KingFisher

COLLABORATORS			
	TITLE : KingFisher		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 26, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

KingFisher

1.1 KingFisher 1.40

```
            KingFisher v1.40                              December ←-
             20, 1993
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Freely Distributable                        email: walrus@wam.umd.edu


        "New way?  What's this I hear about a new way?"
                        -- Alex, "A Clockwork Orange"


While the most important  chapters  are marked with  an asterisk (*)  you
should read as much  of KingFisher's documentation as you can.  It's been
written with a purpose, after all:


        1        INTRODUCTION
                  *
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```

1.2   1 INTRODUCTION

KingFisher is a database tool designed for the maintenance, ←
                searching and
perusal of the contents descriptions of Fred Fish's   AmigaLibDisks.
KingFisher requires Kickstart 1.3 or later, at least one floppy disk drive
(two drives or a harddisk are recommended) and has been designed for
compatibility with all Amiga models. Some features are available only when
operating with Kickstart 2.04 (V37) or later.

1.3   1.1 Legalities

```
                  KingFisher may  not be  distributed for profit or be included with ←
                     software
or hardware that is  sold for profit except with express written and signed
permission from the
                  author
                  . The intent of this program is  to  provide a
free service  to the Amiga community and not offer  a  chance for anyone to
enrich themselves.
```

Express permission is given to Fred Fish to distribute KingFisher as part
of his library of freely distributable software. KingFisher may also be
distributed via public service electronic systems which do not charge
explicit fees to the end user for downloading (example: Usenet and public
ftp sites.)

KingFisher must be distributed in its entirety. That includes especially
this documentation, but all datafiles as well --- an exact listing of the
files that comprise KingFisher is given below. Distributing KingFisher in
any diminished, reduced, or incomplete format is against the express wishes
and commands of the author. Any and all exceptions shall be the author's
prerogative only.

Files that must be part of the distribution:

```
KingFisher      The program.
KingFisher.info   The icon for the program.
KingFisher.guide  The documentation and help file.
KingFisher.guide.info The icon for the documentation and help file.
Fish-0001-0500         Descriptions for Fish Disks 1-500.
Fish-0501-1100         Descriptions for Fish Disks 501-1100.
Fish.index             Main index for database.
Name.index      Name Index for database.
KingFisher.floppy Floppy disk customized version of KingFisher.prefs.
KingFisher.hd   Hard disk customized version of KingFisher.prefs.
```

1.4   1.2 Requirements

```
                  KingFisher requires a little under 380K of free  memory, which  ←
                     accounts for
the program  itself, graphics  images,  fonts, fish  and name  index (which
allocate up to 25% extra space) and internal structures.
```

```
  Chip  RAM:  80K   (varies depending on screen mode)
  Other RAM: 300K
```

Also needed is at least one floppy drive, although two are highly
recommended, and a harddisk would make your life much easier. Your Amiga
should run Kickstart 1.3 or later, although it is possible that KingFisher
runs under earlier versions of Kickstart, too. When operating under
Kickstart 1.3 the presence of the
```
                arp.library
                version 39 is required.
```

KingFisher can operate with less memory if invoked with the CLI or TOOLTYPE
option 'TINY' or the 'Tiny-RAM=yes' option in the .prefs file. This is
useful especially for
```
                Bulletin Board Systems
                or installations that do not
```
ordinarily add many fish to the database at once.

1.5 The ARP Library

The ARP Library is one of the most popular and most widely distributed
external code libraries in the Amiga's history. It provided the first
widely available standard file requester, for example, and numerous other
functionalities.

KingFisher uses the ARP Library (stored as the file LIBS:arp.library) only
for its file requester, and only when operating under AmigaDOS before
version 2.0

Under AmigaDOS 2.0, KingFisher uses the operating system's standard ASL
Library for both file and font requesters.

1.6 1.3 Features

```
                KingFisher offers the following features:
```

o Maintains a
```
                split database
                across multiple disk volumes,
```
o Searches this database more than 3 times faster than
```
                Aquarium
```
```
              ,
```
o A program name index offers extremely fast location of programs
   by name,
o
```
                Boolean expression
                allow searches involving strings combined with
```
   AND, OR, and NOT operators,
o KickStart 2+
```
                regular expressions
                available as part of boolean
```

        expressions,
o
                Case sensitivity
                available in all search modes,
o
                Highlights keywords
                upon successful search,
o Supports Workbench
                tooltypes
                ,
o
                Keyboard shortcuts
                to GUI functions for moving around in the
   database,
o
                AmigaGuide®
                Documentation and Help,
o
                ARexx
                port with 13 commands (numerous options),
o The 10
                function keys
                can now each invoke shell scripts or CLI
   programs for a great variety of added flexibility and power.
o
                Adds new fish
                directly from Contents files or Usenet postings, even
   from multiple concatenated postings or email contents files,
o Fish can be deleted from the end of the database to undo errors,
o Database is a line-oriented text file accessed through index, that
   can be modified by hand and then reindexed,
o Flexible
                print and export
                functions with search filter,
o Select from multiple different search strings,
o Limit searches to a portion of the database,
o Follow
                version links
                to older or newer versions of software,
o Maintain multiple different ''bookmarks'' into the database,
o Supports proportional and scalable
                fonts
                for description text,
o Uses the
                display database
                under 2.0+ and has limited support for
   overscan, PAL, and interlace resolutions under 1.3
o String gadgets optionally kept active for keyboard comfort,
o Full configuration saved between executions,
o Iconifies to save Chip RAM (46K).

I would like to stress that I have made every effort to assure that
KingFisher is bug free and compatible with many configurations, both
software and hardware. I provide this program as a service to the Amiga
community without any expectations of compensation for my efforts (although
I won't reject any offers :)

If you have suggestions, questions, or you find a problem with KingFisher,
I welcome your feedback either via email or standard (snail) mail:

```
Udo Schuermann
6000  42nd Avenue, Apt. 405
Hyattsville, Maryland 20781 (USA)

email:  walrus@wam.umd.edu
```

1.7 AmigaGuide®

AmigaGuide, AmigaGuide.info, amigaguide.library, WDisplay, WDisplay.info
(c) Copyright 1992 Commodore-Amiga, Inc. All Rights Reserved.
Reproduced and distributed under license from Commodore.

AMIGAGUIDE SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE; NO
WARRANTIES ARE MADE.   ALL USE IS AT YOUR OWN RISK.   NO LIABILITY OR
RESPONSIBILITY IS ASSUMED.

AmigaGuide and related software is the Amiga's new hypertext documentation
and standard help system made available by Commodore-Amiga for users of the
system software starting with V34 (KS1.3)

KingFisher will always attempt to obtain access to the KingFisher.guide
file unless the option 'Help-file' is set to a null value (i.e.
"Help-file=")

1.8 Regular Expressions

KingFisher supports the use of Regular Expressions only under ↩
AmigaDOS 2.0
or later, and only if these regular expressions are part of a quoted(!)
string. The following example contains a regular expression to search for
any software of which ''Fred Fish'' was part of the author(s), as opposed
to being mentioned by name in the description (this is a capability that
goes one step beyond the ordinary
                boolean expressions
                that KingFisher now
also supports):

                "#?author:#?fred fish#?"

Notice that the expression is enclosed in quotes. Notice also that the
expression begins and ends with a #? wildcard.   This is because the
expression may occur anywhere within the description.   If you had left off
the first #? the expression would have been anchored to the beginning of
the description (actually to the beginning of the program title, which is
then separated from the description by a single character, the newline
symbol.

1.9   Creating a Directory

If you are a Workbench user, creating a new directory is also called
``creating a new Drawer.''

Workbench: The SYSTEM drawer contains a drawer named "Empty."
            Select this drawer and while it is selected, select from the
            Workbench menu the command "Copy" (or "Duplicate".) This will
            create a drawer named "Copy of Empty." Rename this drawer to
            what you wish it to be called, and then drag and drop it where
            you want it to exist.

            Example: rename it to KF and drag and drop it into the root
                     directory of your harddisk.

CLI: Change your current directory to the root directory of your
         harddisk, and issue the CLI command "makedir KF" -- this creates
         a subdirectory named KF. Be aware that no icon is created for
         this directory, just in case that you expect to find this
         directory from the Workbench, too.

1.10   Aquarium

B. Lennart Olsson created the first widely distributed tool for storing and
searching the contents of Fred Fish's disk library. Compared to KingFisher,
Aquarium was somewhat primitive, yet it served the Amiga community
admirably for a number of years.

Two of Aquarium's short-comings were responsible for the creation of
KingFisher: a somewhat arbitrary and inflexible set of flags were the only
way to search for software other than by a single keyword (setting these
flags was a painful process), and the database outgrew in size the capacity
of a single floppy disk and could not span multiple disks.

1.11   The Workbench Tooltypes

             Tooltypes are parameters that are part of TOOL icons. AmigaDOS ←
                defines a
standard set of such parameters (tooltypes) to create a uniform interface
for programs that use the Workbench interface. You can modify a TOOL's
parameters (tooltypes) by selecting the icon and issuing the Workbench menu
command INFO.

KingFisher offers the use of the standard SETTINGS tooltype, which
specifies the exact name of KingFisher's configuration file.   This file
should be named
             KingFisher.prefs
             ; older versions of KingFisher accepted
only the name KingFisher.config.
   If the SETTINGS tooltype is given, but it specifies no file, i.e.
you provide an entry such as

```
    SETTINGS=
```

then KingFisher will make NO attempt to load a configuration from a file,
but instead use a built-in default configuration. You can determine what
this default configuration is by saving a configuration file that did not
exist when you started KingFisher.

Any configuration can be augmented/modified by specifying the necessary
settings as tooltypes, just as they appear in the preferences/config file.
This functionality is available regardless if a configuration is loaded
from disk or not, and will always override the settings in the file.

1.12   Version Links

                 During an
                  Add Fish
                  or
                  Reindex
                  operation, KingFisher builds a list of
previous and following versions of software to allow you to quickly and
easily skip forward and backward from one version of a particular program
to another.

This is especially useful to compare the significance of progress that an
application has made over the years, or perhaps how frequently it has been
revised over time.

You should be aware that KingFisher is far from perfect when it comes to
building these links. It relies heavily on the fact that nearly every
revised entry in the database states something to this effect:

     "This is version 19.93, and upgrade to version 19.92 on disk 91."

It understands that some programs use the word "update" rather than
"upgrade." It is true that computers are rather daft when it comes to
understanding things that humans take almost for granted. I don't think it
a good idea, however, to program exceptions to the majority into KingFisher
just to catch the 10% whose wording does not follow the hoped-for pattern.

1.13   1.4 Save the Fish

Fred Fish has recently announced that further maintenance of his famous
library is not worth his time because he lacks permanent subscribers. At
the time of this writing, Fred had only 41 permanent subscribers left in
the entire world, which barely paid for his time and efforts.

This is a rather blatant plea to all user groups, other organizations, and
perhaps to somewhat more affluent individuals, too, to support Fred Fish by
ordering subscriptions to his library! Fred is considering to lower the
per-disk price of large-volume subscriptions to his library from $3 US to
$2 US per disk to make it easier for small organizations or individuals to

buy the next 100 disks or so.

While there is a grass-roots movement underway to encourage Fred to
maintain his library by providing donations, Fred needs permanent
subscribers to assure that the Fish Library has a future. Donations are
generally a one-time injection of life-support; I'm sure Fred appreciates
the support he is getting in so many ways, but it is actually becoming a
trade-off between what his professional time is worth and the dwindling
income from subscribers that pays for his time.

Please save the Fish!   Support Fred with long-term subscriptions! Do it
not for Fred or for me. Do it for yourself most of all: count the programs
you have retrieved from ftp sites, bulletin boards, and other sources, and
ask yourself this: ''Who else but Fred Fish can I depend on to produce a
collection of software so rich and reliable as Fred's Fish Disks?''

What if the Fish Library ends where it is right now?   Don't you look
forward to the next disks that Fred releases? Don't you read the listings
with relish, learning what cool new software is now available from such a
reliable source? What if that came to an end? Would you not miss it?

Save the Fish!

Tomorrow may be too late. Do it now!

(This has been a public service announcement for your own benefit!)

1.14   1.5 Philosophy

              In writing KingFisher, I examined my own needs rather than ←
                 duplicating the
functionality of
                 Aquarium
                 . I literally never used the key flags, finding
them too limited to adequately describe the variety of programs in the
library: Nearly always did I search for a substring in the descriptions.
KingFisher does that job over three times faster than Aquarium.   On my
(harddisk) system KingFisher can   search (unsuccessfully) the entire
database of 800 disks in under 35 seconds.

Adding new fish to the Aquarium database usually meant setting the key
flags. Those of you who have done this in the past know how dreadfully
time consuming a task this is. Largely due to this fact is why my updates
to the database were so often late. I'm glad that I let Kyle Saunders talk
me into not implementing the key flags in KingFisher. KingFisher will
never have the sort of keyflags that Aquarium had.

Many people add their own entries to the database. To make this process as
painless as possible, KingFisher includes a fairly clever parser that can
skip over embedded message headers such as are commonly generated by news
and email software. Should a contents file fool the parser, you can simply
remove the problematic entries or as many disks as necessary from the
database, modify the contents file to be ''clean'' and then re-add it.

If your index file should get corrupted or lost, or you decide to make

spelling corrections or other such   changes to the   database   files
themselves, then KingFisher can easily
                      rebuild the index
                   . This means that
KingFisher's database is far more robust and manageable than Aquarium's.

1.15   definitions

This section defines some terms that are used somewhat loosely in this
document:

KS 2.0   Kickstart 2.0 features are available starting with
      KS 2.04, which is more accurately described as V37
      of the operating system.   2.0 through 2.03 is
      labeled V36.

Config file Refers either to   the   KingFisher.prefs   or
      KingFisher.config files.   Ideally these should be
      stored in the current directory, or ENV:KingFisher/
      and ENVARC:KingFisher/

Freely Distributable Software of this nature may be distributed free of
      charge but the   author often retains   a variety of
      rights on the software. As such, the software may
      continue to belong to the author and may not be
      used by others against the wishes of the author.

Public Domain   Software of this nature defines a superset of
      freely distributable software; the author has,
      however, given up all rights to the software,
      making it public property. Such software is
      subject to no restrictions whatsoever.

1.16   2 INSTALLATION

                Installation   requires two floppy disks, or approximately 1.3M of ←
                   space on
your   harddisk. KingFisher   stores   its configuration   in   the   file

                KingFisher.prefs
                --- this file can be modified by hand, although it is
recommended that you do so only when absolutely necessary.

NOTE: In earlier versions, KingFisher required that this file be named
KingFisher.config rather than KingFisher.prefs. While KingFisher continues
to prefer the .config extension it will now also recognize the .prefs
extension in accordance with Kickstart 2.0+ guidelines.

KingFisher will work equally well from the CLI and the Workbench.

                2.1   Floppy Disk

1.17   2.1 Floppy Disk Installation

Copy the file ``KingFisher.floppy'' to
KingFisher.prefs
--- This file
references the files that KingFisher needs on the floppy disk volumes
``KingFisher-1'',  ``KingFisher-2'' etc.   At present, ``KingFisher-3'' is
not needed. When you add fish disk 1101, however, you will need that disk.

Copy all other files except the file ``Fish-0501-1100'' to the disk
``KingFisher-1''

```
  Example Floppy Disk Setup:
  ---------------------------------------------------------------------
  S:
                KingFisher.prefs
               *    (originally KingFisher.floppy)
  KingFisher-1:  KingFisher
                 KingFisher.info
                 KingFisher.doc  (May not fit on 837K disks)
                 KingFisher.doc.info (May not fit on 837K disks)
                 Fish.Index
                 Name.Index
                 Fish-0001-0500
  KingFisher-2:  Fish-0501-1100
  KingFisher-3:  Fish-1100-1700
  KingFisher-4:  Fish-1701-9999
  ---------------------------------------------------------------------
```

(*) Ideally this file is stored in the same directory where KingFisher
    itself is started.   Another wonderful place to store this file is in
    the ENVARC:KingFisher/ directory: this causes this file to be copied to
    the ENV:KingFisher/ directory during startup, using up some RAM in the
    process, but allowing for somewhat quicker startup because ENV: is
    usually located on the RAM: disk!

1.18   2.2 Hard Disk Installation

To install KingFisher on a harddisk system,
create a subdirectory
for
KingFisher's files and copy all files to this directory. Copy the file
``KingFisher.hd'' to
KingFisher.prefs
-- This file references the files

that KingFisher needs in the default directory. See section ? for
information on how to tell KingFisher to use a specific volume or
directory.

