megad

	COLLABORATORS		

	TITLE : megad		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		March 1, 2023	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

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megad

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1.2 MegaD v3.1 - by John L. Jones

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                 ==                         ==   = = =
                 ==   MegaD was written by: ==         =
                 ==   ==================     ==          =
                 ==                         ==          =
                 ==      John  L. Jones     ==        =
                 ==        P.O. Box 292     ==       =
                 ==   Midvale,  Utah 84047  ==  =   =
                 ==                         == == =
                 ==           U.S.A.        == =  =
                 ==                         ==   =
                 ==                         ==  =
                 ==                         == =
                 ==                         ===
                 ==============================
```

1.3   MegaD v3.1 - by John L. Jones

```
          E-Mail Contacts:

          @{ " MsgPort(BBS) " link "MsgPort(BBS)" }
              E-Mail address
                  John L. Jones
              Discussions
                  Message Area 6

          @{ " BIX " link "BIX" }
              E-Mail address
                  john_jones

          @{ " GEnie " link "GEnie" }
              E-Mail address
                  J.JONES47
              Discussions
                  Starship Category 4:Applications, Tools & Utilities
                      Area 4: MegaD

          @{ " US Mail " link "About The Author" }
```

1.4   MegaD v3.1 - by John L. Jones

```
              Introduction To MsgPort(BBS)
            The Official Support BBS of MegaD
```

```
Node #1: (801) 569-2240 14400 V.32bis      Public Node
Node #2: (801) 569-2055 2400               Registered MegaD/Coop Node
```

  MsgPort(BBS), pronounced Message Port, is the official support
bulletin board for MegaD the ultimate directory utility for the Amiga.
The purpose of MsgPort(BBS) is to help support local Amiga users and
to promote the Amiga in general. It will also now be aimed at
providing on-line support for MegaD to assist users in getting the most
out of this very powerful directory utility.
  MsgPort(BBS) supports the exchange of all freely distributable
files for the Amiga. I, the Sysop, am very interested especially in
original Amiga art and music files that show off the Amiga at it's
best. MsgPort(BBS) encourages exchange of information between users
and especially promotes the exchange of programming information. This
does not mean that you have to be an expert programmer. Merely that
if you're learning to program the Amiga that you can find a place here
to exchange information and to learn things from other users.
MsgPort(BBS) encourages Amiga users to support shareware whenever
possible and to also support commercial software by not pirating
software. Piracy will only assist the decline and or demise of the
Amiga.
  MsgPort(BBS) does NOT allow any form of software piracy to occur
on-line. If you become aware of any non freely distributable software
on MsgPort(BBS) then please inform the Sysop immediately.
  Now for the MegaD user information, any Amiga user is welcome to

call MsgPort(BBS). There are two nodes (phone numbers) into the BBS.
The first one is 801-569-2240. Node #1 is open to all. It is
currently running on a USR Sporster modem that supports V.32bis
connections at 14400 baud maximum. No minimum baudrate is imposed.
Node #2 is only available to coop members of the BBS who send in a
minimum $5 to assist in the purchase of equipment to upgrade the BBS.
and is also available for registered MegaD users.
   MegaD registered users must first log in to MsgPort(BBS) on Node
#1 to register. Leave a message in the private E*mail message base
#0, to John L. Jones asking for registered MegaD access to Node #2.
You should be allowed access to Node #2 within a day or two at most.
Node #2 is currently being run on a Telebit Trailblazer at 2400/1200
baud. The biggest advantage of having Node #2 access is that you can
get into MsgPort(BBS) easier than just competing for Node #1 with all
other users.
   The MegaD message base is message base #6. From the Main Menu
type M <RETURN> to get to the message area. Then type J;6 <RETURN> to
"J"oin message base #6. You can then Read the messages by "N"ew or
"R"ead. The "R"ead command will be followed by an options menu that
allows you to read forward, backward or various other options.
   All callers to MsgPort(BBS) are expected to behave civilly.
Disputes and flames are allowed as long as they are not deemed to be
personal attacks
   So if you're looking for the best information on how to run MegaD
then call MsgPort(BBS). And if there is anything that D-Opus can do
that MegaD can't then we would all like to know about it.
Richard Brady - Sysop of MsgPort(BBS)

1.5   MegaD v3.1 - by John L. Jones

                         Signing up for GEnie

      To signup for GEnie, use the automated sign-up procedure.

      1.   Set your communications software for for half duplex (local
           echo) at 300, 1200 or 2400 baud

      2.   Dial (toll free) 1-800-638-8369. Upon connection, enter HHH

      3.   At the U#= prompt enter XJM11718,ALADDIN and press return.

           There is no initial fee to join the GEnie network. At the end
           of the online registration, a personal User Number and temporary
           password will be displayed on your screen. Both are required
           for logon, so please be sure to make a note of them.

1.6   MegaD v3.1 - by John L. Jones

                          Signing up for BIX

                          LOG ON INSTRUCTIONS

Step 1:   Set your computer's telecommunications program for
           full duplex using 7-bit words, even parity, and 1 stop
           bit, or 8-bit words, no parity, and 1 stop bit. You
           may call at either 300, 1200, or 2400 bps.

Step 2:   To reach BIX via Tymnet
           BIX is accessible from within the U.S., some of its
           territories and possessions, and major Canadian cities
           through local Tymnet numbers. If you don't know the
           Tymnet phone number(s) for your area, contact the BIX
           Customer Service Line (see below). At other times,
           numbers can be obtained by calling Tymnet at
           800-937-2862.

           Some Tymnet callers outside the continental U.S. may
           be charged higher telecommunications rates. See the
           'bix.business' conference for details. Call your
           local Tymnet number.

           Depending on your bps rate, Tymnet will respond with
           "garble" or request a terminal identifier. Enter the
           letter A.

           Tymnet will ask you to log in. Enter BIX and a
           carriage return (CR). You will then be at the door to
           the BIX computer.

           If after you enter the letter A, your terminal is
           still unreadable, you must change your settings from 8
           bits, 1 stop bit, no parity to 7 bits, 1 stop bit,
           even parity, or vice versa.

Step 3:   You should see the BIX welcome screen and a prompt
           asking you to enter your name. Respond with the BIX
           user name that you selected during registration. When
           prompted, enter your password.

           If you are registering, respond to the name prompt
           with the word new.

Accessing BIX from Outside the U.S.

           To reach BIX from outside the U.S., you need a packet
           network account with your local Postal Telephone &
           Telegraph (PTT) company. From your PTT, enter
           310690157800. Then follow instructions starting at
           Step 3. A list of PTT addresses and contacts for most
           countries is available by calling or writing BIX. (See
           "Problems," on page 206 for the address and telephone
           number of BIX.)

1.7   MegaD v3.1 - by John L. Jones

Read Me First:
==============

This section discussess the wonderful "help" system that MegaD has
devised...

MegaD has incorporated a system which allows you to obtain immediate
help on any MegaD gadget, or menu item, merely by clicking on that
gadget, or selecting that menu.

Location:
=========

For this help system to work, you must:

    (1)   Ensure the MegaD amigaguide file is named <MegaD.Guide>,
           and place the <MegaD.Guide> file in the same drawer as MegaD.

           -or-

    (2)   If you choose to change the name of the <MegaD.Guide> file,
           or to place it in a separate drawer, you MUST alter the
           <MDGUIDE> tooltype:

           For example, if you changed the guide name to <MyMD.Guide>,
           and you placed it in your <Work:MyDocs> drawer, the tooltype
           would be:

               MDGUIDE=Work:MyDocs/MyMD.Guide

Operation:
==========

To use this online help, accomplish the following:

    (1)   From within MegaD, press your <Help> key on your keyboard.
           You should notice a window similar to the following opened
           in the upper left corner of your screen:

                       |*| MegaD Amigaguide Help Activate |
                       ----

    (2)   Now, select any MegaD gadget or menu item. The
           <MegaD.Guide> document automatically opens to that gadget's
           text description.

    (3)   To open the <MegaD.Guide> document to it's table of contents,
           merely press your keyboard's <Help> key a second time.

To "turn off" the help feature, merely close the help window in the
upper left corner of your screen.

See Also: -

1.8 MegaD v3.1 - by John L. Jones

```
                 Acknowledgements:
=================


                   Dedication

                   Beta Testers

                   Special Thanks
```

1.9 MegaD v3.1 - by John L. Jones

```
Dedication:
==========

Through the years of my obsession with this beast (MegaD), there are
three who have always been by my side.

Kathy,    my loving wife for 18 years.

   Who, still is not quite sure what MegaD does.  Yet she will give it a
   chance.  I know this because, she has not taken a sledge hammer to the
   two Amiga computers we have.

Christina      My daughter, 16.

   Who, simply accepts me for what I am.  Who, gives me many reasons to be
   proud of her.

Benjamin, my son, 14.

   Who, is my little buddy.  Who, will pay me back, for all the things I did
   to my parents while I was growing up.

All three have put up with me through the years, I love each of them
with all of my heart.
```

1.10 MegaD v3.1 - by John L. Jones

```
Thanks to all the Beta Testers!!!
===============================


Andrew Porter,     Etobicode, Ontario, Canada
Blaine Gardner,    Bountiful, Utah, USA
Bob Krusinski,     Littelon, Colorado, USA
Chris Acree,       Salt Lake City, Utah, USA
David Cole,        Albuquerque, New Mexico, USA
Doug Nakakihara,   Simi Valley, California, USA
```

```
Jeff Wagg,         Salt Lake City, Utah, USA
John Mabunga,      Salt Lake City, Utah, USA
Michael Piel,      Salt Lake City, Utah, USA
Micheal Salls,     Salt Lake City, Utah, USA
Richard Brady,     Salt Lake City, Utah, USA
Richard Cawley,    Centerville, Utah, USA
Rodney Volkmar,    State Line, Nevada, USA
Roger Nedel,       Salt Lake City, Utah, USA
Ron Sudweeks,      Salt Lake City, Utah, USA
Scott Reynolds,    West Valley City, Utah, USA
Terry Fisher,      West Jordan, Utah, USA
Tim Madden,        Bountiful, Utah, USA
```

The "James W. Greenidge Group" in Queens, NY, USA which includes:
    James W. Greenidge
    Alyce Greenidge
    Melissa Greenidge
    Jared Greenidge
    and classmates and friends at
        "The Mary Louis Academy for Girls" in Queens.

 This group of users was instrumental in a surprisingly large
 group of additions, modifications and bug exterminations in this
 version. They were unyielding in many request and at the same
 time gave me new insight into what the influence of users can do
 to a program and the programer. I know that some items were not
 implemented, moving the scroll gadget of the left list in "Two
 Window" mode for one, but don't despair, they may still happen.

With the limited resources I have, it would be impossible to
create a program of this type without a large amount of help to
debug the code. This help was freely offered from those listed
in this document and shows the kind of commitment to a computer
system that is only found within the Amiga Computer community.

I am sure that I have missed listing a few names for people who
should have been acknowledge here, I apologized for this and
please accept this that thanks.

1.11   MegaD v3.1 - by John L. Jones

Special thanks goes to:
=======================

Roger Nedel – Salt Lake City, Utah:
   What can I say?

   At the tail end of MegaD 2.0 you offered to help proof read the
   MegaD.Tutorial file, you came back in a few days with changes,
   additions and badly needed insights that improved the document
   ten folds.

   You've prodded, suggested and criticized me all the way through
   version 3.1 of MegaD, once again, you were a great help.

Now with this document, MegaD.Guide, you've outdone yourself. I
didn't think that it was possible.

MegaD has grown to be an incredible program with far reaching
capabilities. You've taking the time required, matched it to
your great writing talents and created the best full featured
AmigaGuide document know to man kind. Now the users has a
simple way to find his answers on how to use MegaD.

I can never thank you enough for what you've done.

Richard Brady - West Jordan, Utah:

   Richard runs the @{ " MsgPort(BBS) BBS " link "MsgPort(BBS)"}, it is a local ←
      BBS (Bulletin Board
   Service) that supports the Amiga Computer. Richard has gone out
   of his way to supply the local users with and efficient and well
   run BBS. Along with this service he has helped me in my
   endeavors in countless ways. Without his BBS, support and
   suggestions, MegaD would be much less than what it is.

Chris Hopps - Royal Oak, Michigan:

   Who wrote the compile time library, "MemLib". This library does two
   things for the user. First, it prevents memory fragmentation. Second,
   it ensures all memory used by the program is returned to the system
   when you quit MegaD.

Sebastiano Vigna - Milano, Italy:

   A programer, whom I admire. He is the author of Leggi, SuperDuper,
   Mostra and many others. If you like the fact the MegaD menus and
   windows support screen and text fonts, you can thank him for pushing
   them. If you like the speed with which MegaD copies large files from
   one floppy to another, you can thank Sebastiano for supplying me
   example code. Along with this, he has given many suggestions to think
   about, work on, and include with MegaD.

Steve Tibbett:

   Another noted programer on the Amiga. Steve was willing to take time
   from his busy schedule to look over MegaD. He offered comments,
   complaints and suggestions. Though I doubt I have won him over from
   DiskMaster II, he was still very helpful.

Timothy Madden - Bountiful, Utah

   Tim offered to put the original 2.0 documentation together for
   me. With MegaD 3.1, this form of the documentation was traded
   for AmigaGuide format. Tim's work laid the foundation for the
   MegaD.Guide file and I am very grateful for his help. He has
   help shape MegaD even before version 1.0.

I am sure that I have overlooked some, who have helped me in one way or
another with this project. If I have, please forgive me, and accept
this as that thanks.

1.12   MegaD v3.1 - by John L. Jones

```
                 Administrative Stuff:
=====================


                 Disclaimer

                 More Legal Stuff
```


1.13   MegaD v3.1 - by John L. Jones

```
Disclaimer:
==========
```

No warranties are implied or expressed with regard to the fitness or
merchantability of MegaD for any particular purpose. All risks and
damages, incidental or otherwise, arising through the use or misuse of
MegaD the sole responsibility of the user.

While considerable effort has been made to provide you with a reliable
product, there is no guarantee that this program is 100% "bug-free".
Any problems that do arise will be corrected when and if feasible.
Maintenance releases will be made available in order to correct
potentially hazardous malfunctions within the program. Fixes for
benign problems, usually cosmetic in nature, will most likely be
deferred until the next major release of MegaD. This disclaimer does
not guarantee future versions of this product, only a prescribed method
of dealing with possible errors, and their corrections, to this
program.

1.14   MegaD v3.1 - by John L. Jones

```
                 More Legal Stuff:
================
```

MegaD Shareware version is freely distributable as long as all of the
following conditions are met:

   1.   All copyright notices must remain unaltered.

2.   MegaD may not appear on shareware or public domain disks for which
     thee consumers are charged more than a reasonable disk copying fee
     of seven dollars per disk.

3.   MegaD may not appear on any electronic agency which charges more
     than the basic access fee to down-load MegaD.

4.   MegaD may not appear on any electronic agency that claims
     copyrights to uploaded programs, either alone or as part of a
     collection.

5.   MegaD may not be sold commercially alone or as an element in
     another product.

6.   All of the files must be included in their original form without
     additions, deletions, or modifications of any kind. Any such
     modifications must appear in separate files.

If you would like a waiver to any of the above conditions, please
contact me.

See Also:
                  About the Author

1.15   MegaD v3.1 - by John L. Jones

                  Crippling Features:
==================

The shareware version of MegaD has been slightly crippled, in an attempt
to get folks to register. The decision to cripple MegaD has been a
particularly difficult one to make...I didn't do so rashly, or without
first consulting others.

I have attempted to "tone down" my crippling, since MegaD's last version.
Nonetheless, MegaD does provide a gentle reminder, designed to torment
those with any sort of a conscience. So how is it crippled???

The shareware version of MegaD has 5 volume
                  buffer
                   limit. Once you
attempt to
                  buffer
                   your 6th volume, MegaD will open a requester, which
accomplishes just that. It "requests" that you pay poor little old me.

After you close the requester, you can continue using MegaD as normal.
After this gentle prodding, you may want to use the
                  Free Volumes
                  gadget to remove some or all of the buffered volumes.

As I said, relatively painless, but hopefully shame provoking. Oh yeah.

It should be fairly obvious, but if you register, then not only do you
gain some invaluable "peace of mind", but you get a copy without any
buffered volume limit.

See Also:
                    MegaD Registration

1.16 MegaD v3.1 - by John L. Jones

                    MegaD Registration:
                    How To Print This Page
                    ==================

        Copyright © 1990-1993 John L. Jones, All Rights Reserved.

                            Remit to:
                            John L. Jones
                            PO Box 292
                            Midvale, Utah, 84047
                                    USA

                        MegaD Registered Disk:
                            USA, $30.00
                          Overseas, $30.00

Remit cashiers checks, bank drafts or international/postal money orders in
U.S. dollars that have been drawn on a US bank will be accepted. U.S.
funds are preferred, though foreign currency is accepted. Personal check
drawn on U.S. banks will be accepted at my discretion. Any registration
not meeting this request will be returned without exception.

      Your mailing address:

      _____

      _____

      _____

      _____

      Phone:_____ (optional)

By signing this registration form you agree to the provisions and
limitations of the license described in the MegaD.Guide documentation
file. Registrations which lack a signature will be returned without
exception.

      Signed_____

      Comments:_____

_____

_____

_____

_____

_____

_____

_____

1.17 MegaD v3.1 - by John L. Jones

```
                 How To Print Out A MegaD Registration Form:
=========================================

(1)  Naturally, ensure that your printer is ready to accept data.


(2)  Return to the amigaguide page containing the
               registration form
                 .


(3)  From the amigiguide's menu, select:

       <Edit / Select All>

     The entire page becomes highlighted.


(4)  From the amigaguide menu, select:

       <Edit / Print>


(5)  That's all folks!
```

1.18 MegaD v3.1 - by John L. Jones

```
               Introduction To MegaD:
====================

Welcome to MegaD, the best directory utility ever written for the
Amiga computer!!!
```

Although there are many programs to manipulate files and directories,
none of them incorporates the versatility and power of MegaD. Some,
but certainly not all, of the unusual features of MegaD include:

                    Multiple Directory Windows

                    Booting Other Software

                    Buffered Directories

                    Full ARexx Compatability

                    Pop Up Gadgets

                    The Ultimate In Configurability
                    See Also: -

1.19   MegaD v3.1 - by John L. Jones

                    Multiple Directory Windows:
==========================

Unlike other software of this nature, MegaD is not restricted to only
two disk
                    directory windows
                     open at one time. You can now open as many

                    directory windows
                     as your computer's memory will allow.

Additionally, you can copy files from one source directory to multiple
target directories, or vice-versa.

See Also: -

1.20   MegaD v3.1 - by John L. Jones

                    Booting Other Software:
=====================

You can configure MegaD to run external programs (such as an IFF
viewer) with the click of a button. The power of this "Autoboot"
feature is truly amazing. MegaD will allow you to literally teach
it which program to run when you double-click on certain types of
files.

See Also:

        AutoBoots
        discussion

        ABoot Add
        built-in command

1.21 MegaD v3.1 - by John L. Jones

          Buffered Directories:
====================

Once MegaD reads a directory, the contents of that directory remains in
memory (buffered). Buffering directories provides certain advantages,
as well as disadvantages.

Advantage: Lets say that you open a directory window for the floppy in
          DF0:. MegaD "buffers" this directory into memory. Now lets
          say that you close DF0:'s directory window. MegaD still
          remembers the contents of the window.

          So where does the advantage come in? If you attempt to
          reopen DF0:'s directory window, MegaD saves time by NOT
          re-reading DF0:'s directory. It just opens a directory
          window containing those files that were previously present.

          The main advantage, therefore, is the speed in which MegaD
          can reopen directory windows.

Disadvantage: Lets say that you are running two programs on your Amiga.
          We'll say that these programs are your word processor and
          MegaD. If you open a directory window for DF0: using
          MegaD, the contents of DF0: gets buffered. Now lets say
          that you close DF0:'s directory window.

          After closing DF0:'s directory window you use your word
          processor to save a file to DF0:. Now you reopen a
          directory window for DF0:. Because MegaD doesn't reread
          DF0:, this newly saved file will not appear in the
          directory window.

          Buffering has another main disadvantage...it requires
          more memory than programs which don't buffer.

Solutions: MegaD provides solutions to both of buffering's disadvantages.

          Update Dir
          Re-reads a buffered directory.

          Free Volumes
          Unbuffers directories.

See Also:

                    Free Volumes
                    built-in command

                    Free Volumes
                    gadget

                    Menu Options
                    /
                    Free on disk remove
                    menu item

                    Update Dir
                    built-in command

                    Auto Update Windows
                    defaults preference

1.22   MegaD v3.1 - by John L. Jones

                    MegaD is Fully ARexx Compatabile:
==================================

I always cringe when someone insults me by saying that their software
is FULLY ARexx compatable, and I then find that it contains an ARexx
port and 2-3 meaningless commands.

Such is not the case with MegaD. Virtually anything you can do with a
mouse and MegaD, you can also do with ARexx and MegaD.

The last time I counted, MegaD contained 123 separate ARexx commands.
Now that's about as FULLY as fully can be!!!!

See Also:

                    ARexx Gadgets
                    discussion

                    MDARexx.guide
                    discussion

                    ARexx Port Name
                    print preferences

1.23   MegaD v3.1 - by John L. Jones

                    Pop Up Gadgets:
==============

This latest release of MegaD introduces a totally new critter...

drum roll please...
                    gadget sets
                        .

What are gadget sets? Often, I find that I have a related set of
items that I rarely use. But when I do use those items, I would
like to be able to access all of them easily. For these types
of items, I design a window full of gadgets that will pop up at
the touch of a button...a gadget set.

Whenever I need to access these items, I press a hotkey. The set
of functions appears in a new window, and I can access them with
ease.

Besides being easy to access, a nice feature of gadget sets is their
total configurability. You can design gadget set windows to include
whatever functions you want, and in any window design you desire.
It's all up to you!

See Also:
                    Gadget Sets

1.24   MegaD v3.1 - by John L. Jones

                    MegaD Manuals:
=============

                        MegaD.guide
                         Technical Manual

                        MegaD.tutorial
                         User Tutorial

                        MDARexx.guide
                         ARexx Interface Manual

                        MDSpool.Guide
                         Print Spool Manual

See Also: -

1.25   MegaD v3.1 - by John L. Jones

                    MegaD.guide:
==========

This amigaguide document is to the point. It offers short descriptions for
MegaD's commands and settings.

See Also:

                    MegaD.tutorial
                     User Tutorial

                    MDARexx.guide
                     ARexx Interface Manual

                    MDSpool.Guide
                     Print Spool Manual

1.26   MegaD v3.1 - by John L. Jones

                    MegaD.tutorial:
==============

The MegaD.Tutorial file was designed to take you step by step
through the all of MegaD's functions and preference settings. If this
is your first time behind the wheel of MegaD, I suggest you start with
the MegaD.Tutorial file. If you like to jump into a program, get lost
somewhere (as I do), and then read the manual, this is your best
choice.

See Also:

                    MegaD.guide
                     Technical Manual

                    MDARexx.guide
                     ARexx Interface Manual

                    MDSpool.Guide
                     Print Spool Manual

1.27   MegaD v3.1 - by John L. Jones

                    MDARexx.guide:
=============

The MDARexx.guide contains the information needed to drive MegaD
with ARexx. At last count there were 123 different ARexx command that
could be sent to the 'MEGAD' ARexx port. This does not count the
'Program Controls' and 'Gadget Sets' that you create, as these are
automatically added to the ARexx command list.

See Also:

                    MegaD.guide
                     Technical Manual

```
               MegaD.tutorial
                User Tutorial

               MDSpool.Guide
                Print Spool Manual
```

1.28   MegaD v3.1 - by John L. Jones

```
               MDSpool.Guide:
===========
```

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

If you choose to use MDSpool, then this document explains its use.

See Also:
               MegaD.guide
                Technical Manual

               MegaD.tutorial
                User Tutorial

               MDARexx.guide
                ARexx Interface Manual
```

## 1.29   MegaD v3.1 - by John L. Jones

```
               Starting MegaD:
==============
```

MegaD can be started from either the Command Line Interface (CLI),
or from Workbench.

CLI:
===

    To start it from the CLI, change the current directory to the one
    in which MegaD lay, and type:

        run MegaD

    MegaD accepts only 1 (optional) CLI argument. You can specify an
    alternate preference file from the CLI. The default preference
    file is located in the same directory that MegaD resides, and is
    called "megad2.pf". The following example runs MegaD, and loads
    an alternate preference file with the pathname "s:myprefs".
    First CD to the directory containing MegaD and then enter:

        run MegaD s:myprefs

WorkBench:
=========

    Workbench users should open the drawer in which MegaD resides.
    To run MegaD, simply double-click on the MegaD icon. The
    following are acceptable tooltypes:

    AREXXSTARTUP

        If you wish to have special ARexx commands executed each
        time you run MegaD, add this tool type. It will look for
        the program specified, and if found, will launch it as
        an ARexx task.

        As a default, MegaD will automatically look for
        MDARexxStart.rexx within MegaD's current directory.

        Example: AREXXSTARTUP=MegaD:MyStart.rexx

    CREATEICONS

        MegaD will automatically create icons for all saved
        preference files. If you don't want these created, add
        this tool type.

        Example: CREATEICONS=NO

    MDPREFS

        To maintain preferences, MegaD uses two separate files.
        The first, called MDPrefs, is a program. The second,
        called "MegaD2.pf" is a data file containing your own
        configuration preferences. This <MDPREFS> tooltype deals
        with the "MDPrefs" program (NOT with the "MegaD2.pf" data
        file).

        When setting MegaD preferences, MegaD needs access to the

MDPrefs program. If it is in MegaD's current directory,
MegaD will have no problem finding it. If you feel that
you need MDPrefs in its own directory or on another disk,
you will need to set this tool type.

Example: MDPREFS=Work:MyPrefs/MDPrefs

SETTINGS

To maintain preferences, MegaD uses two separate files.
The first, called MDPrefs, is a program. The second,
called "MegaD2.pf" is a data file containing your own
configuration preferences. This <SETTINGS> tooltype deals
with the "MegaD2.pf" data file (NOT with the "MDPrefs"
program).

If you wish MegaD to place the preferences file in other
than the MegaD's current directory, you will need to set
this tooltype. Merely specify the path leading to the
directory containing the preferences file ("MegaD2.pf").

Example: SETTINGS=System2.0:S

MDGUIDE

If you choose to change the name of the <MegaD.Guide> file,
or to place it in a separate drawer, you must alter the
<MDGUIDE> tooltype:

For example, if you changed the guide name to <MyMD.Guide>,
and you placed it in your <Work:MyDocs> drawer, the tooltype
would be:

    MDGUIDE=Work:MyDocs/MyMD.Guide

MDICONS

MegaD allows you to change the image of the icons that it save
it's preferences files with and the image that it uses for the
application icon when it is iconified. These are found in the
'Icons' drawer. Should you move the Icons from this directory
or move MegaD out of it's home directory and wish MegaD to still
find the icons images you will need to add this tool type to
point to the correct directory. This need to be the full path
to the directory.

An example of this if you were to start MegaD from the WBStartup
drawer would be:

    MDICONS=Work:MegaD/Icons

Once MegaD is started, the
          MegaD main window
            will open. The

```
           MegaD main window
              is the control center for the MegaD.  All
   program functions can be accessed through this  window.



See Also:   -
```

1.30   MegaD v3.1 - by John L. Jones

```
            MegaD Main Window:
=================


            Free            Volumes In Memory
 Hide       Volumes      Devices, Assigns & Drives
Gadgets     Gadget          Cycle Gadget
  |           |                    |
  |           |                    |
  |  ----------V--------------------V--------------
  | |
              Free Volumes

              @       Volumes In Memory
               |
 | |
                                                       <--
              ---- List Area
 |-->




              |
 | |




              <--
         ---- Device & Command
 | |




              |        Gadgets (9)
 | |     Device Name:
                              <--
         ---- Device Name Gadget
 | |    -------------------------------------  |
 | |    | Files Selected          Chip          | |
```

```
| |    | Dir.Selected              Fast            | |
|-->

             | Bytes Selected            Large       <-------
             Files Selected Area
             | |    | Free Disk Space           Total          | |
| |    | Active Directory                      | |
--->

                 ----------------------------------------  |
    |




             C
              |
    |




              |
    |




             S
              |
    |




              |
    |




             A
              |
```

```
        ---------------------^------------------------^--
                             |                        |
                             |                        |
                     Numeric Keypad           Ctrl/Shift/Alt
                     Gadgets (18)                Gadgets
```

See Also:
                    F8 Function Key
                    operation

                    F9 Function Key
                    operation

                    F10 Function Key
                    operation

1.31 MegaD v3.1 - by John L. Jones

                    'Free Volumes' gadget:
=====================

In the upper left hand corner of the main window is a gadget
labeled <Free Volumes>. Clicking on it will empty all
                  buffers
                   for
the volumes in memory. This is one way of updating the status of
a volume or device. This will also free memory for other
applications.

To use this command to unbuffer ALL volumes, merely single-click
on the <Free Volumes> gadget in the upper left corner of the MegaD main
window.

To use this command to unbuffer only selected volume(s), ensure
that
                  Volumes in Memory
                   is showing in the cycle gadget in the upper
right corner of the MegaD main window. Then select the volume(s) that
you'd like to unbuffer, from within the
                  list area
                   immediately below the
<Free Volumes> gadget. Finally, select the <Free Volumes> gadget.

             Free
            Volumes
            Gadget
              |
              |
    ----------V---------------------------------
   |
                  Free Volumes
```

```
              @        Volumes In Memory
               |
  |


               |
  |






               |
  |






               |
  |






               |
  |       Device Name:

               |
  |    ---------------------------------------   |
  |   | Files Selected            Chip          | |
  |   | Dir.Selected              Fast          | |
  |

            | Bytes Selected            Large         | |<--
            Files Selected Area
              |    | Free Disk Space          Total        | |
  |   | Active Directory                        | |
  |

              ---------------------------------------   |
  |






            C
             |
  |
```

```
                        |
          |



                    S
                     |
          |




                                |
          |




                    A
                     |
          ------------------------------------------------
```

See Also:

                    Free Volumes
                    built-in command

                    Options
                    /
                    Free on disk remove
                    menu item

                    Buffered Directories
                    discussion

                    F8 Function Key
                    operation

                    F9 Function Key
                    operation

                    F10 Function Key

                           operation

1.32   MegaD v3.1 - by John L. Jones

                    List Area:
=========

The "list area" is located in the upper portion of the MegaD main
window. It is directly below the
                    Free Volumes
                     gadget. The "list
area" serves two purposes, depending upon the status of the

                    Volumes In Memory / Devices, Assigns & Drives
                     cycle gadget.

By selecting
                    Volumes in Memory
                    , the list area displays all volumes
that are currently
                    buffered
                     into memory.

By selecting
                    Devices, Assigns and Drives
                    , the list area displays all
"logical and physical devices", as well as "assigns" available to the
computer. If you don't understand what "logical and physical devices",
or what "assigns" are, refer to your AmigaDOS manual.

The scroll bar immediately to the right of the list area allows
scrolling through the items in the list area. Double-clicking on an
item in the list area opens that associated directory's window. If
the files on that device have already been read into a
                    buffer
                    , the
contents of the
                    buffer
                     will be displayed rather than MegaD re-reading
the directory.

   |
                 Free Volumes

                 @   Volumes In Memory
                  |
   |
                 MegaD: df0:   21,372 <--
                 ---- List Area
   |

```
               |
      |



               |
      |




               |
      |      Device Name:

               |
      |     ---------------------------------------   |
      |     | Files Selected              Chip       | |
      |     | Dir.Selected                Fast       | |
      |

               | Bytes Selected              Large        | |<--
              Files Selected Area
               |     | Free Disk Space         Total          | |
      |     | Active Directory                         | |
      |

                 ---------------------------------------   |
      |




              C
               |
      |




               |
      |
```

```
                 S
                  |
      |




                               |
      |




                 A
                  |
       --------------------------------------------------
```

See Also:
                     Volumes In Memory
                     gadget

                     Hide Gadgets
                     discussion

                     Free Volumes
                     built-in command

                     Free Volumes
                     gadget

                     Options
                     /
                     Free on disk remove
                     menu item

                     F8 Function Key
                     operation

                     F9 Function Key
                     operation

                     F10 Function Key
                     operation

1.33   MegaD v3.1 - by John L. Jones

                       Hide gadgets:
============

There are three small, box shaped gadgets on the left side of the
MegaD main window, each of these having a horizontal line through it.

Single-clicking on the upper gadget hides the nine
                device & command
                gadgets.

Single-clicking on the middle gadget will hide the
                Files Selected
                informational area.

Single-clicking on the lower gadget hides the
                numeric keypad
                 gadgets
in the bottom of the MegaD window.

The purpose of these three "hide" gadgets is to allow you to hide areas
of the MegaD window that you may not be concerned about, and as a result,
free up more room to view
                list area
                 information. The settings of the
hide gadgets are saved so that the next time you run the program, the
main window reflects the conditions of the last session.

 Hide
Gadgets
  |
  |
  | --
  | |
                    Free Volumes

                    @   Volumes In Memory
                     |
  | |

                     |
  |-->

                     |
  | |

```
                  |
| |


                  |
| |      Device Name:

                  |
| |      ----------------------------------------   |
| |      | Files Selected              Chip          | |
| |      | Dir.Selected                Fast          | |
|-->
                  | Bytes Selected              Large          | |<--
             Files Selected Area
             | |     | Free Disk Space         Total            | |
| |      | Active Directory                              | |
--->
                  ----------------------------------------   |
   |




             C
              |
   |




                  |
   |




             S
              |
   |
```

```
                                          |
        |



                    A
                     |
        ------------------------------------------------
```

See Also:

                    List Area
                    discussion

                    F8 Function Key
                    operation

                    F9 Function Key
                    operation

                    F10 Function Key
                    operation

1.34   MegaD v3.1 - by John L. Jones

                    Numeric Keypad gadgets:
======================

We call the eighteen gadgets in the lower left portion of the MegaD
main window numeric keypad gadgets. This is for two reasons:

    (1)   The layout of these gadgets resembles the layout of the
          numeric keypad found on many keyboards.

    (2)   Each of these eighteen gadgets can be activated by
          depressing its associated key on the numeric keypad.

Under MegaD's default configuration, these gadgets perform common
functions such as copying, deleting, and renaming files. They also
let you create new directories, view text files, set protection bits,
and find files.

One of the nice features about these gadgets is you can
                    configure

them to your desires. In other words, you can set up each gadget
to perform whatever action your MegaD supports.

In general, to use a numeric keypad gadget, you select a file or a
directory within an open directory window, and then select the
numeric keypad gadget corresponding to the action you want to take.

In addition to the eighteen numeric keypad gadgets, MegaD has three
special gadgets located on the lower right side of the main window.
These gadgets, labelled
                C
                ,
                S
                and
                A
                work in conjunction with
the numeric keypad gadgets. These three gadgets correspond to the
Ctrl, Shift, and Alt keys on your keyboard.

    |
                Free Volumes

                @   Volumes In Memory
                 |
    |

                 |
    |

                 |
    |

                 |
    |

                 |
    | Device Name:

                 |
    | --------------------------------------- |
    | | Files Selected   Chip | |

```
|     | Dir.Selected              Fast          | |
|

            | Bytes Selected            Large        | |<--
           Files Selected Area
            |   | Free Disk Space         Total         | |
|     | Active Directory                      | |
|

            ----------------------------------------  |
|
            (

            )

            /

            *

         C
          |
|
            7

            8

            9

            _
            |
|
            4

            5

            6

            +

         S
          |
|
            1

            2

            3
                     |
|
                0

            .

         ENTER

         A
          |
```

```
        --------------------^---------------------------
                            |
                            |
                    Numeric Keypad
                     Gadgets (18)
```

See Also:

                    Keypads
                    preference window

                    F8 Function Key
                    operation

                    F9 Function Key
                    operation

                    F10 Function Key
                    operation

1.35   MegaD v3.1 - by John L. Jones

                    'Volumes In Memory' / 'Devices, Assigns & Drives' cycle gadget:
==

The <Volumes In Memory> / <Devices, Assigns & Drives> cycle gadget is
located on the top right side of the MegaD main window. It's sole
purpose is to determine what is displayed in the
                    list area
                    .

By selecting <Volumes in Memory>, the list area displays all volumes
that are currently
                    buffered
                     into memory.

By selecting <Devices, Assigns and Drives>, the list area displays all
"logical and physical devices", as well as "assigns" available to the
computer. If you don't understand what "logical and physical devices",
or what "assigns" are, refer to your AmigaDOS manual.


