

EnvMan

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Chapter 1

EnvMan

1.1 EnvMan : an environment manager

Welcome to the EnvMan documentation. **WARNING:** If you are not a skilled AmigaDos user : **DON'T EVEN TRY THIS APPLICATION INCORRECT USE OF EnvMan MAY SEVERELY INJURE YOUR APPLICATIONS SETTINGS** You can select the following topics.

Introduction What is EnvMan ?

Copyright For the distribution

Using EnvMan How to use it ?

Installation How to install it ?

How To You want it ? You'll got it ;)

TroubleShooting The undocumented features

The Future How to make it bigger and more complex

The Author If you don't know me

Localisation How to get a real catalog

1.2 EnvMan Introduction

For a very long time I didn't bother at any time of what was placed in my ENV: and ENVARC: directories and I let the stuff growing bigger and bigger until one day I considered the fact that my system was containing a LOT of environment variables, even for applications I have desinstalled a long time ago.

Then I have realized that I had lost the control of a really important part of the system which is the environnement.

First of all, I think that the environnement is too much used by applications. Because a really smart alternative are the icon tooltypes. Any program can have its options controled by the tooltypes and the smart point is that if you launch a program with a project icon, it will use the options set in this icon and not those of the tool icon. Then you can have a lot of different options for the same program, each controlled by a different project icon. In my humble opinion, the environment variables should only be used if they are of interest for more than one application which I believe they have been designed for.

The second point is that often, the environment variables are misused by applications.

This is because the variables are of three kinds : **local** , **global** and **archived** . The local variables are used by few programs to set their options and it is definitely a mistake because these variables only exist with the process which created them. The only interest of local variables is for setting temporary values such as SET ECHO ON of the shell.

The third point which I was not happy with is that if you create an environnement variable, you have no simple way of modifying it. For example you can not have it archived easily.

Then I have designed what EnvMan should be:

- Since some programs set options which disappear at reboot time or worse, at the end of their process, it should be easy with EnvMan to set those as archived so I can configure the application once and don't bother about it later.
- It must of course, show me the contents of all the environment and how much place it takes in memory.
- It must be easy with EnvMan to create, search or delete any environment variable and to make promotion of a **local variable** to the **global** or **archive** set (CLI only). The local variable should not be deletable since this can be harmful to the system. I have also considered that grabbing local variables from other processes would not be system friendly.
- The environment variables should be editable, if this can be done. Some are just a text string and it makes no problem but other are text files or even binary files such as IFF ILBM. The three methods are 1) A string gadget, 2) A file edit feature and 3) An Import/Export feature. Please note that the file edition uses C:Ed by default but looks at the environment variable EDITOR which is also used by the More program and other utilities. Setting the environment variable EDITOR to your favorite text editor is a must and don't take a lot of place in memory.

1.3 Legal Information

EnvMan, Copyright © 1996 Dominique Lorre, All rights reserved

EnvMan is FreeWare, you can use it and distribute it like you want.

Restrictions

Distribution of EnvMan in a magazine cover disk or as part of another product is subject to a signed agreement from the author. The distribution of EnvMan on any free software collection such as Aminet is allowed without a signed agreement but only as an independent product, not as an extra of another application.

Conditions of distribution

The envman archive method (currently lha) can be changed provided that the dearchiving program is available on Amiga or the new archive is self auto-extractable on any Amiga system greater or equal to 2.0. The archive contents must be preserved intact but you are authorized to add a simple file belonging to your organisation if you want and are also welcome if you add new translations of catalogs or help files (in this case I would prefer if you send those directly to me so I could include them in the next release).

THE AUTHOR OF THIS PRODUCT CAN NOT IN ANY EVENT BEING HELD RESPONSIBLE OF ANY DAMAGE DIRECT OR INDIRECT CAUSED TO YOUR DATAS. THIS PRODUCT IS GIVEN AS IS AND IS SUBJECT TO CHANGES WITHOUT NOTIFICATIONS.

1.4 Using EnvMan

EnvMan usage is very simple. You can launch it either from the Shell or the Workbench. There are no options since I didn't found any interesting options to implement.

