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DiskMaster II User Manual

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PROGRESSIVE PERIPHERALS & SOFTWARE

DISKMASTER

The • Ultimate • Disk • Utility • System

II



PROGRESSIVE PERIPHERALS & SOFTWARE

DiskMaster 2.0

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Table Of Contents

1. **Introduction 1**
 - 1.1. What Is DiskMaster? 1
 - 1.2. System Requirements 1
 - 1.3. System Extras 1
 - 1.4. Input Devices 2
 - 1.5. The Amiga Mouse 2
 - 1.6. Other Input Devices 4
 - 1.7. Copying the DiskMaster Program to Your Hard Drive 4
 - 1.8. Making a Working Copy of DiskMaster 4
2. **The Default DiskMaster 6**
 - 2.1. DiskMaster Screen Elements 7
 - 2.2. Using DiskMaster 9
 - 2.2.1. The Amiga Directory Structure 10
 - 2.2.2. Exploring the Directory Structure 11
 - 2.2.3. DiskMaster Default Commands 13
 - 2.2.4. DiskMaster's Default AutoCommands 18
 - 2.2.5. DiskMaster's Default Menus 19
 - 2.2.5.1. Project Menu 19
 - 2.2.5.2. Tools Menu 21
 - 2.2.5.3. Archive Menu 22
 - 2.2.5.4. Disk Menu 24
 - 2.2.5.5. Control Menu 26
3. **The Custom DiskMaster 28**
 - 3.1. Configuration (script) Files 28
 - 3.2. Adding Commands 30
 - 3.3. Adding Menu Commands 33
 - 3.4. Custom Information Display 35
 - 3.4.1. Display Format 35
 - 3.4.2. Display Font 37
 - 3.5. Exploring the Configuration File 38
 - 3.6. Editing the Configuration File 39
 - 3.7. Multiple Command Windows 41
 - 3.7.1. Replacing Menus with Command Windows 42
4. **DiskMaster Requesters and Screens 45**
 - 4.1. Confirmation Requester 45
 - 4.2. String Requester 46
 - 4.3. Palette Requester 47
 - 4.4. File Reader 48
 - 4.5. Printer Setup Requester 51
 - 4.6. Disk Format Requester 54
 - 4.7. DiskCopy Requester 56
5. **DiskMaster / ARexx Commands 57**
6. **INDEX 93**

1. Introduction

1.1. What Is DiskMaster?

DiskMaster is a disk utility program which combines the most used disk commands in an easy to use point and click mouse environment. DiskMaster can also make use of external programs such as archive programs, text editors, file editors, ILBM or animation viewing programs, etc., making them easier to use.

DiskMaster 2.0 has the ability to communicate with other programs using its ARexx[™] port, and execute complex ARexx scripts which can automate multi-step disk operations.

1.2. System Requirements

DiskMaster will run on any Amiga 500, 1000, 2000 series or 3000 series computer running under Kickstart 1.2 or higher, including AmigaDOS 2.0.

1.3. System Extras

To make full use of DiskMaster's ability to use external programs, you must obtain the following programs:

Archive Programs - The public domain programs ARC, LHARC, and Amiga ZOO will are necessary to make use of the file archive commands.

ARexx - Although DiskMaster can execute scripts using its own set of built in commands, including DiskMaster's commands in an ARexx script can result in much more

powerful commands. ARexx allows DiskMaster to communicate with other ARexx compatible programs through ARexx scripts.

ScreenShare - The ScreenShare library allows you to open windows and requesters on a screen belonging to another program.

Text Editor - While DiskMaster contains its own powerful text reader, it has no built-in facilities to edit text files. We recommend that you have available, a text editor that you find comfortable to use. We also recommend that your text editor have "Cut", "Copy", and "Paste" operations.

1.4. Input Devices

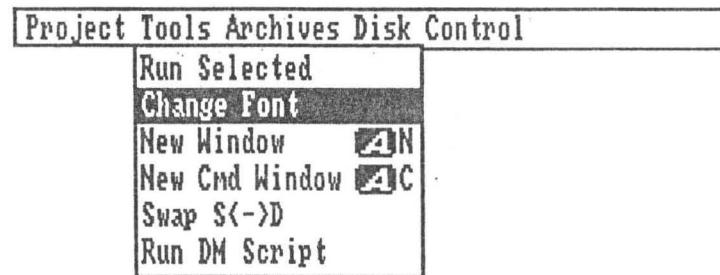
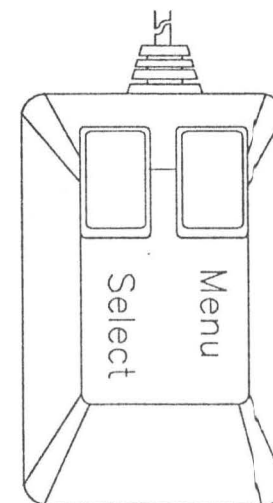
In addition to the keyboard, the computer's standard input device, the Amiga has an alternate input device - the mouse. The mouse has proven useful for graphic applications such as painting and drawing. It also provides an easy-to-use method of issuing commands to the computer. DiskMaster was designed to make full use of the Amiga's mouse-driven interface.

1.5. The Amiga Mouse

Pictured below is a standard Amiga style mouse. DiskMaster's mouse pointer is controlled by the movement of the mouse across a table or mouse pad.

The Amiga mouse has two buttons. The *Select Button* (the left mouse button) is used to *select* an icon or screen position. Pressing on the *Select Button* will select the icon, gadget, or drag bar that is presently under the mouse pointer.

The *Menu Button* (the right mouse button) is normally used to display the available Pull-Down menus at the top of the screen. Move the mouse pointer over the information bar and press-and-hold the *Menu Button*. If the pointer is positioned directly over a menu header, the menu will appear. While holding down the *Menu Button*, move the pointer over each of the menu headers to view each menu. Still holding down the *Menu Button*, move the mouse down one the of the menus. As the pointer moves down the menu, menu items will become highlighted.



Note: This manual will represent a particular menu item by listing the path taken to reach the menu item. The path will be in bold face, and each path level will be separated with a slash mark (\). For instance, **MenuHeader\MenuItem**.

1.6. Other Input Devices

Several alternate input devices are available for the Amiga, including *Light Pens*, *Digitizing Tablets*, *Track Balls*, etc. DiskMaster will work with any of these alternate input devices as long as they completely emulate the standard Amiga mouse. They must have a *Select Button*, and a *Menu Button*, in addition to a method of positioning the pointer on the screen.

1.7. Copying the DiskMaster Program to Your Hard Drive

We recommend that you copy the DiskMaster to your hard drive and place the original distribution disk in a safe place to be used as a "backup". Simply open the DiskMaster distribution disk by double-clicking on its icon. When the DiskMaster window opens, click on and drag the DiskMaster icon to the desired window on your hard drive. No other files must be present in order for DiskMaster to run. However, you may want to move some of the example project files over to your hard drive as well. These are copied in the same manner as DiskMaster.

1.8. Making a Working Copy of DiskMaster

Before extensively using with your original DiskMaster distribution disk, we recommend that you make a working copy to be used on a daily basis, and place the original disk in a safe place to be used as a "backup".

DiskMaster can make this copy for you. Load DiskMaster by double-clicking on its icon. After DiskMaster loads

and the credits window closes, select the **Disk\Copy DF0: DF0:** menu command. Insert the DiskMaster distribution disk into DF0: (make sure the disk is write protected or the disk copy will not proceed). When prompted (messages are displayed in the DiskMaster title bar), remove the DiskMaster distribution disk, and insert a blank floppy disk into DF0:. When all feedback and drive activity stops, remove your working copy of DiskMaster.

If your system has a second floppy drive designated "DF1:", you may use the **Disk\Copy DF0: DF1:** menu command to avoid the need to swap disks.

Note: If you have an Amiga 500 or 1000, "DF0:" is the internal floppy drive, while "DF1:" is the first external floppy drive. If you have an Amiga 2000 or 3000 series computer, both "DF0:" and "DF1:" are internal floppy drives. If your Amiga 2000 or 3000 series computer does not have a second internal floppy drive, but does have an external floppy drive, the name of the first external floppy drive is "DF2:".

2. The Default DiskMaster

DiskMaster 2.0 is a completely new version of the original DiskMaster program. However a "default mode" is provided which is similar in look and feel to the original. Later in the manual we will explore the many ways in which DiskMaster can be customized.

Start DiskMaster by double-clicking on its icon. A custom four color screen will open and three windows will open on the custom screen. Notice that the four colors used by DiskMaster are the first four colors of your Workbench screen. A "credits" window will appear displaying information about DiskMaster. Click anywhere on the credits window to close it. This "credits" window appears automatically only if DiskMaster is running in its default mode. Once a configuration file has been saved, this window will be opened only on command.

DiskMaster 2.0 11:24AM Thu 25Apr91 Chip:860112 Fast:5568664 Total:6428776			
0/3763872 0/37			
SYSTEM:			
gvpscripts	12:42AM	Root	DF0: (DEV)
libs	1:18PM	Parent	DF1: (DEV)
Network	9:27AM	All	DH0: (DEV)
Prefs	10:11AM	Clear	DH1: (DEV)
s	2:06PM	Select	PUB0: (DEV)
System	10:37AM	Exclude	RAM: (DEV)
t	9:21AM	Copy	HARDDISK: (VOL)
Utilities	11:58AM	Copy Newer	RAM DISK: (VOL)
.info	3:18PM	Move	RB: (VOL)
Disk.info	115 10:14AM	Delete	SYSTEM: (VOL)
DiskMaster	370 2:02PM	Rename	3DDAT: (ASN)
DM14.txt	58848 4:47PM	Protect	3dpro: (ASN)
DM2	3197 2:00PM	Comment	C: (ASN)
DM2.info	66644 3:44AM	Find	CGCache: (ASN)
DU.info	530 2:45PM	Read	CGFonts: (ASN)
DUDATA.info	894 10:47AM	HexRead	Data: (ASN)
Expansion.info	894 10:47AM	ShowPic	DEVS: (ASN)
Network.info	894 2:39PM	MakeDir	DL: (ASN)
		Print	DU: (ASN)

2.1. DiskMaster Screen Elements

There are four main elements of the DiskMaster screen. They are:

Title Bar - The title bar is used as a feedback window. When no operation is taking place, it displays the program name, the current time and date, and information about ram availability.

DiskMaster 2.0 11:24AM Thu 25Apr91 Chip:860112 Fast:5568664 Total:6428776

However, when an operation is taking place, information about that operation is displayed in this area. For instance, when copying files, the name of the file currently being copied will be displayed.

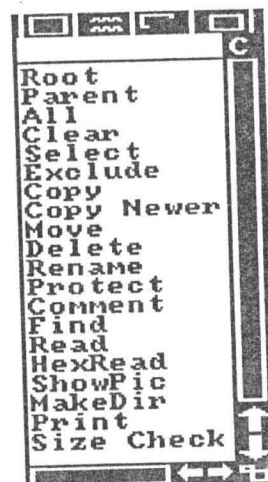
File Display Windows - These are resizable windows which display information about the files in the current directory such as file name, file size, time and date the file was last changed, protection bits, and file comment. Each file display window can be in one of three states: Source (indicated by an "S" just below the depth gadget), Destination (indicated by a "D" just below the depth gadget), and Neutral (indicated by displaying nothing just below the depth gadget). By default, clicking into any window will cause it to become the source window, changing the previous source window

0/3763872 0/37			
SYSTEM:			
gvpscripts	12:42AM		
libs	1:18PM		
Network	9:27AM		
Prefs	10:11AM		
s	2:06PM		
System	10:37AM		
t	9:21AM		
Utilities	11:58AM		
.info	3:18PM		
Disk.info	115 10:14AM		
DiskMaster	370 2:02PM		
DM14.txt	58848 4:47PM		
DM2	3197 2:00PM		
DM2.info	66644 3:44AM		
DU.info	530 2:45PM		
DUDATA.info	894 10:47AM		
Expansion.info	894 10:47AM		
Network.info	894 2:39PM		

into the destination window. If only two file display windows are open, there will always be a source window and a destination window.

If the list of files exceeds the windows ability to display them, the proportional slider gadget at the right side of the window will indicate the amount of the total list that is currently displayed in the window. Currently hidden files can be displayed by clicking on the scroll arrows below the proportional slider gadget. Alternatively, moving the slider gadget up or down by clicking above or below it, or by clicking on and dragging it up or down.

Command Windows - These are resizable windows which contain a list of commands that will be executed upon their activation. By default, there is only one command window which is located between two file display windows. The commands in the window affect the source window or files selected in the source window. Like the file display windows, the command windows also have proportional slider gadgets and scroll arrows to display commands that cannot be displayed in the command window.



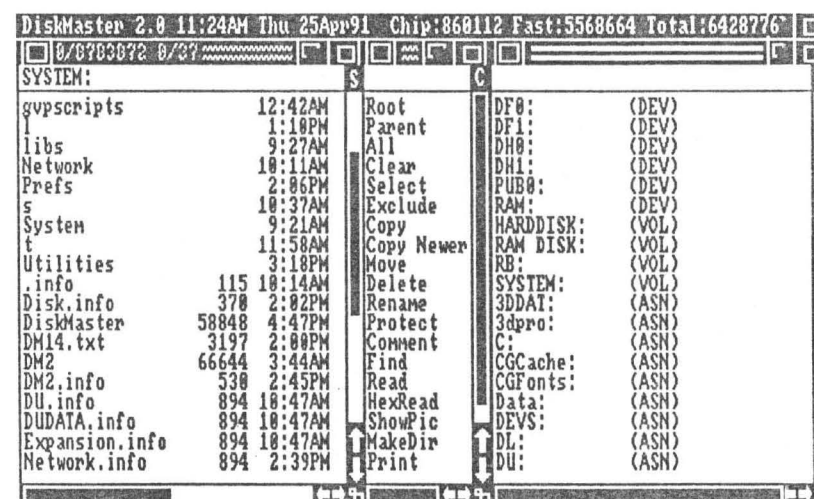
Pull-Down Menus - The default set of menus contain commands that may not always be appropriate to be displayed in the command window. For instance, they may start an operation that does not affect any



file, or either of the file display windows. Their placement in the menus rather than in the command window is purely organizational.