```
                         Volumes In Memory
                      Devices, Assigns & Drives
                          Cycle Gadget
                               |
                               |
      -------------------------------V---------------
    |
                    Free Volumes

               @       Volumes In Memory
                |
```

```
        |


                  |
        |




                  |
        |




                  |
        |




                  |
        |     Device Name:


                  |
        |     ---------------------------------------   |
        |     | Files Selected            Chip        | |
        |     | Dir.Selected              Fast        | |
        |

                  | Bytes Selected            Large        | |<--
               Files Selected Area
                  |    | Free Disk Space         Total          | |
        |     | Active Directory                       | |
        |

                        ---------------------------------------   |
        |




               C
                  |
        |
```

```
                        |
      |



                 S
                  |
      |



                                |
       |



                 A
                  |
      -------------------------------------------------
```

See Also:

List Area
discussion

F8 Function Key
operation

F9 Function Key
operation

F10 Function Key
operation

1.36 MegaD v3.1 - by John L. Jones

Device & Command gadgets:
=========================

Immediatly above the

                Device Name
                  string gadget is a collection of nine
user-defined gadgets. You can activate these nine gadgets in one of
two ways. The most obvious way is by single-clicking on them. You
can also activate them using the 9 numeric gadgets (1-9) on the TOP OF
YOUR KEYBOARD (do not attempt to activate these gadgets using the numeric
keypad on the right side of your keyboard). The figure below illustrates
which key corresponds to each gadget.

     |
                     Free Volumes

                     @   Volumes In Memory
                      |
     |

                      |
     |

                     #1

                      #4

                     #7
                      |
     |

                     #2

                      #5

                     #8   <--
             ---- Device & Command
     |
                     #3

                      #6

                     #9
                     | Gadgets (9)
     | Device Name:

                     |
     | --------------------------------------- |
     | | Files Selected   Chip | |
     | | Dir.Selected   Fast | |
     |

                     | Bytes Selected   Large | |<--
             Files Selected Area
                     | | Free Disk Space   Total | |
     | | Active Directory | |
     |

                       --------------------------------------- |

```
      |




                 C
                  |
      |




                    |
      |




                 S
                  |
      |




                       |
      |




                 A
                  |
        -------------------------------------------------
```

You can toggle the function of these gadgets to act as either command
gadgets, or as device gadgets. Use the MegaD menu item

```
                 Utilities
                  /
                 Utilities in Window
                  to toggle between the two.
```

When you have NOT selected the
                Utilities
                 /
                Utilities in Window
                 menu
item, these nine gadgets act as device gadgets. In this case, you can

                configure
                 them so that they act as quick access buttons for opening
directory windows. Lets say you
                configure
                 the gadgets as follows:

    |
                 Free Volumes

                @   Volumes In Memory
                 |
    |

                 |
    |

                   df0:

                   Work:

                 DPaintIV:
                 |
    |
                   df1:

                 System2.0:

                  Ram:Env
                 |
    |
                   df2:

                    Ram:

                Work:MyStuff
                 |
    | Device Name:

                 |

In this case, you could open a directory window for "Ram:" by either
clicking on it's gadget, or by selecting the "6" key on the top of
your keyboard.

By selecting the menu item
                Utilities
                 /
                Utilities in Window

                            , these
nine gadgets will contain the same commands contained in the MegaD

                Utilities
                 menu. If you select
                Utilities
                 /
                Utilities in Window
                under MegaD's default configuration, then these nine gadgets will
contain the following:

    |
                    Free Volumes

                    @   Volumes In Memory
                     |
    |

                        |
    |

                    LhA   Pack

                    LhA   Test

                       First
                     |
    |
                    LhA   UnPack

                    LhA Recursive

                      Next
                     |
    |
                    LhA   List

                    Copy/Format

                      Previous
                     |
    | Device Name:

                     |

In this configuration, these nine gadgets no longer open directory
windows. Rather, they perform commands similar to those possible
using the
                Utilities
                 menu.

See Also:
                 Menus & Devices
                 preferences window

                        Devices & Titles
                        preferences discussion

                        Utilities
                        /
                        Utilities In Window
                        menu item

                        Utilities
                        /
                        User Menu Items 1-5
                        menu items

                        F8 Function Key
                        operation

                        F9 Function Key
                        operation

                        F10 Function Key
                        operation

1.37   MegaD v3.1 - by John L. Jones

                        'Device Name' string gadget:
===========================

In the middle of the main window is a string gadget labeled
<Device Name:>. You can open a directory window for a logical or
physical device by entering that device's path into this string
gadget.

For example, to open a window to the C: directory, enter 'C:'
(don't include the apostrophes) into this gadget, and press <return>.
If the contents of C: has already been
                buffered
                 MegaD will not
reread C:. Rather, it will display the previously read buffer for
C:.

   |
                Free Volumes

                @   Volumes In Memory
                 |
   |

                 |
   |

```
            |
   |



            |
   |




            |
   |




            |
|      Device Name:
                                     <--
          ---- Device Name Gadget
|     ------------------------------------    |
|    | Files Selected            Chip         | |
|    | Dir.Selected              Fast         | |
|

            | Bytes Selected          Large          | |<--
            Files Selected Area
              |     | Free Disk Space        Total          | |
|    | Active Directory                       | |
|

            ------------------------------------------    |
   |





         C
           |
   |




       |
   |
```

```
                    S
                     |
    |
                                            |
    |




                    A
                     |
        ------------------------------------------------
```

See Also:

                    Device & Command Gadgets
                    discussion

                    F8 Function Key
                    operation

                    F9 Function Key
                    operation

                    F10 Function Key
                    operation

1.38 MegaD v3.1 - by John L. Jones

                    Files Selected area:
===================

Directly in the middle of the MegaD main window lies the <Files
Selected> area. This area contains file and memory information.

The <Files Selected> area contains a "hidden" gadget as well.
By single clicking on the upper-left portion of this area, the
information displayed will change between <Files/Dir/Bytes

Selected> and <Source Files/Source Dir/Source Bytes>

The <Files Selected> area always displays the following:
===

Free Disk Space: The amount of disk space available in whichever
                    directory window is the
                  DEST
                   directory. In the
                   case where 2 or more directory windows are all

                  DEST
                   windows, then free disk space is displayed
                   for whichever window was first selected as
                  DEST
                   .
                   An easy way to determine which window's free disk space
                   is being displayed is to look at the <Active Directory>
                   in the bottom of the <Files Selected> area.

Active Directory: This lists the window whose free disk space is being
                  computed.

Chip: The amount of chip memory which is not being used.

Fast: The amount of fast memory which is not being used.

Large: This lists the largest single block of ram memory
                  available on your computer.

Total: The total amount of ram (chip & fast) available.

Normally, the <Files Selected> area also diplays the following:
==

Files Selected: The total number of files selected within all open
                  directory windows.

Dir. Selected: The total number of directories selected within all
                  open directory windows.

Bytes Selected: The total number of bytes in all of the files and
                  directories that have been selected. This value
                  can sometimes be misleading though.

                   Let's say you select one directory. In this case,
                   IF that directory has already been
                  buffered
                  , then
                   <Bytes Selected> will display the number of bytes
                   in all of the files within that directory.

                   If on the other hand, that directory hadn't yet been

                   buffered

, then MegaD will only display the number of
  bytes taken up by that directory - as if it were an
  empty directory.

By single-clicking in the upper-left of the <Files Selected> area:
==

Source Files: The total number of files selected in all open
                 source directories. A source directory is any
                 directory whose
             DEST
              gadget is not selected.

Source Dir.:   The total number of directories selected within all
                 source directory windows.

Source Bytes: The total number of bytes in all of the files and
                 directories selected in source windows. This value
                 can sometimes be misleading though.

                 Let's say only one source directory is selected.
                 In this case, IF that directory has already been

             buffered
             , then <Source Bytes> will display the
               number of bytes in all of the files within that
               directory.

                 If on the other hand, that directory hadn't yet been

             buffered
             , then MegaD will only display the number of
               bytes taken up by that directory - as if it were an
               empty directory.

  |
               Free Volumes

             @   Volumes In Memory
              |
  |

             |
  |

             |
  |

```
            |
    |


            |
    |     Device Name:


            |
    |     ---------------------------------   |
    |    | Files Selected          Chip       | |
    |    | Dir.Selected            Fast       | |
    |

            | Bytes Selected          Large       | |<-- Files Selected  ↩
              Area
    |    | Free Disk Space         Total      | |
    |    | Active Directory                   | |
    |

              ---------------------------------------   |
    |




        C
          |
    |




        |
    |




        S
```

|

|

|

|

A
|

See Also:
                    Display File, Directories, Bytes
                    defaults preference

                    Display Memory, Date, Time
                    defaults preference

                    F8 Function Key
                    operation

                    F9 Function Key
                    operation

                    F10 Function Key
                    operation

1.39   MegaD v3.1 - by John L. Jones

                    Ctrl / Shift / Alt Gadgets:
===========================

The <C>, <S> and <A> gadgets in the lower right portion of the
MegaD main window are designed to work in conjunction with the
18
                    numeric keypad gadgets
                    . Their sole purpose is to expand
the number of commands accessible from the numeric keypad to 72.

How do they work. Think of the numeric keypad gadgets as
containing 4 separate banks of command gadgets.

   - The 1st bank is available when neither of the <C>, <S> or
     <A> gadgets are selected.

- The 2nd bank is available when the <C> gadget is selected.

- The 3rd bank is available when the <S> gadget is selected.

- The 4th bank is available when the <A> gadget is selected.

Why are the gadgets labelled <C>, <S> and <A>? They can be
activated in two ways. First, and obvious, is by single-clicking
on them. The second way is to depress the <Ctrl>, <Shift> or
<Alt> keys on your keyboard.

```
     ------------------------------------------------
    |
                  Free Volumes

                  @      Volumes In Memory
                   |
    |

                   |
    |




                   |
    |




                   |
    |



                   |
    |       Device Name:


                   |
    |       ----------------------------------------   |
    |      | Files Selected            Chip          | |
    |      | Dir.Selected              Fast          | |
    |
                  | Bytes Selected            Large          | |<--
              Files Selected Area
                   |    | Free Disk Space           Total          | |
    |      | Active Directory                         | |
```

```
    |

                      ----------------------------------------    |
    |




              C
                |
    |




                    |
    |




              S
                |
    |




                          |
    |




              A
                |
    ----------------------------------------------^--
                                                  |
                                                  |
                                        Ctrl/Shift/Alt
                                           Gadgets
```

See Also:

                    Numeric Keypad Gadgets
                    discussion

                    F8 Function Key
                    operation

                    F9 Function Key
                    operation

                    F10 Function Key
                    operation

1.40   MegaD v3.1 - by John L. Jones

                    F8 Function Key:
===============

The F8 function key accomplishes two things:

(1) It changes the
                    Volumes In Memory
                        gadget from <Volumes In Memory> to
     <Devices, Assigns and Drives>.

(2) It toggles the
                    main control window
                     between
     the front and back of the screen.

See Also:

                    MegaD Main Window
                    description

                    Volumes In Memory
                    gadget

                    F9 Function Key
                    description

                    F10 Function Key
                    description

1.41   MegaD v3.1 - by John L. Jones

                    F9 Function Key:
===============

The F9 function key accomplishes two things:

(1) It changes the
               Volumes In Memory
                gadget to
     from <Devices, Assigns and Drives> to
     <Volumes In Memory>.

(2) It toggles the
               main control window
                between
     the front and back of the screen.

See Also:
               MegaD Main Window
               description

               Volumes In Memory
               gadget

               F8 Function Key
               description

               F10 Function Key
               description

1.42   MegaD v3.1 - by John L. Jones

               F10 Function Key:
================

The sole purpose of this key is to toggle the
               main control window
               between the front and back of the screen.

NOTE: If the you have set the MegaD preference

               F10 Closes Control Window
                , then, the F10
        key toggles the
               MegaD's main window
                closed
        and opened instead.

See Also:
               MegaD Main Window
               description

               Volumes In Memory
               gadget

               F8 Function Key
               description

```
                    F9 Function Key
                    description

                    Defaults
                    preference window

                    F10 Closes Control Window
                    default preference
```

1.43   MegaD v3.1 - by John L. Jones

```
                    Directory Windows:
=================


                        Opening Directory Windows
                                   ------------------------
                 | |System2.0:      |#|@|
                  |---------------------|
                  |
                Parent /

                Dest

                Lock
                 |
                  |-------------------| |
                  | C                 | |
                  | Devs              | |
                  | Expansion         | |
                  | Fonts             | |
                  | L                 | |
                  | Libs        <---------
                 Directory Contents Area
                              | monitors           | |
                  | Prefs             | |
                  | Rexxc             | |
                  | S                 | |
                  | System            | |
                  | Trashcan          | |
                  | Utilities         | |
                  | WBStartup         | |
                  | disk.info         | |
                  | Expansion.info    | |
                  | Monitors.info     | |
                  | Prefs.info        | |
                  | Shell.info        | |
                  | System.info       | |
                  | Trashcan.info     |-|
                  | Utilities.info    |^|
                  | WBstartup.info    |-|
                  |                   |v|
                  ----------------------|
```

```
             |                         |<|>|/|
             ------------------------
```

1.44   MegaD v3.1 - by John L. Jones

```
                 Opening Directory Windows:
========================
```

MegaD provides 4 basic ways of opening a directory window:

1. Select the top cycle gadget in the MegaD window such that it no
   longer shows
                 Volumes in Memory
                 , but instead shows

                 Devices, Assigns and Drives
                 . Next, double-click on one of the
   devices displayed in the
                 list area
                  immediately below that cycle
   gadget. A directory window showing the contents of that device,
   assign or drive appears.

2. Select the top cycle gadget in the MegaD window such that it no
   no longet shows
                 Devices, Assigns and Drives
                 , but instead shows

                 Volumes in Memory
                 . The
                 list area
                  immediately below that cycle
   gadget should list all volumes which have already been
                 buffered
                    into memory. It is possible (in the case that you haven't yet
   opened any directory windows) that no volumes have been
                 buffered
                 .
   If any volumes have been
                 buffered
                 , you can reopen those volume
   window(s) by double clicking on their entries in that
                 list area
                 .

3. You can open a window using one of the nine
                 device & command gadgets
                    located directly below the
                 list area
                 . First, ensure that there
   is no checkmark next to the menu item
                 Utilities
                  /
                 Utilities in Window
```

```
                        .
   Then single-click on one of those nine gadgets.  A directory window
   showing the contents of that device opens.

4. Immediately below the nine
                device & command gadgets
                 is a string
   gadget labelled
                Device Name:
                .  You can open any directory
   window by typing the path leading to that directory.
```

```
See Also:   -
```

1.45 MegaD v3.1 - by John L. Jones

```
                'Parent' gadget:
===============
```

The \<Parent\> gadget is located in the upper left portion of the

```
                directory window
                .  Single-clicking on this gadget will allow you to
view the contents of its "parent" directory.
```

```
When the contents of a
                directory window
                 is the root directory of a
device, the <Parent> gadget is disabled (because, by definition,
a root directory has no "parent" directory).
```

```
Replace Window -vs- Open New Window:
====================================
```

```
As was stated above, when you select the <Parent> gadget,
you will be able to view the contents of that window's
"parent" directory.
```

```
There is however, a minor question concerning whether the
parent directory will replace the current window, or whether
a new window (containing the parent directory) will open.
```

```
This depends upon two factors:

   - The state of the window's
                lock gadget
                , and

   - The settings you've chosen for the menu item

                Windows
                 /
                # Windows Per Volume
```

Without going into too much detail, I'll attempt to explain:

- If the
              lock gadget
               is selected, then selecting the
   <Parent> gadget will open a new window. At that point,
   you will have the original
              directory window
               open, plus
   you will have a new window (containing the parent
   directory) open.

- If you've set
              Windows
               /
              # Windows Per Volume
               to 1,
   (and the
              lock gadget
               is not selected), then selecting
   the <Parent> gadget will replace the current directory
   window's contents with the contents of the parent
   directory.

   If you've set
              Windows
               /
              # Windows Per Volume
               to
   greater than 1, then selecting the <Parent> gadget will
   open an new
              directory window
               (rather than replacing the
   contents of the old window) until the number specified
   in
              Windows
               /
              # Windows Per Volume
               has been reached.

See Also:
              Directory Windows
              discussion

              Lock Gadget
              discussion

              Windows
              /
              # Volumes Per Screen
              menu item

              Windows
              /
              # Windows Per Volume
              menu item

```
                    VolPerScr
                    built-in command

                    Windows
                    /
                    Use Limits
                    menu item
```

1.46   MegaD v3.1 - by John L. Jones

```
                    'DEST' gadget:
=============
```

The <DEST> gadget is located in the upper part of a
```
                    directory window
                    ,
```
sandwiched between the
```
                    Parent
                     and
                    Lock
                     gadgets.  The <Dest>
```
gadget is used to select which directory windows are "destination"
windows.


```
Destination -vs- Source:
======================
```

```
   MegaD
                    directory windows
                     come in two types only..."source" and
   "destination" windows.  If a
                    directory window's
                     <DEST> gadget
   appears recessed, then that window is a destination window.
   Conversely, if a window's <DEST> gadget is not recessed, then
   that window is a source window.

   That's nice, but what's the difference between a "source" and
   a "destination" window?  In general, sources and destinations
   affect different commands in different manners, but to give
   you a feel for what they mean, take the following example:

   Let's say that you want to copy the file "myfile" from the
   "Ram Disk:" directory to the "DF0:" directory.  In this
   example, you would have to do the following:

      - Open two
                    directory windows
                    , one for "Ram Disk:" and the
        other for "DF0:".

      - Select the file "Ram Disk:myfile" (by single-clicking
```

on the file).

- Make "Ram Disk:" a source directory, and make "DF0:" a
  destination directory.

- Choose MegaD's
        Copy
         command.

   So in this case, you copied a file from a "source" directory
   to a "destination" directory. This example holds true for
   many MegaD commands. You "move" files from source to
   destination.   You "un-archive" files in a source directory,
   into a destination directory, etc.

Three Positions:
================

   Each directory window's <DEST> gadget has three positions:

   (1) Un-Selected: The gadget does not appear recessed.

                        This
                directory window
                 is a "source"
                        directory.

   (2) Auto-Selected: The gadget appears recessed, but its
                        border is not "raised white".

                        MegaD automatically selects <DEST>
                        windows for you. You can control
                        the way in which MegaD auto-chooses
                        destination windows using the

                Last active window is destination
                                        gadget in MegaD's
                defaults prefs
                .

   (3) Manual-Selected: The gadget appears recessed, and its
                        border appears "raised white".

                        You can override MegaD's automatic
                        <DEST> selection by manually selecting
                        the <DEST> gadget. This feature is
                        most often used when you want to
                        select multiple destinations.

See Also:
                Directory Windows
                discussion

                Last Active Window Is Destination
                defaults preference

1.47   MegaD v3.1 - by John L. Jones

```
                    'Lock' gadget:
=============


The <Lock> gadget serves a simple, yet potentially confusing purpose.
When you select a
                directory window's
                 <Lock> gadget, you are telling
MegaD that you don't want the contents of a newly opened directory
to replace the contents of that directory.


I'll use an example to explain:

   Lets say you've set the menu item
                Windows
                 /
                # Windows Per Volume
                  to "1 window per volume".  Open a window for "Ram:".  A new

                directory window
                 appears.  Now, within the "Ram:"
                directory window
                ,
   double-click on the "Clipboards" directory.  Notice how the
   contents of the "Ram:"
                directory window
                 is replaced with the
   contents of "Ram:Clipboards".

   Now to demonstrate the <Lock> gadget.  Return to the "Ram:" window
   by selecting the
                parent gadget
                .  The contents of "Ram:" replaces
   the window's contents.  Select the
                directory window's
                 <Lock> gadget,
   and then double-click on the "Clipboards" directory.  Notice that
   MegaD opens a new
                directory window
                 rather than merely replacing
   the contents of the original window.


WARNING!!!
==========


It is easy to confuse the meaning of the <Lock> gadget.  DO NOT think
that the <Lock> gadget prevents MegaD from performing actions on items
in that window.  If, for example, you attempt to delete a file from
within a <Locked> directory, THAT FILE WILL BE DELETED!!!
```

See Also:

                    Directory Windows
                    discussion

                    Windows
                    /
                    # Windows Per Volume
                    menu item

                    Windows
                    /
                    Use Limits
                    menu item

1.48   MegaD v3.1 - by John L. Jones

                    Directory Contents Area:
========================

This area is the "meat & potatoes" of the directory window. You will
find a listing of all files and subdirectories within this area.
Beyond that, you can decide what and how to display information.

Display Configurability:
========================

At your discretion, MegaD can display the following:

  - Subdirectories and files contained within that directory must be
     displayed, however you can choose to list subdirectories first,
     list files first, or list items mixed. Refer to Megad's

             Display - Directory Listing Order
              preferences.

  - You can choose to display one or all of file size, date,
     protection bits, and comments. Additionally, you can choose
     any left-to-right order with which to these items are displayed.
     Refer to the Megad
             Show menu
              to specify which of these items
     are displayed within directory windows. Refer to

             Display - Directory Listing Order
              preferences to specify the
     left-to-right order of these items.

Single Clicking:
===============

Single clicking on an item within a directory window "selects" that
item. When an item is selected, it will be highlighted. The purpose

behind selecting items it to tell MegaD which items you want a task
performed on.

For instance, if you were to select MegaD's
                delete
                 command without
first selecting an item(s), MegaD wouldn't know what to delete! If
on the other hand, you first select a file, and then select the

                delete
                 command, MegaD knows which file you want to delete.

You select files and directories in the same manner...by single
clicking.

Window Size:
===========

MegaD allows you to choose one of three methods for determining the
size and location of newly opened directory windows:

    - If you choose the menu item
                Windows
                 /
                Use Overlap Locations
                ,
       MegaD will automatically size newly opened windows to the right
       size...just large enough to display all directories and files.

    - If you choose the menu item
                Windows
                 /
                Use Grid Locations
                     MegaD will open new directory windows to a predetermined ↩
                          grid
       size and location.

    - Using the menu item,
                Windows
                 /
                Set Snapshot
                 in conjunction
       with
                Menu Windows
                 /
                Use Snapshot
                , you can create your own grid.

Scrolling Through Directory Contents:
====================================

If you need to scroll through a directory window because it is
too small to all information, you can do so in one of three ways:

    - Use the standard scroll gadgets on the lower and right sides

of the directory window.

- Alternatively, you can use the right mouse button to scroll
  through a directory window. Size a directory window so that
  it doesn't display all of its information. Place the mouse
  within the bounds of the <directory contents area> and hold
  down the right mouse button. If you move the mouse around
  (holding the RMB down) you should see the display scroll.
  Using this method, you can scroll right and left, as well
  as up and down.

- While a Directory Window is active you may use the following
  key press to move within the window.

     ALT CURSOR or CURSOR, moves one line in direction.
     SHIFT CURSOR, moves one window width in direction.
     CONTROL CURSOR, move start or end of list or text.

See Also:
                    Directory Windows
                    discussion

                    Directory Listing Order
                    display preference

                    Menu Show
                    menu

1.49   MegaD v3.1 - by John L. Jones

                 MegaD has 7 different gadget types:
===================================

                 ARexx Gadgets

                 AutoBoots

                 Built In's

                 Device Gadgets

                 Gadget Sets

                 Menu Sets

                 User Gadgets
                You can assign gadgets from each of these types into any numeric

                 keypad gadget
                 . Additionally, you can assign gadgets of these types
to MegaD's

```
              Utilities menu
         , and can define hot keys which will
execute the commands defined by these gadgets.
```

```
See Also:
              Keypads
              preference window
```

1.50   MegaD v3.1 - by John L. Jones

```
              ARexx Gadgets:
=============

ARexx gadgets are one of MegaD's
              7 gadget types
              .

ARexx gadgets, when selected, will be executed as ARexx scripts.  The
bottom line is this...if you want to configure a MegaD gadget or menu
item such that it executes an ARexx script, you must first define that
ARexx script as an ARexx type (within the Keypads Preferences).
```

```
See Also:
              Keypads - ARexx
              preference window
```

1.51   MegaD v3.1 - by John L. Jones

```
              AutoBoots:
=========

AutoBoots are one of MegaD's
              7 gadget types
              .
```

```
   What is an autoboot:
   ===================

   Lets say that you own, and regularly use, a word processor named
   "excellence".  It would be real nice if merely double-clicking on a
   text file in a MegaD window would automatically run excellence, and
   load that file into it.  This type of "auto-loading" is what an
   autoboot allows.  For a discussion on how to create an autoboot,
   refer to the command
              ABoot Add
              .
```

Unlimited Applications!!
=======================

It is not limited to text files. To give you an idea of how helpful
autoboots can be, I'll list some of the applications I've created
autoboots for on my system:

    - Amigaguide: Automatically recognize AmigaGuide documents
                   (by the file extension ".guide").   When one of
                   these is double-clicked on, load it into
                   AmigaGuide.

    - Play Sound: Recognize any sound file (regardless of its file
                   name or file extension), and load it into my
                   favorite sound player when double-clicked.

                   NOTE: MegaD can recognize certain types of data
                         files (for instance 8SVX, ILBM, etc). It
                         will recognize these regardless of their
                         filenames, and as such, can create autoboots
                         based upon the data contained within rather
                         than by their file extensions.

    - LhArc: Recongnize LhArc archives (by the file extension
                   ".arc"). When one of these files is double-clicked
                   on, list the contents of the archive.

    - Program: Recognize any file with a ".c" extension as C
                   source code. Automatically load that file into
                   my SAS text editor.

    - LhA: Recognize any file with a ".lha" extension as an
                   LhA archive. When double-clicked upon, list the
                   contents of that archive.

    - View IFF: Recognize any IFF (ILBM) picture file, and auto-
                   matically load that picture into my favorite IFF
                   viewing program (Monstra).

    - PPage: Recognize any Professional Page data file (by the
                   contents of the file - and not the filename).
                   When double-clicked upon, automatically run
                   Professional Page, loading that file.

How does MegaD know which data file belongs to which autoboot?
===

When you create an autoboot, MegaD uses a number of methods to
match data files to program files.

- It will read all of the data files, looking for similar data.
  If found, then MegaD assumes that any other file matching this
  type of data belongs to this autoboot.

  An example of this occurs within IFF ILBM (picture) files.

Every ILBM will contain the data "ILBM" at a certain location
within the file. As MegaD creates the autoboot for displaying
a picture, it will recognize that all files happen to have this
in common and will use this as the autoboot "recognition method".

 - If MegaD can't find similar data within the file, it will look
   at file extensions. For instance, you could create an autoboot
   in which all files with the ".guide" extension would autoboot
   amigaguide.

 - If MegaD can't find either of these, it will inform you that
   it can't find anything in common between the sample data files
   you provided, and will not create the autoboot.

See Also:
                    Keypads - AutoBoots
                    preference window

                    Clr ABoot
                    built-in command

                    Sel ABoot
                    built-in command

                    ABoot Add
                    built-in command

                    ABoot Edit
                    built-in command

                    Options
                    /
                    Activate AutoBoot
                    menu item

1.52   MegaD v3.1 - by John L. Jones

                    Built In's:
==========

Built In gadgets are one of MegaD's
                    7 gadget types
                          .

MegaD comes with quite a comprehensive set of built in commands.
These commands range from copying, moving and deleting files, to
creating a database of the files on your harddisk.

To view a list of all of MegaD's built in commands, refer to

                    Built-In Commands
                          .

See Also:
                        Built-In Commands
                        table of contents

                        Keypads - Built In's
                        preference window

1.53 MegaD v3.1 - by John L. Jones

                        Device Gadgets:
===============

Device gadgets are one of MegaD's
                7 gadget types
                        .

Device gadgets simply represent any logical or physical device
on your system. The purpose behind device gadgets is to provide
a convenient way to open a directory window for any directory.

You can create a device gadget for any directory. For instance,
lets say that you frequently need to access files in the following
directory:

    Work:MyStuff/Hobbies/Sports/Golf

It would be a pain to have to work you way through all these
directories just to reach the <Golf> subdirectory. Why not
create a device gadget which represents that entire path. This
way, clicking on that device gadget will automatically open the
<Golf> subdirectory window.

Refer to MegaD's
                Menus & Devices
                 preference section to define
device gadgets. Refer to MegaD's
                Keypads
                 preferences to assign
a device to a
                numeric keypad
                 gadget.

See Also:
                Keypads - Dev Gadgets
                preference window

                Device & Command Gadgets
                discussion

                Menus & Devices
                preference window

```
              Device Name
              string gadget
```

1.54 MegaD v3.1 - by John L. Jones

```
            Gadget Sets:
===========
```

Gadget sets are one of MegaD's
              7 gadget types
              .

```
   What is a gadget set?
   =====================
```

   Gadget sets are different from the other gadget types in that
   they don't represent actual commands. A gadget set is literally
   that ... a "set of gadgets".

   Confused yet? Well you should already know that MegaD provides
   4 banks of
              numeric keypad
               gadgets (the regular bank, ctrl bank,
   shift bank, and alt bank). Think of each of those 4 banks as
   a separate gadget set. Each is nothing more than a set of 18
   gadgets.

```
   Flexibility:
   ===========
```

   The
              numeric keypad
               gadgets, while similar to gadget sets, are
   also quite different.

   The main difference, is you can design gadget sets to your own
   liking. You might want a gadget set which contains 4 rows of 6
   gadgets, and you might want to place that "smack dab" in the
   center of your screen:

```
        ------ ------ ------ ------ ------ ------
       |      |      |      |      |      |      |
        ------ ------ ------ ------ ------ ------
       |      |      |      |      |      |      |
        ------ ------ ------ ------ ------ ------
       |      |      |      |      |      |      |
        ------ ------ ------ ------ ------ ------
       |      |      |      |      |      |      |
        ------ ------ ------ ------ ------ ------
```

   You might want to create a gadget set which has only 1 row of

3 gadgets. You may want these gadgets to be fairly wide and
fairly high, and finally, you might want this gadget set
placed in the lower portion of your screen:

```
       ---------------- ---------------- ----------------
      |                |                |                |
      |                |                |                |
      |                |                |                |
       ---------------- ---------------- ----------------
```

You can design gadget sets HOWEVER YOU LIKE. You can assign
other gadgets into the gadget sets, just as you can assign
gadgets to the
              numeric keypad
              . In short, anything you can
do with a
              numeric keypad
               gadget, you can also do with a gadget
set.

At your convenience:
====================

When you create a gadget set, you will define when that set
of gadgets will appear on your screen. It might clutter your
screen if the gadget set were constantly visible. As a result,
you might want to assign that gadget set to a hot key, or to
the
              numeric keypad
              .

You will also be able to specify whether or not selecting a gadget
within a gadget set automatically closes the gadget set window.

In short, MegaD gadget sets are flexible enough to be a convenience,
rather than a hinderance.

Examples:
========

I generally create a gadget set when I have a group of related
commands. For instance:

(1) When using my word processor, I want gadgets which (a) run
    the word processor, and (b) give me access to 3 separate
    directories.

    I created a gadget set which contains 4 gadgets. The first
    gadget contains a
              User Gadget
               which merely runs my word
    processor. The 2nd through 4th gadgets contain
              Device Gadgets
                       which open directory windows associated with my word ←
                           processor.

I assigned a hot key to pop up this gadget set. I have
decided that the gadget set should remain open until I
manually closed it.

(2) I have two printers, and use a switch box to specify which
printer recieves output. A problem though is that I need
to change my system's printer prefs depending upon which
printer I'm using.

I created a gadget set containing 2 gadgets. The first one
calls an ARexx script which sets my printer prefs to an
HP PaintJet. The second gadget calls an ARexx script which
sets my prefs to an Okidata printer.

I have configured MegaD so that a
        numeric keypad
         gadget will
pop up this gadget set. I have chosen that the gadget set
should automatically disappear after I have selected one of
the two printers.

To create gadget sets, use MegaD's
        Keypads
         preferences.
This will ultimately take you to the
        gadget set definition window
         .

See Also:
        Keypads - Gadget Sets
        preference window

        Gadget Set
        definition window

1.55 MegaD v3.1 - by John L. Jones

        Menu Sets:
=========

Menu sets are one of MegaD's
        7 gadget types
         .

MegaD allows you to define items in its
        utilities menu
         . You do so
via MegaD's
        Menus & Devices
         preferences. Any menu item defined in

this preference area is considered a part of a menu set.

After having defined a menu set (via the
                Menus & Devices
                 preferences),
you can assign the same menu item to a
                numeric keypad
                via MegaD's Menu Sets section of the
                Keypads
                 preferences.

See Also:
                Keypads - Menu Sets
                preference window

                Menu Utilities
                menu

                Menu Utilities
                /
                User Menu Items 1-5
                menu items

1.56 MegaD v3.1 - by John L. Jones

                User Gadgets:
============

Menu sets are one of MegaD's
                7 gadget types
                .

User Gadgets are any gadget defined by the user. This is a rather
vague statement, because the rules are rather vague.

Generally, I define a user gadget when that gadget doesn't fit into any
of the other 7 gadget types. Why do I do this? The only reason to
define a gadget is if you are going to link it into a
                numeric keypad
                ,

                gadget set
                ,
                menu
                 or hotkey.

Well, you can link
                ARexx gadgets
                ,
                AutoBoots
                ,
                Built In gadgets
                ,

```
                  Device Gadgets
                   and
                  Menu Sets
                   into all of these.   So if you create a
gadget using one of these methods, then there's no need to duplicate
it as a User Gadget.  On the other hand, if you need to create a
gadget, and it doesn't fit any of the other categories, then create
it as a User Gadget.
```

```
See Also:
                  Keypads - User Gadgets
                  preference window
```

1.57   MegaD v3.1 - by John L. Jones

```
                  Built-In Commands:
==================
```

```
                  ABoot Add

                  Label Times

                  Set Misc...

                  ABoot Edit

                  Move

                  Set Preferences

                  Clear All

                  Move As

                  Set Print...

                  Close Windows

                  Open Windows

                  Set Protect

                  Clr ABoot

                  Open...

                  Set Screen...

                  Clr Dir

                  Output File
```

TX Close

Clr Files

Output Prt

TX Close All

Clr Pattern

Print Spooler

TX Find

Clr Src

Prt Text

TX Hex

ClrSrcDir

Quit

TX PrintAll

ClrSrcFile

Relabel

TX PrintWindow

Copy

Rename

TX RepeatFind

Copy As

Reset All

TX ScrollDown

Copy/Format

Save As...

TX ScrollUp

Create Dir

Save Preferences

TX SideToSide

Delete

Search Text

TX TopBottom

DirCloseWindows

Sel ABoot

Update Dir

DirOpenWindows

Sel Dir

View Icon

Duplicate

Sel File

View Text

Export File

Sel Pattern

VolPerScr

File Comment

Sel Src

Filters +

Select All

Filters −

SelSrcDir

Find

SelSrcFile

Free Volumes

Set Color...

Go Deep

Set Default...

Iconify

Set Display...

```
                        Lab. Modify

                        Set Export

                        Label

                        Set Keypad...

                        Label Align

                        Set MenuDev...
                   See Also:    -
```

1.58   MegaD v3.1 - by John L. Jones

```
                   'ABoot Add' command:
===================
```

For a complete discussion of what an autoboot is, and what it can
allow, refer to
                   AutoBoots
                   .

Creating an autoboot:
===================

   MegaD certainly can't know what files should run what programs. You
   must teach MegaD this. To do so, select AT LEAST two data files,
   AND one program file (for instance, at least two text files, and
   excellence). Then select the <ABoot Add> gadget.

   A very powerfully requestor called the
               Program Control Window
                   appears. After completing the
               program control window
                   , a requester
   similar to the following will appear:

          | This auto boot has been added |
To keep, use Save Preferences
	Continue	

   Select the
               Save Preferences
                   gadget so that the autoboot will exist
   the next time you run MegaD.

```
IMPORTANT:
=========


   All autoboots are disabled unless the
                 Options
                  /
                 Activate AutoBoot
                    menu item is selected



Common Questions:
================


(1) How does MegaD know which data file belongs to which autoboot?

    When you create an autoboot, MegaD uses a number of methods to
    match data files to program files.

    - It will read all of the data files, looking for similar data.
      If found, then MegaD assumes that any other file matching this
      type of data belongs to this autoboot.

      An example of this occurs within IFF ILBM (picture) files.
      Every ILBM will contain the data "ILBM" at a certain location
      within the file.  As MegaD creates the autoboot for displaying
      a picture, it will recognize that all files happen to have this
      in common and will use this as the autoboot "recognition method".

    - If MegaD can't find similar data within the file, it will look
      at file extensions.  For instance, you could create an autoboot
      in which all files with the ".guide" extension would autoboot
      amigaguide.

    - If MegaD can't find either of these, it will inform you that
      it can't find anything in common between the sample data files
      you provided, and will not create the autoboot.

(2) How many files should I select when creating an autoboot?

    As was stated above, you must select AT LEAST 2 data files AND
    one program file.  The more data files you select, the better
    the chances that MegaD will find what TRULY separates these
    data files from other data files.  For instance, all sound
    files will have 8SVX as data in the beginning of the file.
    MegaD would use this as a criteria for autobooting sound files
    into a sound playing program.

    You MUST also select 1 program file.  The program file you select
    will be the program that MegaD will boot whenever a similar data
    file is double-clicked upon.

(3) Do I have to deselect ".info" files when creating an autoboot?

    No.  As you select data/program files during the creation of an
    autoboot, MegaD automatically selects ".info" files also.  Don't
    worry about this.  When MegaD searches for file similarities, it
    will automatically disregard any ".info" file.
```

```
(4) How do you execute an autoboot?

    - After having created an autoboot, ensure that the menu item

                Options
                 /
                Activate AutoBoot
                 is selected.

    - Then double-click on a data file fitting the description of
      the autoboot.  MegaD will run the associated program, loading
      that particular data file.


See Also:
                AutoBoots
                discussion

                ABoot Edit
                built-in command

                Clr ABoot
                built-in command

                Sel ABoot
                built-in command

                Options
                /
                Activate AutoBoot
                menu item
```

1.59   MegaD v3.1 - by John L. Jones

```
                'ABoot Edit' command:
====================

Selecting <ABoot Edit>, merely opens the preferences window for
your
                autoboots
                .  It is simply a shortcut to open this preference
window.


See Also:
                AutoBoots
                discussion

                ABoot Add
                built-in command

                Clr ABoot
                built-in command
```

```
                    Sel ABoot
                    built-in command

                    Options
                    /
                    Activate AutoBoot
                    menu item
```

1.60   MegaD v3.1 - by John L. Jones

```
                    'Clear All' command:
===================

When selected <Clear All> will "deselect" all currently selected
items within open
                    directory windows
                    .


See Also:
                    Clr Aboot
                    built-in command

                    Clr Dir
                    built-in command

                    Clr Files
                    built-in command

                    Clr Pattern
                    built-in command

                    Clr Src
                    built-in command

                    ClrSrcDir
                    built-in command

                    ClrSrcFile
                    built-in command
```

1.61   MegaD v3.1 - by John L. Jones

```
                    'Close Windows' command:
=======================

This command Closes all currently open
                    directory windows
                     without
```

                              unbufferring
                               their contents.

See Also:
                    DirCloseWindows
                    built-in command

                    Windows
                    /
                    Close Windows
                    menu item

1.62   MegaD v3.1 - by John L. Jones

                    'Clr ABoot' command:
===================

Clear Items in open
                    directory windows
                     by use of the
                    autoboot
                    parameters. This command is very disk intensive.

This command was a mystery to me for a while, so I'll attempt to
explain it using an example. Lets say that you happened to create two

                    autoboots
                     – one that displays IFF files, and another that plays sound
files. Lets further say that you have a particular directory which
contains many IFF files AND many sound files.   You decide one day that
you'd like to separate these files into two distinct directories. But
you have a problem. It's going to take a while figuring out which
files are IFF and which are sound. Here's where <Clr ABoot> (or for
that matter
                    Sel ABoot
) can help you.

To use <Clr ABoot> in this case, drag select every file in the
directory. Then select the <Clr ABoot> gadget. MegaD opens a window
containing an entry for every
                    autoboot
                     you've created. Select the
autoboot corresponding to your IFF viewer, and then close that window.
MegaD will "unselect" all files which match that IFF autoboot, leaving
the remaining sound files selected.

See Also:
                    Clear All
                    built-in command

                    Clr Dir

```
                    built-in command

              Clr Files
              built-in command

              Clr Pattern
              built-in command

              Clr Src
              built-in command

              ClrSrcDir
              built-in command

              ClrSrcFile
              built-in command


              AutoBoots
              discussion

              Sel ABoot
              built-in command

              ABoot Add
              built-in command

              ABoot Edit
              built-in command

              Options
              /
              Activate AutoBoot
              menu item
```

1.63   MegaD v3.1 - by John L. Jones

```
              'Clr Dir' command:
=================

When selected <Clr Dir> will "deselect" all currently selected
directories inside any open
              directory window
              .

<Clr Dir> will not deselect any files.


See Also:
              Clear All
              built-in command

              Clr Aboot
```

```
                        built-in command

                        Clr Files
                        built-in command

                        Clr Pattern
                        built-in command

                        Clr Src
                        built-in command

                        ClrSrcDir
                        built-in command

                        ClrSrcFile
                        built-in command
```

1.64   MegaD v3.1 - by John L. Jones

```
                        'Clr Files' command:
===================

When selected <Clr Files> will "deselect" all currently selected
directories inside any open
                directory window
                        .

<Clr Files> will not deselect any directories.


See Also:
                        Clear All
                        built-in command

                        Clr Aboot
                        built-in command

                        Clr Dir
                        built-in command

                        Clr Pattern
                        built-in command

                        Clr Src
                        built-in command

                        ClrSrcDir
                        built-in command

                        ClrSrcFile
                        built-in command
```

1.65   MegaD v3.1 - by John L. Jones

```
                    'Clr Pattern' command:
=====================
```

Unselects file/directory items from all currently open directorys
by use of an AmigaDOS pattern match.

When you select the <Clr Pattern> command, MegaD opens the

                  pattern match window
                  . Enter the pattern match for items you want
"deselected" from all open
                  directory windows
                  .

After completing the
                  pattern match window
                  , and selecting its <Use>
gadget, all matching directories and files in any open

                  directory window
                   will be deselected.

```
  Name/Size/Date/Protect Cycle Gadget:
  ===================================
  Allows you to select whether you want to match based upon the
  file or directory's name, size (in bytes), date created, or
  protection bits set.

  Clr Pattern String Gadget:
  =========================
  Enter the pattern that you are attempting to match.  Use the
  standard AmigaDOS pattern matching conventions.  The MegaD
```

                  Pattern Match Window
                   lists an abbreviated version of these
pattern matching commands for your reference, however, to
fully understand AmigaDOS pattern matching conventions, refer
to your AmigaDOS manual.

```
  In/Out Cycle Gadget:
  ===================
  This gadget can be a bit confusing.  To explain it's function,
  I'll provide a simple example.  Lets say that you want to isolate
  all ".info" files in a directory from the other files in that
  directory.  You would first select all files and directories
  within the desired directory window.  You could then set up the
  window as follows:

    Name     #?.info    In     Activate

  After selecting the <Use> gadget, all files ending in ".info"
  would be unselected, and all other files would remain selected.

  Now lets look at the "Out" option.  If you set up the window as
```

```
    follows:

       Name      #?.info      Out      Activate

    After selecting the <Use> gadget, all files ending in ".info"
    would remain selected, and all other files would be unselected.
    The exact opposite!

    Activate Gadget:
    ===============
    The
                 Pattern Match Window
                  contains five allowable entries, however,
    only those entries whose <Activate> gadget has been selected, will
    be matched.  In other words, without an entry's <Activate> gadget
    selected, that pattern will not be searched for.

    This feature allows you to save a few commonly searched for
    patterns with out selecting them each time you perform a pattern
    match.



See Also:
                 Clear All
                 built-in command

                 Clr Aboot
                 built-in command

                 Clr Dir
                 built-in command

                 Clr Files
                 built-in command

                 Clr Src
                 built-in command

                 ClrSrcDir
                 built-in command

                 ClrSrcFile
                 built-in command
```

1.66   MegaD v3.1 - by John L. Jones

```
                 'Clr Src' command:
=================

When selected <Clr Src> will "deselect" all currently selected
files and directories inside any source
                 directory windows
                 .
```

```
<Clr Src> will not deselect any files or directories inside

                    DEST
                     windows.


See Also:
                    Clear All
                    built-in command

                    Clr Aboot
                    built-in command

                    Clr Dir
                    built-in command

                    Clr Files
                    built-in command

                    Clr Pattern
                    built-in command

                    ClrSrcDir
                    built-in command

                    ClrSrcFile
                    built-in command
```

1.67   MegaD v3.1 - by John L. Jones

```
                    'ClrSrcDir' command:
===================

When selected <ClrSrcDir> will "deselect" all currently selected
directories inside any source
                    directory windows
                     .

<ClrSrcDir> will not deselect any files.  Additionally, it will
not deselect any directories inside
                    DEST
                     windows.


See Also:
                    Clear All
                    built-in command

                    Clr Aboot
                    built-in command

                    Clr Dir
                    built-in command
```

```
                    Clr Files
                    built-in command

                    Clr Pattern
                    built-in command

                    Clr Src
                    built-in command

                    ClrSrcFile
                    built-in command
```

1.68   MegaD v3.1 - by John L. Jones

```
                    'ClrSrcFile' command:
====================

When selected <ClrSrcFile> will "deselect" all currently selected
files inside any source
                    directory windows
                        .

<ClrSrcFile> will not deselect any directories.  Additionally, it
will not deselect any directories inside
                    DEST
                     windows.

See Also:
                    Clear All
                    built-in command

                    Clr Aboot
                    built-in command

                    Clr Dir
                    built-in command

                    Clr Files
                    built-in command

                    Clr Pattern
                    built-in command

                    Clr Src
                    built-in command

                    ClrSrcDir
                    built-in command
```

1.69   MegaD v3.1 - by John L. Jones

```
                          'Copy' command:
===============


This command will copy selected files and/or directories into all
DEST directory window(s).

When you select the Copy gadget, MegaD will check to see if the
selected directory(s)/file(s) will fit onto the destination disk.
If not, MegaD will inform you that insufficient space is available
on the destination disk.

If you have selected the
                  warn before copy default preference
                  , then
MegaD will query you immediately before commencing the copy
operation.



See Also:
                  Copy As
                  built-in command

                  Move
                  built-in command

                  Move As
                  built-in command
```

1.70   MegaD v3.1 - by John L. Jones

```
                          'Copy As' command:
==================

      This command will copy selected files and/or directories into the
destination directory window(s), and will allow you the opportunity to
change each directory/file name as it is copied.  The destination
window(s) will all have the DEST gadget selected.

      NOTE: When you change a file or directory's name during a Copy As
operation, the original file/directory name will remain unchanged.
Only the new file/directory will receive a new name.  For example, lets
say that you want to copy "Work:oldfile" to "Ram:", and that you want
to change it's filename to "newfile".  You would select the file
"Work:oldfile", and ensure that "Ram:" is the the DEST directory.  Then
select the Copy As command.  First off, a requester queries whether or
not you want to copy 1 file into 1 destination.  When you answer <Yes>
to this requester, a second requester asks you for the new filename, so
enter "newfile".  After the copy operation is complete, you will have
the following files:

    Work:oldfile  -and-  Ram:newfile

    When you select the Copy As gadget, MegaD will check to see if the
```

selected directory(s)/file(s) will fit onto the destination disk. If
not, MegaD will inform you that insufficient space is available on the
destination disk.

