

Select

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COLLABORATORS

	<i>TITLE :</i> Select		
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Chapter 1

Select

1.1 Select/Except 1.8

~~~~~  
Select/Except 1.8  
~~~~~

Select and Except are two incarnations of a program intended to simplify the use of the patterns capability of

AmigaDOS

.

- Select lets you execute a command on a subset of the files matching a given pattern;
- Except lets you execute a command on a subset of the files NOT matching a given pattern

Both Select and Except share the very same executable code, so you can simply copy Select to your favourite directory and have a

link to it under the name "Except".

You can also choose to have the installation automatically performed by the supplied

Install script.

Once Select/Except is installed, you can just have a try at it; however, you should first know its

syntax and how to operate its GUI

.

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1.2 About AmigaDOS Patterns

```

                About AmigaDOS Patterns
~~~~~

```

```

                AmigaDOS
                uses patterns to indicate a whole set of files with a
single expression.

```

A pattern includes one or more of the following special characters:

```

#
    matches any number of the expression following it;

?
    matches any single character;

(..|..)
    matches two or more alternatives;

[...]
    matches a class of characters;

~
    matches anything BUT the expression following it;

%
    matches the empty string.

```

A single "'" before any of these characters overrides its special meaning, treating it as a simple literal.

Any other character matches itself.

1.3 The # meta-character

```

The "#" meta-character
~~~~~

```

```

# matches any number of occurrences (even zero) of the following
expression.

```

So, #a will match "", "a", "aa", "aaa" and so on, while #? will match "any number of any character", i.e., everything.

can be followed by complex expressions, as in

```
#(a|b)
```

that matches any sequence of a or b, as "aaab" or "baba".

1.4 The ? meta-character

The "?" meta-character

~~~~~

"?" matches any single character, like "q" or "3".

So, "???" will match any string of exactly three characters, like "foo" or "bar".

You can use "?" in combination with other patterns:

#? matches everything, while

#?.? matches every string ending in ".\*", such as "hello.c" and "hello.o".

## 1.5 The (..|..) pattern

The (..|..) pattern

~~~~~

By using (..|..) you can specify that your pattern can match any of a number of alternatives.

For example, (aa|abc) matches either "aa" or "abc".

You can also use (..|..) in complex constructs, such as

#?.(c|o|s) that matches every string ending in ".c", ".o" or ".s".

Sometimes you can use the

```
[..]
```

pattern instead.

1.6 The [...] pattern

The [...] pattern

~~~~~

You can use the [...] pattern to indicate a set of single characters. So, [abc] matches "a", "b" and "c".

Note that this use of [...] is equivalent to

```
(a|b|c)
```

---



You can also specify sets of contiguous characters by using the dash "-".

For example,

```
[0-9a-z]
```

matches any of the ten digits or any alphabetic character, and is equivalent to the less handy

```
[0123456789abcdefghijklmnopqrstuvwxyz]
```

## 1.7 The ~ meta-character

The "~" meta-character

```
~~~~~
```

The "~" symbol negates the expression that follows it.

So, while "#?.info" matches any string ending in ".info", "~(#?.info)" matches any string NOT ending in ".info".

When using "~" be careful not to forget parenthesis...

~#?.info would have negated only the "#?" part, resulting in "any string NOT matching #?, followed by .info" (i.e., no string at all).

You can use "~" in complex constructs:

```
#?~(.c|.o)
```

matches any file NOT ending in ".c" or ".o".

## 1.8 The % meta-character

The "%" meta-character

```
~~~~~
```

The "%" character matches the empty string always.

It is sometime useful with

```
(..|..)
```

to indicate an empty alternative, as in

```
hello(.c|.o|%)
```

that matches "hello.c", "hello.o" and "hello".

## 1.9 AmigaDOS

About AmigaDOS  
 ~~~~~

AmigaDOS is the Amiga's Disk Operating System; as such, it handles disk operations such as writing, reading, renaming and formatting.

It also includes a command processor, known as the "Shell" or "CLI"; you can type commands in a Shell and AmigaDOS will execute them for you.

1.10 Select/Except's syntax

Select/Except's syntax
 ~~~~~

The syntax of Select (or Except) is very straightforward:

just prepend "select" to your usual command to expand its pattern capabilities.

For example,

```
select more #?.doc
```

would let you call "more" using a pattern (usually, more can't handle patterns).

Select uses the first pattern found in its command line for graphical selection.

When in

```

                Separate
                mode, the command line can also contain
any of several Special symbols
                .
```

## 1.11 Special Symbols

Special Symbols  
 ~~~~~

When using Select (or Except) in

```

                Separate
                mode, you can
use several special symbols on the command line.
```

Each of them expands to a part of the full name of the file matching the pattern, as specified in the following table:

With ----	You Get -----
	%P or %p the file's path
	%N or %n the file's name
	%B or %b the file's basename
	%E or %e the file's extension

"%" followed by any other character produces the character itself, so you can obtain a true "%" by specifying "%%".

