

Dynamite

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Chapter 1

Dynamite

1.1 Dynamite

Dynamite V2.2 by Stephan Lichtendahl

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1.3 Introduction

OK, so it is another one of those Windoze Start button lookalikes. However, with this one you can browse your directory tree without ever needing to wait for icons to load, because they are loaded dynamically. In addition, icons are shown for files that do not have icons (based on filetype) and thumbnails are created on the fly for Jpeg pictures. Most importantly, Dynamite is a lot faster in loading icons, especially default icons, than Workbench / DOpus.

1.4 Features

- Easy browsing to directories, starting files (with filetype recognition) and performing file management (copy, rename, delete, etc.).
- From the start button you can browse your (virtual) directory tree; at the same time the dock icons next to the start button provide additional browsers.
- You can drop icons on icon images to change the image or on hotlists to add items to the hotlist.
- Supports old, NewIcons and OS3.5 icon formats (and conversion to OS3.5 format)
- Shows default icons for files that do not have icons, based on filetype.
- Shows 1/8 size thumbnails for Jpeg pictures, created on the fly.
- Can scale all icons/thumbnails to a specified size.

Dynamite is faster in displaying icons than Workbench / DOpus, because:

- Only those icons are loaded that are on the current and next two "pages".
 - Only one default icon is loaded for each filetype and reused for every file
-

- of the same type.
- You don't have to wait for the icons or thumbnails to finish loading.
- Files and directories can be added to various hotlists or as dock icons.
- Supports the creation of hierarchical hotlist structures, i.e. you can have one hotlist opening another and that one another, ...
- Filetype recognition is based on file extensions. The "def_*.info" files in the "EnvArc:sys/" directory are used as default icons (e.g. "def_doc.info" for a "*.doc" file). The "Default Tool" entry is used to open a file and an "EDIT" tooltype can be specified as an alternative tool.
- Memory pools are used to reduce memory fragmentation.

1.5 Requirements

- Required:
 - AmigaOS 3.5
 - PopupMenu.library v8.0+
 - Reqtools.library v38.1436+
 - WBStart.library 2.2 \$^1\$
- Recommended:
 - graphics card for even faster displaying of icons and thumbnails
 - (registered) akJFIF.datatype and PPC for on-the-fly thumbnail creation of Jpeg pictures (otherwise it is too slow to be useful)
 - lots of memory

\$^1\$ The original one is needed for Workbench emulations (e.g. DOpus), because the the WBStart emulation for OS3.5, just like the Workbench.library, only works when the 'standard' Workbench has been loaded.

1.6 Giftware

This program is giftware; if you like it, and want to use it, you are morally obliged to send something (money, postcard, anything) to the Author . At the very least, you should send an email telling how much you enjoy the program or how you think it could be improved.

1.7 Installation

- Copy the program (and its icon) anywhere you like, preferably " Wbstartup/".
- Configure the

Tooltypes
to suit your system.

- Copy the contents of the "Env:" directory to your "EnvArc:" directory. It contains a preference file for the akJFIF datatype for the generation of

Thumbnails
and some example default icons (see
Filetype recognition
).

1.8 Usage

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1.9 Tooltypes

Dynamite can be configured by editing the tooltypes of its icon. The icon image is used for the start button's image; you can use the "imageroicon" tool from the OS3.5 CD to convert another image or, alternatively, use another icon.

From version 2.0 onwards stack size is no longer relevant because no recursion is used. This also means you can access any browser window you want, because they no longer recursively call each other.

The following tooltypes are supported (default values are shown between braces):

- Left (0) the left coordinate of the main button window.
- Text (Amiga) the text displayed in the main button window.
- HotFile(sys:.hl) the hotlist file opened with the start button.
- DokFile(sys:dok.hl) the file that determines what dock icons to load.
- MinX (30) minimum width reserved for icons \$^1\$
- MinY (30) minimum height reserved for icons and thumbnails \$^1\$
- PicX (80) maximum width thumbnails are scaled to \$^1\$
- PicY (60) maximum height thumbnails are scaled to \$^1\$

The following tooltypes can be used to toggle scaling and Jpeg support:

- NoJpeg When present, no thumbnails are created for Jpeg pictures.
- Scale When present, icons and thumbnails will be scaled \$^1\$

The following commands can be defined; they must contain the "%s" characters as placeholder for the filename, surrounded with quotes when needed. CLI commands will be launched asynchronously (no need to "run"). Prefix the command with "rx" if you want to execute an Arexx script or prefix it with "rx <port>" to send a message to an Arexx port. <port> is case-sensitive and is usually uppercase! Arexx commands are not executed with "rx", but send directly and synchronously.

