

# **MWB\_DOpus**

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**COLLABORATORS**

	<i>TITLE :</i> MWB_DOpus		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## MWB\_DOpus

### 1.1 MWB\_DOpus Guide 16-Sep-1995

Magic WorkBench Stuff for Directory Opus 5 by Trevor Morris & Leo Davidson

[Quick Introduction NOT Shareware](#)

[What is this stuff? What is DIF? System Requirements... What is PaletteShove? Installation... What is DOpusFuncs? Hints & Tips & HELP! What is CDOpus? The Authors](#)

[History DOpus 5 Reviewed Thanks to... How to order DOpus5 Nudel speaks... Distribution Children of the Storm Disclaimer Index](#)

NOTE: This guide was designed using the features of MultiView v40+. Therefore, those of you not using OS3.1+ may not get all of the benefits :(

This archive is freely distributable, HOWEVER please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

SYSOPS: Please name this achive MWOpus\_7.lha if you post it. Thanx in advance!

All Users of DOpus5: The patch for DOpus5.11 is now on Aminet (Dopus511.lha)!! Also OpusFTP.lha (FTP module for DOpus5) is now available on Aminet!

### 1.2 Contents Rundown...

Quick Introduction

Short: DOpus5 Icons/Patterns/ARexx/Utils/Hints Uploader: Leo Davidson <leo@hampschl.demon.co.uk> Author: Trevor Morris <a3nb@unb.ca> Type: pix/mwb

MWB\_DOpus is the essential add-on for all users of Directory Opus 5 - even if you're not interested in MagicWorkbench icons, we're sure you'll find something useful and interesting! In fact, even if you don't use DOpus5, you might like some of this!!

Here's a brief list of what's inside the current version:

- New/updated DOpus5 ARexx scripts.
- 'C' and Assembler Utilities: -> Add new/missing functions to Directory Opus 5. -> Icon and palette manipulation (including a program to remap 8-colour MWB icons to work on screens of greater depth).
- Many, many high-quality MWB lister-toolbar icons to greatly improve the look of your DOpus5 (also perfect for ToolManager docks, too).
- Replacement MWB icons for DOpus5 program, iconified listers, etc.
- Some nice background patterns made specially for Directory Opus.
- A 100k AmigaGuide: -> Many invaluable hints and tips on perfecting your DOpus5 setup. -> A full hypertext guide to the contents of the archive. -> Information on ordering DOpus5, and how to contact GPSSoftware.
- A template to aid in the creation of your own icons.
- A few cool fonts.
- A survey, the results of which will go back to GPSSoftware.
- Three pictures showing off the beauty and power of DOpus in combination with the MWB\_DOpus icons and utilities.
- ...and some more bits and pieces for you to find and enjoy. :-)

## 1.3 What is this stuff?

What is this stuff?

The original archive should contain the following files:

ARexx (dir) Images (dir) c (dir) Images2 (dir) Color&Pointer (dir) Images3 (dir) Fonts (dir) Patterns (dir) Icons (dir) ARexx.info Button\_Template Button\_Template.info C.info Color&Pointer.info DOpusScreen.pic DOpusScreen.pic.info DOpus5Survey DOpus5Survey.info Fonts.info Icons.info Images.info Images2.info Images3.info MWB\_DOpus.guide MWB\_DOpus.guide.info NudelScreen.pic NudelScreen.pic.info NudelScreen2.pic NudelScreen2.pic.info Patterns.info SYSOPS.README SYSOPS.README.

The Button\_Template is just a picture of everything in the Images drawers as well as some extra stuff (it's handy as a template for drawing your own, but if you do, make sure you upload them for everyone else to enjoy!)

DOpusScreen.pic is a snapshot of **my** DOpus screen which may give you some ideas!

NudelScreen.pic is a snapshot of **Leo Davidson's** DOpus screen (even more ideas for you A500 owners ;) NudelScreen2.pic is a very untidy picture showing Opus doing lots of things at once, so you get an idea of its power.

MWB\_DOpus.guide - you are reading it ;)

SYSOPS.README is just a notice to BBS sysops regarding the naming convention of this archive to try to avoid the situation where people accidentally download the same archive twice (or more) because it has a different name.

It would also be much appreciated if you would take the time to fill out the DOpus5Survey (all instructions are provided within).

## 1.4 ARexx (dir)

ARexx (dir)

This dir contains the following ARexx scripts written by **Leo Davidson** :

CDO.dopus5 CDO.dopus5.info Compare.dopus5 Compare.dopus5.info DirToDest.dopus5 DirToDest.dopus5.info OCD.dopus5 OCD.dopus5.info ParentToDest.dopus5 ParentToDest.dopus5.info PBar.dopus5 PBar.dopus5.info PlayMod\_DT.dopus5 PlayMod\_DT.dopus5.info PlayMod\_MP.dopus5 PlayMod\_MP.dopus5.info Visage\_Slideshow.dopus5 Visage\_Slideshow.dopus5.info WinCopy.dopus5 WinCopy.dopus5.info WinSwap.dopus5 WinSwap.dopus5.info

Copy them into your DOpus5:ARexx/ drawer. Read their headers for configuration information and discription.

## 1.5 c

The "c" directory

This dir contains the following items:

CDOpus CDOpus.guide CDOpus.guide.info CDOpus.info CDOpus\_DEBUG DIF DIF.info DIF.readme DIF.readme.info DOpusFuncs DOpusFuncs.guide DOpusFuncs.guide.info DOpusFuncs.info DOpusFuncs\_DEBUG PaletteShove PaletteShove.guide PaletteShove.guide.info PaletteShove.info

## 1.6 Color&Pointer

Color&Pointer

This drawer contains the following:

ClickForColors ClickForColors.info ClickForPointer ClickForPointer.info

These are just my palette and pointer configs. Clicking on them will change your prefs to emulate mine - but only until you reboot. The palette is quite useful, as most times I draw things to look good using my palette (of course) and it may not necessarily look good with yours!?

## 1.7 Fonts

### Fonts

This directory just contains a couple of fonts which some of you might like to use for DOpus? Check out the NOoDLE & P0T fonts by [Leo Davidson](#) .

P0T-IBM (dir) P0T-NOoDLE (dir) P0T-Prop (dir) PolarSmall-Prop (dir) PolarSmall (dir) P0T-IBM.font P0T-NOoDLE.font P0T-Prop.font PolarSmall-Prop.font PolarSmall.font

## 1.8 Icons

### Icons

This archive contains the following icons:

AppIcon.info Buttons.info Plain.info Environment.info Filetype.info System.info Group.info Lister.info Work.info Settings.info DirectoryOpus.info DOpus\_Startup.info

I realize that, with the exception of Plain, System, and Work, DirectoryOpus, and Opus5\_Startup, these may look identical to the ones supplied with DOpus, but they have been fixed. The original icons swim when you click on them - there were glitches in them which I fixed (I don't know why - it just bugged me I guess!?! ;). Plain, System, and Work (.info) are just three drive icons which I made. If you want to use them you must change their type from drawer to drive (I made them drawer-types so that you could see them in the archive - drive icons would not have been visible).

DirectoryOpus.info and Opus5\_Startup.info are alternative [Magic WorkBench](#) style icons for DOpus. I drew the icons for myself, but hopefully someone else will like them as well.

## 1.9 Images

### Images

This archive contains the following images (in Images):

3D.small Function.small Pack.small AddIcon.small FX.small Parent.small All.small Gadget.small Parent2.small AMosaic.small Game.small Parent2Dest.small Assign.small Garbage.small Pattern.small Balls.small Gears.small PC.small Brush.small Get-Sizes.small Pen&Ink.small C.small Globe.small Penguin.small Cache.small GrapeVine.small People.small Calculator.small Gun.small Piggy.small Car.small GunShip.small PinkPanther.small Catalog.small Ham.small Print.small CD.small Hammer.small Private.small CLI.small HardCopy.small Protect.small Clip.small HD.small Protect2.small Clipboard.small Help.small Puppy.small Clock.small Hippo.small Purge.small Clone.small Hunt.small Puzzle.small Comment.small Hunt2.small Question.small Compare.small Hunt3.small RAM.small Computer.small IBM.small RAMDir.small Copy.small Info.small Relabel.small CopyAs.small Ink.small Remove-Sizes.small CopyWin.small Jessica.small Rename.small Cut.small Jet.small Render.small Daemon.small JoyStick.small Roach.small DateStamp.small Lemming.small Root.small Delete.small LhaAdd.small Root2.small Device.small LhaExt.small Run.small Di-avlo.small Library.small Sample.small Dice.small Love.small Scales.small Digital.small LZXAdd.small Scan.small Dir.small LZXExt.small Search.small Dir2Dest.small Mail.small Select.small Disk.small MakeDir.small Select2.small DiskCopy.small Male.small Sheep.small DiskCopy2.small Mandelbrot.small Show.small Docs.small Map.small Snoopy.small DOpus.small Menu.small Sparks.small Draw.small Mines.small Speakers.small Drawer.small MK.small Star.small Driver.small Modem.small Stats.small Duck.small MonaLisa.small SwapWin.small Edit.small Monitor.small System.small Edit2.small Mosaic.small Toggle.small EditNew.small Mouse.small ToolBarArrow.image EditSS.small Move.small Tut.small Envelope.small MoveAs.small UnPack.small Exclamation.small Movie.small UUAdd.small Eyes.small MUI.small UUExt.small Feather.small MultiView.small Version.small Feather2.small Music.small Version2.small Feet.small News.small View.small Female.small None.small View2.small FileCopy.small None2.small Wand.small FilesDir.small None3.small Yield.small Film.small OptDisk.small Zzz.small FirstAid.small OptHD.small Fonts.small Opus.small Fonts2.small OutLet.small

These images are just a bunch which [myself and Leo Davidson](#) made (mostly a cut & paste operation from the [many archives](#) of beautifully drawn [MWB](#) icons which exist on Aminet), however, some are hand-drawn and all in all this archive still took quite a bit of time to compile.

