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Chapter 1

in

1.1 IconHandler V1.13: Contents

***** IconHandler V1.13 *****

©1997-2000 Tim Jackson

Revision date: 24-Apr-2000

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1.2 What is IconHandler?

IconHandler is a program to help manage file icons on Workbench. Say you create a file using a program which does not save icons with the file or saves them with icons you don't like. You might want to give that file an icon, or perhaps remove it altogether. Normally this would involve either

copying an icon from another file using the CLI or using an icon editor to load an icon from another file and save it out to your new file. Or deleting the icon file manually in the case of wanting to remove it.

But no longer. :)

Now, you can simply have an AppIcon on your desktop which sits and waits for you to drop files on it. Then you can select from a list of your favourite icons, click and...bang! Your file has a new icon! Or you can remove an unwanted icon at a click.

1.3 System requirements

I believe IconHandler should run on any Amiga with OS2.04 or higher. However, I have only tested it on an A1200 with OS3.0. I have been informed that it works fine on OS3.5.

1.4 Recent Changes

V1.12 -> V1.13

At long last the hardcoded limit of 63 icon types is gone! Some internal reorganisation has happened to fix this, which has also resulted in slightly more efficient memory usage.

Along with this, IconHandler no longer reloads the config file every time you add a new icon too though I doubt anyone will notice the difference :)

V1.11 -> V1.12

Fixed small bug which meant that if you were adding a new icontype to the list using the feature introduced in V1.10, you had to press ENTER before OK if you were editing the name of the icontype.

Added new tooltypes:

PRESERVEDEFTOOL

PRESERVETOOLTYPES

These specify the default behaviour of the "Preserve default tool?" and "Preserve Tooltypes?" checkboxes in the main window. Specifying them turns the checkbox ON by default.

V1.10 -> V1.11

Adding new icons to the list is now much easier - no more editing the config file! Just drop an icon on the AppIcon, choose "Add icon(s) to list...", enter a name for the icon type and that's it! Thanks to Daniel Westerberg for suggesting this feature.

A small bug which would have reported an error if for some reason your

config file didn't have a CR at the end has been fixed.

There are now keyboard shortcuts for most things, although not for the main icon list (yet), which I guess makes it somewhat less useful. Oh well :)

After investigation, the version string has been fixed again, incorporating a 4 digit date. Anyone using a version of the "version" command which returns a silly date when doing "version IconHandler" (or any other program) can download a fixed version of the command from Amiga Technologies. The URL is:

http://www.amiga.de/diary/developers/Version_v40.3.lha

V1.9 -> V1.10

There are new options (via checkboxes in the selection window) to preserve the icon's tooltypes and/or default tool when giving it a new icon.

The version string in IconHandler and IconHandler.guide has been deliberately broken (to read 11-Jan-2000 rather than 11.01.00) as a result of the Y2K bug in version.library pending further investigation about what the correct course of action is.

1.5 Files in this distribution

In this distribution, there should be the following files:

IconHandler * The main program

IconHandler.info * Main program icon file + tooltypes (required)

IconHandler.config * Example config file

IconHandler.guide * This document

IconHandler.guide.info

1.6 Configuring IconHandler

Configuring IconHandler is easy. The configuration file is a plain text file which tells IconHandler which icons you wish to make available. You can edit it by hand or, from V1.11 onwards, you can now add icons using the main program.

Adding icons using IconHandler

When you start IconHandler for the first time it will complain that it can't find the config file. Don't worry about this. You'll find if you drop any files on IconHandler, you'll get a list just containing the basic 'default' system icon types. To start adding your own types, find some icons which you want to use regularly (e.g. icons for documents, pictures

etc.). It would be a good idea to put a copy of all these in a drawer together somewhere, although this is of course not necessary if you prefer not to.

So, let's say you have a file HD1:Icons/Pic.info which is an icon file appropriate for a picture. Using Workbench, open 'HD1' and then 'Icons' and then you should be able to see the icon. Drop this icon onto IconHandler's AppIcon and choose the "Add dropped icon(s) to list..." option. You will then be prompted to enter a name for your icon type. A good choice would be "Picture" but you can enter anything you want. Click OK and assuming all goes well a small confirmation will appear. Now find a file which you want to give the picture icon to. Drop it on IconHandler and you should find "Picture" (or whatever you entered) is in the list. Click on this and your file will be given a new icon!

If you want to remove icons from the list I'm afraid you'll have to resort to editing the config file; see below for more information.

Adding/removing icons using the config file

The config file is in the format:

<Name of icon type>

<Full path of icon file, excluding the .info extension>

For example, an entry as follows:

Picture

HD1:Icons/Pic

would define an icon type 'Picture' which takes as an example the icon file HD1:Icons/pic.info.

Once you've created your preferences file you need to save it. I recommend saving it to ENVARC:IconHandler.config but you can actually save it anywhere you like, as long as you set the CONFIG tooltype { tooltypes } to point to the location where you've saved it.

There is an example config file included which demonstrates what an IconHandler prefs file might typically look like.

In either case

As of V1.13 you can have an unlimited number of entries.