- ViewTool command string to view a Jpeg picture.
- DefTool command string to execute the program used as default viewer.
- DirTool command string to open a drawer with Workbench or DOpus.
- InfoReq command string to open an Information window for a file.

The defaults make use of ViewToolPPC and Directory Opus:

- ViewTool rx ViewToolRexx LoadImage file="%s"
- DefTool rx DOPUS.1 command DoubleClick "%s"
- DirTool rx DOPUS.1 command ScanDir New "%s"
- InfoReq rx DOPUS.1 command IconInfo "%s"

When scaling is off, the window is automatically resized when icons/ thumbnails are loaded that do not fit in the reserved space (for icons text is placed besides the icon, for thumbnails text is placed over the thumbnail). You can minimize resizing by choosing the MinX, MinY values cleverly. With scaling on, icons are scaled to fit the area defined by the MinX, MinY tooltypes and thumbnails are scaled to fit the PicX, PicY area. For dock icons scaling is always used (and no text is displayed).

1.10 Startup

First make sure you configured the Tooltypes to suit your system and the default icons for Filetype recognition. Now start the program and the main window will be opened as a small button (the "Start" button) with next to it a list of dock icons (when some are configured).

Each button (start button and dock buttons) can open its own browser windows; click the button to open or close the browser trees. The start button will always open the main hotlist, which automatically includes a list of devices. The dock icons can correspond to a file, directory or hotlist, that perform the same actions as the icons in a browser window:

- Clicking on a file triggers an action based on Filetype recognition
- Clicking on a directory will open the directory in a new browser window.
- Clicking on a hotlist file (with extension ".hl") will open the hotlist.
- Clicking the right mouse button will open a popup menu, see below.

In browser windows also the following actions are possible:

- Moving the mouse will show each item under the mouse selected.

- Shift-clicking on an item, will only select the item and switch to multiple selection mode. Just click on an item to return to normal selection mode.

Note that, when clicking a directory a few steps back in the tree, the directory will be opened instead of the browser windows further down the tree.

Filenames are always shown immediately, but the icons and thumbnails are loaded dynamically and displayed in the window when loaded. When icons and thumbnails are loaded that do not fit in the window, the window is resized (see

Tooltypes

for specifying minimum sizes). You can start selecting files, ← clicking on them

or opening popup menus without waiting for the loading process to finish. As only the icons and thumbnails of the current and next two pages are loaded, scrolling up and down will trigger further loading.

The popup menu for the start button and dock icons is as follows (for browser windows, see

PopupMenu

). It is always accessible, just move the mouse to it!

```

-----
      Dynamite      |
-----
Sort by ->         | Name| Change the sorting mode for the browser windows to be
                  | Date| opened by the main or dock buttons. File sizes are always
                  | Size| shown; file dates are shown only in date mode.
-----
Flush Def.Icons   | Flush default icons and reload them when necessary $^1$
-----
Close all          | Close all browser windows.
-----
Save docks        | Save the current dock icons to the 'dokfile' hotlist.
-----
Quit /            | Quit program.
Remove item       | Remove selected dock icon (and close its windows).
-----
About /           | ...      | About program (author & version).
Icon .. x .. -> | filename| Info about selected dock icon and file name.
-----

```

\$^1\$ First the default icons are flushed from memory, then all opened browser windows are scanned for default icons that need to be reloaded. Use this feature when you have altered some of your default icons.

All windows are appwindows, so you can drop icons of files/dirs on them:

- Dropping on the start button will change the image (and icon of the program).
- Dropping on the dock icons will add the files/dirs to the dock window.
- Dropping in hotlist browsers (not on an image) will add the files/dirs to the hotlist.
- Dropping on icon images in browsers will change the icon image:
You can drop an icon on a file without icon to a) make a new icon for the file, b) create a new default icon for files with that extension or c) replace the default icon image if it already exists for that filetype.
If there is a choice a requester will be shown.