Icons exist for all of the above images so that you can see what they look like. If you wish, you may delete #?.info from this drawer to remove all icons (they have only been included for viewing purposes). You may also use the Buttons\_Template as a reference.

Other images exist in the [Images2](#) and [Images3](#) drawers of this archive.

NOTE: The ToolBarArrow.image is a replacement for the cycle gadget in the lister\_toolbarmenu (the name must remain as is in order to work).

## 1.10 Images2

Images2

This archive contains the following images (in Images2):

All.small Move.small Assign.small MoveAs.small Clone.small None.small Comment.small Pack.small Compare.small Relabel.small Copy.small Relabel2.small CopyAs.small Rename.small DateStamp.small Select.small EditNew.small Select2.small FileCopy.small UnPack.small GetSizes.small Version.small Hunt.small Version2.small MakeDir.small

These are an old style of some of the buttons in the [Images \(dir\)](#) which some of you may prefer.

Icons exist for all of the above images so that you can see what they look like. If you wish, you may delete #?.info from this drawer to remove all icons (they have only been included for viewing purposes). You may also use the [Buttons\\_Template](#) as a reference.

Other images exist in the [Images](#) and [Images3](#) drawers of this archive.

## 1.11 Images3

Images3

This archive contains the following images (in Images3):

Commodore.small System.brush Commodore2.small Windows.small Mac.small Windows2.small Mac2.small Work.brush Plain.brush

These are some emulator and drive buttons.

Icons exist for all of the above images so that you can see what they look like. If you wish, you may delete #?.info from this drawer to remove all icons (they have only been included for viewing purposes). You may also use the [Buttons\\_Template](#) as a reference.

Other images exist in the [Images](#) and [Images2](#) drawers of this archive.

## 1.12 Patterns

Patterns

This archive includes the following patterns:

ClassicDOpus.pat ClassicMarble.pat DOpusEmboss.pat DOpusStone.pat DOpusStone0\_LoRes.pat DOpusStone1\_LoRes.pat DOpusStone2\_LoRes.pat DOpusStone4\_LoRes.pat Paper.pat PaperDOpus.pat PaperDOpusBlue.pat PaperDOpusPink.pat Stone.pat StoneLogo\_LoRes.pat

The ClassicMarble and Paper were obtained from other archives, however, I fixed them so they repeated properly. The DOpusStone#\_LoRes patterns were designed by [Leo](#) for all you people with LoRes screens (the # indicates the number of DOpus hedgehogs on the pattern).



## 1.13 System Requirements...

System Requirements...

Since this archive requires DOpus5, you must have the minimum requirements as stated in the DOpus5 manual: KickStart 2.04 or higher, 1 Meg RAM, and a Hard Drive. However, a recommended configuration° includes 4 Meg RAM and at least a 68030.

°Recommendation by Amiga Computing's Frank Nord - Issue 88, page 33. See [DOpus5 Review](#) .

## 1.14 Installation

Installation

If anyone thinks that this archive requires an installation script then mail me. I think most people would actually prefer to install this stuff themselves.

All you need to do is copy this stuff where you want it. One recommendation, however would be to rename the images drawer in DOpus5: to something else and then copy the included images drawers into DOpus5: (since this is where DOpus looks for icons by default).

If the brushes and pictures are not compliant with your palette then you will want to use [DIF](#) (possibly in conjunction with [PaletteShove](#) ) - both programs and their respective documentation are included in this archive in [c \(dir\)](#) .

As for the [pictures and the guide](#) , you can delete them when you're done with them (although you might like to hang on to the Buttons\_Template which will serve as a good template for drawing your own icons and an index when you are not sure which icon to pick).

## 1.15 Hints & Tips & HELP!

Hints & Tips & HELP!

· If you decide to use the included toolbar icons, it is a good idea to delete or rename the default images drawer in DOpus5:. Then copy the [Images](#) drawer included in this archive into your DOpus5: directory (since this is where DOpus looks for images by default).

· If you want to make a drive bank (similar to DOpus4) you can use a button bank with the ScanDir command (see my DOpusScreen.pic). (Or, even better, use [CDOpus](#) :-)

· Is it possible to have drive icons on the DOpus screen which do not necessarily exist on WorkBench? For instance, for an assign?

-> Answered by [Leo Davidson](#) : You can leave out any directory, so long as it has an ICON. Directories left out on the DOpus screen are NOT left out on the Workbench (unless you also leave them out on the Workbench). BUT, you can't leave things out which do not have an icon.

· Is everyone having the same problems I am with snapshoting icons in DOpus.. wherever you snapshot the windows in DOpus is where they end up on the workbench? Am I doing something wrong?

-> Answered by [Leo Davidson](#) : Yes, there is currently no way around this :(

· What happened to the SWAPDIR and COPYDIR commands? Is there a way to impliment this through other commands (to operate on the source and the destination)?

-> Answered by [Greg Perry](#) : the COPYWIN command may be evoked via ARexx. OR, even better, [DOpusFuncs](#) provides SWAPDIR, COPYDIR and many other extra functions.

· Can you save the prefs so that the clock remains ON?

-> Answered by [Leo Davidson](#) : Yes, but you must quit DOpus for the changes to remain in effect.

· How do you replace the cycle gadget in the ToolBarLister?

-> Answered by [Leo Davidson](#) : See [Images](#) - at the bottom of the page, there is a note on how to replace the cycle gadget.

· Here are a couple of great tips from [Leo Davidson](#) : [How to add an LHA destination-path file-requester to a button \(or menu\)](#)  
[An LHA button \(or menu\) which creates separate directories for each archive](#)

· Why do all screens remap whenever you change resolution (i.e. in paint programs) whenever DOpus is running? For instance if you change the page size in OpalPaint while the DOpus window is open then Workbench remaps it's screen, however if DOpus is iconified this doesn't happen (it is very annoying and it slows things down!).

· In order to play The Settlers (© BlueByte), you must kill DOpus or your machine goes Balistic (WHY, does it have something to do with the PAL mode?)

· Where do you put the PublicScreen name for the {Qs} delimiter? I've tried: command {QsWorkbench} command {Qs"Workbench"} command {Qs}Workbench command {Qs}"Workbench" but none of these work...help!

-> Answered by [Leo Davidson](#) : {Qs} is like the {Qp} command. It inserts DOpus's public screen name into the command string. It doesn't check if a named public screen exists or anything like that.

NOTE: You can't use {} sequences in "command" type commands. This is a common misconception.

· Has anyone ever had any luck installing [LhaDir.DOpus5](#) and getting it to work on the first try? I found this utility quite difficult to get going - maybe it is just me, but for those of you who are having trouble, I've provided [some hints to help you install LhaDir.DOpus5](#) .

· If you have [CheckGuide](#) you can save yourself some time by adding it to DOpus as either a Button or User-Menu item ( [click for an example of how to do it](#) ).

· Check out [Jonathon Potter's tip on how to add DIF to DOpus](#) .

· Check out this great tip on [How to get DOpus to Parse commands](#) .

· Need some help configuring DOpus5's [FileTypes](#) ?

· Do you hate having to activate a window before you can use RMB-functions such as scrolling or selecting alternative buttons? There are two ways you can get around this: 1) either run a "Sun-Mouse" autopoint program to make the window under the mouse active, or 2) run a RMB-Active program. A lot of people do not like Sun-Mouse, and it seems many people have never really thought about RMB-Active. With RMB-Active you can click on windows with the right (and middle) mouse button and the result is the same as if you had clicked the LMB (ie. the window becomes active!). No more having to left- click on a non-gadget part of the window before using those RMB/MMB functions! YAK, [MCP](#) and [MagicCX](#), among others, will do a very good job if you want either Sun-Mouse or RMB-active. Grab them and give it a try!