```
  Example Harddisk Setup:
  ----------------------------------------------------------------------
  S:
                  KingFisher.prefs
                *          (originally KingFisher.hd)
  DH0:KF/        KingFisher
                 KingFisher.info
                 KingFisher.doc
                 KingFisher.doc.info
                 Fish.Index
                 Name.Index
                 Fish-0001-0500
                 Fish-0501-1100
  ----------------------------------------------------------------------
```

(*) Ideally this file is stored in the same directory where KingFisher
    itself is started. Another wonderful place to store this file is in
    the ENVARC:KingFisher/ directory: this causes this file to be copied to
    the ENV:KingFisher/ directory during startup, using up some RAM in the
    process, but allowing for somewhat quicker startup because ENV: is
    usually located on the RAM: disk!

1.19 2.3 Upgrading from v1.0

                If you are upgrading from version 1.0 you may need to add (or ←
                  modify) one
of the following lines in the
                KingFisher.prefs
                file.   Only one such line
may exist in that file:

```
    NameIndexFile=Name.Index                    (hard disk)
    NameIndexFile=KingFisher-1:Name.Index    (floppy disk)
```

If this line is not present, KingFisher may not be able to load or save the
name index and complain about this fact. If you have run KingFisher
without this addition, it will have created such entries but they may lack
the proper filenames. You must find these lines and supply the names as in
the example above.

1.20 2.4 Operation under a BBS

                With the help of two command line options and KingFisher's ARexx ←
                  port, it
is now possible to operate KingFisher as part of a bulletin board system in
order to offer the system's users the chance to search the contents of the
Fish Database.

KingFisher has never been designed for multi-user access. You must take
care, therefore, to assure that only one user at a time is allowed to
search the database, otherwise a great confusion will ensue, profiting
nobody.

Even though multiple copies of KingFisher may be run at one time, this
requires a fair bit of RAM overhead. This functionality has not been
tested, either, so you are on your own with that, at least for now. I
would like to hear from anybody who succeeds with either single or multi-
user access to KingFisher.

On to the goodies: KingFisher offers two command line options, described by
the following template:

    SETTINGS\K,NOABOUT\S,TINY\S,STAYBEHIND\S

I would like to stress(!) that I am using an extremely simple parser to
detect these on the command line. For those of you not entirely familiar
with the template above, use the following examples to guide you:

    SETTINGS=env:kingfisher/kingfisher.prefs
    SETTINGS env:kingfisher/kingfisher.prefs
    NOABOUT
    TINY
    STAYBEHIND

If the SETTINGS file is missing, KingFisher will attempt to load this file
from its accustomed places. If the SETTINGS parameter specifies a null
file, then NO .prefs file is loaded at all!

The NOABOUT flag is available only from the command line and serves to
prevent the appearance of the "About Window" which can cause access to
KingFisher to be delayed until a possibly manual operation rids you of this
window and allows ARexx commands to be heard.

The TINY flag is the equivalent of the 'Tiny-RAM' option in KingFisher's
preferences file. When this flag is missing or the option turned OFF,
KingFisher is significantly more "wasteful" with the allocation of space
for the fish and name index. When this flag (TINY) is specified, or the
option (Tiny-RAM) is set ON, KingFisher allocates and extends the size of
the fish and name index in far smaller chunks, preserving memory but making
it much more probably that your memory (RAM) suffers fragmentation if you
add more than a few dozen fish to the database.

The STAYBEHIND flag causes KingFisher's screen to open behind all other
screens in the system and remain there, as opposed to coming to the front
when initialization is complete.

Please see the 'example-scripts' directory for some ARexx scripts and
review the ARexx chapter for details on
                  KingFisher's ARexx Port
              .

1.21 3 CONCEPTS AND MENUS

This chapter is perhaps the most important one in the all of ←
                KingFisher's
documentation. I highly recommend that you peruse as much of chapter 3.1
(Concepts) as possible: much is in there that may not be obvious, or may
surprise you!

         *
                3.1   Concepts

                3.2   Menus

1.22 3.1 Concepts

This section is perhaps the most important of them all. Please ←
                take your
time to learn about KingFisher's unique features. You may find quite a few
surprises!

         Adding Fish

         Boolean Expressions

         Colors

         Copying between Tanks

         Cut & Paste

         Deleting Fish

         Display Database

         Exporting the Database

         Fish.index

         Fishtanks

         Fonts

         Iconify

         Insert Volume Requesters

         KingFisher.config

         KingFisher.prefs

         Modifying the Database

         Name.index

         Output Commands

1.23 Adding Fish

KingFisher has a powerful parser that makes adding new fish ←
to your
database easier than any other program currently available!   Simply give
KingFisher the name of the file (which may contain mail or other message
headers, extraneous description text, etc.) KingFisher will find the fish
descriptions within all this and add them, wherever they are in the file!
What could be easier?

Under Kickstart 1.3 KingFisher uses the
arp.library
, under 2.0+ it uses
the asl.library for its file requester to select the input file from which
to read contents.   The name of this input file is stored in the

KingFisher.prefs
file for use as the default in future ''Add Fish''
operations. KingFisher's .prefs file will contain a line such as

      AddFishReport=CON:80/20/580/160/Add Fish Status Report/AUTO/WAIT

which you may, if you wish, modify to specify a proper file on disk. That
file (a console window in this case) will receive any messages that
KingFisher generates during the ''Add Fish'' operation.

Reindexing is not required after adding fish to the database.

1.24 Boolean Expressions

This section serves as a small tutorial for creating boolean ←
expressions to
search for programs more selectively than by a single search string.

Boolean expressions are used by KingFisher's search algorithm for enormous
flexibility in specifying complex search criteria. For information on how
to control KingFisher's selection of such boolean expressions vs. the use
of the more conventional simple character string, please see
Searching

                   for more information.

A boolean expression consists of multiple character strings that are
connected by boolean operators & (AND), | (OR), and ~ or ! (NOT).
Operator evaluation is left-to-right, meaning that AND has no special
precedence over OR. Parentheses are used to enforce specific evaluation
order. Blank spaces are ignored in the expression.

A character string that is to contain blanks, parentheses, or any symbol
ordinarily used as an operator (&|~!) must be enclosed in matching single
('') or double ("") quotes.

Ex: A relatively simple boolean expression would be the following,
       which searches for a game that has graphics and sound:

                   game & graphics & sound

In plain English this reads: ``game AND graphics AND sound'' -- thus this
string will cause any entry to match which contains the string "game" AND
the string "graphics" AND the string "sound"

If you are looking, however, for a game that has EITHER graphics OR sound
(or maybe both) you might specify the following:

                   game & graphics | sound

The problem with this expression is that while most conventional computer
languages use something called ``operator precedence'' KingFisher simply
evaluates expressions from left to right. Using parentheses to describe
what is actually evaluated first, we can immediately see that what we wrote
was not what we intended:

                 (game & graphics) | sound

But wait! What we have now is a perfectly valid expression for KingFisher.
Let us use parentheses, therefore, to TELL KingFisher what to evaluate in
what order:

                 game & (graphics | sound)

That looks a lot better, doesn't it?

Ex: Let us now try to filter out any sort of demonstrations for
       commercial games, just in case. It is usually best to use short
       substrings rather than less general, long strings. So we want to
       add to our expression the fact that we do NOT want entries that
       contain the string 'demo' combined with 'commercial':

           game & (graphics | sound) & ~(demo & commercial)

We added another AND to the expression followed by a funky symbol: ~ This
symbol (you could also have used the ! instead; KingFisher doesn't care
which one you use) represents what is called a LOGICAL NEGATION. If
KingFisher locates the strings ``demo'' and ``commercial'' in a description
it will then negate the value of that find; the AND expression will,
therefore fail, and the entry from the database is not considered a match!

Boolean expressions are limited to 250 characters in length. There is
otherwise no practical limit set on the complexity of the expression.
KingFisher is generally able to detect which search keys are expressions,
and which are just simple character strings. The overhead of expressions
causes searches involving these to be slightly slower.

KingFisher's boolean expressions can also contain
                  DOS Regular Expressions
               if those are enclosed in quotes. These can greatly enhance the ←
                  subtlety of
your search criteria.

1.25 Colors

                  KingFisher will honor color values expressed in either ←
                  decimal or
hexadecimal (prefixed with ``0x'') via  an entry ``colors'' in the .prefs
file. Up to eight values can be specified, separated by commas. It is
generally far easier to use Workbench's ``Colors'' tool to modify colors
than it is to edit the
                  KingFisher.prefs
                  file by hand, until KingFisher
provides its own color requester.

How to: drag down the KingFisher screen (making sure it remains the
front-most screen) to reveal the Workbench screen. The Utilities drawer
(Tools under KS2.0+) has a program named ``Colors'' or ``Palette''.   When
you execute this program it will open its window on the front-most screen
(KingFisher in this case), allowing you to modify the colors for
KingFisher's screen.   KingFisher will save these colors and reuse them in
the future until they are changed again.

By default, KingFisher uses all eight colors.   If you wish to use fewer
colors, you should modify the entry ``display-depth'' in the
KingFisher.prefs file, giving it a value of 2 or 1 to represent the number
of bit planes to be used. A value of 1 uses two colors. A value of 2 uses
four colors, and the default value of 3 uses all eight colors.
KingFisher's visual appeal will suffer with fewer than 3 bitplanes, but
some display modes (such as the A2024) are limited to 2 bit planes and (for
now) you must force KingFisher to use fewer bit planes to achieve
functionality with these special displays.

KingFisher can highlight keywords upon a successful search. The color used
for this highlighting is selected with the entry ``key-color'' in the
configuration file.

1.26 Copying between Tanks

In order to save and repeatedly restore to a favorite position in the
database, you can copy the settings of a specific fishtank (q.v.) to
overwrite the contents of the current tank.   This would allow you to easily
reposition yourself at any ``fish'' of your choosing after, for example, a

search operation.

1.27 Cut & Paste

It is possible to use programs such as ''Snap'' to cut out portions of the
description. This requires that the font used for the description text is
a non-proportional font. KingFisher's default font, diamond, is a
proportional font and is not recognized by programs such as ''Snap.''

1.28 Deleting Fish

When you issue the ''Delete Fish'' command all fish starting with the
currently displayed entry are deleted from the database. This does not
physically modify the database itself, but rather modifies the indices
only. If you issue a ''Reindex'' command after a 'Delete Fish' command,
the deleted fish will be automatically re-added to the database. This is
because the ''Reindex'' command ignores the index and looks only at the
actual database itself.

1.29 The Display Database

                KingFisher's default display mode is 00008000 which ←
                   corresponds to a
non-interlaced hires mode using the default monitor for a resolution of
640x200 or 640x256. 00008004 is the same, interlaced. The following table
should cover most needs:

```
     Mode ID    Resolution   (PAL)    Description
     --------    ----------------     ---------------------
     00008000    640 x 200   (256)    Hires
     00008004    640 x 400   (512)    Hires-Interlace
     00008020   1280 x 200   (512)    SuperHires
     00008024   1280 x 400   (512)    SuperHires-Interlace
     - - - - - - - - - - - - - - - - - - - - - - - - - - - -
     00039020    640 x 480            Productivity
     00039024    640 x 960            Productivity-Interlace
     - - - - - - - - - - - - - - - - - - - - - - - - - - - -
     00041000   1008 x 800 (1024)     A2024-10Hz
     00049000   1008 x 800 (1024)     A2024-15Hz
     --------    ---------------      ---------------------
```

NOTE: Display modes that are limited to FEWER than eight colors (3
        bitplanes) will not function correctly with KingFisher unless an
        entry in the
                KingFisher.prefs
                file (display-depth) is modify to
        indicate 1 or 2 bitplanes (as required; try 2 for starters.)
        Values from 1 to 3 are acceptable, with 3 bitplanes (8 colors)
        being the default.

After running KingFisher once (and quitting the program again, thereby
saving the KingFisher.prefs file) edit the KingFisher.prefs file and look
for a line such as

                    display-mode=00008000

Change this 8 digit hexadecimal number to one of the codes listed above, or
another display mode value that you know. You can add ``,Overscan'' to
this entry if you want an overscanned display:

                    display-mode=00008004,Overscan

This example represents an overscanned hires interlaced display.   The
overscan keyword causes KingFisher to use TEXT OVERSCAN as defined by you
in the Overscan Preferences.

Please see the file graphics/displayinfo.h for other examples.

1.30 Exporting the Database

             Using one of the Output commands, KingFisher can generate files   ←
                  that can
contain the results of a search (Output, Filtered) the current disk, a
range of disks, or the entire database. The ``Clear'' gadget will erase
the export file. The ``Start'' operation will then append its output to an
empty file rather than to the end of a previously existing text.

The name of the export file is specified in the
             KingFisher.prefs
              file
under the label ``Export-File''.

1.31 The Fish.index File

This file contains a 16-byte entry for every ``fish'' in the database. It
is the size of this file, therefore, that determines how many fish the
database contains. When you delete fish from the database, KingFisher
adjusts the size of this index, but does NOT truncate the database files
themselves. When you later add fish to the database again, KingFisher adds
them to the logical end of file, which may overwrite no longer used
portions of the database files.

1.32 Fishtanks

             Eight such ``bookmarks'' are maintained, each representing a   ←
                  different view
of the database, including its own current position in the database, a set
of search strings and search range. You can quickly switch between
different places in the database, perhaps for comparing similar entries.

The contents of any Fishtank can be copied into the currently active tank
with the menu command
                 Copy from
                 command.   One use of this function is
resetting a fishtank to a particular set of values, perhaps blank search
strings, or a particular position in the database. Notice that the menu
shortcuts for these commands have a striking resemblance to the actual
Fishtank numbers.

1.33   Fonts

                 KingFisher can use proportional fonts, including scalable fonts, ←
                    for the
contents description window.   The
                 KingFisher.prefs
                 file will provide a
default font like ``contents-font=diamond/12''; a value for the label
``scroll-speed'' (if not zero) specifies the number of pixels that one line
of text uses. If you provide a value of 1 then you are asking KingFisher
to do 1-pixel smooth scrolling. This can be terribly slow.

Under AmigaDOS 2.0 or later, KingFisher's menu option
                 Description Font
                 will allow you to select a font, including styling such as bold, ←
                    italics,
and underlined text.   Under earlier versions you can specify styling by
adding   appropriate   symbols to the ``contents-font'' entry   in the
KingFisher.prefs file: to select a bold and italicized Topaz/9 font,
specify it thus:

                        contents-font=topaz/9-bi

Notice the addition of a dash ``-'' to the entry, followed by two letters,
``b''  and  ``i''. These represent the bold (b) and italic (i) styles.
Which letter is used for underlined text? You get one guess!

1.34   Iconifying KingFisher

                 Using Leo Schwab's iconify() function, KingFisher will   ←
                    iconify to the
workbench screen. The icon will always be placed where it last appeared,
and double clicking on this icon will cause KingFisher to reopen the
display.

Iconifying causes KingFisher to try to save
                 KingFisher.prefs
                 the file.
Why? It is easier to accidentally reboot the computer (and lose changes to
KingFisher's setup) when there is only an icon for KingFisher on the
Workbench screen than when KingFisher's screen is open. If you do not
agree with this idea, then turn off the menu option

```
               Safe Iconify
             , and
KingFisher will not save the KingFisher.prefs file when you iconify.
```

1.35 Insert Volume Requesters

These are presented when KingFisher requires a volume to be mounted
(inserted) which is NEEDED but not available. It is important that you
give KingFisher the disks it asks for to prevent problems with access to
the database. If KingFisher gets confused, the best action is to quit the
program and restart it.

1.36 The KingFisher.config File

```
              Up until version  1.15  KingFisher used  only  the  file  ←
                  KingFisher.config.
While this  file remains preferred over the new KingFisher.prefs  file when
both are encountered, it is now preferred and recommended that this file is
named
              KingFisher.prefs
                 in   preparation  for   KingFisher's  eventual
conversion to a Kickstart 2.0-only program.
```

1.37 The KingFisher.prefs File