On a file name of "RAM:t/hello.c.info" the various parts are:

```

%p
RAM:t/

%n
hello.c.info

%b
hello.c

%e
.info

```

1.12 Usage of %p

Usage of "%p"
~~~~~

When expanding the command line, %p gets replaced by the file's complete path.

So, if we have a file "RAM:t/hello.c",

```
select echo ram:t/#?.c %p
```

would echo, "ram:t/hello.c ram:t/"

### 1.13 Usage of %n

Usage of "%n"  
~~~~~

When expanding the command line, %n gets replaced by the file's own name.

So,

```
select rename #? %n.old
```

would rename "hello.c" to "hello.c.old".

1.14 Usage of %b

Usage of "%b"
~~~~~

When expanding the command line, %b gets replaced by the file's "basename", i.e., its name with the extension part (if any) removed.

So,

```
select rename #? %b.bak
```

would rename "hello.c" to "hello.bak".

Please note that "hello.c.info" would be renamed to "hello.c.bak".

### 1.15 Usage of %e

Usage of "%e"  
~~~~~

When expanding the command line, %e gets replaced by the file's extension (if any).

So,

```
select rename hello.#? aloha%e
```

would rename "hello.c" to "aloha.c" and "hello.o" to "aloha.o".

Please note that "hello.c.info" would be renamed to "aloha.info".

1.16 Select's Graphical User Interface

Select's Graphical User Interface

~~~~~

Select/Except is mainly intended to supply a GUI to Shell commands.

Select offers a window with several  
gadgets  
and  
a couple of  
menus  
.

The window shows a list containing all the files and directories whose name matches the pattern given on the  
command line  
.

## 1.17 The Gadgets

### The Gadgets

~~~~~

Select's window contains:

- A big
list
of names on the left;
- Several gadgets on the right:
 - All
Selects all the names in the list;
 - None
De-selects all the names;
 - Invert
Invert the selection;
 - Separate/Together
Mode of execution;
 - EXECUTE
Execute the command;
 - ?
Calls the ASL filerequester;
- A
string gadget
at the bottom with the command to execute.

1.18 The names list

~~~~~  
The names list  
~~~~~

This list contains all the names matching the given pattern, or added later with the
?
gadget.

Selected names are shown with a ">>" near to them. You can select a name by clicking on it, or by using the

All
,
None
and

Invert
gadgets.

Keep in mind that the command you indicated will be executed only on the files and directories you selected !

1.19 The All Gadget

~~~~~  
The "All" Gadget  
~~~~~

By clicking on the All gadget, you will select every name in the
list
.

1.20 The None Gadget

~~~~~  
The "None" Gadget  
~~~~~

By clicking on the None gadget, you will de-select every name in the
list
.

1.21 The Invert Gadget

~~~~~  
 The "Invert" Gadget  
 ~~~~~

By clicking on the Invert gadget, you will invert the selection: every selected name in the list will become unselected, and every unselected name will become selected.

Clicking again on the Invert gadget will restore the original selection.

1.22 The Separate/Together Gadget

~~~~~  
 The "Separate/Together" Gadget  
 ~~~~~

This one is a two-state gadget.

When it indicates "Separate" a different instance of the command you specified will be run for every selected name; when it indicate "Together" all the selected names will be jammed together in a single command line.

For example, if the list shows that "a", "b" and "hello" are selected, and the command gadget shows "echo #?", the two options are:

Separate: echo a
 echo b
 echo hello

Together: echo a b hello

When in Separate mode, you can use several Special symbols in your command line.

1.23 The Execute Gadget

~~~~~  
 The "EXECUTE" Gadget  
 ~~~~~

After selecting the names you want and choosing a mode of execution with the Separate/Together

gadget, you can click on EXECUTE to start actually executing the command.

After clicking EXECUTE, Select's window will go away and your command (or commands) will be executed.

Please note that the order of execution is the same as shown in the

```
list
. You can use the
Sort by
menu to change this order.
```

Every command executed will be echoed to the Shell window you issued the select command from.

1.24 The ? Gadget

The "?" Gadget

~~~~~

When you click on the "?" gadget, you will be presented with the standard ASL file requester.

You can select one or more names from it; any selected name will be added (in selected state) to the

```
list
```

.

## 1.25 The Command String Gadget

The Command String Gadget

~~~~~

This string gadget contains a copy of the command you indicated when you ran Select or Except. You can change the contents of the gadget; the effect is identical to quitting Select and restarting it with the new

```
command line
```

.