· Did you know that the pull-down menus in DOpus5 can extend to two columns if you add enough entries to reach the button of the screen? Don't be afraid to add more and more!

· Here is a great tip on how to use DOpus5 and [ITools \(by Tobias Ferber\)](#) to [Convert Brushes into Icons](#) (as was done for the Image dirs in this archive).

· Since this archive comes with both icon and brush versions of each button, [Jonathon Potter](#) points out the following: Icons are loaded using the GetDiskObject() function, which loads the whole icon (gadget structure, image structure, tooltypes, etc) as well as the image data. Loading brushes just loads the image data itself. So, although DOpus will recognize EITHER icons or brushes, it is most economical to use brushes for Lister Buttons!

· Don't you hate that when you double-click on a 2 Meg file and have to wait forever while DOpus reads the whole thing into SmartRead because it did not recognize it?

-> Read this great hint how to add [Selective Smartreading](#) to your DOpus.

· Do you wish you had more control over the configuration of the DOpus output window?

-> Here is a simple kludge for [Configuring DOpus' Output Window](#) .

· The Index of this archive was created using [AGIX © Ralph Seichter](#) . See [How to create a user-defined function to call AGIX](#) .

If you have answers for any of these [I'd love to hear from you](#) . Or if you have something which you would like to share with others, contact [me](#) and I'll include it in this section.

All Users of DOpus5: The patch for DOpus5.11 is now on Aminet (Dopus511.lha)!! Also OpusFTP.lha (FTP module for DOpus5) is now available on Aminet!

## 1.16 Adding LHA with a destination file requester

How to add an LHA destination-path file-requester to a button (or menu)

To add an LHA command to DOpus with a destination file requester use the following to define either a button, a menu item or a gadget:

```
TYPE: COMMAND: ----- AmigaDOS - FailAt 21 AmigaDOS -
sys:c/RequestFile DRAWER={d} PATTERN=#?.(LHA|LZH) NOICONS -> PUBSCREEN=DOPUS.1 SAVEMODE >PIPE:LHA_{Qp}
AmigaDOS - IF FAIL AmigaDOS - QUIT AmigaDOS - ENDIF AmigaDOS - sys:c/LHA -r -x u ""Type PIPE:LHA_{Qp}`" {O}
-----
```

Check the following flags:

· CD source · Output to window · Window close button

NOTE: Make sure you change the sys:c/ in the last command line to point to the path where Lha can be found on your machine.  
the -> means continued on the next line; however, you would type this all on one line.

the RequestFile command comes with OS3.x.

## 1.17 An LHA button (or menu) which creates separate dirs for each archive

An LHA button (or menu) which creates separate directories for each archive

```
TYPE: COMMAND: ----- AmigaDOS - sys:c/LHA -M x {fu} {o}/
-----
```

Check the following flags:

· Output to window · Window close button · CD destination

NOTE: Make sure you change the sys:c/ to point to where the Lha command can be found on your machine.

## 1.18 Some hints to help you install LhaDir.DOpus5

Some hints to help you install LhaDir.DOpus5

-> Make sure you edit the header in each script to suit your own machine (ie you may have to change the LhaCommand = from sys:c/Lha to Work:Arc/Lha or something like that).

-> Make sure you add the following lines to your startup-sequence (or user- startup): sys:system/rexxmast >nil: c:runback >NIL: sys:rexxc/RX DOpus5:ARexx/LhaHandler.rexx c:path sys:Rexxc add

You may also wish to add c:resident c:Lha FORCE to speed things up.

Remember, however, that your paths may be different!

-> Make sure that you select the ARexx command Function Editor cycle gadget and that every command (which you wish to pass to LhaDir.DOpus5) calls LhaDir.DOpus5 (ie. DOpus5:ARexx/LhaDir.DOpus5 MakeDir {Qp}).

-> If you still can't get things to work, select the Output to Reader option in the function editor to find out what is going on (this is useful for debugging at any time and not just for LhaDir.DOpus5).

-> As a recommendation, I suggest you make a separate LHA\_COMMANDS button bank, since LhaDir.DOpus5 slows regular functions down and sometimes it does some weird things like prompt you for a destination dir when copying files!?. See my [DOpusScreen.pic](#) for an example.

## 1.19 How to add CheckGuide to DOpus

How to add CheckGuide to DOpus

TYPE: COMMAND: ----- AmigaDOS - Work:Utilities/CheckGuide  
{F} -----

Check the following flags:

· CD source · Output to reader · Do all files

NOTE: Do not forget to change Work:Utilities/ to the proper source on your drive.

## 1.20 Parse Command

"Parse" Command

This function can be used when you want to run a program for which you have not set up a button, but which requires arguments. It can also be used for running a program on the selected file(s) (ie. basically for when you are too lazy to open a shell window!).

For example, if you select a file called Widget.Nad and use Parse, you will be asked for a string to go before and after it. This will be built into a command-line which is then executed. Let's say that Widget.Nad was a picture you wanted to show with ViewTek, and you wanted to use ViewTek's NoBusy option, you would enter Viewtek in the first requester and NoBusy in the second one. Note that you are not limited to single word answers - this is just an example:

Viewtek Widget.Nad NoBusy

...would then be executed, and the picture displayed.

As another example, say that you have downloaded a new program called NadBuster which requires a shell-argument Config to tell it where its config file is. Let us also say you have created and saved this config as RAM:NadBuster.config. All you have to do is select the NadBuster program file, click on Parse, leave the first requester blank (just hit RETURN), and type Config RAM:NadBuster.config.

NadBuster RAM:NadBuster.config would then be run.

OK, I hope you get the idea now. Want to know how many lines the actual function which took so long to describe is?... Just one :-). (It is not complicated - just very usefull!).

TYPE: COMMAND: ----- AmigaDOS - {RsEnter String To Pre-  
ceed Filename} {o} {RsEnter String To -> Follow Filename} -----

Check the following flags:

· CD source · Do all files · No file quote (\*\* Optional, sometimes you'll want this off \*\*) · Output to window · Window close button

NOTE: the -> means continued on the next line; however, you would type this all on one line.

## 1.21 FileType

FileType Priorities

Special thanks to [Jonathan Potter](#) for helping me out with some of the details used in this section.

Usually, you will want all of your filetypes to have a priority of zero. However, the filetype priorities become very useful when you have one filetype which is a subset of another. For example, 24-bit IFF-pictures are a subset of regular IFF-pictures, and while only a 24-bit picture will match the first type, ANY type of IFF-picture will match the second.

I've got about 8 different picture viewers on my harddrive. On my setup, PPSHOW seems to be the best one for showing 24-bit IFF-pictures, but for other things I prefer to use Viewtek. Obviously I've set the 24-bit IFF-picture filetype to use PPSHOW, and the IFF-picture datatype to use Viewtek, but this isn't enough. DOpus will act on the first filetype which matches the file, so you

have to do something to ensure that a 24-bit IFF-picture isn't matched by the IFF-picture filetype! This is simple to do - just put the 24-bit filetype at a higher priority. My IFF-picture filetype is at priority 0 (zero), so I set the 24-bit filetype to 1 (one), and everything works fine.

Similarly, I have a filetype which matches ASCII text and extracts binary data from the file in one of two ways: UUEncoded data via drag-n-drop and User2 (which is "Unpack" on my setup). Because a UUEncoded file would match the standard ASCII filetype, I set the UUEncoded filetype to a higher priority.

#### Undocumented Feature

DOpus5 has some internal filetypes which exist even if you were to delete ALL the DOpus5:Filetypes/ files.

Essentially there are two sets of filetypes: those set at priority -125, which display pictures, play sounds, etc., and the "last-resort" filetype at priority -127, which just calls SmartRead if a file was Double-Clicked, and Copy if it was Drag-n-Dropped.

NOTE: The "last-resort" will only get used if NO filetype matches are found (ie. if none of the -125 filetypes are matched).

The filetype priority -126 is left unused so that you may create a filetype which will match ALL files (MatchName #?) and define an action (ie. for Double- Click, User1, Drag-n-Drop, etc) you wish preformed if absolutely none of the other filetypes match the selected file.

NOTE: In order to have an action preformed by the filetype priorities greater than -126 (ie -125 and up), you must have actions defined for them.

Since the priority -127 filetype actions for Double-Click and Drag-n-Drop are what most people would want as the "last-resort," your -126 filetype probably won't define anything for those actions. However, the -127 filetype has nothing defined for the UserX actions. This means that if you do User1 on a file and none of the filetypes match the file (AND you have a User1 action defined), absolutely nothing will happen. So to MAKE something happen by default on the UserX actions, you may define them in your -126 filetype.

FINAL NOTE: You DO NOT have to define every action for each filetype. For example, my default filetype has the Drag-n-Drop action defined as the internal Copy command. If you are editing a filetype, say for IFF-pictures, and you want them to be copied when Drag-n-Drop, you can leave the Drag-n-Drop action blank because the pictures will drop through the IFF-picture filetype and be caught by your default filetype (assuming they don't match another filetype on the way, of course!).