```
              This file is  expected to be stored in the default directory.  If  ←
                 not found
there, KingFisher will look for it in  the directory ENV:KingFisher/ (which
is a duplication  of ENVARC:KingFisher/).  If  not found there, either, the
file should be located in a  volume named CONFIGS:, CONFIG:, or CNF: If not
found in any  of these,  either, KingFisher will  try  S: and then give up,
presenting you with a requester to this effect.
```

As of version 1.2 KingFisher now supplies a set of default values for this
file, some of which have traditionally been required. If this file does
not exist, KingFisher will use a set of defaults, which may or may not
allow KingFisher to function, depending on how closely these defaults match
your setup.

An alternative name for this file is KingFisher.config. If KingFisher
finds both KingFisher.config and KingFisher.prefs in the same directory, it
will use KingFisher.config rather than the newer name, KingFisher.prefs.

If this file is ever corrupted or deleted, you may need to take steps to

```
                 rebuild
                 this file.
```

Do not modify this file while KingFisher is running. This is because
KingFisher will overwrite this file when you use the   command   to

                    Save Settings
                    or when you iconify or exit KingFisher. You would lose all
your changes.

KingFisher saves this file when you quit, when you iconify the program, or
when you issue the command ``Save Settings.'' If you do not wish to have
this file saved when you quit, unselect the ``Keep Settings'' option in the
OPTIONS menu. If you do not wish to have this file saved when you iconify
the program, unselect the
                    Safe Iconify
                    option in the OPTIONS menu.

1.38 Modifying the database

                    The database files (Fish-xxxx-yyyy) are the most valuable ←
                       portion of
KingFisher. It is, therefore, not recommended that you modify them
casually, and if you find it necessary to modify the files, do so with a
BACKUP COPY first!

If you do wish to correct spellings or other mistakes, you MUST use a text
editor that can work with long lines. (GNUemacs is such an editor.)
KingFisher stores each fish on two (and only two!) lines of text. The
first line contains the name of the program, the second line, the ENTIRE
description. A completely blank line is inserted between fish disks so
that the 'Reindex' command can function properly.

After you modify the database you should use the
                    Reindex
                    command.

1.39 The Name.index File

Contains one program name per text line, perfectly matching the Fish.index
file. This index is read into memory, providing extremely fast searches
for the name of a program.

1.40 Output Commands

                    Six output commands exist:
                    Fish
                     and
                    Fish w/Disk#
                    output information
about the currently displayed fish only.

The command
                    Disk
                    creates output on all fish on the current disk.

                    Range
                    generates output on all fish on all disks in the current range ←
                        of
disks WITHOUT REGARD TO THE STATE OF THE
                    Use Search Range
                    CHECKMARK!

                    Whole Database
                    creates output using the entire database.

The
                    Filter (search)
                    command uses the currently selected search string to
output only those fish that match this FORWARD search.   If you have a
search range selected, the output operation will be restricted to those
disks, otherwise it will proceed from the current disk to the end of the
database.   This behavior is consistent with a normal search operation.

                    Filter (search)
                     output does not, at present, honor the search mode
selector, i.e.   it performs a full text search, rather than using the name
index.

1.41   Printing and Exporting

                    This command doubles for both printed output and file output.

The OPTIONS/Output Format menu provides you with a variety of choices that
affect the output you generate:

                    Output Width
                        (Determined by preferences or from KingFisher.prefs)

                    Output To
                            (Either the printer or the file in KingFisher.prefs)

                    Output Format
                        (Short (name-only), or Long form (full description))

When output goes to a file, KingFisher always appends the text to an
existing output file. This allows you to composite listings, or combine
the results of multiple searches (see
                    Output, Filter
                    .) If you wish to
start with an empty file, you can use the
                    Clear
                    gadget to erase the
file's old contents before beginning output.

1.42   Reindexing

The ``Reindex'' command assumes that the database files are ←
the sole
indicator of any contents. If you have deleted fish from the database,
then added some fish again, the logical end of file may occur before the
physical end of file, meaning that there is junk stuck to the end of the
database which will confuse the ``Reindex'' command. You may need to issue
another
                Delete Fish
                 command to remove such junk or even truncate the
database files manually to that effect. There is no easy solution to this
problem right now.

You can be alerted when the ``Reindex'' operation is finished by selecting
the
                Reindex done
                alert from the options menu.

Please note that a damaged database file can cause the 'Reindex' operation
to fail or subsequent operation of KingFisher to produce erratic results.
If you experience unexpected problems after a 'Reindex' operation, please
contact me with as much information as possible.

1.43   Searching

Search capability is active only when one of the six search ←
                 gadgets is
selected, thereby coloring the
                Fish Select
                 gadget in a rather noticeable
yellow to match the yellow of the search string selection gadgets. If a
search gadget is selected, the
                Fish Select
                gadgets will also become
yellow to   match the   checkmark.   If you have also   selected the

                Use Search Range
                gadget, then your search will be limited to that range
of disks.

The
                Search Mode
                 gadget, located to the immediate right of the

                Fish Select
                 gadget, displays either a microscope (precise search, but
slow) or a magnifying glass (less detailed search, though much faster.)
The less detailed search (magnifying glass) scans only the program name,
providing an extremely fast method of locating a program if you know at
least part of it's name. The precise search (microscope) scans through the
name and the entire description, which requires more time, of course.

The

```
                    Output, Filter (search)
                    command uses only the precise search, even if
you the
                    Search Mode
                    is set to use the program names only.
```

You can be alerted when a search succeeds or when it fails, by selecting
either or both of the
```
                    Search ok
                    or  Search fails  alerts from the options
menu.
```

The
```
                    Search Setup
                     submenu  offers  several  choices to configure  the way
searches  are conducted.  By  default, KingFisher  will ignore  different
```
letter cases (upper/lower) treating them as equivalent; also, KingFisher
will employ the ''simple'' search that previous versions used.   If this
option is turned off, KingFisher assumes that the search strings you give
it are boolean expressions (q.v) -- if what you give it is not a boolean
expression, KingFisher will complain.   A way around having to make this
decision yourself all the time is to select the
```
                    Auto Mode Detection
                    --
KingFisher  will then try to determine  if  the search string is a  boolean
```
expression or not, and use the appropriate algorithm. Due to a variety of
factors, KingFisher's
```
                    Auto Mode Detection
                     could be fooled; turning this
option off, and selecting the proper mode (simple or not simple) will allow
```
you to properly work with problematic search strings.

While the boolean search algorithm provides a great deal of flexibility,
the evaluation overhead exacts a speed penalty of perhaps some 10% over the
simpler string comparison. More complex expressions have increasingly
worsening impact.

The regular expressions that are part of KickStart 2.0 and later are
available only in the complex (boolean) expressions, and these regular
expressions must be quoted strings. Example:

```
                    editor & "#?author:#? mat(t|hew)#?dillon#?"
```

Notice especially that the regular expression is begun and ended with the
wildcard symbol #?   --- the regular expression must match the entire
description, including the program name, which is separated from the
description by a newline symbol (one character.)

1.44   Verify Output Cmd

By default, KingFisher will always wait for you to click on the ''Start''
gadget when you request printer output or an export operation.   If you
disable the ''Verify ...'' option, KingFisher assumes that you know what
you are doing and will proceed at once without waiting for you to click the
''Start'' gadgets. Notice that you will not be given the chance to click

``Clear.''

1.45 Version Select Buttons

                During the
                 Add Fish
                 and the
                 Reindex
                 commands, KingFisher will attempt
to create links between programs and their more recent updates.   This
process relies on the fact that nearly all updated programs say something
like ``this is an update to version 0.9 on disk 57'' The ``Version Select''
gadgets will not do anything if there is no previous or following version
to the current entry.

Starting with version 1.2, KingFisher's 'Reindex' command recognizes and
properly links multiple parts of an entry.   Earlier versions failed to
properly handle such special cases.

1.46 Function keys

                The 10 function keys on your keyboard can each invoke an external ←
                   program.
You specify a program by editing the KingFisher.prefs file in the directory
ENV:KingFisher/ or wherever you have this file stored. Look for a sequence
of entries such as "FKey-0=", "FKey-1=", ... "FKey-9=".   Each of these
specifies a function key. The keys are numbered 0 through 9 internally,
but F1 through F10 on your keyboard. To edit F5, you should modify FKey-4
in the file.

The following is a list of possible commands that you can implement almost
at once, and with very little effort:

    1. FKey-0=AmigaGuide KingFisher.guide
          This invokes
             AmigaGuide
             on your Workbench rather than on the
          screen that KingFisher uses. On my system, Workbench is
          interlaced and KingFisher is not. AmigaGuide looks nicer on
          the interlaced Workbench.

    2. FKey-1=sys:utilities/more t:KF.output
          Invoke the MORE program on the default export file so you can
          see what a search produced. Substitute an editor for the MORE
          program to also have a chance at modifying the file.

    3. FKey-2=type >prn: t:KF.output
          Print the default export file (i.e. type it to the printer
          device.) Yes, I/O redirection will work!

Here are some more examples, which require you to provide the most

important pieces, the scripts, commands, and programs:

```
4. FKey-3=execute KF:download-current-fish
        Invoke  a script (not provided)  to download  the current fish
        displayed by KingFisher.

5. FKey-4=rx KF:get-current-fish.kf
        Invoke  an
            ARexx
             script  that loads your terminal program,
        dials up  and performs a login to your mainframe account, then
        issues the relevant ftp commands to connect to a site that has
        the fish  disks  online,  transfers  the  file  to  your  local
        account, downloads that to your Amiga, cleans up after itself,
        unarchives the file for you in the  background,  and meanwhile
        returns you to KingFisher.

        The writing of this script is left as an exercise for you!  :)
```

1.47 3.2 Menus

KingFisher's menus may change somewhat from time to time to ←
            accommodate
alterations in the overall workings of the program.   Some menu entries may
be grouped into submenus, or reordered in the future. It is more important
that you understand various menus items' functionality, rather than
memorizing their ordering or exact position in the menus.

When operating under KS2.0, you can press the HELP key while operating the
menus to obtain help on the item currently under the cursor (regardless of
the item's state.)

```
            Fish

            Options
```

1.48 3.2.1 The Fish Menu

```
            Add Fish

            Delete Fish

            Reindex
                Output

            Fish

            Fish w/Disk#

            Disk
```

```
       Range

       Whole Database

       Filter (search)

       Copy from ...

       Use Settings

       Save Settings

       About

       Help

       Quit
```

1.49   3.2.2 The Options Menu

```
        User Interface

    AutoActive Gadgets

    Keyboard Control

    Wide Search String

    Keep Settings

    Description Font

    Titlebar

    Confirm Quit
       Output Format

    Width

    Output to

    Format
       Alerts

    Reindex done

    Search ok

    Search fails

    Background Reindex

    Verify Output Cmd
```

```
                    Safe Iconify
                       Search Setup

                    Case Sensitive

                    Simple Mode

                    Auto Mode Detection

                    Allow DOS Patterns

                    Trim Blanks
```

1.50 Add Fish

Reads the contents of a file and parses it for fish disks and their
contents descriptions. The parser is quite clever, knows where disks and
entries start and end, and knows to skip headers and signature blocks.

The parser also removes hyphens from the end of lines whenever those
hyphens connect two lower-case letters. This eliminates all hyphenations,
while occasionally legitimate dashes are victimized by this. The benefits
of one outweigh the drawbacks of the other, in my humble opinion. Future
versions of KingFisher will provide for a better algorithm.

Reindexing is not required after this operation.

1.51 Delete Fish

                 Removes one or more fish starting with the currently displayed ←
                    one. You
will be asked if you really wish to do this. If you respond affirmatively,
KingFisher will chop the index to indicate that these fish are now gone.

It is important for you to realize the following:

1) the index is saved only with the
                 Save Settings
                  command or when
KingFisher exits properly,

2) that the database files themselves are not altered: when next you add
   fish to the database, the new fish will overwrite where the last indexed
   fish left off. If you, therefore, accidentally delete fish from the
   database, you can
                 rebuild the index
                 to recover the deleted fish!

1.52 Reindex

                    Parses the database files and
                     rebuilds the index
                    , including the version
information, etc. It is useful for a variety of purposes, not the least of
which is undoing a mistaken
                    Delete Fish
                    command. It is also useful after
you have modified the database files (with a text editor that can handle
loooooooong(!) lines.)

Modifications to the database done within KingFisher automatically adjust
the index for you. The 'Reindex' command exists to make KingFisher aware
of changes to the database that were made not under the program's control.

1.53 Output

                    Depending on the setting of the
                     Output To
                    menu option, the output command
will produce either printed output or file output (export functionality.)
The following output commands are available:

                    Fish

                    Fish w/Disk#

                    Disk

                    Range

                    Whole Database

                    Filter (search)

1.54 Output, Fish

                    Uses only the currently displayed fish entry for output.

Depending on the setting of the
                    Output Format
                    , the output may consist
either of the program's name (each on a line of its own):

        KingFisher

or of the program's name, including the description:

        KingFisher   A specialized database tool providing maintenance
                          and search capabilities for the descriptions of
                          disks in the format used by this library.

                          KingFisher's database can span multiple (floppy)
                          disk volumes, can be edited by text editors that
                          support long text lines, can add disks directly
                          from unedited email or usenet announcements, can
                          remove disks, rebuild a damaged index, find next or
                          previous software versions, print or export (parts
                          of) the database, and more. Includes a database of
                          disks 1-800. This is version 1.15, an update to
                          version 1.11 on disk 783. Binary only. Author:
                          Udo Schuermann

The Output commands produce different results depending on the values in
the 'Output Format' option menu. You can send output to either the printer
or a disk file, and output only the disk number and the name or a full
textual description of fish entries. The custom output width (as opposed
to Preferences-determined width) can be modified via the
                  KingFisher.prefs
                file's Output-User setting. The range of acceptable values is   ←
                    40 through
240.

1.55   Output, Fish w/Disk#

                  Uses only the currently displayed fish entry for output, but ←
                    includes the
string ``(Disk #...)'' immediately before the description.

Depending on the setting of the
                  Output Format
                , the output may consist
either of the program's name with disk number (each on a line of its own):

        KingFisher   (Disk #808)

or of the program's name, including disk number and description:

        KingFisher   (Disk #808) A specialized database tool providing
                        maintenance and search capabilities for the
                        descriptions of disks in the format used by this
                        library. KingFisher's database can span multiple
                        (floppy) disk volumes, can be edited by text
                        editors that support long text lines, can add disks
                        directly from unedited email or usenet
                        announcements, can remove disks, rebuild a damaged
                        index, find next or previous software versions,
                        print or export (parts of) the database, and more.
                        Includes a database of disks 1-800. This is
                        version 1.15, an update to version 1.11 on disk
                        783. Binary only. Author: Udo Schuermann

The Output commands produce different results depending on the values in
the 'Output Format' option menu. You can send output to either the printer
or a disk file, and output only the disk number and the name or a full
textual description of fish entries. The custom output width (as opposed
to Preferences-determined width) can be modified via the

```
                    KingFisher.prefs
                file's Output-User setting.  The  range of acceptable values is  ←
                    40 through
240.
```

1.56 Output, Disk

```
                Uses the current fish disk for output.  All entries on the  ←
                   currently shown
disk (regardless which entry is being shown at the moment) will be output.
```

```
Depending on  the  setting of the
                Output Format
                , the output  may  consist
either of the  programs' name with  disk numbers,  or  may also include the
entire description  of each fish.  If the  entire description  is included,
each entry on the disk will be separated from the next by a blank line.
```

```
The number of the disk is output at the top of the list.
```

```
The Output commands produce different  results depending  on the values  in
the 'Output Format' option menu.  You can send output to either the printer
or a disk  file,  and output  only the disk number  and the name or a  full
textual  description of fish entries.  The  custom output width (as opposed
to Preferences-determined width) can be modified via the
                KingFisher.prefs
                file's Output-User setting.  The  range of acceptable values is  ←
                    40 through
240.
```

1.57 Output, Range

```
                Uses all disks in the currently selected range (if the range is  ←
                   checked for
searching or not) for output.  Output will otherwise conform exactly to the
format of the
                Output, Disk
                menu command.
```