2.2. Using DiskMaster

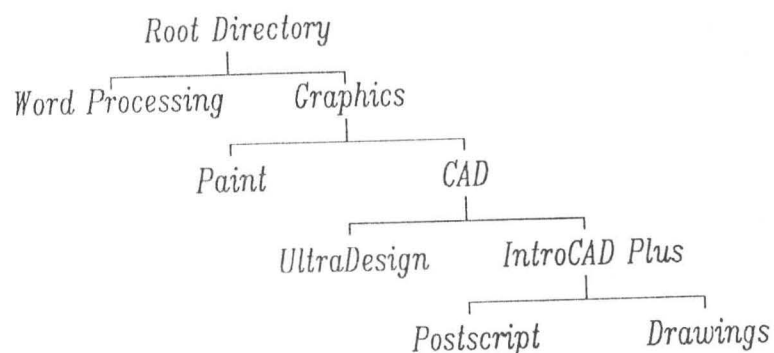
By default, DiskMaster will open with two file display windows and a single command window.



One file display window is the source window while the other is the destination window. Commands are issued by first selecting (highlighting) one or more files, or one or more directories that will be affected by the desired command. When the files or directories have been selected, clicking on the desired command in the command window will perform the corresponding operation. However, before you can select a file, you must be able to find it in one of the file display windows. The following section describes the directory structure and how to view directories and their files.

2.2.1. The Amiga Directory Structure

The directory structure uses a system of directories and sub-directories to organize the storage of files in a hierarchical manner. The **Root** directory is the first level of the directory structure. It can contain files and sub-directories. Each sub-directory of the root can also contain files and additional sub-directories. By allowing directories to contain additional directories, the task of finding a particular file can be made much easier. For instance, if you are looking for a drawing that was created with the IntroCAD[™] package, looking at the directory names can give you an idea where to look. The illustration below demonstrates how the storage of the file may be organized.



From the root directory, the file is more likely to be stored in "Graphics" than in "Word Processing". From the "Graphics" directory, the file is more apt to be stored in "CAD" than in "Paint". From the "CAD" directory, the file is more apt to be stored in "IntroCAD Plus" than in "UltraDesign". From the "IntroCAD Plus" directory, the file is more apt to be stored in "Drawings" than in "Postscript".

As you can see, every time you enter a new level of the directory structure, you are presented with a new set of options. If the file you are looking for does not exist in the current directory, it may exist in a "deeper" directory. Using the names of the directories as a guide, you should be able to find any file.

As demonstrated in the example above, the use of a hierarchical file system can be used to great benefit in the organization of your files. However, it can also be misused to the point of not being able to find any file. If this is the case don't worry, DiskMaster can help you to find your files and re-organize your files.

2.2.2. Exploring the Directory Structure

By default, when DiskMaster first loads both file display windows contain a list of physical and logical storage devices. From here you can select your initial "root directory".

The type of device is specified for each entry, enclosed in parentheses. The device types are as follows:

(DEV) - Indicates that the entry is the device name of a physical storage device.

(VOL) - Indicates that the entry is the volume name of a physical storage device.

DF0:	(DEV)
DF1:	(DEV)
DH0:	(DEV)
DH1:	(DEV)
PUB0:	(DEV)
RAM:	(DEV)
HARDDISK:	(VOL)
RAM DISK:	(VOL)
RB:	(VOL)
SYSTEM:	(VOL)
3DDAT:	(ASN)
3dpro:	(ASN)
C:	(ASN)
CGCache:	(ASN)
CGFonts:	(ASN)
Data:	(ASN)
DEVS:	(ASN)
DL:	(ASN)
DU:	(ASN)

(ASN) - Indicates that the entry is the name of an assignment made to a storage device, or a sub-directory of a storage device.

Double-clicking on one of these entries will read the root directory of that device or assignment. Once the root directory has been read, files and sub-directories contained within that directory will be displayed in the file display window.

Note: The colors used to display files and directories depend on the palette used by your WorkBench screen. Since even the default colors of Workbench 1.3 and 2.0 differ greatly, we will refer to the colors used by their Workbench color register number.

Directories - Directories are displayed at the top of the file display window. They can be distinguished from files by the fact that they show no file size, and they are displayed in a different color. By default, they will be displayed in Workbench Color 3. Single-clicking a directory will select (highlight) it, while double-clicking a directory will read that directory and display its contents. Single-clicking on a selected directory will deselect it.

Files - Files are displayed below the directories in the file display window. They can be distinguished from directories by the fact that the file size is displayed, and they are displayed in a different color. By default, they will be displayed in Workbench Color 1. Single-clicking a file will select (highlight) it. Single-clicking on a selected file will deselect it.

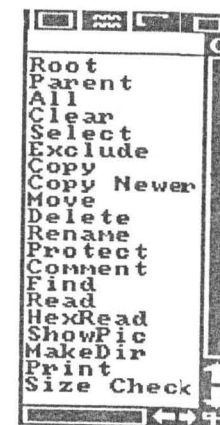
Note: Double-clicking a file will invoke an "AutoCommand". This new feature of DiskMaster will be discussed in Section 2.2.4. of this manual.

By double-clicking on directories, you can read the contents of a directory, or "enter" a directory. To return to the directory level above the current directory, click on the **Parent** command in the command window. Alternately, "S" (source) and "D" (destination) indicators will act as "parent" buttons. Clicking on these indicators will also return you to the parent directory. Clicking on the **Root** command in the command window will return you to the root directory of the current path.

2.2.3. DiskMaster Default Commands

Root - Clicking on this command will cause the source window to display the root directory of its current path. No file or directory selection is required.

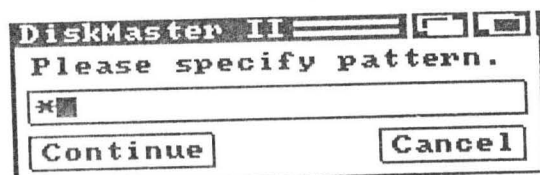
Parent - Clicking on this command will cause the source window to display the contents of the parent directory in the current path. No file or directory selection is required.



All - Clicking on this command will select (highlight) all files and directories in the source window.

Clear - Clicking on this command will deselect all files and directories in the source window.

Select - This command allows you to select multiple files in the source window based on the pattern of their names. Clicking on this command will open a small requester asking for the pattern to be used for file selection (see illustration on next page). The requester accepts the wild card characters "?" (single unknown character) and "*" (one or more unknown characters).



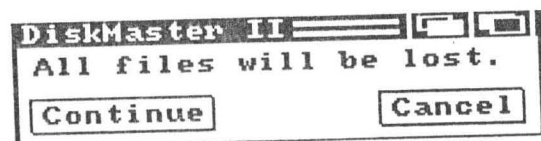
Exclude - This command allows you to deselect multiple files in the source window based on the pattern of their names. Clicking on this command will open a small requester asking for the pattern to be used for file selection (see illustration above). The requester accepts the wild card characters "?" (single unknown character) and "*" (one or more unknown characters).

Copy - Clicking on this command will copy any selected files or directories from the source window to the destination window.

Copy Newer - Clicking on this command will copy any selected files or files within selected directories from the source window to the destination window ONLY IF THEIR FILE DATES INDICATE THAT THEY ARE NEWER FILES THAN THE EXISTING FILES IN THE DESTINATION WINDOW.

Move - Clicking on this command will copy any selected files and directories from the source window to the destination window, then delete the copied files from the source window.

Delete - Clicking on this command will open a confirmation requester warning that all files will be lost. Clicking on **Continue** will delete any selected files and directories from the source window.



Protect - Changes the current protection bits of selected files or directories. Each file has eight protection bits which may be turned ON or OFF. These protection bits either protect the file from certain operations such as "delete", or indicate an attribute of the file. Each file in the file display window displays the name of the bit if it is turned on, or displays a "-" character if it is turned off. The protection bits have the following single character names and indicate the following when they are turned ON:

H - Indicates that the file should be Hidden.

S - Indicates that the file is an AmigaDOS Script.

P - Indicates that the file is Pure and can be made Resident.

A - Archive Bit; used by hard disk backup programs to indicate whether or not the file has been backed up. This bit is automatically reset to OFF if any other tool has written to the file.

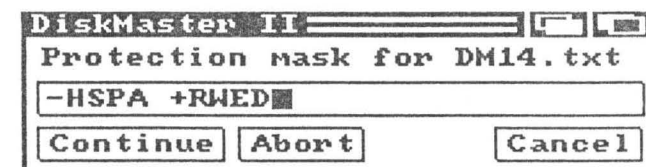
R - Indicates that the file may be Read.

W - Indicates that the file may be Written to.

E - Indicates that the file may be Executed.

D - Indicates that the file may be Deleted.

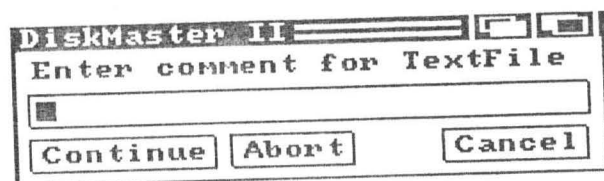
Clicking on this command will open a requester asking for a list of bits to be turned ON or turned OFF.



Bits which are to be turned ON follow a plus sign (+), while bits which are to be turned OFF follow a minus sign (-). The default setting for this requester is "-HSPA +RWED" (no quotes). This default setting specifies that the H, S, P, and A bits are to be turned off, and the R, W, E, and D bits are to be turned ON. For instance, if the

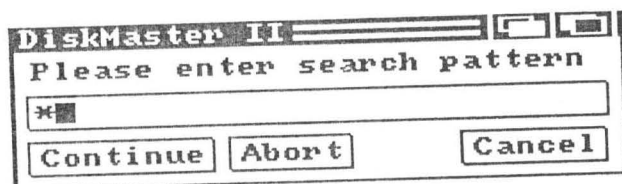
delete bit (D) were to be turned off, but the other bits were to be left untouched, the protect requester string would be simply "-D" (no quotes). It is NOT necessary to specify the status of all eight bits.

Comment - Allows you to edit the comment of selected files. Clicking on this command will open a requester displaying the current comment (if any).



After editing the comment and pressing [Return], the new comment will be written to the file.

Find - Searches for files matching a specified pattern within the selected directories or devices. Clicking on this command will open a requester asking for the pattern to be matched.



The requester accepts the wild card characters "?" (single unknown character) and "*" (one or more unknown characters). After the pattern has been specified, DiskMaster will search the selected devices or directories for any file which matches that pattern. When a file is found, another requester will open, informing you of the file that has been found, and asking if you want to open a new window. Clicking on OPEN will open a new window displaying the directory in which the file was found.

Clicking on **Continue** will proceed with the search for more files which match the specified pattern. Clicking on **Abort** will stop the search.

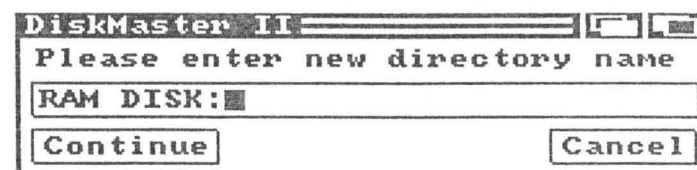
Read - Clicking on this command will use DiskMaster's built-in text reader to display in ASCII, the contents of selected files. The file reader is quite powerful and has several options which are described in Section 4.4. of this manual.

HexRead - Clicking on this command will use DiskMaster's built-in HEX reader to display in Hexadecimal and ASCII, the contents of selected files. The Hex reader allows the same options as the file reader described in Section 4.4. of this manual.

ShowPic - Clicking on this command will read and display any selected IFF picture files, or play any selected 8SVX sound files.

Note: *DiskMaster will NOT display IFF24 format files. Because of the vast array of resolutions that can be stored within an IFF24 file, we recommend that you use an image processing program to interpret the file into a displayable format and save it as a standard IFF format file.*

MakeDir - Clicking on this command will open a requester asking for the name of the new directory to be created.



DiskMaster will then create a new directory, using the specified name, in the source directory.

Print - Clicking on this command will print the selected files, according to their structure. Text files will be printed as ASCII, binary files (including program and sound files) will be printed in HEX, and IFF picture files (not IFF24) will be printed using the printer's graphic mode.

Size Check - Clicking on this command will calculate the disk space needed to copy the selected files and directories from the source directory to the destination directory and inform you whether there is enough space to do so. If there IS enough room, DiskMaster will also tell you how many bytes will be copied and how much free space will be left in the destination directory.

Total: 1255936	Leaving 15801344 free.
Total: 1255936	Not enough room.

2.2.4. DiskMaster's Default AutoCommands

A new feature of DiskMaster 2.0 is its ability to evaluate files and perform predefined commands on them simply by double-clicking on them. For instance, double-clicking on an IFF ILBM (picture) file will invoke the "ShowPic" command to display the picture. The AutoCommands that are part of DiskMaster's default configuration are as follows:

IFF Files:

ILBM, ACBM and 8SVX files will invoke DiskMaster's built-in "ShowPic" command. This command will show ILBM and ACBM pictures, and play 8SVX sound files.

ANIM files will invoke an external command called "View". View is a flexible program written, and released into the public domain by Michael W. Hartman, author of Animation Stationtm.

Archived Files:

Files recognized as ARC, ZOO or LHARC files will call the appropriate archive program to decompress the file. The decompressed file(s) will be located in the same directory as the original archive file.

Text Files:

Files recognized as text will be read using DiskMaster's built in file reader.

