
```

ARexx Results:

```
          RC
          = 0


          Result
          = undefined
```

1.513 Tech Guide/Commands

```
              Hunt  [name]  [pattern]

        name  optional; name of directory to hunt

     pattern  optional; file pattern to hunt
```

```
    This command allows you to search all selected directories (and
their sub-directories for a specified file or files.  A requester
appears asking for the pattern to hunt for.  You can use full pattern
matching for this search.

    If a file matching the pattern is found, you are asked if you wish
to enter the directory containing it, or continue the search.  If you
elect to enter the directory, the directory will be read and then all
matching entries will be highlighted.
```

ARexx Results:

```
          RC
          = 0


          Result
          = undefined
```

1.514 Tech Guide/Commands

                    Iconify

        This command closes the Directory Opus window and screen, de-
allocates as much memory as possible, and then opens a small window on
the Workbench screen. This is known as iconifying, and allows you to
have Directory Opus constantly available while using the minimum amount
of memory.

        To determine the initial position of the iconified window,
especially if you start up Directory Opus in the iconified state, you
should inconify Directory Opus, and position the window as you would
like it to appear. Then re-enter Directory Opus and save the
configuration using
            SaveConfig
            .

        To re-enter Directory Opus, simply click the left mouse button in
the iconified window, then press the right mouse button. If you wish
to quit Directory Opus without going back into it, just click the Close
button at the far left of the iconified window.

        If you have the configuration option Iconify Type set to hidden,
the only way to re-enter Directory Opus is with the hotkeys. These
default to CTRL-SHIFT-ALT (the CTRL key, the left SHIFT key and the
left ALT key held down simultaneously), although this may be changed
in the configuration using
            Configure
            .

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.515 Tech Guide/Commands

                    IconInfo [name]

        name optional; name of icon (or file with icon)

        This command allows you to modify the characteristics of icons
such as Stack size, Default Tool and Tool Types. It operates in a
similar fashion to the Information option in the Icon menu of
Workbench.

To use this command you may either select the info files
themselves or the actual files or directories the icons belong to.

A requester will appear when you run this command on a valid icon.
The actual appearance of the requester will vary depending on the type
of icon, but in all cases the actual icon imagery will be displayed.
You click on this image with the left mouse button to display the
alternative imagery (if it exists).

The Remap colours button will swap colours 1 and 2 of the icon
displayed. This can be useful to remap icons designed under OS1.3 for
usage under OS2.0, since OS2.0 swapped the light and dark colours
around.

The information displayed for each icon type is listed below.
Once you have made the desired changes to the icon, the Save button
will save the changes to disk. The Skip and Cancel buttons will exit
without modifying the icon on disk.

Drawer icon: For a drawer icon you may edit the drawer's protection
     bits, comment and tool types. The date of the last modification
     of the drawer is also displayed.

Project icon: For a project icon you may edit the project's stack
     size, default tool and tool types. Also displayed are the size of
     the project in bytes and blocks, and the last modification date.

Tool icon: For a tool icon you may edit the tool's protection bits,
     stack size, comment and tool types. Also displayed are the size
     of the tool in bytes and blocks, and the last modification date.

Disk icon: For a disk icon you may edit the disk's Default Tool.
     Displayed are the total number of blocks, and the number of blocks
     used and free. The block size, creation date and disk status are
     also displayed.

Trashcan icon: For a trashcan icon the only information available is
     the last modification date.

Protection bits (where appropriate) are modified in the same way
as with the
          Protect
          command, except that the Hidden and Pure bits are
not accessible.

Tool types (where appropriate) are modified in the same way as
from Workbench. To edit an existing Tool type, simply select it, and
press return when you have modified it. To create a new Tool type,
select the New button. To delete an existing Tool type, select it and
then select the Delete button.

ARexx Results:

```
                      RC
                      = 0


                      Result
                      = undefined
```

1.516 Tech Guide/Commands

```
                  Install  [drive]  [ffs]  [noboot]

           drive  optional; drive to install

             ffs  optional; install a FFS bootblock

          noboot  optional; make disk non-bootable
```

       This command allows you to make a disk bootable. All bootable
disks have special information written on the first sector of the disk.
Without this, the disk will not boot.

ARexx Results:

```
                      RC
                      = 0


                      Result
                      = undefined
```

1.517 Tech Guide/Commands

```
                  InstallBG  same as
              Install
                        This command will execute Install in background mode.   ←
                         This
    allows you to start up an install and still use Directory Opus.
```


ARexx Results:

```
                      RC
                      = 0


                      Result
                      = undefined
```

1.518   Tech Guide/Commands

                   LastSaved

        This command causes Directory Opus to read in the last saved
configuration file. If you have modified the configuration, and have
not yet saved it, you are asked for confirmation before this is done.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.519   Tech Guide/Commands

                   LoadConfig   name

          name   configuration file to load

      Loads the specified configuration file.

ARexx Results:

            RC
            = 0

            Result
            = 0 means success, 1 means some sort of failure

1.520   Tech Guide/Commands

                   LoadStrings   name

          name   string file to load

ARexx Results:

        RC
        = 0

        Result
        = 0 means success, 1 means some sort of failure

1.521 Tech Guide/Commands

                LoopPlay [name]

        name optional; name of file

    Unlike the
        Play
        command, the LoopPlay command plays a sound
file repeatedly, requiring a mouse button click to proceed to the
next one.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.522 Tech Guide/Commands

                MakeDir [name]

        name optional; name of directory

    This command allows you to create a new sub-directory in the
active directory window.

ARexx Results:

        RC
        = 0

```
            Result
            = undefined
```

1.523 Tech Guide/Commands

```
               Modify name value

        name   name of item to modify

       value   new value
```

This command allows you to make quick changes in certain
configuration options from the buttons or menus, rather than going
through the configuration program.

The Modify command allows changes to at least two
characteristics, the name of the option to change, and the new
value(s) for it. Most values are actually a combination of flag bits;
to determine the desired value, you simply add the values of the flag
bits together.

You can also add and subtract bits. To do this, specify each bit
(or combination of bits) that you wish to add or subtract, preceded by
the appropriate sign (+ for add and - for subtract).

The options you can change are:

```
  BankNumber  num

      Allows you to specify the bank being shown.

  ButtonRows  rows
        Corresponds to Buttons/Button rows menu.

  CopyFlags  flags
        Corresponds to Operation/
          Copy
                Flags...

        1 = Keep original datestamp

        2 = Keep original protection bits

        4 = Keep original comment

        8 = Set archive bit

       16 = Check destination free space.


DateFormat  flags
        Corresponds to Operation/Date format
```

```
          Flags...