The only other limit is that each line in the config file must be no longer than 256 characters long in total. Again, this shouldn't be a problem unless you have some very long pathnames!

Further optional customisation can be done by editing IconHandler's **tooltypes**.

1.7 Using the tooltypes

IconHandler offers a number of tooltypes which can be used to configure it to your exact needs. They are all optional, and defaults have been inserted as examples of their usage.

APPICONTEXT

Default: IconHandlerAppIcon

Specifies the text to be placed under the IconHandler AppIcon on Workbench.

ICONXPOS

Default: <None> (The icon will be positioned as Workbench sees fit)

Defines the X position of the AppIcon on the Workbench screen.

ICONYPOS

Default: <None> (The icon will be positioned as Workbench sees fit)

Defines the Y position of the AppIcon on the Workbench screen.

CONFIG

Default: ENVARC:IconHandler.config

Specifies where the IconHandler configuration file is to be found.

APPICON

Default: PROGDIR:IconHandler

Specifies an icon to be used as the AppIcon.

To use, enter the full path of an alternative icon, excluding the .info extension

LISTSIZE

Default: 10

Specifies the number of icon types to be displayed at once in the list which appears when an icon is dropped onto IconHandler.

If you choose a number which is too large, i.e. the window containing the list would not fit on the screen, an error will be displayed and

IconHandler will quit.

PRESERVEDEFTOOL

Default: (Off)

If specified, when the main window opens for the first time then the "Preserve default tool?" checkbox will be ticked, meaning that the default tool of a dropped icon will be preserved.

PRESERVETOOLTYPES

Default: (Off)

If specified, when the main window opens for the first time then the "Preserve tooltypes?" checkbox will be ticked, meaning that the tooltypes of a dropped icon will be preserved.

If any of the above tooltypes are not specified, a default will be used.

1.8 Using IconHandler

To start IconHandler, you can either double-click on the icon or (even better) put it in your WBStartup drawer.

You can also start it from the CLI if you really want to, although if you do this then it probably won't work if you've done weird stuff like renaming the program file or made it resident.

Once it's running, you'll see the AppIcon appear on Workbench. Now drop one or more files on the AppIcon and you'll see the main window appear. In this window will be a list of your icon types (as defined in the `config` file), plus some default types and also a 'Remove icon' option. You can now click on an icon type to give the file/drawer(s) you dropped a new icon. Alternatively, click 'Cancel' to close the window and leave the files as they were. If you want to preserve the tooltypes and/or default tool of the file before you give it a new icon, make sure the appropriate checkbox is ticked. The settings of the "Preserve default tool?" and "Preserve tooltypes?" checkboxes will be kept for as long as IconHandler is running; i.e. next time you drop an icon onto IconHandler, they will have the same settings you last used.

The "Add dropped icon(s) to list..." button lets you add the icon you just dropped as an entry to the config file - see [configuring IconHandler link config](#) for more details.

You can also access two menu options, 'About...' and 'Quit' whilst the main window is open, although the functions provided by these options are also accessible from the AppIcon, as described below.

If you double click on the AppIcon, you will get a requester asking you what you wish to do. Clicking 'Quit' will quit IconHandler, 'About...' will give you version information etc., and 'Cancel' will simply close the requester.

In general, the file/drawer(s) you drop on the AppIcon will take on the properties of the new icon you give them - tooltypes, file type (project, tool etc.), default tool etc. (unless you have checked the "Preserve default tool" and/or "Preserve tooltypes" option(s) in which case the relevant info will be preserved).

However, there is one important exception to this. If you try to give a drawer a file icon, or give a file a drawer icon, IconHandler will notice this and preserve the original icon type since it is pretty useless and meaningless to have a drawer which has an icon set to type 'project' (for example). The best way to see what I mean is to try it! An example is, if

you dropped a drawer onto the AppIcon, and clicked to give it type 'AmigaGuide file' (assuming you had this type set up), the drawer WOULD get an AmigaGuide icon but would still be a drawer.

The 'Default - xxx' options work in exactly the same way as the other options, and the files are given the default system icon appropriate to which option you selected.

The option at the bottom of the list entitled '*** Remove icon from file ***' does exactly what it says - it removes the icons from the file(s) you dropped altogether.

1.9 Future Improvements

Here's what I'm planning:

- Fix the (few) known bugs :)

And here are some possibilities that I'm considering for future improvements:

- Pattern matching for auto recognition e.g. all files matching pattern #?.jpg would automatically get a 'picture' icon.
- Add option to 'snapshot' position of AppIcon (is it possible?)
- A proper GUI for editing the config file

If you have any comments on the above, or have any other suggestions, please feel free to contact [me](#) .

1.10 Known Bugs

- If you select 'Default - Disk', files do not seem to be given a 'disk' icon and instead get a 'drawer' icon (although the type is set to Disk). I'm not sure why this is, the code seems OK. Let me know if it annoys you and I'll look into it again.

- If you have lots of blank lines at the end of the config file you'll end up with some blank lines in the icon type list, and possibly an error about an odd number of lines when loading.