Other Files:

Any file that cannot be identified as any of the above file types, will be read using the file reader's hexadecimal option.

2.2.5. DiskMaster's Default Menus

By default, DiskMaster has five pull-down menus. They are **Project**, **Tools**, **Archive**, **Disk**, and **Control**. Several commands found in the menus are designed to customize the way DiskMaster appears and operates. These customizing commands identified by the word "Custom", will be discussed in the Section 3., **The Custom DiskMaster**.

2.2.5.1. Project Menu

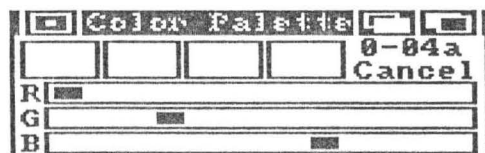
Display Format - Custom

Add Command - Custom

Add Menu Item - Custom

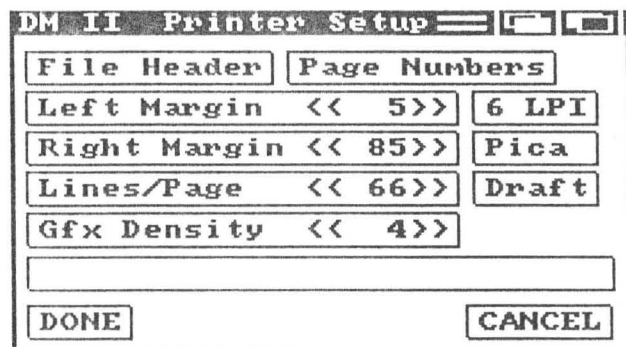


Palette - Selecting this command will open the DiskMaster Palette requester.



By default, DiskMaster uses the first four colors of your Workbench palette. The Palette requester is described in detail in Section 4.3. of this manual.

Printer Setup - Selecting this command will open the printer setup requester.



By default, the printer setup mimics your current "Preference" settings. If these settings are adequate, then no change to the printer settings are required. The printer setup requester is described in detail in Section 4.5 of this manual.

Change Command - Custom

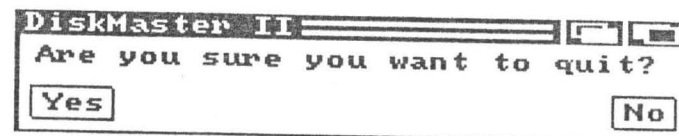
Save Config - Custom

Save Cmd Window - Custom

About - Selecting this command will display the DiskMaster 2.0 credits window.

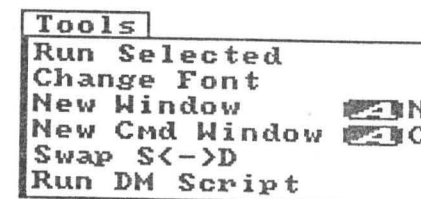


Quit - Selecting this command will open a confirmation requester asking if you are sure you want to quit at this time.



Clicking on Yes will close all DiskMaster windows and screens and exit the program. Clicking on No will close the requester and allow you to continue using DiskMaster.

2.2.5.2. Tools Menu



Run Selected - Selecting this command will "run" the first selected program in the source window. Although multiple programs may be selected, this command affects only one selection at a time.

Change Font - Custom

New Window - Selecting this command will open a new file display window. This new window can be used as the source directory, the destination directory, or a neutral display directory. Any number of windows can be opened, each displaying a different directory.

New CMD Window - Custom

Swap S<->D - Selecting this command will swap the directory paths between the two file display windows that were most recently active (if no windows are "locked" these will be the source and destination directory). For instance, if the source window is displaying the contents of DF1: and the destination window is displaying the contents of DF0:, this command will cause the source to display DF0: and the destination to display DF1:.

When multiple source and destination windows are open, the swap will take place between the two windows that were most recently active.

Run DM Script - Custom

2.2.5.3. Archive Menu

Before using these commands you must have the appropriate archive program available. These archive programs are available either as "public domain" or as "shareware". They are NOT included as part of the DiskMaster program. These programs may be obtained through your local dealer, Bulletin Board Systems, or through your local user group.

Archives	
Lharc	Add
Arc	Add
Zoo	Add
Lharc	Extract
Arc	Extract
Zoo	Extract
Lharc	List
Arc	List
Zoo	List

LHARC Add
ARC Add
ZOO Add

The three "Add" commands perform in much the same manner. A requester will appear asking for the path and file name to be used for the archive file. The archive program is activated and told to create a new archive file, or add to an existing archive file using the selected files in the source window. During the archive process, a console window will be opened on the DiskMaster screen, allowing you to observe or interact with the process (as the individual program allows).

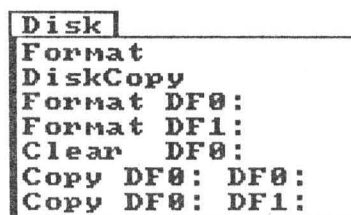
LHARC Extract
ARC Extract
ZOO Extract

The three "Extract" commands perform in much the same manner. The archive program is activated and told to extract the archived files from the selected files in the source window. During the extract process, a console window will be opened on the DiskMaster screen, allowing you to observe or interact with the process (as the individual program allows).

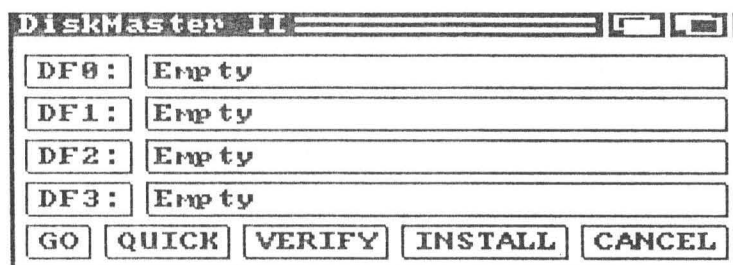
LHARC List
ARC List
ZOO List

The three "List" commands perform in much the same manner. The archive program is activated and told to list the archived files contained within the selected files in the source window. During the listing process, a console window will be opened on the DiskMaster screen, allowing you to observe or interact with the process (as the individual program allows).

2.2.5.4. Disk Menu

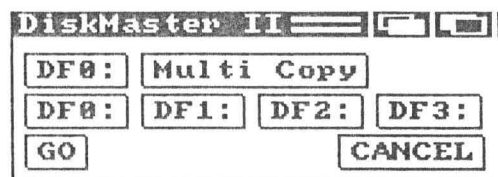


Format - Selecting this command will open the Disk Format requester.



Using this requester you can format up to four floppy disks at one time, providing that your system is equipped with four floppy drives. The Format requester is described in detail in Section 4.6. of this manual.

DiskCopy - Selecting this command will open the DiskCopy requester.



Using this requester, you can make a single or multiple copies of a disk using one, two, three, or four floppy drives, providing that your system is equipped with four floppy drives. The DiskCopy requester is described in detail in Section 4.7 of this manual.

Note: The following four commands are examples of custom commands, using various aspects of the Format and DiskCopy commands.

Format DF0: - This is a shortcut to using the Format requester. A confirmation requester will appear asking if you are sure you want to format the disk in DF0:. Clicking on **Yes** will close the requester and proceed with the format. All feedback during the format will appear in the DiskMaster title bar. Clicking on **No** will close the requester and abort the format process. The default name used when formatting disks using this command is "Empty:".

Format DF1: - This command is very similar to the **Format DF0:** command except that in this example, no confirmation requester will appear. The format process begins immediately after selecting the command. All feedback during the format will appear in the DiskMaster title bar. The name specified by this command is "WorkDisk:".

Clear DF0: - This command is similar to the **Format DF0:** command except that in this example, no confirmation requester will appear, and the disk is not actually formatted. Instead, the "Quick" option is used, which simply clears the directory of the disk. This only takes a few moments to complete instead of the normal time required to fully format a disk. The "clear" process begins immediately after selecting the command. All feedback during the format will appear in the DiskMaster title bar. The default name used when clearing disks using this command is "Empty:".

Copy DF0: DF0: - This command calls the DiskCopy function and tells it to use the DF0: drive as both the source and destination drive. All feedback during the copy process is displayed in the DiskMaster title bar. The source disk **MUST** be copy protected before DiskMaster

will attempt to read it. After reading the source disk, the message "Insert Destination Disk in DF0:" will appear in the title bar. Remove the source disk and replace it with the destination disk. The contents of the source disk will be written to the destination disk.

Copy DF0: DF1: This command is similar to the **Copy DF0: DF0:** command, except that the source drive is DF0: and the destination drive is DF1:. Again, the source disk must be write protected before the diskcopy can proceed. Using this command will read one track from the source disk and then write it to the destination disk. This will proceed until all eighty tracks have been read and written. All feedback during the copy process is displayed in the DiskMaster title bar.

2.2.5.5. Control Menu

The following commands are new to DiskMaster users, and can be considered customization commands. However, we will discuss them here because they can make DiskMaster operate in a mode that is more familiar to previous CLIMATE™ users.

Control Lock as Source Lock as Dest UnLock UnLock all
--

Lock as Source - Locks active window as a source window.

Lock as Dest - Locks active window as a destination window.

Using these commands, a file display window can be locked as either a source window or a destination window. When a window is locked, clicking into it or into another window will not change the status of the window. When only two windows exist, locking one of them effectively locks the other as the opposite status. However, when more than two file display windows are

opened, the locking of a window as either source or destination can allow you to have multiple source windows or multiple destination windows.

These multiple source and destination windows work just as you would expect. Using the copy command, for instance, all files selected in multiple source windows will each be copied to each of the multiple destination windows.

UnLock - Unlocks the active window.

UnLock All - Unlocks all windows.

Toggle Expand - Specifies whether or not Diskmaster will expand device names such as DF0: into full volume names. This also affects the use of logical devices such as "Fonts:" as root directories. For instance, with expand ON, the "Fonts:" designation will be expanded to the volume name of its physical device. However, with expand turned OFF, the directory assigned to the "Fonts:" designation will be used as the root.

Note: *Expand must be toggled OFF if you are working with two storage devices which have identical volume names.*

3. The Custom DiskMaster

DiskMaster's default settings make it quite powerful yet easy to use. Without changing one thing, DiskMaster is a very usable program. However, DiskMaster can be adapted to your specific needs quite easily. This adaptation, or configuration is stored as a script file that can be executed by DiskMaster on startup.

If no script is available, DiskMaster will use its internal (default) script. However, if a script file called "Startup.DM" is available in the S: directory or in DiskMaster's current directory, it will be read and executed.

Note: When DiskMaster runs a script at startup, the credits window will not automatically appear.

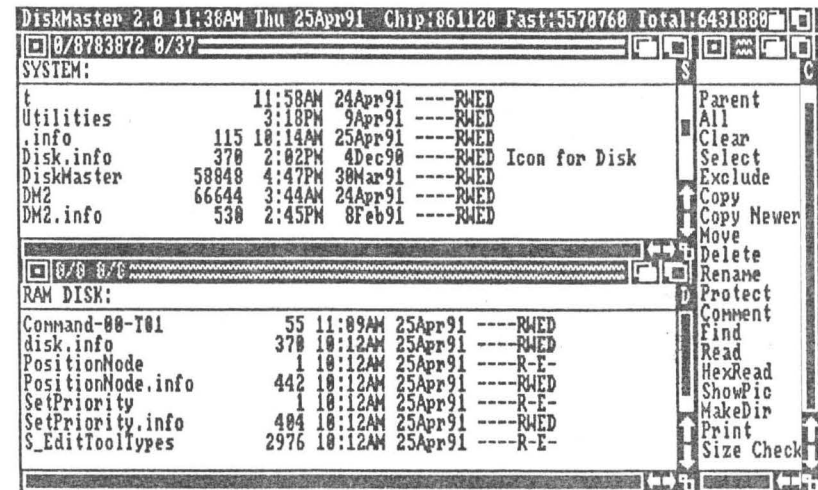
3.1. Configuration (script) Files

Let's start the customization of DiskMaster by duplicating the default script externally. Select the **Project\Save Config** command. When the requester appears asking the path and name to give the script file, type "Startup.DM" (no quotes) and press **[Return]**. The current settings of DiskMaster will be written into a script file, located in the same directory as the DiskMaster program. Because we named the file "Startup.DM", DiskMaster will execute the script each time DiskMaster is loaded. To demonstrate this, exit DiskMaster by selecting **Project\Quit** and clicking on **Yes** on the confirmation requester.

Now load DiskMaster again by double-clicking on its icon. DiskMaster will load and execute the saved "Startup.DM" script, so that DiskMaster is set up in the same way as when the script file was saved. Did you

notice that the credits window did not appear when you loaded DiskMaster?

To further demonstrate this, move and resize the file display windows and the command window so that they appear as below:



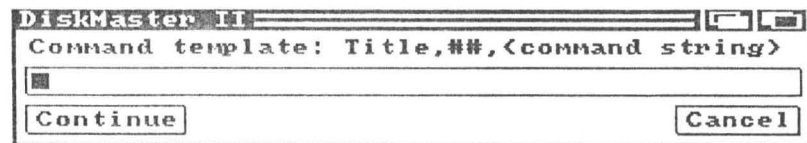
Now save the configuration file again. Notice that when you select **Project\Save Config**, that the requester appears with the name of the configuration file already entered. Click on **Continue** or press **[Return]** to accept the current name and save the file.

Now exit and reload DiskMaster to observe how its window placement was saved to the configuration file. If either window was displaying a directory when the configuration file was saved, that directory will be automatically read and displayed at startup. This can be quite useful if you often work with a particular directory.

3.2. Adding Commands

Let's make our first real change to the default DiskMaster by adding a command to the command window. Because of the variety of powerful public domain and commercial text editors available, DiskMaster does not contain a text editor of its own. Following these instructions will add a command to the command window that will load the text editor "ED" that comes with your Amiga.

Select **Project\Add Command**. A string requester will appear showing a command template in its title bar.



