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## **Keyboard**

The keyboard functions essentially the same as for any windows application. The only unique feature of the keyboard interface involves selecting items and launching applications. Use the left and right arrow key to move from item to item. Hitting return will execute the selected item.

## Folder Commands

To get help with a command, choose the appropriate menu.

### File Menu

- New
- Open
- Save
- Name
- Delete
- Exit

### Edit Menu

- Add Item
- Delete Item
- Delete File and Item
- Delete Subfolder
- Move
- Copy
- Command Line

### Special Menu

- Item Name
- Item Icon
- View Filename
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## Folder Procedures

The Procedure topics give you detailed instructions on using the commands available to a folder.

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## File Menu

**New** - This command create a new folder. This can be either a subfolder or a group level folder. Group level folders appear as icons in the group specified during the creation process. Subfolders appear as icons in the folder currently opened. Note that you can create subfolders in subfolders allowing for an infinite depth of folders (at least up to the number of folders the program can support). Be sure and give each folder an unique name. Changing the case of a letter will not make a name unique.

**Open** - This command allows you to open any folder on the system, regardless of its location . This allows you to open a specific folder without having to hunt it up. The file currently open is not closed, thus allowing you to switch between it and any other folder you open.

**Save** - This command saves any changes made to the folder. Note that some commands will automatically perform a save when executed. They include move, delete subfolder, rename a subfolder, create a subfolder. Basically, any command that manipulates a subfolder will cause an automatic save.

**Name** - Using this command, a group level folder may be renamed. It is grayed out in subfolders. Subfolders must be renamed by their parent folder using the Special menu command, item name. Note that the folder icon in the Program Manager group must also be renamed using the PM's properties command.

**Delete** - This command will delete the group level folder currently open. That is the folder from which this command is executed will be deleted. Like Name it only works for group level folders. Subfolders are deleted using the Edit menu command, Delete Subfolder from the parent folder. Two important points to note with this command are, first, no subfolders are deleted. To prevent having any unwanted subfolders left, they must be deleted before this command is executed starting from the lowest level. Second, the folder icon in the Program Manager group must be deleted using the PM's delete command.

**Exit** - Causes the current folder to be closed. If has not been saved, and changes have been made, you will be prompted on whether or not you want the folder saved.

## Edit Menu

**Add Item** - Adds items to the current folder. A dialog box is presented from which you may choose any file on the system. After choosing, a descriptive name for the item must be entered. This is the name that will show up under the item's icon. An icon will then appear which represents the item just added. By double-clicking on this icon, the item may be executed.

### Delete -

**Item** - This command removes the selected item from the folder. It does not delete the file associated with the item. It simply removes it from the folder.

**File and Item** - This command removes the item from the folder and deletes the file associated with the item. As such, use it only when you wish to remove the file completely from the disk. If you wish to only remove the item from the folder, use the Delete Item command. This command does not function with subfolders.

**Subfolder** - Use this command to delete a subfolder. Note that this command completely removes the subfolder. As such, if you have copied it to another folder and wish to be able to still access it from this other folder, use the Delete Item command to remove it from the current folder rather than this command. Also, any subfolders in this subfolder are NOT deleted. So be sure and delete these other subfolders, first.

**Move** - This command moves the currently selected item to the folder specified. In doing so, it is removed from the current folder. Note that if the folder you are moving the item to is open, it must be closed and reopened before the new item will appear. This commands will work on any item including subfolders.

**Copy** - Works the same as move, but does not remove the item from the current folder. Use this command to link two or more folders to the same subfolder. Simply create the desired subfolder using the File menu New command, open it and place whatever items you wish in it. Then, copy it to whatever other folders you wish to be able to access it.

**Command Line** - Allows you to customize a command line for an item. Note that this command line takes precedence over the file name. That is, if you have an item whose file is LETTER.TXT and TXT files are associated with Notepad, normally executing this item would cause Notepad to be ran using the file as the data file. However, if you specify the command line as WRITE.EXE LETTER.TXT, the program Write will be ran rather than Notepad. By setting the command line to blank, the original functionality of the item will be returned. Note that any type of command may be specified on the command line. It need not have anything to do with the file associated with that item. As such, you could have the item whose file is LETTER.TXT run any application with any data file you cared to specify in the command line.

## Special Menu

**Item Name** - This command allows you to rename items and subfolders. When renaming subfolders, an automatic save will be performed.

**Item Icon** - Allows you to specify which icon is to be used to represent an item. Twenty-one icons are made available for use in folders.

