Goodies Extension for File Manager
Working Model

Introduction
Welcome to the Goodies Working Model! This working model is a functional, albeit limited, version of Goodies File Manager Extensions for Windows 3.1. You can evaluate it in the privacy of your own computer, and when you're ready to buy the more flexible, more functional retail version you'll step up to all the benefits that it provides. A section at the end of this document describes the feature set of the complete Goodies version.

There are three pieces to this working model:

The Goodies Installer: A Windows-based installation program to get Goodies up and running on your system.

The Goodies Menu: This menu, which appears in the File Manager menu bar, adds some useful functions to File Manager. The section "Goodies Working Model Feature Set" describes these functions. This working model contains a subset of the whole Goodies function set, and is considerably less configurable than the complete version.

The Goodies Button Palette: The button palette adds a graphical, point and click interface to both Goodies and File Manager functions. It is a floating, sizable button palette, which "attaches" itself to File Manager while File Manager is running. See the section "Using the Goodies Button Palette," for a complete description of the palette. This working model contains a "fixed" palette -- you cannot add, delete or reassign buttons in the palette.

Please take a little time to read this short document before installing and using Goodies. I hope that most questions will be answered in this document; limited technical support is available for the working model.

Installation
If you have already unpacked the Goodies distribution file, you'll find a program called GINSTALL.EXE. It is a Windows program, so you should start it by double-clicking it in File Manager. The installation dialog box appears in figure 1, shown here:
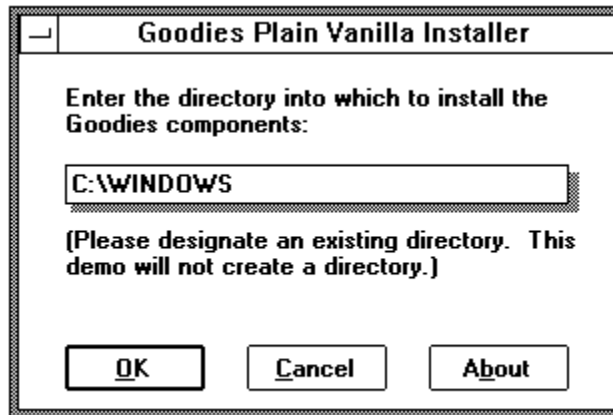
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Figure 1: Goodies Installation Dialog Box

The default directory will be the directory that Windows is installed in; if you wish to install Goodies into a different directory, type that directory into the space provided. You must specify an existing directory. The installation program will check, and will not install if you do not provide a valid directory.

Now click OK to begin the installation. There are only a few files to copy, so it doesn't take too long. If you have File Manager open when you run GINSTALL, you'll find a new menu, GoodiesDemo, in your File Manager menu bar. If you don't have File Manager loaded, the next time you open it, the menu will appear.

The Goodies button palette will not automatically open. To load it, select Configure from the GoodiesDemo menu, then check the Autoload Button Palette option. Goodies will ask you if you want to load the button palette at this time. Select Yes to load the buttons. If you select No, you'll have to wait until the next time you open File Manager to see the button palette. Goodies saves the setting of the checkbox, so that until you turn the check off, the button palette will load with File Manager.

Goodies Working Model Feature Set
The Goodies retail package has eight menu selections for you to configure. In this working model, only the first two are available, and they have been preconfigured to "Text Editor" and "Text Browser." The other selections are grayed out, and can neither be selected nor configured.

The available functions will also be grayed out unless you have at least one file selected in the directory side of a File Manager window. If all options appear gray, simply select a file, then pull down the GoodiesDemo menu again. You'll see which menu options are

available.

The Text Editor and Text Browser facilities provide you with an easy way to edit/browse a text file without associating every known text extension with an editor or browser. It also gives you the opportunity to edit .BAT files, which is otherwise difficult to do.

To use them, simply highlight the file you want to edit or browse, then select the appropriate function in the GoodiesDemo menu. Notepad will open with your file.

The Text Editor and Text Browser options have both been hardwired to Notepad in the working model. In the retail package, no such limitations exist. You can select which program you want to run, and what you want the menu to say. You can also specify a startup directory and any command-line options to pass to the program. There's even a special "fallback editor" option, so that if you select Notepad as your primary editor because it's fast, but try to open a file that's too large for Notepad, Goodies will automatically switch to the fallback editor to open the file. This means *you* don't have to worry about how large the text file is when you try to open it.

