

BenchTrash

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Chapter 1

BenchTrash

1.1 BenchTrash Guide

BenchTrash Guide

Guide Version 1.00 BenchTrash Version 1.06

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DPaint is a trademark of the Electronic Arts (EA) corp.

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1.3 About BenchTrash

"BenchTrash" is a workbench application that creates a global "Trashcan" icon on the workbench screen. Icons dropped over it will be either deleted on request, or are moved to the "Trashcan" drawer on the disk they are located on.

Additional, BenchTrash tries to eject a disk if its icon is dropped over it.

To say it in one word: BenchTrash is a Mac-like implementation of a trashcan.

The icon, its position and the eject procedures can be freely chosen to match your personal taste and hardware.

Last but not least: IT'S FREE! (But please read the [licence](#) !)

1.4 Installing BenchTrash

The installation procedure is quite simple, and that's the reason why I don't supply an installer script: Drag the "BenchTrash" icon in your "WBStartup" drawer of your startup volume, and copy the guide, i.e. THIS file, wherever you like.

If your native language is german, you may want to copy the localization file "BenchTrash.catalog" to "LOCALE:Catalogs/deutsch". More translations wanted, contact [me](#) .

After the installation is finished, you should [configure](#) BenchTrash.

1.5 Contacting the Author

Here's my EMail address:

thor@einstein.math.tu-berlin.de

Thomas Richter

You may also want to visit my web page, latest versions of all my programs (plus more) are available there:

WWW: <http://www.math.tu-berlin.de/~thor/thor/index.html>

The selection is quickly expanding, check in monthly!

1.6 Configuring BenchTrash

The BenchTrash configuration is done by the ToolTypes in its icon. Click it once and select "Information..." from the workbench icon menu to change them.

Here is the meaning of all supported ToolTypes:

AUTODELETE=on

Icons dropped over BenchTrash aren't moved into the trashcan, but removed from the disk - by asking the user first, of course.

AUTODELETE=off

Icons are moved to the trashcan of the volume they are located on (MAC-like behaviour). To remove them, you will have to empty the trashcan from time to time.

The setting of the AUTODELETE flag may also be changed interactively by a double click on the global trashcan icon on your workbench. The window popping up is self-explaining...

ICONX=

This ToolType takes a number as argument, and selects the the horizontal position where BenchTrash should be placed. By default, this will be on the left side of your workbench screen.

ICONY=

Selects the vertical position (height) where the BenchTrash icon will appear. By default, this will be the bottom of your workbench screen.

NAME=

Select the name of the icon to use. By default, this will be the icon of the trashcan on your startup volume, but if you like a different one, give its path here (no ".info" needed).

EJECT drv=

This one is unique and selects a command line to invoke if a volume of a given device should be ejected. To give examples:

EJECT DF0=EjectDisk df0:

will call the "EjectDisk" program whenever a disk in the first drive must be ejected. BenchTrash cannot do this ejection itself, since there is no standard way to do it!

A very common usage is to eject a IOMega "ZIP" floppy with Oliver Hitz's ZipTools (can be found on Aminet as "ZipTool.lha"):

EJECT ZIP=ZipTool >NIL: EJECT ZIP:

Please note that you must give the name of the DEVICE, not of volumes, i.e. "DH0" instead of "Workbench" or "SYS".

BenchTrash can also invoked from the shell, basically taking the same arguments. Please read [here](#) .

1.7 Shell Arguments

The command line arguments are very similar to the workbench **tooltypes** . Here's the command template:

BenchTrash NAME,ICONX/N,ICONY/N,AUTODELETE/S,HELP/S,EJECT/M

NAME Specify the name of the icon to use for the trashcan. Defaults to the system's trashcan icon.

ICONX Selects the left position of the trashcan icon. Defaults to the left edge of the workbench screen.

ICONY Specifies the top edge of the icon. Defaults to the bottom of the workbench screen.

AUTODELETE If present, BenchTrash will attempt to delete files after dropping them over its icon. If left out, BenchTrash will move them to the trashcan drawer of the volume the files are located on.

HELP Prints a short overview over all arguments

EJECT Selects multiple ejection scripts. One argument looks like the following:

<DeviceName>:<EjectionScript>

i.e. to eject a ZIP disk, assuming the zip filing system is named ZIP, enter:

EJECT ZIP:C:ZipTool >NIL: EJECT ZIP:

The redirection to NIL: isn't really necessary, but suppresses an annoying window.

By the way: BenchTrash launches itself in the background, you don't need a RUN command. It will fail if another copy is already working (it's quite stupid to have two trashcans...)

1.8 Common problems with BenchTrash

I) Instead of removing an icon, BenchTrash's config window pops up.

This is in fact not a bug in BenchTrash, but in the workbench. Whenever you attempt to delete a drawer icon without the related directory (e.g. you deleted the directory with the shell and forgot to delete the icon, too) the workbench will fail to get a lock to that directory and will, instead, call BenchTrash with zero arguments - which is normally used to indicate a double click on the icon. Sorry about that "feature", but I am not responsible for it.

II) Sometimes when I try to remove a directory, I get the error message "Error 202 : object is in use"

This usually indicates that some other program - usually the workbench - is keeping a lock on that object. This happens every time you want to delete a directory which is "opened" by the workbench, i.e. is displayed as a window at the workbench screen. To remove a directory, CLOSE all windows of the directory itself and all subdirectories contained in this directory and try again.

If this still fails, another program might keep a lock on that directory, e.g. if you try to erase the home directory of a running program, like the DPaint drawer if DPaint is running. You have to quit this program first before trying again.

If this STILL fails, an assign might be set to a drawer you want to erase. For example, BenchTrash will fail to remove the "Devs" drawer, since it is assigned to "DEVS:". If you REALLY want to remove the drawer, remove the assign first with

assign <assignname>: remove

Be careful! Some programs might need this assign, better consult the programs manual. By the way: You can get a list of all assigns with the "assign" command called without any arguments.

If this STILL FAILS, you might get upset! Some ugly program have failed to free a locked directory. This happens more often than you might believe... GFABASIC, for example, is famous for this FEATURE. Probably you should contact the author of the faulty program (or even better erase the program, probably using BenchTrash. Seems to be the best which can be done with GFABASIC ;-).

1.9 Thank you, folks

Special thanks go to....

Oliver Hitz

for his implementation of "ZipTool".

IOMega corp. for their ZIP 100. Nice work, but please support Amiga!

Special thanks does NOT go to...

Commodore Amiga for their @^&%! - computer (adverb censored). This ugly think still fails to work correctly. Now my Chip Mem starts to get "creative" (bits start flipping). It's a CREATIVE computer, you know...)-:

Viscorp for their GREAT support.... my computer is still to big for a set-top box (-;
