# AssignPrefs

**COLLABORATORS**

| | *TITLE* :  AssignPrefs | | |
|---|---|---|---|
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | | March 1, 2023 | |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|---|---|---|---|
| | | | |

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# Chapter 1

# AssignPrefs

## 1.1 AssignPrefs V1.02 - Contents

This is the documentation file for the AssignPrefs program. Select ←
one of
the following topics:

Overview
 Gives you a brief overview

Requirements
 What you need to run AssignPrefs

Legal Stuff
 Copyright and disclaimer

Installation
 How to install AssignPrefs

Workbench Usage
 How to run AssignPrefs from Workbench

CLI Usage
 How to run AssignPrefs from CLI

Operation
 Detailed description of AssignPrefs

Startup-Sequence
 How to use AssignPrefs in startup-sequence

Known Bugs
 Known bugs and problems

History
 What has changed

Before using AssignPrefs you _MUST_ read the
Legal Stuff
chapter.

## 1.2   AssignPrefs - Overview

                       If you use assigns in your startup-sequence you will pretty soon  ←
                         have a very
large file. AssignPrefs simplifies this by reducing all assign calls into
just one. With AssignPrefs, you can enter a number of assigns, save them in a
file and assign them by a simple programm call in startup-sequence, or by
double clicking on the icon.

AssignPrefs can be used from Workbench or CLI. It uses a full GadTools GUI
to edit your list of assigns, and it stores these lists with or without an
icon. If saved with an icon, you can assign the list by double clicking on
the project icon. For further detail, see
                       Workbench Usage
                         .

AssignPrefs can also be used to make assigns for games, applications etc.
You can save the assigns in the program's directory, and before running the
program, you can make the assigns it needs by double clicking the icon.

AssignPrefs also supports assignment now availible in 37: Late, Add and Path.
For mor detail, see @{ " Operation " link operation}.

## 1.3   AssignPrefs - Requirements

To use AssignPrefs, you need the following:

    – An Amiga Computer
    – Kickstart 37 or higher (haven't tested with 36, won't run with 34)
    – Workbench at least 2.0

## 1.4   AssignPrefs - Legal stuff

Legal Stuff:
AssignPrefs is public domain. You can use it as you like, but AT YOUR OWN
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files of it. All copyright notices must remain intact.
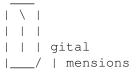
AssignPrefs was written by Thomas Frieden in 1993.

DIgital DImensions are:

    Hans–Jörg Frieden       Thomas Frieden

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```

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 | | | gital
 |___/ | mensions
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what you want, as long as you don't claim it as yourself. You can use part
of the source code in your programs, as long as you DO NOT USE AssignPrefs FOR
COMMERCIAL PURPOSE. That simply means that you should not make more money
out of it than we do.

Donnations are very welcome, but not neccessary (Hmmm.... :-)

If you like/use AssignPrefs and you have access to EMail, then please send me
a mail and tell me what you think of it. Look above for the EMail address.
BTW, mail me, too, if you DON'T like it, and tell me why.

If you have suggestions, bug reports or something like that, or you want
anything special build into a future version, please contact us also. If
it is possible, and I have the time to do it, it will be done.


## 1.5   install

Installation is easy: Just run the Install icon and the programm will be
installed. If you don't want to use the Installer, just copy the program
into your prefs drawer. However, you have to edit your startup-sequence
yourself.


## 1.6   AssignPrefs - Usage from Workbench

            AssignPrefs has two basic functions:


             Assign editing

             Assigning
            See the
             Operation
             for more detail.

AssignPrefs is started by double clicking on its icon. Depending on the
@{ "Tool Types " link ttype} it goes into one of the modes mentioned above.

## 1.7   AssignPrefs - Tool Types

AssignPrefs recognizes two ToolTypes:

```
    ACTION - can either be USE or POPUP. If set to POPUP, a window will
        appear where you can load, save and edit your assign list.
        When set to USE, the programm will assign the provided list.
        Note that the projects saved with AssignPrefs have this
        tooltype written in their icon. If you change this to POPUP,
        then double clicking the icon will bring up the editor rather
        than assigning.

    FILE   - Load this file. By default, AssignPrefs loads envarc:assignprefs
        as the assignment list. If this tooltype is given, the file
        behind FILE= will be used. This tooltype has no effect in
        project icons.
```

## 1.8   AssignPrefs - Usage from CLI

```
              By providing the question mark (?) as the only parameter, you will ←
                  be
prompted: FILE,USE/S. For more information on these templates, see
the Workbench Users Guide.
```

```
If you run AssignPrefs without parameter, you will get to the editor.
A window will appear. see
              Assign editing
              for more detail.
With > AssignPrefs s:alist you will also get the editor, but the file
s:alist will be loaded instead of the default file. With the USE keyword,
you tell AssignPrefs to do its assigning. Without a filename (e.g
AssignPrefs USE) the programm will use the default file.
```

## 1.9   AssignPrefs - Operation

```
              AssignPrefs has two basic functions:


              Assign editing

              Assigning

              Assign editing
              is used to edit an assignment list, while
the
              Assigning
              is used for assigning a given list.
```

## 1.10   AssignPrefs - Editing an assignment list

                  Once started, the edit window will appear. The large listview in  ←
                    the upper
part is your assignment list, with some additional @{ " gadgets " link gadgets}  ←
    below it.
The programm can be controlled with these @{ " gadgets " link gadgets} or with
the
                  keyboard
                  . However, some function are only availible
from
                  menu
                  .