I know this stuff sounds complicated (try explaining it :), but if you require help/clarification then feel free to contact [one of us](#) .

Also see [Selective SmartReading](#) .

## 1.22 Convert Icons into Brushes

### Convert Icons into Brushes

TYPE: COMMAND: ----- AmigaDOS - Sys:c/IM FROM {fu} TO {o} -----

Check the following flags:

· CD destination · Do all files · Rescan destination · (Run asynchronously) - optional

NOTE: Make sure you change the sys:c/ to point to where the **IM** command can be found on your machine.

## 1.23 Selective Smartreading

### Selective Smartreading

If you would like to be asked whether or not to do a SmartRead on files of an unrecognised filetype, install the following command as the Double-Click action of your "Default" filetype (see [Filetype Priorities](#) for a description of how to setup a "Default" filetype - Priority -126, Matchname #?):

TYPE: COMMAND: ----- Command - Confirm Unknown filetype, view with SmartRead? Command - SmartRead -----

Or, alternatively, you could use:

TYPE: COMMAND: ----- Command - Confirm Unknown filetype,  
view with MultiView? AmigaDOS - MultiView {f} SCREEN -----

If you give a negative response to the requester you will not have to waste time waiting for SmartRead/Multiview to display the file if you don't want to see it.

Also, just so that DOpus does not ask you whether you want to read a file which is obviously a text file (ie. #?.doc, #?.txt), you may wish to add another filetype to handle them. For example, define a new filetype called ASCII (or whatever you like) which performs the following for Double-Click:

TYPE: COMMAND: ----- Command - Read -----  
-----

and for Edit definition... enter the following:

Name: ASCII ID: ASCII Pri: 0 Match Name \*(txt|readm|displaym|doc|diz|list|rexx|dopus5)

NOTE: You may add or remove as many of the identifiers as you like.

If you are using OS3 and have the ASCII datatype installed, you can use this definition instead which will catch all ASCII files, regardless of their file extension:

Match DT ID ascii Text

## 1.24 Configuring the DOpus Output Window

Configuring the DOpus Output Window

The only things you are meant to be able to change about the output window are its title and its dimensions. If you are running a shell such as KingCon, you may want to take advantage of some of its extra features, and you can actually do this quite easily with this simple kludge.

Let's say you want to add the INACTIVE option to DOpus5's output window, so that when an output window opens it does not become the active window and steal the input stream. (Often I start doing something else shortly after starting a function which will take a long time, such as crunching some AmigaGuides - I do not want the output window to become active while I'm typing into another window, I just want to READ the output window).

Go to Environment/Output\_Window and change the Title: string gadget to read something like:

Directory Opus Output/INACTIVE

Of course, you can specify any other options you might like, such as a special buffer size, or no-history/scroll-back buffer, etc.

## 1.25 How to create a user-defined function to call AGIX

How to create a user-defined function to call AGIX

TYPE: COMMAND: ----- AmigaDOS - sys:c/AGIX {f} >{RsEnter  
Index name} -----

Check the following flags:

· CD destination · CD destination · Rescan dest · (Run asynchronously) - optional

NOTE: Make sure you change the sys:c/ to point to where the **AGIX** command can be found on your machine.

## 1.26 The Authors

### The Authors

Trevor Morris A3000 030 25MHz/OS3.1 Comp 4, Site 7 OpalVision RR#1 Oromocto, NB 14M RAM, 320M HD E2V 2G2 Canada Email: a3nb@unb.ca

Leo Davidson A500 (ECS Agnus)/OS3.1 EMail: leo@hampschl.demon.co.uk 68000 <sigh> IRC: Nudel 5M RAM, 310M HD

NOTE: As of October 1995 any mail for Leo Davidson should be send to leo.davidson@keble.oxford.ac.uk and NOT leo@hampschl.demon.co.uk as it will have expired. If you have any problems, mail Trevor.

Also check out the following archives by Trevor Morris:

For lots of pix, icons, and stuff to go with MagicWB, grab up MagicWBStuff3.lha and MagicWBStuff4.lha from Aminet (pix/icon and pix/mwb, respectively)!

Check out Ent1701D.lha in gfx/3dobj on Aminet for a gorgeous Imagine model and preview of the StarShip Enterprise!

If you are running **MCP by ALiEN DESiGN** then you'll want my MCPGuide.lha in docs/help on Aminet!

Directory Opus 5.0 is ©1995 by **GPSoftware** . See **How to buy DOpus 5** .

## 1.27 History

### History Release 7:

· TOTALLY overhauled the guide to support MultiView v40+ (you should find it faster to view now). · Added about 60 - 70 new buttons and cleaned up many others (NOTE: if you have old buttons from a previous release of this archive, you should replace ALL of them with the ones in this archive). · Also included **Leo's** awesome assembler utils **DOpusFuncs** and **CDOpus** !! (Included in the **c drawer** with their respective documentation). · Made buttons for the newly released OpusFTP module! · Included icons for ALL buttons! · Totally overhauled the Buttons\_Template ! · Added lots more **Hints&Tips** and updated the Guide. · Added some new **Patterns** . · Added **Images2** and **Images3** drawers. · Included ALL **Leo's ARexx scripts** (NOTE: All scripts are NEW and should replace any which you already have with the same name). · Removed the Drives drawer - drives icons are now in **Icons (dir)** and the brushes are in **Images3 (dir)** . · Included a DOpus5 survey - please take the time to fill it out! · Added an **INDEX** . · New NudelScreen.pic . · New NudelScreen2.pic which shows off Opus' power. · Fixed the **Wizard Developments** fax number which was incorrect on the registration card. (Note: The number was tested and it appears to be an answering machine for Wizard, not a fax, unless it is auto-detect). · Updated **PolarSmall-Prop.font** (only a slight change). · Changed the SYSOPS.README file. · Added a **Quick Introduction** . · Added a **NOT Shareware** note. (dig dig dig...). · Moved the DirectoryOpus & DOpus\_Startup icons into the **icons drawer** .

[Release 6](#) [Release 5](#)

[Release 4](#) [Release 3](#)

[Release 2](#) [Release 1](#)

## 1.28 History - Release 6

### History - Release 6

· Added **DIF by Jonathon Potter** . · Added the following brushes: LHAadd, LHAext, Protect2, Edit2, Feather1, Feather2, Ink, Ink&Feather. · Updated the **Buttons\_Template** . · Fixed the **PolarSmall-Prop** font. · As always, updated guide (NOTE: **Micro R&D** phone number typo fixed "1234 -> 1243"). Also added **DOpus5 Review** & **Children of the Storm** nodes. Check out the new **Hints** as well! · New **NudelScreen.pic** . · Included some **patterns** for DOpus' background. · Renaming archive (MWB\_DOpus5#.lha -> MWB\_DOpus\_#.lha) to avoid confusion for later releases (ie. MWB\_DOpus510..?). · Renamed Pal-Patch to PaletteShove (so it is not confused with a PAL (50Hz) patch :) and included separate guide for it in the **c drawer** . · Fixed up the CLI and DOpus drawer icons and added an icon for **PaletteShove** . · Added an **ARexx drawer** with two scripts written by **Leo Davidson** .

## 1.29 History - Release 5

History - Release 5

- Added the following brushes: CopyWin, Version, Modem, Pack2, UnPack2, Help and Device2. · Replaced AddIcon.small. · Modified the FastView.small image. · Deleted the Chip image - useless and didn't look good as a cropped image. · Remodelled and renamed DOpus5Icons (now called Button\_Template). Also added all new buttons (listed above) to the template. · As always, updated guide (more hints, etc - DOpus5.11 users should note the change in **Nudel's Lha ext routine** "\_{o}/" -> "{o-}/").
- Updated my screen snapshot (woopee!).

## 1.30 History - Release 4

History - Release 4

- Added PalPatch by Cléo Saulnier. · Added the following brushes: Balance, Balls, Chip, ClipBoard, ClipBoard2, Demon, Dice, Drawer, FastView, FX, HamLab, Hippo, Opus, Panther, Pattern, PaperClip, Star and Tut - Drawn by **Roman**, altered for DOpus by **PRoToCoL**. · Updated DOpus5Icons Template to include the above images. · Updated guide (more hints, full SMARTWRAP supported by **Nudel**, ....)

## 1.31 History - Release 3

History - Release 3

- Updated the guide (added some more hints, history, fixed some errors...) · Added the fonts directory · Included a better snapshot of my DOpus screen · Added a snapshot of Nudel's DOpus screen · Added the ClickMe for color and pointer stuff · Included Drives icons (in Drives drawer as a request)

## 1.32 History - Release 2

History - Release 2

- Added a few more button icons (since the History node wasn't added until release three, I can't remember which ones...sorry). New icons were also added to the template · Expanded the Hints&Tips section · Added the Drives drawer (as a request) · Fixed some minor details in my DOpus icons and drew one for the DOpus tool (Only the commodity icon was included in Release one)
- Added better DOpus.guide.info · New snapshot image included

## 1.33 History - Release 1

History - Release 1

- First public release (everything was new 8)

## 1.34 Thanks to...

Thanks to...