**View Filename** - This command shows the actual DOS file associated with an item. As the item name need not be at all similar to the file name, this command is useful to find out what the actual file is.

**Arrange Icons** - Arranges the folder icons in an orderly manner.

**Set Default Icons** - The folders program comes with certain file extensions already associated with certain icons. For example, any item added whose filename's extension is TXT will automatically appear as a notepad icon. This command allows you to add or change these defaults. Simply specify the extension, then choose the icon you want associated with it. Click on Set and the association will be recorded. Make as many associations as desired, hitting Set each time, then hit Done when finished. The new associations will not appear until the folder is closed and reopened. This is true for any folder that was open when the changes were made.

## Registering Folders

Folders is a shareware program. As such, if it is used, it needs to be registered with Sloop Software. Registration entitles you to support for the program as well as notice of any fixes or upgrades. You will also get a version that will support well over one-hundred folders, whereas the shareware version supports only fifteen folders. One of two fees may be paid. A twenty dollar fee gets you the registered version and the next version (not counting maintenance versions) is free of charge. It will automatically be mailed to you as soon as it is released. Or a fifteen dollar fee may be paid. This will get you the registered version of the program, but there will be a ten dollar fee if you desire to upgrade to the next version. Payment should be made in US dollars to:

Sloop Software  
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Colorado Springs, CO 80919

Please include your name, address, name of program, version number and the type of system you are using. Add an additional \$1.50 for a 3.5" disk. Colorado residents please add the applicable sales tax. Address any correspondence to the above address or send mail on CompuServe, id 72540,144.



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- FOLDERS.WRI - The program documentation
- README.TXT - Installation information
- FOLDERS.INI - Folders initialization file
- FOLDER.HLP - Folder help file
- FLD0000.FLO - Empty folder for manual installation process
- FINSTALL.EXE - Folders install program

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## **Adding items to a folder**

1. Select Add Item from the Edit menu.
2. From the dialog box that appears, choose the file you wish to add. Click on OK.
3. Enter the descriptive name for the item that you wish to have appear under the item icon. Click on OK.
4. The new item should now appear as an icon in the folder.

## Changing an item's icon

1. Select the item whose icon you want to change by clicking on it with the mouse.
2. Select Item Icon from the Special menu.
3. From the dialog box, choose the new icon to be used to represent this item. Click OK.
4. The item should appear with the new icon.

### Related Topics

[Setting the default icons](#)

## Changing an item's name

1. Select the item you wish to rename by clicking on it with the mouse.
2. Select Item Name from the Special menu.
3. Type in the new name you want for the item. Click on OK.
4. The item's name will change to show the new name.

This command is also used for changing the names of subfolders, but not group level folders.

### Related Topics

[Renaming a group level folder](#)

## Copying items from folder to folder

1. Select the item you wish to copy by clicking on it with the mouse.
2. Select Copy from the Edit menu.
3. From the dialog box, select the folder you want the item copied to. Click on OK.
4. The item will now be copied to the specified folder.

Note that if the folder being copied to is already open, the new item will not appear until the folder is closed and reopened. Also, if the folder is open, do not save it before closing it or you will lose the copy.

Using this command, one can link the same subfolder to two or more other folders. Simply copy the subfolder to the folder you wish to also have access to it.

### Related Topics

[Moving items from folder to folder](#)

## **Creating a new folder**

1. Select New from the File menu.
2. Enter the name of the new folder. This name **MUST** be unique. Upper or lower case do not make any difference.
3. Select whether you wish this to be a subfolder or a group level folder. Subfolders can only be accessed from the folder creating it. They appear as a folder icon in the parent folder. Group level folders are accessed from the Program Managers groups. They appear as a folder icon in the group selected.
4. If creating a group level folder, you will be prompted to enter the name of the Program Manager group you wish the folder to appear in. This can be an already existing group or an entirely new group. If it is a new group, the group will be created and the folder placed in it. Once a group level folder has been created, it can be moved from group to group just like any other group item.

## Deleting a folder item

1. Select the item you wish to delete by clicking on it with the mouse.
2. Select Delete Item from the Edit menu.
3. You will be asked if you wish to delete the selected item. Click on Yes or No.
4. If you clicked on Yes, the item will be deleted from the folder. Note that if you accidentally delete an item, close the folder without saving it. When you reopen it, the item will still be there.

### Related Topics

[Deleting a folder's item and its file](#)

[Deleting a group level folder](#)

[Deleting a subfolder](#)



## Deleting a folder's item and its file

1. Select the item you wish to delete by clicking on it with the mouse.
2. Select Delete File and Item from the Edit menu.
3. You will be asked if you want to delete the selected item and its file. Click on Yes or No.
4. If you clicked on Yes, the item will be removed from the folder and the item's associated file will be erased from the disk. This operation cannot be undone.