               1 = AmigaDOS format (DD-MMM-YY)

               2 = International format (YY-MM-DD)

               4 = USA format (MM-DD-YY)

               8 = English/Australian format (DD-MM-YY)

              16 = Name substitution (Today, Tomorrow, etc.)

              32 = 12 hour clock


     DefaultTool  toolname

             The current Default Tool for project icons created with

               AddIcon
               .


     DeleteFlags  flags
             Corresponds to Operation/
               Delete
                       Flags...

               1 = Ask before commencing delete

               2 = Ask before deleting files

               4 = Ask before deleting non-empty directories

               8 = Set delete protection bit


     DirFlags  flags
             Corresponds to System/Directories.

          Flags...

               1 = Always move to empty buffer

               2 = Use ExAll() to read directories

               4 = Auto diskchange

               8 = Auto disk load

              16 = Search buffers on Double-click

              32 = Re-read changed or incomplete buffers

              64 = Search buffers on Parent/Root operation

             128 = Expand pathnames
```

```
DisplayLength  win  type  length
```

Corresponds to Operation/List format's length fields. This
sets the lengths of some of the directory list items.

win The window to act upon
(-1 = current window, 0=left or 1= right).

Types...

0 = Name

1 = Comment

2 = Filetype

```
ErrorFlags  flags
```

Corresponds to Operation/Error check

Flags...

1 = Disable DOS requesters

2 = Disable error requester

```
FadeDelay  time
```

Corresponds to System/View & Play's fade delay.

```
Filter Adjust  [filepattern]
```

The global filename filter. If filepattern is not given
then global filter will be turned off.

```
Font  idnumber  font  size
```

Corresponds to Screen/Fonts. This takes three values; the ID
number of the font to change, the name of the new font, and the
point size of the font.

ID Numbers...

0 = General (8 point font)

1 = Directory window font

2 = Text viewer font

```
                    3 = Buttons

                    4 = Menus

                    5 = Status bar

                    6 = Disk names

                    7 = Clock bar

                    8 = Requesters

                    9 = Path fields

                   10 = Button iconify


        GeneralFlags  flags

                Corresponds to Operation/General

             Flags...

                    2 = Display info

                    8 = File double-click

                   64 = Window slider activate

                  128 = Click-m-click drag


        HelpFile  pathname

                Allows you to specify a help file to load when
                  Help
                  is
             pressed.


        HidePattern pattern

                Corresponds to System/Show pattern's hide pattern


        IconFlags  flags

                Corresponds to Operation/Icons

             Flags...

                    1 = Create icons with directories

                    2 = Perform all actions on icons as well

                    3 = Select icons automatically
```

```
IconifyFlags  flags

        Corresponds to System/Clocks.

    Flags...

         1 = Memory monitor

         2 = CPU monitor

         3 = Date

         8 = Time

        16 = No window

        32 = Appicon

        64 = Memory in bytes

       128 = C: and F:

         Note that No window and AppIcon are mutually exclusive.  If
      the two flags are specified together the results will be
      unpredictable.


ListFormat  win  items

        Corresponds to Operations/List format.  The value for this
      is not a combination of flags, but instead a list of numbers
      representing items.

      win  The window to act upon
           (-1 = current window, 0=left or 1=right).

    Items  Up to five numbers, which indicate what data is to be
           displayed and in what order.

      Items...

         0 = Name

         1 = Size

         2 = Protection

         3 = Datestamp

         4 = Comment

         5 = Filetype


OutputCmd  shellcommand
```

Corresponds to System/AmigaDOS/Output window.

OutputWindow consoledefinition

Corresponds to System/AmigaDOS/Output window.

ReplaceFlags flags

Corresponds to Operation/
Copy
Flags...

1 = Always replace files

2 = Never replace files

4 = Replace only older files

8 = Ask before replacing

ScreenMode mode

Corresponds to Screen/Screen mode.

Mode values...

1 = Open on Workbench's screen

2 = Open a clone of Workbench's screen

Under OS2.0/OS3.0 other mode ID's are supported. Some
common mode ID's are...

32768 = High Res screen

32772 = High Res Laced screen

32800 = Super-High Res screen

32804 = Super-high Res Laced screen

233508 = Productivity screen

233509 = Productivity Laced screen

266240 = A2024 10 Hz screen

299008 = A2024 15 Hz screen

ScrDepth depth

Corresponds to Screen/Screen mode's depth. The depth can be

2,3, or 4 bitplanes. That is the same as four, eight or sixteen colours.

ScreenFlags flags

      Corresponds to Screen/Screen mode.

    Flags...

        1 = Use default screen width

        2 = Use default screen height

        4 = Half-height screen

ScrClockFlags flags

      Corresponds to System/Clocks.

    Flags...

        1 = Memory monitor

        2 = CPU monitor

        4 = date

        8 = Time

      64 = Memory in bytes

    128 = C: and F:

ScrH height

      Corresponds to Screen/Screen mode's height.

ScrW width
      Corresponds to Screen/Screen mode's width.

SeparateMethod win method

      Corresponds to Operation/List format's cycle button.

    win The window to act upon (-1 = current window, 0=left or
        1 = right).

    Methods...

        0 = Mix files and directories

        1 = Display directories first

```
            2 = Display files first


ShowDelay   delay

            Corresponds to System/View & Play's show delay.


ShowFreeFlags flags

            Corresponds to System/Directory flags.

      Flags...

            1 = Bytes free

            2 = Kilo/Megabytes free

            4 = Blocks free

            8 = Percentage of space free

            These bits are mutually exclusive.  If more than one is
      specified at a time the results will be unpredictable.


ShowPatBits  flags

            Corresponds to System/Show pattern's hidden bit flag

      Flags...

            1 = Hide files with hidden bit set.


ShowPattern  pattern

            Corresponds to System/Show pattern's show pattern


SortFlags   flags

            Corresponds to Operation/List format's sort flag

      Flags...

            1 = Reverse sort in left window

            2 = Reverse sort in right window


SortMethod  win  item

            Corresponds to Operation/List format's checked sort item.

      win  The window to act upon (-1 = current window, 0=left or
```

```
              1 = right).

       Items...

              0 = Name

              1 = Size

              2 = Protection

              3 = Datestamp

              4 = Comment

              5 = Filetype


   UpdateFlags  flags

          Corresponds to Operation/Update

       Flags...

              1 = Update free disk space

              2 = Scroll directory window to follow operations

              4 = Redraw more than a quarter of a page

              8 = Directory refresh using StartNotify()

             16 = Left-justify filename in status bar

             32 = Display progress indicator


   ViewPlayFlags  flags

          Corresponds to System/View & Play.

       Flags...