- **Leo Davidson** - for his ideas & efforts, arexx scripts, asm utils, and more generally, just for making this archive at all possible!
- Jonathan Potter - for writing **DIF** for us (and for DOpus of course ;) Greg Perry - for all your help. and the rest of the Gang at **GPSoftware** (Leigh Malpas and Mark Anderson) for creating the most powerful/useful Amiga Utility! · Cléo Saulnier - for writing **PaletteShove** ! · **PRoToCoL** - for the RomanIcons9 DOpus images (listed in **History - Revision 4**) · Edmund Vermeulen - for his amazing/useful **LhaDir.DOpus5** Arexx scripts! · Tobias Ferber - for the very useful **ITools** ! · Marin "XEN" "Hutti"



Huttenloher - for creating the **MagicWB** standard! · Roman Patzner - no MWB credits would be complete without this guy! · Eddy Carroll - for creating **CheckGuide** · Ralph Seichter - for **AGIX** which was used to help with the **Index** ! · Chad Randall - for Iconian and PictIcon! · Jan-Tore, Richard "FOXX" Harris, Øyvind Falch, Martin "GASTON" Rolfsmeyer, Alisdair Walker, Mario Cattaneo, Timo C. Nentwig and all other icon artists on the globe!! · Anyone who sent me mail about this archive. · Hello to <insert your name here> :)

## 1.35 CheckGuide by Eddy Carroll

CheckGuide 1.0 -- Checks AmigaGuide files for common errors

by Eddy Carroll, September 1994. Freely distributable.

### Introduction

If you've ever tried creating even a modestly sized AmigaGuide file by hand, you'll have discovered that it can be quite difficult to keep track of all the various links and cross references. As your help file gets larger, it gets increasingly harder to ensure that you have remembered to reference all the nodes in the file from at least one place, and haven't left any unresolved links.

CheckGuide is a simple utility that can detect several common errors in AmigaGuide files. The errors it can detect are:

- Extra plain text between an @ENDNODE and @NODE (AmigaGuide won't allow such text to ever be displayed)
- Nodes that are defined but not referenced from any other node. Unless your program directly instructs AmigaGuide to access such nodes, the user won't easily be able to access them.
- Links to help nodes that aren't defined within the file.
- Open braces with no preceding @ character (usually a simple typo).
- @{" Button "} constructs with no LINK command (an easy mistake to make if you're entering a lot of them).

All of these options can be selectively enabled or disabled.

CheckGuide was used in the creation of THIS document!

## 1.36 MagicWB is © by Martin Huttenloher

MagicWB is © by Martin Huttenloher

MagicWB V2.0 =====

The definitive WB-Enhancer no Amiga can do without. MagicWB is a full replacement for the graphic user interface of the Workbench and has become the standard on the Amiga.

MagicWB 2.0 is completely restructured on a new color-allocation scheme which more than doubles the speed of the WB and reduces chip-consumption to only a third compared with all previous versions and also features a highly improved color palette. MWB 2.0 introduces a never-before-seen standard for over four dozen of new image-drawers to achieve a more diversified look on your WB. More icons, dock-brushes, a dozen of new patterns, fonts and a AA-support complete this special product.

To get the 'real' look and feel of MagicWB, you should make sure that...

- ...you have set the MagicWB-Palette. Do this by clicking on the 'ClickFor Colors' icon.
- ...you have set the resolution of your Workbench to a aspect ratio near 3:4 like 640x480, 800x600 or 1024x768.

The demo-version can be found on Aminet biz/demo/MagicWB20d.lha.

MagicWB is © by Martin Huttenloher.

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## 1.37 MCP by ALiEN DESiGN

MCP by ALiEN DESiGN

MCP is a definitive system control program which patches many WB functions to optimize speed and functionality on any Amiga machine - GET IT!

You can find it on any Aminet site or,

How to contact the Authors of MCP:

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Vincent "fOX" Schöttke

Phone: +49-[0]3322-3202

Support BBS: MagiC P0ti0N! +49-[0]3322-208768 ( 2400-28800 ) Type update on login, and you will be admitted to a part of the BBS where you can report bugs or suggestions, or download the newest version of MCP.

## 1.38 Directory Opus V5.0 ©1995 by GPSoftware. All rights reserved

Directory Opus V5.0 ©1995 by GPSoftware. All rights reserved

Directory Opus 5 and it's manual are © Jonathan Potter and GPSoftware, Brisbane, 1995. All Rights Reserved. The software was written by Jonathan Potter. Graphic design by Leigh Malpas. Manual written by Greg Perry. Help file system written by Mark Anderson and Greg Perry.

See [How to buy Directory Opus 5](#) .

## 1.39 LhaDir.DOpus5 1.0

LhaDir.DOpus5 1.0

LhaDir.DOpus5 is an ARExx script for [Directory Opus 5](#) that allows you to show the contents of Lha archives in an Opus lister window and operate on the files and directories inside the archive as if it is a normal directory.

With LhADir.dopus5 you can:

- Browse through the directory structure of an archive file.
- Double click on files in an archive to read/play/show/etc (any DOpus internal command).
- Delete files and directories with the Delete button.
- Extract/add files and directories with the Copy or Move buttons.
- Double clicking on files and directories works.
- Can be compiled with the Rexx Plus Compiler for optimum speed.
- Works with more than one copy of Directory Opus running.
- View an archive in an archive by extracting it from it's mother archive to the current destination directory.
- Deletes strange filenames like '#?' without a problem.
- Create new (empty) Lha archives with the MakeDir button.
- Copy/move between two archives (via T:)
- Datestamps, attributes and comments are listed and preserved correctly.
- Localized (Dutch catalog provided).

LhaDir.DOpus5 is Copyright © 1995 by EAV Productions International. Placed in the public domain. No restrictions on distribution or usage.

Author: Edmund Vermeulen Primulastraat 2 3202 RN Spijkensisse The Netherlands Tel. 01880-13925

Fidonet: 2:286/407.48 Internet: edmundv@grafix.xs4all.nl

NOTE: LhaDir.DOpus5 is included with the DOpus511.lha patch on Aminet

## 1.40 IconMaker by Tobias Ferber - part of the ITools archive

IconMaker by Tobias Ferber - part of the ITools archive

IM (IconMaker) is one of many small icon utilities included in ITools\_1.42.lha written by Tobias Ferber (ferber@rpk.mach.uni-karlsruhe.de). IM converts a specified brush into an icon. You can find the ITools archive on Aminet.

## 1.41 AGIX by Ralph Seichter

From: AGIX.doc 1.2 (5.8.94) Copyright © Ralph Seichter

PURPOSE:

Although AmigaGuide documents may have a node index, only few documents make use of this feature. I suppose that many people are too lazy to build an index manually (I definitely am), so I thought it would be a good idea to have this task done automatically. AGIX scans an AmigaGuide document for references like @{"foo" link "bar"} (note that AGIX does not use the node definitions), sorts them alphabetically and produces an index file.

"Haven't I seen something like that before?" you might ask. Well, I have seen one similar program so far, but on my machine it didn't work, so I decided to try it myself. The result is short (only 1960 bytes) and uses StrnCmp() from locale.library instead of stricmp(), if available, and has a very nice sounding name. :)

## 1.42 Support the Amiga, or use PC's forever!

Support the Amiga, or use PC's forever!

An open message regarding the future of the Amiga in connection with piracy, and in particular that of Directory Opus 5.

Written by [Leo Davidson](#) (P0T-NOoDLE / Gods'Gift Utilities / Anthrox)

E-Mail: [leo@hampschl.demon.co.uk](mailto:leo@hampschl.demon.co.uk) (Until around July'95) IRC: Nudel in #Amiga

Contents:

[Main Text Jonathan Potter's Message to AR How to order DOpus5](#)

DOpus5 is a work of art: probably the most configurable, versatile, and useful program ever written, but you'll never see anything like it again on the Amiga unless you let the developers know that the Amiga isn't a lost cause.

## 1.43 They can't keep the faith if they can't eat

They can't keep the faith if they can't eat

"What pirates must remember is that it takes 12 months of bloody hard work to get a product to market, then more time to get some money in etc. Development of Dopus 5 was actually funded by GPFax. It is quite simple if people keep pirating our Amiga software we will just have to give up and go elsewhere. It would be a pity."