```
The Output commands produce different  results depending  on the values  in
the 'Output Format' option menu.  You can send output to either the printer
or a disk  file,  and output  only the disk number  and the name or a  full
textual  description of fish entries.  The  custom output width (as opposed
to Preferences-determined width) can be modified via the
                KingFisher.prefs
                file's Output-User setting.  The  range of acceptable values is  ←
                    40 through
240.
```

1.58 Output, Whole Database

Uses all disks in the entire database for output. Output will ↩
conform
exactly to the format of the
Output, Disk
menu command.

The Output commands produce different results depending on the values in
the 'Output Format' option menu. You can send output to either the printer
or a disk file, and output only the disk number and the name or a full
textual description of fish entries. The custom output width (as opposed
to Preferences-determined width) can be modified via the
KingFisher.prefs
file's Output-User setting. The range of acceptable values is   ↩
40 through
240.

1.59   Output, Filter (search)

This command filters each entry through the currently   ↩
selected search
expression and causes it to be output only if the entry matches the search
expression. In other words, this command is a "batch search" command.

There are a few points to be made clear about this command, which may not
be obvious:

1. If the
Output Format
is set for 'Full Text' then the string "(Disk
   #...)"   is placed immediately ahead of the description text, as is the
   case with the
Output, Disk
command.

2. Regardless of the selection of the
Search Mode
gadget, this command
does not limit itself to the searching program name only.

The Output commands produce different results depending on the values in
the 'Output Format' option menu. You can send output to either the printer
or a disk file, and output only the disk number and the name or a full
textual description of fish entries. The custom output width (as opposed
to Preferences-determined width) can be modified via the
KingFisher.prefs
file's Output-User setting. The range of acceptable values is   ↩
40 through
240.

1.60   Copy from ...

Allows you to copy the contents of another Fishtank into the current
Fishtank's gadgets. Perhaps the best use of this function is to reset the
current Fishtank's configuration to a particular set of values defined by
another Fishtank.

1.61 Use Settings

This function writes the settings only to the ENV:KingFisher/ ←
        directory,
thereby making them available for subsequent use so long as your Amiga is
not rebooted or otherwise experiences a failure.

Together with the
        Save Settings
        option, KingFisher provides the same
functionality as that given by the more common Preferences utilities, which
also offer both "Use" and "Save" options.

1.62 Save Settings

Saves both the index files (if they need saving) and the
 KingFisher.prefs
(or KingFisher.config) file to preserve the current gadget ←
        selections and
menu settings. This command is automatically executed for you when you
quit KingFisher, unless the
        Keep Settings
        option is off.

Regardless of that option, the indices are always saved upon exit if they
need saving.

1.63 About

Displays the about window with the author's address, a picture of a
kingfisher (bird) and information on where in the database you are
currently located, how many fish there are in it, and how many fish disks
these comprise. The size of the KingFisher executable program is also
indicated here to help in detecting virus infections.

Click in the About window to get rid of it.

1.64 Help

This command produces the main HELP (Contents) screen of KingFisher's Guide
file. The file KingFisher.guide must exist, and the amigaguide.library
must be installed in LIBS: for this to function.

You can obtain context sensitive help by positioning the cursor over a
gadget or a menu item and then pressing the HELP key. Help with menus is
available only with Kickstart 2.0 or later, but the gadget help functions
with Kickstart 1.3, as well.

Keyboard shortcut: HELP

1.65 Quit

                  Is to exit KingFisher. The index is saved (if necessary) and ←
                    if the

                 Keep Settings
                 option is on, the KingFisher.prefs file is updated. If the

                 Confirm Quit
                 option is selected, then KingFisher requires you to respond
affirmatively to a requester before actually quitting.

1.66 User Interface

                  This menu controls some aspects of KingFisher's User ←
                      Interface. In
particular, KingFisher can be told to keep all string gadgets active as
much as possible (this is NOT recommended for Kickstart 2.0+) or offer
keyboard control (highly recommended for Kickstart 2.0 users). Optionally,
the search string gadgets can cause a wider string requester to appear,
which offers a better view of long search expressions.

The following user interface options are available:

                 AutoActive Gadgets

                 Keyboard Control

                 Wide Search String
                 But other options are also available in the Options menu:

                 Description Font

                 Confirm Quit

                 Verify Output Cmd

1.67 AutoActive Gadgets

This option is mutually exclusive with the
Keyboard Control
and the

Wide Search String
menu options.

The "AutoActive Gadgets" option causes the string gadgets to remain active
as much of the time as possible. They will be re-activated after every
gadget or menu selection. Under KS 2.0 this can present problems, since
menu shortcuts are then no longer recognized. A program named ''PatchOS''
on Fish Disk 706 provides some relief to this problem, although it only
works properly with commands and not options.

As of version 1.30 of KingFisher it is recommended to use the

Keyboard Control
option instead.

1.68 Keyboard Control

This option is mutually exclusive with the
AutoActive Gadgets
option.

When the "Keyboard Control" option is selected, KingFisher's console will
operate with much greater conformity to 2.0 Style Guidelines:

If a text gadget IS active:

RETURN, ENTER Deactivates the currently active gadget. This
     enables the use of the cursor keys to move through
     the database. This functions under both KS 1.3 and
     KS 2.0

TAB, SHIFTTAB Skip to and active next gadget. This functions
     only under KS 2.0

HELP   Obtains context sensitive help from the
     KingFisher.guide file. This functions only under
     KS 2.0, and requires amigaguide.library to be
     installed in your LIBS: directory, and the
     KingFisher.guide file to be located in the current
     directory (where KingFisher is stored) or its name
     specified by the Help-File specification in the

               KingFisher.prefs
               file.

If NO text gadget is active:

RETURN, ENTER   Activates the next gadget in a circular manner.
       Pressing the RETURN (or ENTER) key repeatedly will
       (slowly) move through all text gadgets.   This
       functions under both KS 1.3 and KS 2.0

LEFT, RIGHT (alone) Move to the previous or next fish, WITHOUT REGARD
       TO WHETHER OR NOT THE
                     Select Fish
                     gadgets are
       yellow and would initiate a search.

LEFT, RIGHT (+SHIFT) Move to the first or last fish in the database.

LEFT, RIGHT (+CTRL) Move to the first fish on the previous or next disk
       in the database.

LEFT, RIGHT (+ALT) Move to the previous or next version of the current
       program (provided there   is one.)   If nothing
       happens when you press this key (or select one of
       the version gadgets) then the current program has
       no previous or following version linked to it in
       the database.

UP, DOWN   Scroll the text display panel one line up or down,
       to reveal text that is not visible. This will have
       an effect only if there is more text than actually
       fits in the display panel.   If the proportional
       gadget (the vertical slider) does not fully fill
       its box, then you can slide it down with these
       keys.

HELP   Obtains   help   from   the   KingFisher.guide   file
       depending on where your mouse cursor is pointing.
       If it points at a gadget, help will be brought up
       on whatever gadget you are pointing at (string
       gadgets, buttons, etc). If you are not pointing at
       anything that has special help available to it,
       KingFisher will simply present you with the index
       from where you can browse to your heart's content!

CTRL-A, CTRL-E   Move to beginning or end of the current range, even
       if the 'Use Range' button is off.

CTRL-B, CTRL-F   Move backward or forward by one fish.
p, n   Move to previous or next fish.

P, N   Move to previous or next disk.

CTRL-P, CTRL-N   Move to the previous or next version.

[,]   Move to the first or last fish in the database.

CTRL-R, <   Search reverse
CTRL-S, >   Search forward

1, 2, 3, 4, 5, 6 Toggle selected search string.

```
F1, F2, ... F10    Invoke
                   external command
```

1.69 Wide Search String

> This option is mutually exclusive with the
> AutoActive Gadgets
> option.

The original search string gadgets were mostly sufficient for the entry of
simple key strings. With the introduction of boolean expressions, however,
entries can easily exceed the visible width of these gadgets. This option,
therefore, causes a wider string requester to appear, which offers more
than three times the width.

This string requester is terminated either by pressing the RETURN key, or
by clicking on the "Accept" gadget. An added benefit of using this wider
string requester is that you can modify the string and terminate it with
the "Cancel" gadget instead, thereby undoing the editing.

1.70 Keep Settings

> Preserves the current contents of the search gadgets, the state ←
>   of their
selection, the current position in the database, and all option selections
from the menus. If you turn this option off and then quit the program, the

> KingFisher.prefs
> file will not be updated, and the 'Keep Settings' value

is not updated there either. If you wish to make the 'Keep Settings'
option permanent, use the
> Save Settings
> command.

1.71 Description Font

> Is available only under Kickstart 2.0 because it needs the ←
>   ASL font
requester to work. The font currently in use will be shown as the default,
and any font you select is then used for the description text panel. At
this time, no other font can be changed. If you are operating under
Kickstart 1.3 you can teach KingFisher a different
> font
> by modifying the
''contents-font'' entry in the file
> KingFisher.prefs
>   .

1.72   Titlebar

Allows the titlebar to be removed from the window. Under the operating
system before 2.0 this removes the only standard way to depth arrange or
slide the KingFisher screen up or down. The availability of menus is not
affected by the lack or presence of the titlebar.

1.73   Confirm Quit

Presents you with a requester whenever you are about to quit the program so
that a mistaken keystroke (rAmiga-Q) does not require you to laboriously
reload KingFisher. Most useful for Floppy Disk installations.

1.74   Output Format Options

             The output format menu defines how the Output menu will operate: ←
                  either as
a printing or an export function. The following options are available:

             Width

             Output to

             Format

1.75   Output Format, Width

             Specifies the width of your output. For printer output it is ←
                  usually best
to use ``Preferences'' as this examines  your printer  preferences.   ``n
columns'' is best used for export to a file.

You can modify the actual number of columns used by changing the entry
'Output-User' in the
             KingFisher.prefs
             file. A value from 40 through 240
is acceptable.

1.76   Output Format, Output to

Determines if you send output to the printer (the PRT: device) or a disk
file (defaults to ``t:KF.output''.) In essence, this determines if the
``Output'' commands function as Print or as Export commands.

1.77   Output Format, Format

Selects between the short format that produces single-line listings of the
fish disk number and the name of the program, and the full format that most
are used to seeing from the Contents files and Usenet postings.

1.78   Alert Options

                Alerts use the system's DisplayBeep() function to alert you ←
                   to the
conclusion of an operation which can take longer than you may be willing to
sit and watch it happen. The Sound Preferences (WB 2.1+) offer the means
to attach a digitized (or simple beep) sound to the DisplayBeep() function,
thereby providing an audible cue.

The following alerts are available:

         Reindex done

         Search ok

         Search fails
          In addition to the Reindexing alert, the Reindex command can ←
             be made to
operate in the background. In all honesty, this only saves you the effort
of depth adjusting KingFisher's screen once the reindexing operation has
begun:

         Background Reindex

1.79   Alerts, Reindex done

Produces a beep (display flash) when reindexing is completed. This is
especially useful if you are doing other things on your computer and wish
to be alerted when the index has been rebuilt.

1.80   Alerts, Search ok

Produces a beep (display flash) when a search is successful, i.e. a match
has been found.

1.81   Alerts, Search fails

produces a beep (display flash) when a search is is not successful, i.e. a
search fails.

1.82   Background Reindex

Causes KingFisher to drop its screen to the back as soon as the
Reindex
command begins. This is a simple convenience feature so you don' ←
t have to
depth arrange the screen yourself.

If you wish to be alerted when the ``Reindex'' operation is done, you can
select the
Reindex done
alert..

1.83   Verify Output Cmd

Allows you to by-pass the confirmation requirement (involving the pressing
of the ``Start'' gadget) whenever you use one of the ``Output'' commands to
print or export data. Since some of these commands can create rather
sizeable disk output, and since not everyone has a printer attached to
their computer, it is recommended that you leave this option enabled to
prevent mistakes.

1.84   Safe Iconify

Allows KingFisher to save the
KingFisher.prefs
file when you iconify the
program. With floppy disk installations this may be too time consuming or
cumbersome. You may also not feel paranoid enough about losing your
current configuration.

1.85   Search Setup

KingFisher's search functions are somewhat configurable, ←
according to the
following menu options:

Case Sensitive

Simple Mode

Auto Mode Detection

Allow DOS Patterns

Trim Blanks
It is worth noting here that

When Simple Mode is selected and not ghosted,

a) DOS Patterns are NOT available
b) Trimming blanks is available

When Auto Mode Detection is selected,

a) Simple Mode becomes ghosted,
b) DOS Patterns are available,
c) Trimming blanks is NOT available

1.86   Search Setup, Case Sensitive

When selected, requires a search to match exactly as opposed to considering
upper and lower case characters equivalent. This functions with all aspects
of searching.

1.87   Search Setup, Simple Mode

This   setting   determines   if   search   strings   are   ←
treated   as

Boolean Expressions
or ''simple'' keyword searches. This selection is
overridden by the
Auto Mode Detection
setting.

If Simple mode is checked AND not ghosted, the input search string is
treated as a simple string, regardless of the presence of special symbols,
such as & | ! ~ (or)

1.88   Search Setup, Auto Mode Detection

When this option is selected, KingFisher disables the
Simple Mode
option
and will instead try to determine whether or not to treat the search string
as a
Boolean Expression
.   Only when this option is NOT selected will the
"Simple Mode" option have any effect.

1.89   menusearchallowdospatterns

DOS Patterns are regular expressions that are part of AmigaDOS ←
since KS 2.0
and provide more search power than KingFisher's
Boolean Expressions
, at a
speed penalty, of course. KingFisher will recognize DOS Patterns only if
they are enclosed in quotes (single or double.)

If you wish to perform a search for a string that includes special symbols,
such as question marks (?) or hash marks (#) inside a quoted string, then
you must make sure that KingFisher performs a
Simple Search
.

Naturally, regular expressions function only if you are running KingFisher
under AmigaDOS 2.0 or later.

The following DOS Pattern will search for a simple keyword, just like a
simple keystring would:

  "#?kingfisher#?"

Notice that keyword is enclosed by the pattern #? to match anything before
and after it.   Notice that the ""'s before and after the expression are
part of how KingFisher determines that this is something more than a simple
search string.

Combining the DOS Patterns with KingFisher's "Boolean Expressions" provides
for a great deal of power. Consider the following example:

Assume you wish to search for a replacement program for Aquarium that was
NOT written by Olsson (so that you avoid getting Olsson's original Aquarium
program.) Let's try the following expression:

  aquarium & ~Olsson

Looks fine at first, but what if the description of a program said
something like:

"JellyFish is a replacement for Olsson's Aquarium program. Author: J. Doe"

Our little expression didn't work too well, did it?

So let's alter it with the help of DOS regular expressions:

  aquarium & "~(#?author:#?olsson#?)"

Can you figure this one out? It's a bit messy, but essentially it states
that we do not want (see the ~ symbol?) what is enclosed in the ()'s, which
is a regular expression stating anything that contains the word "author"
FOLLOWED by "olsson".

This brings up an important point: KingFisher's boolean expressions are not
position dependent, while a regular expression's components are!   This
means that if you searched for

```
   aquarium | olsson
```

the word "olsson" may occur before or after "aquarium."

1.90   Search Setup, Trim Blanks

When this option is selected, and a simple search (as opposed to a boolean
expression search) is performed, trailing blanks are removed from the
search string. This is a handy feature, because blanks could accidentally
be appended to a search string and not be visible in the string gadget.

1.91   Clear output file

                 Output is always appended to the output file (whose name ←
                   defaults to
"T:KF.output" and can be changed in the
                 KingFisher.prefs
                 file.)   The
"Clear" gadget erases the output file so that no other text occurs before
the one about to be written to the file.

1.92   4 THE DATABASE

                 KingFisher's database files are by far the most important   ←
                   part of the
system. You can more easily obtain a new copy of the program, rebuild the

                 KingFisher.prefs
                  file or the index files, but the names and descriptions
in the data files are not so easily replaced.

                 4.1   Recovering the Database

                 4.2   Volume References

                 4.3   Technical Background

                 4.4   Updating your database

1.93   4.1 Recovering the Database

                 If KingFisher reports ``seek errors'' and/or displays junk instead ←
                   of clean
text, try first to
                 Reindex
```

                    the database.  This operation can be performed
without loss of any data.

``Seek errors'' may also be  caused when a corrupted database is reindexed.
The  problem is usually encountered in  the last  few lines of a particular
database file.  Please see section ? for more detail on the format of these
files.

Another cause of ``seek errors'' is that KingFisher is unable to locate its
datafiles.  In that case you should exit  the program and locate files that
are  named  something  like  ``Fish-0001-0501''  ---  note  especially  the
numbers, in this case 0001 and 0501, and the disks' volume  names where you
found these files.