See Also:
                Copy
                built-in command

                Move
                built-in command

                Move As
                built-in command

1.71   MegaD v3.1 - by John L. Jones

                'Copy/Format' command &
                Menu Utilities
                / 'Copy-Format' menu item:
==

This gadget is designed for copying or formatting an entire disk.
When selected, MegaD will execute a program designed for this
purpose. MegaD comes with its own default disk copying/formatting
program (called MDdisk).

One nice feature, however, is you can configure this gadget so that
it calls whatever disk copy/format program you prefer. For example,
if you're a fan of Sebastiano Vigna, you could configure MegaD to
run "Super Duper" (a different copy/format program) whenever the
<Copy/Format> gadget is selected. Here's how you would configure
MegaD in this case:

Use MegaD's
                Miscellaneous Preferences Window
                 to configure MegaD for
another copy/format program.

See also:
                Copy/Format
                miscellaneous preferences

1.72   MegaD v3.1 - by John L. Jones

                'Create Dir' command:
====================

This will create a new sub-directory in the

```
            DEST
             window(s).  When
selected, MegaD will open a requester asking for the name of the
new sub-directory.
```

See Also: -

1.73   MegaD v3.1 - by John L. Jones

```
            'Delete' command:
================

The <delete> command is a powerful, yet dangerous command.  When
selected, MegaD will delete all files and directories marked in
ALL
            directory windows
            .

I want to stress this point.  EVERY file and directory selected,
in ANY open
            directory window
             (regardless of whether or not that
window is a
            DEST
            ), will be deleted... forever... and ever.
```

Now it's not quite as dangerous as it sounds. Before anything
is deleted, MegaD will give you one last chance to prevent an
error. MegaD will open a requester similar to the following:

```
   ------------------------------------
   |      2 File/s marked for delete      |
   |  1 Directory/ies marked for delete   |
   |              Continue                |
   |   -------                 ------   |
   | | Yes |                 | No | |
   |   -------                 ------   |
   ------------------------------------
```

If you happen to have files/directories selected in more than one

```
            directory window
            , MegaD will open an unmistakable requester
similar to the following (instead of the first requester):
```

```
   -----------------------------------------------
   |           2 File/s marked for delete           |
   |       1 Directory/ies marked for delete        |
   | <<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>> |
   |    <<< In 2 different directory windows >>>    |
   | <<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>> |
   |                 Continue                 |
   |   -------                     ------   |
```

```
    |  |  Yes  |                              |  No  |  |
    |   -------                               ------   |
     -------------------------------------------------
```

Once a file is deleted there is little chance to retrieve it using
conventional methods!

One last warning. WATCH OUT!!!!!!!!!!!!!!!!!!!!! Delete works on
all open directory windows NOT JUST DESTINATION windows.

See Also: -

1.74   MegaD v3.1 - by John L. Jones

                    'DirCloseWindows' command:
=========================

When selected, this gadget will close all selected
                directory windows
                .
There are three different ways in which you can select a window to
close when using this command.

   1. Select an open
                directory window
                 in the
                Volumes in Memory
                 cycle
      gadget, and then select the <DirCloseWindows> gadget.

   2. Select an open
                directory window
                 in the
                Devices, Assigns and Drives
                     cycle gadget, and then select the <DirCloseWindows> gadget.

   3. Select a directory (whose window is already open) in that window's
      parent directory, and then select the <DirCloseWindows> gadget.
      Now this sounds a bit confusing, so lets demonstrate how this could
      be done.

      Open a
                directory window
                 for "Ram:". Select the
                LOCK gadget
                 in the
      "Ram:" window. Inside the "Ram:" directory, you should find a
      sub-directory called "env". Open that directory. At this point
      you should have two
                directory windows
                 open..."Ram:" and "Ram:env".
      Now, within the "Ram:" window, single-click on the "env" directory
      item (so that it is selected). We're almost done...Click on the

```
        <DirCloseWindows> gadget.  Notice that the "Ram:env" window closes.
```

```
See Also:
                Close Windows
                built-in command

                Windows
                /
                Close Windows
                menu item
```

1.75   MegaD v3.1 - by John L. Jones

```
                'DirOpenWindows' command:
========================

When selected, this gadget will open all selected
                directory windows
                .
There are three different ways in which you can select a window to
open when using this command.

1. Select an previously opened volume in the
                list area
                 below the

                Volumes in Memory
                 cycle gadget, and then select the
   <DirOpenWindows> gadget.

2. Select an in the
                list area
                 below the
                Devices, Assigns and Drives
                   cycle gadget, and then select the <DirOpenWindows> gadget.

3. Select a sub-directory inside an already open
                directory window
                ,
   and then select the <DirOpenWindows> gadget.


See Also:
                Open Windows
                built-in command

                Windows
                /
                Open Windows
                menu item
```

1.76   MegaD v3.1 - by John L. Jones

```
'Duplicate' command:
====================
```

This command will create an identical copy of all selected file(s)
and directory(s). When you select , MegaD will ask you
to supply a new file/directory name, and will then create a duplicate
file/directory with that new name.

See Also: -

1.77   MegaD v3.1 - by John L. Jones

```
                'Export File' command  &
                 Menu Output
                 / DataBase Export File:
================================================================
```

Creates a database export file for use with you favorite database.

MegaD has the ability to create a data file (compatible with a database)
from selected files and directories. This database would be one that
would allow you to keep track of your many disks, and of the programs
which are stored on those disks. This text can not possibly teach you
how to use or control a database. But if you are familiar with databases
and know the difference between a record and a field, you will feel
right at home with this part of MegaD. If you do not have a database,
this command will be of little value to you, and you may want to spare
yourself the anguish of reading this section.


```
    Setting Up Export:
    ==================
    Before <Export File> will work, you must set the attributes for the
    export function.  To do so, first determine the directory into which
    you'd like the export file written, and make that the
                DEST
                 directory.
    A good directory for this is the same directory that you would place
    the data files for the database.  Once you've opened this directory
    window and selected its
                DEST
                 gadget, select the menu item

                Output / Setup Export...
                , or the built-in command
                Set Export
                .
```

The "Set Export" window will open. This window lets you set what file
attributes you wish to include in your database export file.

Creating the Database:
=====================
Once, you've set up the
             Set Export
              window to your liking, click on the
<Use> gadget.   Select the files/directories which you would like exported,
and select the <Export File> command or the menu item <Output / DataBase
Export File>. Below are the results of a sample export in which only two
files were selected, and for which all 9 file attributes were selected
(in the
             Set Export
              window).

   DP4,Work:,Work:DPaint,FILE,06-29-92 18:02:37,379732,752,---arwed,,
   DP4.info,Work:,Work:DPaint,FILE,05-25-93 07:49:02,1630,4,----rw-d,,

As you can see, commas separate each file attribute, and there is a
return at the end of each line signifying a new record. The format,
while not too aesthetically pleasing, is easily digested by a good
database program.

Empty Fields:
============
Notice the two commas at the end of each line. If each file had contained
a file comment, then MegaD would have placed them between these commas.

Exporting volumes/directories:
=============================
MegaD will export all of the information found in selected volumes and
directories. To send all of the information found in a volume, select
the appropriate volume from the
             list area
              below the
             Volumes In Memory
                cycle gadget. Then select the <Export File>
             built-in command
              or the
<Output / DataBase Export File> menu item.

To send all of the information found in a directory, select appropriate
directory from within a
             directory window
             . Then select the <Export File>

             built-in command
             , or the <Output / DataBase Export File> menu item).

Practice:
========
I suggest that you create an export file a few times. Each time load
the newly created export file into a text window so that you can see how
it works. After you're sure that it is exporting the kind of information
you want, you may start creating a database of all of your files and
programs.

See Also:

```
                    Set Export
                    built-in command

                    Export Directories & Files
                    set export window item

                    Field & Record Separators
                    set export window item

                    File Attribute Fields
                    set export window item

                    Filename for Path
                    set export window item

                    Overwrite Or Append Old File
                    set export window item
```

1.78   MegaD v3.1 - by John L. Jones

```
                    'File Comment' command:
======================
```

AmigaDOS allows the user to attach a comment to each file and
directory, as a brief reminder of the contents of that file or
directory. The MegaD <File Comment> command is used to alter
these attached comments. Merely select the file or directory
whose comment you'd like to alter, and then select the <File
Comment> gadget. MegaD will open a requester similar to the
following:

```
    -------------------------------------------------
   |                Source Directory                 |
   |                    Work:                        |
   |                Source Filename                  |
   |                   DPaintIV                      |
   |              Destination Directory              |
   |                    Work:                        |
   |                                                 |
   |              Enter comment to add               |
   |                 to this file                    |
   |                                                 |
   |    ------------------------------------------   |
   |   |                                         |   |
   |    ------------------------------------------   |
   |                                                 |
   |   -----   -----   -------   ------   --------   |
   |  | Use | | All | | Rcrsv | | Skip | | Cancel | |
   |   -----   -----   -------   ------   --------   |
    -------------------------------------------------
```

Enter the new comment into the string gadget, and select either
<Use>, <All> or <Rcrsv>.

Use:
===
When selected, the <Use> gadget will attach the new file comment
to only the file specified in the requester.

Lets say that you want to alter the file comments for 3 files.
Lets further say that you want each file to contain a separte
file comment. Select all 3 files, and then select the <File
Comment> gadget. When the "File Comment" requester appears,
enter the new comment for the first file, and select <Use>.
MegaD will attach the new comment to only that first file, and
will re-open the requester for the second file. Accomplish the
same steps for the second and third files.

All:
===
When selected, the <All> gadget will attach the specified file
comment to ALL selected files. It will not, however, recursively
add comments to files within a directory. Lets look at an example.

Lets say that you want to add the exact same file comment to two
separate files and to one directory. For this example, lets say
that you selected "DirA", "File1" and "File2".

```
Work:
 DirA           <-- selected
   DirAA
     FileAA1
   FileA1
   FileA2
 DirB
   FileB1
   FileB2
 File1          <-- selected
 File2          <-- selected
```

Now lets say that you select the <File Comment> gadget. MegaD
opens the "File Comment" requester, you enter the comment
"New Comment!", and finally select the <All> gadget. The
following files will have recieved the following comments:

```
Work:
 DirA           /* New Comment! */
   DirAA
     FileAA1
   FileA1
   FileA2
 DirB
   FileB1
   FileB2
 File1          /* New Comment! */
 File2          /* New Comment! */
```

Rcrsv:
=====
When selected, the <Rcrsv> gadget will "recursively" add the same
file comment to all files in all of the selected directories and

```
sub-directories.  Here's an example.

Lets say that you have the following directory, in which you've
selected only the "DirA" directory.

Work:
 DirA            <-- selected
   DirAA
     FileAA1
   FileA1
   FileA2
 DirB
   FileB1
   FileB2
 File1
 File2


Now lets say that you select the <File Comment> gadget.  MegaD opens
the "File Comment" requester, you enter the comment "New Comment!",
and finally select the <Rcrsv> gadget.  The following files will
have recieved the following comments:

Work:
 DirA            /* New Comment! */
   DirAA        /* New Comment! */
     FileAA1 /* New Comment! */
   FileA1       /* New Comment! */
   FileA2       /* New Comment! */
 DirB
   FileB1
   FileB2
 File1
 File2


Skip:
====
The <Skip> gadget allows you to refrain from attaching a file comment
to a particular file, without aborting the entire "File Comment"
process.

Lets say that you select 2 files, and then select the <File Comment>
gadget.  The moment the "File Comment" requester appears, you realize
that you didn't intend to comment the 1st file, but that you still
want to comment the 2nd.  Merely select the <Skip> gadget for the 1st
file.  MegaD will NOT alter its comment. Rather, MegaD will skip ahead
to the 2nd file, allowing you the opportunity to alter its comment.

Cancel:
======
The <Cancel> gadget allows you to abort the remainder of the file
commenting process.  Realize that selecting the <Cancel> gadget will
not "undo" any file comment that has already been altered.


Miscellaneous Notes:
===================
The maximum length for any comment is 79 characters.  Do not worry that
```

you are wasting memory by commenting your files and directories, as
AmigaDOS reserves the space, regardless of whether or not you use it.

As a sidelight, MegaD provides you an easy way to determine whether or
not a file/dir contains a comment. When viewing a MegaD directory
window, any file/dir already containing a comment will be followed by
an asterisk (*).

See Also:
                    Menu Show
                    /
                    Comment
                    menu item

1.79 MegaD v3.1 - by John L. Jones

                    'Filters +' command &
                    Menu Options
                    / 'Filter Directory' menu item:
===

Hides file/directory items by use of a pattern match.

Lets say that you want to hide all files in a directory that
end in <.info>. Selecting the <Filter +> gadget would open
the
                    Pattern Match Window
                    . You would fill out the window,
using <#?.info> as the pattern string.

   Name/Size/Date/Protect Cycle Gadget:
   ===================================
   Allows you to select whether you want to match based upon
   the file/directory's name, size (in bytes), date created,
   or protection bits set. For our current example, you would
   select <Name>.

   Filter + String Gadget:
   ======================
   Enter the pattern that you are attempting to match. Use
   the standard AmigaDOS pattern matching conventions. The
   MegaD
                    Filter + Window
                     lists an abbreviated version of
   these pattern matching commands for your reference, however,
   to fully understand AmigaDOS pattern matching conventions,
   refer to your AmigaDOS manual. For our current example,
   you would enter <#?.info>.

   In/Out Cycle Gadget:
   ===================
   This gadget can be a bit confusing. To explain it's function,
   I'll provide a continue with our .info example. You would set

up the window as follows:

    Name   #?.info   In   Activate

After selecting the <Use> gadget, all files ending in ".info"
would still be visible, but all other files would not be seen.
This is not to say that the other files have been deleted, rather
that they are not currently listed in the
            directory window
             .

Now lets look at the "Out" option. If you set up the window
as follows:

    Name   #?.info   Out   Activate

After selecting the <Use> gadget, all files ending in ".info"
would no longer be listed in the directory window, while all
other files would still be visible. The exact opposite!

Activate Gadget:
===============
The "Filter +" window contains five allowable entries, however,
only those entries whose <Activate> gadget has been selected,
will be matched. In other words, without an entry's <Activate>
gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for
patterns with out selecting them each time you perform a
pattern match.

Remove gadget:
=============
This gadget, if selected, will remove any filter matching the
<Active> patterns.

Set to all directories gadget:
=============================
Unless you select <Set to all directories>, filters normally
work only on the
            DEST
             window. When selected, MegaD creates
a global filter which will be used in ALL directory windows.

See Also:
                Filters –
                built-in command

                Options
                /
                Remove All Filters
                menu item

1.80   MegaD v3.1 - by John L. Jones

```
                'Filters -' command  &
                 Menu Options
                 / 'Remove All Filters' menu item:
========================================================================
```

Removes all filters which have been set with the
```
                Filters +
                command.  Refer to
                Filters +
                 for a more thorough discussion
```
of filters.

See Also:
```
                Filters +
                built-in command

                Options
                /
                Filter Directory
                menu item
```


1.81   MegaD v3.1 - by John L. Jones

```
                'Find' command:
==============
```

<Find> will search through whole volumes or selected directories for
a specified file or directory.

You may know the name, or partial name, of a file that you want, but
you can't seem to locate it. <Find> will
```
                Go Deep
                 into the volume
```
or directory until the file is located, or until the end of the search
area is reached.

Find utilizes the standard AmigaDOS pattern matching characters to enable
you to find a file, while specifying merely a portion of a filename.
It does this through the
```
                Pattern Match Window
                 . Fill out this window as
```
follows:

```
   Name/Size/Date/Protect Cycle Gadget:
   ==================================
   Allows you to select whether you want to match based upon the file or
   directory's name, size (in bytes), date created, or protection bits set.

   Find String Gadget:
   ==================
```

Enter the pattern that you are attempting to match. Use the standard
AmigaDOS pattern matching conventions. The MegaD
               Find window
                lists
an abbreviated version of these pattern matching commands for your
reference, however, to fully understand Amiga OS pattern matching
conventions, refer to your AmigaDOS manual.

In/Out Cycle Gadget:
===================
This gadget can be a bit confusing. To explain it's function, I'll
provide a simple example. Lets say that you want to find all files
in a directory that contain begin with the text "MegaD". You would
set up the window as follows:

    Name   MegaD#?   In   Activate

After selecting the <Use> gadget, MegaD would search for all files
beginning with "MegaD".

Now lets look at the "Out" option. If you set up the window as follows:

    Name   MegaD#?   Out   Activate

After selecting the <Use> gadget, the exact opposite would occur!
MegaD would search for all files NOT BEGINNING with MegaD.

Activate Gadget:
===============
The
               Find window
                contains five allowable entries, however, only
those entries whose <Activate> gadget has been selected, will be
matched. In other words, without an entry's <Activate> gadget
selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns
with out selecting them each time you perform a pattern match.

Find Directory & Files cycle gadget:
===================================
This cycle gadget has three options, all of which are self-explanatory.

    <Find Directories only>,
    <Find Files only>, and
    <Find Directory & Files>

'Path and filename for items found' string gadget:
===
MegaD allows two methods of notification when files are located.
The first, and default method, is to notify you through a requester.
When MegaD locates a matching file, it opens a requester similar to
the following:

    | A match has been found in |
    | Work:UtilitiesMegaD |

```
    |          as filename          |
    |            MegaD.doc          |
    |                               |
    |        Continue Search?       |
    |   -----              ----     |
    |  | Yes |            | No |    |
    |   -----              ----     |
     -------------------------------
```

You enable this method by leaving the <Path and filename for items
found> string gadget blank.

The second method of notification is for MegaD to print all matches
into a file. You enable this method by entering the full pathname
of the file into which you'd like this information saved. Enter
this pathname into the <Path and filename for items found> string
gadget. To the right of this string gadget is a folder gadget, by
selecting this gadget you will be able to use the ASL File Requestor
to fill in the <Path and filename for items found>. When you select
the <Use> gadget, MegaD will search for all matching files.
At the completion of the search, MegaD will open a requester similar
to the following:

```
     --------------------------
    |   15 matches were found   |
    |                           |
    |        ------------       |
    |       | Continue  |       |
    |        ------------       |
     --------------------------
```

And then, MegaD will automatically open a window listing all
matching files.

See Also:
                Search Text
                built-in command

1.82 MegaD v3.1 - by John L. Jones

                 'Free Volumes' command:
======================

When selected, <Free Volumes> will
                unbuffer
                 all selected volumes.
In the event the user doesn't select any volumes, then <Free Volumes>
will
                unbuffer
                 all volumes.

To use this command to
                unbuffer

```
                    ALL volumes, merely single-click on
the <Free Volumes> gadget in the upper left corner of the MegaD
main window.

To use this command to unbuffer only selected volume(s), ensure that

                Volumes in Memory
                 is selected in the cycle gadget in the upper right
corner of the MegaD main window.  Then select the volume(s) that you'd
like to unbuffer, from within the
                list area
                 immediately below the
<Free Volumes> gadget.  Finally, select the <Free Volumes> gadget.


See Also:
                Free Volumes
                gadget

                Options
                /
                Free On Disk Remove
                menu item

                Buffered Directories
                discussion
```

1.83 MegaD v3.1 - by John L. Jones

```
                'Go Deep' command:
==================

This will
                buffer
                 all sub-directories in a marked volume or directory.

Lets say that you are interested in knowing how many bytes a directory
(including all of its sub-directories) contains.  <Go Deep> is perfect
for that.  Select the directory in question and then select <Go Deep>.
MegaD will buffer every file in that directory, and in all of its
sub-directories.  Once this is done, you can reselect the same directory,
and by referring to the
                Bytes Selected
                 section (in the middle of the

                MegaD Main Window
                ), determine the number of bytes contained within that
directory.


See Also:
                Buffered Directories
                discussion
```

1.84   MegaD v3.1 - by John L. Jones

```
                'Iconify' command  &
                Menu Project
                / 'Iconify' menu item:
==============================================================
```

If you are running version 2.0 or higher of the Amiga operating system,
this will create an
                application icon
                 for MegaD.

See Also:
                Application Icons
                discussion

                Iconify At Start
                default preference

1.85   MegaD v3.1 - by John L. Jones

```
                'Lab. Modify' command:
=====================
```

MegaD creates automatic labels, however, it gives you the option to
modify the printed lines before they reach the printer.

This command combines the ease of creating automatic labels with the
flexibility of manually creating labels. To use this command, select
the directory item(s) that you would like printed onto a label, and
then select the <Lab. Modify> gadget. MegaD will open a window
displaying the selected items in label format. Alter the items as
you see fit, and then select the window's <Print> gadget.

See Also:
                Label
                built-in command

                Label Align
                built-in command

                Label Times
                built-in command

                Output
                /
                Disk Label

```
                           menu item

                           Label Height
                           print preference

                           Label Width
                           print preference
```

1.86   MegaD v3.1 - by John L. Jones

```
                           'Label' command:
================
```

This command prints disk labels. If you select directory items prior
to selecting <Label>, then it will create and print a disk label
containing those selected items. If you select <Label> without having
previously selected any directory items, MegaD opens a window allowing
you to input the information to print.

See Also:
```
                           Lab. Modify
                           built-in command

                           Label Align
                           built-in command

                           Label Times
                           built-in command

                           Output
                           /
                           Disk Label
                           menu item

                           Label Height
                           print preference

                           Label Width
                           print preference
```

1.87   MegaD v3.1 - by John L. Jones

```
                           'Label Align' command:
=====================
```

Prints "alignment" dots to the printer to help align the label.

I used to waste paper whenever I tried printing labels. This
was because of my inability to properly align the label to the

printhead. The <Label Align> command is designed to alleviate
this problem.

When you select <Label Align>, MegaD will print two "alignment"
dots on your printer. Adjust your printer so that these dots
are immediately above the label, and so that the label is
centered (horizontally) between the dots.

See Also:
                 Lab. Modify
                 built-in command

                 Label
                 built-in command

                 Label Times
                 built-in command

                 Output
                 /
                 Disk Label
                 menu item

                 Label Height
                 print preference

                 Label Width
                 print preference

1.88   MegaD v3.1 - by John L. Jones

                 'Label Times' command:
=====================

This command is similar to the
                 Label command
                 , but gives the option
for duplicate labels.

If you select directory items prior to selecting <Label Times>, MegaD
will open a requester asking how many copies you would like to print.
It then creates and print as many copies of that disk label as you want.

If you select <Label> without having previously selected any directory
items, MegaD first opens a window allowing you to input the label
information. After you design the label, MegaD will ask how many copies
you would like to print.

See Also:
                 Lab. Modify
                 built-in command

```
                    Label
                    built-in command

                    Label Align
                    built-in command

                    Output
                    /
                    Disk Label
                    menu item

                    Label Height
                    print preference

                    Label Width
                    print preference
```

1.89 MegaD v3.1 - by John L. Jones

```
                    'Move' command:
=============

Move, accomplishes two actions.  It first copies the selected
file/dir(s) into a new directory, and then deletes the original
file/dir(s) from the old directory.

To use the <Move> command, select the file/dir(s) that you
would like to move.  Then, ensure the desired destination
directory(s)
                    DEST
                     gadgets are selected.  Finally, select the
<Move> gadget.  At that point, MegaD will open a requester
similar to the following:

    --------------------------------------
   |        5 File/s marked for move      |
   |    0 Directory/ies marked for move   |
   |  To be moved to 1 directory window/s |
   |             Continue                 |
   |   -----                      ----    |
   |  | Yes |                    | No |   |
   |   -----                      ----    |
    --------------------------------------

NOTE:  <Move> will not move a directory into a sub-directory
       of itself.


See Also:
                    Copy
                    built-in command

                    Copy As
                    built-in command
```

```
                    Move As
                    built-in command
```

1.90   MegaD v3.1 - by John L. Jones

```
                 'Move As' command:
================

<Move As> is similar to the
                 Move
                   command, however it adds
one feature.  <Move As> not only allows you to move files
and directories into a new directory, but it also allows you
to rename the files/dirs that are moved.

To use the <Move As> command, select the file/dir(s) that
you would like to move.  Then, ensure the desired destination
directory(s)
                 DEST
                   gadgets are selected.  Finally, select the
<Move As> gadget.  At that point, MegaD will open a requester
similar to the following:

    --------------------------------------
   |         5 File/s marked for move      |
   |     0 Directory/ies marked for move   |
   |   To be moved to 1 directory window/s |
   |              Continue                 |
   |    -----                     ----     |
   |   | Yes |                   | No |    |
   |    -----                     ----     |
    --------------------------------------

If you select the requester's <Yes> gadget, then MegaD will
ask you to provide the new name for each file/dir selected.
It will do so with a requeser similar to the following:

    ---------------------------------
   |          Source Directory       |
   |               Work:             |
   |          Source Filename        |
   |             Myfile              |
   |        Destination Directory    |
   |             Ram Disk:           |
   |                                 |
   |          Enter filename         |
   |   rename moved copy of this file|
   |    ---------------------------  |
   |   |                          |  |
   |    ---------------------------  |
   |                                 |
   |    -----     ------    -------- |
   |   | Use |   | Skip |   | Cancel ||
```

```
    |   -----      ------      --------   |
     -------------------------------
```

```
NOTE:  <Move As> will not move a directory into a sub-directory
       of itself.
```

```
See Also:
                Copy
                built-in command

                Copy As
                built-in command

                Move
                built-in command
```

1.91 MegaD v3.1 - by John L. Jones

```
                'Open Windows' command:
======================
```

```
This will open all previously buffered directories windows.
As an example, try the following:
```

```
Unbuffer all volumes by selecting the
                Free Volumes
                 gadget.
Then open a
                directory window
                 for "Work:" (assuming you have a
hard-drive), or for "DF0:" (if you don't have a hard-drive).
Additionally, open a directory window for "Ram:".  Now close
all directory windows, and then select the <Open Windows>
gadget.  All windows that you just closed should re-open.
```

```
See Also:
                DirOpenWindows
                built-in command

                Windows
                /
                Open Windows
                menu item

                Opening Directory Windows
                discussion
```

1.92 MegaD v3.1 - by John L. Jones

```
                    'Open...' command  &
                    Menu Project
                    / 'Open...' menu item:
============================================================
```

The <Open...> command allows you to load a different MegaD
preference file. When selected, a file requester queries
you for the new preference file to load.

While certainly not necessary, it is a good idea to end all
of your preference files with the ".pf" extension. This is
because the file requester used when you select <Open...>
automitically filters out all files not ending with ".pf".

See Also:
                    Save As...
                    built-in command

                    Save Preferences
                    built-in command

                    Project
                    /
                    Save As
                    menu item

                    Project
                    /
                    Save Preferences
                    menu item

1.93   MegaD v3.1 - by John L. Jones

```
                    'Output File' command  &
                    Menu Output
                    / 'File' menu item:
============================================================
```

This command creates a listing of all files in any selected
directory or volume (including all sub-directories).

<Output File> can be quite a handy command for keeping track
of files. Lets take a look at some sample output off of my
harddrive. For this example, I opened a window for my SYS:
directory, and selected the "Devs" sub-directory. I then
selected the <Output File> command. A requester similar to
the following appeared:

```
   -------------------------
  | Destination Directory  |
  |          SYS:          |
  |                        |
```

```
    |  Enter output filename  |
    |           for           |
    |  Destination Directory  |
    |                         |
    |   ------------------    |
    |  |                 |  | |
    |   ------------------    |
    |   -----      -------    |
    |  | Use |    | Cancel | |
    |   -----      -------    |
     -------------------------
```

Enter a filename of your choosing (I used "MyList"), and then
select the <Use> gadget. MegaD will create a file containing
something similar to the following:

```
   System2.0:
       System2.0:Devs
           System2.0:Devs/Keymaps
               cdn  *  gb   *
               ch1  *  i    *
               ch2  *  is   *
               cmap *  n    *
               d    *  s    *
               dk   *  usa0 *
               e    *  usa2 *
               f    *       *
           System2.0:Devs/Printers
               CalComp_ColorMaster   *  ImagewriterII    *
               CalComp_ColorMaster2  *  NEC_Pinwriter    *
               CBM_MPS1000           *  Okidata_293I     *
               Diablo_630            *  Okidata_92       *
               EpsonQ                *  Okimate_20       *
               EpsonX                *  Seiko_5300       *
               EpsonXOld             *  Seiko_5300a      *
               EpsonX[CBM_MPS-1250]  *  Sharp_JX-730     *
               generic               *  Tektronix_4693D  *
               Howtek_Pixelmaster    *  Tektronix_4696   *
               HP_DeskJet            *  Toshiba_P351C    *
               HP_LaserJet           *  Toshiba_P351SX   *
               HP_PaintJet           *  Xerox_4020       *
               HP_ThinkJet           *                   *
           clipboard.device    *  parallel.device    *
           kickstart           *  printer.device     *
           MountList           *  serial.device      *
           narrator.device     *  system-configuration *
```

The current display information will be included in this list.
For example, if you've set your preferences such that a
directory window displays file size and protection bits, then
the output file will also display those two items.

One other note deals with the menu item
                 Output
                  /
                 W-Tree Lines
                  .

When this is selected, the file output will look similar to:

```
  System2.0:
   |--System2.0:Devs
       |--System2.0:Devs/Keymaps
       |   |--cdn  *  gb   *
       |   |--ch1  *  i    *
       |   |--ch2  *  is   *
         .     .      .
           .     .      .
           .     .      .
```

See Also:

                Output Prt
                built-in command

                Output
                /
                Output Printer
                menu item

                Output
                /
                W-Tree Lines
                menu item

1.94 MegaD v3.1 - by John L. Jones

              'Output Prt' command &
              Menu Output
              / 'Printer' menu item:
===

This command sends a listing of all files in any selected
directory or volume (including all sub-directories) to the
printer.

<Output Ptr> can be quite a handy command for keeping track
of files. Lets take a look at some sample output off of my
harddrive. For this example, I opened a window for my SYS:
directory, and selected the "Devs" sub-directory. I then
selected the <Output Ptr> command. The following information
was sent to my printer:

```
  System2.0:
      System2.0:Devs
          System2.0:Devs/Keymaps
              cdn  *  gb   *
              ch1  *  i    *
              ch2  *  is   *
              cmap *  n    *
              d    *  s    *
              dk   *  usa0 *
```

```
                        e     *   usa2 *
                        f     *
                System2.0:Devs/Printers
                    CalComp_ColorMaster  *   ImagewriterII   *
                    CalComp_ColorMaster2 *   NEC_Pinwriter   *
                    CBM_MPS1000          *   Okidata_293I    *
                    Diablo_630           *   Okidata_92      *
                    EpsonQ               *   Okimate_20      *
                    EpsonX               *   Seiko_5300      *
                    EpsonXOld            *   Seiko_5300a     *
                    EpsonX[CBM_MPS-1250] *   Sharp_JX-730    *
                    generic              *   Tektronix_4693D *
                    Howtek_Pixelmaster   *   Tektronix_4696  *
                    HP_DeskJet           *   Toshiba_P351C   *
                    HP_LaserJet          *   Toshiba_P351SX  *
                    HP_PaintJet          *   Xerox_4020      *
                    HP_ThinkJet          *
                clipboard.device     *  parallel.device     *
                kickstart            *  printer.device      *
                MountList            *  serial.device       *
                narrator.device      *  system-configuration *
```

The current display information will be included in this list.
For example, if you've set your preferences such that a
directory window displays file size and protection bits, then
the output file will also display those two items.

One other note deals with the menu item
                Output
                 /
                W-Tree Lines
                 .
When this is selected, the file output will look similar to:

```
  System2.0:
   |--System2.0:Devs
      |--System2.0:Devs/Keymaps
      |  |--cdn  *  gb  *
      |  |--ch1  *  i   *
      |  |--ch2  *  is  *
       .      .       .
       .      .       .
       .      .       .
```

See Also:
                Output File
                built-in command

                Output
                /
                Output File
                menu item

                Output
                /
                W-Tree Lines

                    menu item

1.95   MegaD v3.1 - by John L. Jones

                'Print Spooler' command &
                Menu Output
                / 'Print Spooler' menu item:
===

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

Selecting <Print Spooler> opens the ARexx print spooler window
(assuming that you've obtained the separate MDSpool program, and
have configured it into MegaD's
                print preferences
).

While <Print Spooler> opens the print spool window, it does not
give the spooler any file to print. This command can be useful
in presetting the spooler for a special task.

See Also:
                MDSpool.Guide
                document

                Prt Text
                built-in command

                TX PrintAll
                built-in command

                TX Print Window
                built-in command

                Panic
                /
                CANCEL ALL PRINT

```
                        menu item

                        Panic
                        /
                        CANCEL PRINT
                        menu item

                        Print Spooler
                        print preference
```

1.96 MegaD v3.1 - by John L. Jones

```
                        'Prt Text' command:
===================

<Prt Text> sends all selected text files to the print spooler.

Operation of this command should rather self-explanatory.
Nonetheless, select one or more text files which you desire
to print, and then select the <Prt Text> command.  The print
spooler will automatically print all selected text files.


See Also:
                        MDSpool.Guide
                        document

                        Print Spooler
                        built-in command

                        TX PrintAll
                        built-in command

                        TX Print Window
                        built-in command

                        Output
                        /
                        Print Spooler
                        menu item

                        Panic
                        /
                        CANCEL ALL PRINT
                        menu item

                        Panic
                        /
                        CANCEL PRINT
                        menu item

                        Print Spooler
                        print preference
```

1.97   MegaD v3.1 - by John L. Jones

```
              'Quit' command  &
              Menu Project
              / 'Quit' menu item:
========================================================
```

When selected, this command will exit MegaD. This command
is comparable to selecting the MegaD window's close gadget.

See Also:
```
              Confirm Quit
              defaults preference
```


1.98   MegaD v3.1 - by John L. Jones

```
              'Relabel' command:
==================
```

This command will work only under version 2.0 or later of the
operating system. When selected, <Relabel> allows you to
rename a floppy disk, hard drive partion, or any other "volume".

To use the <Relabel> command, ensure that the
```
              Volumes In Memory
```
              cycle gadget is displaying <Volumes in Memory> (rather than
<Devices, Assigns and Drives>). Then, in the
```
              List Area
```
              , select
the volume which you'd like to relabel. Finally, select the
<Relabel> gadget. A window similar to the following appears:

```
    -------------------------------------
   |              Volume Name            |
   |                Empty:               |
   |                                     |
   |          Enter the new name to      |
   |          relabel this volume to     |
   |                                     |
   |    ------------------------------   |
   |   |                              |  |
   |    ------------------------------   |
   |    -----     ------     --------    |
   |   | Use |   | Skip |   | Cancel |   |
   |    -----     ------     --------    |
    -------------------------------------
```

Enter the new volume name, and select the <Use> gadget.

See Also: -

1.99   MegaD v3.1 - by John L. Jones

'Rename' command:
================

This command allows you to change any file(s) or directory(s)
to a new name.

To use, select any file(s) or directory(s) whose name you'd
like to change, and then select the <Rename> gadget. A window
similar to the following appears:

```
  ------------------------------------
 |             Source Directory       |
 |                  Work:             |
 |             Source Filename        |
 |                 OldFile            |
 |           Destination Directory    |
 |                  Work:             |
 |                                    |
 |             Enter filename         |
 |          to rename this file to    |
 |                                    |
 |   ------------------------------   |
 |  |                            |  | |
 |   ------------------------------   |
 |   -----      ------      --------  |
 |  | Use |    | Skip |    | Cancel | |
 |   -----      ------      --------  |
  ------------------------------------
```

Enter the new file or directory name, and select the <Use>
gadget.

See Also: -

1.100   MegaD v3.1 - by John L. Jones

                 'Reset All' command:
===================

This command forces MegaD to redraw all currently open directory
windows. This is useful after you've modified the sort or display
attributes of the directory windows.

As an example, open two or more directory windows. After having

opened them, change one of the
                Show menu
                 items. For instance, if
the menu item
                Show
                 /
                Size
                 was turned off, then turn it on. Notice
how only the currently selected directory window will show file
sizes. To force all currently open directory windows to show
filesize, select the menu item <Show / Reset All>.

See Also: -

1.101   MegaD v3.1 - by John L. Jones

                'Save As...' command &
                Menu Project
                / 'Save As...' menu item:
==

This command allows you to save the current MegaD preferences
under a filename of your choosing.

MegaD uses the file "megad2.pf" as the default preference file.
If you want to save more than one preference file, then use the
<Save As> option. Later, when you want to reuse that preference
file, you can use the
                Open...
                 command.

See Also:
                Open...
                built-in command

                Save Preferences
                built-in command

                Project
                /
                Open...
                menu item

                Project
                /
                Save Preferences
                menu item

1.102   MegaD v3.1 - by John L. Jones

```
                  'Save Preferences' command  &
                  Menu Project
                  / 'Save Preferences' menu item:
===============================================================================

The <Save Preferences> command saves the current MegaD preferences
as "megad2.pf", or as the last
                  Save As...
                   filename.


See Also:
                  Open...
                  built-in command

                  Save As...
                  built-in command

                  Project
                  /
                  Open...
                  menu item

                  Project
                  /
                  Save As...
                  menu item
```

1.103   MegaD v3.1 - by John L. Jones

```
                  'Search Text' command:
=====================

The <Search Text> command will search through a text file for a
string.  It gives you the option of (1) saving (to disk) the line
numbers on which matches were found, or (2) viewing the matches
immediately.

To show how this works, I'll explain the actions necessary to
search your <S:Startup-Sequence> file for the text "path".

Open a
                  directory window
                   for your S: directory, and select the
file "Startup-Sequence".  Then select MegaD's <Search Text> command.
A window similar to the following will open:

    ------------------------------------
   |        Destination Directory       |
   |             System2.0:S            |
   |                                    |
```

```
|    Enter the string to search for    |
|          in all marked files         |
|            ?, #?, * permitted        |
|      Include optional filename to     |
|   create a list of locations found   |
|                                      |
|               Search String          |
|   ----------------------------       |
|   |                          |   |   |
|   ----------------------------       |
|                                      |
|       Optional filename for list     |
|   -------------------------   -      |
|   |                        |  ||  |  |
|   -------------------------   -      |
|   -----                -------       |
| | Use |               | Cancel | |  |
|   -----                -------       |
 ----------------------------------
```

At this point, enter "path" (without the quotes) into the <Search String>
gadget, and leave the bottom string gadget empty. Finally, select the
<Use> gadget. MegaD will search the file for any occurrances. When it
finishes searching, MegaD will open a window similar to the following:

```
  -----------------------------------------
 |                  path                   |
 |            Was found in path            |
 |               System2.0:S               |
 |              under filename             |
 |             Startup-Sequence            |
 |                                         |
 |        Open this text window?           |
 |                                         |
 |   -----    ------    ------    ------   |
 |  | Yes |  | Open |  | Skip |  | Quit |  |
 |   -----    ------    ------    ------   |
 |-----------------------------------------|
```

Select either <Yes> or <Open>. MegaD will open a text window displaying
<S:User-Startup>. Within that window, all occurrances of "path" will be
highlighted. To view the next occurrance of "path" within the textfile,
use the text window's <Cursor / Repeat Search> menu item.

