

in

COLLABORATORS

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Chapter 1

in

1.1 ComDizZ V3.9 manual

```

                                CoMDizZ V3.9
                                ~~~~~
                                FILE_ID.DIZ -> FileComment!
ComDizZ V3.9- © by STEELER/phanTasm on 06.08.1995

                                What for???

                                Usage

                                Requirements

                                Greetings...

                                History & Future
                                        Have a look at HISTORY to see what`s new!

                                This is aMIGA, so there`s dOpus & AREXX!

                                This is KickAss-Ware! If you like this piece kick somebodys` ass!
                                oh... sorry... error... it was ment to be "BeLucky-Ware!"
                                If you like this piece get lucky immediately !!!

-----

                                But you should send me an EMAIL: STEELER@BLACKBOX.SHNET.ORG

                                or have a look on our WWW-Server! http://134.28.37.10/~frank/PHN/ ↔
                                phn.html
-----

or or or or or or or or or or or or or or or or or or or or or or or or
                                Do what ya want!
```

1.2 What for ...

So here we are...

ComDizZ is a litte AREXX script for DirectoryOpus Version 4. Version 5 is out now but has not been much tested by me in the last days...

So this script doesn't work for Version 5 :-)

(read the

Requirements

) for more infos!

So what is this script for?

ComDizZ will extract the FILE_ID.DIZ information of any file in one of your archives

My little script will now do the following:

The DIZ will be compressed and all useless ASCII is removed. Only plain readable chars will still remain and data will be written to the File-Comment of your file. SnatchDIZ © by rASCAL/SUPREME is used to extract DIZ. It supports LHA-, LZX-, ZIP-, DMS-, EXE-, GIF- and TXT-Files! All you have to do is to highlight an object in dOPUS, press button and a stripped COMMENT will show up in a requester. Then you'll have the possibility to edit the COMMENT and after pressing return it will be added to your file.

When there is NO File_ID.DIZ you are asked to paint one with DIZ-Ed!

Eazy, eh?

1.3 Not that hard...

I guess everybody who knows dOPUS has already inserted a selfedited button...

First copy c/ files to c: , REXX/ files to REXX:
It's too easy... but I guess you already did it!

So all you have to do is to make a button with a link to my AREXX script.

```
::: BUTTONS :::
```

```
---
```

for the NON-interactive version make a button called:

```
REXX:ComDizZ.dopus
```

```
---
```

for the interactive version:

```
REXX:ComDizZ.dopus INTERACTIVE
```

```
---
```

for the interactive version without DIZ-ED support:

```
REXX:ComDizZ.dopus INTERACTIVE NODIZED
```

for making a LIST of the files in the actual dir called !INDEX:

```
REXX:ComDizZ.dopus MAKELIST
```

If you want only the NEWEST files to be scanned you now can use:

remember, you don't have to select files on your own !!!

```
REXX:ComDizZ.dopus INTERACTIVE DATECHECK
```

or

```
REXX:ComDizZ.dopus INTERACTIVE NODIZED DATECHECK
```

...NO MORE OPTIONS but that should be enough!

1.4 You got this crap...

You need:

- an AMIGA w/Kick 2.04+
- the lha-, lzx-, UNzip-, DIZ-Ed-executable placed in your path. Unzip, DIZ-Ed, SnatchDiz are in this archive!
- The original CLI-Commands DATE,DELETE,FILENOTE, SORT,LIST and the SNATCHDIZ-executable in your C: path (the system files should already be there (C:), where they belong to!)
- for sure AREXX
- DirectoryOpus 4+ (sorry - with Version 5 it doesn't work yet) (searching for someone who makes it work with 5!) (contact me and I send you the READABLE sourcecode!) (or just do it, release it but mention me!)
- a copy of ComDizZ in your REXX: path
- just a second time to edit a button in DOPUS!

That's it.

1.5 Lash-Smash-Greets:

Yep... the main part of this doc follows:

I wish to say HI & THANKS to:

~~~~~

rASCAL/SUPREME for his work on SnatchDIZ V2.1 up to any other version

Hi to FLAKE/TRSI for being a nice PAL! (am I doing my job well as a

psychological backbone???)

Gandalf/PHN for being god as a sysop  
 LATEX/PHN for drinking and playing darts!  
 Noodles for heavymetal in mods!  
 Maggi for Animations that last 30 min  
 McCoy/PHN for his WIN-o-MATIC (you had to see it at the BBX-Symposium '95!)  
 SiliconSurfer & Crisi for being two nice pals with helping hands!  
 Everybody at the BlackBox!  
 Hi to CTHULU/Sanity for being my favourite painter!  
 York for buying a PC and staying hungry!  
 Elli for being a cat-eater!  
 Martin Endres for coding Camouflage the best MIDI-Sequencer on Amiga  
 Chris for nothing...  
 Escom for #S%(=x" whatever... (we will see!)  
 The whole BlackBox/Hamburg Team!  
 Ghismo on Nightline  
 Dr.Cool on Frontline  
 CCS for free calls  
 Apollo/phn, Spirit/phn, Bastard/phn for being in my favourite group :-)  
 Chaos for start coding on the WRONG machine (yep, I know it's worth it!)  
 Decca, Sire, RawStyle for being in the Organization-team '96  
 Amiga Tec. for any "A" ,but start A5000-production soooooon!

And greetings to my LIVING-COMUNITY Jens,Jens for shaking  
 heads about what I'm doing... yep 68 are coming straight!  
 C'mon... let's have a tube of smokein!

And YOU for reading this crap...

## 1.6 Versions...just some!

- V1.0: 01.April'95 - Never been released... just a working beta  
 Based upon a bad programmed AREXX-Script I downloaded  
 once somewhere...  
 - It's no APRILSCHERZ!
- V2.0: 15.April'95 - Never been released too...  
 - Added error-handling  
 - Added advanced stripping of bad chars  
 - Added editing option
- V3.0: 25.April'95 - meanwhile Commodore was sold to Escom ;-)  
 - First Release!  
 - Added Multifileselection  
 - Added requester  
 - Added DizMagIc-Script for non-interactive use!
- V3.1: 27.April'95 - Fixed problem with Directoy scans!  
 Errorhandling:Now a requester opens when you try  
 to scan a whole directory!  
 - Fixed a problem with locale-handling  
 - Highered the limit of chars from 70 to 79  
 - Advanced stripping of bad chars again  
 - Added the function to scroll after entrys

- 
- V3.2: 28.April '95 - Added the function to break during work  
(press both mousebuttons to BREAK!)  
- Cleared code a bit  
- Fixed the handling bug! Now I use the original  
CLI-command FILENOTE for inserting the comments  
in your files. The internal dOPUS-command made  
some problems in handling files l8er...  
- Removed DizZMagIc from archive!  
Now the INTERACTIVE & NONINTERACTIVE version  
are the same...  
When starting the script you can give the  
argument INTERACTIVE and from then on  
the comment-editor will come up all the time!
- V3.3 29.April '95 - Added File\_ID.DIZ to REXX-Script  
- Now BREAKS are recognized faster!  
- Indicator in the Status-Line added (now you  
can see how many files are left and which file  
is in work.)  
- some internal changes in the code!
- V3.4 11.May '95 - 3.3 was not really a FINAL-release though!  
I got some new ideas...  
- NEW OPTION: NODIZED  
Added DIZ-Ed V2.1 support  
If the checked file doesn't have  
a FILE\_ID.DIZ your are asked to paint one  
with DIZ-Ed. DIZ-Ed will then be loaded...  
Just works in INTERACTIVE mode!  
To switch this function off give the argument  
"NODIZED" after the "INTERACTIVE" option!  
- If you want to have DIZ-Ed on dOPUS-screen then  
go to its PREFERENCES screen and enter the  
SCREEN -> FRONTMOST mode!  
- NEW OPTION: MAKELIST  
When starting with "ComDizZ MAKELIST"  
a sorted file will be created with name  
and comment in a row in your actual dir!  
This is useful for people who want to spread  
lists of their Up/Download dirs to friends  
who should know what is in the archives!  
- Improved Errorhandling:  
Filenames that include ILLEGAL Chars (such as \*,=)  
will not be handled. You have to rename such  
files and try again l8er, but you'll be informed!
- V3.5 21.May '95 - Found a bug in handling filenames with SAPCES!  
->fixed  
- the abort function is enhanced  
- Found a bug in the executable of SNATCHDIZ by  
Rascal/Supreme. The exe didn't work on 040!  
Result of using a bad cruncher but now fixed  
because the exe is now uncrunched here in the  
archive! Please copy it over your last exe  
that came with the laster releases!
- V3.6 16.June '95 - How drunk was I? I came back from NEXUS7 (sux!)
-



and started the release of 3.5... but look above ^  
 There are many misspelled and totally wrong  
 things being told in the 3.5 release...

I must have been brainstuck!

- Files with spaces weren't handled correctly  
 in 3.5! SnatchDiz has an error. Now a requester  
 will popup to inform you that you have to rename  
 the files!
- optimized the code (espacially the loops!)  
 now it's a little faster...
- found a bug in localization! When not using ENGLISH-  
 catalog the ERROR-requester was faulty!  
 Should work now!
- Yep Gandalf... I haven't found any solution for YOUR  
 problem yet... probably the error is gone now ?!

V3.7 21.June '95 - Now ComDizZ works with more then one DOPUS-Rexx-Port,  
 so multitasking is is now enabled! :-)  
 - Added a simple "beep on error" !  
 - Added a little infowindow that shows up while  
 working (grin!)  
 - due to the optimizing it is slightly faster again!  
 - now after editing the fileid with DizEd ComDizZ will  
 request for editing the comment. You don't have  
 to start the script again on the edited file!  
 - thisone seems to be the last version...  
 if you want something in here or I see bugreports  
 i'll bring out a 4.0 with new features!

V3.8 19.July '95 - all people that installed the BETA should install  
 ALL files AGAIN !!!  
 - Never thought there would be a NEXT release! ^^  
 - Update of SnatchDiz 2.2 ©'95 rascAL/shooT is  
 distributed in the package!  
 Because of that ComDizZ handles files with SPACES!  
 yep... that took a long time :-)  
 - Now ComDizZ is much faster !!! Snatchdiz 2.2's new  
 feature is that you can make it resident!  
 Copy the new Version to your C:  
 DELETE, FILENOTE, SNATCHDIZ - All this files HAVE  
 to be in C: path  
 ~~~~~  
 Thanx go out to rascAL/shooT for the idea,
 that should have come to my mind before!