Create or modify a the
                KingFisher.prefs
                file by running KingFisher and allowing
the  program  to  continue  if  it   finds  that  it  cannot   locate  the
KingFisher.prefs  file.  When  next  you  save  and/or  quit  the program,
KingFisher  will  write all  settings to the KingFisher.prefs file, thereby
(re-)creating  this  file.   The  file will  contain  text  similar  to  the
following (you may need to look for it somewhere within the file):

        -----------------------------------
  FishData=0001,0500,KingFisher-1:
  FishData=0501,1100,KingFisher-2:
  FishData=1101,1700,KingFisher-3:
  FishData=1701,2300,KingFisher-4:
  FishData=2301,2900,KingFisher-5:
  FishData=2901,3500,KingFisher-6:

  FishFileNames=Fish-%04d-%04d

  FishIndexFile=KingFisher-1:Fish.Index
  NameIndexFile=KingFisher-1:Name.Index
        -----------------------------------

Explanation:

The first lines (FishData) describe which range of fish disks are stored on
what disk volume.  In this case, fish  disks  1-500 are stored in some file
on volume ``KingFisher-1''.

The second portion (FishFileNames) describes the exact name format of these
datafiles.  Those familiar with the  ``C''  language  will  have  recognized
this  format already.  Suffice to  say  that this format should contain two
(2)  items such as ``%04d'' which are later filled in with the actual range
of  disks.  The above  entry, thus specifies  that fish disks are stored in
files  that start with ``Fish-''  followed by a 4-digit,  0- padded decimal
number, followed  by a  dash (``-'') followed  by another  4-digit 0-padded
decimal number.

The last portion (FishIndexFile and NameIndexFile) specify  the name of the
fish index  file, and the name  index file.  Both  files, if missing or
corrupted, can be recreated with the ``Reindex'' command.

All other contents of the  KingFisher.prefs file are recreated from certain

default settings stored within KingFisher itself.


## 1.94  4.2 Volume References


KingFisher requires that its KingFisher.prefs file is stored in the current
directory, the  directory ENV:KingFisher/ or the volumes CONFIGS:, CONFIG:,
CNF:, or S:

If  it  cannot find the file after this,  it will ask you to insert  a disk
with  that file.  If you  tell KingFisher  to  retry the  operation it will
start again, beginning with the current directory.  Canceling the operation
causes KingFisher to use default values, which may or may not work for you,
depending on how closely your setup matches these defaults.

The file KingFisher.prefs contains references to the database  files, which
can include volume names.  If you wish to start KingFisher from a directory
other  than  where  its  datafiles  are  stored,  you  must  modify  the
KingFisher.prefs file.

Use a  text editor  to modify this file (make a backup  first!) looking for
entries such as the following:

```
  ------------------------------------
  FishData=0001,0500,
  FishData=0501,1100,
  ...
  FishIndexFile=Fish.Index
  NameIndexFile=Name.Index
      ------------------------------------
```

Modify these entries by adding volume (or directory names.) Assuming that
you have stored KingFisher and its datafiles in the directory ``DH0:KF''
you should modify these entries to look like this:

```
      ------------------------------------
  FishData=0001,0500,DH0:KF/
  FishData=0501,1100,DH0:KF/
  ...
  FishIndexFile=DH0:KF/Fish.Index
  NameIndexFile=DH0:KF/Name.Index
      ------------------------------------
```

Now, if KingFisher is in your execution path, you can run KingFisher from
any directory on your harddisk and it will find its datafiles in the proper
directory.

1.95 4.3 Technical Background

            The following section may be of help understanding the ←
                  interaction of
KingFisher's datafiles. I hope that any additional products, such as ARexx
servers using KingFisher's database without the program, benefit from this

section:

Fish.Index
  The only ``binary'' (non-text) file used by KingFisher. Each
  record is 16 bytes in length (this may change in the future) with
  the following structure:

```
        struct FishINDEX {
          USHORT FishDisk;    /* fishdisk this contents record is on */
          USHORT TextLength;  /* size of the text chunk              */
          ULONG  OffsetText;  /* byte offset into database file      */
          ULONG  PrevVersion; /* previous version of this program    */
          ULONG  NextVersion; /* next version of this program        */
        };
```

  Worth noting is that the ``OffsetText'' is relative to the
  beginning of the file in which a particular fish is stored, and NOT
  with respect to the first fish. Rearranging the way the fish disks
  are distributed in various files requires a ``Reindex'' operation,
  therefore.

  Also to be noted is that the ``PrevVersion'' and ``NextVersion''
  are fish numbers, or (to be more precise) indices into the array of
  these index records. By these definitions, it will become obvious
  that KingFisher can work with up to 65535 Fish Disks and 4294967295
  fish in the database.

  It should be understood that since KingFisher's database is
  textual, there is no need to use the Fish Index except when it is
  necessary to determine the exact position (and size) of a
  particular fish therein.

  Searching may be achieved with greater efficiency by loading one
  line from the database at a time, treating them as pairs (name plus
  description) except when the name proves to be blank in which case
  a disk boundary has been reached.

  KingFisher loads this index into memory. This file is rebuilt by
  KingFisher's
                Reindex
                operation.

Name.Index
  This is only a text file, one line per program name. It is
  effectively an extract of the database itself, collecting only the
  names of programs. The names of about 800 fish disks require less
  than 32K of storage.

  KingFisher loads this index into memory. This file is rebuilt by
  KingFisher's
                Reindex
                operation.

Fish-xxxx-yyyy

These files represent the actual database contents, and are the
most valuable portion of the entire database. Through a simple and
storage efficient methodology, these files contain all the
information needed for the
                Reindex
                command to rebuild the quick-
access index files.

        These files contain two lines per database entry (the first is the
program title, the second (long!) contains the description. A
completely blank line is placed after each disk, which allows the

                Reindex
                command to determine the divisions between disks.

The input datafiles
  Perhaps one of KingFisher's greatest strengths lies in its ability
  to parse an input file in such a way that you need neither to edit
  out extraneous information, nor worry about duplicate disks, or
  missing disks. The parser recognizes Usenet news and electronic
  mail headers, and can recognize and skip many signatures that are
  commonly appended to such messages.

  Each disk in the input begins with one of the strings

    CONTENTS OF DISK ...
  or
    THIS IS DISK ...
  of
    NEW/AMIGALIBDISKS/DISK...

  followed by a second line that is ignored. If this second line is
  blank and then immediately followed by a description (see next)
  then KingFisher needs to backtrack for this, which somewhat slows
  the adding process, is, however, a case that has been foreseen.

  The descriptions are always separated by blank lines. Again,
  KingFisher is usually capable of dealing with blank lines that
  contain spaces and tabs (i.e. they LOOK blank, but technically
  aren't) and with missing blank-line separators between individual
  "fish."

  A description always begins with a word in column 1, which is then
  followed by the first line of the program's description.   This
  description begins either at or after column 16 (first blank after
  column 16, if the program name exceeds 16 characters in length) or
  after the first tab character that follows the program title.

  Confused? Check out this example:

  Hello World This is your typical introduction to a programming
      language type demo. Author: everyone and nobody.

  This example could also have been stored like this:

  Hello World This is your typical introduction to a programming
   language type demo. Author:

```
 everyone
 and
 nobody.
```

Do you notice the indentation for the description? This is
necessary because any non-blank text in column 1 is taken by
KingFisher to represent something that is not part of descriptions.

1.96   4.4 Updating your database

                One of KingFisher's greatest strengths lies in its ability to ←
                parse an
input file to extract new program descriptions. A central maintainer, such
as was my self-appointed role with respect to Aquarium, is no longer
required or even desired.

There are numerous sources for the descriptions you can use to keep your
KingFisher well-fed and up to date. The "Contents" files from the fish
disks themselves are good sources, as are the listings that Fred himself
posts to the Usenet newsgroup comp.sys.amiga.announce; Aminet sites also
carry the listings (often named something "fish/docs/Fish841-850.txt".)

If you are not sure if KingFisher will accept a file with descriptions or
not, you could simply "feed" it the file and see what happens. If the
operation fails, or you end up with garbage in your database, you can
easily
                delete
                the junk from the database again and try another method.

1.97   5 QUESTIONS & ANSWERS

                This chapter tries to address what problems you may encounter.   ←
                My hope is
that it helps you solve such problems or gain an understanding for what may
be happening if things don't go by plan. If this section fails to be
helpful, please send me mail (electronic or otherwise) describing as best
you can what your
                problem
                is. I make every effort to respond to everyone
who writes me!

Q: KingFisher keeps claiming that the database is empty and advises me
  to use the
                Add Fish
                command. Where are my fish?

A: KingFisher cannot find the ''Fish.index'' file or the file is
  empty. KingFisher reads the
                KingFisher.prefs
                 file to determine
  exactly where its datafiles are located. The floppy disk
  configuration file that KingFisher ships with uses volume names

such as ``KingFisher-1:'' but the harddisk configuration specifies
no path at all. In that case you must start KingFisher from the
directory where its datafiles are stored.}
   A way around this is to modify the KingFisher.prefs file.
Please see section ? for a description of what needs to be
changed.

Q: When I quit, KingFisher says ``Unable to update index (...)''

A: KingFisher saves a modified Index either on request (via the menu
  item
                Save Settings
) or when you quit the program. If the proper
  disk is not made available, the program cannot update the index.
  If you have added fish to the database, you should run KingFisher
  again and use the
                Reindex
                 command to recover the index. Either
  that, or use the
                Add Fish
                command again.
   If the filename in the parentheses of the complaint is
  null, such as in: ``Unable to update index ()'' then the
  KingFisher.prefs file is not providing the name of the index file.
  Edit the KingFisher.prefs file and look for (and if missing, add)
  lines such as the following:

    FishIndexFile=Fish.Index
    NameIndexFile=Name.Index

  Ideally you should store the Name.Index file in the same place
  where the file Fish.Index is stored.

Q: KingFisher complains ``Unable to expand Fish Index Array''

A: When you add a lot of fish to the database, KingFisher may need to
  expand in size the in-memory copy of the
                Fish.index
                file. If you
  do not have enough memory (perhaps your memory is fragmented) then
  KingFisher will complain. You should quit KingFisher to save
  everything and then restart the program so that KingFisher can
  allocate a new index with a small extra margin that may be enough
  to complete the operation.

Q: KingFisher complains about some fish having been truncated to 4096.

A: At the time of this writing, every fish description has to fit

within a buffer of just over 4000 bytes. It is anticipated that
this is more than enough in the future. This message, therefore,
indicates a problem with the
                Fish.index
                file, which stores the
length of each fish entry (along with other information.) If the
index is corrupted, KingFisher may read misleading information and
get confused.
                Reindex
                your database.

Q: KingFisher complains about a ``Seek error ...''

A: KingFisher is unable to read an entry from the database which the
  KingFisher.prefs file and the
                Fish.index
                together claim should be
  there. The problem can be any of the following:

  o ``KingFisher'' does not specify volume names for the data files
     (see section ?) and KingFisher tries to open these files in the
     wrong places (creating empty files in the process, which you may
     need to clean up.)

  o ``Fish.index'' has become corrupted. You may need to use

                Reindex
                 o You may have shortened one of the datafiles by editing away ←
                    text.
     Do not forget to
                Reindex
                after every such operation!

  o If this occurs during a 'Reindex' operation, the most likely
     cause of this problem is "junk" in one of the datafiles. If the
     database was trimmed with a
                Delete Fish
                command and text in
     the form of new fish is later added again but does not
     completely overwrite the previously deleted text, then the end
     of the database contains a partial description which can confuse
     KingFisher later. This problem can occur at the end of any of
     the database files and requires manual intervention.

Q: While adding fish, KingFisher complains about some disk not being
  in a defined partition. What does that mean?

A: KingFisher needs to know what range of disks is stored where. You
  tried to add a disk that KingFisher did not know where to store.
  See section ? for descriptions of the values that you need to add
  to the KingFisher.prefs file.

Q: While adding fish, KingFisher complains   that I first have to add
   some other disks.

A: Adding the   current set of disks would leave a ''hole'' in the
   database. KingFisher won't let you do that. If the range of disks
   is relatively small, you should look for the descriptions and add
   these first. If the range of disks represents a major portion of
   the database, you may want to download version 1.0 of KingFisher.
   In KingFisher's original distribution, the database had a small
   problem which a program named ''FixKFData'' would fix.   That
   program was distributed with version 1.1 and version 1.11 -- If you
   use version 1.11 from a fish disk, then you have a fully functional
   program.

Q: KingFisher refuses to let me use the Name Index.   After adding
   fish, and after Reindexing, it complains about a mismatch in the
   indices.

A: The database that was distributed with versions before 1.11 had a
   formatting problem. Several later versions distributed a program
   by   the   name ''FixKFData'' which you   should   run   on   the
   Fish-0501-1100 file, or one which contains the Fish Disk 522 which
   is where the problem is actually occurring. After this operation,
   use the Reindex command again.

Q: When trying to   search, KingFisher complains: ''String needs
   terminating with 'x''' (or some other character instead of x.)

A: Strings must be terminated with the same type of quote that they
   were begun with. Please re-read the entry on
                   Boolean Expressions
                Q: When   trying to   search, KingFisher complains: ''Pattern ←
                      too
   complex!''

A: Please send an EXACT copy of the string you are trying to use to

                   the author
                   along with information on what version of KingFisher
   you are using.

Q: When trying to search, KingFisher complains: ''String   space
   exhausted!''

A: Please send an EXACT copy of the string you are trying to use to

                 the author
                 along with information on what version of KingFisher
  you are using.

Q: When trying   to   search,   KingFisher   complains: ``Unbalanced
  parentheses!''

A: For every open parentheses in the search string you need to provide
  a matching one that closes the sub-expression. Parentheses inside
  any quoted string does not count.

Q: When trying   to search,   KingFisher   complains: ``Error   in
  expression!''

A: KingFisher attempted to evaluate the boolean expression and found
  with it a problem. You should check the syntax of your expression
  (see the entry
                 Boolean expressions
                 for a small tutorial).
    If you are using a SIMPLE search string that contains
  symbols such as quotes (' or '') or boolean operators (&|~!   or
  parentheses such as (or) then turn off the "
                 Auto Mode
                  Detection" in the ``Option'' menu's ``Search Setup'' submenu: ←
                      the
  auto detection works by compiling the expression into tokens
  without checking syntax; it can, therefore, be fooled. Make sure
  that you also select
                 Simple Mode
                 from the same submenu!

Q: I'm trying to look for the string backup & restore in the database,
  but I notice that KingFisher's search window is interpreting this
  as an expression. Is KingFisher treating this as two strings and
  an AND operation?

A: Correct. If you want to have KingFisher treat an entry as a single
  string despite the fact that it contains special symbols such as &,
  |, ~, or parentheses, then there are two things you can do:
    You can put quotes around the entire string so that it
  reads 'backup & restore' -- KingFisher will continue to regard this
  as an expression, but treat it as a single string, rather than two
  strings connected with an AND operator.
    Another method is to turn off KingFisher's "
                 Auto Mode
                  Detection" and select

```
                    Simple Mode
                    (both options are found  in the
      ``Search Setup'' submenu of the Options menu.)
```

Q: I'm upgrading from another Contents Utility (i.e.   Aquarium,
    NewAqua, or FishCat) -- can I use my existing database for
    KingFisher?

A: No. KingFisher's database format is not directly compatible with
    the other utilities. It is a relatively simple text file that uses
    an index to locate specific entries within the file. The other
    programs use a different database format.

Q: KingFisher takes forever to load. What's happening?

A: Either you're running KingFisher from a floppy drive (just a joke!)
    or you have selected a scalable font and diskfont.library is busy
    computing an image for this font.

Q: I'm using a large (scalable) font for the contents display, but
    there seems to be far too much blank space between the lines. How
    can I reduce the amount of space?

A: Add a line such as ``text-spacing=-1'' to the KingFisher.prefs
    file. This tells KingFisher to reduce the spacing between lines by
    one. Play with that value until things look good.

Q: Why can't KingFisher scroll the text smoothly, one pixel line at a
    time?

A: Add a line such as ``scroll-speed=1'' to the KingFisher.prefs file.
    KingFisher scrolls the display by one line of text usually unless
    you tell it specifically how many pixel lines it should scroll.

Q: Can I speed up the process of adding fish? There seems to be an
    awful lot of disk activity.

A: Look for the entry ``AddFishWorkFile'' in the KingFisher.prefs
    file. This entry defaults to a value of ``t:KF.work'' -- If T: is
    assigned to a physical disk, then KingFisher will write fish to
    this file before adding them to the database. You can change this
    value to something like ``RAM:KF.work'' which will be faster,

although some fragmentation of your memory may occur.

Q: What exactly is this ``KF.work'' file used for?   How big will it
grow?

