

DUD German Guide

COLLABORATORS

	<i>TITLE :</i> DUD German Guide		
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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

DUD German Guide

1.1 DUD V1.0 Guide

Introduction

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(This guide needs AmigaGuide V40+)

1.2 Introduction

(WARNING: My english is not very good, do not feel offended in any way, please)

DUD is a programm in the Dirusage category, you can let it measure how much place a directory occupies on a volume. Contrary to most other dus, you can use DUD with your mouse and from the workbench.

DUD has been designed for usage with OFS/FFS. By using it with other filesystems DUD may give incorrect results and show misbehaviour.

1.3 Systemvoraussetzungen

Your Amiga should fulfil the following technical requirements:

- AmigaOS 3.0 or better
- MUI 2.3 or better

As DUD is not loading single files but scanning directories a fast cpu will be very advantageous next to a fast harddisk.

1.4 (De-)Installation

Installation:

To install DUD you can simply drag its icon into a drawer on the workbench.

DUD's settings will be created automatically in ENVARC:mui and are usually called DUD.1.cfg and DUD.1.wini. If you use the cache option then there will be some other files created on you harddisk, but you can choose the directory for them freely.

Deinstallation:

Provided you ever (never) want to remove DUD from your system, you will have to delete the mentioned files by hand. If you have not chosen a special directory for the cache files, they will have been created in the same directory as DUD. Their name consists of the prefix DUD_ + the name of the volume without the : + the Suffix .dat. So, the name of the cache file for Workbench would be DUD_Workbench.dat.

1.5 Example

You may start DUD from the workbench with a doubleclick on its icon. The main window will present you a list of volumes and you may choose one of them (for testing you should choose a partition with not too many entries in it, as reading them all can take a few minutes). DUD will start reading the whole directory structure of the volume. After that the top level directories will be presented in a list on the right side and in graphical form on the left side of the window. You may notice the entry "", which represents the current directory.

The list offers you three types of information

- 1) Name of the directory: it represents always a subdirectory to the current directory
- 2) Percentage: it shows you, how much of place, that the current directory with all of its subdirectories uses is used by this directory and all its subdirectories. The percentage is always relative to the current directory. The directory "" stands for the usage of the files in the current directory.
- 3) Value: Gives you always the number of either bytes or blocks that the directory and all of its subdirectories use.

The title has corresponding values for the current directory, only the percentage is always relative to the volume.

You may now select one of the directories with a doubleclick. All of its subdirectories will be shown and the selected directory will get the current directory. As the whole disk structure has been read already no further disk access is necessary. You may also select a subdirectory in the graphical representation on the left side.

If you want to go back to the parent directory, you should select Parent right under the list. The Root gadget will bring you to the top level directory.

You may sort the list either by name or by size with the lowest cycle gadget.

Just above you will find two other cycle gadgets. The right allows you to view either blocks or bytes in the list. The left orders the columns. Just try it out.

Pressing the Check gadget will read the directory and all of its subdirectories again, but only if they have changed. CheckAll will do the same for the whole volume. These two operations will be much faster than reading a whole disk for the first time.

You can change the look of the graphical representation in the settings menu. Try Settings->Drawing Style.

For a faster scanning of the whole volume next time, you should save the disk structure with Projekt->Save.

For reading a new volume press the New Volume gadget.

Do not forget to save your settings with Settings->Save Settings before you quit the program.

1.6 Projekt menu

New Volume will show you the volume list again. The dir structure of the old volume will get lost.

Save saves the disk structure of the current volume in a file. This file works like a cache for the disk structure, so next reading will be considerably faster.

Save In... lets you choose the directory, in which the cache files will be saved. Predefined is the same directory DUD has been started from.

About gives useless information.

Quit Program quits DUD.

1.7 Dog menu

Disk Info gives some additional informations about the current volume. Device informs you about the device name, FileSystem about the name of the filesystem. Total Blocks is the maximum number of blocks that can be used on the volume, Used Blocks means, how many blocks are used already. Blocksize gives the number of bytes in a block and Datablocksize gives the number of databytes in a block. The second Used Blocks value informs you about the number of blocks calculated by DUD. Bitmap Blocks, Directories and Files hold the number of bitmap blocks, directories and files. Oldest Directory shows you the oldest directory on your disk. LastOpTime informs you about the time spent during the last operation of DUD

The Parent, Root, Check and CheckAll menus have the same functions as the correspondending gadgets.

1.8 Settings menu

AutoCheck triggers the same action as if you pressed Check/Check All. Load does so after the reading of a cache file, DirChange does so after every change of the current directory.