The command template is as follows:

Title,##,<command string>

Title - This is the text that will be displayed in the command window to identify the command string. The title is followed by a comma (,).

- This is a two digit number specifying the colors used to display the command title. The first digit is the foreground color and the second digit is the background color. The numbers entered here are the color register numbers as displayed in DiskMaster's palette requester. The color specification is followed by another comma (,). Remember that the first color on a 4-color screen is color 0, and the last color is color 3.

<command string> - This is the actual command that will be executed when the command is activated. The command string can be a simple one word command, a

command with arguments, a command requiring file selection, a command requiring confirmation, a command requiring user input through a requester, or multiple commands separated by semicolons (;) to be executed one after another. The command string can also include external commands, which are actually separate programs that can be called from within DiskMaster.

The command we are going to enter is of medium complexity. Since "Ed" is a separate program, it is called an "external" command. The "Ed" program also requires an argument, the name of a file to be edited or created. In this case we want "Ed" to use a name that we select from the source window.

Enter the following text into the requester then press [Return] or click on **Continue**:

Edit, 10, External C:Ed %s

Edit is the name of the command, **10** specifies that the text will use color register 1 as the text color, and color register 0 (the background color) as its background. The DiskMaster command **External** tells DiskMaster that the next series of characters specifies a program that is to be run. The path and name of that program is **C:Ed** (the "Ed" program located in the C: directory). Finally, the **%s** tells DiskMaster to use the first selected entry in the source window as an argument for the "Ed" program.

As soon as the command was accepted by pressing [Return] or by clicking on **Continue**, it was added to the command window, at the bottom of the list of commands. Use the command window scroll gadgets to verify that the command is indeed at the bottom of the command list.

Let's try out the new command by loading a text file into the "Ed" text editor. Insert the working copy of the

DiskMaster disk into a floppy drive and display the contents of its root directory in the source window. Find the file called "TextFile", and click on it to select it. Now click on the **Edit** command. DiskMaster will start the "Ed" program and tell it to load "TextFile" from the working copy of the DiskMaster disk. However, because "Ed" opens its window on the Workbench screen and the DiskMaster screen is in front of the Workbench screen we cannot see the "Ed" program running. Click on the DiskMaster screen depth gadget at the upper right corner of the DiskMaster screen to push the DiskMaster screen to the back. We can now see the "Ed" program running.

As you can see, our "Edit" command worked, but the way in which it worked was inconvenient in that we had to manually push the DiskMaster screen to the back to get to the "Ed" program. We can do better!

Abort the editing of the text file by clicking into the "Ed" window and pressing and releasing the [Esc] key then pressing and releasing the [Q] key, and finally pressing [Return]. Now use the screen depth gadgets to bring the DiskMaster screen to the front.

Let's change our "Edit" command so that it automatically pushes the DiskMaster screen to the back before running "Ed", then brings the DiskMaster screen to the front after "Ed" is exited. Select the **Project\Change Command** menu item. When the message in the title bar prompts you to select a command to change, click on the **Edit** command.

The requester used to change a command is identical to the requester used to add a new command except that the command to be edited has been entered for you. Change the text in the requester so that it reads:

Edit, 10, ScrBack; External C:Ed %s; ScrFront

Here we added two more commands to the command string, making it a multi-command string. The one-word command **ScrBack** pushes the DiskMaster screen to the back before proceeding with the "Ed" command. The one word command **ScrFront** following the "Ed" command will bring the DiskMaster screen to the front, but not until the "Ed" program is closed. Notice that the three commands are separated with semicolons (;). If you have not already done so, accept the altered command by clicking on **Continue** or by pressing [Return].

Try the altered command by selecting "TextFile" and clicking on the **Edit** command. This time DiskMaster should move to the back, so that the Workbench screen can be seen. The "Ed" program will open and read and display the text file. When we exit the "Ed" program (press [Esc] then [Q] then [Return]) DiskMaster will pop to the front.

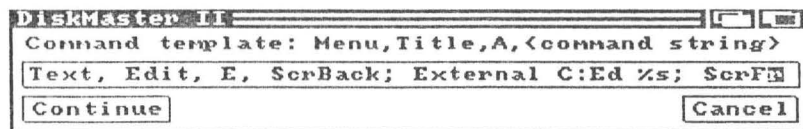
Save the command to the configuration file by selecting **Project\Save Config**, and responding to the requester by pressing [Return] or clicking on **Continue**.

Congratulations! You have just entered and saved your first complex command. Most of DiskMaster's commands are just as easy to use. A complete list of DiskMaster's commands can be found in Section 5. of this manual.

3.3. Adding Menu Commands

In the previous section, we added a complex command to the command window. This complex command was actually three commands linked together to be performed sequentially. In this section, we will be adding the same complex command string to a custom pull-down menu. If DiskMaster is not already loaded, load it at this time.

Adding a menu item is quite similar to adding a command to the command window. The command strings for both are nearly identical, with only a few minor differences. When adding a menu item, you must decide whether to add the new item to an existing menu or create a new menu for the item. Also, menu items are all displayed in the same color. However, you can assign a keyboard equivalent to the menu item. To add a menu item, select **Project\Add Menu Item**. A string requester will appear showing a command template in its title bar.



The command template is as follows:

Menu, Title, A, <command string>

Menu - This is the name of an existing menu to which the new item is to be added, or the name of an entirely new menu. The menu is followed by a comma (,).

Title - This is the text that will be displayed as the menu item to identify the command string. The title is followed by a comma (,).

A - This is an optional keyboard equivalent. Almost any printable character can be used in conjunction with the [Right Amiga] key to invoke the menu command.

<command string> - This is identical to the command string used when adding commands to the command window. Any command that can be added to the command window can also be added to a pull-down menu, and vice versa.

Note: The entire command, including menu, title, command string, etc., can be no longer than 255 characters.

Enter the following text into the string requester then press [Return] or click on **Continue**.

Text, Edit, E, ScrBack; External C:Ed %s; ScrFront

Text is the name of a new menu to be added to the DiskMaster menus. **Edit** is the name of the command itself, and **E** is the keyboard equivalent that will be used to invoke this menu command without using the mouse. The remainder of the command is the same command we used in the previous section.

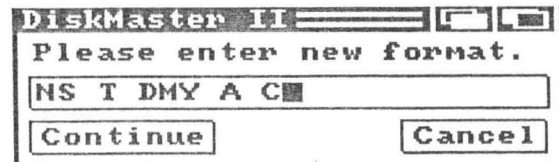
Check to see that the command has been added to the list of menus by pressing the *Menu Button*. The menu **Text** should appear at the end of the list of menus. Pull down the **Text** menu. The only entry in this menu is **Edit** with a keyboard equivalent of [Right Amiga] + [E]. Select the file called "TextFile" and invoke the **Text\Edit** command using the mouse. It should operate identically to the **Edit** command we placed in the command window. Exit the "Ed" program (press [Esc] then [Q] then [Return]), then select "TextFile" again and invoke the command again using the keyboard equivalent. When you are satisfied that it works as advertised, exit "Ed", and save the new menu command to the "Startup.DM" file.

3.4. Custom Information Display

3.4.1. Display Format

DiskMaster displays information about each file and directory displayed in its file display windows. The information often exceeds the windows ability to display it (horizontally). Your particular application may require that you be able to see certain information without scrolling the display to the right.

DiskMaster 2.0 allows you to suppress unwanted information, or shuffle the order in which the information is displayed. We alter this information using the **Project/Display Format** menu command. After selecting this command, a requester will appear, displaying current format.



The string window of the requester displays several format symbols. The meaning of each symbol is as follows:

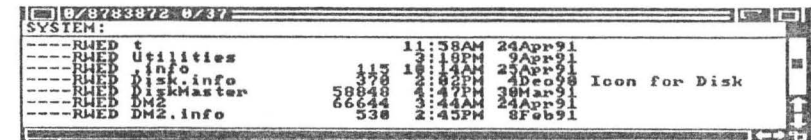
N	File name
S	File size
T	Time
D	Date
M	Month
Y	Year
W	Day of week
A	File Attributes (protection bits)
C	File comment

Let's move the file attributes (protection bits) to the left of the file name. Edit the format string so that it reads as follows:

A NS T DMY C

You will not have to exit and reload DiskMaster to see the effect of this change. As soon as you click on **Continue** or press **[Return]**, the file information will be displayed in the newly designated order.

Note that spaces are placed between file information that you want to be separated visually.

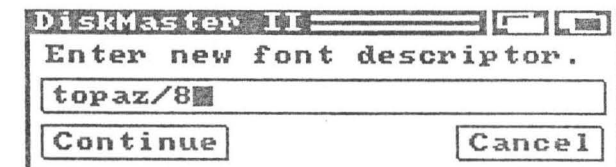


Saving the configuration file at this point will save the new information format. Change the file information display format to suit your own preferences, then save the configuration file. To restore the default file display, exit DiskMaster without saving the configuration file.

3.4.2. Display Font

In addition to being able to change which information, and in what order it is displayed in the file display windows, you can also change the text font and text size used to display this information.

Select the **Tools\Change Font** menu command. A simple requester will appear displaying the current font and size (topaz/8).



Change the "8" to a "9", and press **[Return]**. The size of the text in the display and command windows will become slightly larger. Any non-proportional (fixed-width) font may be used with DiskMaster.

Note: Proportional fonts are not allowed in DiskMaster because they create alignment problems.

3.5. Exploring the Configuration File

Now that we have entered both menu commands and window commands, let's take a look at the actual configuration file that we have altered.

Locate the "Startup.DM" file and select, then click on the **Read** command.

Note: *If you have a printer, you may want to print the configuration file by selecting the file then clicking on **Print**.*

At first glance, this script seems formidable. However, closer examination of individual commands reveals that we already know quite a bit about this script.

The first several commands begin with the "AddMenu" command. Each of these commands follows the format that we used to add menu commands to the existing menus. The menus appear in the same order on the menu bar as they are introduced in this configuration file. Find the last "AddMenu" command. This is the menu item that we added earlier.

Now locate the "AddCmd" commands and notice how they follow the format we used to add commands to the command window. Find the last "AddCmd" command. This is the "Edit" command that we added earlier. If you look at the other "AddCmd" commands, you will see that the command we added is more complicated than the majority of the others.

Much can be learned by simply reading through a previously saved configuration file. For instance, look at the "Quit" menu command. The command string (minus the menu, command text and keyboard assignment), reads as follows:

Confirm "Are you sure you want to quit?" Yes No; Quit

Notice that the actual command to quit appears at the very end of the command string. The command which precedes the "quit" command is the "confirm" command. This command opens a confirmation requester which displays the text "Are you sure you want to quit?". The requester has two buttons which provide two possible responses to that question. The first button is affirmative and the second button is negative. The text which appears in these two buttons (Yes and No) follows the displayed text in the command string. If the requester receives an affirmative response, the remainder of the command string will be executed. However if the requester receives a negative response, the remainder of the command string will be disregarded.

Each individual command in the configuration file can be dissected in the same manner. So you see, even the complicated commands aren't so complicated when broken down.

Section 5. of this manual lists all DiskMaster commands. Refer to this section to interpret each command in the configuration file and predict its operation when activated. Take a few moments to look over some of the commands and see if you can do with them as we did with the "Quit" command.

3.6. Editing the Configuration File

Once you have looked over the various commands that can be used in the configuration file, you may want to make a few changes to the "Startup.DM" file.

Locate and select the "Startup.DM" file which we saved earlier. Now click on **Edit** or select the menu command

Text\Edit. Locate the "OpenScreen" command and edit it so that it reads:

OpenScreen 3 Lace

This command will cause DiskMaster to open on an eight (8) color screen in interlace.

Now if you like, you can change the order in which the commands are displayed in the command window. If you want to place blank spaces between groups of commands you can insert blank "AddCmd" command between the groups:

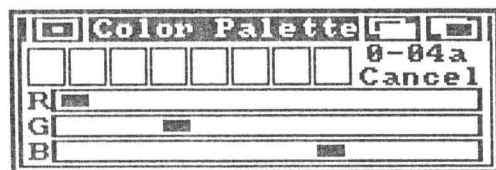
AddCmd , ,

Note: *The two commas are separated with a single space.*

Some other changes you may like to make include changing the foreground and background colors of the commands, or adding keyboard equivalents to some of the menu commands.

You can also add, remove, or consolidate menu commands. Do whatever you like! When you have made a few of your own changes, save the configuration file by pressing [Esc] then [X] then [Return].

Now exit DiskMaster, then re-load it. All of your changes should appear. Open the palette requester to verify that DiskMaster is on an eight (8) color screen.



As you can see, changing DiskMaster to meet your needs or tastes is really quite easy. Before turning you loose to completely re-configure DiskMaster let's make one more change...

3.7. Multiple Command Windows

DiskMaster allows you to have more than one command window open at any one time. This can be useful to split up the types of commands, or to break a large set of commands into two separate windows so that all commands can be seen without scrolling.

3.7.1. Creating a New Command Window

To create a new command window, select the **Tools\New Cmd Window** menu command. A new command window will be opened, and an "Add Command" requester will open, allowing you to enter the first command. Let's add yet another "Edit" command to this window. Enter the following string into the "Add Command" requester and press [Return].

Edit, 10, ScrBack; External C:Ed %s; ScrFront

Test the new "Edit" on the "Startup.DM" file, as we have before. When you are satisfied that it works properly, resize the new command window and move it so that it does not interfere too much with the other windows.

This new command window can be saved in one of two ways. It can be saved as part of the "Startup.DM" file using the **Project\Save Config** command, but then the window would be opened each time DiskMaster was loaded, and could not be re-opened if closed. The second (and more flexible) method of saving this window is as a separate script file. Using this method, a command can

be added to the current configuration that will execute the script, and open the window whenever it is needed.