 A little comparison of 3.7->3.8 speed enhancement,
 tested speed with 16 Textfiles in 187248 bytes:

V3.7	->	V3.8		all on orig (c)2620-68020
-----	->	-----		may differ on your machine.
53.64sec	->	36.10sec		that's speeed-improvement!

- Now in INTERACTIVE mode you can EDIT more then
 80 chars! But remember that only the first 80
 will be written to the filecomment!
- Advanced stripping of bad chars again

- Statusline is repaired to show allways the right file at the right time!
- Won't do a Dopus5 Version yet... nobody seems to be interested in this tool, cause of no replys... Now start to mail me sucker... I wanna know who uses this bigshit! ;-)

V3.9 06.August '95- Some incredible NEW enhancements: Thanx to Gandalf/PHN for the ideas!

If you are downloading new files and you want to ComDizZ'em immediatly you HAD the problem, that you probably don't know which files were NEW!

But now you can choose the new option DATECHECK! DATECHECK will remember the last time you used ComDizZ (files !CD1DIR will be created in your path) and will then automatically SELECT the latest files and progress them! You need the file DATE in a path! (edit the preferences... see last updatepoint!)

The first time you start this option all files in the chosen dir will be selected (files >01.01.1978!)

By the way, I never had this problem Gandalf had, because I use one window that is sorted by time, so I can see which files are new... Nobody needs that anymore :-)

By the way... does anybody need this REXX-Script ??? Nobody (except Gandalf) gave me a feedback... and not a feet in my back!

Now it's Saturday morning 05:03 and I start to feel a little tired though...

- A yap, I forgot to say that another bug is fixed. The CR's in the File_ID.Diz weren't converted correctly that sometimes 2 words wouldn't have a space in between them... This is gone and everything is readable now!
- Fixed a bug... NODIZED didn't work well but will now!
- Preferences ADDED! Just load the script in an editor and edit the PREFERENCES part to your system needs!

Future enhancement:

Is there something you want in here???

Just search for a contacting address !!!

1.7 Your favourite DoPe-HoUsE!

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# $^1$
J#&
d##
###L
###p
j####
J####
#####D
J#####B

```


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 onLine ! | \$\mathrm{\mu}\$æ*@¶\textdegree{}^-[/]CliTroMax D-SigN
 -----/-----
 http://134.28.37.10/~frank/PHN/phn.html or EMAIL:SYSOP@BLACKBOX.SHNET.ORG

```

~~~~~
      __$\mathrm{\mu}$__ ,ÑM@M\textdegree{}\textdegree ←
      {} \textdegree{} \textdegree{} \textdegree{} ***** ←
      w000000#$\mathrm{\mu}$ww$\mathrm{\mu}$
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      ,_#Mm44ææm$\mathrm{\mu}$JWW@LZZ\textdegree{} ..^- \ ←
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      ***==^^^^-

```

We expect another party, not really on enterprise but on earth...
 The BBX-Symposium 1996 is planned right now while u are reading this phile!
 This gonna be one of the biggest events in germany!
 The party is organised by the known managers of the 68xxx-Convention
 and the routinised people of the BlackBox Symposium and will
 be held from 5th to the 8th of April 1996, somewhere in or near +49-Hamburg

Groups that cover the field: PhanTasm, PolkaBrothers, Lego (on Amiga side!)
 Avena (on Falcon)
 Oxyron (on C64)
 Any PC-group interested to join organization?
 Please Mail us!

Reach us for more information concerning da party or our group

ON WWW/MOASIC/NETSCAPRE - <http://134.28.37.10/~frank/PHN/phn.html>

or

ON EMAIL - SYSOP@BLACKBOX.SHNET.ORG

or reach us via the beloved homeboard: The BBX-System
 find out the number somewhere...

Us Workin` for da pleasure of u!

```

      J000&,
      J0000000&,
      J000@¶¶¶M000&,
      J00001 J0000&,
      J0000001 J000000&,
      J1 $\mathrm{\mu}$ $\mathrm{\mu}$ $\mathrm{\mu}$ $\mathrm{\mu}$, \ ←
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      mathrm{\mu}$J000000000&,
      J001J@¶$^1$ , J000000000000000&,

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\ensuremath{\lnot}\, J01 \ensuremath{\lnot}M0@^1$ \l
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```

```

  --- MIGA --- COMPUTER --- ECHNOLOGY
  -----
          "reACT" now

```

~~~~~  
sTEELER[/]phanTasm