### Related Topics

[Deleting a folder item](#)

[Deleting a group level folder](#)

[Deleting a subfolder](#)

## Deleting a group level folder

1. Select Delete from the File menu. Note that this command is only operational from a group level folder.
2. You will be asked if you want to delete the folder. Click on Yes or No.
3. If you clicked on Yes, the folder will be closed and deleted from the system. You must then also delete the folder icon from the Program Manager .

Note that subfolders contained in this folder will NOT be deleted. Unless they are linked to some other folder, they should all be deleted using the [Delete Subfolder](#) command before deleting the folder.

### Related Topics

[Deleting a folder item](#)

[Deleting a folder's item and its file](#)

[Deleting a subfolder](#)

## Deleting a subfolder

1. Select the subfolder you wish to delete by clicking on it with the mouse.
2. Select Delete Subfolder from the Edit menu.
3. You will be asked if you want to delete this subfolder. Click on Yes or No.
4. If you clicked on Yes, the subfolder will be removed from the system. Note that if the subfolder has been copied to other folders, it must be removed from those folders using the [Delete Item](#) command.

Note that any subfolders contained in the subfolder being deleted will NOT be deleted. They should be removed thru use of this command before deleting the subfolder they are contained within.

### Related Topics

[Deleting a folder item](#)

[Deleting a folder's item and its file](#)

[Deleting a group level folder](#)

## **Executing an item**

1. Double-click on an item's icon to execute it.  
or
2. Click on it with the mouse and hit the return key.  
or
3. Use the left and right arrow keys to select the item. Hit the return key.

## **Exiting a folder**

1. Select Exit from the File menu or Close from the System menu.
2. If changes have been made to the folder since the last save, you will be prompted for whether or not you wish to save the folder. Clicking on Yes will save and exit the folder. Clicking on No will exit the folder without saving. Clicking on Cancel will cancel the exit operation and return you to the folder.

## **Moving items from folder to folder**

1. Select the item you wish to move by clicking on it with the mouse.
2. Select Move from the Edit menu.
3. From the dialog box, select the folder you want the item moved to. Click on OK.
4. The item will now be moved to the specified folder.

Note that if the folder being moved to is already open, the new item will not appear until the folder is closed and reopened. Also, if the folder is already open, do not save it before closing it or you will lose the move.

### **Related Topics**

[Copying items from folder to folder](#)

## **Opening a folder**

1. Select Open from the File menu.
2. Choose the folder you wish to have opened from the list in the dialog box. Click on OK.
3. The folder chosen will be opened in a second window.

## Renaming a group level folder

1. Select Name from the File menu. Note that this command is only for renaming group level folders. Subfolders should be renamed from the parent folder using the [Item Name](#) command in the Edit menu.
2. Enter the new name for the folder. Click OK.
3. Rename the folder's icon in the Program Manager group using the PM's Properties command in the File menu.

### Related Topics

[Changing an item's name](#)



## **Saving a folder**

1. Select Save from the File menu.
2. All change made to the folder will be saved.

## Setting an item's command line

1. Select the item whose command line you wish to set by clicking on it with the mouse.
2. Select Command Line from the Edit menu.
3. Enter the new command line you want to be ran when the item is executed. Click on OK.

Note that the command line must be entered exactly as if you were typing it at the DOS prompt. The path must be provided for the data file. The path for the executable need only be provided if it is not located in one of the directories specified in the Path= command in the autoexec.bat file. The command line entered takes precedence over any associations between the data file and executables that may have been established using the File Manager's Associate command. Entering a blank line will set the item back to its original functionality before the command line was set.

## Setting the default icons

1. Select Set Default Icons from the Special menu.
2. Enter the file extension you wish to associate an icon with.
3. Choose the icon you want associated with the extension from the list presented. Click on Set.
4. Repeat the process for whatever extensions you desire. Click on Done when thru setting the defaults.
5. To see the new icons, close and reopen the folder.

Folders comes with several associations already set up between file extensions and icons. For example, any file you add to a folder with a TXT extension will appear as a notepad icon. You may change or add any association you care to. Note that these associations will apply to all folders, not just the one they are set in.

### Related Topics

[Changing an item's icon](#)

## **Viewing an item's file name**

1. Select the item whose file name you wish to view by clicking on it with the mouse.
2. Select View Filename from the Special menu.
3. A message box will appear showing the file associated with the folder item will appear.