Dr Greg Perry

GPSsoftware, PO Box 570, Ashgrove, Qld Australia 4060 Ph/fax +61 7 3661402 Internet: [zzgperry@mailbox.uq.oz.au](mailto:zzgperry@mailbox.uq.oz.au)

First let me state: I'm not attempting to create any illusions here. I'm no angel, and I haven't bought every piece of software I own. I wish I had the money to, and if I were not a student with zero real-income I would certainly buy a hell of a lot more software. This message is aimed at those who can easily afford to buy software and support their machine but don't. Of course some people are worse than others. Think of those selling pirate copies of other people's software and making so much money that they can afford to buy mega-expensive pieces of hardware and all kinds of stuff through virtually no work of their own (there IS such a thing as a free-lunch).

Enough moral high-horsing, let's talk.

---

The Amiga is in a bad state. It isn't a machine which is in every other house, office, or school. Everyone who has really got past inserting a game at the kickstart screen knows that the Amiga has the best OS on any home computer (sure, AmigaOS has holes in it at the moment, but I'd rather wear a raincoat with holes than one that dissolves in water!). Another thing the Amiga has going for it is the great support by PD and shareware programmers - people who really love the machine and write software for that single reason. Let's face it, if you look at how much software comes out (from MicroSoft alone!) on the PC, commercial software development on the Amiga has all but stopped in comparison. (Of course, bar a few games, there's very little I could do on the PC that I would not do better on an Amiga, despite the vast amounts of releases). I would go as far as to say that if all commercial software development on the Amiga stopped today, I would continue to use the Amiga for a long time to come, using the PD software, and writing my own stuff until I could afford my own SiliconGraphics machine, because I'm used to a REAL computer, without bottlenecks, workarounds, bad standards, and inherently- flawed hardware covered with a paper-thin gloss of leading edge technology. There is some incredible shareware software out there, but none of these people are earning enough from it to support them. Broadly speaking, there is a point where projects become so large that none but the rich-hobbyist can afford to make them just for fun and the love of a machine. Unless you've already made your fortune, you are simply not able to spend a year developing a program, because you won't even be able to pay the bills to keep your machine fed with electricity (well, OK, my SAmiLog3 is taking about 2 years to develop, but so far it could have all been done in 2 weeks!).

So isn't it easy to understand why so many people have dumped the Amiga? No matter how much you love the machine, you can't make a living out of it if not enough people buy the software. The fact that developers who have experienced the JOY of programming on the Amiga can write software in the DREADFULL PC environment is an indication of just how much piracy has affected the Amiga market. On the PC, so many people own the machine that stupid things like a Screen-Blanker, which would never be a commercial product on the Amiga, have huge price tags slapped on them, and the stupid market buys it. (This is more or less what the PC is based on: a STUPID market who are happy to follow all the trends because they don't know that there is another way of doing things). Because the PC market is so huge now a product will make money even if only a tiny percentage of people buy it. Piracy may be a Robin Hood operation on the PC, but on the Amiga it is suicide for those who love the machine, and a disappearing way to make some quick money for those who don't give a stuff about it (notice how most of the parasites who were in the scene to make money have left the Amiga for the PC (of course, a large number of very talented and great people have also gone that way too, to our loss)).

It's even worse on the PC, but I still think that the price of games on the Amiga is too high, especially considering many will last two weeks at most for someone like me. But on the Amiga we simply cannot complain about the cost of productivity programs. Let's look at Directory Opus as an example. This is a program which PC users would kill for, (and they would have to) yet it cost about the same price as many PC games! Walk into a software shop some day and have a look at just how much serious software costs on the PC. Of course, just because our (better) software is cheaper than the PC's doesn't mean it is reasonably priced. What is reasonable is an individual's choice, but I personally feel that a program such as Directory Opus is very good value for money. Not everyone likes DOpus, especially the controversial new version (believe me, use it for a week and you won't ever want to go back to DOpus4!), and it's always been a program which has polarized opinions. You either love it or hate it, because a file management program is something that if you use at all, you probably use every single day you turn your computer on. When you use something as good as DOpus every day, and it costs as little as it does, there is very little excuse for not buying it.

If you're using a pirate copy of Directory Opus 5, just think about this. Is the cost (and I would hardly call it expensive!) really so great, considering how much work has gone (and continues to go) into the program which you use every day and wouldn't be the same without? If you're using DOpus5 it is because you think it's the best, not because there is nothing else to do the job, as there are many, many other file-management programs for the Amiga. It isn't like people using AmiExpress because it's virtually the only option, despite the fact that it is incompetently programmed and designed (if it is designed at all). If I hated DOpus as much as I hated AmiExpress when I used that every day too, I would never have paid a penny for it and certainly wouldn't be urging anyone else to. However, I have a great deal of respect for the people behind DOpus, and I wish that they were getting rich from it (but not so rich that they wouldn't talk to me any more :), because they certainly deserve to.

I know a lot of people read AmigaReport, so many of you will have seen the message from Jonathan Potter about how damaging the almost instant pirate release of DOpus was, and how upset he was personally. Now it seems that an internal beta copy has even been released (there isn't even honour among thieves). I've been talking to both Jonathan and Greg Perry a great deal during the past few weeks and they have been both helpful with my problems and open to my suggestions, not to mention extremely friendly and willing to take the time to talk to me. You wouldn't get that from a lot of other companies, and I guess it's a little ironic that the smaller companies can often offer better tech-support. Greg and Jonathan have both done a great deal for me, and this is my small way of doing (trying to do) something in return.

I urge people not to release any more of the updates of DirectoryOpus. Those who would actually want the updates must like the program enough to be able to spend the small amount of money it takes to actually buy the program. You can not even use the excuse that you're doing it for respect, because virtually ANYONE who knows how to use DMS could release a new copy of DOpus.

For the same reasons, I urge people not to release copies of the manual, as this and tech-support are about the only incentives to buy the program for people who don't even care about the developers and the future of the Amiga. There are many features of DOpus5 that you will probably never find without reading the manual. Incidentally, there will not be an electronic (AmigaGuide) version of the ARexx commands appendix for the sole reason of sales. Think about what that means. (Looks like I'm too late in saying this, someone has already released the manual :().

Come on, if someone with as little money to spend as me at the moment can manage to pay the small cost, surely you can too.

The only other reason that you should buy your copy of DOpus5 (for those who really just don't care about anyone or thing but themselves) is that Directory Opus has to be the most frequently "faked" program of all time. If I had a pound for ever fake copy (some with a virus attached) of DOpus that I've seen on certain BBS, I would be able to buy myself a second copy. If you want to be able to TRUST your copies, you have to BUY them. (For those of you thinking things are dandy, BOTH of the TWO versions claiming to be Directory Opus v5.1 are BOTH BETA versions, and not the real v5.1!! (YES, even the "German release" one). How does that make you feel about trusting new versions? Next time it could look just as much like an official release but wipe your harddrive).

DOpus5 is STILL being worked on and updated. Think how many of the great Amiga programs you use on a daily basis are still being updated. We really cannot afford to let any more developers leave our platform if we want our software to continue to be up there with the other machines'.

## 1.44 Jonathan Potter speaks

Jonathan Potter speaks

From Amiga Report, 3.09 =====

POTTER ON PIRACY By Jonathan Potter =====

Jason,

I just thought I'd write a quick letter to AReport to express my disappointment with the actions of some members of the Amiga community. As you may be aware, Directory Opus 5 has just been released. This is a significant upgrade; the program has been completely rewritten after more than 6 months of hard work. Less than a week after its release, pirate copies have already spread around the world.

Software piracy is a problem as old as computers themselves, and of course we would be naive not to expect it. But to have the program appear so quickly on pirate BBS' makes me wonder just exactly how tuned in to reality some people are. The position of the Amiga at the moment is exceptionally precarious, as I would have thought was obvious to anybody, and the only thing keeping it alive are the developers who still believe in the platform.

Many times in the past six months I've had to ask myself why I was wasting my time programming for a nearly-dead computer. Obviously, I do it because I enjoy it, but the hard truth is that I have to justify it in dollar terms - philanthropy is all well and good, but if I don't make any money I don't eat. The Amiga market is already small enough without the added burden of rampant piracy to contend with.

I guess all I'm trying to do is to appeal to people; if they really believe in the Amiga, and really want to see it continue, don't contribute to its down-fall by ripping off the hard work of the very people who are keeping it alive.

Regards,

Jonathan Potter

+-----+ | Jonathan Potter yeti@adam.com.au +61-412-845-696 | +-----+  
-----+

## 1.45 Where to order DOpus5

Where to order DOpus5

To contact GPSoftware, mail/fax Greg Perry:

Dr Greg Perry GPSoftware PO Box 570 Ashgrove Qld Australia 4060 Ph/fax: +61 7 3661402 Internet: zzgerry@mailbox.uq.oz.au

To order Directory Opus 5 (GP Software):

Small-Biz Software Phone: +61 (74) 919 190 PO Box 24 Fax: +61 (74) 926 860 Golden Beach Queensland AUSTRALIA 4551

Wizard Developments Phone: +44 (0)1322 272 908 PO BOX 490 Fax: +44 (0)1322 281 311 Dartford Kent DA1 2UH ENGLAND

Schatztruhe Phone: +49 201 788 778 Veronikastr 33 Fax: +49 201 798 447 45131 Essen GERMANY

Micro R&D Phone: +1 308 745 1243 721 'O' Street Fax: +1 308 745 1246 Loup City NE 68853 USA

(Taken from the registration card - I hope this information is accurate)

## 1.46 Distribution

Distribution

I won't bother to put a whole wack of stringent regulations on this archive which I would never be able to enforce, and to which none of you would pay any attention, however I would ask you to please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

SYSOPS: Please name this achive MWOpus\_7.lha if you post it. Thanx in advance!

