

Output

COLLABORATORS							
	TITLE : Output						
ACTION	NAME	DATE	SIGNATURE				
WRITTEN BY		November 2, 2022					

REVISION HISTORY							
NUMBER	DATE	DESCRIPTION	NAME				
	<u> </u>						

Output

# **Contents**

1	Out	put	1
	1.1	main	1
	1.2	Workbench Usage	1
	1.3	Shell Usage	2
	1.4	Control Window	2
	1.5	Configuration	3
	1.6	Author	3
	1.7	History	4

Output 1/4

## **Chapter 1**

## **Output**

#### 1.1 main

```
Welcome to
Output Version 95.1
©1995 Ian J. Einman
```

Output allows easy "output" of files from the Workbench or shell. Output can be used to show pictures or animations, play sounds or songs, view text, list archives, and do anything else you have a utility to do. Output can recognize files by file pattern or IFF form, and also recognizes ASCII text, icons, XPK files, and executable programs.

```
Workbench Usage
Add an AppIcon and AppMenu to your Workbench
Shell Usage
Use it to investigate unknown files
Configuration
Customize it to suit your specifications
```

Under Workbench 3.0 and above, Output also will handle datatypes if you simply add the filetype "MISC=SYS:Utilities/MultiView".

## 1.2 Workbench Usage

Output may be run from the Workbench by double-clicking it,  $\ \hookleftarrow$  putting it in your WBStartup drawer, or adding it to your AutoStartup.

When Output is run from Workbench with no other icons selected, it adds an AppIcon to the Workbench screen, and an AppMenuItem to the Tools menu. Output will process any icons dropped on its AppIcon, or any icons selected when you select the Output AppMenuItem.

Output 2 / 4

If you double-click the AppIcon, or select the Output AppMenuItem with no icons selected, the

Control Window will appear.

If Output is run with other icons selected, it will process these files only and no AppIcons or AppMenuItems will be created. You may also specify Output as the default tool of an icon, and let Output figure out what to do with it when you double-click it.

### 1.3 Shell Usage

Template: FILE/M, ALL/S

Running Output from the Shell with no arguments is the same as running it from the

Workbench

, with the following additional features:

- · Output prints each command to the shell window before it executes. You may use this to see if it is processing file types the way you meant.
- Ctrl-C or Ctrl-E will quit Output; Ctrl-F will show the Control Window

If you choose to Output filenames or patterns, Output will run in immediate mode and process all of the files you specify. No AppIcons or AppMenuItems are created.

- · Output prints each command to the shell window before it executes.
- $\cdot$  Ctrl-C or Ctrl-E will break Output.
- · ALL will recursively process the contents of subdirectories.

#### 1.4 Control Window

AppMenuItem with no icons selected. You now have the following options:

- $\ll$  OK  $\gg$  Doing nothing is an option, if you're lazy or confused.
- « Help » Show the on-line help. The amigaguide.library is required, and this guide file should be in "HELP:<language>/Output.guide".

it. This shows the standard

Icon Information window, and allows you to easily add or change filetypes. Workbench 3.0 or above is required; if you do not have

3/4 Output

> 3.0, you must quit Output, select its icon and edit its tooltypes manually, then restart Output.

« Quit » Removes AppIcon and AppMenuItem, one last gasp, and it is dead.

#### 1.5 Configuration

You may configure Output for different file types by defining tooltypes in its icon. Tooltypes are in the form <type>=<command>.

<type>: All IFF files are recognized by the four letter FORM name. » ILBM, ANIM, 8SVX, FTXT

> For other file types, you may specify a file pattern. » #?.gif, (#?.lha|#?.lzh), MOD.#?

Output recognizes four non-IFF filetypes by default.

It will do nothing with these types unless you define them.

» TEXT: ASCII text

» EXEC: An executable program

» ICON: An icon (when executed from shell only) » MISC: Can't be identified by any other means

The Shell command to run, with a \* where the file name to <command>:

output is to be substituted. Filetypes may have no output

by simply declaring them with no command.

Quotes will be placed around the filename automatically. You may specify an output window in the command if necessary.

Examples: ILBM=SYS:Utilities/MultiView \* SCREEN

#?.guide=run >NIL: SYS:Utilities/MultiView \*

(#?.jpg|#?.jpeg)=SYS:Utilities/FJPEG \*

EXEC=Run >NIL: \*

(#?.lha|#?.lzh)=lha l \* >CON://999/999/\*/AUTO/CLOSE/WAIT

#### 1.6 Author

Program and Documentation by: Developed with:

Ian J. Einman A3000/25MHz 68030 (the Slayer) P.O. Box 5711 240M+50M HD, Workbench 3.1 Devpac 3 assembler and editor Bellingham, WA 98227 USA i.einman@genie.geis.com

Please write me with any suggestions, questions, or complaints.

Tell me if you use this program, I'd like to hear from you if you do. Send me a post card, unless you live in Washington - then buy me a beer.

This software is «freeware» but a \$5 donation would be appreciated.

You may copy this program freely, but it is not to be altered in any way.

Output 4/4

Keep this documentation with the program when you distribute it.

### 1.7 History

```
Output 95.1:

«RELEASE TWO»

Added filename pattern matching and built-in filetypes

Added Shell interface, and added AppMenuItem to Workbench interface

Accepts arguments when run from Workbench

Can be used as the default tool of an icon

Made instructions a separate help file

Español language localization (locale.library required)

Output 94.9:

Enhanced with SystemPlus

Output 1.2:

«RELEASE ONE»
```