Yes -vs- Open -vs- Skip:
========================

   There is a difference between the <Yes>, <Open> and <Skip> gadgets
   within this requester. Lets say that you are searching for the string
   "King Charles" within 10 separate files. When MegaD has found an
   occurrence of this string, it will open the requester described above.
   If you answer <Yes>, then MegaD will:

      - Open a text window displaying the matches.
      - Abort searching all remaining files.

If, on the other hand, you select <Open>, then MegaD will:

- Open a text window displaying the matches.
- Continue searching the remainder of the 10 files after you've
  closed the text window.

Finally, if you select the <Skip> gadget, then MegaD will:

- Not open a window for the current match.
- Continue searching the remainding files.

(NEW 2.x):
=========

Should you select a directory, 'Search Text' will look through the
entire directory and its sub-directories for any occurrences of the
string within text files, this is very disk intensive but also very
powerful.

'Optional filename for list' string gadget:
===

This gadget allows you to save a record of all matches to a diskfile
of your choosing. Merely enter the filename in which you'd like all
matches saved. To the right of this string gadget is a folder gadget,
by selecting this gadget you will be able to use the ASL File Requestor
to fill in the <Path andfilename for items found>.

Lets say that you enter "SearchFile" into the <Optional filename for
list> gadget. MegaD will then search the selected files, recording
all matches into the file "SearchFile". After the search is complete,
MegaD will automatically open a requester similar to the following:

```
     --------------------------------
    |        foo was found 3 times       |
    |        and was saved in file       |
    |      Work:MyFiles/SearchFile       |
    |            -----------             |
    |           | Continue  |            |
    |            -----------             |
     --------------------------------
```

When you select the <Continue> gadget, MegaD will automatically
display the contents of "SearchFile". This file will contain the
pathnames of each matching file along with the line numbers of each
match:

Work:Misc/File1
    37: what's it foo you anyway?
    59: oh foo bar he angrily exclaimed.

Work:Misc/File2
    83: asked for a helping of toe foo.

See Also:
                    Find
                    built-in command

1.104   MegaD v3.1 - by John L. Jones

                    'Sel ABoot' command:
===================

Selects items in open
                    directory windows
                     by use of the
                    AutoBoot
                     parameters.
This command is very disk intensive.

This command can seem rather mysterious, so I'll attempt to explain it
using an example. Lets say that you happened to create two
                    autoboots
                     - one
that displays IFF files, and another that plays sound files. Lets further
say that you have a particular directory which contains many IFF files AND
many sound files. You decide one day that you'd like to separate these
files into two distinct directories. But you have a problem. It's going
to take a while figuring out which files are IFF and which are sound.
Here's where <Sel ABoot> (or for that matter
                    Clr ABoot
) can help you.

Merely select the <Sel ABoot> gadget. MegaD opens a window containing an
entry for every
                    autoboot
                     you've created. Select the
                    autoboot
                     corresponding
to your IFF viewer, and then close that window. MegaD will "select" all
files which match that IFF autoboot, leaving the remaining sound files
unselected.

See Also:
                    Select All
                    built-in command

                    Sel Dir
                    built-in command

                    Sel File
                    built-in command

                    Sel Pattern
                    built-in command

                    Sel Src

```
                        built-in command

                        SelSrcDir
                        built-in command

                        SelSrcFile
                        built-in command


                        Clr ABoot
                        built-in command

                        ABoot Add
                        built-in command

                        ABoot Edit
                        built-in command

                        Options
                        /
                        Activate AutoBoot
                        menu item
```

1.105 MegaD v3.1 - by John L. Jones

```
                        'Sel Dir' command:
=================
```

Selects all directories in all open directory windows.

See Also:
```
                        Select All
                        built-in command

                        Sel File
                        built-in command

                        Sel Pattern
                        built-in command

                        Sel Src
                        built-in command

                        SelSrcDir
                        built-in command

                        SelSrcFile
                        built-in command
```

1.106   MegaD v3.1 - by John L. Jones

```
                'Sel File' command:
===================
```

Selects all files in all open directory windows.

See Also:
                Select All
                built-in command

                Sel Dir
                built-in command

                Sel Pattern
                built-in command

                Sel Src
                built-in command

                SelSrcDir
                built-in command

                SelSrcFile
                built-in command

1.107   MegaD v3.1 - by John L. Jones

```
                'Sel Pattern' command:
=====================
```

Selects file/directory items from all currently open directories
by use of an AmigaDOS pattern match.

When you select the <Sel Pattern> command, MegaD opens the

                pattern match window
                . Enter the pattern match for items you want
"selected" from all open
                directory windows
                .

After completing the
                pattern match window
                , and selecting its <Use>
gadget, all matching directories and files in any open

                directory window
                 will be selected.

   Name/Size/Date/Protect Cycle Gadget:
   ====================================

Allows you to select whether you want to match based upon the
file or directory's name, size (in bytes), date created, or
protection bits set.

Sel Pattern String Gadget:
==========================
Enter the pattern that you are attempting to match. Use the
standard AmigaDOS pattern matching conventions. The MegaD

                Pattern Match Window
                 lists an abbreviated version of these
pattern matching commands for your reference, however, to
fully understand AmigaDOS pattern matching conventions, refer
to your AmigaDOS manual.

In/Out Cycle Gadget:
==================
This gadget can be a bit confusing. To explain it's function,
I'll provide a simple example. Lets say that you want to isolate
all ".info" files in a directory from the other files in that
directory. First, ensure all files and directories within the
directory window are deselected. You could then set up the
window as follows:

    Name   #?.info   In   Activate

After selecting the <Use> gadget, all files ending in ".info"
would be selected, and all other files would remain deselected.

Now lets look at the "Out" option. If you set up the window as
follows:

    Name   #?.info   Out   Activate

After selecting the <Use> gadget, all files ending in ".info"
would remain deselected, and all other files would be selected.
The exact opposite!

Activate Gadget:
================
The

                Pattern Match Window
                 contains five allowable entries, however,
only those entries whose <Activate> gadget has been selected, will
be matched. In other words, without an entry's <Activate> gadget
selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for
patterns with out selecting them each time you perform a pattern
match.

'Dest'ination directories / All directories Cycle Gadget:
===
Allows you to tell MegaD to perform the pattern match selection on
all open directory windows, or only on the
                DEST
                 directory windows.

See Also:

        Select All
        built-in command

        Sel Dir
        built-in command

        Sel File
        built-in command

        Sel Src
        built-in command

        SelSrcDir
        built-in command

        SelSrcFile
        built-in command

1.108   MegaD v3.1 - by John L. Jones

        'Sel Src' command:
=================

Selects all items (files & directories) in all open source
(non-
        DEST
) windows.

See Also:

        Select All
        built-in command

        Sel Dir
        built-in command

        Sel File
        built-in command

        Sel Pattern
        built-in command

        SelSrcDir
        built-in command

        SelSrcFile
        built-in command

1.109   MegaD v3.1 - by John L. Jones

```
                  'Select All' command:
====================

Selects all items (files & directories) in all open
directory windows.


See Also:
                  Sel Dir
                  built-in command

                  Sel File
                  built-in command

                  Sel Pattern
                  built-in command

                  Sel Src
                  built-in command

                  SelSrcDir
                  built-in command

                  SelSrcFile
                  built-in command
```

1.110   MegaD v3.1 - by John L. Jones

```
                  'SelSrcDir' command:
====================

Selects all directories in all open source (non-
                  DEST
                  ) windows.
All files within these source windows will remain in their
previous state (selected or unselected).

See Also:
                  Select All
                  built-in command

                  Sel Dir
                  built-in command

                  Sel File
                  built-in command

                  Sel Pattern
                  built-in command

                  Sel Src
```

```
               built-in command

               SelSrcFile
               built-in command
```

1.111 MegaD v3.1 - by John L. Jones

```
               'SelSrcFile' command:
====================
```

```
Selects all files in all open source (non-
               DEST
               ) windows.
All directories within these source windows will remain in their
previous state (selected or unselected).
```

```
See Also:
               Select All
               built-in command

               Sel Dir
               built-in command

               Sel File
               built-in command

               Sel Pattern
               built-in command

               Sel Src
               built-in command

               SelSrcDir
               built-in command
```

1.112 MegaD v3.1 - by John L. Jones

```
               'Set Color...' command:
======================
```

```
Calls the MDPrefs program, opening the
MegaD Preferences
               Set Color window
               .
```

```
See Also:
               Set Preferences
               built-in command
```

```
                    Project
                    /
                    Set Preferences
                    menu item
```

1.113   MegaD v3.1 - by John L. Jones

```
                    'Set Default...' command:
=========================

Calls the MDPrefs program, opening the
MegaD Preferences
                    Set Default window
                    .


See Also:
                    Set Preferences
                    built-in command

                    Project
                    /
                    Set Preferences
                    menu item
```

1.114   MegaD v3.1 - by John L. Jones

```
                    'Set Display...' command:
=========================

Calls the MDPrefs program, opening the
MegaD Preferences
                    Set Display window
                    .


See Also:
                    Set Preferences
                    built-in command

                    Project
                    /
                    Set Preferences
                    menu item
```

1.115   MegaD v3.1 - by John L. Jones

```
                    'Set Export' command  &
                     Menu Output
                     / Setup Export...:
=========================================================

When you use the <Set Export> command, the following window opens.
This allows you to set the paramaters desired for a database export.
For a thorough discussion of this feature, refer to the
                     Export File
                     built-in command or the
                     Output
                      /
                     Database Export File
                      menu item.


 -----------------------------------------------------------------
|
                    Filename    maximum size  30          Field Separator        |
|
                    Volume Name maximum size  30

                              |
|
                    Path        maximum size 180          Record  Separator      |
|
                    Type                size   4

                              |
|
                    Date                size  18          Filename for path      |
|
                    Size                size   8

                     |
|
                    Blocks used         size   8                                 |
|
                     Protection         size   8
                    @  Export Directory & Files
                      |
|
                    Comment     maximum size  80
                    @     Overwrite old file
                      |
|
                         Use
```

```
                    Cancel
                           |
  ----------------------------------------------------------------
```

See Also:
                    Export File
                    built-in command

                    Output
                    /
                    Database Export File
                    menu item

                    Export Directories & Files
                    set export window item

                    Field & Record Separators
                    set export window item

                    File Attribute Fields
                    set export window item

                    Filename for Path
                    set export window item

                    Overwrite Or Append Old File
                    set export window item

1.116   MegaD v3.1 - by John L. Jones

                    Set Export
                    - File Attribute Fields:
=====================================

You will find 9 separate file attribute gadgets on the left side of the

                    Set Export window
                    . Select those attributes that you want included in
your database. It's important that you think this part out thoroughly.
Some database programs are rigid, allowing very little changing once the
database is started. Others allow you to add new fields to an already
created database.

MegaD lists the maximum field size to the right of each attribute. If
you create your database with fields that are smaller than those listed,
you may either lose information, or your database may not accept the
export file.

See Also:
                    Export File
                    built-in command

```
                    Output
                    /
                    Database Export File
                    menu item

                    Set Export
                    built-in command

                    Export Directories & Files
                    set export window item

                    Field & Record Separators
                    set export window item

                    Filename for Path
                    set export window item

                    Overwrite Or Append Old File
                    set export window item
```

1.117 MegaD v3.1 - by John L. Jones

```
                    Set Export
                    - Field/Record Separators:
=======================================
On the right side of the window, you will find two integer string gadgets.
One is titled <Field Separator>, the other is titled <Record Separator>.
Both require that you know the ASCII value of the character separating
your fields and your records (as defined by your database).  MegaD defaults
to the standard used by most databases.  The value for the Field Separator
is 44 (which is the ASCII value of a comma).  The value for the Record
Separator is 10 (which is the value of a return character).


See Also:
                    Export File
                    built-in command

                    Output
                    /
                    Database Export File
                    menu item

                    Set Export
                    built-in command

                    Export Directories & Files
                    set export window item

                    File Attribute Fields
                    set export window item

                    Filename for Path
```

```
             set export window item

             Overwrite Or Append Old File
             set export window item
```

1.118   MegaD v3.1 - by John L. Jones

```
             Set Export
             - Filename for path string gadget:
===============================================
You have already told MegaD the path into which you'd like to place the
export file (you did this by choosing a
             DEST
             directory earlier).  Now you
must tell MegaD what to name the export file.  Do so in this string gadget.
I do want to stress, only put the filename (not the whole path) inside
this gadget, since the path has already been defined.


See Also:
             Export File
             built-in command

             Output
             /
             Database Export File
             menu item

             Set Export
             built-in command

             Export Directories & Files
             set export window item

             Field & Record Separators
             set export window item

             File Attribute Fields
             set export window item

             Overwrite Or Append Old File
             set export window item
```

1.119   MegaD v3.1 - by John L. Jones

```
             Set Export
             - Export Directories & Files cycle gadget:
========================================================
This gadget has three options.
```

```
   <Export Directories & Files>,
   <Export Files only>, and
   <Export Directories only>.
```

The function of this gadget should be self explanatory.

```
See Also:
                  Export File
                  built-in command

                  Output
                  /
                  Database Export File
                  menu item

                  Set Export
                  built-in command

                  Field & Record Separators
                  set export window item

                  File Attribute Fields
                  set export window item

                  Filename for Path
                  set export window item

                  Overwrite Or Append Old File
                  set export window item
```

1.120   MegaD v3.1 - by John L. Jones

```
                  Set Export
                  - Overwrite/Append cycle gadget:
==============================================
```
If <Overwrite old file> is selected, then MegaD will discard any previous
export file of the same pathname (if one exists), and replace it with the
new export file. Otherwise, MegaD will create a new file, and place the
export information in it. Using this option requires you to read the
data file into your database before the
                  Export File
                  command is used again,
or you will lose your previously created export file.

The <Append to end of file> option is my favorite way to use this. The
first time the
                  Export File
                  command is used, MegaD creates a new file.
Each subsequent time, MegaD will append the new information to the end
of the file. Now remember that the filename you created is somewhat
permanent. As long as you save the preferences after setting the export
function up, MegaD will always try to write the file to the same place,
and in doing so will constantly append the newly exported information.

This has one drawback. You MUST delete the export file once you have
read it into your database. If you don't, then MegaD will constantly
append new information to a file that has already been used by your
database.

See Also:
                    Export File
                    built-in command

                    Output
                    /
                    Database Export File
                    menu item

                    Set Export
                    built-in command

                    Export Directories & Files
                    set export window item

                    Field & Record Separators
                    set export window item

                    File Attribute Fields
                    set export window item

                    Filename for Path
                    set export window item

1.121   MegaD v3.1 - by John L. Jones

                    'Set Keypad...' command:
========================

Calls the MDPrefs program, opening the
MegaD Preferences
                    Set Keypad window
                    .

See Also:
                    Set Preferences
                    built-in command

                    Project
                    /
                    Set Preferences
                    menu item

1.122   MegaD v3.1 - by John L. Jones

```
              'Set MenuDev...' command:
========================

Calls the MDPrefs program, opening the
MegaD Preferences
              Set MenuDev window
              .


See Also:
              Set Preferences
              built-in command

              Project
              /
              Set Preferences
              menu item
```

1.123   MegaD v3.1 - by John L. Jones

```
              'Set Misc...' command:
====================

Calls the MDPrefs program, opening the
MegaD Preferences
              Set Misc window
              .


See Also:
              Set Preferences
              built-in command

              Project
              /
              Set Preferences
              menu item
```

1.124   MegaD v3.1 - by John L. Jones

```
              'Set Preferences' command  &
              Menu Project
              / 'Set Preferences' menu item:
===============================================================================

This command allows you to alter MegaD's preferences.  When selected,
<Set Preferences> will open a
              main preferences window
```

```
                    , leading you
into all kinds of preferences areas.
```

```
See Also:
                    Set Color...
                     built-in command

                    Set Default...
                     built-in command

                    Set Display...
                     built-in command

                    Set Keypad...
                     built-in command

                    Set MenuDev...
                     built-in command

                    Set Misc...
                     built-in command

                    Set Print...
                     built-in command

                    Set Screen...
                     built-in command
```

1.125   MegaD v3.1 - by John L. Jones

```
                    'Set Print...' command:
======================

Calls the MDPrefs program, opening the
MegaD Preferences
                    Set Print window
                    .
```

```
See Also:
                    Set Preferences
                    built-in command

                    Project
                    /
                    Set Preferences
                    menu item
```

1.126   MegaD v3.1 - by John L. Jones

                        'Set Protect' command:
=====================

This command allows you to alter the protection bits of a file
or directory.

AmigaDOS equips each file and directory with a set of eight bits,
called protection bits. These bits specify what types of actions
can be performed upon the file or directory. Thes bits are:

   d = Delete (the file can be deleted).
   e = Execute (the file is an executable program).
   w = Write (the file can be written to, or altered).
   r = Read (the file can be read).
   a = Archived (the file has been archived)
   p = Pure (the file is a pure command that can be made resident).
   s = Script (the file is a script).
   ? = Were not sure

   NOTE: ????? Were not sure:
   ==========================

   Commodore/Amiga at one time defined the ? bit as 'h' for hidden.
   This, now, is not supported. At the time the final bit is defined,
   MegaD will be modified correctly.

When you select the <Set Protect> gadget, MegaD opens the following
window:

      | Select protect information |
      | for selected item |
myfile
[] d Delete
[] e Executable
[] w Write
[] r Read
[] a Archived
[] p Pure
[] s Script
[] ? Were not sure
-----   -----   ------   --------
	Use		All		Skip		Cancel	
-----   -----   ------   --------

Select the protection bits that you want set, and then single click
on <Use> or <All>.

Use -vs- All -vs- Skip -vs- Cancel:

```
=================================
```

   Use: Sets those bits for the current file only. Additionally,
             the <Use> gadget can be used to recursively set the
             protection bits for all files in a directory. See the
             <Set Protect Deep> paragraph below for more information.

   All: Sets those bits for all files selected.

   Skip: Skips setting the bits for the current file and moves on
             to the next selected file.

   Cancel: Skips setting the bis for the current and all remaining
             selected files.

Set Protect Deep:
================

   Should you want to set the protection bits for all files in a
   directory (and it's subdirectories) to the same bits, you can do
   so with the <Use> gadget in the <Set Protect> window (described
   above).

   To accomplish this select the directory containing the files whose
   protection bits you wish to change.. Select the proper protection
   bits, and then single-click on the <Use> gadget. A small requester
   similar to the following will appear:

```
      ----------------------------
     |  Would you also like to set  |
     |    all items in directory    |
     |          MyDirectory         |
     |------------------------------|
     | -----                 ----   |
     | | Yes |              | No | |
     | -----                 ----   |
      ----------------------------
```

   Answer Yes to this request and MegaD will set the protection bits
   for all files within this directory and its subdirectories.

See Also:
                    Show
                    /
                    Show Protection
                    menu item

                    Warn If Deleting Protected File
                    defaults preference

1.127   MegaD v3.1 - by John L. Jones

```
                    'Set Screen...' command:
========================


Calls the MDPrefs program, opening the
MegaD Preferences
                    Set Screen window
                    .


See Also:
                    Set Preferences
                    built-in command

                    Project
                    /
                    Set Preferences
                    menu item
```

1.128   MegaD v3.1 - by John L. Jones

```
                    'TX Close' command:
==================


Closes the active or the last active MegaD
                    text-viewer
                     text window.
This command has no effect when there are no MegaD
                    text-viewer
                     windows
open.


See Also:
                    TX Close All
                    built-in command
```

1.129   MegaD v3.1 - by John L. Jones

```
                    'TX Close All' command:
========================


Closes all open MegaD
                    text-viewer
                     text windows.  This command has
no effect when there are no MegaD
                    text-viewer
                     windows open.
```

See Also:
                    TX Close
                    built-in command

1.130   MegaD v3.1 - by John L. Jones

                    'TX Find' command:
=================

Allows you to search for a text string within the most recently selected
MegaD
                    text-viewer
                     text window. This command has no effect when there are
no MegaD
                    text-viewer
                     windows open.

When you select <TX Find>, MegaD opens a window similar to the following:

```
     ---------------------------------
    |  Enter the string to search for  |
    |                                  |
    |        ?, #?, * permitted        |
    |----------------------------------|
    |            Search String         |
    |  ----------------------------  |
    | |                            | |
    |  ----------------------------  |
    |  -----              --------  |
    | | Use |            | Cancel | |
    |  -----              --------  |
     ---------------------------------
```

Enter the string that you'd like to find (pattern match symbols
are acceptable), and select the <Use> gadget. MegaD will highlight
all occurrances of that string.

To scroll forward through each occurrance of the string, use the

                    TX RepeatFind
                     command.

See Also:
                    TX RepeatFind
                    built-in command

1.131   MegaD v3.1 - by John L. Jones

                        'TX Hex' command:
================

Allows you to toggle the most recently selected MegaD
                text-viewer
                text window between an ASCII and HEX display mode. This command
has no effect when there are no MegaD
                text-viewer
                 windows open.

See Also: -

1.132   MegaD v3.1 - by John L. Jones

                        'TX PrintAll' command:
====================

Prints the entire file being displayed in the most recently selected
MegaD
                text-viewer
                 text window. This command has no effect when there
are no MegaD
                text-viewer
                 windows open.

See Also:
                TX Print Window
                built-in command

                Prt Text
                built-in command

                Print Spooler
                built-in command

                Output
                /
                Print Spooler
                menu item

                Panic
                /
                CANCEL ALL PRINT
                menu item

                Panic
                /
                CANCEL PRINT
                menu item

                Print Spooler

_____

```
                   print preference

                   MDSpool.Guide
                   document
```

1.133 MegaD v3.1 - by John L. Jones

```
                   'TX PrintWindow' command:
========================

Prints only those lines of text that can be seen in the most recently
selected MegaD
               text-viewer
                text window.  This command has no effect
when there are no MegaD
               text-viewer
                windows open.


See Also:
                   TX PrintAll
                   built-in command

                   Prt Text
                   built-in command

                   Print Spooler
                   built-in command

                   Output
                   /
                   Print Spooler
                   menu item

                   Panic
                   /
                   CANCEL ALL PRINT
                   menu item

                   Panic
                   /
                   CANCEL PRINT
                   menu item

                   Print Spooler
                   print preference

                   MDSpool.Guide
                   document
```

1.134   MegaD v3.1 - by John L. Jones

```
                 'TX RepeatFind' command:
=======================

This command works in conjunction with the
                 TX Find
                  command.  It finds
the next occurrance of the string previously searched for using the

                 TX Find
                  command.

See Also:
                  TX Find
                  built-in command
```

1.135   MegaD v3.1 - by John L. Jones

```
                 'TX ScrollDown' command:
========================

Scrolls the active MegaD
                 text-viewer
                  text window down one page.


See Also:
                  TX ScrollUp
                  built-in command

                  TX SideToSide
                  built-in command

                  TX TopBottom
                  built-in command
```

1.136   MegaD v3.1 - by John L. Jones

```
                 'TX ScrollUp' command:
=====================

Scrolls the active MegaD
                 text-viewer
                  text window up one page.


See Also:
                  TX ScrollDown
                  built-in command
```

```
                         TX SideToSide
                         built-in command

                         TX TopBottom
                         built-in command
```

1.137   MegaD v3.1 - by John L. Jones

```
                         'TX SideToSide' command:
========================

Toggles the active MegaD
                text-viewer
                 text window between the
far left and far right sides of the text page.


See Also:
                         TX ScrollDown
                         built-in command

                         TX ScrollUp
                         built-in command

                         TX TopBottom
                         built-in command
```

1.138   MegaD v3.1 - by John L. Jones

```
                         'TX TopBottom' command:
========================

Toggles the active MegaD
                text-viewer
                 text window between the
top and bottom of the text document.


See Also:
                         TX ScrollDown
                         built-in command

                         TX ScrollUp
                         built-in command

                         TX SideToSide
                         built-in command
```

1.139   MegaD v3.1 - by John L. Jones

```
                'Update Dir' command:
====================
```

Due to the multitasking ability of the Amiga computer, the contents
of a directory can be altered by programs other than MegaD.   MegaD
can't automatically know that another program has altered a directory.
MegaD only discovers this when it attempts to re-read the altered
directory.

If the validity of a directory is in question, use the <Update Dir>
command.   MegaD will attempt to re-read the directory.

  - If the directory's contents have been altered, MegaD will update
    the directory window, displaying the proper information.

  - If the directory has been deleted by another program, then MegaD
    will revove the directory window from the screen.

See Also:
                Buffered Directories
                discussion

1.140   MegaD v3.1 - by John L. Jones

```
'View Icon' command:
====================
```

When selected, <View Icon> will show a picture of all selected
icon (.info) files.

See Also: -

1.141   MegaD v3.1 - by John L. Jones

```
                'View Text' command:
====================
```

This will load all selected files into a MegaD
                text-viewer
                 window.
It will first check to see if the marked file is a text (ASCII) file.
If the file is a text (ASCII) file, MegaD will load it into the MegaD

                text-viewer
                 and you will be able to read the contents of the file
normally.

If MegaD is not sure what type of a file it is, it will open a requester
similar to the following:

```
 ------------------------
|          MyFile        |
| is not a true text file |
|       Load anyway?      |
|------------------------|
|  -----            ----  |
| | Yes |          | No | |
|  -----            ----  |
 ------------------------
```

Clicking on the yes gadget will allow MegaD to load the file in the
HEX mode. In the HEX mode, the MegaD
                text-viewer
                 will only display
the true ASCII characters of the file. All other (non-printable)
characters will be represented by blank spaces.

Viewing Multilple Text Files:
=============================

If you wish to view more than one file at a time, simply select
more than one text file from any of the open directory windows.
MegaD's <View Text> command is designed just like the directory
windows...to allow an unlimited number of text files to be viewed
at one time. The only limitation is available memory on your
computer.   All of MegaD's normal directory options and windows
are active, even when a text window is open on the screen. So
if you want to open another text window, select the desired file
and select <View Text> again.

Oh no!!!   Not another window...
================================

MegaD's
                text-viewer
                 incorporates a totally new menu set. Additionally,

                text-viewer
                 windows have their own set of rules for how to scroll
around, etc. For information on how to use the MegaD
                text-viewer
                ,
refer to
                MegaD Text-Viewer
                .

See Also:
                MegaD Text-Viewer
                 discussion

1.142   MegaD v3.1 - by John L. Jones

```
                  MegaD Text-Viewer:
==================

Whenever you use the
                  View Text
                   command, or you double-click on a text
file within a directory window (assuming no
                  AutoBoot
                   governs that
text file), MegaD will load the file into a text-viewer window.
This special window has its own set of rules governing scrolling,
and a completely new set of menus.



                  Moving Around In The MegaD Text-Viewer

                  MegaD Text-Viewer Menus

                  Toggling Between Open Text Windows
                  function


See Also:
                  View Text
                  built-in command
```

1.143   MegaD v3.1 - by John L. Jones

```
                  Moving Around In The MegaD Text-Viewer:
=======================================

The MegaD text-viewer window contains scroll bars on the right and bottom
sides of the window.  As you probably guessed, you can use these scroll
bars to move around in the text file.  This window will stay open until
you select it's close gadget.

If you prefer, you can use keyboard gadgets to move around through the
text-viewer.  The following lists their operation:

     Scroll Up:                Up Arrow
                               Num-8 (numeric keypad)

     Scroll Down:              Down Arrow
                               Num-2 (numeric keypad)

     Scroll Left:              Left Arrow
                               Num-4 (numeric keypad)

     Scroll Right:             Right Arrow
                               Num-6 (numeric keypad)
```

```
    Page Up:                   Num-9 (numeric keypad)

    Page Down:                 Num-3 (numeric keypad)

    Beginning of Document:  Num-7 (numeric keypad)

    End of Document:          Num-1 (numeric keypad)

    Close Text-Viewer:      ESC key
```

```
(NEW 2.x)
Auto Text Window Scroll:
========================
```

There is one final way to scroll through a text window. Simply single
click somewhere within the text-viewer window. Notice how the mouse
pointer changes to a different pointer. Now, move the mouse up, down,
right, and left. Notice how the document scrolls based upon where
the mouse is. To stop the automatic scrolling, either, reclick on the
mouse button, or press any key.

```
See Also:
                    View Text
                    built-in command

                    MegaD Text-Viewer Menus
                    discussion

                    Toggling Text Windows
                    function
```

1.144   MegaD v3.1 - by John L. Jones

```
              MegaD Text-Viewer Menus:
========================
```

```
   Text Project:
   ============
```

```
    Close:        Closes that text-viewer window.

    Close All:    Closes all text-viewer windows currently open.

    Toggle Hex:   Refer to the
              TX Hex
               built-in command.

    Quit MegaD:   Guess what...it quit's MegaD.
```

```
   Text Colors:
```

```
===========
```

> This is quite a "colorful" menu. Merely select the background
> and foreground color combination you prefer.

Text Print:
==========

> Print All: Refer to the
>   TX PrintAll
>   built-in command.

> Print Window: Refer to the
>   TX PrintWindow
>   built-in command.

Cursor:
======

> Scroll Up: Refer to the
>   TX ScrollUp
>   built-in command.

> Scroll Down: Refer to the
>   TX ScrollDown
>   built-in command.

> Beg/End of File: Refer to the
>   TX TopBottom
>   built-in command.

> Side to Side: Refer to the
>   TX SideToSide
>   built-in command.

> Search String: Refer to the
>   TX Find
>   built-in command.

> Repeat Search: Refer to the
>   TX Repeat Find
>   built-in command.

Panic:
=====

> STOP PROCESS: Refer to MegaD's main
>   Panic
>   /
>   STOP PROCESS
>   menu.

> CANCEL PRINT: Refer to MegaD's main
>   Panic
```

```
                /
                CANCEL PRINT
                 menu.

     CANCEL ALL PRINT:     Refer to MegaD's main
                Panic
                 /
                CANCEL ALL PRINT
                 menu.
```

See Also:

               View Text
               built-in command

               Moving Around In The MegaD Text-Viewer
               discussion

               Toggling Text Windows
               function

1.145   MegaD v3.1 - by John L. Jones

```
                F7 Function Key:
===============
```

The F7 function key allows you to toggle
               MegaD Text-Viewer
                windows
to and from the front of the screen.

If only one text window is open, then the F7 key toggles that window
between the frontmost and backmost window positions.

If more than one text window is open, the F7 key rotates through each
open one, making it the frontmost window on the screen.

See Also:

               View Text
               built-in command

               Moving Around In The MegaD Text-Viewer
               discussion

               MegaD Text-Viewer Menus
               discussion

1.146   MegaD v3.1 - by John L. Jones

```
                              'VolPerScr' command  &
                              Menu Windows
                              / 'Volumes Per Screen' menu item:
==========================================================================
```

NOTE: This command not only allows you to set the number of <volumes
        per screen>, but the number of <windows per volume>.

The effect of the <VolPerScr> command varies depending upon whether
you have selected:


```
                    Windows
                    /
                    Use Overlap Locations

                    Windows
                    /
                    Use Grid Locations

                    Windows
                    /
                    Use Snapshot
```
                    In all three cases, the values you select for <Volumes Per Screen ←
                       >, and
for <Windows Per Volume> determine the number of
                    directory windows
                    MegaD
will allow on the screen (this will be further explained below). The
only difference occurs as follows:

    -   In addition to the number of windows allowed on the screen, if
        you select
```
                    Windows
                     /
                    Use Grid Locations
```
                    , then MegaD uses these
        values to determine the size of the grid. Refer to the menu item
```
                    Windows
                     /
                    Use Grid Locations
```
                     for more information concering this.

Number of directory windows allowed on the screen:
==

When selected, the <VolPerScr> command will open a window similar
to the following:

```
    -----------------------------
    |     New Values for Limits    |
    |                              |
    |    Number Volumes Per Screen  |
```

```
     |              ---               |
     |             |9  |              |
     |              ---               |
     | Number of Windows per Volume  |
     |              ---               |
     |             |2  |              |
     |              ---               |
     |   -----             --------   |
     | | Use |           | Cancel | |
     |   -----             --------   |
      -----------------------------
```

Enter the number of volumes you want MegaD to allow on the screen
in the upper gadget. Enter the number of windows you want MegaD
to allow per volume in the lower gadget.

The following example illustrates the usage of these items:

    Vol Per Scr: 2
    Win Per Vol: 3

    Action   Windows Open   Comments
    ======   ============   ========

    Open DF0: window   DF0:   1 vol open (1 below vol limit)

    Open DF1: window   DF0: DF1:   2 vol open (at vol limit)

    Open DF2: window   DF0: DF2:   DF2: replaced DF1: (vol limit)

    Open DF2:Dir1 window   DF0: DF2:   2 win per DF2: at this time
                                    Dir1   (1 below win per vol limit)

    Open DF2:Dir2 window   DF0: DF2:   3 win per DF2:
                                    Dir1   (at win per vol limit for DF2:)
                                    Dir2

    Open DF2:Dir3 window   DF0: DF2:   Dir3 replaces Dir1
                                    Dir2   (because of win per vol limit)
                                    Dir3

NOTE: You can force MegaD to open new windows (rather than replacing
      windows) when the 'Volume Per Screen' or 'Window Per Volume'
      limits are met, simply by using the
                lock gadget
                 in the

                directory window
                 .

See Also:
                  Windows
                  /
                  Use Limits
```

```
                    menu item

                    Windows
                    /
                    Use Grid Locations
                    menu item

                    Lock
                    gadget
```

1.147 MegaD v3.1 - by John L. Jones

```
                    Pattern Match Window:
====================
```

This window is common to a number of MegaD commands. In fact, any
command allowing you to utilize AmigaDOS's pattern matching features
will utilize this window.

Notice the text in the upper portion of the pattern match window.
This is designed to act as a reminder of the different types of
patterns you can use. Acceptable patterns will be discussed in
the pattern match window's string gadget section.

```
 -------------------------------------------------------------------
| Set for all directories                                           |
| All Amiga patterns for Names, ? # #? (ab|cd) ~ [abc] [~bc] a-z %  |
| Sample Patterns                                                   |
| Protect, -s +a Select non-Script Archived file. Pro.Bits (?sparwed) |
| Date,DD-MM-YY HH:MM:SS Select on date (24 hour clock)            |
| Date, +DD-MM-YY HH:MM:SS After Date, -DD-MM-YY HH:MM:SS Before   |
| Size, 2000 Select exact size                                      |
| Size, +2000 Above size, Size, -2000 Below size                  |
|                                                                   |
|
              @   Name


              @    In

              @ Activate
                |
|
              @   Name


              @    In

              @ Activate
                |
|
```

```
                @    Name




                @     In

                @ Activate
                  |
|
                @    Name




                @     In

                @ Activate
                  |
|
                @    Name




                @     In

                @ Activate
                  |
|                                                                       |
| Path and filename for items found
                                                       <-
                ---
|                                                                       | |
|
                   Use

                 Remove

                @ 'Dest'ination directories

                 Cancel
                 | |
------------------^-----------------------^------------------------- |
                  |                        |                         |
                  |                        |                         |
              Filters +                  Varies                    Find
               Window                    Based On                 Window
                Only                     Window                    Only
```

See Also: -

1.148   MegaD v3.1 - by John L. Jones

```
                Name/Size/Date/Protect Cycle Gadget (
                 pattern match window
```

```
                   ):
===============================================================
```

Allows you to select whether you want to match based upon the file
or directory's:

```
    Name
    Size (in bytes)
    Date Created, or
    Protection Bits Set
```

For instance, you could choose to match all files/dirs which were
created before July 4, 1989. To do so, you would have to set this
gadget to <Date> and fill out the remainder of the
                   pattern match window
                   .

See Also:
                   Pattern Match
                   main window

1.149   MegaD v3.1 - by John L. Jones

```
                   String Gadget (
                    pattern match window
                   ):
====================================
```

Enter the pattern that you are attempting to match. The

                   pattern match window
                   lists an abbreviated version of the
allowable pattern matching commands for your reference.

The following attempts to explain the patterns that MegaD will
understand:

```
Name:     When attempting to match a file or directory based
====      upon that file's name, use the standard AmigaDOS
          pattern matching commands.  The following are a few
          examples:

          Pattern     Matches
          =======     =======

          M?File      MaFile, MeFile, MyFile...

          #?.info     megad.info,  my.file.info, info.info...

          AmigaDOS pattern matching commands are much more
          powerful than this brief description alludes to.
          To fully understand the AmigaDOS pattern matching
          commands, refer to your AmigaDOS manual.
```

```
            Refer to
                    Complex Pattern Matches
                    for some more
            complex examples of the power of this window.


Date:       MegaD allows you to match files and directories
====        which were created on, before, or after a certain
            date.

            To select a file/directory with an exact creation
            date, use the following format:

                DD-MM-YY HH:MM:SS

            As far as the time goes, use a 24 hour clock. So
            to match a file which was created at 1 second after
            midnight, on Christmas morning, 1992, you would
            enter:

                25-12-92 00:00:01

            That's generally not too helpful...how often do
            you need to search for a file that was created
            on an exact date at an exact time???  More helpful,
            perhaps, is the ability to match files that were
            created before or after certain dates.  To match
            all files which were created before a certain
            date, use the following format:

                -DD-MM-YY HH:MM:SS

            Conversely, to select files which were created
            after a certain date, use the following format:

                +DD-MM-YY HH:MM:SS

            As an example, the following will match all files
            which were created after noon on March 17, 1985:

                +17-03-85 12:00:00

            Refer to
                    Complex Pattern Matches
                    for some more
            complex examples of the power of this window.


Size:       MegaD allows you to match files which match an
====        exact size (in bytes), or which are are greater
            or smaller than a specified size.  The easiest
            way to explain this is to use examples...

            To match all files which are exactly 19,200 bytes
            large, use the following:
```

```
      19200
```

To match all files which are smaller than 45,273
bytes, use the following:

```
   -45273
```

To match all files which are larger than 9375 bytes,
use the following:

```
   +9375
```

Refer to
        Complex Pattern Matches
        for some more
complex examples of the power of this window.

Protect: The final option available for pattern matches are
======= the protection bits of files. Each file has the
        following protection bits available:

```
      r  =  Read (the file can be read).
      w  =  Write (the file can be altered)
      e  =  Executable (the file is a program)
      d  =  Deletable (the file can be deleted)
      s  =  Script (the file is a script file)
      p  =  Pure (the file is a can be made resident)
      a  =  Archived (the file has been archived)
      ?  =  Were not sure
```

You can match files based upon whether certain
protection bits are or are not set. For example,
to match all script files, use the following:

```
   +s
```

To match all files which have not been archived,
use the following:

```
   -a
```

Refer to
        Complex Pattern Matches
        for some more
complex examples of the power of this window.

See Also:
        Pattern Match
        main window

1.150   MegaD v3.1 - by John L. Jones

```
               Complex Pattern Match Examples (
                pattern match window
               ):
==========================================================
```

When attempting to match a file, you are not limited to using
only one pattern. In fact, you will often need to specify
two or more patterns. To do so, merely enter the appropriate
patterns on separate lines of the
                pattern match window
              , and
select each line's
                activate gadget
                . Enough of that...Lets
try some examples...

Problem: Match all files which were created after Nov 7,
            1983, but before Jan 15, 1985.

Solution: This will require two separate entries:

            Date   07-11-83 00:00:00   In   Activate
            Date   14-01-85 23:59:59   In   Activate

            ==

Problem: Match all files which are unarchived, scripts.

Solution: Again, this requires to separate entries:

            Protect   -a   In   Activate
            Protect   s   In   Activate

            ==

Problem: For the grand finale, find all files which:

              - End in ".myfile",
              - Were created on or after May 22, 1993,
              - Are at least 25,000 bytes large, and
              - Are executable

Solution: This example requires 4 separate lines:

            Name   #?.myfile   In   Activate
            Date   22-05-93 00:00:00   In   Activate
            Size   +25000   In   Activate
            Protect e   In   Activate

See Also:
                Pattern Match
                main window

1.151   MegaD v3.1 - by John L. Jones

```
                In/Out Cycle Gadget (
                 pattern match window
                ):
============================================
```

This gadget can be a bit confusing. To explain its function, I'll
provide a simple example using MegaD's
```
                Sel Pattern
                 command.  Lets
```
say that you want to isolate all ".info" files in a directory from
the other files in that directory. You could then set up the window
in two separate ways.


```
   Possibility #1 - using 'In':
   ===========================

      Name      #?.info    In    Activate
```

   After selecting the <Use> gadget, all files ending in ".info"
   would be selected, and all other files would be unselected.


```
   Possibility #2 - using 'Out':
   ============================

      Name      #?.info    Out   Activate
```

   After selecting the <Use> gadget, all files ending in ".info"
   would NOT be selected. Rather, MegaD would have selected all
   files which DID NOT end in ".info"

Using the above example, you should see that the In and Out options
are merely opposites of each other.