Directory Opus 5.0 is ©1995 by [GPSoftware](#) . See [How to buy Directory Opus 5](#) .

## 1.47 Disclaimer

Disclaimer

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Please see [Nudel Speaks...](#)

## 1.48 It's FREE!

Who rattled Leo's cage?

Everything is free and not crippled in any way (despite the fact that Trevor and myself have spent literally days creating this archive, we are not blinded by this into feeling that we have the right to ask for money, unlike certain people who seem to think that a few hours' work is worthy of being 'shareware', although it's perfectly in their right to produce some otherwise quite useful stuff which noone is going to 'register' - Pah). ("Oh yes yes yes!! Here is my new eeeelleeeet 'echo' command replacement which took me at least 5 minutes to program. If you want a fully working one which can display strings longer than 5 characters, please send me \$10. ...oooh ohhh! Do you like my SuperMagicUltra-Font? YES! That took me A WHOLE FIVE HOURS to draw! If you would like a decrippled version of the font which contains all the vowels you must send me next

month's rent money...") ... Much respect to the authors of shareware which really is worth sending money for, but to all the other wanna-be's, get a life, get a clue, get a concept of effort, worth, and money.

(Oops, I've gone off on one again... :-)) ...Subtle as a French Nuclear Test, that's me!).

Leo.

## 1.49 DIF V1.0 © 1995 Jonathan Potter

DIF V1.0 © 1995 Jonathan Potter

This is a little program designed to allow easy conversion of images designed for one screen depth to images suitable for another screen depth. For example, the Magic Workbench icons for DOpus 5 (by Trevor Morris & Leo Davidson) are all designed for an eight colour screen. If your DOpus screen (or Workbench screen) is more than eight colours, these images will be displayed with the wrong colours. DIF can remap these images to allow their use on a deeper screen.

Usage : DIF FROM/A,TO/A,DEPTH/N/A

FROM - source image file TO - destination image file DEPTH - desired depth of the converted image

The input file must be an IFF ILBM image. You will normally specify the depth of your Opus (or Workbench) screen for DEPTH - for instance, my Workbench screen is 32 colours, so I would specify a DEPTH of 5 (if you don't understand the term "depth", tough luck :)

While this program will work on any depth source image, and produce any depth destination image, it is really designed for converting 8 colour images to work on a screen of more than 8 colours. For that reason, the results when using any other depth input image are undefined (well, they're not undefined, but I've never tried it, so who knows what will happen :) You can also specify a smaller depth than the original image, in which case the higher bitplanes will simply be tossed away.

The easiest way to use this program is probably to set up a DOpus button, with a function similar to the following :

```
AmigaDOS DIF {fu} {d}{o} {RsEnter desired depth:4}
```

Flags : Do all files Output to window Rescan dest Window close button

DIF works on both RLE-compressed images and non-compressed images (like brushes).

If you have any problems, you can reach me at: [jpotter@birch.apana.org.au](mailto:jpotter@birch.apana.org.au)

## 1.50 PaletteShove V1.0 © Cléo Saulnier

PaletteShove V1.0 © Cléo Saulnier

Please read the PaletteShove.guide in the [c drawer](#) of this archive.

## 1.51 CDOpus & DOpusFuncs ©1995 by Leo Davidson

CDOpus & DOpusFuncs ©1995 by Leo Davidson

CDOpus and DOpusFuncs are both extremely useful multi-purpose Directory Opus functions coded in 100% assembler (so they are FAST) by [Leo Davidson](#). Very comprehensive guide file documentation is provided for each in the [c drawer](#) of this archive, along with the functions.

## 1.52 Directory Opus 5 Reviewed - Amiga Computing Issue # 88, page 33-34

Directory Opus 5 Reviewed - Amiga Computing Issue # 88, page 33-34

MAGNUM OPUS

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Frank Nord closely examines the latest episode in the Directory Opus saga.

Directory Opus has been long awaited. Since the first murky screenshots appeared in magazines late last year, breath has been baited, wallets clutched, murmurs of concern were heard when Jonathon Potter announced he wasn't going to be using his stablemates of old, Inovatronics, to distribute this multi-tasking beast.

But here it finally is, and the metamorphosis has been even greater than could be imagined. We were all ready for a larger amount of configurability, prepared for a new windowing system, we had even set our shoulders in grim determination when we heard you could have more than the standard two directory windows open at the same time. What I certainly wasn't prepared for was the fact that Directory Opus 5 could replace Workbench altogether. That's right, you don't even need to load Workbench at all.

#### ANOTHER WORLD

If you choose the 'Replace Workbench' option, everything seems perfectly normal, there doesn't seem to be any difference. But as soon as you open a window on your Workbench screen, oh boy, you sure are in a different world. By default, DOpus doesn't fill its windows with icons. Although you do have that option, the default is actually to fill the windows like, well, like a file manager should. A burst of little icons fills the top edge of each window, letting you perform all the essential operations any file manager should be capable of such as copying, renaming and deleting.

Running DOpus as a Workbench replacement seems like a really neat idea at first. Anyone who has played with Norton Desktop for Windows will know what I mean. It's funky to open your hard drive's window and find everything listed as text, with the ability to copy, move, rename, delete, etc. right at your finger tips in the window itself.

It's also nice not to have your entire Workbench screen filled with windows as you move through sub-directories. DOpusbench will let you do this if you want, but normally it will only replace the files shown in the window with the sub-directory's contents, as you would expect. But soon you get a bit fed up at the loss of all those customisations you had on Workbench.

Apart from its looks, things have changed under the bonnet too. Directory Opus 5 is now a fully multi-threaded, multi-tasking package with the ability to perform several operations concurrently. One of the screenshots on these pages shows the contents of a disk being copied to a directory on my hard drive, while another pair of windows are being used to copy some files from another partition into RAM:. This ability is particularly useful for anyone who wants to copy files onto several disks at once, because you would be able to have as many copy operations going as the number of floppy drives you had.

#### SLIGHT CONFUSION

The manual could stand some improvement. It's very nicely laid out, but the index is fairly poor and there are several typos and things that look like typos, but are, in fact, design elements. They have used the Right Amiga symbol that appears in the menus to show that you are reading about a menu item. But this symbol is usually used in a manual to show the keyboard shortcut for that command, which makes things even more confusing because they don't show the shortcut - they are just in the manual on their own. One of the real disasters comes when you read the information about the internal 'Finish Section' command - it gave an example that sounded very useful indeed. The manual said you could get DOpus to beep when it had finished an operation, and the example given was using LHA.

I use LHA all the time and thought that given DOpus 5's ability to multi-task, it would be very useful to get it to beep on finishing the LHA compressing or decompressing. I followed the instructions down to the last letter until I came to the internal command 'Beep.' There isn't one.

#### OUTSTANDING

There are some really nice features with this new version. The ability to perform several operations at once must rank highest on the list, but there are some outstanding tools that vie with multi-tasking for attention. The ability to drag and drop more than one file at a time is a definite bonus, along with filetypes which are saved out with icons.

I think we will soon be seeing collections of these filetypes uploaded to Aminet, performing such esoteric functions as displaying image objects or HTML pages and so on. The fact that the built-in viewer now supports datatypes should be applauded and will certainly cut down on the amount of configuration that needs to be done to show GIF, PCX and Jpeg pictures or play VOC or WAV sounds. I liked the new ability to use the keyboard to navigate DOpus' interface.

Instead of swapping source and destination windows as it used to do in DOpus 4, the space bar now switches on keyboard mode. To show this you are given a little arrow cursor in the active directory window which you can move up and down with the cursor keys. Selecting files is done with the return key and double-clicking on them can be emulated with the Enter key on the numeric pad.

The context sensitive on-line help is also useful, although I would have liked to see slightly more index entries. One other thing I liked was that DOpus 5 now caters for the three button mouse owner too. Most buttons can be configured for three different



operations depending on the mouse button used, giving even more flexibility (all the same, I think I'll still use my middle mouse button to swap between screens rather than use it in DOpus).

However, if you've seen the requirements for DOpus at the bottom of this page, you will have noticed that you can no longer take it with you when you go to rescue a friend's hard drive. The price for all these added elements is the increased size of the application. It still comes on one disk - it only takes up about 800k of hard drive space - but that doesn't really leave enough room on the disk to install workbench as well.