I don't *know* of any more bugs at the moment, but there almost undoubtedly are some, somewhere! If you find any, *please* report them to [me](#) - I will be very grateful. Thanks!

1.11 Version History

V1.0 Original version

V1.1 GUI tidied

V1.2b FIRST BETA RELEASE

Totally rewritten GUI.

Number of prefs entries now unlimited.

Speeded up file writing.

V1.3 FIRST PUBLIC RELEASE

WB window updates when the new icon is written

Icon positions within directory windows are preserved

APPICONTEXT, ICONXPOS, ICONYPOS, CONFIG, APPICON tooltips added

Multiple file support

Corrected bug which prevented quitting until the main window was closed.

V1.4 Directories can now be given icons. Thanks to Stuart Caie for help.

Correct version number put in window title!

V1.5 Now notices if you try to give a file a directory icon and vice versa

V1.6 Config file reading routines rewritten

No longer complains about blank line at end

Added 'default' types.

Made tooltips still work if program has been renamed

Default config file name changed from iconhandler.prefs to iconhandler.config

V1.7 Added LISTSIZE tooltip.

V1.8 Fixed lame bug which caused Enforcer hits and crashes on some systems when opening the window with the list of icon types.

Fixed another lame bug which must have been around for ages which caused an Enforcer hit under certain circumstances.

V1.9 Added option to remove icon from a file

Did some internal reorganisation to make it more efficient

Fixed CLI starting, it now works and no more Enforcer hits!

(I think this got broken in V1.6)

Made IH work properly if started without a config file

V1.10 Added options to preserve tooltips/default tool

V1.11 Added option to drop-add to config file

Fixed bug if no CR at end of config file

Added keyboard shortcuts for most actions

V1.12 Fixed bug requiring ENTER press before OK in window to add new icon type to list

Added PRESERVEDEFTOOL tooltype

Added PRESERVETOOLTYPES tooltype

V1.13 Removed limit of 63 icons in list (at last!)

Internal reorganisation - more efficient use of memory and no longer reloads the config file every time you add a new icon

1.12 Support

IconHandler is still under development, which means new versions will appear from time to time. I will release new versions as soon as they are in a fit state to be placed in public distribution.

The latest version of this program, along with some other programs I have written, can always be downloaded from my program support web pages, which can be found at the following URL:

<http://www.radiolink.net/timjackson>

(If this doesn't work, then use http://www.bigfoot.com/~tim_jackson and follow the links to "Amiga Pages")

New versions will also be uploaded to Aminet as soon as they become available, and will have the filename `util/wb/IconHandler.lha`.

E-mail enquiries are always welcome, see my [contact](#) page for details.

1.13 Contact me!

If you've found IconHandler useful, TELL ME ABOUT IT! The program is freeware; there is nothing to be paid but I'd like to hear from you anyway.

Any bug reports or suggestions for improvement should also be sent to the below e-mail address:

tim_jackson@bigfoot.com

I occasionally use IRC and when I do, my usual nick is Arcline. I tend to hang around on IRCnet. A list of IRCnet servers can be found at:

<http://www.irchelp.org/irchelp/networks/servers/ircnet.html>

Alternatively, whenever I'm online, I can usually be found on ICQ. My UIN is 16567498.

1.14 Copyright & Distribution

This program is FREEWARE. That means you can copy it and freely distribute it (including uploading to a BBS/Aminet etc.), as long as:

- You don't charge anything for it (except a nominal charge for disk and copying)
- You include all the files listed above in any distribution.
- You don't modify any files.

(For inclusion on compilation CDs or magazine coverdisks/cover CDs, **contact me** . Any other queries, contact me. No permission is necessary for inclusion on Aminet or Fred Fish CDs.)

The copyright of the program remains with me at all times.

1.15 Disclaimer

You use this program entirely at your own risk. The author will accept no responsibility whatsoever for any loss or damage caused by this program including but not limited to loss of or damage to data.

1.16 Acknowledgements

I would like to thank the following people for their contribution to the development of IconHandler:

- Stuart 'Kyzer' Caie for help with handling drawers dropped onto IconHandler
- Richard Kapp and girlfriend Barbara for inspiring the LISTSIZE tooltype
- Daniel Westerberg for inspiring the option to add icons to the config file by dropping them on the AppIcon and help removing the 63 item limit

1.17 By the same author...

I've written a few other little programs for the Amiga too. Try them, you might just like them! :)

Here's a quick overview:

- GetMouseInput - a wonderfully simple but invaluable program which reads the state of the mouse buttons from a mouse connected to either the mouse or gameport. The result can then be read from AmigaDOS scripts etc. Very useful in startup-sequence to select different startup files.

- Archimedes Sprite Displayer - a program to load and display sprites (graphics) from Acorn Archimedes computers. The resulting screen can then be grabbed as an IFF by any screen grabber you have.

- StripCodes - a very simple program which will strip any occurrences of a particular ASCII character from any file. You can also optionally replace a particular ASCII character with another character.

All these and more can be found on my website. Check it out:

<http://www.radiolink.net/timjackson>

(Alternative URL: http://www.bigfoot.com/~tim_jackson and follow links)