1.11 Filetype recognition

When you click on a file one of the following actions is performed (based on the filetype):

- If the file is a Jpeg picture (extension ".jpeg" or ".jpg") and the thumbnail feature is enabled, the viewtool will be used to view the picture.
- If the file has a real icon, the file is executed as if run from Workbench.

For the remaining options, the default icons come into play. Default icons are loaded automatically for files without icons, corresponding to filetype. If a file exists in "EnvArc:sys/" with the same name as the file extension (e.g. "def_doc.info" for a "*.doc" file) that one is used, otherwise "def_tool.info" is used. Once a default icon has been loaded, it will be reused for all files of the same type. The default icons will stay in memory until you either quit the program or use the "Flush Def.icons" feature.

The recognition process continues as follows:

- If the default icon type is TOOL the file will be executed from the CLI.
- If the icon type is PROJECT and the "Default Tool" entry is left blank, the file will be viewed with the default tool (see Tooltypes).
- If a "Default Tool" is defined, it will be used to open the file. The string entry must contain a full path specification for the tool and may contain arguments. The "%s" characters can be used as a placeholder for the filename, surrounded with quotes when needed. When they are omitted, the filename is appended (with quotes) to the end. In the same way you can define an "EDIT" tooltype to be used as an alternative viewer (see PopupMenu).

All CLI commands will be launched asynchronously (no need to "run"). To execute the file itself as Arexx script use "rx %s", to send the file to an Arexx port use "rx <port>" (see also Tooltypes).

Note, that when defining filetypes without defining "Default Tools" make sure the icon type is PROJECT, because otherwise the file itself will be run from CLI. Also note, that sometimes you need two default icons for one filetype (e.g. "def_qt.info" and "def_mov.info" for a quicktime animation).

1.12 PopupMenu

The popup menu can be used to perform file management and special window functions. When opened on the scroll bar, the following menu is shown:

```
-----
Toggle scaling| Toggle icon scaling on/off and redraw window accordingly.
-----
```

```
Sort by -> | Name| Show items sorted by name. Show file names and sizes.
           | Date| Show items sorted by date. Show file names and dates.
           | Size| Show items sorted by size. Show file names and sizes.
-----
```

```
Select all | Select all items and switch to multiple selection mode.
-----
```

```
Select pattern| Choose a (dos) pattern to select multiple items.
-----
```

```
Save hotlist | Save the current
              Hotlist
              to disk.
```

```
New drawer.. | Create a new drawer in the current directory.
-----
```

When opened anywhere else (e.g. over a selected item) the following popup menu is shown:

```
-----
<filename> | Name of selected item or complete path if it is a hotlink.
-----
Icon: X x Y ->| Info...      | Show information requester for item(s) $^1$
Def.Icon X x Y| ConvNewIcon| Convert NewIcon to OS3.5 icon, remove old icon.
Jpeg: X x Y   | ConvMWBIcon| Convert icon with OS3.5 "ConvertMagicWBIcons" utility ←
.
Nothing loaded| Delete      | Delete icon and load default icon instead.
-----
Open with -> | Workbench| Open dir as a Workbench/DOpus drawer, see
              Tooltypes
.
              | Default   | Open file(s) with default tool, see
              Tooltypes
.
              | ... \textdegree{} | Open item(s) with specified EDIT tooltype.
              | choose    | Pick a file from browser window to open item(s) with $^3 ←
              $
-----
Add hotlist | Add item(s) to the most recent
              Hotlist
              Add to dock | Add item(s) as dock icons next to the start button.
-----
Copy$^2$ to -> | ... °     | Copy item(s) to directory specified by COPYTO tooltype ←
.
Move$^2$ to   | choose    | Pick a directory or browser to copy item(s) to $^3$
Move$^2$ link to| other... | Open requester to select hotfile to copy/move item(s) ←
to.
-----
Rename...    | Rename item(s) or change full path of hotlink(s).
-----
Delete$^3$ -> | File      | Delete file (and its icon).
              | Dir       | Delete directory (with contents) complete with icon.
              | Selected  | Delete selected items after confirmation requester.
              | Link      | Remove link(s) from the current hotlist.
-----
```

\$^1\$ The information requester is opened for a "EnvArc:sys/def_*.info" file if the file/dir has no real icon.