              1 = Black background between pictures

              2 = Turn audio filter off for 8SVX play

              4 = 8-bits per gun colour

              8 = LoopPlay 8SVX sound files on double-click

             16 = Text viewer borders

             32 = Start animations paused


   WindowSize  offset
```

Adjusts the placement of the center bar of Directory Opus's
directory windows.

Any Modify command that change display characteristics (screen
size, mode and depth, list format, etc) will not take effect until you
execute the
                Redraw
                command. For commands that only change directory
display characteristics, you use the
                DisplayDir
                command to update the
directory display. Some modifications (like date format, hide and show
pattern, etc.) will not take effect until the directory is actually re-
read (for instance, when the
                Rescan
                command is used). For example,
you could have two buttons configured to switch between a High Res
screen with 8 colours, and a High Res Interlaced screen with 4 colours.
The definitions for these buttons might be:

     LACEON - Command Modify ScreenMode 32772
                Command Modify ScrDepth 2
                Command Redraw

     LACEOFF - Command Modify ScreenMode 32768
                Command Modify ScrDepth 3
                Command Redraw

As another example, you might wish to change the left window to be
sorted by Date, but to leave the right window alone. For this, you
would have the command:

           Command Modify SortFlags 0 3

           Command Rescan 0

ARexx Results:

           RC
           = 0

           Result
           = undefined

1.524 Tech Guide/Commands

                Move [name] [destination]

           name optional; name of file

        destination optional; destination path

        This allows you to move all selected files and directories form
the active directory window to the inactive window. The file or
directory will be copied to the destination, and the original will
be deleted.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.525   Tech Guide/Commands

              MoveAs [name] [new name]

        name optional; name of file

    new name optional; new file name

        This command moves all selected files and directories from the
active directory window to the inactive window, and allows you to
specify a new name for each file or directory. The file or directory
will be copied to the destination under the new name, and the original
will be deleted.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.526   Tech Guide/Commands

              NewCLI [handle]

        handle optional; CLI console handle to use

    This command opens a CLI form within Directory Opus, using the

output window defined in the configuration. The new CLI will be
separate from Directory Opus, so to end the CLI you must type EndCLI,
as usual.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.527 Tech Guide/Commands

            NextDrives

    This command simply flips to the next bank of drive buttons.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.528 Tech Guide/Commands

            None

     This command deselects all files and directories in the active
directory window.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.529   Tech Guide/Commands

                    Notify message

      message   text to print in requester

      Displays requester with given message text

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.530   Tech Guide/Commands

                    OtherWindow

        This is the same as pressing the space bar, and activates the
inactive directory window.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.531   Tech Guide/Commands

                     Parent [win]

        win   optional; window to do a parent of
              (-1 = current window, 0=left or 1=right)
              defaults to -1.

        This will read the parent directory of the directory open in the
active directory window.

        There are also two hidden parent buttons; one for each directory

window. They are hidden in the outermost borders (on the left of the
screen and the right of the screen) of the directory windows.

ARexx Results:

            RC
            = 0

            Result
            = undefined

1.532 Tech Guide/Commands

                PatternMatch pattern string

       pattern   pattern string

        string   string to match to patten

     This will return to boolean value to indicate whether the supplied
string matches the supplied pattern (which may include full wildcards).

ARexx Results:

            RC
            = 0

            Result
            = 0 if string does not match, 1 if it does

1.533 Tech Guide/Commands

                Play [name]

        name   optional; name of file

     This will attempt to play each selected file. If the file is an
8SVX format IFF sampled sound (of the type generated by AudioMaster,
for instance), the speed and other information from within the file
will be used. The Play routine plays both mono and stereo IFF 8SVX
files. When playing a file that is not IFF 8SVX, it will assume a
speed of 10000 samples/second.

     This command also plays song modules. See

```
             PlayST
             for more
information.
```

```
      Each file is played once only, unlike the
             LoopPlay
             command,
which plays each file continuously.
```

```
        If the System/View/Play/Turn audio filter off for play option is
selected, the high-pass audio filter will be turned off while a sound
is playing.
```

ARexx Results:

```
             RC
             = 0
```

```
             Result
             = undefined
```

1.534 Tech Guide/Commands

```
             PlayST  [name]
```

```
        name  optional; name of file
```

```
         Play a song module.  Directory Opus supports
      Sound/Noise/ProTracker, Oktalizer and MED modules.
```

ARexx Results:

```
             RC
             = 0
```

```
             Result
             = undefined
```

1.535 Tech Guide/Commands

```
             Print  [name]
```

```
        name  optional; name of file
```

The print routine is a full-featured text formatter.

You can have a header and/or a footer printed at the top and bottom of each page it you wish. Both the header and footer can consist of the title, the current date and the page number. You may select any combination of Title, Date and Page number you wish. If none are selected, the header or footer is not printed.

You may also select the typestyle of the header and the footer, by clicking on the buttons that initially say Normal. These allow you to cycle through the various typestyles available: Normal, Bold, Italics, Underline, Doublestrike and Shadow. Note that some printers may not have all these typestyles available.

You may enter a title (to be used in the header and footer) in the Title string field. Leaving this blank will cause the name of the file to be used as a title.

The Output field allows you to specify where you want the output of the print process to go. This defaults to PRT:, but you may choose to have the output sent to a disk file. In this case, simply enter the path and the name of the file you wish to print to.

The cycle button labelled Quality allows you to specify whether all text is printed in draft mode of NLQ mode.

The button below that determines whether or not the last page of the file to be printed is followed by a formatted character, which would cause it to be ejected.

To start the print operation, select the Print button.

This command will print all selected files one at a time. If you select only one file to print, the print routine will be started up as a separate process, allowing you to continue working with Directory Opus. To cancel this type of print, select the print command again. A requester will appear asking if you want to continue with the print or halt it. This requester will also appear if you attempt to
        Quit
            Directory Opus while a print operation is in place, as you ↩
                cannot quit
until the print has finished.

The Print command automatically decrunches text crunched with various packing methods. It utilizes the XFDmaster library for that purpose. Please refer to the
        Requirements
        section for further
information).

To cancel a print job that has not been sent to the printer yet, simply press the left and right mouse buttons in the normal way.

Even if you abort a print, the printer may not actually stop for some time. This is because most printers have print buffers, some quite large ones, which must empty the data they have stored into the printer first.

ARexx Results:

             RC
             = 0

             Result
             = undefined

1.536 Tech Guide/Commands

                PrintDir [win]

       win optional; window to scan the buffer list into
             (-1 = current window, 0=left or 1=right)
             defaults to -1.

     This command allows you to print the directory in the active
directory window. You are able to choose the information you want to
print (file sizes, protection bits, dates and comments). This command
is not started as a separate process, unlike the
             Print
             command.
PrintDir also allows you to specify the output file to which the
directory is to be printed. This can be PRT: (i.e. your printer, the
default) or a disk file.

ARexx Results:

             RC
             = 0

             Result
             = undefined

1.537 Tech Guide/Commands

                Protect [name] [bits]

       name optional; name of file

       bits optional; bits to set on given file

     The Protect command now allows you to specify bit-masking. This

lets you mask some bits as untouchable. You can selectively add or
remove certain bits while leaving other bits in their original state.

    To select a mask, click on the characters following the Mask:
string. If a mask bit is turned on, its character equivalent will be
displayed; otherwise a hyphen (-) character will be displayed.

    No mask bits that are turned on will be modified during the
protection operation.

ARexx Results:

         RC
         = 0

         Result
         = undefined

1.538 Tech Guide/Commands

             Query item [win]

        item configuration item to query

         win optional; window argument that some items need
              (-1 = current window, 0=left or 1=right)
              defaults to -1.

    Returns the current value of a specified configuration item.
These items are described in the
          Modify
          command. Any item that can
be modified can be queried.

    Several of the configuration items need an additional window
argument. These are ListFormat, DisplayLength, SortMethod and
SeparateMethod.

ARexx Results:

         RC
         = 0

         Result
         = current value of the specified item

1.539 Tech Guide/Commands