The "Get Info" function is an easy way to get file statistics: file size, and date and time of last save on a list of files. It's much faster than using the View All File Details option in File Manager, especially when you are only interested in one or two files. To use it, select one or more files in the directory side of a File Manager window, then select Get Info. (You can also access Get Info from the button palette; more on that later.)

You do not have to shut the Get Info window to continue working with File Manager. You can, if you want, switch to another directory to compare file statistics from one file with those of another. The Goodies working model, however, limits you to one Get Info window open at a time.

You can close a Get Info window by pressing the Escape key or using the Close command in the system menu.

The Goodies configuration dialog box (the "Configurator") is the control center for Goodies. This Working Model contains a minimal version of the Configurator, and does not have any facilities for modifying the button palette. It is shown in figure 2.
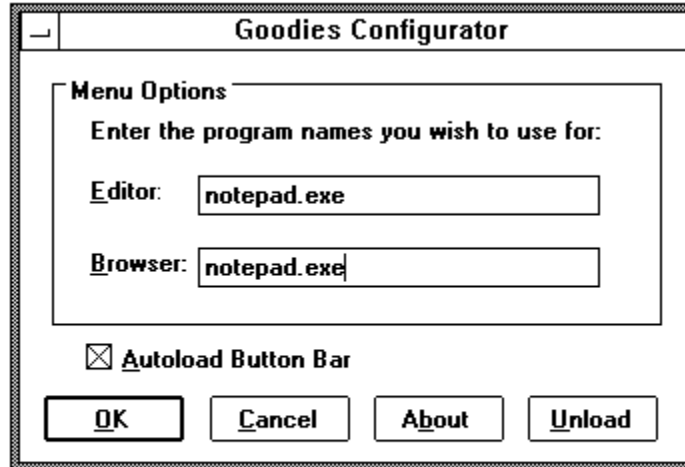.

Figure 2: Goodies configuration dialog box

As mentioned before, the Editor and Browser have been hardwired to Notepad. You can edit these settings, but if you click OK, Goodies will inform you that they have been reset to Notepad.

There is a checkbox in the Configure dialog box for you to specify whether or not you want to load the button palette with File Manager. It can also be used to load or unload the button palette. If the button palette is open, and the Autoload Button Palette checkbox is checked, unchecking it will open a message box asking you if you want to unload the button palette at this time. Similarly, if the button bar is not loaded, and the checkbox is unchecked, checking it will invoke a message box asking if you want to load the button palette.
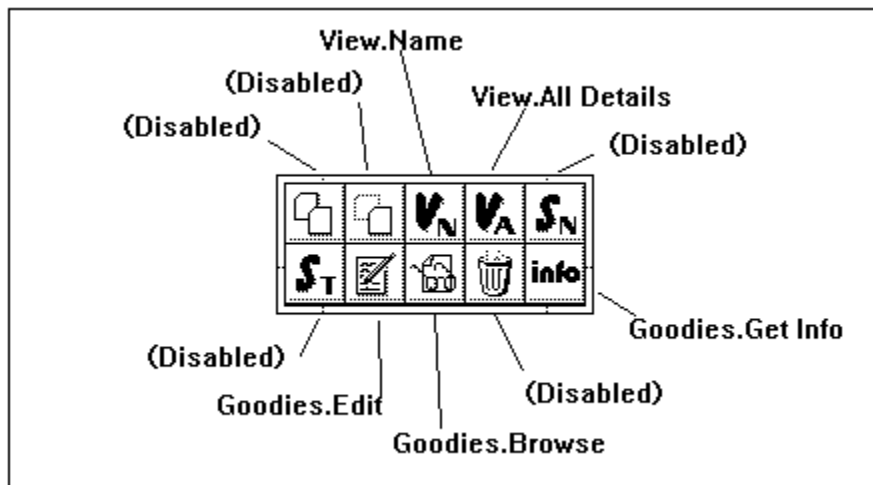
Other buttons in the Configure dialog box allow you to unhook Goodies, and bring up an about message with copyright information.

Using The Goodies Button Palette
The button palette is an exciting addition to File Manager. You can select a graphical representation of File Manager and Goodies functions you use often, then access them at the press of a button. You may also drag and drop files onto a button to execute a function. The button palette provided in this working model demonstrates all the potential of the button palette, but is limited in several ways: It is not configurable, it will always load in the upper left corner of your screen and several of the buttons have been disabled. These exceptions aside, it works the same as the retail button palette.