A: The file will contain the contents descriptions of one complete
disk. This may be a single program, or it may be several programs.
It is, therefore, difficult to give an exact measure, but as a rule
of thumb, it will seldom exceed 5 to 10K of space.

Q: How much   memory   will KingFisher   use   if I   change   the
``AddFishWorkFile'' to use the RAM: device?

A: KingFisher adds the contents of an entire ``Fish'' disk to this
file before transferring this information to the actual database.
This assures that the database does not contain only parts of new
disks due to possible problems. There is no absolute answer, but
10K of memory should cover all but the most extreme cases.

Q: How can I fix misspellings in the database?

A: If a correction involves a simple character substitution, you can
use a tool such as ``NewZap.''   If you need to insert or delete
even a single character, then you must use a text editor that can
work with long lines and afterwards use the
                Reindex
                command.

Q: How can I rearrange the way the KingFisher database is split up?

A: While KingFisher may offer significant assistance with this process
in a future version, for now you'll either have to live with the
current setup or follow these instructions WITH A BACKUP COPY OF
THE DATABASE:

1. Use a text editor that can work with long lines (GNUemacs is a
    good choice.)   Cut from one file and insert at the appropriate
    place in the other one ENTIRE DISK'S FISH DESCRIPTIONS. Be
    sure to include the extra blank line at the end of the fish
    disk: The
             Reindex
             operation uses these to determine where one
    disk ends and the next begins.

2. The idea is that each fish in the database occupies exactly two

lines: the first line for the name, the second (long one!) is
for the description. Exactly one empty line is inserted after
every fish disk for the benefit of the ``Reindex'' command.
Technically it is not necessary to add such an empty line to
the LAST DISK in a datafile: the end of file signals the same
condition: the end of a disk.

3. Now change the KingFisher.prefs file's ``FishData'' values to
    reflect the new partitioning of your file. Be sure to RENAME
    the files, also, to reflect their new contents.

4. Delete the ``Fish.index'' file and run KingFisher. KingFisher
    will complain that the database is empty. Judging by the
    missing ``Fish.index'' file, this is quite true. Use the
    ``Reindex'' command to scan the existing datafiles and rebuild
    the index. This step is necessary to rebuild file-relative
    offsets.

Q: I don't like it when KingFisher saves the KingFisher.prefs file
    S: --- What can I do?

A: Store the KingFisher.prefs file in the same directory from where
    you start KingFisher. Either that, or create an assignment for a
    logical volume (named CONFIGS: CONFIG: or CNF:) where you wish
    KingFisher to load from and save to.
       If you are working with KingFisher from the Workbench, you
    can add a
                   Tooltype
                    to KingFisher's icon that specifies the
    location of KingFisher's configuration file.

Q: I'm worried about damaging my database. How paranoid am I?

A: I won't say that you're paranoid or not, but you should know that
    KingFisher modifies the database files ONLY when you use the
    command
                   Add Fish
                   . If KingFisher displays information in a
    garbled form or fails to operate properly in other respects, the
    problem is most likely partitioning information in the
    KingFisher.prefs file, or a corrupted Fish.Index file. After
    verifying that KingFisher's .prefs file is not at fault, erase the
    Fish.Index, restart the program (KingFisher will claim the database
    is empty) and begin a
                   Reindex
                   operation.
       If you work with KingFisher on floppy disks, it is
    important that you give KingFisher the disk volumes it asks for.
    KingFisher is not guaranteed to handle such failures gracefully.
    You will not lose information; however, you may temporarily lose
    access to your database and it may seem that the database is

damaged when in truth it is not.

Q: How can I get a list of all programs in the database that Matt
    Dillon wrote or had a hand in?

A: Use the
                 Output, Filter (search)
                 command. Make sure you select
    the proper ``Output Format'' from the Options menu, including
    output to the printer or a file.   Then type ``Matt Dillon'' into
    one of the search string gadgets, click on the check box next to
    that gadget to make that gadget the current search gadgets, and
    then select the command
                 Filter (search)
                 -- the output is all
    programs whose text contains ``Matt Dillon'' ... by any standard,
    he's got a hell of a lot of programs on the Fish Disks!

Q: How can I find out more about the
                 Display Database
                 and the codes
    that KingFisher uses for different display modes?

A: If you have access to a set of 2.0 include files, you can find out
    a   complete   set   of   these   values   in   the   file
    graphics/displayinfo.h Other programs may also use these display
    info codes and have a more complete list.   Keep in mind that
    KingFisher needs at least a 640x200 display and will not run with
    anything less.

Q: Why can't I just specify ``A2024 (15 Hz)'' for the display mode in
    the KingFisher.prefs file and have KingFisher figure out what code
    to use?

A: Perhaps I can implement that in the future, but there may be
    language differences which I don't know how to bridge yet, along
    with problems involving proper formatting of these modes, etc. At
    the same time I am not familiar enough with the Display Database
    yet, to make better use of it. Give me time!

Q: KingFisher's display gets very weird when I run it in Productivity
    mode or in A2024 display mode. What's going on?

A: By default, KingFisher opens a 3 bitplane (8 color) screen. This
    is not compatible with some display modes. While KingFisher uses

the 2.0 Display Database for SOME things, it is not yet capable of
making inquiries to determine display limitations.
  For now you can change the value of ``display-depth'' in
the KingFisher.prefs file to suit your needs. A value ranging from
1 to 3 is acceptable (producing 2, 4, or 8 colors.)

Q: I wish KingFisher would be compatible with Snap so I could cut out
  some text from the description and paste it into other
  applications!

A: As long as you use a non-proportional font, Snap can do what you
  need it to do! The easiest starting point is to use a font such as
  topaz or pearl. Since KingFisher's line spacing may differ from
  Snap's expectations, you may need to Snap from two separate lines
  to allow Snap to understand that the spacing is different before
  you can snap multiple lines.

Q: Why do menu shortcuts not work? The screen flashes (beeps) when I
  use them.

A: Under Kickstart 2.x Intuition no longer processes menu shortcuts
  while a string gadget is active.   A program named ``PatchOS'' on
  Fish Disk 706 provides some relief to this problem, although it
  only works properly with commands and not options.

Q: Is searching with
              boolean expressions
              slower than a ``simple''
  search?

A: Yes. The greatest amount of work is performed before the search
  actually takes off, but even so, the evaluation of the expression
  (as well as searching for multiple strings) requires some time.
  The overhead can be quite minimal (perhaps 10%) or drastically slow
  down the search as the expression grows in complexity.

Q: Would it help speed up boolean expression searches if certain
  sub-expressions were arranged to cause short-circuit evaluation?

A: No. KingFisher's boolean expression search does   not   use
  short-circuit evaluation, even though such an optimization might
  well speed up the search operation. Building a parse tree requires
  too much overhead, so KingFisher uses a simple stack-based
  algorithm instead.

```
Q:  Is there ANY way to make
                boolean expressions
                evaluate faster?

A:  It  depends on the  expression.  If you  are familiar  with boolean
   logic you  could rewrite the expression to use fewer operands.  The
   following logical forms use KingFisher's syntax, where ''s'' stands
   for any character string (quoted or not):

     (~s & ~s)    ==>    ~(s | s)
     (~s | ~s)    ==>    ~(s & s)

   In  both  cases  you  have  shortened  the  expression  by a single
   negation operator, which may not seem much, but could (conceivably)
   speed up the search by a few percent again.
      Remember, though,  that  it  may be  far preferable to  use
   READABLE expressions and suffer a slight speed penalty, rather than
   construct expressions that are efficiently reduced for the machine,
   but make no sense to you!




Q:  When I quit KingFisher, the  graphics go away, but then the  screen
   flashes and KingFisher doesn't finish closing up.

A:  Some other program has a window open on KingFisher's screen.  While
   KingFisher  does  not  yet  act  as a  public  screen,  it is  still
   possible to open windows on KingFisher's screen.  The Color tool is
   one of these.
      Close all windows  on KingFisher's  screen.  When the last
   window  is  closed,  KingFisher  will  automatically  complete  the
   shutdown procedure and exit.
```

1.98 6 KingFisher and ARexx

```
             KingFisher's  ARexx port is named KINGFISHER.  When you  address  ←
                KingFisher
via ARexx, you should use the command

      ADDRESS KINGFISHER1

for  the  first invocation  of KingFisher and the port  KINGFISHER2 for the
second copy  of the program, etc.  Regardless of this unique  port  number,
the error result string will always be named KINGFISHER.LASTERROR

It is  important  to remember that the order of parameters are important to
KingFisher.  While other programs may offer significantly more flexibility,
KingFisher relies on the order presented in the commands detailed below.

NOTE: Contrary to earlier promises, the  ARexx port is not  monitored while
      KingFisher is iconified  or  when any requester or  window  (with the
```

exception of AmigaGuide) is open on KingFisher's screen! If response
is positive and requests numerous enough, I may provide enhancement
in the future.

NOTE: Numerous portions of KingFisher now return failure codes when invoked
      through the ARexx port rather than causing requesters to pop up.
      Most notably, the Search and AddFish functions have been so treated.
      Now as before, KingFisher will request that you insert a floppy disk
      if you request a disk that is not on a mounted volume. Keep this in
      mind especially for unattended (BBS) operations!

KingFisher uses three types of return codes (in the RC variable):

    0 Success
          RESULT contains returned information (numeric or string.)

    1 Minor failure (no action required)
          KINGFISHER.LASTERROR contains detail; it is not necessary
          to display this message, although it might be helpful.
          Example: search resulted in no more fish, or
                   'moveto next version' command had no later version.

    5 Unrecognized or improper command
          KINGFISHER.LASTERROR contains usage information or related
          message. This message should always be displayed to the
          user.

   10 Error (major failure)
          KINGFISHER.LASTERROR contains further information. This
          information should always be displayed to the user, as it
          can hint at a serious problem.

A failure code of level 20 is not generated by KingFisher's ARexx support
code.

The following commands are understood by ARexx. For more detailed
explanations and examples, please select from the following list:

                ADDFISH
                  Add fish from file

                HELP
                  Obtain usage for ARexx commands

                GET
                  Get (retrieve) a limited set of settings.

                INHIBIT
                  Prevent a command functioning

                MOVETO
                  Move around in the database

                QUIT
                  Quit KingFisher

```
                  RESET
                    Reset search parameters et al.

                  SCREEN
                    Control both WB and KF screen positions.

                  SEARCH
                    Configure, start or continue search

                  SET
                    Set (change) a limited number of settings.

                  SHOW
                    Retrieve displayable text

                  TELL
                    Retrieve position or database stats

                  VERSION
                    Obtain KingFisher version info

An
                  example ARexx program
                   is included in  the original archive for  your
learning pleasure :) and reproduced within this documentation.
```

1.99   ARexx Example Program

```
/* ARexx example for KingFisher:
 *
 * Lists all programs in the database and
 * indicates those that have been supplanted
 * by newer versions.
 *
 * All commands sent to KingFisher are shown in
 * UPPERCASE to more clearly indicate what is
 * going on.  KingFisher does not, of course,
 * care about case, unless, perhaps, during a
 * search operation (which we're not using here.)
 *
 * BUGS: we are checking the return code only where
 *       we expect an error condition to occur.
 *       This means that we won't handle any sort
 *       of critical errors, such as an empty data-
 *       base, or a missing disk, or other problems.
 *
 * Written by:  Udo Schuermann
 */
options results
address kingfisher1

VERSION
say "Using "result
say ""
```

```
say "The following is a list of all programs in the database,"
say "and information on the disk where their latest revisions"
say "are to be found:"
say ""

totalupdates=0
totalrevisions=0
ok = 1
MOVETO FIRST FISH
do while rc = 0
   /* save current position in the database */
   TELL FISH
   curfish = result
   TELL DISK
   curdisk = result

   /* now see if we can skip forward on the version link */
   MOVETO NEXT VERSION
   if rc = 0 then do
      totalupdates = totalupdates + 1
      /* follow all version links and count them */
      do while rc = 0
         totalrevisions = totalrevisions + 1
         MOVETO NEXT VERSION
      end
      TELL DISK
      msg = ' (Latest updated version is on disk #'||result')'

      /* Return to the place from where we followed the link */
      MOVETO FISH CURFISH
   end
   else
      msg = '';

   /* now get only the title of the description */
   SHOW TITLE
   say 'Disk#'curdisk': 'result||msg
   MOVETO NEXT FISH
end

say ""
say "Statistics:"
TELL FISHCOUNT
total = result
say "Total fish in database: "total
say "Total revised fish    : "totalupdates" ("||(totalupdates*100)%total||"%)"
say "Total of all revisions: "totalrevisions" ("||(totalrevisions*100)%total||"%)"
```

1.100 ARexx: ADDFISH

```
                 SYNTAX

   ADDFISH filename
```

SYNOPSIS

   Adds new fish from the indicated file to the database. Notice that no
   requesters are produced, although the usual error output listing will
   continue to operate.

   It is strongly recommended that this command be
              inhibited
               during
   unattended operation, such as where KingFisher serves the users of a
   Bulletin Board System (BBS.)

EXAMPLE

```
/* add multiple files to kingfisher */
options results
address kingfisher1

ADDFISH 'Disk-841:Contents.841'
ADDFISH 'Disk-842:Contents.842'
ADDFISH 'Disk-843:Contents.843'
ADDFISH 'Disk-844:Contents.844'
ADDFISH 'Disk-845:Contents.845'
ADDFISH 'Disk-846:Contents.846'
ADDFISH 'Disk-847:Contents.847'
ADDFISH 'Disk-848:Contents.848'
ADDFISH 'Disk-849:Contents.849'
ADDFISH 'Disk-850:Contents.850'
exit
```

1.101 ARexx: GET

SYNTAX

   GET option

SYNOPSIS

   Retrieves the definition of one of the function keys, the export file,
   the reporting file that is used during AddFish operations, the workfile
   used during AddFish operations, or one of the six currently visible
   search strings.

   The 'option' and 'value' portion of the parameter are separated by an
   equal sign (=) and NO blank spaces!

   The following are understood for the 'option' portion:

```
   OPTION     Meaning
   ~~~~~~     ~~~~~~~~~~~~~~~~
   fkey-0     Function Key F1
   fkey-1     Function Key F2
```

```
   fkey-2    Function Key F3
   ...    ...
   fkey-9    Function Key F4

   export-file File used when output goes to a file instead  of to
   a printer.

   addfishreport File (or  console  window!)  to  which messages  of
   progress and other information are  sent during  an
   AddFish operation.

   addfishworkfile The temporary workfile that KingFisher  uses during
   the AddFish operation.  For optimum speed this file
   is best located on  the RAM: disk.  It  is unlikely
   to  ever  grow  larger than 5  to 10K, as it  never
   holds more information than all the descriptions of
   a single fish disk.

   search-text-1 First search string gadget
   search-text-2 Second search string gadget
   ...    ...
   search-text-6 Sixth search string gadget
```

EXAMPLE

```
   /* set the value of the first blank (unused) function key to a value */
   options results
   address kingfisher1

   i=0
   do while (i<10)
      get 'fkey-'||i
      if length(result) == 0 then
         break;  /* stop the loop! */
      i=i+1
   end
   if(i<10) then do
     set 'fkey-'||i=c:execute kf:example-scripts/download-current-fish.kfs
     say "Function key #"||(i+1)||" will now download the current fish!"
   end
```

1.102 ARexx: HELP

SYNTAX

```
   HELP
```

SYNOPSIS

```
   Produces a brief listing of commands, their parameters, and explanation.
   This listing falls far  short of  proper documentation, but can serve in
   an emergency (such as when documentation is unavailable.)
```

1.103   ARexx: INHIBIT

SYNTAX

```
INHIBIT command
```

SYNOPSIS

This command will cause a command to be inhibited, i.e. disabled until
KingFisher is re-started. The use of this feature is to inhibit the
functionality of potentially damaging or undesirable commands during
unattended operation, such as when KingFisher serves the users of a
Bulletin Board System (BBS.)

It is recommended that the following commands be inhibited: QUIT,
ADDFISH, INHIBIT, SET, and SCREEN. Notice that the INHIBIT command
itself must be inhibited as the last one, since it will thereafter
become inhibited (and therefore unavailable) itself!

EXAMPLE