```
               Quit  [force]


        Force  optional; do not ask user for confirmation.


        This command will exit Directory Opus (providing there is not a
print operation happening at the time.)  If the configuration has been
modified and not saved, you are asked if you wish to save it first.



ARexx Results:


           RC
           = 0


           Result
           = undefined
```

1.540 Tech Guide/Commands

```
               Read  [name]


         name  optional; name of file


        This command allows you to read selected files.  At the bottom of
the screen the name of the file is displayed, along with the current
position within the file in lines and as a percentage, and also the
number of lines in the file.


        The mouse is used to move though the file.  Press the left mouse
button to turn scrolling on or off.  The direction and speed of the
scroll are governed by the position of the mouse pointer in the
window.  The mouse pointer will become invisible while the text is
scrolling.


        No scrolling occurs if you have the mouse in the centre of the
window.  To scroll forward, move the mouse down until the text starts
to scroll.  The further down you move the mouse, the faster the text
will scroll.  This procedure is reversed for backwards scrolling.


        The buttons in the bottom-right of the screen also allow you to
move around the file.  Most buttons will repeat if held down for any
length of time.


        The up and down arrows move up and down a line at a time.  The U
and D buttons move up and down a page at a time.  The T and B buttons
move to the top and bottom of the file.


        You can also use the cursor keys to move up and down.  As before,
in conjunction with SHIFT these will move a page at a time, and in
```

conjunction with CTRL they will move to the top and bottom of the file.

        To jump to a specified line, click on the number showing the
current line position (Immediately to the left of the words Lines).
You can also press the J key. To jump to a specified percentage, click
on the number immediately to the left of the % sign.

        To search for a string, click on the S button or press the S key.
You can use full pattern matching in this search.

        To print the current file, click on the P button (or press the P
key). To print only the current page, press the C key (this has not
button equivalent).

        To leave the text viewer, click on the X button, or press either
X, Q or ESC.

        If more than one file was selected, the next one will be read when
you exit. To exit without reading the next file, press the right mouse
button.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.541   Tech Guide/Commands

                Redraw

        This command will completely redraw the Directory Opus screen.
The screen is closed, and then re-opened.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.542   Tech Guide/Commands

                         Relabel [device newname]

        device   optional; device to relabel

      newname   new name to give to selected device

       This command allows you to change the name (label) of the disk
that is open in the active directory window.

ARexx Results:

           RC
           = 0

           Result
           = undefined

1.543   Tech Guide/Commands

                        Remember

       This command allows you to make temporary changes with the

           Modify
           command, and then restore all the settings later.

   ARexx Result:

           RC
           = 0

           Result
           = undefined

1.544   Tech Guide/Commands

                       RemoveEntry   number   show

       number   number of entry to remove

         show   boolean indicates whether to update display

Removes an entry by ordinal number.

ARexx Results:

RC
= 0

Result
= 0 entry was not found, 1 entry was found and removed

1.545 Tech Guide/Commands

RemoveFile name show

name the file entry to remove

show boolean indicates whether to update display

This command removes the specified entry form the active directory
window, and returns a boolean indicating whether the entry was found
and removed. Show is a boolean indicating whether you want the display
updated or not.

ARexx Results:

RC
= 0

Result
= 0 entry was not found, 1 entry was found and removed

1.546 Tech Guide/Commands

Rename [name newname]

name optional; name of file

newname newname to give to selected file

This allows you to rename all selected files and directories. You
may use a * to specify a pattern. If no * is used, you are asked for a
new name for each individual file.

To add a prefix or a suffix (or both) to all selected entries, use

a * in the second string field. For example, to add HIRES as a prefix
and .pic as a suffix to all selected entries, enter HIRES*.pic.

     To change a prefix or a suffix (or both) on all selected entries,
use a * in the top string field. For example, to change HIRES to
MEDRES as a prefix, and.pic to .iff as a suffix, enter HIRES*.pic in
the top string field, and MEDRES*.iff in the bottom string field.

ARexx Results:

          RC
          = 0

          Result
          = undefined

1.547   Tech Guide/Commands

               Request   message

      message   text to print in the requester

     Displays requester with given message text and two buttons
(Okay | Cancel)

ARexx Results:

          RC
          = 0

          Result
          = 0 cancel was selected, 1 okay was selected

1.548   Tech Guide/Commands

               Rescan   [win]

          win   optional; window to rescan
                (-1 = current window, 0=left or 1=right)
                defaults to -1.

     This causes the directory in the active window to be re-read.
This has exactly the same effect as activating the directory string
field and pressing return, without modifying the directory name.

ARexx Results:

                RC
                = 0

                Result
                = undefined

1.549 Tech Guide/Commands

                Reselect

        This command will reselect all entries that were selected before
the last operation was initiated.

ARexx Results:

                RC
                = 0

                Result
                = undefined

1.550 Tech Guide/Commands

                Restore

        This command is used to restore the previously
                Remembered
                        settings.

ARexx Results:

                RC
                = 0

                Result
                = undefined

1.551   Tech Guide/Commands

```
              Root   [win]

       win  optional; window to scan the buffer list into
            (-1 = current window, 0=left or 1= right_
            defaults to -1.
```

This command reads the root directory of the active or specified
window.

There are also two hidden root buttons; one for each directory
window. They are hidden in the outermost borders (on the left of the
screen and the right of the screen) of the directory windows. With the
left mouse button, these buttons perform the
          Parent
          command; when
selected with the right mouse button they will load the root directory.

ARexx Results:

          RC
          = 0

          Result
          = undefined

1.552   Tech Guide/Commands