<u>The Button Palette Functions</u>

When the button palette comes up in its default working model configuration there are two rows of five buttons:

You can activate a button function two ways: The first is to select the file(s), then press the button. The second is to drag and drop the file selection on the button whose function you want.

You can close the palette by double right-clicking in the palette area. This does *not* affect the Autoload Button Palette setting in the configure dialog box.

Moving and Sizing the Button Palette
The button palette has a standard sizing border. You can size it from any side, and stretch it however you want. You can make the palette any size and shape you want, but it will snap itself back to as few rows as possible to accomodate the number of columns you have selected. In other words, you will never have entirely blank rows or columns in the button palette. Play with it a little to get a feel for how it works.

The button palette is lacking that key ingredient normally used to move windows: a caption. Instead, you move the window by depressing the mouse button in the window and dragging the window to where you want it to go. When you press the mouse button over a Goodies button, the button will depress. Rather than releasing the mouse button and allowing the button action to kick in, start moving the mouse. There is a two pixel tolerance from the starting point, after which the Goodies button pops back up, and the window border changes to the familiar "moving" border. The cursor changes to a four-headed arrow, and remains until you drop the button palette where you want it.

Retail Release
This demo is subject to a number of limitations, none of which exist in the retail version of the product. Version 1.00, which retails for $29.95, includes the following features:

1.   **Technical Support.** Telephone technical support will be provided to registered users of the retail version. We will try to answer questions concerning this working model, but please understand that it will be limited. We will also be providing support via Compuserve. See the section Contacting the Company for more information.

2.   **User configurable menu.** Rather than being limited to a single editor and a single browser, the retail version features 8 menu "slots" into which you can place your own application. You will be able to specify parameters, and the text for the menu. You will even be able to specify the text for the Goodies menu itself.

3.   **Fully configurable button palette.** Most of File Manager's menu choices and all of the Goodies menu choices (including those you've assigned yourself) can be assigned to buttons on your button palette. Your button configuration, which includes the buttons, and the size and location of the palette, is saved between sessions. A library featuring over 100 button faces for you to choose from.

4.   **Enriched set of File Manager extensions.** These include:
An enhanced Get Info box, with totals and optional subdirectory searches.
Zipper, for adding/moving files into zip archives. Includes optional subdirectory search.
Fast delete; a file/directory delete with no questions asked.
A File Annotator, for attaching meaningful comments to DOS file names.

5.   **Desktop drag-drop**. Gives you the ability to load an application, or an application associated with a document, by dragging it from File Manager onto the desktop.

6.   **Full on-line help.** Of course. Don't point and click without it.

For a limited time only during the introductory period, Goodies will also be bundled with these extra "Goodies":

7.   **Palette Mapper.** For users of 16 color VGA (and SVGA) systems, this utility will let you map your existing 16 color palette to any other colors in the 256K VGA

range. Present Windows in 16 shades of gray, or purple, or colors even brighter than the default palette. You can name and save different color settings, and switch between them with a command line interface to the utility.

8.   **Task Manager replacement**. This task manager replacement program does much more than just let you switch applications. Included in its features are the ability to run applications, without having to return to File Manager or Program Manager.

Purchasing Goodies

Twenty-nine dollars and ninety-five cents gets you everything listed in the previous section. This includes, during the introductory period, the palette mapper and the Task Manager replacement. Simply print the order form that was part of the Goodies working model package, fill it out and send it in. At present we can only accept checks and money orders, but are working on Visa/MC. We'll keep you posted.

Contacting the Company

We want to hear from you. Goodies is an exciting product, and will be even more exciting with your input. The best way to contact us is via my Compuserve account, which is 73647, 1613. Don Stegall, author of the soon-to-be-released Windows Makeover and the popular OS-Frame package has generously let me make use of his forum for any CIS communication. We would appreciate it if you would direct any communication regarding Goodies to that forum. To reach it, type GO PLAYROOM from any ! prompt.

If you must reach us by phone, you can call either 919/942-2067 or 404/552-7739. Please remember, that although we'll do the best we can to help you, we can only spend a limited amount of time with users of the working model.

Thank you for evaluating this Working Model of Goodies. We hope you see the potential of the package to save you time and make working with File Manager even easier, and will upgrade to the retail version.

Happy computing!
Todd Steinwart
Medicine Show Software