If you launch EnvMan from the Shell, you will find generally more information since more local variables and alias will be declared, but this is not always true, especially if your Shell has been launched without the S:Shell-Startup initialization file. Some variables like RC, process and Result2, are systems variables and you should not try to promote such local variables, since other Shell programs might find this confusing. This is the reason why I have disabled any modification or suppression of local variables.

If EnvMan takes a LOT of time to appear, this means that you have a HUGE environment size (200 Kbytes is NOT science-fiction !) and that a little cleanup might help you gaining more RAM, more space to your SYS: partition and also having a faster booting process since the environment is transfered at every boot time from ENVARC: to ENV:...

Then, when EnvMan has checked all of your environment, it creates a window with three lists : one for the **local variables** , one for the **globals** and the third list is for the **archives** . There is also a button for the create/search facility.

In the lists, all the environment variables are displayed in the alphabetical order with their full path name. I did not implement a directory based display since I noticed that some variables are quite hard to search for since they can be hidden under two or

three directories nodes. However, I can change my mind in the future, especially if many users ask for it with good reasons. After the variables name, you will find the beginning of their contents and will be able to identify their types (for example an IFF file will begin with the FORM letters).

To create or search for a variable click on the button and a string request will appear. Then type into the string gadget the name of the variable and press Enter two times. If the variable exists it will be displayed and if not a new entry will be created that you can edit.

To edit a variable, just click on it into the list and a window will open with the following settings :

Alias : the box is checked if the variable is an alias. You can not modify this state.

Local : the box is checked if the variable is local. This is not modifiable.

Global : checking this box promote your variable to Global and unchecking it delete the variable from ENV:

Archived : checking this box promote the variable to Archive and unchecking it delete the variable from ENVARC:.

Binary : the variable is probably a binary file, since EnvMan has detected control codes. You cannot modify this state.

Null Term : the variable is a string with a Null character at its end. This state may not be modified but the variable is editable via a string gadget.

Size : the size of the variable.

Name : the name of the variable. You can edit the name if you want but it has no effect in this version.

Contents : the contents of the variable will be displayed. If the conditions are good, you will be able to modify the contents inside the string gadget. Good conditions are : the variable is not binary and it is global or archived. Note that you can modify a local variable but this will have effect only if you check the Global or Archived box since local variables are READ-ONLY. This also means that the local part will NEVER be modified.

Edit : click on this button to Edit the variable. The file editor will be C:Ed or the EDITOR variable contents.

Import : click on this button to replace the contents of this variable by a file of your choice.

Export : click on this button to make a copy of this variable in a file of your choice.

1.5 How To ?

How to create a new variable ?

You can create a new variable by selecting the button Create/Search

How to edit a variable ?

By selecting the variable on the list where it appears

How to delete a variable ?

You can delete a variable by first editing it and setting the Global and Archived attributes to off

How can I modify the contents of a variable ?

If the variable is a single text string you can modify it with a string gadget other possibilities are Import/Export and Edition.

Why can't I modify or delete a local variable ?

This may be a source of problems to your system but you can still promote it to global or archived and modify it later.

The lists are very long, how can I find a variable quickly ?

When you select the create/search button, a new variable will only be created if it was not existing already. If you specify the name of an existing variable, the variable will be found and displayed.

What does [ALIAS] mean ? I can't have those variables promoted !

Yes, **alias** are special local variable that are generally declared in the S:Shell-Startup file. Alias allow renaming of long command lines to a shorter command. Modifying is not allowed since it can be a source of troubles. If you want to modify those you will be obliged to edit the S:Shell-Startup file.

Why can't I edit a file variable ?

EnvMan checks if a file variable is text only. If not, you can still Export it to a file, modify it and Import it after the modifications have been made.

What is OUI ?

This means "Object User Interface". It is simply an encapsulation of miscellaneous system functions for the C++.

1.6 Troubleshooting

When I modify the name of the variable, nothing happens.

Yes, it does not work yet.

When I press the Edit button nothing happens

Edit looks for a Text Editor which can be C:Ed or the Editor set by the Editor environment value. If nothing happens, either your Editor variable is incorrect or Ed is not in the C: directory.