```
              Run   [name]

       name  optional; name of file
```

This command allows you to run each selected file in turn,
providing that file is executable. This will have much the same
effect as if you had double-clicked on the file's icon, or run it from
CLI. A requester will appear, asking for arguments (should program
require any).

ARexx Results:

          RC
          = 0

          Result
          = undefined

1.553 Tech Guide/Commands

```
              SaveConfig  [filename]
```

filename   optional; configuration file to save to

This command saves the configuration to the file that it was read
from initially. See also
        Configure
        and
        LoadConfig
        .

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.554 Tech Guide/Commands

```
              ScanDir  path  [win]
```

    path   path to read

     win   optional; window to read directory into
           (-1 = current window, 0=left or 1=right)
           defaults to -1.

This command allows you to read a directory in much the same way
as the drive buttons. For example:

    Command ScanDir Dh0:work

would read the DH0:Work directory into the current window.

One usage of this allows you to have an entire bank of buttons
devoted to "drive buttons". You could then set up a button on every
other bank that would, using the
        Modify
        command, jump to that bank.

ARexx Results:

        RC
        = 0

```
                Result
                = undefined
```

1.555 Tech Guide/Commands

```
                  ScrollH  chars  [win]

        chars   characters to scroll

          win   optional; window to scroll
                (-1 = current window, 0=left or 1=right)
                default to -1.

      This will scroll the directory window horizontally by the
  specified number of characters (either positive or negative).


  ARexx Results:


          RC
          = 0


          Result
          = new horizontal position
```

1.556 Tech Guide/Commands

```
                  ScrollToShow  entry  [win]

        entry   entry to make visible.  May be either a name or
                wildcard pattern, or the ordinal number of the desired
                entry.

          win   optional; window to scroll
                (-1 = current window, 0=left or 1=right)
                defaults to -1.

      This command will try to scroll the specified entry into view.


  ARexx Results:


          RC
          = 0
```

```
              Result
              = 0 if entry was not found, 1 if it was found
```

1.557 Tech Guide/Commands

```
               ScrollV  lines  [win]

       lines  lines to scroll

         win  optional; window to scroll
              (-1 = current window, 0=left or 1=right)
              defaults to -1.
```

This will scroll the directory window vertically by the specified
number of lines (either positive or negative).

ARexx Results:


```
         RC
         = 0


         Result
         = new vertical position
```

1.558 Tech Guide/Commands

```
               Search  [name]  [pattern]  [ucnlc]  [wild]  [byword]

        name  optional; name of file

     pattern  optional; text pattern to search for

       ucnlc  optional; uppercase characters does not equal lower
              case characters.

        wild  optional; pattern contains wildcard characters

      byword  optional; match only whole words
```

This command allows you to search all selected files for a
specified string, which may contain wildcards. If a match is found,
you are told which file contains the string, and you are given the
option to enter the text viewer and read the file. If you opt to do
this, a search for the string is automatically initiated once the file
has been read by the text viewer.

If any directories are selected, all the files within those
directories are also searched.

The flags ucnlc, wild and byword are off by default.

ARexx Results:

RC
= 0

Result
= undefined

1.559 Tech Guide/Commands

Select [pattern] [onlyfiles/onlydirs] [name/date/ ←
protection]

pattern optional; pattern to select by

onlyfiles optional; select only files, defaults to both files
and directories.

onlydirs optional; select only directories

name optional; match on name, (default)

date optional; match on date

protection optional; match on protection bits

When used in name mode (default) this command allows you to select
files and directories in the active directory window using wildcards.
All standard wildcards are supported #, ?, l, %, (,), [,], *, ^ and '.

When used in date mode you can select all files and directories
created or modified on a certain date only. Simply enter that date
(e.g. 28-Mar-90 would select all entries with datestamps set to any
time on the 28th of March, 1990). You can also use word like
Yesterday, Today, Tuesday, etc. If you can also specify a specific
time. Simply enter the time (in the format HH:MM:SS). If you enter a
time, however, the datestamp must match that time exactly for the
entry to be selected. If you enter a time but not a date it will
select files created today that match that time.

You can also select a range of dates. For instance, to select all
entries created or modified between the 18th of April, 1989 and the
22nd of September, 1991, you would enter:

18-Apr-89 > 22-Sep-91

The > character does not in this case signify "greater than"; it
simply indicates a range of dates. It must have at least one space on
either side of it.

To select all files from the beginning of time to, for instance,
the 3rd of January, 1990, you would enter:

> 3-Jan-91

To select all files from, for example, the 12th of July, 1983 to
the current date (today) you would enter:

12-Jul-83 >

You may also specify times when entering date ranges.

If used in protect bit mode you may specify protection bits that
are allowed to be set, and bits that are not. If a bit or group of
bits is allowed to be set, precede it with a + character. If a bit or
group of bits is not allowed to be set precede it with a - character.
The initial + character is assumed. For instance, to select all
readable and writeable files, you would simply enter:

rw

Or, you could enter:

+rw

Both these would have the same effect. To expand upon this, and
select all readable and writeable files, but not those that have the
hidden or archive bits set, you would enter:

rw-ha

Or, to select files that do not have the bits SPED set, you would
enter:

-sped

The Select command is additive; i.e. entries not matching the
given pattern are not deselected.

ARexx Results:

        RC
        = 0

        Result
        = undefined

1.560   Tech Guide/Commands

```
          SelectEntry   number

   number   ordinal number of entry to select

    state   optional; selection state
            (-1 = toggles, 0 = unselect and 1 = select)
            defaults to -1

     show   optional; boolean indicating whether to update display

   Selects an entry in the active window


ARexx Results:


         RC
         = 0


         Result
         = previous select status of entry or -1 if it could not be
           found.
```

1.561   Tech Guide/Commands

```
          SelectFile   name   [state]   [show]

    name   name of entry to select

   state   optional; selection state
           (-1 = toggles, 0 = unselect and 1 = select)
           defaults to -1

    show   optional; boolean indicating whether to update display

   This command will select the entry specified by the file name, as
if it had just been clicked on.


