

GO 3.0

User Manual

Copyright (C) 1991
All rights reserved

Richard Larkin
87 Toronto Ave
Cromer Heights
N.S.W. 2099
Australia

Phone Number
Australia (02) 981 4651
Overseas +61 2 981 4651

Table of Contents

Introduction	3
Welcome!	3
Overview	3
Disclaimer	4
Quick Start...	4
How To Contact The Author	5
 Chapter 2 Interactive Mode	 6
Directory Screen	6
File Screen	8
Interactive Input	9
 Chapter 3 Command Line Mode	 10
 Chapter 4 Advanced/Configuration	 12
GO Enviroment Variable	12
GO.CFG File	13
 Chapter 5 Miscellaneous Details	 16
Directory Display On Exit	16
GO.DTL File	16
Sample Batch Files	16
Sample GO.CFG	17
Renaming GO.EXE	17
Error Levels	17
Limits	18
Known bugs!	18
Next Version!	19
Thanks	19
 Appendix A Error Messages	 20
 Appendix B Shareware Information	 22
 Appendix C Bug Report Form	 24

Product names and brand names are trademarks
or registered trademarks of their respective holders.

I N T R O D U C T I O N

Welcome!

Welcome to GO! This is Rick {Alias Richard Larkin} telling you that I have spent a huge amount of time designing and implementing GO. So, if you use GO please read the Shareware information Appendix B (Page 22); And make the effort to register!

You may use this program for a trial period of 14 days. After this time you must register your copy of GO.

Overview

Please do not be put off by the size of this manual file! GO is easy to use. Version 2.0 did not even have documentation and yet many people from many backgrounds used it successfully.

GO allows you to...

Move around your directory structure easily.

Either, type GO and move around directories with arrow keys, OR use the GO command line search method.

To change directory to "D:\WORK\PROGRAM\TURBO\C\GAMES" under DOS you would type "D:" then "CHDIR \WORK\PROGRAM\TURBO\C\GAMES" or using GO you could type "GO GAM". Both methods will work, but which is easier to type correctly? Note that GO does not care about spelling errors or require a complete directory specification. It will also work across multiply drives!

Make, remove and rename directories, all more easily than the DOS equivalents.

List files in a directory. Each files attributes are displayed and individual and total size of the files is displayed.

Find files. "GO -F FRED.DOC" will search for a file called FRED.DOC and change you onto its drive and into its directory!

Set up keys in GO to access your favourite packages.

- # Set up your favourite packages to be run automatically for files with a specified extension. e.g. .WK? files automatically load QUATTRO when accessed.
- # Produce a list of directories.
- # Produce a graphically represented display of your directory structure.

Features include...

- # Most of the above can be performed on command line or whilst in interactive mode.
- # Directory structure is (optionally) maintained in alphabetical order.
- # Supports any text screen mode your adapter can provide. Use 132 by 60 lines if you like!
- # All functions work under versions of DOS 3.0 onwards.
- # Intelligent updating of directory data base. No annoying, time consuming, rescanning of disks. Partial rescan if you like!
- # Use environment variables to position, group and/or stop GO data file saving. So can be used on Novell Networks even if you have no access to root directory.

Disclaimer

I (Richard Larkin) hereby disclaim all warranties relating to this software, whether express or implied, including without limitation any implied warranties of merchantability or fitness for a particular purpose. I will not be held liable for any special, incidental, consequential, indirect or similar damages due to any reason.

The persons purchasing and using the software bear all risk as to the quality and performance of the software.

Quick Start...

To install, copy "GO.EXE" into a directory on your DOS search path.

Just type "GO" and work it out! Internal help is available by typing [F1] {i.e. function key one}. There is another page of

help once you enter the "File Screen". Also command line help is available by typing "GO ?".

For more detailed information see Chapter 4 (Page 12).

How To Contact The Author

If you are a registered user you may call or write if in need of help, wish to request a new feature or wish to report a bug. If there are bugs you might like to fill in a bug report (as found in Appendix C).

Maintenance

- # [M]ake (or [Insert]) will make a directory under the cursor directory. You will be asked to enter the directory's name and press enter. The directory will then be made.
- # [R]emove (or [Delete]) will remove the cursor directory if there are no files or other directories in the directory.
- # [N]ame will rename the cursor directory. You will be asked to enter a new directory name. The directory will then be renamed.

Searching

- # [G]o will move cursor to a directory that matches directory search pattern. Directory search pattern may be changed by using [Shift-G]. First time [G] is used, pattern will be asked for anyway. If more than one match exists pressing [G] again will move to next match.
- # [F]ind will find and display a list of files that match the file search pattern. File search pattern may be changed by using [Shift-F]. First time [F] is used pattern will be asked for anyway. If more than one match exists pressing [F] again will display the next set of matching files. Current cursor position also moves to directory containing the files.
- # [S]elect file specification used in the "File Screen". It will then display the "File Screen".