Make sure the new command window is selected (title bar is not ghosted), and select the **Project\Save Cmd Window** menu command. When the requester appears with the default name "CmdWindow.DM" and press [Return], or click on **Continue**.

Now we will demonstrate how this window can be opened after the main configuration has taken place. Close the new command window by clicking on its close gadget. Now locate and select the "CmdWindow.DM" file (it will be in the same directory as "Startup.DM"). Select the **Tools\Run DM Script** menu command. The new command window will open exactly in the location from which it was saved. By creating several command windows, each containing commands that are similar in nature, you can make your DiskMaster extremely powerful without cluttering your single command window with commands that will only be used in certain circumstances. For instance, you may want to have a "Disk" command window, a "Graphic" command window, a "Text" command window, etc.

Note: Several example command window scripts have been included on the DiskMaster distribution disk.

3.7.2. Replacing Menus with Command Windows

On the DiskMaster distribution disk we have included a number of DiskMaster script files. Each of these files was created using the "Save Cmd Window" command. One of these script files is named "Archive.DM". Copy this file into your S: directory.

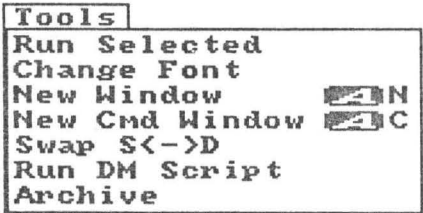
Now select "Startup.DM" and invoke your "Edit" command. Locate all of the "Archive" menu commands, and

delete them. Now add the following command to the bottom of the "Tools" menu commands:

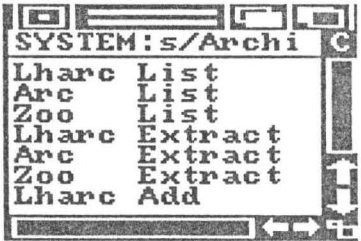
AddMenu Tools, Archive, A, Batch S:Archive.DM

Now save the "Startup.DM" file by pressing [Esc] then [X] then [Return].

Exit Diskmaster, then re-load it and view your menus by holding down the *Menu Button*. There should be no "Archive" menu. Instead, there is a new command in the "Tools" menu called "Archive".



Select this new command. A new command window will appear with all of the commands that were previously in the "Archive" menu.



If you "read" the "Archive.DM" file (in the S: directory), you will notice that the commands you find there and the menu commands you deleted are quite similar. Look at the top of the file to see how the "OpenWindow" command was used to initially open the new command window.

Using this same method, you can create other special command windows. You can even create a command window that will run your most frequently used programs. You may decide to set up command windows for text, graphics, games, etc.

3.8. *Keep Going*

This concluded our short tutorial (yes, this was a tutorial), on customizing DiskMaster 2.0. But don't stop here. The whole purpose of providing a configurable disk utility program is so that you can make it look and operate the way YOU want.

Explore the various script and configuration files we have provided on the DiskMaster distribution disk. If you find a particular feature you would like to incorporate into your personal configuration, dissect the file to find out its secrets.

DO NOT BE SATISFIED WITH THE DEFAULT SETTINGS!!!

You will find that editing the configuration file can become addicting. The applications for a configurable DiskMaster are vast. If you think of one that is unique to your application, let us know. We are always interested in the different ways people are using our products. If you find that you can't perform a desired operation, let us know. We will often add features to our products based on the desires of our end users. After all, many of the features in DiskMaster came from the requests of our DiskMaster 1.x users.

Whether you want to complement, complain, or suggest... Let us know!!! Please mail your suggestions to:

Progressive Peripherals & Software, Inc.
464 Kalamath Street
Denver, CO 80204

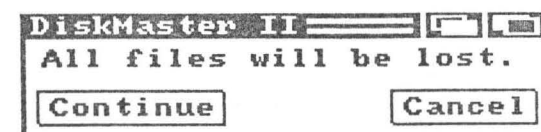
4. *DiskMaster Requesters and Screens*

4.1. *Confirmation Requester*

DiskMaster's confirmation requester allows you add an extra measure of safety to potentially destructive commands such as "Delete" or "Quit". The confirmation requester is used as part of a command string, to determine whether or not the remainder of the command string should be executed. For example, the command below will require a response from the user before the "Delete" command will be executed.

Confirm "All files will be lost."; Delete %s

When the requester appears, it displays the text "All files will be lost."

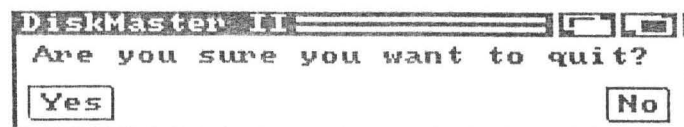


If the user responds to the requester by clicking on **Continue**, the remainder of the command "Delete %s" will be performed. However, if the user responds to the requester by clicking on **Cancel**, the remainder of the command string will be aborted, and no file deletion will take place.

The text in the "Continue" and "Cancel" gadgets can be changed to allow you to provide the proper responses to just about any message or question. For example:

Confirm "Are you sure you want to quit?" Yes No;Quit

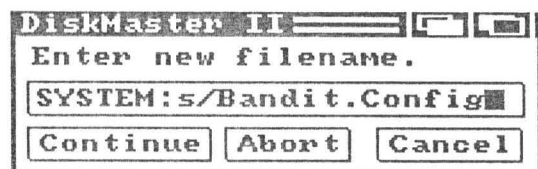
When the command to exit DiskMaster is issued, the confirmation requester will appear asking "Are you sure you want to quit?".



In this case, the words "Yes" and "No" are more appropriate than "Continue" and "Cancel".

4.2. String Requester

The DiskMaster String Requester is used whenever a string is required as a pattern, protection bit, file comment, file name, etc. When the requester opens, the appropriate message is displayed and appropriate response options are allowed. For instance the "Rename" function opens the requester and prompts you to "Enter New Filename".



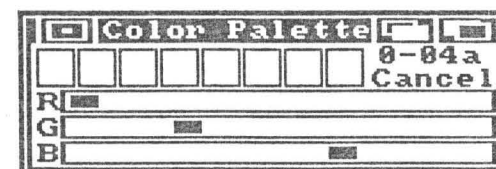
The old filename is displayed in the text area, allowing you to edit the old filename. This requester also provides the "Continue" and "Cancel" gadgets which appear on the confirmation requester.

Many operations that make use of the string requester are recursive. That is, the operation is performed over and over on all of the selected files. For these operations, the string requester has third gadget "Abort", located between the "Continue" and "Cancel" gadgets. While the "Cancel" gadget will cancel the operation on each of the selected files one at a time, the "Abort" gadget cancels the operation for all of the selected files at once.

An example of a user definable version of the string requester is the requester which opens in response to the "ReqPattern" command. In this case the prompt text, and the text in all three gadgets can be altered (see the "ReqPattern" command in Section 5. of this manual).

4.3. Palette Requester

The Palette requester is opened in response to the "Color" command. It allows you to alter the DiskMaster screen colors using a point and click method.



When the palette requester opens, it may contain two, four, or eight color registers (squares) with color "I" is selected and ready to be edited. To the right of the color registers (squares), four numbers display 1) the color register number currently selected, 2) the hexadecimal (0-F) Red value 3) the hexadecimal (0-F) Green value and 4) the hexadecimal (0-F) Blue value. The three horizontal sliders occupying the lower half of the requester are used to alter these hexadecimal color values. Each slider has a range of 16 different positions (0-F). Click on each of the

color registers (squares) at the top of the requester. As each register is selected, its number is displayed as the left most digit of the four numbers at the right. The color register's current color (RGB) value is displayed numerically by the remaining three digits, and also displayed graphically by the position of the three slider knobs below. The color of the selected register is altered by altering the position of these slider knobs. They are manipulated by clicking on, and dragging the knob to the left or right, or by clicking to the left or right of the knob. Clicking on the word **Cancel** will abort the color change, restore the previous colors and close the requester. Clicking on the close gadget at the upper left of the requester will accept the changes and close the requester. At any time while the requester is open, pressing the *Menu Button* of the mouse will cause the requester to mimic the current Workbench colors.

4.4. File Reader

Screen Options

The DiskMaster file reader provides a number of viewing options. When reading a file, the reader screen can be interlaced, non-interlaced, or interlaced half screen. The screen options are specified by the "Read" command. For instance:

Read %s

Opens the reader screen in non-interlace.

Read %s Lace

Opens the reader screen in interlace.

Read %s Half

Opens the reader as an interlaced half screen.

In addition to the screen resolutions, the file reader also allow you to view text or binary files in hexadecimal. Using this screen option, the hexadecimal information will be displayed on the left portion of the screen, with its corresponding ASCII display to the right. Again, this option is activated as part of the "Read" command.

Read %s Lace Hex

Opens the reader in interlace and in hexadecimal display mode.

Scrolling Options

Once the reader has loaded the file and opened its screen, the first page of text is displayed. The file reader does not wrap the text. If a line of text is greater in length than what can be displayed on your monitor, pressing the [**Right Cursor**] key will move the display window to the right by eight (8) columns. Likewise, pressing the [**Left Cursor**] key will move the display window to the left eight (8) columns.

Scrolling the display window up or down can be accomplished using two methods. The "Jump" method is associated with keyboard commands to move the display up or down line by line, or page by page. The "Smooth" method smoothly scrolls the text up or down, depending on the position of the pointer.

Pressing the [**Space Bar**] or clicking the *Select Button* on the mouse toggles between "Jump" mode and "Smooth" mode. When in "Smooth" mode, placing the pointer in the center of the screen will pause the scroll. Moving the pointer a short distance up or down from center will

cause the display to move slowly in the direction of the pointer movement. Moving the pointer up or down to the near top or near bottom of the screen will cause the display to quickly scroll in the direction of the mouse movement.

Display Movement Keys:

Toggle "Jump" mode / "Smooth" mode			[Space Bar]
Move Left	[Left Cursor]	[Keypad 4]	
Move Right	[Right Cursor]	[Keypad 6]	
Line up	[Up Cursor]	[Keypad 8]	
Line down	[Down Cursor]	[Keypad 2]	
Page up	[Shift] + [Up Cursor]	[Keypad 9 (PgUp)]	
Page down	[Shift] + [Down Cursor]	[Keypad 3 (PgDn)]	
Top of File	[T]	[Keypad 7 (Home)]	
Bottom of File	[B]	[Keypad 1 (End)]	

Search Options

The file reader allows you to search for a particular word or string. Pressing the [S] key will open a text requester asking you to enter the string for which to search. After entering the search string, the reader will search the file for the specified string. If the string is found, the portion of the file will be displayed where the string first occurs, with each occurrence of the string highlighted. Pressing the [C] key will continue the search, displaying the next portion of the file in which the string occurs. This can be repeated until the end of the file is reached.

The search string requester will accept the wild card characters "?" (single unknown) and "*" (multiple unknown). When in hexadecimal display mode, entering a hexadecimal value preceded with a "\$" will search for that hexadecimal string.

Search Keys:

Begin search	[S]
Continue search	[C]

To exit the file reader you can click on the close gadget at the upper left of the screen, or press [Q], [Esc], [Enter], or [Return].

or the mouse. Pressing the [Up Cursor] or [Down Cursor] keys will move the display up or down one line.

4.5. *Printer Setup Requester*

The Printer Setup requester allows you to alter your printer preference settings without entering the "Preferencestm" program.

The default settings of the Printer Setup requester mimic your printer preference settings. Alterations to the printer settings will remain in effect until DiskMaster is closed, unless the configuration file is saved after changing the settings.

The Printer settings and options available in the Printer Setup requester are as follows:

File Header - Activating this button will cause DiskMaster to print the name of the file at the top of the first page.

Page Numbers - Activating this button will cause DiskMaster to print page numbers at the bottom of each page. This function will only take effect if the "Lines/Page" setting is greater than zero (0).

Left Margin - This value sets the left margin of the page (in columns). This value is altered by clicking on the left arrows "<<" to lower the value, and the right arrows ">>" to raise the value.

Right Margin - This value sets the right margin of the page (in columns). This value is altered by clicking on the left arrows "<<" to lower the value, and the right arrows ">>" to raise the value.

Lines/Page - This value specifies how many text lines will be printed on each page before performing a "Perf Skip" (perforation skip). Used with the "Lines per Inch" setting (below), this setting effectively sets the length of the page on which you are printing. If you are using a "Cut Sheet Feeder" with your printer, or you do not want DiskMaster to perform a "perf skip", set this value to zero (0). This value is altered by clicking on the left arrows "<<" to lower the value, and the right arrows ">>" to raise the value.

6 / 8 LPI - This setting specifies if the text is to be printed at six (6) lines per inch, or at eight (8) lines per inch. This setting varies the amount of vertical space that is used between each line of text. On an eleven (11) inch sheet of paper, "6 LPI" will print 66 lines of text, while "8 LPI" will print 88 lines of text. This value is altered by clicking on the button itself. The value will toggle between "6 LPI" and "8 LPI".

Pica / Elite / Fine - This setting specifies one of three fairly standard character pitch settings. "Pica" refers to a character pitch of ten (10) (about 80 characters wide on a letter sized page). "Elite" refers to a character pitch of twelve (12) (about 96 characters wide on a letter sized page). "Fine" refers to a character pitch of fifteen (15) (about 120 characters wide on a letter sized page). This setting is altered by clicking on the button itself. The setting will cycle through the three values as it is clicked on.

Draft / NLQ - Most dot matrix printers have two character quality settings. "Draft" renders a lower quality printed character but is quicker than "NLQ". "NLQ" (Near Letter Quality) renders a nicer character, but slower printing. On most "9 pin" printers, NLQ mode requires two passes of the print head for each line. This setting is altered by clicking on the button itself. The value will toggle between "Draft" and "NLQ".

Gfx Density - This setting is identical to the "Graphic 2" "Density" setting in the "Preferencestm" program. The range of values used by this setting determines the graphic density, with a value of "1" being the lowest density, and a value of "7" being the highest density. This value is altered by clicking on the left arrows "<<" to lower the value, and the right arrows ">>" to raise the value.