```
/* prepare kingfisher for remote operation */
address kingfisher1

INHIBIT QUIT
INHIBIT ADDFISH
INHIBIT SET
INHIBIT SCREEN
INHIBIT INHIBIT
exit
```

1.104   ARexx: MOVETO

```
              SYNTAX

MOVETO DISK n
MOVETO FISH n

MOVETO FIRST FISH
MOVETO LAST FISH
MOVETO NEXT FISH
MOVETO PREV FISH

MOVETO NEXT DISK
MOVETO PREV DISK

MOVETO NEXT VERSION
MOVETO PREV VERSION
```

SYNOPSIS

Move to a different entry in the database. The "MOVETO NEXT ..." and
"MOVETO PREV ..." entries (for DISK, VERSION, and FISH) correspond to
the buttons in KingFisher's GUI (Graphic User Interface.) Likewise, the
"MOVETO FIRST FISH" and "MOVETO LAST FISH" correspond to the pair of
small buttons next to the disk number gadget that select the very first
and very last fish in the database.

"MOVETO DISK n" allows you to move to the first entry on a particular
disk, much like entering a disk number in the disk number gadget. The
disk number must not be greater than the highest disk in the database,
otherwise KingFisher will issue an error.

"MOVETO FISH n" is a special function not available through the graphic
user interface. It allows you to make any of some four-thousand
database records the current one.   The record number starts with 1 and
counts upwards from there.   It corresponds directly to the value
returned by the ARexx
                TELL FISH
                command.

This command will also execute a
                SHOW
                command for you, meaning that
you can immediately display the ARexx RESULT variable to produce the
title and description for the new entry.

EXAMPLE

```
/* display all versions of a program (see the
                SEARCH
                command, too)*/
options results
address kingfisher1

reset
search direction forward /* default direction is backward */
MOVETO FIRST FISH         /* start from first fish in database */
found = 0
search for sysinfo
if rc > 0
   then say kingfisher.lasterror
   else do
           ok = 1
           while ok do
              found = found + 1
              tell disk;
              say "DISK #"result":"
              show /* get description again; TELL altered it */
              say result;
              say ""
              MOVETO NEXT VERSION  /* try next version */
              if rc > 0
                 then ok = 0        /* no next version! */
           end /* end while */
           say "Located "found" versions of this program."
        end /* end if/else */
```

```
    exit
```

1.105 ARexx: QUIT

                    SYNTAX

    QUIT

SYNOPSIS

    Shut down KingFisher. This is the exact equivalent to selecting
                    QUIT
                        from the menu.

1.106 ARexx: RESET

SYNTAX

    RESET

SYNOPSIS

    Resets various internal states, especially with respect to the search
    operations.   More explicitly, this command moves to the end of the
    database, selects title-only search, backwards search direction, and
    causes case to be ignored during searches.

    Recommended when a user first gains access to the database to search for
    information. The simplest search operation, therefore might be

        > search for sysinfo

    Which will look for the most recent version of a program by this title
    (or with this string as part of the title.)

EXAMPLE

```
    /* search for multiple programs, each the most recent version */
    options results
    address kingfisher1

    RESET; search for sysinfo
    if rc > 0 then do
        tell disk;   say "DISK #"disk":"
        show;        say result; say ""
    end

    RESET; search for '"game & (graph | sound)"'
    if rc > 0 then do
```

```
    tell disk;    say "DISK #"disk":"
    show;         say result; say ""
  end
```

1.107 ARexx: SEARCH

```
                  SYNTAX

  SEARCH MODE TITLE
  SEARCH MODE DESCRIPTION

  SEARCH DIRECTION FORWARD
  SEARCH DIRECTION BACKWARD

  SEARCH CASE SENSITIVE
  SEARCH CASE IGNORED

  SEARCH RANGE ACTIVE
  SEARCH RANGE INACTIVE
  SEARCH RANGE low-high

  SEARCH FOR expression
  SEARCH AGAIN
```

SYNOPSIS

  Configures and begins a search operation. These changes will remain in
  effect until changed again or reset by the
                  RESET
                  command:

  MODE alters the search mode with respect to which portion of the
      database is searched, the title only, or the entire database entry
      (title and description.)

  NOTE: For TITLE searches, you should never supply more than one set
  of quotes, unless quotes happen to be part of the string you wish
  to search for. This is because searches on titles are NEVER

                  boolean expression
                  searches!

  DIRECTION alters the search direction, i.e. if the next search operation
      will proceed from the current position forward or backward.   It is
      worth noting here that the current entry will actually never be
      searched in order to prevent the search getting "stuck" on the
      current entry. This behavior may undergo alteration in the future!

  CASE alters the sensitivity of the search operation to differences in
      upper and lower case characters. At present, national symbols are
      not guaranteed to be properly recognized with respect to their
      upper and lower case equivalents. This may be guaranteed in a
      future version.

RANGE alters the restriction on the region within which a search is
      confined.   The 'low' and 'high' values must be disk numbers. No
      spaces may be entered in this range. Instead of the dividing dash
      (-) KingFisher will also understand a comma (,). The limitation is
      not activated until the "SEARCH RANGE ACTIVE" command is received.
      The command "SEARCH RANGE INACTIVE" command will re-enable the
      default use of the entire database for searches.

      NOTE: Enclose the range of disks in quotes, otherwise ARexx will
interpret the values as a mathematical operation (subtraction.)
Another way to express the range (for ease of use) is to use a
COMMA instead of a dash (SEARCH RANGE low,high)   See the
            SHOW
             command for exemplification of the difference.

      NOTE: defining a range of disks to search does NOT ACTIVATE an
INACTIVE range selection: you must ACTIVATE the use of a search
range explicitly!

 FOR defines an
            expression
            for which to search. If this expression is
      to contain blank spaces, it must be DOUBLE quoted! This is because
ARexx removes one set of quotes, passing the remainder to
KingFisher. If KingFisher finds blanks within the entry but no
boolean operators, it will complain! The expression remains
unaltered until changed by a
            RESET
            or another "SEARCH FOR"
      command.
          This command will immediately begin the search operation, and
      if it completes successfully, executes a
            SHOW
             command (without
      options) for you, meaning that you can immediately display the
      result.

 AGAIN continues a previous search that was begun with the "SEARCH FOR"
      command.
          This command will immediately begin the search operation, and
      if it completes successfully, executes a
            SHOW
            command for you,
      meaning that you can immediately display the ARexx RESULT variable.

EXAMPLE

  /* display all programs that offer source code */
  options results
  address kingfisher1

  reset
  SEARCH DIRECTION FORWARD /* default direction is backward */
  moveto first fish   /* start from first fish in database */
  found = 0
  SEARCH FOR "!'binary only'"

```
   if rc > 0
      then say kingfisher.lasterror
      else do
              ok = 1
              while ok do
                 found = found + 1
                 tell disk;      say "DISK #"result":"
                 show;           say result; say ""
     SEARCH AGAIN
                 if rc > 0
                    then ok = 0        /* no more! */
              end /* end while */
              say "Located "found" programs that offers source code."
           end /* end if/else */
   exit
```

1.108 ARexx: SET

SYNTAX

  SET option=value

SYNOPSIS

  Alter the definition of one of the function keys, the export file, the
  reporting file that is used during AddFish operations, and the workfile
  used during AddFish operations.

  The 'option' and 'value' portion of the parameter are separated by an
  equal sign (=) and NO blank spaces!

  The following are understood for the 'option' portion:

     OPTION   Meaning
     ~~~~~~   ~~~~~~~~~~~~~~~~
     fkey-0   Function Key F1
     fkey-1   Function Key F2
     fkey-2   Function Key F3
     ...   ...
     fkey-9   Function Key F4

     export-file File used when output goes to a file instead of to
     a printer.

     addfishreport File (or console window!) to which messages of
     progress and other information are sent during an
     AddFish operation.

     addfishworkfile The temporary workfile that KingFisher uses during
     the AddFish operation. For optimum speed this file
     is best located on the RAM: disk. It is unlikely
     to ever grow larger than 5 to 10K, as it never
     holds more information than all the descriptions of
     a single fish disk.
```

EXAMPLE

```
/* change some options */
options results
address kingfisher1

set fkey-9=c:execute kf:example-scripts/download-current-fish.kfs
set export-file=PIPE:kf
set addfishworkfile=RAM:kf.work
set addfishreport=CON:0/0/640/200/KingFisher's AddFish Report/WAIT/CLOSE
```

1.109 ARexx: SHOW

```
            SYNTAX

    SHOW
    SHOW TITLE
    SHOW DESCRIPTION
```

SYNOPSIS

Returns information on the current database entry. Without options,
this command returns the title followed by the description. The title
is separated from the description by a newline symbol. The description
is unbroken by formatting symbols, i.e. it consists of one long line
that will likely look rather ugly if not processed before being
displayed.

The TITLE option returns only the title of the current entry.

The DESCRIPTION entry returns the long, unformatted description, without
the title.   As with the SHOW command sans any options, the description
is entirely unformatted.

```
The
                MOVETO
                 and the
                SEARCH
                commands  issue  an implicit SHOW command
```
(without options.)   There is no need to issue a SHOW command after a
MOVETO or SEARCH command unless you wish to restrict the displayed
information to only the title or the description.

EXAMPLE

```
/* list the disks and names of all programs mentioning "matt dillon" */
options results
address kingfisher1

reset
moveto disk 1
```

```
   search mode description
   search direction forward
   search for '"matt dillon"'      /* note double quotes for DESCRIPTION */
   if rc > 0
      then say kingfisher.lasterror
      else do
              ok = 1
              do while ok
                 tell disk
                 curdisk = result
                 SHOW TITLE
                 say "DISK #"curdisk": "result
                 search again
                 if rc > 0 then ok = 0
              end
           end

   moveto disk 1
   search mode title
   search for 'matt dillon'        /* TITLE must not get double quotes! */
   if rc > 0
      then say kingfisher.lasterror
      else do
              ok = 1
              do while ok
                 tell disk
                 curdisk = result
                 SHOW TITLE
                 say "DISK #"curdisk": "result
                 search again
                 if rc > 0 then ok = 0
              end
           end
```

1.110 ARexx: TELL

```
              SYNTAX

   TELL FISH
   TELL DISK

   TELL FISHCOUNT
   TELL DISKCOUNT
```

SYNOPSIS

```
   Returns the value  of  the  current  FISH  or DISK in the database.  The
   value returned by the "TELL FISH" command  can  be saved  and later made
   current again with a similar sequence of commands:

       /* some code */
       options results
       address kingfisher1
       TELL FISH
```

```
     olddisk = result
```

  /* move around the database */

```
     moveto disk olddisk
```

  The FISHCOUNT and DISKCOUNT commands return the total number of fish or
  disks in the database, respectively.   Note that the
              SEARCH
               command
  returns the fish number (just like a TELL FISH command would.)

EXAMPLE

```
  /* introductory stuff */
  options results
  address kingfisher1

  version;          say result
  TELL FISHCOUNT;   totalfish = result
  TELL DISKCOUNT;   totaldisk = result
  say "We have" totaldisk " disks available with " totalfish " programs!"
```


1.111 ARexx: VERSION

SYNTAX

  VERSION

SYNOPSIS

  Returns the current version of KingFisher. Displaying this to a client
  user (on a Bulletin Board System) is probably a nice touch, as it also
  advertises the program that is being used to peruse the database and
  shifts the blame of errors to me rather than on you ;-)

1.112 Arexx: SCREEN

SYNTAX

```
  SCREEN KF TOFRONT
  SCREEN KF TOBACK

  SCREEN WB TOFRONT
  SCREEN WB TOBACK
```


SYNOPSIS

  Allows an ARexx program to bring forward or drop to the back either the

Workbench screen or KingFisher's screen. This command's greatest use
may be in dropping KingFisher to the background once it has been started
by an ARexx script on a Bulletin Board System.

1.113   7 MISCELLANEOUS

This chapter contains subjects of more peripheral importance to ←
most users.

7.1   The Author

7.2   Development Environment

7.3   Problem Report Form
                *
7.4   History

7.5   The Future

7.6   Credits

1.114   The Author

In some respects KingFisher may look too good to be my first significant
program for the Amiga. This is, however, the case. While I consider
myself a seasoned programmer on another platform, I must describe myself as
just past the beginner's stage where the Amiga is concerned.

It is for that reason, and no other, that KingFisher does not yet offer
gobs of 2.0-features. KingFisher is 1.3 compatible not because I do not
wish to implement 2.0-features, but because I am not yet familiar enough
with 2.0-features to be able to implement them. Public screen support, for
example, takes a ''wee bit'' more than naming the screen with a SA_PubName
tag.

I can be reached via electronic mail as walrus@wam.umd.edu, or by standard
mail as:

   Udo Schuermann
   6000 42nd Avenue, Apt. 405
   Hyattsville, Maryland 20781

1.115   7.2 Development Environment

KingFisher was developed on an Amiga 2000 with GVP 68030 accelerator under
AmigaDOS 2.1 using SAS/C 6.2.

Enforcer 37.28 was used to locate and eliminate problems; SetCPU 1.6 was
employed to boot with KS1.3 for compatibility tests.

1.116   7.3 Problem Report Form

Print this form to paper or to a file (use the SYS:System/CMD program) or
create some equivalent. This form is important only in that it asks the
most important questions. Any equivalent will do fine.   I'm no stickler
for formalities:

To: Udo Schuermann   From: _____
    6000 42nd Avenue, Apt. 405
    Hyattsville, Maryland 20781   _____
    (USA)
                                                   _____
    walrus@wam.umd.edu

1. Version of KingFisher that you use. You can obtain this information by
   issuing the CLI command "version KingFisher"

   _____

2. From where did you obtain your version(s) of KingFisher? Some file off
   a bulletin board system, a public ftp site (which?), a fish disk?

   _____

3. Describe your system configuration (Kickstart and Workbench version,
   hard or floppy drive, amount of memory, and display type, are the most
   important ones.)

   _____

4. Please describe the nature of the problem in the space below. The more
   information you can provide, the more of a chance I have to duplicate or
   track down the problem. It helps me very little if you simply say "When
   I add some fish it doesn't properly add them." See? Not much to go by.
        However, if you explained that "given as input the first chapter
   from the illustrated 'Exotic Fish of the Barrier Reef', KingFisher fails
   to properly include the description for the voracious Trigger Fish,
   calling it a Silly Example instead and capitalizing every fifth word",
   now THEN I have something solid to go by. :)
        Seriously, though: some problems, when mysterious to you, are
   downright impossible to reproduce or figure out on my end, especially if
   the problem description provides little guidance. Be specific, be
   verbose, be elaborate. Thanks!

1.117   7.4 History

The following is a revision history of KingFisher, detailing changes and
bug fixes with each release and version, in reverse chronological order:

   1.40 December 20, 1993
   Fixed Rexx "SEARCH RANGE from-to" command (was totally broken!)

Fixed "SEARCH MODE TITLE" command.
Added "New/AmigaLibDisks/Disk" to the recognized keystrings that
can start a fish disk description.

1.37 September 28, 1993
Fixed flood fill pattern problem with promoted screens, such as
with the Picasso II and other cards.

1.36 August 13, 1993
Really fixed the pens now!

1.35 August 11, 1993
Added support for display pens that recognize different display
depths, i.e. no accidental use of colors that match background.
Thanks to Markus for tracking down the problem and suggesting the
proper solution.

1.34 July 25, 1993
Missing libraries generate more proper complaints now. Fixed some
possible problem with recognizing the HELP key.

1.33 July 13, 1993
Added WaitBlit() before FreeRaster() to avoid possibly yanking away
the planePtr before the blitter is actually done with it. This
might have been responsible for crashes on some systems.

1.32 June 18, 1993
Added STAYBEHIND commandline switch to prevent the KingFisher
screen from popping to the front when starting up. This makes BBS
based operation a whole lot friendlier ...