Miscellaneous

- # [Tab] changes you to the "File Screen".
- # [U]pdate will update the data base that is maintained by GO. This does not need to be used if you make and remove directories using GO. If you use standard dos MKDIR, RMDIR or have packages which alter the directory structure, you will occasionally need to update the data base by this method.

Unshifted only the current directory and its subdirectories will be updated. If you wish the entire disk(s) to be rescanned use [Shift-U].

GO defaults to not including directories with extensions. GO defaults to a sorted directory tree. GO may group drives into one big drive allowing you to search more effectively. If you wish to use or alter any of the above features you should read Chapter 4 (Page 12).

[D]rive changes the current drive. Simply type the letter of the drive you wish to use. e.g. "DA" changes to A:, "DC" to C: etc.

File Screen

The file screen contains the following information for each file. Files are in alphabetical order based on their names and extensions. Information provided on each file is as follows; "File" filename, "Ext" files extension, "Size" size of file in bytes, "Date" date file was last written, "Time" time file was last written and "Attributes" these are "R" for read-only, "A" archive and "H" for hidden. Note: System files are not displayed.

The summary line will display the current file specification, total number of files and total size of files. The status line will display the current directory. This will be preceded by "Found in" if the file find option is active.

[F1] will display help on the file screen, this will include the keys you defined in GO.CFG.

The following keys are only active when the file screen active, that is after a [Tab], [S]elect or [F]ind command has been used. The screen will have a list of files, and the cursor will be on one of these files. The cursor can be moved by the usual keys, that is [Arrows], [PageUp], [PageDown], [Home] and [End].

[F]ind will find and display the next set of matching files.

[S]elect will ask for a new search pattern. File screen will then be redisplayed.

[R]un will execute the current file as long as it has an extension of .EXE, .COM or .BAT. For .BAT files to be run the DOS environment variable COMSPEC must be correct (this is usually the case).

[Enter] will use current file with default package for the files extension. See Chapter 4 (Page 12).

[Tab] and [Esc] will return you to directory display.

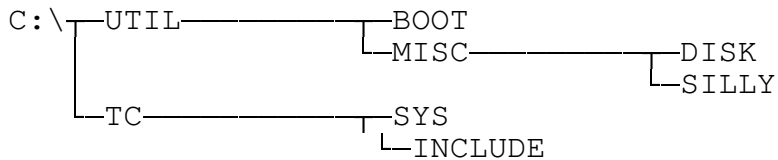
[Ctrl-k] moves you to the first file in the file screen that begins with character "k". e.g. [Ctrl-T] move to file named TEST.DAT. If you are already on a file of the letter chosen the next matching file will be moved to.

Other keys may have been set up to use in the file screen. They will use current file with whatever package has been set up for that key. To see how to set these up read Chapter 4 (Page 12).

Interactive Input

Some commands in the interactive mode ask for input. During input you may use [Ctrl-Y] or [SpaceBar] to clear the input field; [Backspace] and [Delete] remove characters typed. [Esc] to abort input. Entering a blank field is the same as hitting [Esc]. [Insert] may be used to toggle insert mode. [Arrow] keys and [Home] and [End] allow editing. If an edit key is pressed first you may edit the current entry, otherwise entry will be replaced by whatever you type.

- g Displays directory structure in graphic form to screen. This may also be redirected to a file. e.g. "GO -G C:\\" will display the following on the screen.



Total of 9 directories

- m "GO -m dirspec" will create "dirspec". e.g. "GO -M fred" will create subdirectory "fred" in current directory. "GO -M \hello" will create subdirectory "hello" in the root directory.
- r "GO -r dirspec" will remove "dirspec". "GO -R" will remove the current directory.
- n "GO -n dirspec newname" will rename "dirspec" to be "newname". e.g. "GO -n \hello\tom fred" will rename "\hello\tom" to be "\hello\tom fred".
- f "GO -f filespec" search for matching files. "GO -f TP" will search the current drive(s) for files named TP.*. If matching file(s) are found drive and directory will be changed to and matching file(s) listed. "GO -f C:.\PAS" will find files matching *.PAS on the C: drive and change to C: drive and files directory. If drives are grouped file search will be over all grouped drives.

or a removable media is found. This is usually all your hard disks, but may also include network drives.

Specifying "()" will turn off grouping.

"@YZ:\D" Relocate the GO.DTL to the subdirectory \D on the drives "Y" and "Z". You may wish to do this if you have a Novell Network and do not have write access to the root directory. "YZ" is a list of any length of drives of your choice. This option must be the last option in the GO environment variable.