Arexx Results:


         RC
         = 0


         Result
         = previous select status of file or -1 if it cold not be
           found
```

1.562 Tech Guide/Commands

                 Set Win Title title [win]

        title title string to use

          win optional; window to modify
               (-1 = current window, 0 = left or 1 = right)
               defaults to -1.

     Sets title of active or specified window to given string.

ARexx Results:

          RC
          = 0

          Result
          = undefined

1.563 Tech Guide/Commands

                 Show [name]

          name optional; name of file

     This command is very versatile indeed. It will display IFF ILBM
pictures and brushes, Workbench icons, and fonts.

     It the file is an IFF ILBM, it will be displayed using information
from the file. Directory Opus will correctly show most pictures and
brushes, including overscan, extra halfbrite (EHB), HAM pictures (4096
colours), and the new AGA display modes of the A4000 and A1200,
including HAM8 with 262144 colours at once.

     If the picture contains colour cycling information, pressing TAB
will toggle colour cycling on or off.

     You can press P to print the picture.

     Should you wish the mouse pointer to be visible (in order to
point at some part of the picture, for instance), press the . (period)
key.

     The show routine will also display icons. If the file has a .info
suffix it is assumed to be an icon. If the icon has an alternative
image, pressing return will toggle between the two.

     To display a font, you need to enter the actual font drawer, and
show the size file. That is, the file 8,12,19,etc., NOT the .font

file.

        If you press the
                HELP
                key while viewing a picture, font, or
icon, a screen will appear showing information about what you were
looking at. You can also print what you were looking at.

ARexx Results:

                RC
                = 0

                Result
                = undefined

1.564 Tech Guide/Commands

                    SmartRead [name]

            name optional; name of file

        This command invokes the text viewer in the same way as the

                Read
                command. However, it checks the file for binary characters, and
if any are found, the file is
                HexRead
                instead.

ARexx Results:

                RC
                = 0

                Result
                = undefined

1.565 Tech Guide/Commands

                    Status value [set newvalue]

            value indicates the type of status you want

set newvalue   optional; set the status to the specified value

This command returns the value for the specified status command
(listed below). If the set keyword is specified, this command will set
the status to the specified value (if appropriate for that status
command). Most status values can be set.

Some status commands require a sub-number. An example of this is
status 4, which returns the total number of files in a specific
directory window. The directory window may be either 0 (for the left-
hand window), 1 (for the right-hand window) or -1 (for the active
window). The command would therefore be status 4 0 for the left-hand
window, and status 4 1 for the right-hand window.

Status values are as follows:

1 - Current directory

This returns or sets the pathname of the current directory.

Status 1 [set path]

2 - Version

This returns the current version number (as a string).

Status 2

3 - Active window

This returns or sets the active directory window
(either 0 or 1).

Status 3 [set win]

4 - Number of files

This returns the total number of files in the directory
window.

5 - Number of dirs

This returns the total number of entries in the directory
window.

Status 5 win

6 - Number of entries

This returns the total number of entries in the directory
window.

```
            Status 6 win


  7 - Number of selected files

        This returns the total number of selected files in directory
        window.

        Status 7 win


  8 - Number of selected dirs

        This returns the total number of selected directories in the
        directory window.

        Status 8 win


  9 - Number of selected entries

        This returns the total number of selected entries in the
        directory window.

        Status 9 win


 10 - Total bytes

        This returns the total number of bytes (sum of the lengths
        of all files) in the directory window.

        Status 10 win


 11 - Total selected bytes

        This returns the total number of selected bytes (sum of the
        lengths of all selected files) in the directory window.

        Status 11 win


 12 - Select pattern

        This returns or sets the current Select pattern (used in
        the
          Select
          command).

        Status 12 [type] [set pattern]

        Types...
             0 = Name, Default
             1 = Date
             2 = Bits
```

13 – Directory name

    This returns the name of the directory that is open in the
    specified window. Setting this to another pathname will read
    that directory.

    Status 13 win [set path]

14 – Disk name

    This returns the name of the disk that is open in the
    directory window. This cannot be set (use the
      Relabel
                    command to change the disk name).

15 – Disk free bytes

    This returns the number of bytes free on the disk open in
    the directory window.

    Status 14 win

16 – Disk total bytes

    This returns the total number of bytes (free+used) on the
    disk open in the directory window.

    Status 16 win

17 – Buffered directory name

    This returns the pathname of the directory that is stored in
    a specific directory buffer (from 0 to 255).

    Status 17 win buf

18 – Buffered diskname

    This returns the diskname of the directory stored in a
    specific directory buffer (from 0 to 255).

    Status 18 win buf

19 – Buffered disk free bytes

    This returns the free space on the disk whose directory is
    stored in a specific directory buffer (from 0 to 255). This
    data may no longer reflect the actual free space on that
    disk.

```
                Status 19 win buf
```

20 - Buffered disk total bytes

```
        This returns the space used on the disk whose directory is
        stored in a specific directory buffer (from 0 to 255).  This
        data may no longer reflect the space used on that disk.

        Status 20 win buf
```

21 - Buffer displayed

```
        This returns the number of the buffer that is displayed in
        the directory window, a number from 0 to 255.  If this is
        set to a specific buffer that buffer will be the one shown
        in the directory window.

        Status 21 win [set buf]
```

22 - unused in Directory Opus 4.0

23 - unused in Directory Opus 4.0

24 - Entries per page

```
        This returns the number of entries that can be displayed per
        page.

        Status 24
```

25 - Configuration changed

```
        This returns a boolean value to indicate whether the
        configuration has been changed since it was last saved.
        See also
          Configure
          and
          SaveConfig
                        Status 25 [set state]
```

26 - Okay string

```
        This returns the name of the Okay string in requesters.
        This also allows you to select the text of the positive
        button for the request and
          GetString
          commands.

        Status 26 [set string]
```

27 - Cancel string

    This returns the name of the Cancel string in requesters.
    This also allows you to select the text of the negative
    button for the
      Request
      and GetString commands.

    Status 27 [set string]

28 - Currently iconified

    This returns a value indicating whether Directory Opus is
    currently iconified and if so what type of iconification it
    is. This will return 0 if not iconified, 1 if iconified and
    2 if button iconified.

    Status 28

29 - (unused in Directory Opus 4.0)

30 - Top text justification

    This returns a value indicating how the text in the status
    bar is rendered.

    Status 30 [set type]

    Types...
        0 = left
        1 = right
        2 = center

31 - (unused in Directory Opus 4.0)

32 - (unused in Directory Opus 4.0)

33 - (unused in Directory Opus 4.0)

34 - (unused in Directory Opus 4.0)

ARexx Results:

      RC
      = 0

```
                Result
                = depends on which status was requested)
```

1.566   Tech Guide/Commands

```
                StopST
```

```
        Stops playing a song module started with either
                Play
                or
                PlayST
                .
```

```
    ARexx Results:
```

```
                RC
                = 0
```

```
                Result
                = undefined
```

1.567   Tech Guide/Commands