The colors looks rather strange

The Object User Interface is experimental and tries to define new pens for its applications such as GREEN, RED, WHITE, BLACK and a few others like the gadgets background. Since it works better than the first tries, you can still have troubles, especially if your screen is 8 colors. One solution could be to live with it since only the string and buttons gadgets can have some troubles. Another one could be to switch either to 4 colors or 16 colors. Under system 2.0 the application use normal pens so users may be less incomodated. If you think this interface is worthless, I will answer that the ability to display Ok in green, Cancel in red, Yes in white and No in black is an ergonomic feature called Compatibility.

The file selector is unusable since I can not select any assign or device

For this, you have two boxes which display drawers and files icons. If you click on the top one you see the devices and the assigns. At this point, you can still go back to the directory you were by clicking on the lower one (I know Asl is better but Asl do not display comments and icons).

1.7 The future of EnvMan

I will certainly implement the possibility of deleting full environment directories.

Also I am thinking about the renaming of an environment variable, the duplications and all that features which will make it bigger and more complex to use ;).

That's all I can say for the moment but you can still send me feedback...

1.8 Who did it ?

This is my address :

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I am an Amiga user since 1985, a developer since 1987, have been involved in the publishing in France of many Amiga related books at the French publisher Micro-Application, and also have wrote articles about the Amiga on magazines such as Amiga Revue. In 1990 I have been involved in the ADC16 project which is a functioning 16 bit audio sampling card and wrote the first versions of the device and the application program. Since late 1992, I am busy on the development of a new musical software which is called Euterpe and is near to be released.

1.9 How to Install EnvMan

You don't need to install EnvMan because it will work as a standalone program. However, the catalogs can be installed if you want. The oui.catalog should be placed in LOCALE:Catalogs/your language/oui.catalog where "your language" is the name of your language. The envman.catalog should be either placed in the same catalog than oui.catalog or in a Catalogs drawer located in the drawer where EnvMan has been copied (i.e. PROGDIR:Catalogs).

1.10 How to translate EnvMan

Unfortunately, I didn't used CatComp to create the catalogs for oui and envman but a clumsy tool named NewCat.

So, if you want to make a new catalog for envman or oui, you will find a file called locale.txt which is automatically generated by the oui interface. If you translate it and send it to me I will compile this file with NewCat and place the catalog into the next distribution of EnvMan. If not, you can still convert this file to a CatComp file and use CatComp instead or may be you can use other tools such as CatEdit that I never tried but seem to be fine.

Since you will find translations for spanish, german and italian, these are dictionary based translations and are certainly full of errors ! Thus, it is ok to make new catalogs for these languages if you want. A new english or french catalog should not be necessary.

1.11 Global Variables

A global variable is a variable which is placed in the ENV: directory. Generally this directory is RAM:env. When an application such as one of the Prefs programs creates a new global variable, it places it in ENV: when you select the Use button because this means : "Use this settings for the moment but not permanently". From the Shell you can also create global variables and read it with SetEnv and GetEnv. In Shell scripts, you can use local or global variables by prepending a DOLLAR sign before their name. The DOLLAR sign is generally "\$" but can be modified with the .DOL script statement.

1.12 Local Variables

The local variable are created from the Shell or application programs and are attached to a process. When the process end, all of its local variables are deleted. Some are created by C: programs such as version which creates Workbench and KickStart and other are used by the Shell itself such as RC and Result2. If a local variable has the same name than a **global variable** it will have the priority and if you use the same local variable in multiple processes then it should have been a global variable. From the Shell you can create and read local variables with the Set and Get commands. In Shell scripts, you can use local or global variables by prepending a DOLLAR sign before their name. The DOLLAR sign is generally "\$" but can be modified with the .DOL script statement.

1.13 Alias Variables

Alias are redefinitions of commands created by the shell command Alias. They are generally created in the S:Shell-Startup file. EnvMan recognise it because they share the same lists than the local variables but only display it.

1.14 Archived Variables

An archived variable is a variable which is placed in the ENVARC: directory. Generally, this directory is SYS:Prefs/env-archive. When an application such as one of the Prefs programs creates a new archived variable, it places it in ENVARC: when you select the Save button because this means "Use this settings forever". Doing this will also create a **Global variable** .