See Also:
```
                Pattern Match
                main window
```


1.152   MegaD v3.1 - by John L. Jones

```
                Activate Gadget (
                 pattern match window
                ):
=======================================
```

The pattern match window contains five allowable entries, however,
only those entries whose <Activate> gadget have been selected, will
be matched. In other words, without an entry's <Activate> gadget

selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns
without selecting them each time you perform a pattern match.

See Also:
                Pattern Match
                main window

1.153   MegaD v3.1 - by John L. Jones

                'Path and Filename For Items Found' (
                 pattern match window
                ):
===

The <Path and filename for items found> string gadget occurs ONLY
in the Find pattern match window. Refer to the
                Find Command
                 for
a description of its function.

See Also:
                Pattern Match
                main window

                Find
                built-in command

1.154   MegaD v3.1 - by John L. Jones

                'Remove' Gadget (
                 pattern match window
                ):
======================================

The <Remove> gadget is not present in all
                pattern match windows
                .
In the
                Filters +
                 pattern match window, the <Remove> gadget will be
present.

If you currently have a filter set, selecting the <Remove> gadget
will remove that filter. Refer to the
                built-in commands

```
                      Filters +
                      and
                      Filters -
                       for more information.
```

```
See Also:
                      Pattern Match
                      main window

                      Filters +
                      built-in command

                      Filters -
                      built-in command

                      Menu Options
                      /
                      Filter Directory...
                      menu item

                      Menu Options
                      /
                      Remove All Filters
                      menu item
```

1.155   MegaD v3.1 - by John L. Jones

```
                  Directories cycle gadget (
                   pattern match window
                  ):
==================================================
```

```
This cycle gadget is function dependent.  For a description of how
this gadget works, refer to the command which opened the pattern
match window.
```

```
See Also:
                      Pattern Match
                      main window
```

1.156   MegaD v3.1 - by John L. Jones

```
                  Program Control Window - page 1:
==============================
```

```
The idea behind the program control window is threefold:
```

```
   - Basically, the upper left side of the window tells MegaD whether or not
```

it should use any files/directories which happen to be selected within
directory windows during the execution of the command you're defining.

– The middle/bottom left side of the window has a few miscellaneous options
  concerning things like which screen the program should be started on.

– For the most part, the right side of the window is telling MegaD how
  it should "construct" the
            CLI command line
               that MegaD should launch the program as a CLI process).

                                              Getfile
                                              Gadget ----------
                                                             |
                                                             |
 --|-
|

            * Skip selected directories   Title
            Verify Title & Path/name
            | |
|

            * Skip selected files

            | |
|

            * Work without selected items   Path and Program name ←
                               | |
|

            * Skip .info files

            <
          – |
|

            * Combine all selected on one line Flags to add after Program ←
               Name |
|

            Workbench screen to front at start

               |
|

            MegaD screen to front at end   Text to append to end of ←
               Command Line |
|

            * Reload current directory at end

               |
|

```
              * Query for destination filename   Redirect Output to a file or  ←
                 device      |
|
              Warn before launch

                  |
|
              @   Place Program on MegaD Screen
                 Accept Input from a file or device      |
|
              @                     CLI        ^


                  |
|   ^
                    More...
             |
                  Use

                  Cancel
                    |
  ---|-----------------------|-------------------------------------------------
     |                       |
     |                       |
Execute Type            Screen Control
Cycle Gadget             Cycle Gadget
```

The check gadgets that have an '*' in front of the title of the gadget
have no control over an AutoBoot. If you are completing the program
control window for an autoboot, you should still complete these
asterisk items. This is because you will be able to place a defined
AutoBoot on one or more of the keypad gadgets. When used in
conjunction with a keypad gadget, these '*' items will exert control
over how programs are run.

              Go To Page 2 Of The Program Control Window

1.157 program control - skip selected directories

              * Skip selected directories (
               program control window – page 1
              ):
==

If this item is checked, any directory which is selected will be
ignored. Most programs will want to ignore selected directories,
therefore, you will most often want to select this item.

For example, a sound playing program cannot play a directory! A
notable exception might be an archiving program (where you are
concerned with archiving and unarchiving directories).

NOTE: This item has no control over an
                autoboot
                . If you are working
      on the program control window for an
                autoboot
                , you should
      still complete these asterisk items. This is because you will
      be able to place a defined
                autoboot
                 on one or more of the

                numeric keypad gadgets
                . When used in conjunction with a
      keypad gadget, these '*' items will exert control over how
      programs are run.

See Also:
                Program Control – Page 1
                window

                Program Control – Page 2
                window

                Command Lines And Program Control
                discussion

1.158   MegaD v3.1 - by John L. Jones

                * Skip selected files (
                 program control window – page 1
                ):
==

If this item is checked, any file which is selected will be ingored
As you might imagine, this is rarely checked. Most programs will
want to work on a selected file.

For instance, if you link an IFF viewer into a
                numeric keypad
                , you
want to be able to select an IFF data file, select the IFF viewer's

                numeric keypad gadget
                , and have the IFF viewing program display that
"selected IFF file".

NOTE: This item has no control over an
                autoboot
                . If you are working
      on the program control window for an
                autoboot
                , you should
      still complete these asterisk items. This is because you will
      be able to place a defined
                autoboot
                 on one or more of the

                numeric keypad gadgets
                . When used in conjunction with a
      keypad gadget, these '*' items will exert control over how
      programs are run.

See Also:
                Program Control - Page 1
                window

                Program Control - Page 2
                window

                Command Lines And Program Control
                discussion

1.159   MegaD v3.1 - by John L. Jones

                * Work without selected items (
                 program control window - page 1
                ):
==

If checked, MegaD will call the program even if nothing is selected in
a directory window during the call.

Why would you want this? Let's say that you frequently play Tetris
when you're bored. You could assign a
                numeric keypad gadget
                 such that
it will run Tetris when clicked. Now Tetris doesn't load any user
specified files (such as text files) or directories when it is run,
so in this case, you would select the <Work without selected items>
 gadget.

NOTE: This item has no control over an
                autoboot
                . If you are working
      on the program control window for an
                autoboot

                     , you should
       still complete these asterisk items. This is because you will
       be able to place a defined
                 autoboot
                  on one or more of the

                 numeric keypad gadgets
                 .   When used in conjunction with a
       keypad gadget, these '*' items will exert control over how
       programs are run.

See Also:
                 Program Control – Page 1
                 window

                 Program Control – Page 2
                 window

                 Command Lines And Program Control
                 discussion

1.160   MegaD v3.1 - by John L. Jones

                 * Skip .info files (
                 program control window – page 1
                 ):
===

If checked, MegaD ignores selected .info files during the program call.
Very few programs work on icon files, therefore, you will usually want
to select this gadget.

Let's look at an example of when you wouldn't want this item checked.
On my system, I have a program which will display the pictures
associated with .info (icon) files. To use this program, you supply
it an .info file, and it magically shows you its icon. In this example,
you'd want to leave <Skip .info files> blank.

NOTE: This item has no control over an
                 autoboot
                 .   If you are working
       on the program control window for an
                 autoboot
                 , you should
       still complete these asterisk items. This is because you will
       be able to place a defined
                 autoboot
                  on one or more of the

                 numeric keypad gadgets

```
                      .   When used in conjunction with a
        keypad gadget, these '*' items will exert control over how
        programs are run.
```

```
See Also:
                        Program Control - Page 1
                        window

                        Program Control - Page 2
                        window

                        Command Lines And Program Control
                        discussion
```

1.161   MegaD v3.1 - by John L. Jones

```
                    * Combine all selected on one line (
                     program control window - page 1
                    ):
=======================================================================
```

```
Before, discussing exactly how this gadget works, you should realize
that MegaD can launch a program two different ways...via a
                    Workbench
                    process, or as a
                    CLI task
                    .   This is determined by a cycle gadget
located in the lower left portion of the
                    program control window
                    .
For now, it is enough for you to know of these two ways to launch a
program.  We will discuss Workbench vs CLI in more detail later.
```

```
If <Combine all selected on one line> is checked:
=================================================
```

```
(1) And this program is launched via
                    Workbench
                    :

    All selected items will be sent to the called program as a group
    of Workbench arguments.  How the launched program handles these
    multiple arguments is really up to the program itself.  Some
    programs will accept the multiple arguments.  Others will not
    deal with multiple arguments and will ignore all but the first
    argument.  Finally, some programs won't accept even a single
    argument.

(2) And this is a
                    CLI launched
                     program:
```

The selected information will be assembled into a CLI (Command
Line Interface) command. A CLI command can be about 255
characters long. If all of the selected items can not be placed
onto one line, MegaD will create extra lines, and recall the
program until all selected items have been fed to the program
(see
            Command Lines and Program Control
             for more information.)

If <Combine all selected on one line> is not checked:
===

(1) And this program is launched via
            Workbench
             :

    All selected items will be fed to the called program one at a
    time. Each time the called program returns, the program will
    be re-called and given the next selected item. This mode has
    a high overhead due to the fact that the program must be
    reloaded for each call.

(2) And this is a
            CLI launched
             program:

    The selected information will be assembled into a CLI (Command
    Line Interface) command. MegaD will create a command line for
    each selected item and recall the program until all selected
    items have been fed to the program. This mode has a high
    overhead due to the fact that the program must be reloaded for
    each call (see
            Command Lines and Program Control
             for more
    information.).

NOTE: This item has no control over an
            autoboot
            . If you are working
    on the program control window for an
            autoboot
            , you should
    still complete these asterisk items. This is because you will
    be able to place a defined
            autoboot
             on one or more of the

            numeric keypad gadgets
            . When used in conjunction with a
    keypad gadget, these '*' items will exert control over how
    programs are run.

See Also:

                    Program Control - Page 1
                    window

                    Program Control - Page 2
                    window

                    Command Lines And Program Control
                    discussion

1.162   MegaD v3.1 - by John L. Jones

                    Workbench screen to front at start (
                     program control window - page 1
                    ):
==

If checked, MegaD will move the Workbench screen to the front position
among all other screens running on the system. MegaD will do this when
it launches the program.

See Also:

                    Program Control - Page 1
                    window

                    Program Control - Page 2
                    window

                    MegaD Screen To Front At End
                    program control gadget

1.163   MegaD v3.1 - by John L. Jones

                    MegaD screen to front at end (
                     program control window - page 1
                    ):
==

If checked, MegaD will move the MegaD screen to the front position
among all other screens running on the system. MegaD will do this
when the launched program ends.

See Also:

                    Program Control - Page 1
                    window

                    Program Control - Page 2

                   window

                   Workbench Screen To Front At Start
                   program control gadget

1.164   MegaD v3.1 - by John L. Jones

                   * Reload current directory at end (
                    program control window - page 1
                   ):
===

If this gadget is checked, MegaD will require that at least one

                   DEST
                    window be available on the screen. Once the launched program
returns, MegaD will reload the current directory and redisplay the
information in this
                   DEST
                    window. If the destination window was closed
during the process, it will be reopened.

Forced Destination: <Reload current directory at end> also forces the

                   DEST
                    window to become the current directory for the called program.
This is useful for programs that unarchive files into such directories.

If <Reload current directory at end> is not selected, the called
program is given its own home directory as its current directory. In
this case, no directory is reloaded once the launched program ends.

NOTE: This item has no control over an
                   autoboot
                   . If you are working
     on the program control window for an
                   autoboot
                   , you should
     still complete these asterisk items. This is because you will
     be able to place a defined
                   autoboot
                    on one or more of the

                   numeric keypad gadgets
                   . When used in conjunction with a
     keypad gadget, these '*' items will exert control over how
     programs are run.

See Also:
                   Program Control - Page 1

```
                      window

                      Program Control - Page 2
                      window

                      Command Lines And Program Control
                      discussion
```

1.165 MegaD v3.1 - by John L. Jones

```
                      * Query for destination filename (
                       program control window - page 1
                      ):
```
===

If checked, MegaD will require that at least one destination window
be available on the screen. MegaD will then open a requester for you
to input the filename to be used.

An example of when you might want to select this gadget is when
creating a program control which will create an archive. In this case,
you would like to select a number of files/directories, and then select
your newly created "archive add" gadget. At that point, MegaD would
ask you to supply the filename for the new archive. (see

```
                      Command Lines and Program Control
                       for more information.)
```

NOTE: This item has no control over an
```
                      autoboot
                      .  If you are working
```
      on the program control window for an
```
                      autoboot
                      , you should
```
      still complete these asterisk items. This is because you will
      be able to place a defined
```
                      autoboot
                       on one or more of the

                      numeric keypad gadgets
                      .  When used in conjunction with a
```
      keypad gadget, these '*' items will exert control over how
      programs are run.

See Also:
```
                      Program Control - Page 1
                      window

                      Program Control - Page 2
                      window
```

```
                         Command Lines And Program Control
                         discussion
```

1.166   MegaD v3.1 - by John L. Jones

```
                  Warn before launch (
                   program control window - page 1
                  ):
========================================================
```

If checked, prior to launching the program, MegaD will open a requester
verifying that you actually want to run the program. Why might you want
to check this gadget?

Lets say that you created an ARexx program which automatically deletes
all .info files in a selected directory. Lets further say that you link
this ARexx program into a MegaD gadget. In this case, you might want to
have 1 last chance to abort this program in the event you accidently
select the gadget. Warn before launch will provide that last chance.

See Also:
```
                  Program Control - Page 1
                  window

                  Program Control - Page 2
                  window
```

1.167   MegaD v3.1 - by John L. Jones

```
                  Screen Control cycle gadget (
                   program control window - page 1
                  ):
=================================================================
```

When MegaD launches a program as a CLI process, it automatically opens
a console window (see
```
                  execute type cycle gadget
```
). The <Screen
Control cycle gadget> determines which screen that console window
will be placed on.

Place Program on Workbench Screen:
==================================

   Place the console window for the CLI program on Workbench screen.

Place Program on MegaD Screen:
==============================

    Place the console window for the CLI program on MegaD screen.

NOTE: This gadget has no effect on programs which are launched as
       Workbench tasks (see
                execute type cycle gadget
).

See Also:
                  Program Control – Page 1
                  window

                  Program Control – Page 2
                  window

                  Workbench Screen To Front At Start
                  program control gadget

                  MegaD Screen To Front At End
                  program control gadget

1.168   MegaD v3.1 - by John L. Jones

                  Execute type cycle gadget (
                   program control window – page 1
                  ):
==

The purpose of the <execute type cycle gadget> is to determine what
type of process MegaD uses to launch a program. The gadget has three
possible settings...<CLI>, <CLI With Hold> and <Workbench>.

CLI:
===

Real People: MegaD executes this program as a CLI process.

For Techies: MegaD spawns a simple task to control the called program.
             This task executes the command line or lines that were
             created by the program control. If more than one command
             line was created for this call it will continue executing
             each line until the job is completed.

NOTE: For information on how MegaD builds a command line, refer to

                  Command Lines And Program Control
                   .

CLI With Hold:
==============

Real People: MegaD executes this program as a CLI process. Additionally,
             when the program is finished, MegaD will wait for you to
             press <return> or <Q>.

For Techies: MegaD spawns a simple task to control the called program.
             This task executes the command line or lines that were
             created by the program control. If more than one command
             line was created for this call the task will wait for a
             <return> to spawn the next task, or for input of the letter
             'Q' to quit all remaining tasks. If the letter 'Q' is not
             entered it will continue calling each line until the job
             is completed.

NOTE: For information on how MegaD builds a command line, refer to

            Command Lines And Program Control
             .

Workbench:
=========

For All: MegaD spawns the program as a Workbench task. No command
            line is created. Only Workbench arguments are passed to
            the called program. Input and output channels are not
            supplied, so DO NOT use this call with programs that are
            CLI only type programs. The best way to know if this will
            work is if the program that you are setting up has an icon
            file (.info).

See Also:
            Program Control - Page 1
            window

            Program Control - Page 2
            window

            Command Lines And Program Control
            discussion

1.169   MegaD v3.1 - by John L. Jones

            Verify Title & Path/Name (
             program control window - page 1
            ):
==

As its title suggests, this gadget verifies the validity of the
pathname in the
                 path and program name gadget
                 .

When you select this gadget, MegaD will check to see if the file
specified in the
                 path and program name gadget
                  exists. If it does
exist, MegaD will tell you:

```
         ----------------------------
        |  Title Path/name are good  |
        |                            |
        |        -----------         |
        |       | Continue  |        |
        |        -----------         |
         ----------------------------
```

If MegaD can't find the file, then it will tell you:

```
   -------------------------------------------
  |  Could not access Path and Program name   |
  |             -----------                   |
  |            | Continue  |                  |
  |             -----------                   |
   -------------------------------------------
```

See Also:
                 Program Control - Page 1
                 window

                 Program Control - Page 2
                 window

1.170   MegaD v3.1 - by John L. Jones

                 'Title' string gadget (
                  program control window - page 1
                 ):
==

You must define a unique title for each program control. This
title should be one that will remind yourself what the program
control function does. Though the room for the title is large,
it is best to keep it to 12 characters or less. This way the
title will be completely visible if the program control is
attached to a
                 numeric keypad gadget
                 .

See Also: -

1.171   MegaD v3.1 - by John L. Jones

                   'Path and Program name' string gadget (
                    program control window - page 1
                   ):
==

This should contain the complete path and filename of the executable
file for this program control. You can verify that the pathname in
this gadget is valid by selecting the
                   Verify Title & Path/name
                    gadget
at the top of the program control window.

See Also:
                   Program Control - Page 1
                   window

                   Program Control - Page 2
                   window

1.172   MegaD v3.1 - by John L. Jones

                   square shaped getfile gadget (
                    program control window - page 1
                   ):
==

As an alternative to manually entering the path/filename into the

                   Path and Program Name
                    string gadget, you can use the square shaped
gadget located immediately to the right of the
                   Path and Program Name
                    gadget. When you select this square gadget, MegaD opens a file
requester, allowing you to select the appropriate file using a mouse.

See Also:
                   Program Control - Page 1
                   window

                   Program Control - Page 2
                   window

1.173   MegaD v3.1 - by John L. Jones

                    Flags to add after Program Name (
                     program control window - page 1
                    ):
===

Often, programs will allow you to specify special actions at "run-time".
To do so, these programs will accept arguments, usually in the form of
flags or text [-f -a PUBSCREEN=TERM]. If a program allows these
arguments, and if it requires they be placed immediately after the
program name, you can place them in the <Flags to add after Program Name>
string gadget. MegaD will automatically add them after the program
name when it launces the program. For information on how MegaD builds
a command line, refer to
                    Command Lines And Program Control
                       .

Lets take the popular archiving program LhA as an example. If you
desired to extract the files from an archive, you might enter the
following command in a shell window:

      LhA e Work:MyArchive Ram:

Where: "e" is the flag telling LhA to extract files from an
       archive,

"Work:MyArchive" is the archive that you want extracted, and

"Ram:" is the destination in which you'd like the extracted files
       placed.

To set this up in MegaD, you would want the flag "e" to immediately
follow the program name (LhA). As a result, you would place "e"
(without the quotes) in this string gadget.

See Also:
                    Program Control - Page 1
                    window

                    Program Control - Page 2
                    window

                    Command Lines And Program Control
                    discussion

1.174   MegaD v3.1 - by John L. Jones

```
               Text to append to end of Command Line (
                program control window - page 1
               ):
```
===

Often, programs will allow you to specify special actions at "run-time".
To do so, these programs will accept arguments, usually in the form of
flags or text [-f -a PUBSCREEN=TERM]. If a program allows these
arguments, and if it requires they be placed at the end of the command,
you can place them in the <Text to append to end of Command Line>
string gadget. MegaD will automatically add them to the end of the
command created to launch the program. For information on how MegaD
builds a command line, refer to
               Command Lines And Program Control
               .

Using the archiving program LhA as an example, if you wanted to
extract files from an archive, into the "Ram:" directory, you
might enter the following into a shell window:

      LhA e Work:MyArchive Ram:

Where: "e" is the flag telling LhA to extract files from an
       archive,

"Work:MyArchive" is the archive that you want extracted, and

"Ram:" is the destination in which you'd like the extracted files
       placed.

Now lets concentrate solely on the "Ram:" portion of the above command.
If you knew that you ALWAYS wanted extracted files placed in ram:, you
could merely place "Ram:" (without the quotes) in the <Text to Append
to the end of Command Line> string gadget.

On the other hand, if you don't always want extracted files placed
in ram:, then leave this string gadget blank. In this case, files will
be extracted into whichever directory window is selected as the
destination (by the DEST gadget in the directory windows).

See Also:
               Program Control - Page 1
               window

               Program Control - Page 2
               window

               Command Lines And Program Control
               discussion

1.175   MegaD v3.1 - by John L. Jones

```
             Redirect Output to a file or device (
              program control window - page 1
             ):
========================================================================
```

For those of you who understand AmigaDOS redirection, place the
filename/device for the redirected output into this string gadget. A
commonly used redirection output device is PRT: which forces the output
information to be sent to the printer.

Redirection is a complex issue, and is more fully explained in your
AmigaDOS manual.

See Also:
```
             Program Control - Page 1
             window

             Program Control - Page 2
             window

             Command Lines And Program Control
             discussion
```


1.176   MegaD v3.1 - by John L. Jones

```
             Accept Input From a file or device (
              program control window - page 1
             ):
========================================================================
```

Redirected input is unusual, and unless you are sure of what you are
doing you should probably not use this. What happens is this. If
the called program requires any information from the console window,
it will instead be given what ever information is found in the input
file specified in this string gadget.

Redirection is a complex issue, and is more fully explained in your
AmigaDOS manual.

See Also:
```
             Program Control - Page 1
             window

             Program Control - Page 2
             window

             Command Lines And Program Control
             discussion
```

1.177   MegaD v3.1 - by John L. Jones

```
                  Program Control Window - page 2:
================================

This is the 2nd of 2 windows which comprise the Program Control Window.


                                                close  window
                                                sizing gadget --
                                                              |
                                                              |
 -------------------------------------------------------------------|--
|
            Query for 'Flags to add'              Console window string  ←
                      V  |
|

            Query for 'Text to append'


            []
             |
|                                           Stack size                       |
|


             |
|                                                                            |
|                                                                            |
|                                                                            |
|                                                                            |
|                                                                            |
|                                                                            |
|                                                                            |
|                                                                            |
|                                                                            |
|
                 OK

                                                              |
 -----------------------------------------------------------------------


            Return to Program Control Window #1
```

1.178   MegaD v3.1 - by John L. Jones

```
            Query for 'Flags to Add' (
             program control window - page 2
            ):
=============================================================

The <Query for 'Flags to Add'> gadget is similar to the
```

```
              Flags to add after Program Name
               gadget on page 1 of the program
control window.  If you select the <Query for 'Flags to Add'>
gadget, then prior to launching the program, MegaD will query you
for any flags to add immediately following the program name in
the command line.
```

There's only one difference between <Query for 'Flags to Add'> and

```
              Flags to add after Program Name
              .  <Query for 'Flags to Add'> gives
the user the ability to decide which flags to use AT THE TIME OF
PROGRAM EXECUTION, rather than at the time the program control is
created.
```

For information on how MegaD builds a command line, refer to

```
              Command Lines And Program Control
              .
```

See Also:
```
                Program Control – Page 1
                window

                Program Control – Page 2
                window

                Command Lines And Program Control
                discussion
```

1.179 MegaD v3.1 - by John L. Jones

```
              Query for 'Text to append' (
               program control window – page 2
              ):
```
==

The <Query for 'Text to append'> gadget is similar to the

```
              Text to append to end of Command Line
               gadget located on the
```
1st page of the program control window. If you select the
<Query for 'Text to append'> gadget, then prior to launching
the program, MegaD will query you for any text you'd like
added to the end of the command line.

There's only one difference between the two. <Query for
'Text to append'> gives the user the ability to decide which
text to use AT THE TIME OF PROGRAM EXECUTION, rather than at
the time the program control is created.

For information on how MegaD builds a command line, refer to

                 Command Lines And Program Control
                 .

See Also:
                 Program Control – Page 1
                 window

                 Program Control – Page 2
                 window

                 Command Lines And Program Control
                 discussion

1.180   MegaD v3.1 - by John L. Jones

                 Console window string (
                  program control window – page 2
                 ):
==

Whenever MegaD launches a program as a
                 CLI process
                 , it automatically
opens a console window. This string gadget allows you to specify the
location and dimensions of this console window. If you leave this
string gadget blank, MegaD automatically chooses a default location
and size for the console window. If, on the other hand, you want to
set the size and location of this window, use the following format
for a string:

     CON:10/22/150/200

     CON – Means console window.
     10 – Window left edge (in pixels).
     22 – Window top edge (in pixels).
     150 – Window width (in pixels).
     200 – Window height (in pixels).

There's actually an easier way to define the location and size of the
console window. Immediately to the right of the <Console window string>
gadget, you should see a
                 gadget resembling a window's 'close gadget'
                 .

If you single-click on this
                 'close gadget'
                 , then a new window appears
on the screen. The window is titled, "Adjust window to proper size,
then close". Do just that...size and place that window to the exact
location and dimensions that you'd like the console window to be, then

close the window. Once you close the window, a string defining that
window's dimensions will appear in the <Console window string> gadget.

See Also:
                    Program Control - Page 1
                    window

                    Program Control - Page 2
                    window

1.181   MegaD v3.1 - by John L. Jones

                    close sizing gadget (
                     program control window - page 2
                    ):
===

Whenever MegaD launches a program as a
                    CLI process
                     , it automatically
opens a console window. This "close window" sizing gadget allows you
to define the location and dimensions of this console window.

If you single-click on this "close" gadget, then a new window appears
on the screen. The window is titled, "Adjust window to proper size,
then close". Do just that...size and place that window to the exact
location and dimensions that you'd like the console window to be, then
close the window. Once you close the window, a string defining that
window's dimensions will appear in the
                    Console window string
                     gadget.

See Also:
                    Program Control - Page 1
                    window

                    Program Control - Page 2
                    window

1.182   MegaD v3.1 - by John L. Jones

                    Stack Size (
                     program control window - page 2
                    ):
==

This gadget, as you might suspect, allows you to alter the size of
the stack allocated for this program. When MegaD launches a program,

it uses the following priority to determine stack size:

1. Stack size set in
               page 2 of the program control window
               .

2. If the user doesn't enter a stack size in the program control
    window, then MegaD uses the stack size specified in the launched
    program's associated icon. (MegaD will use this method even if
    the program was launched as a
               CLI process
).

3. If the program doesn't have an associated icon, MegaD uses
    it's own stack size – that is, whatever you have set for MegaD's
    stack, will be set for the newly launched program.

4. MegaD will ensure that the stack size is at least 4096 bytes.

See Also:
               Program Control – Page 1
               window

               Program Control – Page 2
               window

1.183   MegaD v3.1 - by John L. Jones

               Command Lines and Program Controls (
                program control window – page 1
               ):
===

Now I'd like to warn those of you who are not too CLI knowledgable,
or who are faint of heart, that the following won't be easy...On the
other hand, a basic understanding of this is necessary to configuring
MegaD.

When working with AmigaDOS and CLI command lines, MegaD must create
full sentences (command lines) in order to tell the called program
exactly what the user wants done. MegaD uses all of the information
in the program control string gadgets. Additionally, it uses information
from files selected within directory windows. To form a command line,
MegaD pieces all of this information together in the following order:

               Path and Program Name
                >
               Redirect Output to a file or device
                <
               Accept Input From a file or device

```
                    Flags to add after Program Name
                    -or-
                    Query for 'Flags to add'

                    Query for destination filename
                      complete filenames of selected files

                    Text to append to end of Command Line
                    -or-
                    Query for 'Text to append'
                 I'm going to attempt to "diagram" a complete CLI command in the  ←
                    same
manner in which MegaD would create it:



                    Path and Program Name
                         |
         |                    Accept Input From a file or device
                         |                        |
         |                   |          Flags to add after Program Name
                    |                           |   ----            -or-
         |                   |     |    Query for 'Flags to add'
                         |                |    |
         |                    |    |
         |                    |    |
         V                    V    V
Work:Crunchers/LhA  >NIL:  <NIL:  e  Work:Archives/MegaD.LhA  Ram:
                    ^                 ^                        ^
                    |                 |                        |
                    |                 |                        |
                    |                 |                        |
                    |                 |
                    Query for destination filename
                              |               |                    -or-
                    |                 |
                    Text to append to end of Command Line
                              |               |                    -or-
                    |                 |
                    Query for 'Text to append'
                              |          |
                    |     This represents the file(s)
                    | selected within directory window(s)
                    |

                    Redirect Output to a file or device
                    ---------------------------------------------------------------------

 |

                    * Skip selected directories       Title
                    Verify Title & Path/name
                      |
 |
```

```
              * Skip selected files
              LhA Unpack
                |
|

              * Work without selected items      Path and Program name  ←
                                    |
|

              * Skip .info files
              Work:Crunchers/LhA


                |
|

              * Combine all selected on one line Flags to add after Program  ←
                Name           |
|

              Workbench screen to front at start
              e
                |
|

              MegaD screen to front at end       Text to append to end of  ←
                Command Line   |
|

              * Reload current directory at end
              Ram:
                |
|

              * Query for destination filename   Redirect Output to a file or  ←
                device     |
|

              Warn before launch
              NIL:
                |
|
              @   Place Program on MegaD Screen
                Accept Input from a file or device     |
|
              @                     CLI

              NIL:
                |
|
                  More...
                |
                  Use

                  Cancel
                    |
```

```
  --------------------------------------------------------------------------
```

The is program control reflect the command line listed above
(we are only concerned with the right side of the program control
window here – you'd still need to fill out the left side):

Sorry you had to experience all that, but the formation of a command
line is fairly complex, and I had to supply this information somewhere.

See Also:
                        Program Control – Page 1
                        window

                        Program Control – Page 2
                        window

1.184   MegaD v3.1 - by John L. Jones

                        MegaD Main Preferences Window:
==============================

This is a depiction to the main preferences window for MegaD. To utilize
MegaD to its full potential, you will become intimately familiar with all
the preferences windows.

This window serves merely as a "table of contents" for the different
preference areas available under MegaD.


```
  ----------------------------------------------------------------------
|
                        Colors...
                                                |
|
                        Defaults...
                                                |
|
                        Display...
                                                |
|
                        Keypads...
                                                |
|
                   Menus & Devices...
                                                |
|
                   Miscellaneous...
                                                |
|
                        Print...
                                                |
|
```

```
                           Screen...
                                          |
|                                                                        |
|
                         Save

                         Use

                       Cancel
                   |
    -------------------------------------------------------------------
```

See Also: -

1.185 MegaD v3.1 - by John L. Jones

```
                  'Colors' preferences:
====================
```

When you reach the <Colors> preferences window, you will be afforded
the opportunity to select the colors to display the following:


```
   1.3 / 2.0 Colors Switch:
   ========================
```

   MegaD is capable of determining what operating system you are running.
   Additonally, if the <1.3 / 2.0 Colors Switch> is selected, MegaD will
   automatically select appropriate colors for MegaD, based upon which
   operating system it detects. If you prefer to override MegaD's
   automatic color selection, deselect this switch and manually select
   your desired colors.


```
   Directory Window Colors:
   ========================
```

   Directory: The color in which directory items will appear within
               directory windows.

   File: The color in which file items will appear within
               directory windows.

   Selected: The background color of items which are selected
               within directory windows.

   Unselected: The background color of items which are not selected
               within directory windows.


```
   Text Window Colors:
   ==================
```

    Text: The foreground color in which text will be displayed
                when using MegaD's text file viewer.

    Background: The background color in which text will be displayed
                when using MegaD's text file viewer.

    Other Colors:
    ============

    Titles: The foreground color in which various titles within
                various windows will be displayed. These titles vary
                from window to window.

    Information: The foreground color in which miscellaneous information
                will be displayed. This varies from window to window.

    Border 1:   The color in which the upper-left border of unselected
                gadgets will be displayed. Most folks will want to set
                this to white.

    Border 2:   The color in which the lower-right border of unselected
                gadgets will be displayed. Most folks will want to set
                this to black.

    Gadget Colors:
    =============

    Gadget Back: The background color inside unselected gadgets.

    Gadget Text: The color in which gadget text is displayed.

    Changing MegaD screen colors:
    =============================

    MegaD allows you to set the screen colors for when MegaD opens
    it own public screen. The colors are set from a small program
    found with MegaD called MDPalette. You may start MDPalette by
    first opening a Directory Window that contains the program
    MDPalette and double clicking the MDPalette.info file or you
    could create a User Gadget that would call MDPalette.

    Once MDPalette is running on the MegaD screen you may adjust the
    colors to your liking and then use the save gadget. MDPalette
    defaults the saved name as MegaD.plt. You have the option to
    save this file as other names but MegaD will only read the
    settings from the filename MegaD.plt.

    Once this is done MegaD will read the palette settings each time
    it needs to open a screen.

See Also:
                 Preferences
                 main window

1.186   MegaD v3.1 - by John L. Jones

```
                'Defaults' preferences:
======================

 ----------------------------------------------------------------------------
|

            Auto resize windows

            Save defaults at closing        |
|

            Auto update windows

            Save window positions           |
|

            Confirm quit

            Simple refresh windows          |
|

            Display memory, date, time

            Warn before copy                |
|

            Display file, directories, bytes

            Warn before delete              |
|

            Iconfy at start

            Warn before move                |
|

            Keep active window to front

            Warn if deleting protected file  |
|

            Last active window is destination

            Warn if replacing larger file     |
|

            Place tool icon & menu on Workbench

            Warn if replacing newer file      |
|
```

```
            Messages off

            Warn if replacing file              |
|

            Panic button window

            Warn if replacing preference file |
|

            Return keypad to unshifted

            F10 Closes control window          |
|
                      Use

                 Cancel
                      |
 ------------------------------------------------------------------------------
```

See Also:
            Other Flags Set from ARexx

            Preferences
            main window

1.187   MegaD v3.1 - by John L. Jones

```
Other Flags Set from ARexx:
===========================

When adding features to MegaD and ways to customize the way the
program works from one user to the next, one of the biggest
overhead is creating a way for the user to set those settings.
With the release of 3.1 I have decided to try a slightly
deferent approach.  All of the internal preference settings of
MegaD can be changed from ARexx with very simple ARexx programs.
The following settings can only be set from ARexx  and each
example is fully functional and commented:

---------------------------- Cut ----------------------------
/*
MegaD has the ability to launch ARexx programs.  This can be
done in a number of ways.  This program will let you set the
action MegaD performs when you double click and ARexx program
from a Directory Window.
*/

ADDRESS MEGAD

/*
Tell MegaD to only View ARexx programs when an ARexx script is
double clicked.
```

```
*/

SetFlag 123 1

/*
The '123' of the above command tells MegaD which flag to
changed.  The '1' is the value that the flag to be changed to.
This flag can be set to the following values.
'0'     Launch or View ARexx scripts when double clicked
'1'     Always view ARexx scripts when double clicked
'2'     Always launch ARexx scripts when double clicked
*/
--------------------------- Cut ---------------------------
/*
MegaD will warn you if you are attempting to load a text file
into a Text Window.  You can turn it off by using this ARexx
program.
*/

ADDRESS MEGAD

/*
Turn off warnings before loading HEX files into View Text
Windows.
*/

SetFlag 124 1

/*
The '124' of the above command tells MegaD which flag to
changed.  The '1' is the value that the flag to be changed to.
This flag can be set to the following values.
'0'     Warn before loading a HEX file into a Text Window
'1'     No Waring before loading a HEX file into a Text Window
*/
--------------------------- Cut ---------------------------
```

1.188   MegaD v3.1 - by John L. Jones

```
                Prefs Defaults
                - Auto Resize Windows:
======================================

When you select <Auto Resize Windows> (assuming you have also
selected the menu item
                Windows
                 /
                Use Overlap Locations
                , then
MegaD will automatically size
                directory windows
                 to the exact
size needed to display all information.  In other words, the
```

```
           directory windows
            will display all files and directories,
without using excess space.



See Also:
               Defaults
               preference window
```

1.189 MegaD v3.1 - by John L. Jones

```
               Prefs Defaults
               - Auto Update Windows:
=======================================

If you select <Auto Update Windows>, then MegaD will re-read the
contents of a directory every time its
               directory window
                is opened.

Refer to
               buffered directories
                for further explanation.



See Also:
               Defaults
               preference window
```

1.190 MegaD v3.1 - by John L. Jones

```
               Prefs Defaults
               - Confirm Quit:
=================================

If you select <Confirm Quit>, then anytime you attempt to quit
MegaD, the following requester will verify that you REALLY do
want to quit.

           ----------------
           |   Quit  MegaD  |
           | -----   ----   |
           | | Yes | | No | |
           | -----   ----   |
            ----------------



See Also:
```

```
                    Defaults
                    preference window

                    Quit
                    built-in command

                    Project
                    /
                    Quit
                    menu item
```

1.191   MegaD v3.1 - by John L. Jones

```
                    Prefs Defaults
                    - Display Memory, Date, Time:
===============================================
```

If you select <Display memory, date, time>, then MegaD will intermittantly
display the following information in the screen's title bar:

```
   C: 610,304  F: 1,140,304  L: 752,376  T: 1,750,608  06-02-93 19:37:46

   Where C = amount of chip memory available
         F = amount of fast memory available
         L = largest continuous chunk of memory available
         T = total amount of memory available (chip & fast)
```

This information will be intermittantly displayed, and will only be
displayed when a MegaD window is active.

```
See Also:
                    Defaults
                    preference window
```

1.192   MegaD v3.1 - by John L. Jones

```
                    Prefs Defaults
                    - Display File, Directories, Bytes:
=====================================================
```

If you select <Display file, directories, bytes>, MegaD will intermittantly
display the following information in the screen's title bar:

```
   Files: 5  Dirs: 2  Bytes: 1,547,329  FSpace: 14,371,259

   Where:  Files = total files selected  -or-  source files selected
           Dirs  = total dirs  selected  -or-  source dirs selected
           Bytes = total bytes selected  -or-  source bytes selected
```

```
            FSpace =  free space available on destination volume
```

This information will be intermittantly displayed, and it will only be
displayed when a MegaD window is active.

Refer to the section covering
            MegaD's main window files selected area
            for a more indepth discussion of this subject.

See Also:
            Defaults
            preference window

1.193 MegaD v3.1 - by John L. Jones

            Prefs Defaults
            - Iconify At Start:
===================================

If you select <Iconify at start>, then when MegaD is run, it will
automatically
            iconify
             itself into an
            application icon
            .

See Also:
            Defaults
            preference window

            Iconify
            built-in command

            Project
            /
            Iconify
            menu item

            Application Icons
            discussion

1.194 MegaD v3.1 - by John L. Jones

            Prefs Defaults
            - Keep Active Window To Front:
===

If you select <Keep active window to front>, then MegaD will
automatically move any newly selected
                  directory window
                   or
text window to the front of the screen.

I want to draw a distinction between the active window and a
destination window:

   A destination window is any directory window (possibly more
   than 1) whose
                  DEST
                   gadget is selected. Destination windows
   have nothing to do with the <Keep active window to front>
   gadget.

   An active window is THE directory window (only 1) in which
   the mouse was last clicked. You can recognize it by the
   fact that its border is a different color from all non-active
   windows on the screen. The <Keep active window to front>
   preference deals with this window.

This will have no affect on moving MegaD's main window to the
front.

See Also:
                  Defaults
                  preference window

1.195   MegaD v3.1 - by John L. Jones

                  Prefs Defaults
                  - Last Active Window Is Destination:
===

This preference is a bit difficult to put into words, so I'll
attempt to explain it using an example.

1. <Last active window is destination> selected:
   ==

   To start this example, lets say you don't have any directory windows
   open on your screen.

   - You open a
                  directory window
                   for your <Work:> directory. The
     Amiga automatically makes this
                  directory window
                   the screen's

active window (as is evident by its colored border).

This directory IS NOT the
            DEST
             window (because it wasn't the
last active window – on the contrary, it is the current active
window).

- You open a new
            directory window
             for your <Ram:> directory. The
Amiga automatically makes the <Ram:>
            directory window
             the
screen's active window (<Work:> is no longer the screen's active
window).

At this time, <Ram:> (the currently active window) is a source
window, and <Work:> (the "last" active window) is the
            DEST
                 window.

- Clear as mud???

Why would you want a setup like this? If you choose to work with
only two
            directory windows
             open on the screen, this setup would
be convenient. Operations such as copying a file would be simple
because, the moment you select the file to copy, the other directory
becomes the destination.

2. <Last active window is destination> IS NOT SELECTED:
   ==

This one's easy to explain. Whichever
            directory window
             is the
screen's active window, is also the
            DEST
             window.

If you plan on running MegaD with 3 or more
            directory windows
                open at once, I'd suggest running in this mode.

See Also:
            Defaults
            preference window

1.196   MegaD v3.1 - by John L. Jones

```
               Prefs Defaults
               - Place Tool Icon & Menu On Workbench:
=======================================================
```

If you select the <Place tool icon & menu on workbench>, MegaD will,
upon startup, place an
               appicon
               on the Workbench screen. It will
also place two menu items in your Workbench Utilities menu:

    Call MegaD
    Quit MegaD

NOTE: This preference will not take place until you have

        (1) Saved the preference, and
        (2) Restarted MegaD.