1.26 Select's Menus

Select's Menus

~~~~~

Select (or Except) offers two menus:



Project

Sort By

## 1.27 The Project Menu

The "Project" Menu

~~~~~

The Project menu contains only two items:

About Usual stuff...
Quit Quits Select

1.28 The Sort By Menu

The "Sort By" Menu

~~~~~

The Sort By menu lets you sort the names in the  
list  
in the  
order you specify.

The items are:

Disk Order

Alpha Order

Numeric Order

Extension

Numeric Extension

Ascending Order

Descending Order

Save Settings

The first five items are mutually exclusive; so are the sixth ↔  
and  
seventh ones.. The order selected is preserved across different  
executions of Select.

---

## 1.29 Sort By: Disk Order

```
Sort By: Disk Order
~~~~~
```

The names are sorted in the order they came off the disk (i.e., no recognizable order at all).

It's faster than the other modes, and may be useful to minimize disk trashing on fragmented floppies.

Please note that choosing this mode will clear any selection you may have made in the

```
list
; any name added
via the
?
gadget will be lost.
```

## 1.30 Sort By: Alpha Order

```
Sort By: Alpha Order
~~~~~
```

The names are sorted in lexicographic order (the usual ASCII order, but case insensitive).

## 1.31 Sort By: Numeric Order

```
Sort By: Numeric Order
~~~~~
```

The names are sorted taking into account their numeric value, in ascending order.

For example,

```
124.msg yelds 124
Select15.lha yelds 15
Hello.c yelds 0
```

## 1.32 Sort By: Extension

```
Sort By: Extension
~~~~~
```

The names are sorted following the lexicographic order (the usual ASCII order, but case insensitive) of their extensions (the

---

part after the last "." in the name).

For example,

```
124.msg  has extension  msg
Select15.lha  has extension  lha
Hello.c  has extension  c
Hello.c.info has extension  info
```

### 1.33 Sort By: Numeric Extension

```
Sort By: Numeric Extension
~~~~~
```

The names are sorted following the numerical value of their extensions.

See also

```
Sort By Numeric Order
and
Sort By Extension
.
```

### 1.34 Sort By: Ascending Order

```
Sort By: Ascending Order
~~~~~
```

The names are sorted in ascending order: "A..." comes before "Z...", and 1 before 2.

See also

```
Sort By: Descending Order
.
```

### 1.35 Sort By: Descending Order

```
Sort By: Descending Order
~~~~~
```

The names are sorted in descending order: "A..." comes after "Z...", and 1 after 2.

See also

```
Sort By: Ascending Order
.
```

---

## 1.36 Save Setting

```
Sort By: Save Setting
~~~~~
```

Usually, the sort order you chose is remembered for an entire session (until you reset or power down your Amiga).

You can use the "Save Setting" item to have the current sort type selection saved permanently.

Note that this also applies to the  
Separate/Together  
state.

## 1.37 How to make a link

```
How To Make A Link
~~~~~
```

Since Select and Except share the same code, a single copy of the executable is enough.

You can use the  
AmigaDOS  
command MAKELINK, whose  
syntax is

```
MAKELINK <from file> <to file>
```

In our case, you must issue

```
makelink Except Select
```

You could also make a copy, by using

```
copy Select Except
```

but by using the link you save almost 20k on your disk.

Please note that you can use the makelink command only if the

```
file system
you are using supports links; otherwise,
you should make a copy of Select named Except, as described
above.
```

All the AmigaDOS-supplied file systems support links; most thirty-part ones don't.

---

## 1.38 About File Systems

About File Systems

~~~~~

A file system is a software module that lets you store and retrieve files on some media (usually, a magnetic disk).

The Amiga can use multiple, different file systems. Some of the most common ones are:

- OFS, the original Amiga file system;
- FFS, the Fast File System introduced in OS 1.3;
- RAM-FS, that handles the RAM: device;
- DCFS, the Directory Caching File System, introduced in OS 3.0;
- Cross-DOS, an MS-DOS compatible file system (in the OS since 2.1);
- Messy-DOS, another MS-DOS-like file system.

## 1.39 Using the Install script

Using The "Install" Script

~~~~~

To automatically have Select/Except installed, you only need to open a

Shell  
window and type

install <directory>

substituting to <directory> the path of the directory where you want Select/Except installed. It is better to use a directory that is in your usual command path (C: always is).

The Install script will copy Select to your <directory> and make a link to it as Except, if possible, or copy it as Except, if not.

You could prefer to have an alias to Select as "sel", or something similar.

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~~~~~

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-

```

,
?
,
(..|..)
,
[..]
,
~
and
%
.
```

o

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## 1.41 The Author

Select/Except was written (and is copyrighted) by Vincenzo Gervasi, from ICARUS.

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Any and every bug report or suggestion is welcome.

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