DevsMan_eng

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COLLABORATORS

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                                    Devs Manager 1.1

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                              Freeware.

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1.2   Introduction

Introduction

     Some years ago, messing with mountlist entries was... messy. All that
cut'n'paste'n'join'n'copy'n'waste stuff between Mountlist files and adding
each of them to your Startup-Sequence was rather cumbersome. Then,
Commodore's software engineers (luckily, stupidity was limited to their
marketing and management departments...) came up with a nice idea: move each
of these in a separate file, along with an icon, in a drawer of their own.
So, with Workbench 2.1 appeared the Devs:DOSDrivers/ drawer, with all
those mountlist entries. Those you didn't want to mount at boot time were

moved to some Storage drawer, from where you could either drag them in the
Devs:DOSDrivers/ drawer to have them mounted at boot time, or double-click
on them to activate them temporarely. And all was good...

    And then came Workbench 3.0. New toys in this version: Datatypes were
introduced, adding a whole new depth to your Workbench and its object
orientedness. You want to have GIFs support? Just add the GIF datatype,
and you can have that BIKINI05.GIF as your Workbench's backdrop. You have a
lot of those .VOC files from your PeaSea owning friend (hey, nobody's
perfect after all!)? Great: just add this nifty Voc datatype, and you can
listen to that CRYBABY.VOC sound sample from MultiView.

    But now, we are getting some new kind of mess. Just picture this: you
have an unexpanded A1200, with only 2 megs of RAM. So, to save memory, you
just install the most used datatypes, leaving the 15 others in your Storage
drawer (note here: you can leave the #?.datatype files in
SYS:Classes/Datatypes/ without problem. What will tell the system if it
must load it at boot time is the descriptor file, located in your
Devs:Datatypes/ drawer.)

    And that's just the begining of it: what about all those DOSDrivers
that you have in your SYS:Storage/DOSDrivers/ drawer? Things like PC0:,
PC1:, DS0:, DS1:, RAD:, FF0: and still more. Getting messy, isn't it? So
trying to manage these was quite bothersome: you had to open four or five
drawers, find where that damn icon was hidden, move it to the other drawer,
... Sorry, but I'm not a big Workbench user. I much prefer using the
Shell for file management, or a good directory manager à-la Directory Opus
or DiskMaster. Most of my goodies are setted up on hotkeys or on docks via
ToolManager (best thing since sliced bread).

    Some times ago, Amiga Report magazine published the results of a survey
about what improvements readers would like to see in a future Workbench. One
of them was suggesting a better way to manage those drivers. While reading
this, I thought: "Hey, I can easily do this! ...I think?!"

So the idea for Devs Manager was born. (Clap! Clap! Clap!)

1.3   What is it?

What is it?

    Devs Manager is a small program that will simplify the management of
some of your Devs:#?/ and SYS:Storage/#? drawers. More precisely:

```
  \textdegree{} DOSDrivers/                                - PC0:, RAD:, DS0:, ...
  \textdegree{} Monitors/                                  - Multiscan, Euro72, ...
  \textdegree{} Printers/                                  - Generic, HPLaserjet, ...
  \textdegree{} Keymaps/                                   - cdn, usa2, ...
  \textdegree{} Datatypes/ (for Kickstart 3.x users).      - GIF, Post, ...
  \textdegree{} DOSDrivers/DF?:                            - For those MFS users
```

    Devs Manager will allow you to easily move drivers between the Devs:
and the Storage drawer. Any new additions to DOSDrivers, Monitors or
Datatypes _can_ be (Devs Manager will ask you if he must do so) immediately
mounted by the system when you leave Devs Manager (but not the removals.

Sorry, that's simply impossible.)

     To run Devs Manager, you need:

  \textdegree{} Any Amiga (any model).
  \textdegree{} Workbench 2.1 and up. It will run under 2.04, but it would be ←
     useless,
    unless you start organizing your Devs: directory like they are in
    Workbench 2.1 and up.
  \textdegree{} Mount command and, for 3.x users, AddDatatypes command in your C:
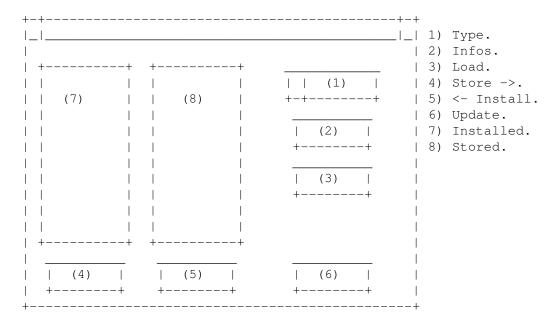   directory.

     Devs Manager is also designed for optimal usage with hard disks systems.
Maybe someday I'll add the posibility to move stored drivers from somewhere
else than SYS:Storage/, where they are usually located on a normal HD
configuration.

1.4   Usage

And how the heck do I use this?