    Don't be confused if you save this preference and don't
    see an immediate
               appicon
               or menu items. They won't appear
    until the next time you start up MegaD.

See Also:
               Defaults
               preference window

1.197   MegaD v3.1 - by John L. Jones

```
               Prefs Defaults
               - Messages Off:
===============================
```

Many MegaD functions will generate information only messages.
You can generally recognize these messages because the only
gadget they contain is a <Continue> gadget.

If you select <Messages Off>, then MegaD will suppress these
informational messages.

NOTE: The information in these messages usually explains why
       a task or function failed to work properly. If you
       select <Messages Off>, you may be asking for confusion,
       since a failed process won't explain itself for you.

See Also:
                    Defaults
                    preference window

1.198   MegaD v3.1 - by John L. Jones

                    Prefs Defaults
                    - Panic Button Window:
======================================

It's probably safe to say the we've all experienced that sinking
panic...you know right after you depress the return key to delete
a directory. For a split second, you're afraid that you might be
deleting the wrong directory.

MegaD provides a method to minimize damage when you get this
sick-to-your-stomach feeling. It's called the panic window.

If you select the <Panic button window> in
                default preferences
                 ,
then whenever you initiate a delete, copy, move... operation,
MegaD opens a window called the panic window. The panic window
looks like the following:

    | |
    | |
    | |
    | |
    | |
    | |
    | Deleting File DpaintIV.info |
    | Deleting File Excellence!.info |
Deleting File Games.info
                 Suspend

                 Cancel
                  |

What the panic window allows is for you to immediately "suspend"
or "cancel" the current operation, thereby minimizing damage.

NOTE: Whatever actions have occurred prior to suspending or
       cancelling the operation, are done...forever. The panic
       window will not allow "undoing" an operation. It merely
       prevents the damage from being to great.

See Also:

                    Defaults
                    preference window

                    Panic
                    /
                    STOP PROCESS
                    menu item

                    Panic
                    /
                    CANCEL PRINT
                    menu item

                    Panic
                    /
                    CANCEL ALL PRINT
                    menu item

                    Cancel
                    panic window button

                    Suspend
                    panic window button

1.199   MegaD v3.1 - by John L. Jones

                    Panic Window – 'Suspend' gadget:
=================================

When you select the <Suspend> gadget, MegaD temporarily stops whatever
operation it is currently performing. You will be able to recognize
the temporary suspension of the process because the <Suspend> gadget
will be higlighted. Additionally, any text scrolling through the
panic window will stop.

At that point, you have one of two options:

(1) Continue the process by deselecting the <Suspend> gadget.

(2) Terminate the process by selecting the
              panic window's Cancel
                    gadget.

See Also:

                    Defaults
                    preference window

                    Panic
                    /

```
                    STOP PROCESS
                    menu item

                    Panic
                    /
                    CANCEL PRINT
                    menu item

                    Panic
                    /
                    CANCEL ALL PRINT
                    menu item

                    Panic Button Window
                    defaults preference

                    Cancel
                    panic window button
```

1.200   MegaD v3.1 - by John L. Jones

```
                    Panic Window  - 'Cancel' gadget:
================================
```

When you select the panic window's <Cancel> gadget, MegaD opens the
following window:

```
    ---------------------------
   |    Are you sure that you   |
   | want to cancel this task?  |
   |  -----              ----   |
   | | Yes |            | No |  |
   |  -----              ----   |
    ---------------------------
```

If you answer <Yes> at this point, then MegaD completely stops the
current operation, however, MegaD will not "undo" any actions that
have already been accomplished. NOTE: Yoy cab determine what
actions MegaD has already accomplished by reading the text inside
the
                    panic window
                    If you answer <No> to this requeser, then MegaD will continue with
the process.

See Also:
                    Defaults
                    preference window

                    Panic
                    /
                    STOP PROCESS
                    menu item
```

```
                    Panic
                    /
                    CANCEL PRINT
                    menu item

                    Panic
                    /
                    CANCEL ALL PRINT
                    menu item

                    Panic Button Window
                    defaults preference

                    Suspend
                    panic window button
```

1.201   MegaD v3.1 - by John L. Jones

```
                    Prefs Defaults
                    - Return Keypad To Unshifted:
==============================================
```

MegaD offers two ways of selecting the <Ctrl>, <Shift> and <Alt>

```
                numeric keypads
                .   You can hold down the appropriate key on the
keyboard, or you can select the
                C
                ,
                S
                or
                A
                gadgets in MegaD's

                main window
                .
```

The <Return keypad to unshifted> preference deals solely with the
times you use the mouse to select the
```
                C
                ,
                S
                or
                A
                gadget.
```

```
<Return keypad to unshifted> selected:
=====================================
```

   Lets say that you use the mouse to select the
```
                C
                bank of numeric
```

```
             keypad
              gadgets, and then you execute a command on one of the keypad
    gadgets.

    As soon as the command is finished, the MegaD main window will
    automatically return from the
                 C
              bank to the original bank of
    gadgets.
```

```
<Return keypad to unshifted> NOT SELECTED:
==========================================

    Again, lets say you use the mouse to select the
                 C
              bank of numeric

              keypad
              gadgets, and then you execute a command on one of the keypad
    gadgets.

    The MegaD main window will remain on the
                 C
              bank of
              numeric keypad
                gadgets after the command is finished.
```

```
See Also:
              Defaults
              preference window
```

1.202   MegaD v3.1 - by John L. Jones

```
              Prefs Defaults
              - Save Defaults At Closing:
==========================================

If you select <Save defaults at closing>, MegaD will automatically
save the current preference settings prior to quitting.
```

```
See Also:
              Defaults
              preference window

              Save Preferences
              built-in command

              Menu Project
              /
```

```
            Save Preferences
```

1.203   MegaD v3.1 - by John L. Jones

```
            Prefs Defaults
            - Save Window Positions:
=========================================
```

If you select <Save Window Positions>, then MegaD will remember the
locations of requesters. Each time MegaD needs to open that requester,
it will do so in the position it last remembered.

If you choose not to select this preference, then MegaD attempts to
open requesters directly under the current mouse position.

See Also:
            Defaults
            preference window

1.204   MegaD v3.1 - by John L. Jones

```
            Prefs Defaults
            - Simple Refresh Windows:
==========================================
```

For folks tight on memory, selecting the <Simple refresh windows>
preference can help.

When you use simple refresh windows, you save memory at the expense
of slower refresh rates when moving, sizing, and uncovering windows.

See Also:
            Defaults
            preference window

1.205   MegaD v3.1 - by John L. Jones

```
            Prefs Defaults
            - Warn Before Copy:
==================================
```

When <Warn before copy> is selected, a requester similar to the
following opens before any copy operation is commenced:

```
         -----------------------------------------
         |        5 File/s marked for copy       |
         |    0 Directory/ies   marked for copy   |
         | To be copied to 1 directory window/s  |
         |                Continue                |
         |---------------------------------------|
         |    -----                      ----    |
         |   | Yes |                    | No |   |
         |    -----                      ----    |
         -----------------------------------------
```

See Also:

                Defaults
                preference window

                Copy
                built-in command

                Copy As
                built-in command

1.206   MegaD v3.1 - by John L. Jones

                Prefs Defaults
                - Warn Before Delete:
====================================

When <Warn before delete> is selected, a requester similar to the
following opens before any delete operation is commenced:

```
           ------------------------------------
           |      2 File/s marked for delete   |
           |   1 Directory/ies marked for delete |
           |              Continue              |
           |----------------------------------|
           |   -------              ------     |
           |  |  Yes  |            |  No  |   |
           |   -------              ------     |
           ------------------------------------
```

Additionally, if you happen to have files/directories selected in
more than one directory window, MegaD will open an unmistakable
requester similar to the following:

```
        ------------------------------------------------
        |          2 File/s marked for delete          |
        |       1 Directory/ies marked for delete       |
        | <<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>> |
        |    <<< In 2 different directory windows >>>   |
        | <<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>> |
        |                  Continue                     |
        |----------------------------------------------|
```

```
      |   -------                                    ------   |
      |  | Yes |                                    | No |  |
      |   -------                                    ------   |
       ------------------------------------------------
```

The purpose behind this second requester is to "catch your eye".
Every now and then you will have selected files in multiple
directories - thinking that you only have files in 1 directory
selected. If you attempt to delete files in this situation,
this "catchy" will make you think before you delete!

See Also:
                    Defaults
                    preference window

                    Delete
                    built-in command

1.207   MegaD v3.1 - by John L. Jones

                    Prefs Defaults
                    - Warn Before Move:
====================================

When <Warn before move> is selected, a requester similar to the
following opens before any move operation is commenced:


```
      ----------------------------------------
      |         1 File/s marked for move        |
      |     0 Directory/ies marked for move     |
      |  To be moved to 2 directory window/s   |
      |               Continue                  |
      |----------------------------------------|
      |   -----                        ----   |
      |  | Yes |                      | No |  |
      |   -----                        ----   |
       ----------------------------------------
```


See Also:
                    Defaults
                    preference window

                    Move
                    built-in command

                    Move As
                    built-in command
```

## 1.208   MegaD v3.1 - by John L. Jones

```
                   Prefs Defaults
                   - Warn If Deleting Protected File:
====================================================
```

When <Warn if deleting protected file> is selected, a requester
similar to the following opens for every write protected file
that MegaD attempts to delete:

```
        -----------------
       |   File MyFile   |
       |   is protected  |
       |  Delete Anyway  |
       |-----------------|
       |  -----    ----  |
       | | Yes |  | No | |
       |  -----    ----  |
        -----------------
```

See Also:

```
                   Defaults
                   preference window

                   Delete
                   built-in command

                   Set Protect
                   built-in command

                   Show
                   /
                   Show Protection
                   menu item
```

1.209   MegaD v3.1 - by John L. Jones

```
                   Prefs Defaults
                   - Warn If Replacing Larger File:
===============================================
```

When <Warn if replacing larger file> is selected, a requester
similar to the following opens whenever you attempt to replace
a file with a larger one:

```
        ----------------------
       | You will be replacing |
       |    the larger file    |
       |        MyBigFile       |
       |     in  directory      |
```

```
            |        Ram:         |
            |     Replace it?     |
            |---------------------|
            |  -----        ----  |
            | | Yes |      | No | |
            |  -----        ----  |
             ---------------------
```

See Also:

                    Defaults
                    preference window

1.210   MegaD v3.1 - by John L. Jones

                    Prefs Defaults
                    - Warn If Replacing Newer File:
===

When <Warn if replacing newer file> is selected, a requester
similar to the following opens whenever you attempt to replace
a newer file with an older one:

```
          ---------------------
         | You will be replacing |
         |    the  newer file    |
         |       MyNewFile       |
         |     in  directory     |
         |        Ram:           |
         |      Replace it?      |
         |-----------------------|
         |  -----         ----   |
         | | Yes |       | No |  |
         |  -----         ----   |
          ---------------------
```

See Also:

                    Defaults
                    preference window

1.211   MegaD v3.1 - by John L. Jones

                    Prefs Defaults
                    - Warn If Replacing File:
==

When <Warn if replacing file> is selected, a requester

similar to the following opens whenever you attempt to
replace any file with another:

```
       ----------------------
      | You will be replacing |
      |        AnyFile        |
      |      in directory     |
      |         Ram:          |
      |       Replace it?     |
      |-----------------------|
      |  -----          ----  |
      | | Yes |        | No | |
      |  -----          ----  |
       ----------------------
```

See Also:
                Defaults
                preference window

1.212   MegaD v3.1 - by John L. Jones

                Prefs Defaults
                - Warn If Replacing Preference File:
===

When you select the <Warn if replacing preference file> option,
a requester similar to the following will appear if you attempt
to replace a preference file using MegaD's
                Save Preferences
                ,
or
                Save As...
                 commands:

```
       ----------------------
      | You will be replacing |
      |        MegaD2.pf       |
      |         Continue      |
      |-----------------------|
      |  -----          ----  |
      | | Yes |        | No | |
      |  -----          ----  |
       ----------------------
```

See Also:
                Defaults
                preference window

                Save As...
                built-in command

```
                      Save Preferences
                      built-in command
```

1.213   MegaD v3.1 - by John L. Jones

```
                      Prefs Defaults
                      - F10 Closes Control Window:
==========================================
```

The F10 key can function in two manners, depending upon the status
of this preference:


```
   <F10 closes control window> selected:
   ==================================
```

    Many (if not most) of MegaD's commands can be initiated from the
    keyboard. For that reason, MegaD's
              main window
               is not really a
    necessity (provided at least one
              directory window
               is already open).

    Assuming AT LEAST 1
              directory window
               is open, pressing the F10 key,
    closes the MegaD
              main window
              . It will not close any open

              directory windows
              . Additionally, it will NOT create a MegaD
    appicon.

    At this point, you must either use the keyboard to execute MegaD
    commands, or you must select the F10 key again (to get the window
    back).

    (NEW 2.x)   This attribute also works with
              gadget sets
              . If you
                define any
              gadget set
               with the
              Open At Startup
               pref,
                and this item is checked, then MegaD will open the

              gadget set
               instead of the
              main control window
              .

```
    <F10 closes control window> NOT SELECTED:
    ========================================

       Under this configuration, depressing the F10 key will move MegaD's

                 main window
                  to the back of the screen.  Pressing it a second time
       will return the MegaD window to the front of the screen.




See Also:
                 Defaults
                 preference window
```

1.214 MegaD v3.1 - by John L. Jones

```
                 'Display' preferences:
=====================

 ------------------------------------------------------------------------
|                                                                        |
| Date format                              Directory listing order       |
|
                 @      mm/dd/yy

                 @       List directories first
                   |
| 1000 Separator                           Order of file information     |
|
                 @      1,000,000

                 @  1
                  Name                                  |
|

                  Use Today / Yesterday
                 @  2
                  Size                                  |
|

                  12 Hour Clock
                 @  4
                  Date                                  |
|

                  Decimal is Comma
                 @  5
                  Protection                |
|
```

```
                   @  3
                   Comment                             |
|                          ----------------------------------------------  |
|                          | Name 64000 Comment Jun 03 93 13:40:18 ----rwed |  |
|                          ----------------------------------------------  |
|                                                                          |
|
                              Use

                              Cancel
                   |
   -----------------------------------------------------------------------
```

See Also:

                Preferences
                main window

1.215   MegaD v3.1 - by John L. Jones

                Prefs Display
                - Date Format:
=============================

The <Date Format> cycle gadget specifies what format you would
like MegaD to display all dates. Possibilities include:

```
   mm/dd/yy    05-30-93
   dd/mm/yy    30-05-93
   yy/mmm/dd   93-05-30
   dd/mmm/yy   30-May-93
```

See Also:

                Display
                preference window

                Use Today Yesterday
                display preference

                Menu Show
                /
                Date
                menu item

                Display Memory, Date, Time
                defaults preference

1.216   MegaD v3.1 - by John L. Jones

```
                    Prefs Display
                    - 1000 Separator:
=================================
```

The <1000 Seperator> cycle gadget specifies what format you would
like MegaD to use when displaying numbers. Possibilities include:

```
   1,000,000
   1.000.000
   1 000 000
     1000000
```

Each of the above examples represents one million.

See Also:
```
                    Display
                    preference window
```

1.217   MegaD v3.1 - by John L. Jones

```
                    Prefs Display
                    - Use Today Yesterday:
=====================================
```

When <Use today/yesterday> is selected, MegaD displays files created
today and yesterday with the strings "Today" and "Yesterday", instead
of using the normal date string.

Additionally, MegaD will display file creation dates between 2 days
and 7 days prior, with "Sunday", "Monday", "Tuesday", etc.

Any file created greater than 7 days prior will use the standard
date string.

This feature functions only under Workbench 2.0 or higher.

See Also:
```
                    Display
                    preference window

                    Date Format
                    display preference

                    Menu Show
                    /
                    Date
                    menu item
```

```
                    Display Memory, Date, Time
                    defaults preference
```

1.218   MegaD v3.1 - by John L. Jones

```
                    Prefs Display
                    - 12 Hour Clock:
================================
```

When <12 Hour Clock> is selected, MegaD display's time using
hours 1-12 and AM/PM.

When <12 Hour Clock> is not selected, MegaD displays time
using hours 00-23, and omits AM/PM.

See Also:
```
                    Display
                    preference window

                    Menu Show
                    /
                    Date
                    menu item

                    Display Memory, Date, Time
                    defaults preference
```

1.219   MegaD v3.1 - by John L. Jones

```
                    Prefs Display
                    - Decimal Is Comma:
==================================
```

Since MegaD doesn't display floating point information, this gadget
has no effect. It is included in the event MegaD ever needs to
display decimal points.

See Also:
```
                    Display
                    preference window
```

1.220   MegaD v3.1 - by John L. Jones

```
               Prefs Display
               - Directory Listing Order:
==========================================
```

The <Directory Listing Order> cycle gadget controls whether files are
listed before, after, or intermixed with directories within the

               directory windows
                 .

The following possibilities exist:

    List directories first
    List files first
    List items mixed

See Also:
               Display
               preference window

1.221   MegaD v3.1 - by John L. Jones

```
               Prefs Display
               - Order Of File Information:
==========================================
```

<Order of file information> incorporates five separate cycle gadgets,
labelled <Name>, <Size>, <Date>, <Protection> and <Comment>.

Using these gadgets, you can specify the order in which MegaD displays
these items inside
               directory windows
                 . Items will be listed with the
lowest numbered item to the left, and the highest numbered item to the
right of
               directory windows
                 .

NOTE: Simply because these items are numbered doesn't mean that they
       will necessarily be displayed inside
               directory windows
                 . Use
       MegaD's
               show menu
                 to toggle these items on and off inside

               directory windows
                 .

See Also:

                    Display
                    preference window

                    Show
                    menu

1.222   MegaD v3.1 - by John L. Jones

                    'Keypads' preferences - Built In's:
================================

This window is one of the most powerful within MegaD. I'll try to describe
it's major features:

|
                    ABoot Add

                Clr Pattern

                Create Dir

                 Filters +

                    Label

                Output File
                    |
|
                    ABoot Edit

                  Clr Src

                  Delete

                 Filters -

                Label Align

                Output Prt
                    |
|
                 Clear All

                 ClrSrcDir

                DirCloseWin

```
                    Find

               Label Times

               Print Spool
                  |
|
                Close Wind

               ClrSrcFile

               DirOpenWind

               Free Volume

                  Move

                Prt Text
                  |
|
                Clr ABoot

                 Copy

               Duplicate

                Go Deep

               Move As

                 Quit
                  |
|
                Clr Dir

                Copy As

               Export File

                Iconify

               Open Window

                Relabel
                  |
|
                Clr Files

               Copy/Format

               File Commen

               Lab. Modify

                Open...

                Rename
```

|

|
                    @   Page 1
                                                                                       |
|

            C
             |
|
            @   Built In's

                |
|
             Add

          Delete

            S
             |
|
                Modify

                        |
|

```
                    A
                    |
|                                                                         |
|
                 Hot   Key

                      Use

                   Cancel
                      |
-----------------------------------------------------------------------------
```

   Configuring Numeric Keypad Gadgets:
   ===================================

   In the lower right corner of the window is a representation of the

                 numeric keypad gadgets
                 . You can configure any command available in
   the upper portion of this window onto these
                 numeric keypad gadgets
                 .

   Merely single-click on the desired command so that it is highlighted.
   Then single-click on the desired numeric keypad gadget in the lower
   right of this window. Voila!! That numeric keypad gadget is now
   configured with that command.

   General:
   =======

   By clicking on the <Built-In> cycle gadget in the middle left side of
   the window, you will cycle through all of the
                 7 different types of gadgets
                 .

   You can create gadgets using the
                 Add Gadget
                  and then configure them
   into the
                 numeric keypad gadgets
                 .

   You can alter certain types of gadgets, incuding gadget names and colors
   using the
                 Modify Gadget
                 .

   You can remove gadgets using the
                 Delete gadget
                 .

   Finally, you can assign gadgets a
                 Hot Key
                 , which will automatically

execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when
the command type cycle gadget is set to <Built In's>. There are 6 other
types of commands though. You can access the following command types
by clicking on the cycle gadget labelled <Built-In's>:

                    ARexx Gadgets

                    AutoBoots

                    Device Gadgets

                    Gadget Sets

                    Menu Sets

                    User Gadgets
                   See Also:
                    Built-In Commands

1.223   MegaD v3.1 - by John L. Jones

                    Prefs Keypads
                    – Menu Sets:
==========================

The following shows how some of the menu sets that I have configured
into my MegaD.

|
                    LhA   Pack

                    Zoo   List

                     |
|
                    LhA UnPack

                    Zoo   Text

|

|

LhA   List

Zoo Recurs

|

|

LhA   Text

|

|

LhA Recurs

|

|

Zoo   Pack

```
                    |
|
                Zoo UnPack




                    |
|
                @     Page 1
                                                                              |
|




            C
             |
|
            @    Menu Sets






              |
|
          Add

        Delete






            S
             |
|
              Modify
```

```
                                         |
     |


                      A
                      |
     |                                                                                 |
     |
                           Hot  Key

                                Use

                            Cancel
                               |
     ------------------------------------------------------------------------
```

Configuring Numeric Keypad Gadgets:
===================================

In the lower right corner of the window is a representation of the

              numeric keypad gadgets
              . You can configure any command available in
the upper portion of this window onto these
              numeric keypad gadgets
              .

Merely single-click on the desired command so that it is highlighted.
Then single-click on the desired numeric keypad gadget in the lower
right of this window. Voila!! That numeric keypad gadget is now
configured with that command.

General:
=======

By clicking on the <Built-In> cycle gadget in the middle left side of
the window, you will cycle through all of the
              7 different types of gadgets
              .

You can create gadgets using the
              Add Gadget
               and then configure them
into the
              numeric keypad gadgets
              .

You can alter certain types of gadgets, incuding gadget names and colors
using the
             Modify Gadget
             .

You can remove gadgets using the
             Delete gadget
             .

Finally, you can assign gadgets a
             Hot Key
             , which will automatically
execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when
the command type cycle gadget is set to <Menu Sets>. There are 6 other
types of commands though. You can access the following command types
by clicking on the cycle gadget labelled <Menu Sets>:

             ARexx Gadgets

             AutoBoots

             Built In's

             Device Gadgets

             Gadget Sets

             User Gadgets
             See Also:
             Menu Sets
             discussion

             Set MenuDev...
             built-in command

             Menus & Devices
             preference window

             User Defined Menus
             discussion

             Utilities
             menu

             Menu Utilities
             /
             User Menu Items 1-5
             menu items

1.224   MegaD v3.1 - by John L. Jones

```
                  Prefs Keypads
                  - Autoboots:
==========================

The following shows some of the autoboots I have configured
on my MegaD.


 ------------------------------------------------------------------------
|
                  AmigaGuide

                  View Anim




                    |
|
                      Arc

                  View IFF




                    |
|
                      Edit




                    |
|
                      LhA
```

|
|
Play Sound

|
|
PPage

|
|
Program

|
|
@   Page 1
|
|

```
                      C
                      |
|
                  @    AutoBoots




                      |
|
                 Add

              Delete






                      S
                      |
|
                        Modify






                                  |
|




                      A
                      |
|                                                                                    |
|
                     Hot   Key

                          Use

                      Cancel
                          |
 ----------------------------------------------------------------------
```

Configuring Numeric Keypad Gadgets:
===================================

In the lower right corner of the window is a representation of the

            numeric keypad gadgets
            . You can configure any command available in
the upper portion of this window onto these
            numeric keypad gadgets
            .

Merely single-click on the desired command so that it is highlighted.
Then single-click on the desired numeric keypad gadget in the lower
right of this window. Voila!! That numeric keypad gadget is now
configured with that command.

General:
=======

By clicking on the <Built-In> cycle gadget in the middle left side of
the window, you will cycle through all of the
            7 different types of gadgets
            .

You can create gadgets using the
            Add Gadget
             and then configure them
into the
            numeric keypad gadgets
            .

You can alter certain types of gadgets, incuding gadget names and colors
using the
            Modify Gadget
            .

You can remove gadgets using the
            Delete gadget
            .

Finally, you can assign gadgets a
            Hot Key
            , which will automatically
execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when
the command type cycle gadget is set to <AutoBoots>. There are 6 other
types of commands though. You can access the following command types
by clicking on the cycle gadget labelled <AutoBoots>:

ARexx Gadgets

Built In's

Device Gadgets

Gadget Sets

Menu Sets

User Gadgets
See Also:
AutoBoots
discussion

Menu Options
/
Activate AutoBoot
menu item

ABoot Add
built-in command

ABoot Edit
built-in command

1.225   MegaD v3.1 - by John L. Jones

Prefs Keypads
- User Gadgets:
==============================

The following shows some user gadgets that I have
configured on my MegaD.

```
 ------------------------------------------------------------------------
|
```
Excellence

```
              |
|
```
IntroCad

|
|
Solitaire

|
|

|
|

|
|

|

|

|

|

@   Page 1

|

|

 C
 |

|

@ User Gadgets

  |

|

 Add

 Delete

 S
 |

|

                              Modify

                                      |
|

                 A
                  |
| |
|
                         Hot   Key

                              Use

                           Cancel
                              |

    Configuring Numeric Keypad Gadgets:
    ===================================

    In the lower right corner of the window is a representation of the

              numeric keypad gadgets
              .   You can configure any command available in
    the upper portion of this window onto these
              numeric keypad gadgets
              .

    Merely single-click on the desired command so that it is highlighted.
    Then single-click on the desired numeric keypad gadget in the lower
    right of this window. Voila!! That numeric keypad gadget is now
    configured with that command.

    General:
    =======

    By clicking on the <Built-In> cycle gadget in the middle left side of
    the window, you will cycle through all of the
              7 different types of gadgets
              .

    You can create gadgets using the

                  Add Gadget
                   and then configure them
     into the
                  numeric keypad gadgets
                  .

     You can alter certain types of gadgets, incuding gadget names and colors
     using the
                  Modify Gadget
                  .

     You can remove gadgets using the
                  Delete gadget
                  .

     Finally, you can assign gadgets a
                  Hot Key
                  , which will automatically
     execute that command upon the press of a key.

     This has shown what the keypads preferences window will look like when
     the command type cycle gadget is set to <User Gadgets>. There are 6 other
     types of commands though. You can access the following command types
     by clicking on the cycle gadget labelled <User Gadgets>:

                  ARexx Gadgets

                  AutoBoots

                  Built In's

                  Device Gadgets

                  Gadget Sets

                  Menu Sets
                 See Also:
                  User Gadgets

1.226   MegaD v3.1 - by John L. Jones

                  Prefs Keypads
                  - ARexx:
=======================

The following shows some ARexx commands I've configured
on my MegaD.

 |
                  Hewlett Pack

|
|
Okidata

|
|
Auto Docs

|
|
Term Guide

|
|

|

|

|

|

|

|
                @   Page 1
                                                                              |
|

                C
                 |
|
                @   Arexx

                 |

|

               Add

             Delete

             S
             |
|

               Modify

                    |
|

             A
             |
| |
|

              Hot Key

                 Use

               Cancel
                |

   Configuring Numeric Keypad Gadgets:
   ===================================

   In the lower right corner of the window is a representation of the

            numeric keypad gadgets
             . You can configure any command available in
   the upper portion of this window onto these
             numeric keypad gadgets
             .

   Merely single-click on the desired command so that it is highlighted.

Then single-click on the desired numeric keypad gadget in the lower
right of this window. Voila!! That numeric keypad gadget is now
configured with that command.

General:
=======

By clicking on the <Built-In> cycle gadget in the middle left side of
the window, you will cycle through all of the
              7 different types of gadgets
              .

You can create gadgets using the
              Add Gadget
               and then configure them
into the
              numeric keypad gadgets
              .

You can alter certain types of gadgets, incuding gadget names and colors
using the
              Modify Gadget
              .

You can remove gadgets using the
              Delete gadget
              .

Finally, you can assign gadgets a
              Hot Key
              , which will automatically
execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when
the command type cycle gadget is set to <ARexx>. There are 6 other
types of commands though. You can access the following command types
by clicking on the cycle gadget labelled <ARexx>:

              AutoBoots

              Built In's

              Device Gadgets

              Gadget Sets

              Menu Sets

              User Gadgets
            See Also:
             ARexx Gadgets
             discussion

```
                    MDARexx.guide
                    document

                    ARexx Port Name
                    print preference
```

1.227 MegaD v3.1 - by John L. Jones

```
                    Prefs Keypads
                    - Device Gadgets:
================================
```

```
 --------------------------------------------------------------------------
|
                         Work:

                      pc0:




                      |
|
                       Ram:

                     pcc:




                     |
|
                 System2.0:

                 IntroCAD:
```

|
|
    df0:

  lib:

|
|
    df1:

  MegaD:

|
|
    df2:

  sc:

|
|
  Syquest:

|
|
@   Page 1

|

|

          C
          |
|
        @ Dev. Gadgets

            |
|
         Add

        Delete

          S
          |
|
            Modify

                  |
|

          A
          |
| |

|
                              Hot   Key

                                Use

                              Cancel
                                 |

      Configuring Numeric Keypad Gadgets:
      ===================================

      In the lower right corner of the window is a representation of the

                   numeric keypad gadgets
                   . You can configure any command available in
      the upper portion of this window onto these
                   numeric keypad gadgets
                   .

      Merely single-click on the desired command so that it is highlighted.
      Then single-click on the desired numeric keypad gadget in the lower
      right of this window. Voila!! That numeric keypad gadget is now
      configured with that command.

      General:
      =======

      By clicking on the <Built-In> cycle gadget in the middle left side of
      the window, you will cycle through all of the
                   7 different types of gadgets
                   .

      You can create gadgets using the
                   Add Gadget
                    and then configure them
      into the
                   numeric keypad gadgets
                   .

      You can alter certain types of gadgets, incuding gadget names and colors
      using the
                   Modify Gadget
                   .

      You can remove gadgets using the
                   Delete gadget
                   .

      Finally, you can assign gadgets a
                   Hot Key
                   , which will automatically
      execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when
the command type cycle gadget is set to <Dev. Gadgets>. There are 6 other
types of commands though. You can access the following command types
by clicking on the cycle gadget labelled <Dev. Gadgets>:

ARexx Gadgets

AutoBoots

Built In's

Gadget Sets

Menu Sets

User Gadgets
See Also:
Device Gadgets
discussion

Device & Command Gadgets
discussion

Device Name
string gadget

Menus & Devices
preference window

1.228   MegaD v3.1 - by John L. Jones

Prefs Keypads
- Gadget Sets:
=============================

The following shows some of the gadget sets I have
configured on my MegaD.

|
AGuide

|
|

PrintPrefs

|
|

ManualBoot

|
|

ExcellGads

|
|

|
|

|
|

|
|
@   Page 1
|
|

 C
  |
|
@ Gadget Sets

     |
|
  Add

  Delete

```
                        S
                        |
  |
                          Modify




                                    |
  |


                        A
                        |
  |                                                                      |
  |
                          Hot   Key

                              Use

                          Cancel
                              |
  ----------------------------------------------------------------------
```

Configuring Numeric Keypad Gadgets:
===================================

In the lower right corner of the window is a representation of the

            numeric keypad gadgets
            .   You can configure any command available in
the upper portion of this window onto these
            numeric keypad gadgets
            .

Merely single-click on the desired command so that it is highlighted.
Then single-click on the desired numeric keypad gadget in the lower
right of this window. Voila!! That numeric keypad gadget is now
configured with that command.

General:
=======

By clicking on the <Built-In> cycle gadget in the middle left side of
the window, you will cycle through all of the
              7 different types of gadgets
              .

You can create gadgets using the
              Add Gadget
               and then configure them
into the
              numeric keypad gadgets
              .

You can alter certain types of gadgets, incuding gadget names and colors
using the
              Modify Gadget
              .

You can remove gadgets using the
              Delete gadget
              .

Finally, you can assign gadgets a
              Hot Key
              , which will automatically
execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when
the command type cycle gadget is set to <Gadget Set>. There are 6 other
types of commands though. You can access the following command types
by clicking on the cycle gadget labelled <Gadget Set>:

              ARexx Gadgets

              AutoBoots

              Built In's

              Device Gadgets

              Menu Sets

              User Gadgets
             See Also:
              Gadget Sets
              discussion

              Gadget Set
              window

1.229   MegaD v3.1 - by John L. Jones

```
                 Prefs Keypads
                 - command bank:
================================
```

When you select one of the command gadgets in the command bank, you
are telling MegaD that you are going to configure this command in
one way or another.

Possibilities include:

```
   If the command is a
                 Built In
                 or
                 Device Gadget
                 you can:
==========================================================
```

 - Place the command on a numeric keypad gadget by selecting
   (within the prefs window) the desired numeric gadget.

 - Assign a hot key for the command by selecting the Hot Key
   gadget.

```
   If the command is a
                 Menu Set
                 , you can:
=======================================
```

 - Place the command on a numeric keypad gadget by selecting
   (within the prefs window) the desired numeric gadget.

 - Alter the parameters (program control window) used when
   executing the command.

 - Assign a hot key for the command by selecting the Hot Key
   gadget.

```
   If the command is an
                 AutoBoot
              ,
                 User Gadget
                 or
                 ARexx Gadget
                 , you can:
=========================================================================
```

 - Place the command on a numeric keypad gadget by selecting
   (within the prefs window) the desired numeric gadget.

 - Delete the command from the command bank.

 - Alter the parameters (program control window) used when
   executing the command.

- Assign a hot key for the command by selecting the Hot Key
  gadget.

If the command is an
              Gadget Set
            , you can:
==

- Place the gadget set on a numeric keypad gadget by selecting
  (within the prefs window) the desired numeric gadget.

- Delete the gadget set from the command bank.

- Alter the parameters (such as dimensions of gadget set,
  number of gadgets included, etc) of the gadget set.

- Assign a hot key for the gadget set by selecting the Hot Key
  gadget.

See Also:
              Keypads
              preferences window

              Numeric Keypad Gadgets
              discussion

              Program Control
              window

              ARexx Gadgets
              discussion

              AutoBoots
              discussion

              Built In's
              discussion

              Device Gadgets
              discussion

              Gadget Sets
              discussion

              Menu Sets
              discussion

              User Gadgets
              discussion

1.230   MegaD v3.1 - by John L. Jones

```
                Prefs Keypads
                - 'Page' gadget:
==============================
```

```
The command bank in the
                keypads preferences
                window only has room for
42 commands.  Therefore, MegaD provides a gadget which will call up
a second page of 42 commands if necessary.
```

```
If a second page of commands exists, then selecting the <Page> gadget
will cycle between the 1st and 2nd page.
```

```
See Also:
                Keypads
                preferences window
```

1.231   MegaD v3.1 - by John L. Jones

```
                Prefs Keypads
                - 'Add' gadget:
==============================
```

```
The <Add> gadget allows you to add a new command to a bank of
commands.  The <Add> gadget will be enabled for only:
```

```
                ARexx Gadgets

                Gadget Sets

                User Gadgets
                It will be disabled for all other types of gadgets.
```

```
See Also:
                Keypads
                preferences window
```

1.232   MegaD v3.1 - by John L. Jones

```
                Prefs Keypads
                - 'Delete' gadget:
================================
```

```
The <Delete> gadget will delete the previously selected command from
a bank of commands.
```

To delete a command from the command bank:

    (1) Select the correct command bank using the command type cycle gadget.
        This is the gadget initially labelled <Built-In's>.

    (2) Select the command that you'd like to delete.

    (3) Select the <Delete> gadget.

NOTE: The <Delete> gadget will be disabled for the following types
      of commands:

                Built In's
                 You cannot delete Built In's.

                Menu Sets
                 Use the Menus & Devices prefs window to
                        delete these.

                Device Gadgets
                 Use the Menus & Devices prefs window to
                        delete these.

See Also:
                Keypads
                preferences window

1.233   MegaD v3.1 - by John L. Jones

                Prefs Keypads
                - 'Modify' gadget:
================================

The keypads preferences <Modify> gadget enables you to modify a
previously selected command from a bank of commands.

To modify a gadget already assigned to a numeric keypad:
===

    (1) Select the built-in command bank using the command type cycle
        gadget.

    (2) Select the command that you'd like to modify from the numeric
        keypad gadgets in the lower right side of the preference
        window.

    (3) Select the <Modify> gadget. A window similar to the following
        appears:

```
         ----------------------------------------------------------
        |       ---------------------------------------           |
        |      |                 Built In's           |    |      |
        |      |                 DirOpenWindows       |    |      |
        |      |                                      |    |      |
        |      |       -----------------------        |    |      |
        |      |      |                       |       |    |      |
        |      |       -----------------------        |    |      |
        |       ---------------------------------------     |      |
        |              User defined title                  |      |
        |              -----------------                   |      |
        |             |                 |                  |      |
        |              -----------------                   |      |
        |                                           _      |      |
        | Gadget text color          [][][][][][][][] [_]   |      |
        |                                           _      |      |
        | Gadget back color          [][][][][][][][] [_]   |      |
        |                                                  |      |
        |  --------------                     --------------  |
        | |     Use      |                   |    Cancel    | |
        |  --------------                     --------------  |
         ----------------------------------------------------------
```

You can change the name of the numeric keypad gadget to something that
you like better. For instance, you might not like the <Set Preferences>
built-in command name because it is too long to fit on a numeric
keypad gadget. You might use this to modify it to <Set Prefs>.

You can also change the foreground and background colors of gadgets
assigned to numeric keypads using this window.

   - Shortcut: If you would like to assign a numeric keypad the
     same color as another numeric keypad, you can use the "shift-click"
     shortcut.

     Within the keypad prefs window, select the numeric keypad gadget
     which has the color you like. It should highlight.

     Now hold down the <shift> key and (within the prefs window) select
     the numeric keypad gadget to which you would like to transfer those
     colors. As long as you hold down the shift key, any numeric keypad
     gadget you select will change to those colors.

To modify source gadgets (from within the upper command bank):
==

   (1) Select the correct command bank using the command type cycle gadget.
       This the gadget initially labelled <Built-In's>.

   (2) Select the command that you'd like to modify.

   (3) Select the <Modify> gadget.

At that point, the command's
                program control window
                 (or in the
case of a gadget set command, its
                gadget set definition window
)
will open. You can modify the command using these windows.

See Also:
                Keypads
                preferences window

1.234   MegaD v3.1 - by John L. Jones

                Prefs Keypads
                - 'Hot Key' gadget:
=================================

To arrive at the <Hot Key> window, first select a command from within
the command bank of the
                Keypads preferences window
                , and then select
the <Hot Key> gadget. When you select the <Hot Key> gadget, MegaD
opens a window similar to the following:

```
 -------------------------------------------------------------
|  ---------                                                   |
| |         | Hot Key character                                |
|  ---------                                                   |
| [] Left Shift                 [] Left Amiga                  |
| [] Right Shift                [] Right Amiga                 |
| [] Caps Lock                  [] Numeric Keypad             |
| [] Control                    [] Middle Mouse Button        |
| [] Left Alt                   [] Right Mouse Button         |
| [] Right Alt                  [] Left Mouse Button          |
|  ----------------   ----------------   ----------------  |
| |    Delete      | |     Use        | |    Cancel      | |
|  ----------------   ----------------   ----------------  |
 -------------------------------------------------------------
```

To define a hot key:
===================

- Using the keyboard, select the desired action key (ie a-z, 0-9, etc).
  Notice that MegaD displays the key you select in the upper left
  corner of the hot key window.

- Use your mouse to select any qualifier key(s) you want to use (if any)
  to define this hot key (all qualifier keys are listed in the window

    starting at "Left Shift" and ending at "Left Mouse Button").

- Select the <Use> gadget.

To cancel a hot key:
====================

Merely select the <Delete> gadget, to cancel the hot key.

NOTE: If the command that you selected (from within the
              Keypads prefs
                   command bank) didn't already have a hot key defined for it, ←
                        then
      the <Delete> gadget will be disabled.

See Also:
              Keypads
              preferences window

1.235   MegaD v3.1 - by John L. Jones

              Prefs Keypads -
              numeric keypad gadgets:
==

These gadgets represent the
              numeric keypad gadgets
              .

  To assign a command to a
              numeric keypad gadget
              :
  ==

  - Select the desired
              numeric keypad gadget
               (don't forget to select the
     correct Ctrl/Shift/Alt bank if desired).

  - Select the desired command from the command bank.

  To remove a command from a
              numeric keypad gadget
              :
  ==

  - Select the
              numeric keypad gadget
               containing the command you want

    removed.

  – Select a "blank" command from within the command bank.

    NOTE: If the command bank is completely full, you will have to
           go to page 2 of the command bank to find a "blank" command.

See Also:
                  Keypads
                  preferences window

                  Numeric Keypad Gadgets
                  discussion

1.236   MegaD v3.1 - by John L. Jones

                  Prefs Keypads –
                  'Ctrl/Shift/Alt' gadgets:
===

These <C>, <S> and <A> gadgets work identical to their counterparts
in the MegaD
                  main window
                  . Use these to select the
                  numeric keypad
                  bank onto which you'd like to place or remove a command.