```
                SwapWindow
```

```
        Swaps the contents of the two directory windows.
```

```
    ARexx Results:
```

```
                RC
                = 0
```

```
                Result
                = undefined
```

1.568   Tech Guide/Commands

```
                TechSupport
```

```
        This command displays some information on how to contact technical
    support.
```

ARexx Results:


```
            RC
            = 0


            Result
            = undefined
```

1.569 Tech Guide/Commands

```
                Toggle
```

This command reverses the state of all files and directories in
the active directory (i.e. all selected entries are deselected, and
vice versa).

ARexx Results:


```
            RC
            = 0


            Result
            = undefined
```

1.570 Tech Guide/Commands

```
                Toptext  text
```

```
        text  text string to display
```

Displays given string in the status bar.

ARexx Results:


```
            RC
            = 0


            Result
            = undefined
```

1.571 Tech Guide/Commands

```
                 Uniconify

      Returns to main program from iconified state.  See also
            Iconify
               ARexx Results:


            RC
            = 0


            Result
             = undefined
```

1.572 Tech Guide/Commands

```
                  User1, User2, User3, User4

         These commands will invoke the four user definable commands
   associated with your filetypes.  In the default configuration the
   command User1 is defined to extract files from archives.


   ARexx Results:


            RC
            = 0


            Result
            = undefined
```

1.573 Tech Guide/Commands

```
                  Verify  [text]

         text  optional; text to display in requester

      Displays "Are you sure?" requester.  If this is included in a
   multi-command operation, Cancel will abort the rest of the commands.


   ARexx Results:


            RC
            = 0
```

```
                Result
                = 0 is cancel, 1 is okay
```

1.574   Tech Guide/Commands

```
                   Version

       This command displays version information about Directory Opus,
Kickstart, Workbench and your computer.


ARexx Results:


          RC
          = 0


          Result
          = undefined
```

1.575   Tech Guide/Simple Argument Functions

```
Simple Argument Functions

{d} Destination directory window's path

        This will insert the path of the destination directory
     window.


{f} First selected entry (with Path)

        Insert the path and filenames of the first selected entry.
     The entry will then be deselected.


{F} All selected entries (with paths)

        Insert the path and filenames of the all selected entry.
     The entry will then be deselected.

        AmigaDOS has limited the length of the command line to 256
     characters.  Therefore, if the length of a command line exceeds
     256 characters because of a {F} sequence (or for any reason),
     another command line will be created for the next lot of file
     entries until there are no more selected file entries.
```

```
{fu} First entry (with path, do not deselect)

        The same as {f} except that the entry is not deselected.


{Fu} All entries (with paths, do not deselect)

        The same as {F} except that the entries are not deselected.


{o} First selected entry (name only)


{O} All selected entries (names only)

        The same as {F} except that only the names of the selected
    entries are used, without the pathname.


{ou} First entry (name only, do not deselect)

        The same as {o} except that the entries are not deselected
    after they are used.


{p} ARexx port/Public screen name

        This will insert the name of the rexx port for this
    invocation of Directory Opus.  Every Directory Opus running will
    have a unique rexx port name.  This is the same name used for
    the public screen name.


{s} Source directory window's path

        This will insert the path of the source directly window.
```

1.576 Tech Guide/Requester Functions

```
Requester Functions


{RdTitle:Default}   Directory requester

                    Default can be any valid pathname


{RfTitle:Default}   File requester

                    Default can be any valid pathname of filename


{RFTitile:Default}  Multi-select file requester
                    Default can be any valid pathname or filename
```

{RoTitle:Default}   Font requester

                      Default can be any font name. A point size can be
                      specified with a slash followed by a number (ie.
                      topaz/8)

{RsTitle:Default}   Requester that asks for some text

                      Default can be any text.

     The Title string is the title that will appear on the requester.
You can just omit the Title string, in which case a default title will
be used.

      The Default string (preceded by a colon) is the default string
that is to appear in the requester. This too can be omitted.

     The Default string can contain bracketed letters. These tell
Directory Opus where to insert additional information into the
requester. The supported bracketed letters include...

[o] inserts the last referred filename, only the filename

[f] inserts the last referred filename, both path and filename

[s] inserts the source directory window's path

[s] inserts the destination directory window's path

     For example, it would be possible to have your own custom rename
button with the following call function:

     c:rename [f] [RsEnter new filename:Foo.[o]}

     In this case a string requester would open with the title "Enter
new filename" and the default of the string field would be "Foo."
followed by the selected filename.

1.577 Tech Guide/Starting External Programs

HOW WE START EXTERNAL PROGRAMS

     Directory Opus uses the small (4k) AmigaDOS program, DOpus RT, to
help if launch AmigaDOS, WorkBench, Script and ARexx programs. When you
start up an external program a script file is created in the T:
directory. This script file contains all the initialisation and
execution code needed to start up and manage your programs.

     The DOpuRT program is called at the end of the script file, and
communicates with Directory Opus to inform it when the script file has

finished running. This is needed for functions that are not run
asynchronously. It also doubles as a wait command, which is needed for
the adjustable close delay.

     To take advantage of the current directory changing, adjustable
stack, and priority you will need the commands CD, Stack and Change
TaskPri in your computer's C:directory. You will also need the commands
Run, Execute, FailAt, NewCLI and EndCLI. These are almost always
present in your C:directory anyway, so you should not need to install
them.

     There are a couple of other points to be aware of. Because
external programs are run via a script file, they can be aborted like
any other script file by pressing CTRL-D. This is only possible if you
have an output window selected. If the script file is aborted in this
fashion, the output window effectively turns into a CLI, so you must
type End CLI to remove the window.

     The second point is that if the program was not run
asynchronously, Directory Opus will be frozen, waiting for the signal
back fro m the DOpusRT program. If you abort the script file before it
reaches DOpusRT, Directory Opus will never unfreeze. You can force
Directory Opus to unfreeze by activating the Directory Opus window and
pressing SHIFT-ESC (the shift key in conjunction with the escape key).
This also allows you to turn any non-asynchronous program into an
asynchronous program, while the program is running.

     Note that when using NewCLI or NewShell as the Output command, an
error such as unknown command will abort the script file as well. You
should therefore make sure that all your buttons, filetypes, hotkeys or
menus do not try to run nonexistent programs.

1.578   Tech Guide/Wild Card Patterns

Wild Card Patterns

     Directory Opus can use wild cards to make some tasks easier. Wild
card characters are expressions that tell Directory Opus to match (or
not match, in some cases) more than just one character. You may
already have encountered pattern matching in the discussion of the
Rename command.

     ?   This token will match any single character, but does not
         include none. For example, FI?E would match FILE, FINE and
         FIRE but not FIE.

     #   This character tells Directory Opus to match the following
         expression) or more times. For instance, FRE#D would match
         FRE, FRED, FREDD, FREDDD, etc. "#?" will match anything, just
         like "*" (see below).

     () is in effect an or. (p1/p2/p3) will match on any one of the
         patterns p1, p2, and p3. For instance, (D*G/C*T) would match
         DOG, CAT, DIG, COT, etc. You may include as many patterns

inside the parentheses as you like, separated by vertical bars
(/).

/   Use this token within parentheses to separate different
    expressions you wish to match at the same time. For example,
    "(ab/cd)" will match any one of the items separated by "/"
    (here, "ab and "cd").

%   Matches 0 characters. This is always (useful in an instance
    like "(foo/bar/%)"). Another example: "CA(M/%)P" will match
    CAMP and CAP.

*   Synonym for "#?", an asterisk will match any number of
    repetitions of any characters, including none. For instance,
    "F*" will match F, FR, FRE, FRED, FREDD, FREDDY, etc.

^   The tilde can be used to negate an expression. Anything that
    would normally match, now will not match. For example,
    "F^(ROFG)" will match FROM but not FROG, "^J*" will not match
    anything starting with J.

[] Brackets enclose a list of characters (a "character class")
    that match any of the characters in the class. "[abc]" tells
    Directory Opus to match either "a", "b", or "c" in this
    position.

^   A tilde at the beginning of a character class matches any
    characters that are not in the class. For example, "[^bc]"
    says "match any character except "b" or "c".

-   A hyphen indicates a character range (only within character
    classes). The expression "[a-z]" represents all the lower case
    letters from "a" to "z".

'   (apostrophe or single quote) Use this character to declare the
    following character to be a literal character, used as it
    stands instead of as a wildcard. This permits you to use the
    characters #, ?, /, %, (,), [,], *, ^ and even an apostrophe as
    themselves rather than as pattern-matching control characters.
    For instance, YEAR*'% will match YEAR1989%, YEAR1990% but not
    YEAR 1989 or YEAR1990 as would normally be the case, with %
    meaning match on nothing. Note that this means that you must
    use '' to match an apostrophe.

Note: "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]").

1.579 Tech Guide/Key Shortcuts

Simple Shortcut Keys

Action   Shortcut Key