\$^2\$ To select move mode, hold shift button before opening the popup menu. Move

will rename a file/dir if the destination is on the same device and copy and delete otherwise. If a file/dir with the same name as the destination already exists, a requester is displayed. When trying to delete a file/dir that is protected against deletion a requester is displayed as well. See also

Copy and Delete requesters

When selecting 'choose' the current browser window will freeze and you can select a file or directory in another browser window (to cancel click right mouse button). When choosing a file, directories can be opened as usual. When choosing a directory, clicking a directory will select it immediately, clicking a file will use its browser window as destination (which can be a directory or a hotlist file).

- The "Open with->default" option works different in multiple selection mode; files will be opened as if they were clicked upon (i.e. with file recognition).
- When you have defined an EDIT tooltype of a default icon, it will be shown in the popup menu instead of the "Open with->default" option, when opened on a file of the appropriate type. All selected files will be opened with the tool.
- When you have defined a COPYTO tooltype of a default icon, it will be shown in the "Copy to" submenu when opened on a file of the appropriate type. All selected items will be copied/moved to the directory.

1.13 Hotlist

Hotlists are a special kind of browser windows that can be used to provide quick access to often used files and directories. The main hotlist is a special kind of hotlist file; it will always include the current devices, but will not save them as part of the hotlist file. The device links can be removed, but they will reappear when you open the hotlist again.

The main hotlist is opened by clicking on the main button window, or by selecting the "Open hotlist" option from the main menu. Further hotlists are opened by clicking on hotlist files (with extension "hl"). Usually, the main hotlist will include some links to other hotlist files to provide a hierarchical hotlist structure.

The "Add hotlist" feature can be used to add items to the most recent hotlist. If you open another hotlist from the main hotlist and start browsing in one of directories, the items you select with "Add hotlist" will be added to the other hotlist (provided, of course, you have some directory links in the other hotlist).

Hotlists are always loaded from disk on opening; when you have made changes to a hotlist you must save the hotlist to make the changes permanent. There is only one exception: the "Move link to" feature will move a link from the current hotlist to a hotlist file on disk. Only the current hotlist may need to be saved, as the destination hotlist file is modified directly.

The "Move link to" submenu is only available for hotlists (it replaces the "Copy to" submenu). It can be used to move items from one hotlist to another. The "Move link to->other..." feature is very useful for the creation of new hotlist files, as the following tutorial illustrates:

- Browse to the directory that contains the files you want to hotadd, e.g. "Prefs", and add the directory (not the files!) to the hotlist. You can skip this step if you use a device in the following step.
- Now select the "other..." option on the directory or the device and choose a new hotlist file with the file requester. The selected directory or device will disappear from the current hotlist and will be added to the new hotlist. A link to the new hotlist will appear in the current hotlist.
- Next, open the new hotlist by clicking on the link and open the directory or the device you added. You can now add all the files and directories you want added to the new hotlist by simply selecting "Add hotlist".
- You can now remove the directory or device from the new hotlist, but it is better to leave it there to be able to easily add more items in the future.
- Don't forget to save the new hotlist before you close it, otherwise the newly added items will be lost. The same applies to the original hotlist.

1.14 Thumbnails

Thumbnails are shown for Jpeg pictures when the thumbnail feature ←
is enabled.

The thumbnails are created on the fly by making use of datatypes, specifically the akJFIF datatype. Another datatype can also be used as long as it is configured to deliver "Dynamite" 1/8 size pictures (the included configuration file in "Env:Datatypes/akJFIF.prefs_Tasks/" does this for the akJFIF datatype).

Alas, a PPC datatype is needed for sufficient performance, but, when available, thumbnails are created almost instantaneously (that is why thumbnails are only stored in memory and thrown away when the window is closed). The use of a graphics card is also strongly recommended for optimal satisfaction.

Thumbnails behave almost the same as icons, except for a few things:

- The filename is placed over the thumbnail, instead of besides the icon.
- The popup menu will show the original picture's width and height.
- Clicking on a thumbnail will open the Jpeg picture with the viewtool. Alternatively, you can select "Open with->view" from the popup menu.
- When the amount of free memory is equal to the minimum amount set in the

Tooltypes

, a thumbnail will be removed from memory for each new icon or thumbnail that is loaded.