See Also:
                  Keypads
                  preferences window

                  Ctrl & Shift & Alt Gadgets
                  discussion

                  Numeric Keypad Gadgets
                  discussion

1.237   MegaD v3.1 - by John L. Jones

                  'Menus & Devices' preferences:
=============================

|
                  LhA

```
          Arc

          LhArc

          Next

          Prev

          Add

          Delete
           Menu Sets  |
|     Menu Title   Program Name   Flags          Append at end              |
| Menu 1
```

```
          Control...
          |
| Menu 2
```

```
          Control...
          |
| Menu 3
```

```
          Control...
          |
| Menu 4
```

```
          Control...
```

```
                         |
| Menu 5




                Control...
                 |
|                                                                                   |
|                               Device Gadgets                                       |
|   Devices        Titles          Devices        Titles         Devices       Titles        |
|
```

```
                  |
|
```

```
                  |
|
```

```
                 |
|
           Use
```

```
                    Cancel
                      |
 -----------------------------------------------------------------------------
```

The 'Menus & Devices' preference windows really combines two completely
unrelated items into one window.

    Top half of the window:
    =======================

    The top half of the window lists an abbreviated view of the

                program control windows
                 for
                user defined Utiltity Menu items
                 .

    Bottom half of the window:
    ==========================

    The bottom half of the window lists the logical and physical

                devices
                 which can be attached to the nine device gadgets in
    the MegaD main window.

See Also:
                Keypads - Menu Sets
                preference window

                User Defined Menus
                discussion

                Menu Sets
                discussion

                Utilities
                menu

                Menu Utilities
                /
                User Menu Items 1-5
                menu items

                Keypads - Dev Gadgets
                preference window

                Device & Command Gadgets
                discussion

                Device Name

```
                     string gadget
```

1.238   MegaD v3.1 - by John L. Jones

```
                    User Defined Menus:
==================


MegaD's allows you to define the first 5 items of the Utilities
menu.  We'll call these five items a "set" of user defined menus.

Even better, MegaD allows you to define more than one set of
5 menu items for the
                 Utilities menu
                    .  You can select which
set of 5 items is displayed in the menu using the menu items:


                   Utilities
                   /
                   Next Menu Set

                   Utilities
                   /
                   Prev Menu Set

                   Utilities
                   /
                   First Menu Set

                   Utilities
                   /
                   Last Menu Set
                  Use MegaD's
                  Menus & Devices preferences
                   to define menu sets.



See Also:
                  Keypads - Menu Sets
                  preference window

                  Menus & Devices
                  preference window

                  Menu Sets
                  discussion

                  Utilities
                  menu

                  Menu Utilities
                  /
                  User Menu Items 1-5
```

```
                   menu items
```

1.239   MegaD v3.1 - by John L. Jones

```
                Prefs Menus & Devices
                - LhA, Arc, LhArc, Next & Prev:
===========================================================


 ------------------------------------------------------------------------------
|
                   LhA

                   Arc

                  LhArc

                  Next

                  Prev

                  Add

                 Delete
                  Menu Sets   |
|       Menu Title    Program Name   Flags             Append at end              |
| Menu 1




                Control...
                 |
```

The first 5 (out of 7) button gadgets on the top row of the

```
               Menus & Devices Preferences Window
                merely select which menu
```
set is displayed in the window.

MegaD's default configuration includes three separate menu
sets...<LhA>, <Arc> and <LhArc>.

Selecting the following gadget accomplishes the following:

```
   <LhA>    Loads the first menu set into the
               Menus & Devices
                     preferences window (under MegaD's default config,
         LhA is the first menu set).
```

    <Arc>   Loads the second menu set into the
                Menus & Devices
                          preferences window (under MegaD's default config,
            Arc is the first menu set).

    <LhArc> Loads the third menu set into the
                Menus & Devices
                          preferences window (under MegaD's default config,
            LhArc is the first menu set).

    <Next>   Loads the next menu set into the
                Menus & Devices
                          preferences window.

    <Prev>   Loads the previous menu set into the
                Menus & Devices
                          preferences window.

See Also:
                    Keypads - Menu Sets
                    preference window

                    Menus & Devices
                    preference window

                    User Defined Menus
                    discussion

                    Menu Sets
                    discussion

                    Utilities
                    menu

                    Menu Utilities
                    /
                    User Menu Items 1-5
                    menu items

1.240   MegaD v3.1 - by John L. Jones

                    Prefs Menus & Devices
                    - Add:
============================

|
                LhA

                 Arc

```
                    LhArc

                     Next

                     Prev

                     Add

                   Delete
                    Menu Sets   |
|       Menu Title    Program Name   Flags              Append at end                   |
| Menu 1
```

```
                   Control...
                    |
```

When selected, the <Add> gadget allows you to create a new
              menu set
                 .
A requester similar to the following will warn you that you will have
to be able to create all 5 of the
              menu set
               items:


```
     ------------------------------
    | You will need to successfully |
    |    define all five Menu Sets   |
    |-------------------------------|
    |   ----                --------  |
    | | OK |                | Cancel | |
    |   ----                --------  |
     ------------------------------
```


If you decide to create the new set of 5 menu items, then select
OK and fill out the upper portion of the window (labelled Menu 1
through Menu 5), or alternatively, select the <Control...> gadget
and fill out the
              program control
               windows.

See Also:
              Keypads - Menu Sets
              preference window

              Menus & Devices
              preference window

                    User Defined Menus
                    discussion

                    Menu Sets
                    discussion

                    Utilities
                    menu

                    Menu Utilities
                    /
                    User Menu Items 1-5
                    menu items

1.241 MegaD v3.1 - by John L. Jones

                    Prefs Menus & Devices
                    - Delete:
=================================

|
                     LhA

                     Arc

                    LhArc

                     Next

                     Prev

                     Add

                    Delete
                      Menu Sets |
| Menu Title   Program Name   Flags   Append at end |
| Menu 1

                    Control...
                    |

When selected, the <Delete> gadget allows you to delete the

```
                  menu set
                   which is currently displayed in the
                  Menus & Devices
                  preference window.  Selecting <Delete> will open a requester
similar to the following:


     ----------------------
    | Delete this Menu Set? |
    |----------------------|
    |   -----           ----   |
    | | Yes |         | No | |
    |   -----           ----   |
     ----------------------


NOTE:  While you can alter them, MegaD will not allow you to
       delete any of the first three
                  menu sets
                    .



See Also:
                  Keypads - Menu Sets
                  preference window

                  Menus & Devices
                  preference window

                  User Defined Menus
                  discussion

                  Menu Sets
                  discussion

                  Utilities
                  menu

                  Menu Utilities
                  /
                  User Menu Items 1-5
                  menu items
```

1.242 MegaD v3.1 - by John L. Jones

```
                  Prefs Menus & Devices
                  - Menu 1 thru Menu 5:
==========================================


 --------------------------------------------------------------------------
|
                  LhA
```

```
            Arc

           LhArc

            Next

            Prev

            Add

           Delete
            Menu Sets  |
|      Menu Title    Program Name   Flags            Append at end                    |
| Menu 1
```

```
           Control...
            |
| Menu 2
```

```
           Control...
            |
| Menu 3
```

```
           Control...
            |
| Menu 4
```

```
           Control...
```

```
                                  |
| Menu 5
```

```
                          Control...
                           |
```

The string gadgets in the upper portion of the
                Menus & Devices
                preference window correspond directly to their counterparts in
the
                Program Control Window
                .

Menu Title: Corresponds to the
                 Title
                  gadget.

Program Name: Corresponds to the
                 Path & Program Name
                  gadget.

Flags: Corresponds to the
                 Flags to add after Program Name
                              gadget.

Append at end: Corresponds to the
                Text to append to end of Command Line
                             gadget.

The
                Menus & Devices Preference Window
                 allows you two options when
defining a menu item. You can enter the parameters for the program
control in these string gadgets, or you can select the <Control...>
gadget and fill out the entire
                Program Control Window
                .

See Also:
                Keypads – Menu Sets
                preference window

                Menus & Devices
                preference window

```
                    User Defined Menus
                    discussion

                    Menu Sets
                    discussion

                    Utilities
                    menu
```

1.243   MegaD v3.1 - by John L. Jones

```
                    Prefs Menus & Devices
                    - Control:
================================


 -----------------------------------------------------------------------
|
                      LhA

                      Arc

                    LhArc

                     Next

                     Prev

                     Add

                    Delete
                     Menu Sets  |
|       Menu Title    Program Name   Flags            Append at end               |
| Menu 1




                    Control...
                    |
| Menu 2




                    Control...
```

```
                         |
| Menu 3
```

```
                    Control...
                         |
| Menu 4
```

```
                    Control...
                         |
| Menu 5
```

```
                    Control...
                         |
|                                        Device Gadgets                                         |
```

As an alternate method to defining a menu item using the string
gadgets provided in the
                Menus & Devices Preference Window
                , you
can select it's <Control...> gadget.

MegaD will open a
                Program Control Window
                 in which you can define
that menu command.

See Also:
                Keypads - Menu Sets
                preference window

                Menus & Devices
                preference window

                User Defined Menus

```
                    discussion

                    Menu Sets
                    discussion

                    Utilities
                    menu

                    Menu Utilities
                    /
                    User Menu Items 1-5
                    menu items
```

1.244   MegaD v3.1 - by John L. Jones

```
                    Prefs Menus & Devices
                    - Devices & Titles:
=============================================
```

This lower half of the Menus & Devices Preference Window allows you
to create device gadgets for use with MegaD. Merely fill out the
<Devices> and <Titles> string gadgets in pairs where:

   <Devices> is set to the physical or logical device name, and
   <Titles> is set to any alias you want for this device.

For example, lets say I want to create a device gadget for the path
<Work:AllMyStuff>. Lets further say that I think <Work:AllMyStuff>
will look ugly if I place it on a gadget. Instead, I want to call
it <MyStuff:>. I'd then enter the following:

```
|                                                                           |
|                                Device Gadgets                             |
|   Devices       Titles          Devices       Titles       Devices       Titles       |
|
                Work:AllMyS

                 MyStuff:




                  |
|
```

```
                             |
|

                             |
|
                        Use

                     Cancel
                         |
 -------------------------------------------------------------------------------
```

```
        See Also:
                        Device & Command Gadgets
                        discussion

                        Device Gadgets
                        discussion

                        Device Name
                        string gadget
```

1.245 MegaD v3.1 - by John L. Jones

```
                'Miscellaneous' preferences:
===========================


  --------------------------------------------------------------------
 |  Copy/Format...                                  View Text tab width  |
 |


                      Control


                            |
 | View Text                                         View Text word wrap  |
```

|

                        Control

                                     |
| Source icon for directories |
|

                  2.0 Default |
| Dictionary filename |
|

                                                  |
|
                  Create master dictionary
                                                    |
| |
|

                        Use

                     Cancel
                  |

See Also:
                Preferences
                main window

1.246 MegaD v3.1 - by John L. Jones

                Prefs Miscellaneous
                - Copy/Format:
=====================================

| Copy/Format...   View Text tab width |
|

                        Control

                                  |
| View Text   View Text word wrap |
|

                        Control

|

MegaD comes equipped with it's own default disk copying and formatting
program called MDDisk. If you prefer to use your own favorite disk
copy/format program, you can configure MegaD to automatically call it
whenever the
                Copy/Format...
                 gadget is selected.

Merely enter the pathname of the copy/format program that you would like
to use instead of MDDisk. Then select the
                Control...
                 gadget immediately
to the right in order to complete the
                program control
                 for the substitute
disk copy/format program.

See Also:
                Miscellaneous
                preferences window

                Copy-Format
                built-in command

1.247   MegaD v3.1 - by John L. Jones

                Prefs Miscellaneous
                - View Text:
==================================

| Copy/Format...   View Text tab width |
|

                   Control

                            |
| View Text   View Text word wrap |
|

                   Control

                            |

MegaD has one of the most versatile text viewers around. But if you
prefer using another text viewing program, you can configure MegaD
to call it instead.

Merely enter the pathname of the text viewing program that you would like
to use instead of MDViewText. Then select the
                  Control...
                   gadget immediately
to the right in order to complete the
                  program control
                   for the substitute
text viewing program.

See Also:
                  Miscellaneous
                  preferences window

                  View Text
                  built-in command

                  MegaD Text-Viewer
                  discussion

1.248   MegaD v3.1 - by John L. Jones

                  Prefs Miscellaneous
                  - Control:
==============================

| Copy/Format...   View Text tab width |
|

                   Control

                                  |
| View Text   View Text word wrap |
|

                   Control

                                  |

The
                  Miscellaneous Preferences Window
                    contains two separate <Control...>

gadgets...one for the copy/format program, and the other for the
text viewing program.

If you elect to substitute your favorite disk copying/formatting, or
text viewing program, then select the associated <Control...> gadget
to open a
                    Program Control Window
                     for that substitution.

See Also:

                    Miscellaneous
                    preferences window

                    View Text
                    built-in command

                    MegaD Text-Viewer
                    discussion

1.249   MegaD v3.1 - by John L. Jones

                    Prefs Miscellaneous
                    - Source Icon For Directories:
==

| Copy/Format...   View Text tab width |
|

                    Control

                                |
| View Text   View Text word wrap |
|

                    Control

                                |
| Source icon for directories |
|

                    2.0 Default |

Whenever you create an new directory, MegaD looks to this preference
to create an icon for the new directory.

If you want MegaD to create an icon for a newly created directory:
===

Place the full pathname leading to a directory whose icon you want
duplicated (and ensure that the 2.0 Default gadget is not selected).

MegaD defaults to duplicating the icon for the directory:

    SYS:system

If you don't want an icon created for new directories:
==

Delete all characters from this string (and ensure that the 2.0 Default
gadget is not selected).

See Also:
                Miscellaneous
                preferences window

1.250   MegaD v3.1 - by John L. Jones

                Prefs Miscellaneous
                - 2.0 Default:
======================================

```
 ----------------------------------------------------------------------
|  Copy/Format...                                  View Text tab width  |
|

                        Control


                                |
|  View Text                                       View Text word wrap   |
|

                        Control


                                |
|  Source icon for directories                                          |
|


                    2.0 Default                              |
```

Whenever you create a new directory, MegaD looks to the
                Miscellaneous
                Preferences Window to determine if it should create an associated ←
                   icon.

If you are operating Workbench 2.0 or higher, and you select the
<2.0 Default> gadget, then MegaD will create the system 2.0 default
icon along with the new directory.

Refer to
                Source icon for directories
                 to configure MegaD to create
custom selected directory icons.

See Also:
                Miscellaneous
                preferences window

1.251   MegaD v3.1 - by John L. Jones

                Prefs Miscellaneous
                - Dictionary Filename:
===

| Dictionary filename |
|

                                                           |
|
                Create master dictionary
                                                           |
| |
|
                     Use

                   Cancel
                |

MegaD allows you to specify a
                dictionary file
                 with which to
translate MegaD into any language.

Place the name of the dictionary file (WITHOUT THE PATH) into
the <Dictionary filename> string gadget within in the

                Miscellaneous Preferences Window
                . MegaD defaults to using its

english
                dictionary
                 if it can't find the
                dictionary
                 specified
in this string gadget.

NOTE: The dictionary file used (if any), must reside in the
      same directory in which the MegaD program resides.

IMPORTANT: If you specify a new dictionary file, MegaD will
            not utilize its translations until you reboot
            MegaD.

See Also:
                Miscellaneous
                preferences window

                Dictionary
                discussion

                What Is A Program Dictionary?
                discussion

                Create Master Dictionary
                misc preference

                Dictionary Filename
                misc preference

1.252   MegaD v3.1 - by John L. Jones

                Prefs Miscellaneous
                - Create Master Dictionary:
==

| Dictionary filename |
|

                                                    |
|
                Create master dictionary
                                                    |
| |
|
                      Use

                      Cancel
                |

MegaD's native language is English and as a result, the
English
                dictionary
                 is built into MegaD. In order to obtain
a listing of the current
                dictionary
                , select <Create Dictionary>
within the
                Miscellaneous Preferences Window
                . A window similar
to the following will appear:

```
     ---------------------------------------------
    |                Master Dictionary            |
    | will take about 18,000 bytes of disk space  |
    |                  Continue                   |
    |---------------------------------------------|
    |   -----                              ----   |
    | | Yes |                            | No | |
    |   -----                              ----   |
     ---------------------------------------------
```

If you select <Yes>, then MegaD will copy the
                dictionary
                 into
a file called <MDMaster.dic>, and will place that file in the
MegaD home directory.

MegaD's current master
                dictionary
                 contains 772 lines.

See Also:
                Miscellaneous
                preferences window

                Dictionary
                discussion

                What Is A Program Dictionary?
                discussion

                Dictionary Filename
                misc preference

                Dictionary File Format
                discussion

                Dictionary Rules Summary
                discussion

1.253   MegaD v3.1 - by John L. Jones

                   What Is A Program Dictionary?

                   Dictionary File Format

                   Viewing The Default Dictionary

                   Dictionary Rules Summary

                   Selecting a Dictionary

                   An Offer From The Author
                 See Also: -

1.254   MegaD v3.1 - by John L. Jones

                   What is a program dictionary?
===========================

MegaD has the ability to read a specialty formatted text file.
Using the information in that file, MegaD can change the text
used within all MegaD windows and requesters.

The purpose of such a file is to allow the complete translation
of MegaD to other languages. MegaD will accept complete,
partial, or no dictionary file.

If you elect to use a partial dictionary file, MegaD will use
translations for only the lines specified in your dictionary
file. All other lines will default to the English translation.

See Also:
                 Miscellaneous
                 preferences window

                 Dictionary
                 discussion

                 Create Master Dictionary
                 misc preference

                 Dictionary Filename
                 misc preference

                 Dictionary File Format
                 discussion

                 Dictionary Rules Summary
                 discussion

```
                        An Offer From The Author
                        discussion
```

1.255   MegaD v3.1 - by John L. Jones

```
                     Dictionary File Format:
=======================
```

The format of the dictionary file is simple. Each line of
translation text is followed by a number (or subscript if you
are familiar with programing). A line in the dictionary takes
the following format:

```
   Close Windows; 78
```

Notice that the end of the text is marked by a semi-colon.
The number following the semi-colon represents the position
into which MegaD will place the translation. 78 is the
position that MegaD uses to create the text for the menu item:

```
   <Windows / Close Windows>
```

By changing this line to read:

```
   Shut Windows; 78
```

MegaD will create the menu to read

```
   <Windows / Shut Windows>
```

You need not sort the lines in your dictionary file. You
may place your translation lines in any order you desire.
You can even duplicate translation lines if you desire
As a technique, you may even WANT to duplicate lines as a
way of remembering the original lines. In this manner, you
would define the 1st line using the original text, and the
2nd containing the new translation. The following is a
perfectly acceptable example:

```
   Close Windows; 78
   Shut Windows; 78
   Do you really want to; 49
```

In this example, <Close Windows> would be disregarded, and
<Shut Windows> would be the translation used. Additionally,
MegaD would replace the original #49 statement (Are you sure
that you) with <Do you really want to>. Notice a couple of

things:

    – The items are not in numerical order.
    – If you duplicate a line number, the last entry is used.

See Also:
                        Miscellaneous
                        preferences window

                        Dictionary
                        discussion

                        What Is A Program Dictionary?
                        discussion

                        Create Master Dictionary
                        misc preference

                        Dictionary Filename
                        misc preference

                        Dictionary Rules Summary
                        discussion

                        An Offer From The Author
                        discussion

1.256 MegaD v3.1 - by John L. Jones

                        Dictionary Rules Summary:
=========================

When creating your dictionary file remember these simple rules.

    1. Text first, followed by a semicolin, followed by the
       position number.

    2. You need to include only the dictionary lines that you
       wish to translate (MegaD will use its default for any
       lines you don't translate).

    3. You may have the dictionary lines in any order you wish.
       (the dictionary file is not dependent on the order that
       the information is found, only by the number at the end
       of the dictionary line).

    4. Duplicates dictionary lines are allowed. Only the last
       occurrence will be used.

See Also:

1.257   MegaD v3.1 - by John L. Jones

                An Offer From The Author:
=========================
I do not have the talent to translate MegaD. I am willing to
give a "Lifetime registration" to users who wishes to create a
dictionary file to translate MegaD to other languages. The
requirements for this offer are:

  1. You MUST first contact me by using the address found in
     the About window found by use of the Project menu.

  2. In the letter, you must inform me of what language you
     plan on translating MegaD to. And you must include your
     address.

  3. If you are the first to make the offer to translate MegaD
     to that language and no others are trying to create the
     translated version for that language, I will mail to you
     a Registered version of MegaD.

  4. Once you have finished the dictionary file and mailed it
     back to me (on disk) and I can verify the validity of the
     translation. I will mail to you a contract that will sign
     the rights of the work (dictionary file) to me (John L.
     Jones), in lieu of a "Lifetime registration" for you, from
     me (John L. Jones.)

Being MegaD is a Tryware offering, it will not read, nor write
the MegaD preference file. MegaD defaults to "MegaD.dic" as the
current dictionary file. So by naming your dictionary file to
"MegaD.dic", and storing it in the Home directory of MegaD, you

will be able to test the dictionary file out while it is being
created. This also means that dictionary files can be released
to public domain and made available to other users. They must
be kept separate from the official archive that I, the author of
MegaD, create. Releasing it this way will not get you a "Lifetime
Registration" though.

See Also:
                    Miscellaneous
                    preferences window

                    Dictionary
                    discussion

                    What Is A Program Dictionary?
                    discussion

                    Create Master Dictionary
                    misc preference

                    Dictionary Filename
                    misc preference

                    Dictionary File Format
                    discussion

                    Dictionary Rules Summary
                    discussion

                    An Offer From The Author
                    discussion

1.258 MegaD v3.1 - by John L. Jones

                    Prefs Miscellaneous
                    – View Text Tab Width:
===

The <View Text Tab Width> is used to specify the number of blank
spaces that MegaD's text viewer should use for a <TAB> character.

See Also:
                    Miscellaneous
                    preferences window

                    View Text
                    built-in command

                    MegaD Text-Viewer
                    discussion

1.259   MegaD v3.1 - by John L. Jones

```
                Prefs Miscellaneous
                - View Text Word Wrap:
=============================================
```

Use the <View Text Word Wrap> preference to define how many characters
you want MegaD's text viewer to display before forcing a new line.

If you set this preference to zero (0), then MegaD's text viwer will
automatically wrap words at the current screen width.

Minimum Value (not including 0) is 20 characters.

Maximum Value is 999 characters. This value is as close to disabling word
wrap as MegaD allows.

See Also:
                Miscellaneous
                preferences window

                View Text
                built-in command

                MegaD Text-Viewer
                discussion

1.260   MegaD v3.1 - by John L. Jones

```
                'Print' preferences:
===================
```

```
 -----------------------------------------------------------------------
|  Print Spooler                                                        |
|

                Control...


                Label width      |
|

                ARexx port name

                Label height     |
|
```

```
                     Add Job                                                    |
|

                     Add Job then delete file                                  |
|

                     Stop All Jobs                                             |
|

                     Stop Current Job                                          |
|

                     Quit Spooler                                              |
|                                                                                  |
|
                           Set to MDSpool
                                             |
|
                           Set to internal spool
                                             |
|                                                                                  |
|
                           Use

                      Cancel
                         |
  ----------------------------------------------------------------------------
```

The Print Preference Window covers two basic sets of preferences:

   - The left side of the window allows you to choose the print spooler
     with which MegaD will interface.

   - The right side of the window allows you to set some default settings
     for disk label printing.

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

```
Background Information:
======================


The MegaD print spooler is a completely separate program from MegaD.
MegaD communicates with MDSpool via ARexx.

The commands which are entered in this window's string gadgets
are the ARexx commands with which MegaD communicates with MDSpool.



3 Spoolers:
==========


MegaD allows you the option of selecting one of three print spools:


(1) You can choose to use the  MDSpool program (assuming you have
    obtained a copy of MDSpool).  If you decide to use MDSpool as
    your print spooler, you set the default ARexx commands by
    selecting the
            Set To MDSpool
             gadget.

(2) You can choose to use MegaD's own internal spool.  Admittedly,
    MegaD's internal print spool isn't much of a spool at all.  I
    can't see much benefit for using it however, if you want to use
    it, then select the
            Set To Internal Spool
             gadget.

(3) You can choose to use your own favorite print spooler.  To do so,

    - This spooler must support ARexx.
    - You must set the
            Add Job
            ,
            Add Job then delete file
            ,
            Stop All Jobs
            ,

            Stop Current Job
             and
            Quit Spooler
             gadgets to the ARexx commands
      accepted by this spooler.



If you use MDSpool:
==================


It is beyond the scope of this document to teach you how to use
MDSpool (refer to the "MDSpool.Guide" reference manual for a complete
description of its operation).

For virtually all applications however, you should set MDSpool to
<Pass Through>.  If you haven't altered MDSpool's settings yet,
```

    then <Pass Through> should be set (since it is the default setting).
    If you have altered the settings, then do the following to ensure
    that <Pass Through> is currently set.

        - Run MDSpool. You can do this with the MegaD
                built-in
                        command
              Print Spooler
                .

        - Within the "MegaD Spool" program window, select the
          <Settings...> gadget (lower left corner). A new window
          appears.

        - Set the "Mode" cycle gadget (lower left corner) to
          <Pass Through>, and select the <OK> gadget.

        - You should find yourself back at the "MegaD Spool" program
          window. Use the MDSpool menu item <Project / Save> or
          <Project / Save As...> to save these settings.

See Also:
                Preferences
                main window

1.261   MegaD v3.1 - by John L. Jones

                Prefs Print
                - Print Spooler:
==============================

| Print Spooler |
|
              Work:MegaD/MDSpool

                  Control...

                 Label width |
|

                 ARexx port name

                 Label height |
|

                 Add Job |

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH

    MEGAD. The spooler is freeware, however, you must obtain
    it through a separate archive. It should be released as:

        MDSPOOL.LHA

    If you have a copy of the MDSpool program, You can elect
    to configure MegaD to use this spooler. If you don't have
    MDSpool, then you can use another external print spooler
    in conjunction with MegaD.

    Finally, if you don't have MDSpool, or another stand-alone
    print spooler, MegaD allows printing through it's own
    default settings (although this is not nearly as effective
    as using a print spooler).

The <Print Spooler> string gadget allows you to configure MegaD to
automatically use you favorite print spooler. You have three options:

   (1) You can choose to use the MDSpool program. If you decide to use
       MDSpool as your print spooler

       – Enter the pathname leading to the MDSpool program in the <Print
         Spooler> string gadget.

       – Select the
               Set to MDSpool
                gadget).

   (2) You can choose to use MegaD's own internal spool. Admittedly,
       MegaD's internal print spool isn't much of a spool at all. I
       can't see much benefit for using it however, if you want to use it:

       – Ensure the <Print Spooler> string gadget is empty.

       – Select the
               Set to internal spool
                gadget.

   (3) You can choose to use your own favorite print spooler. To do so,

       – This spooler must support ARexx.

       – Set the <Print Spooler> string gadget to the pathname leading
         to that spooler.

       – Set the
               Add Job
               ,
               Add Job then delete file
               ,
               Stop All Jobs
               ,

               Stop Current Job
                and
               Quit Spooler

```
              gadgets to the ARexx commands
        accepted by this spooler.


See Also:
              Print
              preference window

              MDSpool.Guide
              document

              Print Spooler
              built-in command

              Prt Text
              built-in command

              TX PrintAll
              built-in command

              TX Print Window
              built-in command

              Output
              /
              Print Spooler
              menu item

              Panic
              /
              CANCEL ALL PRINT
              menu item

              Panic
              /
              CANCEL PRINT
              menu item
```

1.262   MegaD v3.1 - by John L. Jones

```
              Prefs Print
              - ARexx Port Name:
===============================


 --------------------------------------------------------------------------
|   Print Spooler                                                          |
|

                  Control...


                  Label width     |
```

|
                    MDSPOOL.1
                     ARexx port name

                     Label height |
|

                     Add Job |
|

                     Add Job then delete file |

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

If you use:

    (1) MDSpool:

        - This should be set to "MDSPOOL.1" (without the quotes)

    (2) MegaD's internal spool:

        - This should be blank.

    (3) Your own favorite spool:

        - This should be set to the ARexx port name used by that
          print spooler.

See Also:
                    Print
                    preference window

                    MDSpool.Guide
                    document

```
                   Print Spooler
                   built-in command

                   Output
                   /
                   Print Spooler
                   menu item
```

1.263 MegaD v3.1 - by John L. Jones

```
                   Prefs Print
                   - Add Job:
=======================
```

```
 -----------------------------------------------------------------------
|  Print Spooler                                                        |
|

                   Control...


                   Label width     |
|

                   ARexx port name

                   Label height    |
|
                 AddJob
                  Add Job                                               |
|

                  Add Job then delete file                             |
```

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

If you use:

    (1) MDSpool:

        – This should be set to "AddJob" (without the quotes)

    (2) MegaD's internal spool:

        – This should be blank.

    (3) Your own favorite spool:

        – This should be set to the ARexx command used by that spool
          which will begin printing a new file.

See Also:
                Print
                preference window

                MDSpool.Guide
                document

                Print Spooler
                built–in command

                Output
                /
                Print Spooler
                menu item

1.264 MegaD v3.1 - by John L. Jones

                Prefs Print
                – Add Job Then Delete File:
===

|

                Add Job |
|
              AddJobDel
              Add Job then delete file |
|

                Stop All Jobs |
|

```
                    Stop Current Job                                          |
|

                    Quit Spooler                                             |
|                                                                                         |
|
                              Set to MDSpool
                                                      |
```

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

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      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

If you use:

    (1) MDSpool:

        - This should be set to "AddJobDel" (without the quotes)

    (2) MegaD's internal spool:

        - This should be blank.

    (3) Your own favorite spool:

        - This should be set to the ARexx command used by that spool
          which will:

            - Begin printing a new file, and

            - Then delete that file after the print is complete.

See Also:
                    Print
                    preference window

                    MDSpool.Guide
                    document
```

```
                    Print Spooler
                    built-in command

                    Output
                    /
                    Print Spooler
                    menu item
```

1.265   MegaD v3.1 - by John L. Jones

```
                    Prefs Print
                    - Stop All Jobs:
=============================


|

                    Add Job                                                    |
|

                    Add Job then delete file                                   |
|
                StopAllJobs
                 Stop All Jobs                                                 |
|

                    Stop Current Job                                           |
|

                    Quit Spooler                                              |
|                                                                                    |
|
                            Set to MDSpool
                                                 |
```

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

```
If you use:

    (1) MDSpool:

        - This should be set to "StopAllJobs" (without the quotes)


    (2) MegaD's internal spool:

        - This should be blank.


    (3) Your own favorite spool:

        - This should be set to the ARexx command used by that spool
          which will terminate all current and waiting print jobs.



See Also:
                    Print
                    preference window

                    MDSpool.Guide
                    document

                    Print Spooler
                    built-in command

                    Output
                    /
                    Print Spooler
                    menu item
```

1.266 MegaD v3.1 - by John L. Jones

```
                    Prefs Print
                    - Stop Current Job:
===================================


|

                    Add Job                                                    |
|

                    Add Job then delete file                                   |
|

                    Stop All Jobs                                              |
|
                  StopCurrentJob
                   Stop Current Job                                            |
```

```
|

                Quit Spooler                                              |
|                                                                                 |
|
                          Set to MDSpool
                                                 |
```

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

If you use:

   (1) MDSpool:

       - This should be set to "StopCurrentJob" (without the quotes)

   (2) MegaD's internal spool:

       - This should be blank.

   (3) Your own favorite spool:

       - This should be set to the ARexx command used by that spool
         which will:

             - Terminate the current print job.

             - Continue with then next print job in the print queue.

See Also:
                  Print
                  preference window

                  MDSpool.Guide
                  document

```
              Print Spooler
              built-in command

              Output
              /
              Print Spooler
              menu item
```

1.267 MegaD v3.1 - by John L. Jones

```
              Prefs Print
              - Quit Spooler:
============================


|

              Add Job                                         |
|

              Add Job then delete file                        |
|

              Stop All Jobs                                   |
|

              Stop Current Job                                |
|            Quit
              Quit Spooler                                    |
|                                                                      |
|

                        Set to MDSpool
                                          |
```

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

If you use:

    (1) MDSpool:

        - This should be set to "Quit" (without the quotes)

    (2) MegaD's internal spool:

        - This should be blank.

    (3) Your own favorite spool:

        - This should be set to the ARexx command used by that spool
          which will quit the print spooler program.

See Also:
            Print
            preference window

            MDSpool.Guide
            document

            Print Spooler
            built-in command

            Output
            /
            Print Spooler
            menu item

1.268 MegaD v3.1 - by John L. Jones

            Prefs Print
            - Set To MDSpool:
==============================

|

            Stop Current Job |
|

            Quit Spooler |
| |
|
                Set to MDSpool
                           |
|
              Set to internal spool
                          |

```
|                                                                 |
|
                        Use

                  Cancel
                |
 ----------------------------------------------------------------------
```

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      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
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      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

When you select the <Set to MDSpool> gadget, MegaD will automatically
set all required string gadgets above to the settings used by the
MDSpool print spooler.

See Also:
                  Print
                  preference window

                  MDSpool.Guide
                  document

                  Print Spooler
                  built-in command

                  Output
                  /
                  Print Spooler
                  menu item

1.269   MegaD v3.1 - by John L. Jones

                  Prefs Print
                  - Set To Internal Spool:
======================================
```

```
|
                    Stop Current Job                                      |
|

                    Quit Spooler                                        |
|                                                                           |
|
                         Set to MDSpool
                                            |
|
                    Set to internal spool
                                            |
|                                                                           |
|
                    Use

               Cancel
                  |
  -----------------------------------------------------------------------
```

NOTE: John Jones has created a print spooler, designed for use
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      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

When you select <Set to internal spool>, MegaD will clear all of the
above string gadgets so that MegaD's internal print spool will be
used.

NOTE: Admittedly, MegaD's internal print spool isn't much of a spool
       at all, and I can't see much benefit for using it.

See Also:
                Print
                preference window

                MDSpool.Guide
                document

```
                    Print Spooler
                    built-in command

                    Output
                    /
                    Print Spooler
                    menu item
```

1.270   MegaD v3.1 - by John L. Jones

```
                    Prefs Print
                    - Control:
=======================
```

```
 ----------------------------------------------------------------------
|  Print Spooler                                                       |
|


                    Control...


                    Label width      |
|

                    ARexx port name

                    Label height     |
|

                    Add Job                                          |
```

NOTE: John Jones has created a print spooler, designed for use
      with MegaD. One problem though...IT IS NOT INCLUDED WITH
      MEGAD. The spooler is freeware, however, you must obtain
      it through a separate archive. It should be released as:

          MDSPOOL.LHA

      If you have a copy of the MDSpool program, You can elect
      to configure MegaD to use this spooler. If you don't have
      MDSpool, then you can use another external print spooler
      in conjunction with MegaD.

      Finally, if you don't have MDSpool, or another stand-alone
      print spooler, MegaD allows printing through it's own
      default settings (although this is not nearly as effective
      as using a print spooler).

When you select the <Control...> gadget, MegaD opens a
                program control

                        window into which you can specify the parameters used to run your ←
                            own
favorite print spooler.

See Also:
                        Print
                        preference window

                        MDSpool.Guide
                        document

                        Print Spooler
                        built-in command

                        Output
                        /
                        Print Spooler
                        menu item

1.271   MegaD v3.1 - by John L. Jones

                        Prefs Print
                        - Label Width:
============================

| Print Spooler |
|

                    Control...

                48
                 Label width |
|

                 ARexx port name

                 Label height |
|

                 Add Job |

The <Label Width> preference allows you to specify the number of
columns that MegaD will use when printing disk labels.

See Also:
                        Print
                        preference window

                    Lab. Modify
                    built-in command

                    Label
                    built-in command

                    Label Align
                    built-in command

                    Label Times
                    built-in command

                    Output
                    /
                    Disk Label
                    menu item

                    Label Height
                    print preference

1.272   MegaD v3.1 - by John L. Jones

                    Prefs Print
                    - Label Height:
============================

| Print Spooler |
|

                    Control...

                    Label width |
|

                    ARexx port name
                  24
                    Label height |
|

                    Add Job |

The <Label Height> preference allows you to specify the number of
rows that MegaD will use when printing disk labels.

NOTE: If you select a value of 10 or less, MegaD will print a slightly
      different label, omitting the following:

      - "Write Protect" (listed on the portion of the label laying on
        the back of the disk).

- "Write Enable" (listed on the portion of the label laying on
  the back of the disk).

- The disk title residing on the top (thin portion) of the disk.

In the situation where you selected a height of 10, a disk label
would print:

  - 2 lines for the disk title (on the front of the disk).

  - 8 lines for the disk contents

See Also:
                    Print
                    preference window

                    Lab. Modify
                    built-in command

                    Label
                    built-in command

                    Label Align
                    built-in command

                    Label Times
                    built-in command

                    Output
                    /
                    Disk Label
                    menu item

                    Label Width
                    print preference

1.273 MegaD v3.1 - by John L. Jones

                    'Screen' preferences:
====================

| Screen Type   Width   Height |
|
             @   Workbench Screen
                 724 X 478 |
|
             @   8 color screen
                                                    |
|

```
                   ASL Screen
                                                    |
|                                                                        |
|                                                                        |
|                                                                        |
|                                                                        |
|                                                                        |
|
                        Use

                      Cancel
                        |
   ------------------------------------------------------------------------
```

See Also:
                Preferences
                main window

1.274 MegaD v3.1 - by John L. Jones

                Prefs Screen
                - Screen Type:
============================

The <Screen Type> cycle gadget allows you to define the type of
screen on which MegaD will be placed.

Basically, MegaD can be placed on it's own custom screen, or on
the Workbench screen. The following are the options contained
in the <Screen Type> cycle gadget:

   WorkBench Screen: Place MegaD on the workbench screen.
   ================

   - MegaD will automatically use the colors defined by the
     workbench palette.

   - MegaD will automatically use the resolution used by the
     workbench screen.

   Hires: Place MegaD on its own custom Hires / Non-Interlaced
   =====   screen.

   Hires-Interlace: Place MegaD on its own custom Hires / Interlaced
   ===============   screen.

   SuperHires: Place MegaD on its own custom SuperHires /
   ==========   Non-Interlaced screen.

```
    SuperHires-Lace:  Place MegaD on its own custom SuperHires /
    ===============   Interlaced screen.
```

See Also:
                    Screen
                    preference window

1.275   MegaD v3.1 - by John L. Jones

```
                    Prefs Screen
                    - Number Of Colors:
================================
```

This cycle gadget allows you to specify the number of colors used
by MegaD's custom screen. This gadget will allow either 2, 4, 8 or
16 colors.

NOTE: If you place MegaD on the Workbench screen, this gadget will
       have no effect.

See Also:
                    Screen
                    preference window

1.276   MegaD v3.1 - by John L. Jones

With the event of Workbench 2.1 a new ASL Screen request is
available. Unless you have 2.1 or greater you will not see the
'ASL Screen' gadget. The ASL Screen request is a very powerful
requestor that will allow complete control of the type and size
of the screen you wish to run MegaD on. For more information
see your Workbench documentation 2.1 or greater.

1.277   MegaD v3.1 - by John L. Jones

```
                    Gadget Set Window:
================
```

```
 ------------------------------------------------------------
|                           ---------------------- |
|          Title

              | Minimum     Maximum     ||
|            Inner Window Width
```

```
                   | 64              716          ||
|             Inner Window Height

                   | 12              467          ||
|               Gadgets Across

                   | 1               21           ||
|                Gadgets Down

                   | 1               4            ||
|                                    | Gadget Char. 36        ||
|                                    ------------------------ |
|         Window Type

                   Close once used           |
|
                   @       Fixed


                   Keep to Front             |
|   ->
                   []


                   Open at startup           |
| |                                                               |
| |
                     Duplicate

                     Use

                   Cancel
                     |
 -|--------------------------------------------------------
   |
   |
close
sizing
gadget



See Also:
               Keypads - Gadget Sets
               preference window

               Gadget Sets
               discussion
```

1.278   MegaD v3.1 - by John L. Jones

```
               Gadget Set Window
               - Title:
===========================
```

Give the gadget set a unique title, different from any other command
in any any command bank.

See Also:
                    Gadget Set
                    definition window

                    Keypads - Gadget Sets
                    preference window

                    Gadget Sets
                    discussion

1.279 MegaD v3.1 - by John L. Jones

                    Gadget Set Window
                    - Inner Window Width:
==

Enter the width (in pixels) that you'd desire for this gadget set.
The inner window width is the total width of the window minus the
width of the left and right borders.

Immediately to the right of the <Inner Window Width> integer gadget,
MegaD lists the minimum and maximum acceptable values for the <Inner
Window Width>. These values are based upon your screen's width.