To add assigns, you must first enter the assignment name and the path to
assign to in the string gadgets. Then, you must choose the type of
assignment. There are currently four types supported by AssignPrefs:

    Locked  - The normal operation. The path is locked, that means that
    if you assign test: to df0:c, and you insert another disk
    in that drive, then you will be prompted to reinsert the
    first disk when using test:.

    Path    - With this assignment type you can avoid the above mentioned
    problem. The assignment is disk independent, if you assign
    test: to df0:c, then you can change disk and still use
    test: to access df0:c

    Add     - The given path is added to the given name. This means, that
    name must be assigned earlier with locked or path.
    When listing the contens of name, you will not see the
    contents of path, but you can execute programms through name.
    Example:  c: is assigned to dh0:c. In your list, you define
    c: dh0:bin ADD. if you now enter dir c:, you will only get the
    directory of dh0:c, but you can start any program in dh0:bin
    without the path dh0:bin add command.

    Late    - The given assignment is not made until the name is first
    used. When this assignment is made, the name will not be
    known to the system. The first time you use the name, the
    assignment will become a normal locked assignment.

If you are finished, click the Add gadget or press 'a'. The entry will appear
in the list.

To edit an entry, first click on it in the listview, then edit it (Name, Path
and/or Type) and click ADD again. The listview will show the altered entry.

To delete an entry, click on it in the listview and press the Add gadget.

The @{ " gadget " link gadgets} node will give a detailed description of the  ←
    gadgets.

## 1.11   AssignPrefs - Assigning the list

In this mode no window will appear. The program will work in background,
assigning your complete list (either the default envarc:assignprefs or
the list whos filename is given). This mode is used in the startup-sequence
and when you double click a project icon.

## 1.12   Assignprefs - Description of menus

Assignprefs offers three menus:

```
   PROJECT

 Open      - Open a file. A file request will appear. Just double
    click the file you want. The old list will be
    replaced by the new one.

 Append     - Append a file. Again, a file reqeust will appear, but
    the current list wont be replaced, but the loaded
    list will be added to the current.

 Save as    - Save a file with another name. You can save
    the current list under another name than the
    default name. Again, this is done in a file request.

 About      - Gives you the copyright and my address...

 Quit       - Exit the program. Note that the list will
    not be saved, even if it has changed.


   EDIT

 Last Saved  - Will restore the list to the default (last saved)
    list


   SETTINGS

 Save Icons  - If this is ticked, an icon will be written with
    every file saved. This icon can be used to
    assign the list associated with it by double
    clicking on it.
```

## 1.13   AssignPrefs - Gadgets

```
          The gadgets are the following:

   ADD   -   Add the entry defined by the name, path and type gadgets
   DEL   -   Delete the last selected entry from the list
   Name  -   Name of the assignment. Note: the name must be entered
       without the :
```

```
    Path  -   The path to assign name to
    Type  -   The type of assignment. See
                 Assignment editing
                     for more detail.
    Save  -   Save the list under the default name (envarc:assignprefs)
    Quit  -   Quit the program. Note that the list is _NOT_ saved.
```

## 1.14   Assignprefs - Keyboard usage

```
              The following keys are used for AssignPrefs:

    a,A   -   Add entry. See
                 gadgets
                   d,D   -   Delete entry
    n,N   -   enter name
    p,P   -   enter path
    t   -   Cycle type forward
    T   -   Cycle type backward
    s,S   -   Save
    q,Q   -   Quit

The menus have the following shortcuts:

    A-o   -   Open
    A-a   -   Save as
    A-?   -   About
    A-q   -   Quit
    A-l   -   Last saved
    A-i   -   Save icon
```

## 1.15   AssignPrefs - startup-sequence usage

To use Assingprefs in your startup-sequence, you have to put the line

```
    sys:prefs/AssignPrefs use
```

into your startup-sequence somewhere near the top. This call uses
the default file (envarc:assignprefs). To use another file, you have to
use something like this:

```
    sys:prefs/AssignPrefs s:alist use
```

This uses the file s:alist.

If used in such ways, AssignPrefs only opens dos.library, so that you
can run it without having env: assigned. The install script will
modify your startup-sequence if you wish.

## 1.16  AssignPrefs - Known bugs


                    There are no bugs known to me. The program has been tested on an
Amiga 2000 with VXL*30 board and 5 megabytes of memory, with Enforcer
enabled. However, testing program doesn't show the absence of bugs,
only their presence. So, if you find any bugs, write me or phone me up
(you can talk with me in german, english, french, dutch, kisuaheli and
russian, but I only understand german and english :-). See
                    Legal Stuff
                  for s-mail and email.


## 1.17  AssignPrefs - History


```
    Program       :   AssignPrefs.c
    Copyright     :   © 1993 by Digital Dimensions
    Author    :   Thomas Frieden
    Creation Date   :   14-Jul-93
    Current version :   1.02
    Translator    :   AztecC


    REVISION HISTORY


    Date     Version   Comment
    ---------  -------   ----------------------------------------
    14-Jul-93  0.0     First version
    30-Jul-93  0.1     Working editor, to do assigning and icon
    31-Jul-93  1.0     Omega version, icon stuff included
    31-Jul-93  1.01    Minor bug fixes
    31-Jul-93  1.02    Major bug fixes
```