     When started, Devs Manager will open a window with a few gadgets in it:

```
    +-+------------------------------------------+-+
    |_|_____|_| 1) Type.
    |                                            | 2) Infos.
    | +---------+  +---------+     _____    | 3) Load.
    | |         |  |         |    | |   (1)    |   | 4) Store ->.
    | |   (7)   |  |   (8)   |    +-+--------+    | 5) <- Install.
    | |         |  |         |     _____    | 6) Update.
    | |         |  |         |    |   (2)    |    | 7) Installed.
    | |         |  |         |    +--------+     | 8) Stored.
    | |         |  |         |     _____      |
    | |         |  |         |    |   (3)    |    |
    | |         |  |         |    +--------+     |
    | |         |  |         |                   |
    | |         |  |         |                   |
    | +---------+  +---------+                   |
    |  _____    _____     _____      |
    | |   (4)   |  |   (5)   |   |   (6)    |    |
    | +-------+    +-------+     +--------+     |
    +--------------------------------------------+
```

(Damn it Jim! I'm a programmer, not a painter!)

 1) Type: This is the type of devices you want to manage.   It can be
           DOSDrivers, Monitors, Printers, Keymaps or, under Kickstart 3.0
           and up, Datatypes. This will determine what will appear in the
           two listview gadgets (Installed and Storage).

           If Devs Manager can locate some "DF?:" drawers in
           Devs:DOSDrivers/, it will add four new items named "MFS - DF0:"
           to "MFS - DF3:". These can be usefull to those MFS users.

2) Load: Will load currently selected Datatype/DOSDriver/Monitor, just
        like if you had double-clicked on its icon on the Workbench.

3) Infos: When managing your DOSDrivers (or MFS drivers), this gadget
        will allow you to view the contents of a selected mountlist.

        When managing your monitors or your datatypes, this gadget will
        display the embedded version string of the selected file.
        Note that very few datatypes have one in their descriptor file.

4) Store: Clicking on this gadget while an item in the Installed listview
        is selected will move that item to the SYS:Storage/??/ drawer,
        so it will NOT be mounted at boot time. So to say, it is
        "stored" for future usage.

5) Install: Clicking on this gadget while an item in the Storage listview
          is selected will move that item to the Devs:??/ drawer, so it
          will mounted at boot time by the system.

6) Update: Will re-read the contents of the Devs: and Storage/ drawers.

7) Installed: This gadget holds the list of items available in the
           Devs:??/ drawer.

8) Stored: This gadget holds the list of items available in the
        SYS:Storage/??/ drawer.

1.5   Legal Stuff

4.0 Legal Stuff

    Devs Manager is Copyright 1995 by Eric Sauvageau. This program and its
documentation can be freely distributed, as long no changes are done to
it.

    I decline any reponsability for problems encountered while using this
software. Perhaps some bugs are still creeping in it, but I did my best to
avoid such critters.

    I can be reached via Fidonet at 1:242/907.0.,
    or from Internet at: Eric.Sauvageau@f907.n242.z1.fidonet.org

    My apologies for such an UGLY icon. Did I said that I was a
programmer, not a painter? ;) If you can do a better one
(NewIcons/MagicWB or whatever), contact me!

    The opinion expressed about Commodore in the earlier parts of this
document is my own. (Well, if you agree with me, I'm willing to let you
share it at NO extra charge! AB-SOLU-TELY FREE!!! :)

    Devs Manager was written on an unexpanded A1200 with a 40 Mb Seagate,
using Amiga E 3.1a registered and some of my free time.

1.6   The Future

This is what I want to add in future versions:

```
\textdegree{} Turn it into a full Commodity
\textdegree{} DOSDriver editor
\textdegree{} Tooltype viewer & editor
\textdegree{} Prefs menu, with configurable paths & editor
\textdegree{} Mountlist parser (take a Mountlist file, and extract all the
  available entries from it, perhaps converting them to
  2.1-style DOSDrivers?)
```

1.7   History

History

```
1.0 (5-Feb-95)
  - First public release.


1.1 (27-Apr-95)   Recompiled with EC 3.1a.
  - NEW: MFS support.

  - NEW: "Infos" gadget, displays Mountlist contents or
         monitor/datatypes version strings.
          Note that not all datatype descriptors have one!

  - NEW: Reorganized, and added hotkeys to GUI.

  - The Datatypes type will always be available, even under 2.04/2.1.
    Just ignore it if you don't have any datatypes.

  - I _think_ I solved the random crashes happening while scanning the
    drive.  Tell me if they are still there.

  - Improved error handling/report while moving a file.

  - If the destination directory can't be found, it will be created.
```

```
"Come on lady hold my hand
 Take me to your shadowland"
                                        - The Tea Party.
```

1.8   Other Products

Other products from me:

```
 \textdegree{} FileScroller 3.40 - File lister for TransAmiga BBS (3.50 and up
                         for Excelsior!)
```

```
    \textdegree{} MFormat 1.7      - Replacement for CBM's "Format" command.  ←
        Has a
                        complete GUI, configurable device filter, can
                        install a bootable bootblock, etc...

    \textdegree{} TDPrefs 1.0      - Preferences editor for trackdisk.device, ←
        can
                        adjust the step rate, disable the drive click,
                        etc...
```