Command - The blank field below the "Gfx Density" setting is a text field which allows you to enter a special printer command to be issued by DiskMaster at the beginning of each print job.

Done - Clicking on this button will accept the printer settings and close the requester.

Cancel - Clicking on this button will ignore any changes made, and close the requester.

A few notes on printing:

If the text line being printed is greater in length than the space available, the text will be wrapped around to the next line. DiskMaster does not automatically "word wrap" files, so if the margin right margin is reached in the middle of a word, that word will be broken and the remainder will be printed on the next line. Also, DiskMaster responds to "carriage returns", so if the wrapped line contains a carriage return at the end, only a few characters may be printed on alternating lines.

4.6. Disk Format Requester

DiskMaster II	
DF0:	Empty
DF1:	Empty
DF2:	Empty
DF3:	Empty
GO	QUICK
VERIFY	INSTALL
CANCEL	

The DiskMaster Format requester allows you to format or clear up to four (4) floppy disks at one time (providing you have four floppy drives). The four buttons down the left side of the requester labeled DF0:, DF1:, DF2:, and DF3;; represent the four floppy drives. To select one or more drives for the format operation, simply click on their corresponding button. The selected buttons will become highlighted.

The text fields to the right of each drive button is the disk name field. The default name of each disk is "Empty",

but you can edit the names, so that each formatted disk will be given a different name.

The format process can be changed using up to three format options. They are:

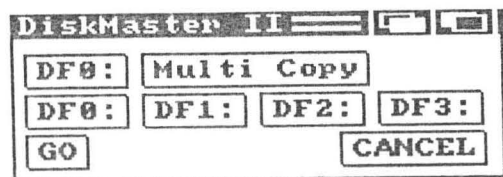
Quick - Tells DiskMaster to not perform a full format. Instead, the directory of each disk will be cleared, and the disk will be given the specified name. This option will only work on previously formatted disks, and can save quite a bit of time. However, if any errors exist in the format of the disk, they will not be removed from the disk.

Verify - Tells DiskMaster to verify each formatted track after it is formatted. This function takes place only when a full format is performed. If the "Quick" option is in effect, disk verification will not take place.

Install - Tells DiskMaster to "install" the disk after it is formatted or cleared. This option will write the necessary information to the "boot block" of the disk so that the Amiga computer is able to "boot" from this disk.

After selecting the appropriate options, clicking on **GO** will perform the specified format operations on the specified disks. Alternately, clicking on **Cancel** will abort the format operation and close the requester. All feedback during the format operation is displayed in DiskMaster's title bar.

4.7. DiskCopy Requester



DiskMaster's DiskCopy requester allows you to make full disk copies using one, two, three, or four disk drives. It also allows you to make multiple copies of the same disk without re-reading the original.

The first drive button (to the right of the "Multi Copy" button), is the source designation. By default, this is DF0:. Clicking on this button will cycle through the four (4) disk drive designations. If DF0: is to be the source drive, this button can be left alone.

After selecting the source drive, up to four destination drives must be selected. If you have only one disk drive, then DF0: will be the only choice available to you. However, if you have two, three, or four drives, clicking on the corresponding drive button will select it as a destination drive.

The **Multi** button is a special option that allows you to read the contents of the source disk into memory, then make multiple copies of that disk without re-reading the source disk for each set of copies. The "Multi" option will work with one, two, three, or four drives.

Note: If your system does not have enough free memory to use the "Multi" option will be disabled.

All feedback and prompts for the DiskCopy operation is displayed in the DiskMaster title bar.

5. DiskMaster/ARexx Commands

This section lists all of the DiskMaster and ARexx commands. All DiskMaster commands can be issued through ARexx. However, there are a few commands which can ONLY be issued through ARexx. The DiskMaster ARexx port address is "DM". Each subsequent copy of DiskMaster which is run will have the ARexx port name of "DM2", "DM3", etc. The DiskMaster ScreenShare name is also "DM".

In the commands below, arguments enclosed in "< >" are required arguments, while those enclosed in "[]" are optional arguments.

AddAutoCmd

Function: Adds an AutoCommand to the list. When a file double-clicked, DiskMaster attempts to determine what type of file it is by matching the first few bytes of the file to a list of known patterns. If those few bytes match any of the patterns, the corresponding AutoCommand will be executed upon that file.

Syntax: AddAutoCmd [pattern,command_string]

Arguments:

pattern - The pattern compared against the first few bytes of the file, to determine whether or not this AutoCommand is to be executed. The "?" wild card character may be used to represent a single unknown character. Control characters are preceded by the "^" character. Two special flags may be used in place of the pattern; TEXT and DEFAULT. The TEXT AutoCommand will be executed if no other patterns are matched and the file is a text file. The DEFAULT AutoCommand will be executed if no other patterns are matched. Commands using the TEXT or DEFAULT flags should be placed at the bottom of the AutoCommand List.

command_string - The command that will be executed if the preceding pattern is matched.

If this command is issued with no arguments, a requester will appear asking for the proper arguments.

Example:

AddAutoCmd FORM????ILBM, ShowPic %s

After double-clicking on a file, DiskMaster will read the first few bytes of the file and attempt to match it with the pattern "FORM????ILBM", which is the pattern for IFF ILBM pictures. If the pattern is matched, the command string "ShowPic %s" will be executed.

AddCmd

Function: Adds a command to the current command window.

Syntax: AddCmd [Title, ##, command_string]

Arguments:

title - The text that will appear in the command window to identify this command.

- A two digit number, specifying the foreground and background colors to be used to display the "title" text. The two numbers used are DiskMaster color palette register values.

command_string - The DiskMaster command(s) that will be executed when this command is activated.

Example:

AddCmd SYS:Libs, 12, NewDir SYS:Libs

Adds a command called "SYS:Libs" to the current command window, which when activated, changes the current window directory to SYS:Libs. The text "SYS:Libs" will be displayed using color 1 as its foreground color and color 2 as its background color.

AddMenuCmd

Function: Adds a new menu or menu entry to the current menu strip.

Syntax: AddMenuCmd [menu_name,title,key,command_string]

Arguments:

menu_name - The name of an existing menu to which to add the new menu item, or the name of a new menu heading to be added for this menu item.

title - The text that will appear in the menu to identify this command.

key - A single printable character to be used in conjunction with the [Right Amiga] key to activate this command from the keyboard. The character used is not case sensitive. However, special characters such as "&" or "¢" will require the use of the [Shift] or [Alt] keys to invoke the command.

command_string - The DiskMaster command(s) that will be executed when this command is activated.

Example:

AddMenuCmd Project, DiskCopy, D, DiskCopy DF0: DF1:

Adds an item called "DiskCopy" under the "Project" menu, which can be activated by pressing [Right Amiga] + [D]. When activated, will copy the contents of the floppy disk in drive DF0: to the floppy disk in drive DF1:

Note: In the script, adding menus prior to opening any windows will substantially increase the speed of the script execution.

Archive

Function: Allows multiple source selections to be used with a single execution of a command. This command is tailor made to be used with archive programs during their "Add" function.

Syntax: Archive [ArcCommand]

Arguments:

ArcCommand - The external archive command with its normal "Add" arguments.

Example:

Archive "Lharc <* -r a"

Opens a requester asking for the archive name, then adds all selected files to the existing archive file, or creates a new archive file.

BarFormat

Function: Specifies which information and in what order it is to appear in the title bar of the Workbench or DiskMaster screen.

Syntax: BarFormat [text] [%C] [%F] [%P] [%T] [%D] [%M] [%Y] [%W]

Arguments:

text - Any text which is to be displayed in the title bar.
%C - Numeric value indicating the available CHIP RAM.
%F - Numeric value indicating the available FAST RAM.
%P - Numeric value indicating the total (public) available RAM.
%T - Displays the current time.
%D - Displays the current date.
%M - Displays the current month (abbreviated).
%Y - Displays the current year.
%W - Displays the current weekday (abbreviated).

Example:

BarFormat DiskMaster 2.0 %M %D, %Y %P Bytes Available %T

Specifies that a mixture of text and system information will be displayed in the title bar. Below is an example of what that might look like.

DiskMaster 2.0 Apr 20, 91 5905880 Bytes Available 1:54PM

Batch

Function: Executes a DiskMaster batch file.

Syntax: Batch [file]

Arguments:

file - The name of the DiskMaster script file to be executed. The "%s" flag may be used in place of this argument to specify that all selected files the source window are to be executed.

Example:

Batch %s

Executes the selected files in the source window as DiskMaster script files.

Button

Function: Assigns a function to the **S** (source) and **D** (destination) gadgets. Clicking on the **S** or **D** gadget will invoke the command.

Syntax: Button <command_string>

Arguments:

command_string - The DiskMaster command(s) that will be executed when this command is activated.

Example:

Button "Parent"

When the **S** or **D** gadget is selected, the "Parent" function is performed.

Check

Function: Totals the number of bytes in the specified files or path and determines whether or not there is room on the destination device to hold the files if copied. If there is enough room, the amount of storage space that will be left is displayed. If there is not enough room, you will be informed. All feedback is displayed in the DiskMaster screen title bar.

Syntax: Check <path>

Arguments:

path - The AmigaDOS path which is to be totaled and compared to the destination.

Example:

Check %s

Totals the byte count of the selected files and directories and indicates whether or not they will fit in the destination directory.

ChgCmd

Function: Requests that you select a command to be altered, then opens a requester allowing you to edit the command without editing the configuration file directly.

Syntax: ChgCmd

Arguments:

NONE

Example:

ChgCmd

Requests that you select a command to be altered, then opens a requester allowing you to edit the command without editing the configuration file directly.

CloseWindow

Function: Closes the current window.

Syntax: CloseWindow

Arguments:

NONE

Example:

CloseWindow

Closes the current window.

Color

Function: Sets the RGB values (in hexadecimal) of each color register.

Syntax: Color [colors]

Arguments:

(no arg) - Opens the palette requester allowing you to visually change the color palette.

colors - The set of hexadecimal values specifying the RGB value of the color palette registers. The color registers are set from left to right with each RGB value separated with a space.

Example:

Color

Opens the color palette

Color 0 FFF F 985

Sets the first 4 colors:

0=R0 G0 B0; 1=RF GF BF; 2=R0 G0 BF; 3=R9 G8 B5

Comment *(Recursive)*

Function: Changes the comment text of the specified file.

Syntax: Comment file ["text"]

Arguments:

(no arg) - Opens a requester with the current comment to be edited.

file - The name of the file whose comment is to be changed. The "%s" flag may be used in place of this argument to specify that all selected files the source window are to be changed.

Example:

Comment %s

Opens a requester with the current comment to be edited.

Comment %s "This is a comment"

Sets the comment "This is a comment" for each selected file.

Confirm

Function: Opens a requester displaying a message, a "Continue" gadget and a "Stop" gadget. All text in this requester can be customized. If the user selects the "Continue" gadget the requester will disappear and the remainder of the command string will be executed. If the user selects the "Stop" gadget, the requester will disappear and the remainder of the command string will be disregarded.

Syntax: Confirm <"text"> [Continue] [Stop]

Arguments:

text - The text that will appear in the requester. If the text is to contain spaces, it must be enclosed in quotes.

Continue - The text that will be displayed in the "Continue" gadget.

Stop - The text that will be displayed in the "Stop" gadget. If this text is specified, the "Continue" text must also be specified.

Example:

Confirm "Are you sure" "Yes" "No"

Displays a requester displaying the message "Are you sure", a "Yes" gadget and a "No" gadget. If the user selects the "Yes" gadget the requester will disappear and the remainder of the command string will be executed. If the user selects the "No" gadget, the requester will disappear and the remainder of the command string will be disregarded.

Copy (Recursive/Auto-Makedir)

Function: Copies the specified file(s) to the specified destination.

Syntax: Copy <source> <dest> [NEWER]

Arguments:

source - The name of the file or path to be copied. The "%s" flag may be used in place of this argument to specify that all selected files the source window are to be copied.

dest - The destination path. The "%d" flag may be used in place of this argument to specify that the path specified by the destination window is to be used.

NEWER - This flag specified that file will be copied only if the source file is newer than the file of the same name in the destination directory, or if the file does not exist.

Example:

Copy %s %d

Copies selected source files to the destination directory.

Copy DF0: DF1:

Copies all files from DF0: to DF1:.

Delete

Function: Deletes the specified file(s).

Syntax: Delete <file>

Arguments:

file - The name of the file or path to be deleted. The "%s" flag may be used in place of this argument to specify that all selected files in the source window are to be deleted.

Example:

```
Delete %s
```

Deletes selected files and directories in the source window.

Deselect

Function: Deselects files and directories based on pattern matching.

Syntax: Deselect [pattern]

Arguments:

(no arg) - Opens a requester asking for a pattern to match.

pattern - Any printable text may be used as the pattern to be matched. The wild card characters "?" (single unknown) and "*" (multiple unknown) may also be used.

Example:

```
Deselect *
```

Deselects all files and directories in the current window.

```
Deselect
```

Opens a requester asking for a pattern to match.

```
Deselect *.info
```

Deselects all files and directories ending with ".info".

DirList *(ARexx only)*

Function: Gets the contents of the current window with selected/deselected status.

Syntax: DirList [variable]

Arguments:

variable - Name of the list variable to be used by the ARexx program for the information obtained from the DiskMaster window.

Example:

```
Address DM
DirList List
do i=1 to List.0
  parse var List.i name +30 size +8 time +9 date +7 prot +9 cmt +80 dir0 +1 sel
  say name size time date prot dir sel
end
```

Displays directory of current window in console window.

DiskCopy

Function: Performs sector copy from source floppy disk to destination floppy disk(s). Multiple copies may be made using the "Multi" function.