1.15 Copy and Delete requesters

The Copy requester is displayed during a copy/rename operation ←
when a file/dir

with the same name as the destination already exists. It presents the following choices:

- View - view the destination file with the default tool (see Tooltypes).

- Replace - delete (and unprotect) the destination file/dir and try again.
- Replace All - delete (and unprotect) all destination files/dirs before attempting to replace them without bothering to display a requester again.
- Auto Rename - change the destination name by inserting a number (minutes elapsed since 0:00) and try again.
- Skip - skip this file/directory.
- Abort - abort the copy operation.

The Delete requester is displayed when a file or directory cannot be deleted, because it is protected against deletion. It presents the following choices:

- Unprotect - try to unprotect the file/directory before proceeding.
- Unprotect All - unprotect all files/dirs without bothering to display a requester again (unless something else goes wrong).
- Skip - skip this file/directory.
- Abort - abort the delete operation.

Note, that a Copy requester can also be followed by a Delete requester (when the destination exists or when Move was used and the source can't be deleted). Answering one requester with 'All' or 'Abort' will do so for all remaining requesters.

1.16 Tips & tricks

- Convert all your icons to OS3.5 format (use the converticons tools from the OS3.5 CD). OS3.5 icons are smaller and loaded faster.
- If you have a graphics card, configure OS3.5 to use fast memory for icons (use the WBC commodity or the WBctrl CLI tool for this).
- Delete all icons for the files you have default icons for; default icons are loaded much faster with Dynamite and require less memory, because only one default icon is actually loaded in memory for each filetype. This is NOT the case for Workbench and DOpus!.
- You can also delete the icons for Jpeg pictures when you make use of the thumbnail feature.
- The akJFIF.datatype is fastest in combination with ppc.library; ppplibemu and powerpc.library are (a lot) slower. Only the warpjpeg.datatype is faster, but then whole pictures will be loaded.
- On graphics cards the OS3.5 picture.datatype is slower than the V43 picture.datatype, because it uses dithering even on 16bit displays. You can use the V43 picture.datatype with OS3.5 without any problems.

1.17 History

Dynamite 2.2:

- You can drop icons on all windows: dropping on the start button will change the image (and icon of the program); dropping on the dock window will add the files/dirs as dock icons; dropping on icon images in browsers will change the icon image; dropping in hotlist browsers (not on an image) will add the files/dirs to the hotlist.
 - You can drop an icon on a file without icon to a) make a new icon for the file, b) create a new default icon for files with that extension or c)
-

replace the default icon image if it already exists.

- Removed bug when using "choose" feature and closing the source window.

Dynamite 2.1:

- No more duplicate filenames when copying from one browser to another when files with the same name already exist. As a side-effect, all duplicates in hotlists are now also discarded.
- During copy/move for which destination existed, copy/move would continue also when SKIP was chosen from the Delete requester or the file/dir could not be deleted for other reasons. Copy would then fail anyway, but for a move the source would be deleted without copying ! This has been fixed. Also, a failed copy will get a proper requester now.

Dynamite 2.0:

- Bit of a rewrite(!) Now instead of recursively opened browser windows, all windows are now independantly. So you can work in all opened browser windows at the same time, and operations like copy and add hotlist will update the target window immediately.
- The dock icons provide additional starting points for browsing; each button can open its own directory tree.
- A lot of other changes, too (see for yourself).

Dynamite 1.7:

- Stack usage is reduced somewhat (by a few hundred bytes per browser window).
- All CLI commands are now executed asynchronously (no "run" is used/needed).
- Arexx support doesn't use "C:rx" any more. Prefix "rx" is used to trigger execution of Arexx scripts and "rx <port>" to send a message to an Arexx port.
- For starting Workbench programs, WBStart.library is used instead of "wbrun".
- "ConvNewIcon" is now an internal function and combines the functionality of the OS3.5 "ConvertNewIcons" and "CondenseIcons" utilities (just OS calls).
- You can now also (de)select multiple items by shift-clicking the first item and dragging the mouse over the next items.
- Caps Lock can also be used to select between copy and move mode.
- You can specify a default copy to directory for every filetype by defining a "COPYTO" tooltype for the appropriate default icon; it will be shown in the "Copy to" submenu to copy/move the selected files to the directory.
- Selecting an "EDIT" tool from the "Open with" menu will now use the same tool to open all selected files.
- Selecting "Open with->default" on a directory will open the drawer with DOpus or Workbench (use the DIRTOOL tooltype of Dynamite to define the command).

