

Default

COLLABORATORS

	<i>TITLE :</i> Default		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Default

1.1 Yet Another Nerve Axis Utility ;-)

```

                                     WhereIs .. Another
NVX
  Util
                                     ~~~~~~
Thanks for using this utility, yet another from the
  Nerve Axis
  stable! So
now you have it, you want to know how to use it:

About
                                     Info On The Program

Usage
                                     Who's Responsible

Nerve Axis
                                     Who Are They

Contacting The Author
  A Last Resort
```

1.2 All About This Utility

```
About
~~~~~
This is one of those utilities written 'cause files have been lost while
sorting out the hard disk. You know they are there, you think you remember
their name ( or part of it ). So where are they?
```

Not a problem, this util will tell you! Just give as much of the name as possible, any part, and what drives to search! Wow and behold, a list of all the possible files you are looking for appears.

This utility is a CLI/Shell only program. If you are a Workbench ONLY user and want a WB version then see the Upgrading text!

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1.3 How To Use WhereIs

Usage

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Now this is a little more involved 'cause the program is CLI/Shell only. This should be no problem to the dedicated Amiga user, but may bring cries of despair to those DOS-shy individuals out there.

Ok, here we go! First, you need to know about AmigaDOS search patterns, if you think you need refreshing,

CLICK ME

. Now you understand what we are talking about, here goes:

WhereIs pattern device1 [device2] [device4] .....

So all the following are valid ways of calling WhereIs:

WhereIS \*.doc dh0: dh1: cd0:

WhereIs \*.\* dh0:Downloads

WhereIs ???.\* dh0: dh1:files cd0:UUCP

WhereIs #?.#? df0:c

Ok, I'm sure you get the idea now, if not then leave me Mail

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### 1.4 About Wildcards

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### You What? Don't Know About Wildcards???

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Ok, the temperature must have risen and you have crawled out from under that really comfortable stone:) You want info on wildcards then read some good AmigaDOS manual, however here is the essence of it all:

? means 'Any Character'
 # means 'Any Number Of Chars Matching.....'
 * means 'Any String'

Confused, here are some examples:

Pattern	Matches	Misses
~~~~~	~~~~~	~~~~~
?	a b m	assign btrieve more
???	dir doc	directory docs
#?	this andthis	this.doc andthis.iff
*	<see #?>	
*h*	this	mark
*.*	<everything>	<nothing>

Best way to learn more is to experiment!

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## 1.5 Where To Find Nerve Axis

### Nerve Axis

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What, you have never heard of us? Well go back to where you got the util from and ask for more info. Alternativley, contact one of our BBS's right now! You will find them friendly and the SysOps ready to help, no need to be ElItE or anything else support the Amiga community!

| | |
|-------------------|--------------------|
| Trick Or Treat II | +44 (0)1703 391797 |
| 13th Hour | +44 (0)1704 505845 |
| The Edge | +44 (0)1226 289303 |
| Power Plant | +44 (0)1229 431590 |

In the true spirit of Friendship, the source for this program is included in this archive. Use and abuse.....

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1.6 Contacting The Author

Contacting The Author

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The quickest way of contacting the author is to leave mail for him on the Trick Or Treat II BBS. Failing this, use snail mail to the following address, though an answer is by no means gaurnteed!

STIGG,  
216 Bluebell Road,  
Southampton,  
Hants,  
Great Britian.

This is not my home address, but one that I do call at reguarly through the year!! Don't expect a quick response :)

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