AutoSave makes a cache file as if you selected Project->Save. Quit saves the disk structure just before quitting DUD, Volume Change does it when you select a new volume.

Use Cachefile selects whether cache files are used or not.

Check Links selects, if Links should be scanned, too. You do not want to set this option in general, because it can give you wrong results.

DCxFS selects the treatment of the special DCOFS/DCFFS blocks. Approximate gives only an approximation (error under 1%), Low Level gives exact results, but take longer time and can lead to compatibility problems.

Show hides the graphical representation (Gfx) or the list (List).

Drawing Style changes the style of the graphical representation. Pattern draws patterns, Outline draws outlines and Colour (surprise!) colours.

Save Settings will save all settings in ENVARC:. Beside the entries of the settings menu, the selections of the four cycle gadgets and the directory for the cache files will be saved.

1.9 Gadgets

Parent shows you the parent directory.

Root shows you the top level directory.

Check reads the current directory and all of its subdirectories again.

CheckAll reads the whole disk structure again.

N % B arranges the columns in the list.

Bytes|Blocks gives values in either bytes or blocks. In the list B represents single bytes/blocks, K represents 1024 bytes/1000 blocks, M represents 2^{20} bytes/ 10^6 blocks, G represents 2^{30} bytes/ 10^9 blocks.

AlphaSize lets you choose the criterion for sorting the subdirectories.

B|B|K|M|G yummy.

1.10 Known bugs and problems

DUD has been programmed to work with OFS/FFS formatted volumes. By using it with other filesystems you can get incorrect results.

RAM-Disk: The RAM-disk does not really work with blocks, the values calculated by DUD are most times incorrect and unusable.

AmiCDROM (CDROM-Handler 1.15, PD): As AmiCDROM gives 8192 as Blocksize and 2048 as Datablocksize, DUD's byte values will be 4 times higher than correct. The correctness of the block value differs from CD to CD, great detailed analysis of 3 CDs shows incorrect results of 0.3%, 0.8% and 11%. In addition you should set the SD-value higher than the default of 5. A value of 50 enables DUD to scan disk up to three times faster than.

CDFileSystem (comes with AmigaOS 3.1): Contrary to AmiCDROM the Blocksize and Datablocksize match each other. Buffers are not so important but can speedup things, too. Results are somewhat incorrect, too.

No other filesystems tested.

DUD can only display volumes up to 2GByte. If a volume has more data, then DUD will switch from byte to block display. Internally DUD only handles blocks, so you might expect DUD to handle volumes with 1024GByte or more.

Notify is not working right now.

DUD uses the stack very intensive, the predefined stack (30000) is big enough for more than 700 directory levels (The whole number of directories is only limited by RAM).

The saving/loading of cache files might be somewhat slow on AmigaOS 3.0. Better use AmigaOS 3.1+

DUD has not seen many beta testers, there might be some other bugs left.

1.11 Programmgeschichte

Past:

V1.0 First version.

Future:

Better support for other filesystems.

Send all your suggestions to the author, please.

1.12 Questions & Answers

«The two "Used Blocks" values do not match. Which one is correct?»

The first one is an information of AmigaDOS. The second one is a calculation of DUD and contains only the number of blocks used by files and directories; add the bitmap blocks to the second and they should be the same.

If they still differ, read on:

1) You have deleted or added something on the volume after DUD has scanned it. Select Check All and DUD will update its internal representation of the volume.

2) AmigaDOS sometimes forgets one block. For example, AmigaDOS shows only one used block for empty disks, but this is not possible, an empty disk needs one bitmap and one root block.

3) You are not using OFS/FFS.

«The list gives wrong results. It says that 10,752 Bytes make 10,5 KBytes.»

Do not forget: 1KB is 1024 Bytes, $10,752 : 1024 = 10.5$

«The list gives wrong results. In a drawer with five files 200Bytes each, DUD measures 5KB to be used.»

Disk space is measured in blocks and a file can not occupy half blocks, so a file with 200 bytes needs at least one block with 512 bytes. Also, every file needs a so called FileHeaderBlock, which contains the name, the attributes and the comment for the file.

1.13 Copyright

Copyright:

DUD is ©1995 by Stefan Tiemann. DUD is Bugware, you have to report all bugs you find to the programmer. You have to report all suggestions for the future of the program. You may send the programmer as many \$ as you like, he will take them all and light some candles for you.

You may copy DUD in its original form to any place you want.

The programmer takes no response for the functions of the program and for any damage that occurs to you, your system or your pets while using DUD.

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Technial stuff:

DUD has been programmed in Modula-2 with the M2Amiga-System.

GUI by MUI, read the following.

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

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