1.31 May 8, 1993
Added ability to drag KingFisher's windows (search, output,
   reindex, and big-string entry.)

1.30 April 30, 1993
Added 'Search matched' counter to search filtered output.
Added ghosting of movement gadgets to more properly indicate the
   available choices.
Added GNUemacs style keys to move about and invoke searches.
Added commandline options (template: SETTINGS\K,NOABOUT\S,TINY\S)
        to enable better unattended operation (SETTINGS, NOABOUT), and
        prevent KingFisher from allocating extra space for its internal
        structures in order to cut down on memory fragmentation if many
        fish are added to the database (TINY.)
Added ability to suppress reading of a SETTINGS file by specifying
        a tooltype of "SETTINGS=" (no quotes, but no filename either!)
        and the ability to process tooltype strings identical to those
        ordinarily found in the KingFisher.prefs file -- the .prefs file
        no longer needs to exist and a few modifications can be made to
        the default config via tooltypes. KingFisher will continue to
        save/create the .prefs file upon exit, unless the 'Keep Settings'
        option is OFF. Tooltypes cannot be updated from within the
        program.
    Added F1..F10 function keys that execute external commands, such as
        ARexx scripts, programs that print the export file to the printer
        or perform some other action.

```
            Added ARexx port with 13 commands (options provide some 40 variants
               on these commands.)
            Added native AmigaGuide help (point at gadget/menu & press HELP.)
            Added a great deal of documentation and cross-referencing in this,
               the KingFisher.guide file.
            Added keyboard control (with qualifiers) to move through database
               with the cursor keys.  With the "Keyboard Control" option ON,
               the ENTER key will now toggle between deactivating and re-
               activating the (next) gadget.  Cursor keys function for motion
               only while no text gadget is active.
            Added optional wide-search-string-entry requester.
      Added support to select color of search-keyword highlight.
            Added TAB key support [KS2.0]
            Added gadget styling (inverse video) when a gadget is active [KS2.0]
      Minor improvement to reindexing to increase likelihood of linking.
            Fixed bug that failed to update version links if case sensitivity
               was selected.
            Fixed bug that tried to free the default database partition list on
               exit if no such list was specified in the .prefs/.config file.
            Fixed improper behavior of the checkmarks in the 'Output Format'
               menu (checkmarks could be unselected, leaving a one-or-the-other
               option without either choice; rather confusing!)
            Fixed bug with search key highlighting that hung the program if the
               search key was a null string.
      Fixed an obscure bug in version linking routine involving pointers
               to deleted records.


1.2 February 26, 1993 (Note: this version should have been 1.20)
            Added case sensitive search functionality.
            Added boolean expression search capability with option to disable
               KingFisher's auto-recognition of such expressions.
            KingFisher now understands KS2+ regular expressions involving
               ?, #?, and other complex patterns enclosed in parentheses.
               These are recognized as regular expressions ONLY in QUOTED
               strings within boolean expressions, this distinction providing
               some flexibility in searching for combinations of literal
               strings which might otherwise be interpreted by AmigaDOS as
               regular expressions.  (If you think this sentence is too long,
               just remember that I'm German and could quite comfortably take
               your breath away with much more complex stuff!)  ;->
            Search strings can now be 250 characters long instead of 64; this
               is to accommodate complex boolean expressions.
            All of KingFisher's files now have default values.
            KingFisher no longer REQUIRES the configuration file to exist.
            KingFisher now also tries to load KingFisher.prefs, and also
               looks in ENV:KingFisher/ for its configuration file (hopefully
               it will find KingFisher.prefs there.)
            KingFisher is now compiled with SASC 6.2
      Added keyword highlighting when a search succeeds.


1.15  January 3, 1993
            Bug with international symbols (upper half of character set) fixed
               (the 'char' datatype was treated as a signed value -- oops!)
               This bug would cause KingFisher to lock up (hang) when about to
               display an entry with such symbols in it.
            Fixed bug in word-wrap code that could cause a loop with very wide
               fonts -- now can break an "unbreakable" word to force it into
```

available space. Honors hyphen and slash for line-breaking.
A bug was fixed that would refuse to properly cancel the save
    operation if KingFisher.config could not be written for one
    reason or another.
Added FirstFish/LastFish gadgets.
Added ASL Font Requester support for 2.0. Selected font now allows
    use of styles (bold, italic, underline.)
Added 'Safe Iconify' option to allow turning off the saving of the
    KingFisher.config file when using the Iconify gadget.
Added variable-width export (as opposed to 72 columns, fixed.)
Added 'Copy from' menu item to reset current setup to the contents
    of another Fishtank.
Added support for 1 and 2 bitplane screens as part of the effort to
    allow KingFisher to function on Public Screens. This should (at
    last!) provide functionality for A2024 and Productivity screens.

1.11   December 20, 1992
    Bugs with name index fixed.
    Under 2.0 the program now uses the Display Database to build a
        display, allowing compatibility with A2024 displays and
        oversized, scrolling screens in the system.
    Broke up Alert for Searches into separate alerts for success and
        failure.

1.1   December 8, 1992
    Added name index.
    Added capability to collect size information on other system
        screens to determine screen size for overscan, PAL, and
        interlace display.

1.0   December 1, 1992
    First public release.

1.118 7.5 The Future

Even now I don't consider KingFisher complete. It is a functional and
useful program, true, but my list of enhancements contains nearly a dozen
items so far, and I receive numerous suggestions all the time. As I find
time, I will continue to enhance KingFisher and release new versions.
Foremost on my list are the following items:

  o Screen-less KingFisher (i.e. usable on Workbench or on public screens)
     in a sizable window.
  o AppIcon on Workbench for "Drop-and-Add" functionality of new fish, and
     the same functionality by making KingFisher's window an AppWindow.
  o Screen mode requester and on-the-fly adjustment of display modes.
  o VersionLink editor to supplement the automatic version linking that
     occurs during 'Add Fish' and 'Reindex' operations.
  o FishHooks to facilitate hiding and marking of individual fish in the
     database.
  o Clipboard support for both input and output.
  o More flexible search-result display (dynamically built list from which
     entries can be selected for viewing.)
  o Better printing/export support.

If you have suggestions I welcome your feedback!

Not all the improvements listed above will make it into a 1.3 compatible
version of KingFisher, perhaps none. So long as I need to make no serious
sacrifices with regard to implementing 2.0 features, compatibility with 1.3
will not be ignored. This is bound to have its limits, however:

During spring 1994 KingFisher will turn into a Kickstart 2.0+ product,
thereby requiring you to be running at least Kickstart 2.04 (V37) and
preferably Workbench 2.1 (V38) software. For those of you who are still
using Kickstart 1.3 (V34): you are cheating yourself out of a lot of
wonderful features, and serious software developers will leave you in the
dust. The upgrade is worth it! Do it now!

KingFisher 2.0
KingFisher 2.0 will hopefully be available sometime in Spring 1994 and will
offer a number of new features, especially with regard to the functionality
of CD-ROM disks. Yes, that means especially Fred's "Fresh Fish" CD-ROM. I
will say nothing more at this time about the planned features, except that
I hope to please even the most critical user out there.

1.119   7.6 Credits

I would like to express my gratitude and appreciation to the following
individuals, who have contributed one way or another to KingFisher:

Peter Cherna, Commodore-Amiga
  For his prompt and thorough help obtaining a workaround to a V34
  bug in the Request() function. Great support!

Fred Fish
  For his many years of service to the Amiga community, and
  especially for the collection of software that has come to be known
  as the ''Fish Disks.'' Fred's efforts have set him apart as one of
  the Amiga Community's most important people.

George Gibeau
  For his efforts at beta-testing KingFisher and for making numerous
  suggestions and for finding a bunch of misspelled words in this
  .guide file.

Paul Huxham
  For information on how to make a window dragable without causing
  Intuition to render the dragbar and destroying the window contents.

Maurizio Loreti
  For the example code of Display Database and Screen Mode requester.
  I will be using it as part of KingFisher sometime soon.

B. Lennart Olsson
  Author of the original Aquarium program which has been an
  invaluable aid in the past, and whose only true fault was its
  failure to expand the database beyond a floppy disk.

Don Mac Phee
  His initiative, dedication, and skill as a beta tester turned out
  to be an invaluable aid! Excellent work!

Kyle Saunders
  For his efforts in producing a concordance index for KingFisher
  that I ended up not using (for several reasons.) Also, Kyle
  offered many suggestions for KingFisher during the early stages of
  development, which helped shape the program into what it is today.

Bill Sorenson
  For the User Interface Style Guide and the little walrus! :-)

Uwe ''Hoover'' Schürkamp
  For the original greyscale and the new color images of the
  kingfisher that appear in the ''About'' window and the icons, as
  well as his long-term efforts as a beta-tester that pointed out
  many dumb things that I (or KS 1.3) did.

Leo L. Schwab
  His iconify() function took less than 30 minutes to figure out and
  get working! Thanks Leo!

Michael Sinz, Commodore-Amiga
  For Enforcer 37.28 (a truly wonderful debugging tool!) and his help
  with regard to using SimpleRexx.

Micheal Zielinski
  For providing me with a prototype of this AmigaGuide® document.

In addition I would like to thank all who gave me encouragement over the
years for my efforts to keep the Aquarium database up to date. Not only
have your suggestions caused me to streamline the update process but they
have also pointed out the widespread usefulness of a tool such as Aquarium,
which has, therefore, directly caused me to create KingFisher.

Furthermore, I would like to extend my thanks to all those who have sent me
their appreciation in the form of $10 checks.   I was pleasantly surprised
by those gestures, and assured that KingFisher's usefulness is more than a
passing fad. Thank you for your support!

I would also like to offer my gratitude to the over one hundred individuals
from all over the world who sent me messages and mail expressing their
liking of KingFisher (or gave suggestions for improvements.) The most
enthusiastic of these literally had me dancing for joy! :) It's nice to
have my work appreciated. Thank you all very, very much!

I wrote KingFisher for you. I hope that it lives up to its namesake and
becomes a worthy successor to Aquarium.

  ._. Udo Schuermann
  ( ) walrus@wam.umd.edu

1.120   Edit Search String

                Any one of these six gadgets can provide a string or a
                 boolean expression
                to serve in a search. Only when the checkmark to the left of one ←
                    of these
strings is marked (the checkbox shown in yellow) will the
                Select Fish
                buttons function as search mechanisms.

Search mode is active only when the Select Fish buttons are yellow.

A wider entry gadget is available for each of the six search string gadgets
by selecting
                Wide Search String
                option.

1.121   Select Fishtank

These eight gadgets, numbered "1" through "8" provide a means of saving the
current position in the database, including search expressions, and moving
around elsewhere without losing that particular place.   These could be
called "Bookmarks" because one of their uses is to keep a place in order to
come back to it later.

Other uses might be to provide a default setting in one, while you use
another to work with. Each time you wish to reset your search expressions
and your position in the database, you simply copy the contents of the
default "Bookmark" (to the currently selected one.)
  For this purpose, I suggest the use of "Bookmark" #8 as the default
setup, for it is easy to select with one hand, using the menu shortcut
rAmiga-8. You thus have six others to use as "permanent" place-holders and
one to work with and play with as you please!

1.122   Select the Use of the Search Range

                This gadget determines if the
                 Search Range
                 gadgets will be used during a
vnormal search, or if they will be ignored.   Only when this gadget is
checked, will the search be limited to the disks in the indicated range.

You should be aware of the fact that the Output command "Range" ignores the
setting of this gadget as a matter of convenience.

1.123   Search activation and string selection

                At most one of these buttons can be selected at one time to ←
                    determine which

of the six search strings will be used to provide the search expression.

When one of these buttons is selected, the
                    Select Fish
                    buttons will turn
the same color (yellow) to indicate that they now function as initiators of
a search.

Selecting the checked button again will uncheck it, and turn off the yellow
color of the Select Fish buttons, indicating that they have returned to
their normal browsing function, moving only one fish at a time forward or
backward.

Keyboard shortcut: '1' .. '6'

1.124   Select a Specific Disk

Entering a new disk number in this gadget will immediately position you on
the first entry of that disk.   This is, perhaps the swiftest way to find a
program if you know the correct disk number.

If you select the last disk in the database, and this disk contains more
than one entry, you will not in actuality be placed on the last entry of
the database, but rather on the first entry of the last disk.

1.125   Select Previous or Next Disk

This gadget allows you to move to the first entry of the previous or next
disk in the database. You should understand that this may fail to position
you on the very last entry of the database if the last disk contains more
than one entry.

Keyboard shortcut: LEFT and RIGHT arrow keys with CTRL held down or 'P' and
'N' (upper case!)

1.126   Select earlier or later Version

                    This gadget follows the
                     Version Links
                     that KingFisher has stored in the

                     Fish Index
                     file. If you select one of these gadgets, and nothing seems
to happen, then a version link did not exist for the current fish.

A future version of KingFisher will properly enable and disable the Version
gadgets, according to the existence of the respective Version Links.

Keyboard shortcut: LEFT and RIGHT arrow keys with ALT held down or ^P and
^N (CTRL-P, C-p, and CTRL-N, C-n)

1.127   Select Previous/Next; Search backward/Forward

                  Depending on the color of these gadgets, they function either as a ←
                     browsing
mechanism (grey), or to initiate a search (yellow.)   The gadgets will be
yellow (to search) only if one of the six
                  Search String Selection
                  gadgets
is selected.

Keyboard shortcut: LEFT and RIGHT arrow keys or 'p' and 'n' (lower case!)
or to search: '<', ^R, (reverse) or '>', ^S (forward)

NOTE: The keyboard shortcut does not invoke search mode when selected.
       This is a perfect way to move through the database one fish at a
       time WHILE A SEARCH STRING IS SELECTED AND THE GADGETS THEMSELVES
       WOULD INITIATE A SEARCH!

       If you wish to search, use '<' or ^R (CTRL-R, C-r) for reverse
       search and '>' or ^S (CTRL-S, C-s) for forward search. Note that
       one of the six search strings must be active for a search to be able
       to work.

1.128   Toggle Search Mode

                  This cycle gadget can be changed regardless of its color (which ←
                     indicates
whether or not the
                  Select Fish
                  gadgets initiate a search (yellow) or
merely function to browse through the database one entry at a time (grey.)

Only during a
                  search
                  does this gadget function to determine the type of
search to be used:

Magnifying Glass: The swifter search of the two, providing little accuracy
                   but a great deal of speed.   The titles of 4000 fish can
                   be searched in just a few seconds or less.

Microscope: The slower search of the two, providing a great deal of
                   accuracy   and   much   flexibility   (such   as

                   Boolean Expressions
)

1.129   Modify Search Range of Disks

                  These two gadgets serve a dual purpose:

1. During a standard search, they will be recognized and used if the

```
            Select Search Range
              gadget is selected,  determining  which  range of
  disks is to be searched.  The lowest disk number is 1,  the highest  (at
  this  time) is 9999.  Selecting a disk number  higher than the latest in
  the database causes the search to proceed until the end of the database.

  One use for these gadgets is, for example, the limiting of  a search  to
  the contents  that fit on a single floppy disk.   This  cuts down on the
  number of disk-swaps that KingFisher requests during a repeated search.
```

```
2. When using the
              Output, Filtered (search)
              command,  the disks specified
  in  these  two gadgets determine  the range actually used.   It does not
  matter if the "Select Search Range" gadget is selected or  not.  This is
  a convenience override.
```

1.130   Reveal additional text

```
If  an  entry's description is too long  to  fit in the display panel, this
proportional gadget will indicate (by its shrunken size) that there is more
text to be revealed  by  grabbing it with the mouse  and dragging it  up or
down.
```

```
Keyboard shortcut:  UP and DOWN arrow keys.
```

1.131   Reveal text line-by-line

```
These  gadgets function  merely  as conveniences.  Instead  of grabbing the
proportional  gadget (the tall bar at the right  edge of the display panel)
and sliding it up or downwards, you can cause it to move effectively by one
line of text at a time with these gadgets.
```

```
Keyboard shortcut:  UP and DOWN arrow keys.
```

1.132   Iconify KingFisher

```
When  you  select this gadget, KingFisher  "iconifies"  to  an icon  on the
Workbench screen.  This function  causes KingFisher to  close its  display,
thereby saving as much as 46K  of Chip  RAM (as much  as  10% of the total
available custom-chip accessible memory.)
```

```
The icon on the Workbench will offer you the familiar image of KingFisher's
namesake bird: a kingfisher.  You can drag this icon anywhere on the screen
that you like (it acts like a tiny window) and when you double-click on it,
KingFisher will attempt to re-open its display.
```

```
If  KingFisher  fails  to re-open its  display,  it  will flash all  system
screens as an indication of error, and then save and exit normally.  Such a
```

situation can occur when too little Chip RAM is available when you attempt
to re-open KingFisher, or Chip RAM is too fragmented to offer large enough
portions in contiguous chunks.

Keyboard shortcut: ^Z (CTRL-Z, C-z)

1.133   Jump to first/last Fish

These two gadgets allow you to jump quickly to the first or last fish in
the database.   Notice that this is slightly different from the first and
last DISK in the database, as the last disk could have multiple entries
(fish) on it.   Entering in the gadget next to it the number of that last
disk would carry you to the first entry on the last disk, not the last
entry on the last disk (i.e the last entry in the database.)

Keyboard shortcut: [and]