Syntax:

```
DiskCopy <source> <dest0> [dest1] [dest2] [dest3] [MULTI]
```

Arguments:

(no arg) - Opens a diskcopy requester allowing you to visually set all diskcopy options.

source - The floppy drive to be used at the source drive.

dest0 - The first floppy drive to be used as the destination drive.

dest1, dest2, dest3 - Optional destination drives.

MULTI - Multiple Copy flag allowing more than one set of copies to be made from a single reading of the source disk.

Example:

```
DiskCopy DF0: DF0: DF1: MULTI
```

Reads the disk in DF0: into memory, then writes to DF0: and DF1: (with prompts). After each set of copies is complete, you will be prompted to insert additional disks into DF0: and DF1: to make additional copies. Pressing [ESC] will abort the operation.

Expand

Function: Specifies whether the expanded AmigaDOS volume and path names or unexpanded device names will be used to display directory paths. For instance, DF0: is an unexpanded path. If Expand is turned "ON", "DF0:" would be replaced with the volume name of the disk within drive DF0:.

Syntax: Expand [ON|OFF]

Arguments:

(no arg) - Toggles between the two modes

ON - Specifies that all paths are to be expanded to their fullest.

OFF - Specifies that physical and logical device names will be used as part of the directory path.

Example:

Expand ON

Tells DiskMaster to expand all path names.

Expand

Toggles between the "ON" and "OFF" state.

External (Recursive)

Function: Allows the use of external programs to be used as DiskMaster commands.

Syntax: External [command] [args]

Arguments:

command - The external program that is to be executed.

args - Arguments normally used by the external program. The "%s" and "%d" flags may be used to specify source and destination directories, or selected source files or directories.

Note: Multiple external commands may be run from the same command string. However, they must be separated by placing a "\" between each external command.

Example:

External C:Ed %s

Runs the "Ed" command providing the first selected file in the source window as the name of the file to be edited.

External Stack 15000\C:Ed Startup.DM

Runs multiple external commands. First sets stack to 15000, then runs the "Ed" program telling it to load the "Startup.DM" file.

Find (Recursive)

Function: Searches the path for files containing the current pattern. When a file is found which matches the specified pattern, a requester will appear asking if you want to continue the search, abort the search or open a window displaying the directory where the file was found.

Note: A new pattern can be obtained using the "SetPattern" or the "ReqPattern" commands.

Syntax: Find [path]

Arguments:

path - The path to be searched. The "%s" flag may be used in place of this argument to specify that all selected directories in the source window are to be searched.

Example:

Find %s

Search the selected paths using the current pattern.

SetPattern "*.txt"; Find DF0:

Search DF0: for files ending with ".txt".

Font

Function: Changes the font to be used for file and command display.

Note: The use of proportional fonts is NOT recommended as they will cause alignment problems.

Syntax: Font [name/size]

Arguments:

name/size - The name and size of the non-proportional (fixed-width) font to be used for file and command display. The font must be located in the "Fonts:" directory.

If the font is not found, the default font is used.

Example:

Font clean/8

Set font to clean.font, 8 point.

Font %s

Set font to selected file (i.e. SYS:Fonts/topaz/8, or Fonts:topaz.font).

Format

Function: Formats one or more floppy disks.

Syntax: Format <DFx:> [name] [DFx:1] [name] ... [options]

Arguments:

(no arg) - Opens the Format requester, allowing you to visually set the format options.

DFx: - The first or only drive to be used to format a disk.

name - Name to be given to the disk being formatted in the previously specified drive.

DFx:1 - Optional second, third, or fourth drive to be used to format disks.

options - Specifies that one or more of the following format options are to be used:

INSTALL - Makes the newly formatted disk "bootable".

QUICK - Specifies that the directory of the disk will be cleared instead of a full format being performed.

VERIFY - Specifies that the disk is to be verified during format.

Example:

Format

Opens DiskMaster's format requester.

Format DF0: Empty0 DF1: Empty1 DF2: Empty2 INSTALL QUICK

Formats disks in DF0:, DF1: and DF2: with different names, installing each, and using the QUICK option.

Lock

Function: Locks a window as either a source or destination window. This function allows for the use of multiple source and/or destination windows.

Syntax: Lock [S|D]

Arguments:

S - Locks window as source window.

D - Locks window as destination window.

Example:

Lock S

Locks last selected window as a SOURCE window.

Lock D

Locks last selected window as a DESTINATION window.

MakeDir

Function: Creates a new directory.

Syntax: MakeDir [name]

Arguments:

name - The name to be given to the new directory.

Example:

MakeDir

Opens a requester asking for the name of the new directory.

MakeDir RAM:T

Makes a directory in RAM: called "T".

Move *(Recursive)*

Function: Copies the specified file(s) from the source to the destination then deletes the specified file(s) from the source.

Syntax: Move source dest [NEWER]

Arguments:

source - The file to be moved. The "%s" flag may be used in place of this argument to specify that all selected files the source window are to be moved.

dest - The destination file or directory. The "%d" flag may be used in place of this argument to specify that the file(s) will be moved to the directory specified by the destination window.

NEWER - This flag specifies that only files of like names which have a newer file date than the existing files are to be moved.

Example:

Move %s %d

Moves selected files from the source window to the destination window.

Move %s RAM:

Moves selected files from the source window to the RAM: directory.

Move %s

Requests the destination directory, then moves selected files from the source window to that destination.

Msg

Function: Displays text in the DiskMaster screen title bar.

Syntax: Msg "text"

Arguments:

text - Any text which is to be displayed in the DiskMaster screen title bar.

Example:

Msg "Do something!"

Displays the message "Do something!" in the DiskMaster screen title bar.

NewDir

Function: Changes the directory path of the source window.

Syntax: NewDir [path | dmfile]

Arguments:

path - AmigaDOS path name.

dmfile - DiskMaster script file to be executed in lieu of reading a new directory.

Example:

NewDir

Changes the path of the current window to "none" which displays the device list.

NewDir RAM:*.info

Changes the path of the current window to RAM: (displays only .info files).

OpenScreen

Function: Opens a custom screen.

Syntax: OpenScreen [planes] [LACE|HALF]

Arguments:

planes - The number of bitplanes to use for the custom screen. This determines how many colors will be available for that screen. One (1) bitplane will provide two (2) colors, Two (2) bitplanes will provide four (4) colors, and three (3) bitplanes will provide eight (8) colors.

LACE - Specifies that the custom screen is to be opened in interlace mode.

HALF - If interlace mode is used, specifies that the custom screen is to open on the lower half of the screen only.

Example:

OpenScreen 3 LACE

Opens an eight (8) color interlaced screen.

OpenWindow

Function: Opens a file display or command window on the current DiskMaster screen.

Syntax: OpenWindow [left top width height [path | dmfile | CMD]]

Arguments:

left - The pixel coordinate for the left boundary of the window.

top - The pixel coordinate for the top boundary of the window.

width - The width of the window (in pixels).

height - The height of the window (in pixels).

path - The DOS path to be read and displayed in the newly opened window.

dmfile - The file name of a DiskMaster script file that will be executed upon the opening of the new window.

CMD - Command Flag. This flag specifies that the newly opened window will take over as the current command window.

Example:

OpenWindow 100 150 200 50 RAM:

Opens a new window which will load and display the directory "RAM:".

OpenWindow 100 150 200 50 C:s*

Opens a new window which will display only files which start with "S" in the C: directory.

OpenWindow 100 150 200 50

Opens a new window which will display the device list.

OpenWindow 100 150 200 50 CMD

Opens a new window which will take over as a new command window.

Parent

Function: Displays the contents of the parent directory in the current directory path of the source window.

Syntax: Parent**Arguments:**

NONE

Example:

Parent

Displays the contents of the parent directory in the current directory path of the source window.

Pens

Function: Allows you to customize which color register is used for each AmigaDOS 2.0 pen.

Syntax:

Pens [color]

Arguments:

color - This is the DiskMaster palette register number to be used for the specific AmigaDOS 2.0 pen. There may be as few as two, and as many as eight register numbers, depending on the number of bitplanes being used.

The position of the color numbers specifies which AmigaDOS 2.0 pen will be assigned that color. The positions are as follows:

- 1 = Detail Pen
- 2 = Block Pen
- 3 = Text Pen
- 4 = Shine Pen
- 5 = Shadow Pen
- 6 = HighFill Pen
- 7 = HighFill Text Pen
- 8 = Background Pen
- 9 = Highlight Text Pen

Note: Refer to your AmigaDOS 2.0 manual for a description of the purpose of each of these pen attributes.

Example:

Pens 0 1 1 0 2 1 3 0 1

Assigns color registers 0-3 to AmigaDOS 2.0 pens, as specified by their position.

Print

Function: Prints specified file(s) (text or picture).

Syntax: Print <file> [HEX]**Arguments:**

file - Name of the file to be printed. The "%s" flag may be used in place of this argument to specify that all selected files the source window are to be printed.

HEX - Specifies that the file is to be printed in hexadecimal format rather than in text or graphic format.

Example:

Print %s

Prints all selected files in the source window.

Priority

Function: Change the current AmigaDOS priority of DiskMaster. Changing this priority value can have an effect on other running programs. We recommend that unless you are familiar with the effects of changing program priorities, you should leave the DiskMaster priority at its default setting.

Syntax: Priority [#]**Arguments:**

(no arg) - Selecting this command will open a requester, allowing you to edit the current priority value.

- The new priority value.

Example:

Priority 0

Sets the DiskMaster priority to 0.

Protect (Recursive)

Function: Changes protection/attribute bits on specified file(s).

Syntax: Protect <file> ["[+] [-] [hsparwed] [G]"]

Arguments:

file - Name of the file whose protect bits are to be changed. The "%s" flag may be used in place of this argument to specify that all selected files the source window are to be changed.

+ - Specifies that the following bits are to be turned ON.

- - Specifies that the following bits are to be turned OFF.

hsparwed - Optional list of bits to be turned ON or OFF when preceded by a plus (+) sign or minus (-) sign. If the plus or minus signs are NOT used, the list will specify the absolute bit settings. The bits have the following meanings:

H - Indicates that the file should be Hidden.
 S - Indicates that the file is an AmigaDOS Script.
 P - Indicates that the file is Pure and can be made Resident.
 A - Archive Bit; used by hard disk backup programs to indicate whether or not the file has been backed up. This bit is automatically reset to OFF if any other tool has written to the file.
 R - Indicates that the file may be Read.
 W - Indicates that the file may be Written to.
 E - Indicates that the file may be Executed.
 D - Indicates that the file may be Deleted.

Note: If bits to be turned on or off are not specified, a requester will appear displaying the current protect bit settings, allow you to edit them.

G - Global flag. When this flag is present, the requester will not appear for each selected file. Instead, the current bit setting are used for all selected file.

Example:

Protect %s

Opens a requester, asking for protection bits to be edited for each selected file.

Protect %s RWED

Sets each file to "——RWED"

Protect %s "+S-P"

Turns the script bit ON and turns the pure bit OFF on each selected file.

Quit

Function: Exits DiskMaster

Syntax: Quit

Arguments:

NONE

Example:

Quit

Exits DiskMaster

Read (Recursive)

Function: Opens DiskMaster's built-in file reader to read the specified file(s). The file reader has several key board commands that make this reader quite powerful. Refer to Section 4.4. of this manual for a detailed description of the text reader and its options.

Syntax: Read <file> [HEX] [LACE | HALF] [SEARCH ["Text"]]

Arguments:

file - Name of the file to be read. The "%s" flag may be used in place of this argument to specify that all selected files the source window are to be read.

HEX - Specifies that the file reader is to use its "Hexadecimal" mode. In this mode, the file will be displayed in both Hexidecimal and ASCII.

LACE - Specifies that the file reader is to be opened in interlace mode.

HALF - If interlace mode is used, specifies that the file reader is to open on the lower half of the screen only.

SEARCH - Specifies that a search is to be made on the specified file(s).

Text - If a search is to take place, specifies the search string. If SEARCH is specified, but this argument is omitted, a requester will appear prior to the search asking for the search string.

Example:

Read %s LACE

Read selected text file(s) using an interlaced screen.

Reset

Function: Resets DiskMaster to a primitive state in which is contains no windows or menus. By placing this command at the beginning of a script, a running DiskMaster can be completely re-configured.

Syntax: Reset

Arguments:

NONE

Example: Reset

Resets DiskMaster to a primitive state in which is contains no windows or menus.

Recursion

Function: Enables or disables recursion, allowing for functions to be performed on a directory without having it performed on the files within that directory.

Syntax: Recursion ON | OFF

Arguments:

ON - Enables recursion.

OFF - Disables recursion.

Example:

Recursion OFF;Rename %s

This will allow you to rename a directory, and will not attempt to rename any files within that directory.

Rename

Function: Renames specified files and/or directories.

Syntax: Rename <file> [new]

Arguments:

file - Name of the file or directory to be renamed. The "%s" flag may be used in place of this argument to specify that all selected files and directories in the source window are to be renamed.

new - The file's or directory's new name. If this argument is omitted, a requester will open asking for the new name.

Example:

Rename %s

Opens a requester asking for the new name of each selected file. The requester uses the old name as a default, allowing you to edit it.

ReqPattern

Function: Opens a requester asking for a pattern to be matched when directories are selected. A default pattern, and custom text in the title bar and gadgets may be included.

Syntax: ReqPattern "text" [pattern] [Okay Abort Cancel]

Arguments:

text - Text to be displayed in the requester's title bar. If the text included spaces, it must be enclosed in quotes.

pattern - Any printable text may be used as the pattern to be matched. The wild card characters "?" (single unknown) and "*" (multiple unknown) may also be used.

Okay Abort Cancel - This requester is used for both recursive and non-recursive operations, and contains three gadgets. The first gadget accepts the pattern and closes the requester, the second gadget aborts the entire (recursive) operation and the third aborts the current operation. The text for each of the gadgets can be changed, however their functions will remain the same. If the default text is not to be changed, this argument does not need to be included.