[Examples]

SET GO=EXT
Use extensions.

SET GO=NOSORT ~A ~B
Do not sort directory structure. Do not save GO.DTL on A: or B:.

SET GO=(CDE)
Use extensions. Do not sort directory structure. Do not save GO.DTL on "A:" or "B:". Group drives "C:", "D:" and "E:" to allow multiple drive searching.

SET GO=EXT NOSORT ~A ~B (CDE) @FGHIJKLMOPQRSTUVWXYZ:\STAFF\RICK
Use extensions. Do not sort directory structure. Do not save GO.DTL on "A:" or "B:". Group drives "C:", "D:" and "E:" to allow multiple drive searching. On drives "F:" through "Z:" place the GO.DTL in the \STAFF\RICK directory on the relevant drive.

Note that there is NO space between the "GO" and the "=".

GO.CFG File

The GO.CFG file is an optional configuration file. It allows certain options to be selected for the interactive mode of GO. A sample basic GO.CFG is supplied with this manual.

GO.CFG must be located in the same directory as the GO.EXE program. It is read every time GO enters interactive mode.

Within the file there are three types of information, flags, keys and extensions.

Flags: A line that begins with an "@" contains flags. The following are the currently available flags...

"MODE:n" This allows selection of display mode. Where "n" is the mode number. If "MODE" is not used what ever mode the adapter is in will be used. This can cause problems if it is in a graphics mode. It is a good

idea to specify a mode to prevent problems of this sort.

n = 3, Color 80x25 (most adapters will work in this mode).

n = 7, Monochrome 80x25.

n = 64, EGA43 or VGA50, 80x43 or 80x50.

n = ?, depends on the adapter you have. Your video card should have any higher modes documented e.g. On a LEOVGA n = 90 is 132x40 text mode. You must use only text modes.

GO requires a screen mode with at least 80 columns to enter interactive mode.

"NOSAVE" Prevent the storing and restoring of screen in GO. If you are short of memory or are not impressed the screen restoring you can remove this option by using this flag.

Keys: Keys can be set up to use certain packages when in the file screen. The format is "<k> package" where "k" is the key you wish to define and "package" is the program to be run when key is pressed. e.g. "<V> LIST.COM" when you press [V], LIST.COM will be found and run using the current file as a parameter. You are not allowed to redefine a key already being used. You can view the keys you have set up by viewing the help whilst in the file screen.

Extensions: Allows a default package to be used in the file screen when [Enter] is pressed. Format is "ext package" where "ext" is the extension to look for and "package" is the package to use on that type of file. e.g. "PAS TURBO.EXE" find and run TURBO.EXE when [Enter] is pressed on a *.PAS type file. "WQ? QP.COM" find and run QP.COM when [Enter] is pressed on a file matching *.WQ?. The first package that matches the extension of the file is used. So a "catch-all" can be specified last e.g. "* LIST.COM" if no previous package knows what to do with the file then just list it to the screen.

File specifications in GO.CFG may be preceded by a "#". GO will pause after running the package with an "Any key to continue..." message.

If you specify an extension in the file name it will be found and executed directly, therefore using less memory. If no extension or extension is .BAT the command processor will be called to deal with command. This allows you to use in built DOS commands such as TYPE.

Here is a sample GO.CFG... (note there are no leading spaces in the file)


```
; Flags - Use EGA43/VGA50 line mode and don't save the screen.  
@ NOSAVE MODE:64
```

```
; Keys  
<V> TYPE  
<E> EDIT.EXE  
<P> #TPC.EXE  
<C> #TCC.EXE
```

```
; Extensions  
PAS TP.EXE  
C TC.EXE  
SPR SP.COM  
WQ? QPRO.COM  
* TYPE
```

Note:

Any line that begins with a semicolon or is blank is ignored.
This allows comments to be placed in your GO.CFG.

There is NO checking of GO.CFG for errors. If GO.CFG is not doing
as you wish check your typing carefully!

that DOS can be avoided all together! I'll leave that up to you to work out.

Sample GO.CFG

The sample GO.CFG simply selects a relatively standard video mode, sets up [V] to view a file in the "File Screen" and sets a default action for extension "*" (i.e. all files) to be view the file.

Viewing is done by way of the DOS "TYPE" command. You may have utilities that are better than type, feel free to use them.

You may copy the GO.CFG to where you keep GO.EXE if you wish to use it. You may also edit it to add/alter any features you like.

It is a good idea not to waste space by verbose comment as the file is read every time you enter interactive mode.