Dynamite 1.6:

- Icons are now scaled to fit the area specified by the MINX, MINY tooltypes.
 - Thumbnails are scaled to fit the area specified by the PICX, PICY tooltypes.
 - Finally thumbnails are displayed ok under all circumstances.
 - Shift-clicking items will only select them (multiple selection mode).
 - In multiple selection mode, Copy, Rename, Delete, etc. will operate on all selected files. In this mode, Delete displays a confirmation requester.
 - Added "Select all" to popup menu to select all items.
 - The "Copy to" feature now really copies and "Move to" will move (rename if possible) a file or directory. Hold shift when opening menu for "Move" mode.
 - A tool can be specified with the EDIT tooltype from a default icon, that is added to the "Open with" menu when opened on a file of the appropriate type.
 - Icons changed by the "ConvertNewIcons" and "ConvertMagicWBIcons" utilities are now displayed without redrawing the whole window.
 - Clicking on a file without an icon/thumbnail loaded will also load the image.
 - Removed bug in auto rename feature (files without extension with dot in path)
-

Dynamite 1.5:

- Bugs introduced in 1.4 fixed: item selection was screwed up on window scrolling and thumbnails were freed that just weren't there.
- On activating/deactivating the window, the current item will always get selected/deselected, popping the window to front when appropriate.
- Added "Open with->default" to popup menus to open file with default viewer.
- Now the "Open with->other" and "Copy to->other" features will automatically add the chosen tool/directory to the most recent hotlist as well.
- Added hidden feature: opening a Jpeg picture with less than 4MB free Fast memory will first send a "CloseAll" Arexx message to ViewToolPPC.

Dynamite 1.4:

- Thumbnails are now also scaled. Still a little flaky when the browser window is not frontmost (lack of color).
- Files and directories are now separately sorted, directories are shown first.
- Items can be sorted by name, date or size. File sizes and dates are shown when appropriate. Added submenu to change sorting mode.
- Changed the popup menus a little: now includes a submenu for icons that contains "Info...", "Delete", "ConvNewIcon" and "ConvMWBIcon" where appropriate. The OS3.5 converticons tools are run for icon conversions.
- Icon submenu and "Rename" option are disabled for devices.
- When scrolling a browser window, icon/thumbnail loading will continue with the first visible icon when the mouse is released, skipping others.
- When the mouse exits a browser window at the bottom, the window will only close if it's the main hotlist window (so windows don't close on requesters).
- When toggling scaling on/off, window sizes are now correctly adjusted.
- BugFix: tooltypes MULTIPLY and DIVIDE were defined instead of SCALEMUL and SCALEDIV.

Dynamite 1.3:

- Now supports icon scaling, is that cool or what !? (See Tooltypes). Added "Toggle scaling" to browser menus to toggle scaling on the fly.
- NewIcons are also supported (only through OS3.5, but that's required anyway).
- Main button now also shows image (from the icon of the Dynamite program).
- Browser windows will close when mouse exits the left side, so you can now e.g. click on a parent drawer to open another directory.
- Now uses the "Move link to" submenu for all hotlists, not only the main one.
- Info requester is also opened for files without icons; the default icon is edited instead (to make it easy to change the default tool, image, etc.).
- Added 'Flush Def.Icons" option to main menu so default icons can be flushed and reloaded. Default icons are now loaded from "EnvArc:" instead of "Env:".
- Removed bug when adding items to a hotlist that have no extension, but which have a dot in the path name (e.g. "System3.5:").
- Little bug fixes, which nobody is likely to notice.

Dynamite 1.2:

- Memory pools are used to reduce memory fragmentation.
 - The list of devices is now part of the main hotlist; the main hotlist is always opened as first browser window, loaded dynamically.
 - The "Add hotlist" feature will add items to the most recent hotlist.
 - The "Save hotlist" feature can also be used to save the main hotlist.
 - The "Open with->other..." feature will remember the command string, "%s" placeholders can also be used.
 - The "Move link to->other..." feature will also add (a link to) the newly
-

- created hotlist to the current hotlist.
- Smarter window resizing when using "New drawer".

1.18 Author

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