Example:

```
ReqPattern "Please enter pattern" *.info
```

Requests pattern to be used in the current operation with "*.info" as the default.

REXX

Function: Executes the specified ARexx program or string.

Syntax: REXX [file | "string"]

Arguments:

file - Name of ARexx program to be executed.

string - ARexx command(s) to be executed. The ARexx string must be enclosed in quotes.

Example:

```
REXX "parse arg x;say x" %s
```

Echoes each selected filename to the console window previously opened with the "StdIO" command.

Root

Function: Displays the root directory of the current window path.

Syntax: Root

Arguments:

NONE

Example:

```
Root
```

Displays the root directory of the current window path.

SaveConfig

Function: Saves a batch file that will recreate the current environment exactly.

Syntax: SaveConfig [file] [ICON]

Arguments:

(no arg) - Opens a requester asking for the name of the file to be written or overwritten with the environment information. The file will be saved with an icon.

file - Name of file to be written or overwritten with the environment information.

ICON - Specifies that an icon is to be provided for the saved file.

Example:

```
SaveConfig Startup.DM ICON
```

Saves the file as "Startup.DM" (with an icon).

ScrBack

Function: Pushes the DiskMaster screen behind other existing screens.

Syntax: ScrBack

Arguments:

NONE

Example:

ScrBack

Pushes the DiskMaster screen behind other existing screens.

ScrFront

Function: Brings the DiskMaster screen to the front of other existing screens.

Syntax: ScrFront

Arguments:

NONE

Example:

ScrFront

Brings the DiskMaster screen to the front of other existing screens.

Select

Format: Selects file in the source window using the specified pattern.

Syntax: Select [pattern]

Arguments:

pattern - Any printable text may be used as the pattern to be matched. The wild card characters "?" (single unknown) and "*" (multiple unknown) may also be used.

Example:

Select *

Selects all files and directories in the current window.

Select

Opens a requester asking for the pattern for the selection.

Select *.info

Selects all files and directories in the current window which end with ".info".

SetDate *(Recursive)*

Function: Changes the file date and time of the specified file(s).

Syntax: SetDate [file] [date]

Arguments:

file - Name of the file whose date is to be changed. The "%s" flag may be used in place of this argument to specify all selected files in the source window.

date - The date to be written to the specified file(s). The date must be specified in the format hh:mm:ss ddmmyy. If no date is supplied, the current date and time will be used.

Example:

SetDate %s

Sets the date of all selected files in the source window to the current time and date.

SetFormat

Function: Specifies which, and in what order information is displayed in the file display windows.

Syntax: SetFormat [N] [S] [T] [D] [M] [Y] [W] [A] [C]

Arguments:

(no arg) - Opens a requester allowing you to edit the current format.

N - File name

S - File size

T - Time

D - Date

M - Month

Y - Year

W - Day of week

A - File Attributes (protection bits)

C - File comment

Text - Any text that is to be displayed along with the file information.

Example:

```
SetFormat
```

Opens a requester allowing you to edit the current format.

```
SetFormat "S N A T W D-M-Y C"
```

Changes format to SIZE NAME ATTRIBUTES TIME WWW DD-MMM-YY COMMENT

SetList *(ARexx Only)*

Function: Displays items in a list in a file display window, allowing you to use it as an ARexx item selection window. Using the "GetDir" command, the status of this list (selected/deselected) is returned to the ARexx program.

Syntax: SetList <stem_name>

Arguments:

stem_name - The stem name of the list (defined in an ARexx program) to be displayed. The list must be defined prior to issuing this command and must be in the following format:

```
SList.1='One' SList.2='Two' SList.3='Three'
```

Example:

```
SetList SList
```

Displays the items in "SList" in the current file display window.

SetPattern

Function: Sets the pattern for the current operation, overriding the pattern specified by "ReqPattern".

Syntax: SetPattern pattern

Arguments:

pattern - Any printable text may be used as the pattern to be matched. The wild card characters "?" (single unknown) and "*" (multiple unknown) may also be used.

Example:

```
SetPattern *.c
```

Sets pattern for current operation to *.c.

SetPrinter

Function: Opens the printer option requester, allowing you to change the current printer setup.

Syntax: SetPrinter

Arguments:

NONE

Example:

```
SetPrinter
```

Note: The I/O window opened by DiskMaster is NOT a CLI window. It is available to provide a method of program interaction for those program which such, but do not supply their own method of communication.

Swap

Function: Swaps the directory paths between the two most recently active windows. If only two windows are open, will swap the directory paths between the two.

Syntax: Swap

Arguments:

NONE

Example:

Swap

Swaps the directory paths between the two most recently active windows.

TitleFormat

Function: Specifies which, and in what order information is displayed in the file display window title bar.

Syntax: TitleFormat [%C] [%F] [%I] [%B] [Text]

Arguments:

Text - Any text that you may want to display in the window title bar.
%C - Number of files in directory.
%F - Amount of available (free) space on the disk.
%I - Number of files selected in the window.
%B - Total number of bytes in the selected files.

Example:

TitleFormat Selected: %I of %C Files totaling %B Bytes

Displays a mixture of text and system information resulting in a window title bar that may appear as below:

Selected: 5 of 20 Files totaling 24675 Bytes

UnLock

Function: Unlocks the selected window, or all windows.

Syntax:
UnLock [ALL]

Arguments:

(no arg) - Unlocks the currently selected window.

ALL - Unlocks all windows.

Example:

UnLock ALL

Unlocks all locked windows.

UnMark

Function: Enables or Disables automatic deselection of files during operations. This feature allows multiple operations to be performed on a set of selected files without the need of re-selecting them after each operation.

Syntax: UnMark [ON|OFF]

Arguments:

ON - Enables deselection.

OFF - Disables deselection.

Example:

UnMark OFF;Copy %s %d

Copies all selected files without deselecting selected them.

Wait

Function: Causes a timed delay or a cued delay.

Syntax: Wait [seconds]

Arguments:

seconds - the number of seconds to wait before proceeding with the remainder of the command string.

Example:

Wait 4

Waits for 4 seconds

Wait

Asks user to press [Return] (A StdIO window must be open).

Window

Function: Selects a window, making it the source window.

Syntax: Window <Path|DEST|NEXT>

Arguments:

path - An AmigaDOS path. The window that matches the specified path will be selected.

DEST - Selects the destination window.

NEXT - Selects the window which appears as the next window in the list.

Example:

Window DEST

Selects destination window

6. INDEX

8SVX 17, 18, 88

ACBM 18

Add

Arc 23

Command 19, 30, 32, 41, 43

Lharc 23

Menu Command 33, 35

Menu Item 19, 33, 34, 38

Zoo 23

Addautocmd 57, 58

Addcmd 38, 40, 58

Addmenucmd 58, 59

ARC 1, 19, 23

Archive 59, 60

Bit 15, 78

File 23

Menu 19, 22, 42, 43

Program 1, 19, 22, 23

ARexx 1, 2, 57, 66, 82, 86, 89

BarFormat 60

Batch 43, 60, 61, 83

Button 61

Destination 5

Menu 3, 35, 43, 48

Mouse 2

Parent 13

Select 2, 4, 49

Check 61, 62

Size 18

ChgCmd 62

Close

Credits 6

DiskMaster 21

Gadget 42, 48, 51

Requester 25, 48, 53, 55, 82

StdIO 89

Window 42, 62, 89

CloseWindow 62, 63

Color 63

2.0 Pen 76

Command 30, 31, 40, 58

Directory 12

File 12

Palette 12, 20, 47, 63

Color (cont)

Screen 6, 40, 74

Workbench 6, 48

Comment 63, 64

File 7, 16, 36, 46, 86

Configure 41, 80

Confirm 39, 46, 64

Requester 21, 25, 28, 31, 39, 45, 46

Control

Characters 57

Menu 19, 26

Copy 65

Backup 4

Disk 5, 25, 26, 27, 67

File 7, 14

Hard Drive 4

Multi 56

Credits 5, 6

Window 21, 28, 29

Date

BarFormat 60

Current 7

Display Format 36

File 7, 14

SetDate 85

SetFormat 86

Delete 14, 65, 66

Bit 16

Confirm 45

Move 14, 72

Protect 15, 78

Deselect 66

Clear 13

Exclude 14

UnMark 91

Destination 5, 7, 8, 9, 13, 14, 18, 22,

25, 26, 27, 56, 61, 62, 65, 67, 67,

68, 71, 72, 73, 92

Directory 12, 13, 16, 68

Current 7, 11

Display Format 35

MakeDir 17, 72

Names 10

Directory (cont)
 NewDir 74
 Root 10, 11, 12, 13
 Structure 9, 10, 11
 Sub 10, 12
 Swap 22
 DirList 66, 67
 Disk
 Clear 25
 Copy 67
 Copy DF0: DF0: 25
 Copy DF0: DF1: 26
 Format 24, 25, 54, 70
 Menu 19, 24
 DiskCopy 5, 24, 25, 26, 56, 59, 67
 Requester 56, 67
 Draft 53
 Ed 31, 32, 33, 35, 41
 Elite 53
 Error 55
 Execute
 AutoCommand 57
 Bit 15, 78
 Command String 30, 39, 45
 Script 1, 28, 61
 Expand 68
 External 31, 32, 35, 41, 68, 69
 Archive Program 59
 Command 31
 Drive 5
 Program 1, 18
 StdIO 89
 Extract 23
 ARC 23
 LHARC 23
 ZOO 23
 File display 7, 8, 9, 11, 12, 15, 22, 26,
 29, 35, 37, 74, 85, 86, Lharc 23
 87, 89, 90
 Find 16, 69
 Fine 53
 Font 70
 Change 21, 37
 Display 37
 Format 24, 25, 36, 54, 55, 70, 71
 Clear 25
 Display 19, 35
 Requester 54
 Half 49, 74, 79, 80
 Screen 48
 Height 75
 Hex 17, 18, 49, 77, 79, 80
 IFF 17, 18, 58, 88
 ILBM 1, 18, 58, 88
 Kickstart 1
 Lace 40, 48, 49, 74, 79, 80
 LHARC 1, 19, 23
 List 8, 11, 15, 23, 31, 33, 35, 39, 57,
 66, 75, 78, 86, 92
 ARC 23
 LHARC 23
 ZOO 23
 Lock 22, 26, 71
 MakeDir 17, 72
 Memory 56, 67
 Mouse 2, 4, 35, 48, 49, 50, 51
 Move 14, 72, 73
 Msg 73
 NewDir 58, 73, 74
 NLQ 53
 OpenScreen 40, 74
 OpenWindow 43, 74, 75
 Page 49, 52
 Down 50
 Lines per 52
 Numbers 52
 Up 50
 Palette 12, 20, 30, 40, 47, 58, 63, 76
 Parent 13, 61, 75, 76
 Pattern 13, 14, 16, 17, 46, 57, 58, 66,
 69, 70, 81, 82, 84, 85, 87
 Pens 76, 77
 Light 4
 Pica 53
 Play 17, 18
 Print 18, 20, 77
 Setup 20, 51
 Priority 77, 78
 Project
 Add Command 30
 Add Menu Item 34
 Change Command 32
 Display Format 36
 Files 4
 Menu 19, 59
 Quit 28

Project (cont)
 Save Command Window 42
 Save Config 28, 29, 33, 41
 Protect 15, 78, 79
 Bit 7, 15, 46, 86
 Bits 36, 78
 Quit 21, 28, 38, 39, 45, 46, 79
 Read 17, 38, 43, 48, 49, 50, 51, 79, 80
 Bit 15
 File Reader 48, 79
 Hexadecimal 17
 Recursion 80, 81
 Rename 46, 81
 ReqPattern 47, 69, 70, 81, 82, 87
 Reset 80
 Rexx 82
 Root 10, 11, 12, 13, 32, 83
 Run 1, 4, 21, 31, 44, 57, 69
 DM Script 22, 42
 Selected 21
 Save config
 Menu 20
 Project 29, 41
 SaveConfig 83
 ScrBack 32, 33, 35, 41, 84
 ScrFront 32, 33, 35, 41, 84
 Select 12, 13, 84, 85
 Button 2, 4
 SetDate 85
 SetFormat 85, 86
 SetList 86, 87
 SetPattern 69, 87
 SetPrinter 87
 ShowPic 17, 18, 58, 88
 Single 88
 Sound
 8SVX 17, 18
 ShowPic 88
 Source 5, 7, 8, 9, 13, 14, 17, 18, 21,
 22, 23, 25, 26, 27, 31, 32, 33, 35,
 56, 56, 59, 61, 64,
 65, 66, 67, 68, 69, 71, 72, 73, 75,
 76, 77, 78, 79, 81, 84, 85, 88, 89,
 92
 Status 89
 Protection 16
 StdIO 82, 89, 92

Swap 22, 90
 Time
 BarFormat 60
 Current 7
 Display Format 36
 File 7
 SetDate 85
 SetFormat 86
 Wait 92
 TitleFormat 90
 Tools
 Change Font 37
 Menu 19, 21, 43
 New Cmd Window 41
 Run DM Script 42
 Unlock 27, 91
 Unmark 91
 Wait 92
 Width 75
 Window 92
 Active 26, 27
 Command 8, 13, 20, 22, 30, 33,
 35, 38, 41, 42, 44
 Console 23, 89
 Credits 5, 6, 28, 29
 Destination 14
 Distination 8
 Feedback 7
 File Display 7, 9, 11, 12, 15, 22,
 26, 35, 37
 Lock 26, 71
 Multiple Command 41
 Multiple Destination 27
 Multiple source 27
 New 16, 22
 Placement 29
 ScreenShare 2
 Source 7, 13, 14, 21, 23, 31, 32
 Swap 90
 Unlock 91
 Workbench
 Color 6, 12, 20, 48
 Screen 12, 32, 33, 60
 ZOO 1, 19, 23