```
Toggle Help Mode                 Help

Active Directory Field           Return Key

Max Right Window                 -
Max Left Window                  /
Center Windows                   =

Change Active Window             Spacebar

Scroll Window Up One Line        Up Arrow
Scroll Window Down One Line      Down Arrow
Scroll Window Up One Page        Shift Up Arrow
Scroll Window Down One Page      Shift Down Arrow
Scroll Window to Top             Control Up Arrow
Scroll Window to Bottom          Control Down Arrow

Scroll Window Right One Column   Right Arrow
Scroll Window Left One Column    Left Arrow
Scroll Window Right One Page     Shift Right Arrow
Scroll Window Left One Page      Shift Left Arrow
Scroll Window to Far Right       Control Right Arrow
Scroll Window to Far Left        Control Left Arrow

Bufferlist (tiny B button)       LAMIGA-B
Reselect   (tiny R button)       LAMIGA-R
Select     (tiny S button)       LAMIGA-S
ARexx      (tiny A button)       LAMIGA-A

Scroll To First Entry Starting   'A' - 'Z'
With A Certain Letter (A-Z)

Scroll To First File Starting    Shift 'A' - Shift 'Z'
With A Certain Letter (A-Z)
```

Short Keys

These are the default shortcut keys. Each of these can be redefined using the ConfigOpus utility.

```
Command         Shortcut Key

Add Icon        Left Shift Ctrl    I
All             Ctrl               A
Arc Extract     Ctrl               E
Check fit       Ctrl               F
Clone           Ctrl               L
Comment         Left Shift Ctrl    C
Configure       Right Amiga        C
Copy            Ctrl               C
Date Stamp      Ctrl               D
Delete          Left Shift Ctrl    D
Edit            Left Shift Ctrl    E
Get Sizes       Ctrl               G
Hex Read        Crtl               H
```

```
Hunt            Left Shift Ctrl     H
Iconify         Right Amiga         I
Icon Info       Ctrl                I
Make Dir        Ctrl                M
Move            Left Shift Ctrl     M
None            Ctrl                N
Parent          Ctrl                P
Play            Ctrl                Y
Print           Left Shift ctrl     P
Protect         Ctrl                T
Quit            Right Amiga         Q
Read            Ctrl                R
Rename          Left Shift Ctrl     R
Root            Ctrl                O
Run             Ctrl                U
Search          Left Shift Ctrl     S
Show            Ctrl                S
```

1.580   Tech Guide/Glossary

```
Glossary

Some terms use in this manual that you may need to know are:

    Active (directory window)  Denoted by a highlighted disk name.
        This is the source directory, the directory that all commands
        will act upon.

    Buffers (directory)  A Directory Buffer is an internal storage
        area for directory information.  Whenever Directory Opus
        reads directory information from a disk, it stores the
        information in a Directory Buffer.  By storing the
        directory information in a buffer, Directory Opus can avoid
        unnecessarily re-reading the disk.

    Click-M-Click  This is a Directory Opus term. To click-m-click is
        to click once with the mouse button, move the mouse to
        another part of the screen, and press the mouse button again,
        all with the double-click time set from Preferences.

    Directory Window  One of the two windows on the screen in which
        entries are displayed.

    Double-click  An Amiga term, this means to click twice with the
        mouse button (usually the left button, but sometimes the
        right-button) on an object, within a pre-determined time. The
        time is set form within Preferences, and you should consult
        your Amiga manual for more information on this.

    Drive gadgets  The 30 gadgets, of which only six are visible at
        once, that enable you to easily read any directory.

    Entry  Either a file or a directory.

    File types  A file type is a set of user-defined tests to see
```

whether a file is of a certain type or not. Actions can then be performed on the file, depending on its type.

Highlight Highlight is the term given to the changing or reversal of colours, usually when an object is selected.

Inactive(directory window) Disk name is not highlighted. This is the destination directory, and files may sometimes be written here from the source directory.

Menu A pull-down menu is like a list of gadgets. A menu is accessed by moving the mouse to the top of the screen and holding the right mouse button.

Open A directory that currently displayed is said to be open.

Requester A requester is usually a box that appears on the screen, soliciting a response. Some requesters require a string input, others simply ask you to choose yes or no.

RMB Button A Directory Opus term. This is a button that is selected with the right mouse button, with the left mouse button.

Selected Entries are selected when they are highlighted. This is usually done by clicking on them with the left mouse button.