Renaming GO.EXE

If you wish to rename GO, please note that the GO environment variable, the GO.DTL file and the GO.CFG file will also change. e.g. "rename GO.EXE GCD.EXE" will require you to "SET GCD=x" instead of "SET GO=x" and rename GO.CFG to GCD.CFG. The GO database would now be stored in a file called GCD.DTL.

The references to "GO" within the help text will remain the same.

Error Levels

On leaving GO the DOS errorlevel is set. The value of errorlevel may be useful to people using GO within a batch file. 0 is returned for no error. 1 is returned for invalid command line options. 2 is returned if no matching directory is found. 3 is returned if no matching file is found. 4 is returned for any other type of error.

The errorlevel may be tested by a batch file similar to the following...

```
GO %1 %2 %3

if errorlevel 4 echo Standard GO error.
if errorlevel 4 goto end

if errorlevel 3 echo File match not found.
if errorlevel 3 goto end
```



```

if errorlevel 2 echo Directory match not found.
if errorlevel 2 goto end

if errorlevel 1 echo Invalid option in GO command line.
if errorlevel 1 goto end

if errorlevel 0 echo No errors!
if errorlevel 0 goto end

:End

```

Limits

Supports over 4000 directories per GO.DTL.
 {Probably more than you can create!>}

Directory structure can be of any complexity and depth.

Over 500 files can be present in the file screen.

40 key definitions & extension defaults can be set for file screen usage.

Known bugs!

Why are there "known" bugs? Well this particular "bug" is too troublesome to remove. The only way I can think of getting around it requires rescanning the drive every time you want to rename a directory! This bug is not going to affect anyone sensible, but I thought I better mention it as, no doubt, some one will find it and complain.

If you create a directory which is nearly 64 characters long
 e.g.

```
C:\A\B\C\D\E\F\G\H\I\J\K\L\M\N\O\P\Q\R\S\T\U\V\W\X\Y\Z\THE\END
```

then you [R]ename a directory which is an ancestor of this directory, for instance

```
C:\A\B to be C:\A\BBBBBBBB
```

you will create a path name that is over 64 characters long

i.e.

```
C:\A\BBBBBBBB\C\D\E\F\G\H\I\J\K\L\M\N\O\P\Q\R\S\T\U\V\W\X\Y\Z\THE\END
```

Once you have a path that is too long it is hard to remove. You will have to rename the BBBBBBBB directory back to B then remove some directories.

Be warned DOS does not at all like directories that are over 64 characters long. Just DO NOT do it O.K!

BUT as I said "sensible" people would not be affected by this, so the cost to check for this occurrence is not justified.

Next Version!

Any suggestions, requests and/or bug reports made by registered users will be noted and will quite likely be incorporated/corrected in next version of GO.

Planned for next version of GO...

Increased functionality in default file actions and programmed key actions. Searching for text within files. Directory move. Option to clear a directory of files/subdirectories. Drive statistics display. Attribute changing. File copying, deleting, and moving. Any thing else suggested by registered users!

Thanks

Many thanks to all the people who have used and registered GO. Special thanks to those of you who have provided comments, suggestions of features to add or (the occasional) bug to remove.

A special thank you to my closest friend Mimi. Without who's efforts this release would have been a few months earlier!

...and finally thanks to Borland for Turbo C, Turbo Pascal and Sprint.

(If they want me to thank them for Paradox and Quattro, I'm open to offers)

"Error - MESSAGE"

MESSAGE is a description of the DOS error that has occurred. Some that you are likely to see include.

"No such device" attempt to use a non-existent drive.

"No such file or directory" attempt to use a non-existent path.

"Permission denied" attempt to remove a protected directory or directory with subdirectories or files.

"Path not found" attempt to list or graph a non-existent path.

"PROGRAM - exit code N"

Program PROGRAM has exited with DOS exit code N. This can occur when using the [R]un or [Enter] commands in the file screen.

"PROGRAM - MESSAGE"

Program PROGRAM has a problem described by MESSAGE. This can occur when using the [R]un or [Enter] commands in the file screen.

REGISTRATION FORM FOR GO VERSION 3.0

Your Name _____

Your Address _____

Your Phone Number _____

Licence Type	Users	* Cost/User	= \$Cost
Site License	_____	* _____	= _____
Site License	_____	* _____	= _____
Site License	_____	* _____	= _____
Single user	_____	* _____AUS\$25	= _____
Total			= _____

Enclose a cheque drawn on an Australian bank for the total amount and send to...

Richard Larkin
87 Toronto Ave
Cromer Heights
NSW 2099
Australia.

Phone: Australia (02) 981 4651, Overseas +61 2 981 4651

Note: A site license allows internal copying and use of the GO software up to the number of copies licensed. A site license does not allow you to distribute GO to a third party. The license is non-transferable.

For distribution licenses and customised versions of GO contact me direct.