One of the other features which had me slightly confused until I ran DOpusbench is an icon on DOpus's screen called 'Favourites.' This is a 'Program Group.' The reason for it became clear when I realized that running DOpusbench means you lose ToolsDaemon and ToolManager even though DOpus has the ability to show entries added to the Tools menu.

#### IN THE WRONG DIRECTION?

As you can probably guess from the text on these pages, DOpus 5 has got me really frustrated. It certainly is different from DOpus 4 and pretty much any other file manager, and is a lot more ambitious in its scope. But it is so much of a paradigm shift that it makes me wonder if anyone is going to use it to its full potential.

I have always plugged DOpus 4 in my various reviews and features, basically telling everyone that if they were to only ever buy one piece of software, then that should be it. So I, possibly more than others, feel disappointed that the clean interface DOpus 4 presented to the world has been swapped for something that could almost have been designed by Macro Systems (no offence, guys). Directory Opus' changes make me wonder about change for change's sake. Progress has once again triumphed over common sense, and what was an incredibly good file manager with only two flaws (not selecting .font files when the font directory was chosen and not being able to discern between two floppies with the same name) has become something that will require more maintenance than your hard drive.

I think what will happen for the vast majority of people is that they will load their DOpus 4 config file and then not bother with the new configuration abilities of DOpus 5. And guess what? DOpus 5 still can't tell the difference between two floppies with the same name.

#### PROGRAMS

These program groups are where you are supposed to drag your most-used programs to save you having to click through directories to get at them. You can have as many as you like and they can be called whatever you like, but it reminded me too much of Windoze, so I gave up on the idea of using them almost as quickly as I did on using DOpusbench.

The default configuration is, unlike DOpus 4's, pretty unusable, so there is no alternative but to configure the program to meet your needs. However, configuration has gone from one button in the bottomright corner of the DOpus 4 interface to not one, not two, but eight separate menu items scattered from one end of the title bar to the other. I understand that each of these preferences tools are discrete, multi-tasking programs in their own right, but couldn't we have had them all in one place?

One of the really annoying problems with this schizophrenic configuration method is that keyboard short cuts get duplicated. On my DOpus I like to have the Delete key as the shortcut for deleting files, surprisingly enough. When I hit the Del key in DOpus 5, however, I get a Lister Format window appear. Now, I've scoured the manual for a way to stop this from happening so that I can be re-acquainted with my Del key, but all it smugly tells me in the manual is the fact that not only can I use the Lister Status PopUp menu to call up this Lister Format window, I could also double-click with my right mouse button in the lister.

What it doesn't say is that the Del key also works, nor does it tell me how to stop it from working. Two methods for calling up this window seem ample to me, why (article ends here...really, Trevor Morris).

Essential: Kickstart 2.04, 1 Mb RAM, Hard drive Recommended: 4 Mb RAM, 68030

The bottom line Product: Directory Opus 5 Supplier: Wizard Developments Price: £49.99 Tel: 01322 277908

Ease of use 6 Implementation 8 Value for money 8 Overall 8

## 1.53 Children of the Storm

### Children of the Storm

NOTE: This information hasn't been updated for a long time, but the ideas are still the same - only more things have been accomplished since it was written. The address at the end IS still correct.

There is also now an E-Mail address and WWW page for the charity, but I'm afraid I don't have the info with me. If you would like to know more about it or contact any of the people via e-mail instead of snail-mail, please e-mail me ( [leo@hampschl.demon.co.uk](mailto:leo@hampschl.demon.co.uk) ) and I will get the details.

I know that most you out there won't pay anything at all, but I am doing this in the hope that at least a few people donate even a small amount of money, because every little penny can be put to some good!

Please, at least read about the charity, Children of the Storm. I not going to say that anyone who doesn't send off some money should feel really guilty, just that anyone who does send off some money should feel really great, knowing that they've helped someone out.

Even if you don't want to send any money (for whatever reasons), you could always send a letter of support, or spread the word to other people.

I have never asked for any money for all the work I put into these utils, and I do not gain anything from your donations except knowing that I have helped some people out. I know that my work is used by a lot of people and that because of that, I have helped them out in one way or another, so why not help someone else now! Scene members do have hearts, don't they? Make it worth my while typing all of this info!

BTW: In the case of Next2Active, the amount of work I have done is tiny, please don't think that all my utils are this tiny!)

Who are the CHILDREN OF THE STORM?

In Britain this year, over a hundred young children will be accepted into the country by the Home Office, seeking political asylum. They may be just eleven or twelve years old. Often they have travelled across continents alone. They may have just lost their parents, seen brothers and sisters brutally murdered, or suffered beatings or torture themselves. Whilst our Government offers them basic shelter and the long-term possibility of war-refugee status in the UK, they can live here for weeks and months under the threat of instant deportation, sometimes forced to live rough without provision for food, clothing and other simple necessities. Far from their home and their culture, hungry, fearful and insecure, these children attempt, often with an astounding dignity and human spirit, to survive and grow despite the weight of unbearable memories they carry deep within...

Background

Since 1989 several members of the staff at Hampstead School have been building up a support network for refugee children attending the school who have little or no family back-up, few resources, and are often in a critical emotional state.

Achievements to date include:

- Providing food, shelter and income for refugee children, working with the Tavistock Clinic which is providing counselling services and advising teachers,
- Forging links with the local authority (London Borough of Camden) to put children and carers in touch with any relevant support agencies,
- Establishing a social club in which refugee children are offered additional tuition and emotional support by their fellow pupils at the school,
- Acting as the children's advocates in relation to housing, social services, social security etc.

Status

Registered Charity number 1035774 Consultant: Sheila Kasabova, Refugee Co-ordinator, Camden Council Consultant Psychologist: Maureen Fox, Consultant Psychotherapist at the Tavistock Clinic Legal Consultants: Bindmans (services at no charge) Accountants: Alan Heywood, Chartered Accountants (services at no charge)

Aims and Objectives

1. To continue to build on the existing project achievements outlined,
2. To extend knowledge acquired by staff and pupils of the school to other schools and bodies dealing with refugee children through teacher-training programmes, conferences, booklets etc.

Summary of Projects in Progress or Anticipated

1. Publishing a booklet: the Hampstead Story, by those involved in the project, outlining the problems Hampstead School itself has encountered with refugee children and strategies for dealing with them. To be delivered free of charge to every school in the country. Cost: £9,000. Project in progress.
2. Expanding the social club outlined above to include students from other local schools including primary schools. Cost: £50 per month. Project in progress.
3. Employing a full-time counsellor at Hampstead School to counsel children and train staff in counselling techniques. Cost: £38,000 pa.
4. Employing an administrative assistant to manage the charity. Cost: £20,000 pa.
5. Holding a national conference on problems faced by refugee children in Britain, and strategies for overcoming them, open to any persons or organisations working with refugee children (teachers, welfare and social services volunteer groups etc.)
6. Employing a fundraiser. Cost: £15,000 pa.

## Conclusion

The project originated at Hampstead School is the only one of its kind. Due largely to recent wide coverage and acclaim in local, national and international media, it is increasingly being recognised by local authorities as a role model for other schools. Central to the project's success is teacher Athy Demetriades, who has assisted on training days in schools around the country. Regular requests for her to speak now come from solicitors, educational psychologists, welfare services and radio programmes as well as schools. On average, she fulfils one such engagement per week. She is, in effect, becoming one of few experts on the all-round care of children suffering a unique combination of problems - the destruction of the childhood together with the loss of citizenship and any automatic recourse to law and welfare that citizenship entails.

Sponsorship for Children of the Storm would ensure that the work originated at Hampstead School can continue. It would also lay the foundations for a training programme enabling teachers and carers right across the country to provide the basics of security and education to refugee children.

## Further Information

This is basically what you would find on the letter head:

Children Of The Storm Hampstead School Westbere Road London NW2 3RT United Kingdom

There is a telephone and fax number, but I feel that it would be unwise to include it here, as there are a few idiots out there who might abuse it.

Charity registration number 1035774

Patrons: Dame Judi Dench, Lindsay Duncan, Geraldine James, Griff Rhys Jones, John Gordon Sinclair.

Trustees: A. Demetriades, A. Berkeley, M. Janota Bzowski, S. Pickford, G. Walker, M. Johnson, F. Capone.

Consultants: M. Fox THE TAVISTOCK CLINIC, M. Martin LEGAL ADVISER, A. Heywood A.C.A, S. Kasabova CAMDEN L.E.A.

The address is up there, so go on, donate! If you think you can offer something other than money, write!

I want to say a huge thanks to anyone who does donate some money.

Thanks for at least reading this... and sorry for any mistakes in the above text - my typing can go a bit haywire sometimes!!

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## 1.55 Help

Help

Sorry, no help...but here is a smiley instead -> :)

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