Perhaps an easier way to define the dimensions of the
                    gadget set
                    is to use the
                    'close sizing gadget'
                     located immediately
below the "Window Type" cycle gadget in the
                    Gadget Set
                    definition window.

See Also:
                    Gadget Set
                    definition window

                    Gadget Set - Close Sizing Gadget
                    discussion

                    Gadget Set - Inner Window Height
                    definition

                    Keypads - Gadget Sets
                    preference window

                    Gadget Sets

```
                    discussion
```

1.280   MegaD v3.1 - by John L. Jones

```
                    Gadget Set Window
                    - Inner Window Height:
==========================================
```

Enter the height (in pixels) that you'd desire for this gadget set.
The inner window height is the total height of the window minus the
height of the top and bottom borders.

Immediately to the right of the <Inner Window Height> integer gadget,
MegaD lists the minimum and maximum acceptable values for the <Inner
Window Height>. These values are based upon your screen's height.

Perhaps an easier way to define the dimensions of the
                    gadget set
                    is to use the
                    'close sizing gadget'
                     located immediately
below the "Window Type" cycle gadget in the
                    Gadget Set
                    definition window.

See Also:
                    Gadget Set
                    definition window

                    Gadget Set - Close Sizing Gadget
                    discussion

                    Gadget Set - Inner Window Width
                    definition

                    Keypads - Gadget Sets
                    preference window

                    Gadget Sets
                    discussion

1.281   MegaD v3.1 - by John L. Jones

```
                    Gadget Set Window
                    - Gadgets Across:
=====================================
```

Enter the number of gadgets wide that you want this
                    gadget set

```
               to be.
```

Immediately to the right of the <Gadgets Across> integer gadget,
MegaD lists the minimum and maximum acceptable values for the
<Gadgets Across>. These values are based upon your entry in the

```
               Inner Window Width
                gadget.
```

See Also:

```
               Gadget Set
               definition window

               Gadget Set - Gadgets Down
               definition

               Keypads - Gadget Sets
               preference window

               Gadget Sets
               discussion
```

1.282   MegaD v3.1 - by John L. Jones

```
               Gadget Set Window
               - Gadgets Down:
===================================
```

Enter the number of gadgets high that you want this
```
               gadget set
               to be.
```

Immediately to the right of the <Gadgets Down > integer gadget,
MegaD lists the minimum and maximum acceptable values for
<Gadgets Down>. These values are based upon your entry in the

```
               Inner Window Height
                gadget.
```

See Also:

```
               Gadget Set
               definition window

               Gadget Set - Gadgets Across
               definition

               Keypads - Gadget Sets
               preference window

               Gadget Sets
               discussion
```

1.283   MegaD v3.1 - by John L. Jones

```
              Gadget Set Window
              - Close Once Used:
=====================================

If you select the <Close once used> gadget, the
              gadget set
               will
automatically close once you make your first selection from it.

If you do not select <Close once used>, then you will have to
manually close the
              gadget set
               when you no longer want to use it.


See Also:
              Gadget Set
              definition window

              Keypads - Gadget Sets
              preference window

              Gadget Sets
              discussion
```

1.284   MegaD v3.1 - by John L. Jones

```
              Gadget Set Window
              - Keep To Front:
=====================================

If you select the <Keep to Front> preference, then MegaD will
ensure that the
              gadget set
               remains in front of other windows.


See Also:
              Gadget Set
              definition window

              Keypads - Gadget Sets
              preference window

              Gadget Sets
              discussion
```

1.285   MegaD v3.1 - by John L. Jones

```
                  Gadget Set Window
                  - Open At Startup:
=====================================
```

If you select the <Open at startup> gadget, then the
                  gadget set
                  will automatically open upon MegaD startup.

See Also:
                  Gadget Set
                  definition window

                  Keypads - Gadget Sets
                  preference window

                  Gadget Sets
                  discussion

1.286   MegaD v3.1 - by John L. Jones

```
                  Gadget Set Window
                  - Window Type:
==================================
```

The <Window Type> cycle gadget has three possibilities:

   Fixed: - MegaD will remember its screen location, and
                     will reopen it at the same spot each time.

                  - This
                  gadget set
                   window will have a drag bar.

                  - The
                  gadget set
                   window has a close gadget.

   Rigid: - MegaD will remember its screen location, and
                     will reopen it at the same spot each time.

                  - This
                  gadget set
                   window will not have a drag
                     bar (under WB 2.0 or higher, this window can
                     be moved with the cursor keys while the Shift,
                     or the Ctrl-Shift keys are pressed).

                  - The
                  gadget set
```

```
                        window does not have a close
                          gadget (but can be closed using the Esc key).


      Under Mouse:  MegaD will attempt to open the
                    gadget set
                     window
                    directly under the mouse pointer.



See Also:
                    Gadget Set
                    definition window

                    Keypads - Gadget Sets
                    preference window

                    Gadget Sets
                    discussion
```

1.287   MegaD v3.1 - by John L. Jones

```
                    Gadget Set Window
                    - Close Sizing Gadget:
==========================================

The
                    gadget set
                     definition window contains a small gadget resembling
a window's "close gadget".  It is located between the
                    Window Type
                    cycle gadget and the
                    Duplicate
                     gadget.

When you select this <close window sizing> gadget, MegaD opens a
window labelled "Adjust window to proper size, then close".  What
it is asking you to do is to size the window to the dimensions you
would like the
                    gadget set
                     to be.  Once you've done that, close
the window.

At that point, MegaD will automatically place the dimensions of
that window into the
                    Inner Window Width
                     and the
                    Inner Window Height
                    gadgets.

This method is generally much easier than manually entering values
for inner window width and height.
```

See Also:

> Gadget Set
> definition window

> Gadget Set – Inner Window Height
> definition

> Gadget Set – Inner Window Width
> definition

> Keypads – Gadget Sets
> preference window

> Gadget Sets
> discussion

1.288   MegaD v3.1 - by John L. Jones

> Gadget Set Window
> – Duplicate:

================================

When you select the <Duplicate> gadget, MegaD will create an identical

> gadget set
> . MegaD will give the new
> gadget set
> the same name as the

original, except it will append a 1 to the end.

See Also:

> Gadget Set
> definition window

> Keypads – Gadget Sets
> preference window

> Gadget Sets
> discussion

1.289   MegaD v3.1 - by John L. Jones

> Application Icons:

==================

Application Icons (appicons) and Application Windows (appwindows)
are only availible to folks running WorkBench 2.0 or higher. MegaD
uses application icons. Additionally, MegaD's

> main window

                           is an
application window.

When you "drag" another workbench icon (such as a drawer, data
file, or program icon) onto the appicon/appwindow, MegaD will try
to "do something" with it. If you drag an icon onto the MegaD
appicon, then at the very least, the
                  MegaD window
                   will reopen.

If you drag a disk or a directory icon onto MegaD's appicon or
onto the MegaD
                  main window
                   (appwindow), MegaD will load that
directory into a
                  directory window
                  .

If you drag a datafile icon onto MegaD's appicon/appwindow, and
MegaD has an
                  autoboot
                   defined for that type of data file, then
MegaD will load the file into that autoboot.

You may drop up to 10 Workbench objects onto the MegaD appicon/
appwindow. MegaD will work on each icon in sequence.

See Also:

                  Iconify
                  built-in command

                  Project
                  /
                  Iconify
                  menu item

                  Iconify At Start
                  default preference

1.290   MegaD v3.1 - by John L. Jones

                  Configuring MegaD:
=================

Probably the most impressive feature that MegaD has to offer is it's
configurability. You can transform MegaD to meet your own needs.

The heart of MegaD's configurability is the
                  Preferences
                   area.

See Also:

```
            Preferences
            main window
```

1.291   MegaD v3.1 - by John L. Jones

```
            MegaD Menus:
===========
```

```
            Project

            Windows

            Utilities

            Options

            Show

            Output

           Panic
See Also:    -
```

1.292   MegaD v3.1 - by John L. Jones

```
            Project Menu:
============
```

```
 Project
            Windows

            Utilities

            Options

            Show

            Output

            Panic

            Open...             A-O
            ========================

            Save Preferences    A-W

            Save As...
            ==========================
```

```
                    Set Preferences...    A-D
                    ========================

                    About...
                    ========================

                    Iconify               A-Z
                    ========================

                    Quit                  A-Q
```

1.293   MegaD v3.1 - by John L. Jones

```
              Menu Project
              / About:
======================
```

When you select the <Project / About> menu item, MegaD opens a window
telling you information about your MegaD version. It also lists some
information concerning the "prolific" John L. Jones.

See Also:
              MegaD Regisration

1.294   MegaD v3.1 - by John L. Jones

```
              Windows Menu:
============
```

```
              Project
               Windows
              Utilities

              Options

              Show

              Output

              Panic

              Open Windows             >>

              Close Windows            >>
                     ============================

              Use Overlap Locations
```

```
            Use Grid Locations

            Set Snapshot

            Use Snapshot
                      =============================

            6 Volumes Per Screen

            1 Windows Per Volume...

            Use Limits
                      =============================

            Two Window Utility        A-T
```

1.295 MegaD v3.1 - by John L. Jones

```
            Menu Windows
            / Open Windows:
=============================
```

This menu item contains two sub-menu items:

All: This will open all windows which are currently
            buffered
            ===   into memory, with one caveat. It will still respect the

            volumes per screen
             and
            windows per volume
             limits.

Selected Directories: This will open windows for all currently
====================   selected directories, volumes and devices.

See Also:
            Open Windows
            built-in command

            DirOpenWindows
            built-in command

1.296 MegaD v3.1 - by John L. Jones

```
                   Menu Windows
                   / Close Windows:
==============================


This menu item contains two sub-menu items:


All:  This will close all currently open
                   directory windows
                   .
===


Selected Directories:   This will close windows for all currently
====================    selected
                   directory windows
                   . The windows to
                        be closed can be selected from within other

                   directory windows
                   , or from the
                   list area
                   .


See Also:
                   Close Windows
                   built-in command

                   DirCloseWindows
                   built-in command
```

1.297   MegaD v3.1 - by John L. Jones

```
                   Menu Windows
                   / Use Overlap Locations:
======================================

The <Overlap Locations> command allows you to specify where directory
windows will be placed on the screen.

When selected, a new
                   directory window
                    will be placed on top of, but
offset down and to the right of it's parent
                   directory window
                   . The
amount offset down is equal to the height of the upper window border.
The amount offset right is equal to the width of a close gadget.
Overlapping
                   directory windows
                    allows for more files to be shown in
large directories.
```

See Also:

                    Windows
                    /
                    Use Grid Locations
                    menu item

                    Windows
                    /
                    Set Snapshot
                    menu item

                    Windows
                    /
                    Use Snapshot
                    menu item

                    Windows
                    /
                    Use Limits
                    menu item

                    Windows
                    /
                    Two Window Utility
                    menu item

1.298 MegaD v3.1 - by John L. Jones

                    Menu Windows
                    / Use Grid Locations:
====================================

<Use Grid Locations> tells MegaD to open new windows on an invisible
grid. Restricting windows to a grid helps by not hiding titles
underneath other windows. All titles are visible so a desired
directory can be found without shuffling windows around the screen.

Defining the size of the grid:
=============================

Use the

                    Windows
                     /
                    # Volumes Per Screen
                     and the

                    Windows
                     /
                    # Windows Per Volume
                     menu items to define the size of the grid.
MegaD uses these settings in the following manner to determine grid size:

```
                    Windows
                     /
                    # Volumes Per Screen
                     determines the width of each grid location.

                    Windows
                     /
                    # Windows Per Volume
                     determines the height of each grid location.
```

For example, if you select 3 vol per screen, and 4 win per vol, then
each grid location will be one-third the screen width, and one-fourth
the screen height.

See Also:
```
                    Windows
                    /
                    Use Overlap Locations
                    menu item

                    Windows
                    /
                    Set Snapshot
                    menu item

                    Windows
                    /
                    Use Snapshot
                    menu item

                    Windows
                    /
                    Use Limits
                    menu item

                    Windows
                    /
                    Two Window Utility
                    menu item
```


1.299   MegaD v3.1 - by John L. Jones

```
                    Menu Windows
                    / Set Snapshot:
==============================
```

<Set Snapshot> records the position of open directory windows for
use with the
```
                    Windows
                     /
                    Use Snapshot
```

                    window positions.

See Also:
                    Windows
                    /
                    Use Overlap Locations
                    menu item

                    Windows
                    /
                    Use Grid Locations
                    menu item

                    Windows
                    /
                    Use Snapshot
                    menu item

                    Windows
                    /
                    Use Limits
                    menu item

                    Windows
                    /
                    Two Window Utility
                    menu item

1.300   MegaD v3.1 - by John L. Jones

                    Menu Windows
                    / Use Snapshot:
==============================

<Use Snapshot> uses the fixed positions the
                    directory windows
                     were in
when the
                    Windows
                     /
                    Set Snapshot
                     menu item was selected. The Snapshot
positions are used on a first come first serve basis. Unlike the

                    Windows
                     /
                    Use Overlap Locations
                     and the
                    Windows
                     /
                    Use Grid Locations
                    options which keep volumes aligned in columns.

See Also:

                    Windows
                    /
                    Use Overlap Locations
                    menu item

                    Windows
                    /
                    Use Grid Locations
                    menu item

                    Windows
                    /
                    Set Snapshot
                    menu item

                    Windows
                    /
                    Use Limits
                    menu item

                    Windows
                    /
                    Two Window Utility
                    menu item

1.301   MegaD v3.1 - by John L. Jones

                    Menu Windows
                    / Use Limits:
============================

<Use Limits> allows you to restrit the number of windows MegaD has
open at any one time.

The use of limits helps to avoid confusion when there are many large
windows overlapping each other. It will also minimize the frequency
of low memory situations.

Use the menu items
                    Windows
                    /
                    # Volumes Per Screen
                    and

                    Windows
                    /
                    # Windows Per Volume
                    to alter the limits, and use the
<Windows / Use Limits> menu item to toggle those limits on and off.

See Also:

```
                    Windows
                    /
                    Use Overlap Locations
                    menu item

                    Windows
                    /
                    Use Grid Locations
                    menu item

                    Windows
                    /
                    Set Snapshot
                    menu item

                    Windows
                    /
                    Use Snapshot
                    menu item

                    Windows
                    /
                    Two Window Utility
                    menu item
```

1.302   MegaD v3.1 - by John L. Jones

```
                    Menu Windows
                    / Two Window Utility:
===================================
```

Two Window Utility will change MegaD into the more familiar
directory program with two windows.

The main window functions are moved to the bottom of the screen.
The windows are split by button gadgets for devices. These
device gadgets have a right and left half. The right half
affects the right window and the left half affects the left
window.

If one window shows a directory and the opposite is empty, the
contents of the directory will be swapped to the empty window
when you select the side of a button gadget coinciding with the
non-empty window. If both window have valid directory list in
them, and you request one of those directories in the opposite
window, both lists will be swapped to the opposite windows.

Confused??? Try <Two Window Utility>. It's basic operation is
the same. It's presentation is merely different.

See Also:
                    Windows
                    /
```

```
                    Use Overlap Locations
                    menu item

                    Windows
                    /
                    Use Grid Locations
                    menu item

                    Windows
                    /
                    Set Snapshot
                    menu item

                    Windows
                    /
                    Use Snapshot
                    menu item

                    Windows
                    /
                    Use Limits
                    menu item
```

1.303 MegaD v3.1 - by John L. Jones

```
                    Utilities Menu:
==============


                    Project

                    Windows
                     Utilities
                    Options

                    Show

                    Output

                    Panic

                    User Menu Item #1       A-1

                    User Menu Item #2       A-2

                    User Menu Item #3       A-3

                    User Menu Item #4       A-4

                    User Menu Item #5       A-5

                    Next Menu Set           A-6

                    Prev Menu Set           A-7
```

```
               First Menu Set        A-8

               Last Menu Set         A-9

               Utilities In Window
                                     ===========================

               Copy/Format
```

1.304   MegaD v3.1 - by John L. Jones

```
               Menu Utilities
               / User Menu Items 1-5:
=======================================
```

The top 5 items in the Utilities Menu are user dependent. MegaD
provides defaults for these menu items, but allows you to alter
them to suit your needs.

Additionally, the first 5 items of the Utilities Menu are called
a "user menu set". You can define more than one "set" of 5 user
menu items. After defining these sets, you can use the following
menu items to select the desired "user menu set":

```
               Utilities
                /
               First Menu Set

               Utilities
                /
               Prev Menu Set

               Utilities
                /
               Next Menu Set

               Utilities
                /
               Last Menu Set
               Default Menu Sets:
=================
```

   MegaD provides 3 default menu sets. They are:

```
   Menu Set 1:        Menu Set 2:        Menu Set 3:
   ==========         ==========         ==========
   LhA Pack           Arc Pack           LhArc Pack
   LhA Unpack         Arc Unpack         LhArc Unpack
   LhA List           Arc List           LhArc List
   LhA Text           Type File2         Type File3
   LhA Recursive      Edit File2         Edit File3
```

These menu sets are for use with the popular archiving utilities
<LhA>, <Arc> and <LhArc>. If you don't use these archiving
programs, don't worry. MegaD has included them as defaults
merely because many people DO use them.

Altering / Adding Menu Sets:
============================

   MegaD allows you to alter existing menu sets, and even to add
   new menu sets (thereby resulting in more than 3 menu sets).

   To do so, use the MegaD
              Menus & Devices preference area
              .

See Also:
                 Utilities
                 /
                 First Menu Set
                 menu item

                 Utilities
                 /
                 Prev Menu Set
                 menu item

                 Utilities
                 /
                 Next Menu Set
                 menu item

                 Utilities
                 /
                 Last Menu Set
                 menu item

                 Menus & Devices
                 preferences

1.305   MegaD v3.1 - by John L. Jones

                 Menu Utilities
                 / Next Menu Set:
================================

The <Utilities / Next Menu Set> menu item is used to scroll forward
to the next set of 5
                 user-defined menu items
                 .

See Also:

```
                    Utilities
                    /
                    Menu Items 1-5
                    menu items

                    Utilities
                    /
                    First Menu Set
                    menu item

                    Utilities
                    /
                    Prev Menu Set
                    menu item

                    Utilities
                    /
                    Last Menu Set
                    menu item

                    Menus & Devices
                    preferences
```

1.306 MegaD v3.1 - by John L. Jones

```
                    Menu Utilities
                    / Prev Menu Set:
================================
```

The <Utilities / Prev Menu Set> menu item is used to scroll backward
to the previous set of 5
                    user-defined menu items
                       .

See Also:
                    Utilities
                    /
                    Menu Items 1-5
                    menu items

                    Utilities
                    /
                    First Menu Set
                    menu item

                    Utilities
                    /
                    Next Menu Set
                    menu item

                    Utilities
                    /
                    Last Menu Set
```

```
                         menu item

                         Menus & Devices
                         preferences
```

1.307   MegaD v3.1 - by John L. Jones

```
                         Menu Utilities
                         / First Menu Set:
==================================
```

The <Utilities / First Menu Set> menu item is used to jump to the first set of 5
```
                         user-defined menu items
                         .
```

See Also:
```
                         Utilities
                         /
                         Menu Items 1-5
                         menu items

                         Utilities
                         /
                         Prev Menu Set
                         menu item

                         Utilities
                         /
                         Next Menu Set
                         menu item

                         Utilities
                         /
                         Last Menu Set
                         menu item

                         Menus & Devices
                         preferences
```

1.308   MegaD v3.1 - by John L. Jones

```
                         Menu Utilities
                         / Last Menu Set:
==================================
```

The <Utilities / Last Menu Set> menu item is used to jump to the lastt set of 5
```
                         user-defined menu items
```

.

See Also:

                    Utilities
                    /
                    Menu Items 1-5
                    menu items

                    Utilities
                    /
                    First Menu Set
                    menu item

                    Utilities
                    /
                    Prev Menu Set
                    menu item

                    Utilities
                    /
                    Next Menu Set
                    menu item

                    Menus & Devices
                    preferences

1.309   MegaD v3.1 - by John L. Jones

                    Menu Utilities
                    / Utilities In Window:
==

When you select the <Utilities / Utilities In Window> menu item, MegaD
will put the current
                    menu set
                     into the main window's 9
                    device gadgets
                    .

If you access a particular
                    menu set
                     frequently, this function may help
speed the results.

See Also:

                    Utilities
                    /
                    Menu Items 1-5
                    menu items

                    Menu Sets
                     discussion

```
             Device & Command Gadgets
             discussion
```

1.310 MegaD v3.1 - by John L. Jones

```
          Options Menu:
=============
```

```
          Project

          Windows

          Utilities
           Options
          Show

          Output

          Panic

          Select All Hide         A-H

          Clear All Hide          A-N

          Hide .INFO              A-I

          Hide Amiga Directories  A-A

          Hide C Directories      A-C

          Filter Directory...     A-F

          Remove All Filters      A-U
                                      ==============================

          Keep .INFO With File    A-K

          Keep Extension With File A-.
                                      ==============================

          Activate AutoBoot       A-B

          Clone Copy

          Load on disk insert

          Free on disk remove
```

1.311   MegaD v3.1 - by John L. Jones

```
                Menu Options
                / Select All Hide:
==================================
```

<Options / Select All Hide> is a quick and simple way of selecting
three other <Options> menu items...namely:


```
                Options
                /
                Hide .INFO

                Options
                /
                Hide Amiga Directories

                Options
                /
                Hide C Directories
               See Also:
                Options
                /
                Clear All Hide
                menu item

                Options
                /
                Hide .INFO
                menu item

                Options
                /
                Hide Amiga Directories
                menu item

                Options
                /
                Hide C Directories
                menu item
```


1.312   MegaD v3.1 - by John L. Jones

```
                Menu Options
                / Clear All Hide:
==============================
```

<Options / Clear All Hide> is a quick and simple way of deselecting
three other <Options> menu items...namely:


```
                Options
```

```
                        /
                        Hide .INFO

                        Options
                        /
                        Hide Amiga Directories

                        Options
                        /
                        Hide C Directories
                       See Also:
                        Options
                        /
                        Select All Hide
                        menu item

                        Options
                        /
                        Hide .INFO
                        menu item

                        Options
                        /
                        Hide Amiga Directories
                        menu item

                        Options
                        /
                        Hide C Directories
                        menu item
```

1.313   MegaD v3.1 - by John L. Jones

```
                        Menu Options
                        / Hide .INFO:
=============================
```

```
<Options / Hide .INFO> eliminates all icon (.info) files from directory
window displays.  Just so there's no confusion, this menu item doesn't
actually "delete" the .info files.  Rather, it hides them from view so
that your
                        directory windows
                         don't get too cluttered.
```

```
See Also:
                        Options
                        /
                        Select All Hide
                        menu item

                        Options
                        /
                        Clear All Hide
```

```
menu item

Options
/
Hide Amiga Directories
menu item

Options
/
Hide C Directories
menu item
```

1.314   MegaD v3.1 - by John L. Jones

```
Menu Options
/ Hide Amiga Directories:
```
=======================================

\<Options / Hide Amiga Directories> hides all standard Amiga directories
from view in
```
directory windows
.
```

Some standard Amiga directories are DEVS, FONT, and L, LIB, and S.
The Amiga automatically assigns these directories upon booting. They
will appear on all bootable disks. Removing them from the display helps
keep your
```
directory windows
uncluttered.
```

See Also:
```
Options
/
Select All Hide
menu item

Options
/
Clear All Hide
menu item

Options
/
Hide .INFO
menu item

Options
/
Hide C Directories
menu item
```

1.315   MegaD v3.1 - by John L. Jones

```
                 Menu Options
                 / Hide C Directories:
==================================
```

<Options / Hide C Directories> removes the Amiga C: directory
(or any directory named 'c') from the window display. Just so
there's no confusion, this menu item doesn't actually "delete"
the C: directory(s). Rather, it hides them from view so that
your
                 directory windows
                  don't get too cluttered.

See Also:
                 Options
                 /
                 Select All Hide
                 menu item

                 Options
                 /
                 Clear All Hide
                 menu item

                 Options
                 /
                 Hide .INFO
                 menu item

                 Options
                 /
                 Hide Amiga Directories
                 menu item

1.316   MegaD v3.1 - by John L. Jones

```
                 Menu Options
                 / Keep .INFO With File:
==================================
```

When you select <Options / Keep .INFO With File>, MegaD acts as follows:

   - If you select a file which has an associated .info file, MegaD will
     automatically select it's .info file too.

   - This DOES NOT hold true for "drag selection" (drag selection occurs
     when you select multiple files by clicking AND HOLDING the mouse
     button while you move the mouse).

When <Options / Keep .INFO With File> is NOT selected:

  – If you select a file which has an associated .info file, MegaD will
    NOT automatically select it's .info file too. You must manually
    select it's .info file if desired.

See Also:
                Options
                /
                Keep Extension With File
                menu item

1.317   MegaD v3.1 - by John L. Jones

                Menu Options
                / Keep Extension With File:
==

When you select <Options / Keep Extension With File>, MegaD acts as
follows:

  – If you select a file which has another file containing the same
    prefix, but different file extension, MegaD will select both
    files.

  – This DOES NOT hold true for "drag selection" (drag selection occurs
    when you select multiple files by clicking AND HOLDING the mouse
    button while you move the mouse).

Example: Lets say that your
                directory window
                 contains the following:

          myfile
          myfile.c
          myfile.info
          yourfile
          yourfile.info

        If you select <myfile>, then MegaD will automatically select
        <myfile>, <myfile.c> and <myfile.info>. This is because all
        three files have the same prefix (myfile) but different
        extensions.

See Also:
                Options
                /
                Keep .INFO With File
                menu item

1.318   MegaD v3.1 - by John L. Jones

```
              Menu Options
              / Activate AutoBoot:
=================================
```

If <Options / Activate AutoBoot> is selected, MegaD will attempt to "do
something" whenever you double-click on a file. If you don't select
this menu item, then all
              autoboots
               are disabled!!!

If the file you double-clicked on was a text file, MegaD will recognize
that, and load it into a
              text-viewer window
              . If the file is an IFF file
and you have created a picture viewer
              autoboot
              , then MegaD will
automatically call that IFF viewing program to display the file. And
so on, and so on...

For a much more indepth discussion of this subject, refer to
              autoboots
              .

See Also:
              AutoBoots
              discussion

              Clr ABoot
              built-in command

              Sel ABoot
              built-in command

              ABoot Add
              built-in command

              ABoot Edit
              built-in command

1.319   MegaD v3.1 - by John L. Jones

```
              Menu Options
              / Clone Copy:
===========================
```

When you
              copy
               a file to a new directory, MegaD normally does not

copy the following information:

```
   File Comment
   File Date
```

If you select <Options / Clone Copy>, then MegaD will
               copy
                these
two items whenever a file is copied to a new directory.

See Also: -

1.320   MegaD v3.1 - by John L. Jones

```
               Menu Options
               / Load on disk insert:
====================================
```

When you select <Options / Load on Disk Insert>, MegaD will
automatically open a directory window for any new disk inserted
into a standard floppy drive (df0: - df3:).

See Also:

```
               Options
               /
               Free on disk remove
               menu item
```

1.321   MegaD v3.1 - by John L. Jones

```
               Menu Options
               / Free on disk remove:
====================================
```

When you select <Options / Free On Disk Remove>, MegaD will automatically

```
               unbuffer
                the contents of a volume which is removed from a standard floppy
drive (df0: - df3:).
```

See Also:

```
               Free Volumes
               gadget

               Free Volumes
               built-in command
```

```
                        Options
                        /
                        Load On Disk Insert
                        menu item
```

1.322 MegaD v3.1 - by John L. Jones

```
                Show Menu:
=========


                Project

                Windows

                Utilities

                Options
                 Show
                Output

                Panic

                All         A-[

                None        A-]

                Size        A-S

                Date        A-X

                Protection  A-P

                Comment     A-'

                Sort On      >>

                Reset All   A-R
```

1.323 MegaD v3.1 - by John L. Jones

```
                Menu Show
                / All:
=================
```

When you select <Show / All>, MegaD will include all of the following
inside directory windows (in addition to filenames & directory names):

```
   File size.
   Date & time the file was created.
```

```
    File protection bits.
    File comment.
```

As a matter of fact, selecting the <Show / All> menu item is merely
a shortcut for selecting all of the following menu items:

```
                    Show
                    /
                    Size

                    Show
                    /
                    Date

                    Show
                    /
                    Protection

                    Show
                    /
                    Comment
                    If you select <Show / All>, and not all windows reflect the change ←
                        ,
select
                    Show
                     /
                    Reset All
                     to force the change.
```

See Also:
```
                    Show
                    /
                    None
                    menu item

                    Show
                    /
                    Size
                    menu item

                    Show
                    /
                    Date
                    menu item

                    Show
                    /
                    Protection
                    menu item

                    Show
                    /
                    Comment
                    menu item
```

```
                    Show
                    /
                    Reset All
                    menu item
```

1.324   MegaD v3.1 - by John L. Jones

```
                    Menu Show
                    / None:
==================
```

When you select <Show / None>, the only item displayed inside directory
windows will be file and directory names. MegaD WILL NOT include any
of the following;

```
   File size.
   Date & time the file was created.
   File protection bits.
   File comment.
```

As a matter of fact, selecting the <Show / None> menu item is merely
a shortcut for deselecting all of the following menu items:

```
                    Show
                    /
                    Size

                    Show
                    /
                    Date

                    Show
                    /
                    Protection

                    Show
                    /
                    Comment
                    If you select <Show / None>, and not all windows reflect the  ←
                      change,
select
                    Show
                     /
                    Reset All
                     to force the change.
```

See Also:
```
                    Show
                    /
                    All
                    menu item
```

                    Show
                    /
                    Size
                    menu item

                    Show
                    /
                    Date
                    menu item

                    Show
                    /
                    Protection
                    menu item

                    Show
                    /
                    Comment
                    menu item

                    Show
                    /
                    Reset All
                    menu item

1.325   MegaD v3.1 - by John L. Jones

                    Menu Show
                    / Size:
==================

The <Show / Size> menu item is a toggle switch, which determines whether
or not file sizes will be displayed inside
                    directory windows
                    .

If you select <Show / Size>, and not all windows reflect the change,
select
                    Show
                     /
                    Reset All
                     to force the change.

See Also:
                    Show
                    /
                    All
                    menu item

                    Show
                    /
                    None
                    menu item

```
                Show
                /
                Date
                menu item

                Show
                /
                Protection
                menu item

                Show
                /
                Comment
                menu item

                Show
                /
                Reset All
                menu item
```

1.326   MegaD v3.1 - by John L. Jones

```
                Menu Show
                / Date:
==================

The <Show / Date> menu item is a toggle switch, which determines
whether or not file creation dates and times will be displayed
inside
                directory windows
                .

If you select <Show / Date>, and not all windows reflect the change,
select
                Show
                /
                Reset All
                 to force the change.


See Also:
                Show
                /
                All
                menu item

                Show
                /
                None
                menu item

                Show
                /
```

```
                   Size
                   menu item

                   Show
                   /
                   Protection
                   menu item

                   Show
                   /
                   Comment
                   menu item

                   Show
                   /
                   Reset All
                   menu item
```

1.327   MegaD v3.1 - by John L. Jones

```
                   Menu Show
                   / Protection:
========================
```

The <Show / Protection> menu item is a toggle switch, which
determines whether or not file protection bits will be displayed
inside
                   directory windows
                   .

If you select <Show / Protection>, and not all windows reflect the
change, select
                   Show
                    /
                   Reset All
                    to force the change.

See Also:
                   Show
                   /
                   All
                   menu item

                   Show
                   /
                   None
                   menu item

                   Show
                   /
                   Size
                   menu item
```

```
                    Show
                    /
                    Date
                    menu item

                    Show
                    /
                    Comment
                    menu item

                    Show
                    /
                    Reset All
                    menu item

                    Set Protect
                    built-in command

                    Warn If Deleting Protected File
                    defaults preference
```

1.328 MegaD v3.1 - by John L. Jones

```
                    Menu Show
                    / Comment:
=====================
```

The <Show / Comment> menu item is a toggle switch, which determines whether
or not file comments will be displayed inside
                    directory windows
                    .

If you select <Show / Comment>, and not all windows reflect the change,
select
                    Show
                    /
                    Reset All
                    to force the change.

See Also:
                    Show
                    /
                    All
                    menu item

                    Show
                    /
                    None
                    menu item

                    Show
                    /
                    Size
```

```
                    menu item

                    Show
                    /
                    Date
                    menu item

                    Show
                    /
                    Protection
                    menu item

                    Show
                    /
                    Reset All
                    menu item

                    File Comment
                    built-in command
```

1.329 MegaD v3.1 - by John L. Jones

```
                    Menu Show
                    / Sort On:
======================

The <Show / Sort On> menu item allows you to specify what parameter
MegaD should sort the contents of
                    directory windows
                     upon.

MegaD allows the following options:

    - None       (no sort)
    - Name       (filename)
    - Size       (file size)
    - Date       (file creation date/time)
    - Protection (file protection bits)
    - Comment    (file comment)
    - Extension  (file extension)


See Also:
                    Set Protect
                    built-in command

                    File Comment
                    built-in command
```

1.330 MegaD v3.1 - by John L. Jones

```
                    Menu Show
                    / Reset All:
========================

When you change the attributes for the display of the

                    directory windows
                    , only
                    DEST
                     windows will automatically
show the change.  If you wish to reset all open

                    directory windows
                     to reflect the current display options,
select <Show / Reset All>.


See Also:
                    Show
                    /
                    All
                    menu item

                    Show
                    /
                    None
                    menu item

                    Show
                    /
                    Size
                    menu item

                    Show
                    /
                    Date
                    menu item

                    Show
                    /
                    Protection
                    menu item

                    Show
                    /
                    Comment
                    menu item
```

1.331   MegaD v3.1 - by John L. Jones

```
                    Output Menu:
===========
```

```
                    Project

                    Windows

                    Utilities

                    Options

                    Show
                     Output
                    Panic

                    Printer

                    File

                    W/Tree Lines
                                                                  ===================== ←


                    Disk Label            >>
                                                                  ===================== ←


                    Print Spooler
                                                                  ===================== ←


                    DataBase Export File

                    Setup Export...
```

1.332   MegaD v3.1 - by John L. Jones

```
                    Menu Output
                    / W-Tree Lines:
==============================
```

The <Output / W-Tree Lines> menu item is designed to be used in
conjunction with:

```
                    Output File
                    built-in command

                    Output Prt
                    built-in command

                    Output
                    /
                    Output File
                    menu item
```

```
                    Output
                    /
                    Output Printer
                    menu item
```

The above commands allow you to create a record of all the files and
directories contained on your system. You can choose to create this
record using tree lines by selecting <Output / W-Tree Lines>.

```
Example:    Without Tree-Lines:
            ===================

            Work:
                Work:Games
                    Work:Games/Solitaire
                        .info                SolitaireHighScores
                        Solitaire            Solitaire.info
                    Work:Games/Tetris
                        .info                Tetris
                        BestScores           Tetris.info
              Games.info


            With Tree-Lines:
            ===============

            Work:
             |--Work:Games
             |    |--Work:Games/Solitaire
             |    |    |--.info              Solitaire High Scores
             |    |    |--Solitaire          Solitaire.info
             |    |--Work:Games/Tetris
             |    |    |--.info              Tetris
             |    |    |--BestScores         Tetris.info
             |--Games.info


See Also:
            Output File
            built-in command

            Output Prt
            built-in command

            Output
            /
            Output File
            menu item

            Output
            /
            Output Printer
            menu item
```

1.333   MegaD v3.1 - by John L. Jones

```
                 Menu Output
                 / Disk Label:
==========================
```

The <Output / Disk Label> menu item contains a few submenu items,
all of which perform the exact same operation as other built-in
commands.

For a description of each submenu item, refer to its associated
built-in command:

```
   <Output / Disk Label / Alignment> .......
                 Label Align
                   <Output / Disk Label / Print> ...........
                 Label
                   <Output / Disk Label / Print W-Modify> ..
                 Lab. Modify
                   <Output / Disk Label / Print Times> .....
                 Label Times
                See Also:
                 Lab. Modify
                 built-in command

                 Label
                 built-in command

                 Label Align
                 built-in command

                 Label Times
                 built-in command

                 Label Height
                 print preference

                 Label Width
                 print preference
```

1.334   MegaD v3.1 - by John L. Jones

```
                 Panic Menu:
==========


                 Project

                 Windows

                 Utilities

                 Options
```

                    Show

                    Output
                     Panic

                    STOP PROCESS   A-E

                    CANCEL PRINT

                    CANCEL ALL PRINT

1.335   MegaD v3.1 - by John L. Jones

                    Menu Panic
                    / STOP PROCESS:
============================

This will stop any current process MegaD is working on. When
working with MegaD, it is EXTREMELY important that you know how
to immediately stop a process that was started in error.

MegaD can easily delete MegaBytes of information in seconds. You
can minimize the damage of an inadvertant delete by using the
<Panic / STOP PROCESS> menu item.

MegaD allows a second method for stopping an inadvertant process.
Refer to
                    Panic Window
                     for details of this other method.

NOTE: If you accidently attempt to delete some files, you will
       probably lose some information, regardless of how fast you
       select <Panic / STOP PROCESS>.

See Also:
                    Panic
                    /
                    STOP PROCESS
                    menu item

                    Panic
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                    Panic Button Window

```
                defaults preference

                Cancel
                panic window button

                Suspend
                panic window button
```

1.336   MegaD v3.1 - by John L. Jones

```
                Menu Panic
                / CANCEL PRINT:
===========================

This will stop the print process currently in operation, but
will allow any subsequent print processes to continue.


See Also:
                MDSpool.Guide
                document

                Print Spooler
                built-in command

                Prt Text
                built-in command

                TX PrintAll
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                TX Print Window
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                Panic Button Window
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                Print Spooler
```

```
                    print preference
```

1.337   MegaD v3.1 - by John L. Jones

```
                    Menu Panic
                    / CANCEL ALL PRINT:
================================

This will stop not only the currently operating print process,
but all subsequent print processes.


See Also:
                    MDSpool.Guide
                    document

                    Print Spooler
                    built-in command

                    Prt Text
                    built-in command

                    TX PrintAll
                    built-in command

                    TX Print Window
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                    defaults preference

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                    Print Spooler
                    print preference
```

1.338   MegaD v3.1 - by John L. Jones

```
String Gadgets:
==============


This section describes some of the features specific to MegaD
string gadgets:


   Space Bar:
   =========


   Whenever a MegaD window containg a string gadget is active,
   then pressing the space bar will place the cursor in the
   first string gadget in that window.



   Return Key:
   ==========


   If you are currently working within a MegaD window which
   contains only 1 string gadget, then pressing the <return>
   key acts the same as pressing the <Use> gadget.

   If you are currently working within a MegaD window which
   contains multiple string gadgets, then pressing the
   <return> key will move the cursor from the current string
   gadget to the next string gadget.



   Shift-Return Key:
   ================


   If you are currently working within a MegaD window which
   contains string gadgets, then pressing the <shift-return>
   key removes the cursor from the string gadget.

   Why would you want this?  Lets take the search text
   requester for example:


        ----------------------------------
        |        Destination Directory        |
        |            System2.0:S              |
        |                                     |
        |    Enter the string to search for   |
        |          in all marked files        |
        |           ?, #?, * permitted        |
        |      Include optional filename to   |
        |    create a list of locations found |
        |                                     |
        |             Search String           |
        |    -----------------------------    |
        |   |                             |   |
        |    -----------------------------    |
        |                                     |
        |       Optional filename for list    |
        |    -----------------------------    |
```

```
    |   |                                     |   |
    |    ---------------------------    |
    |   -----                    --------   |
    | | Use |                   | Cancel | |
    |   -----                    --------   |
     ----------------------------------
```

When using this requester, you might want to:

(1)   Activate the top string gadget by pressing the
       <space bar>.

(2)   After typing in the search string, you might want
       to activate the second string gadget by pressing
       <return>.

(3)   Lets say that after typing in the optional filename
       for list, you then want to select the <Use> gadget
       by typing the letter <U>.

       Well you can't do this, because the cursor is still
       in the second string gadget. You must first remove
       the cursor from that string gadget. Do this by
       pressing <shift-return>. The cursor disappears.

       Now press <U>, as an alternative to clicking on
       the <Use> gadget.

    Tab & Shift-Tab:
    ===============

    The following applies only to WB2.X users only:

    Use the <tab> key to cycle forward through string gadgets.
    Use the <shift-tab> key to cycle backward through string
    gadgets.

See Also: -

1.339   MegaD v3.1 - by John L. Jones

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```
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/
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Project
/
Save As...

Project
/
Set Preferences...

Project
/
About

Project
/
Iconify

Project
/
Quit
  Protect:
```
=======

```
Prefs Defaults - Warn If Deleting Protected File

Set Protect

Show
/
Protection
  Query:
```
=====

```
Program Control - Query For Destination Filename

Program Control - Query For Flags To Add
```

Program Control – Query For Text To Append
  Quit:
====

Prefs Defaults – Confirm Quit

Prefs Print – Quit Spooler

Prefs Print – Stop All Jobs

Prefs Print – Stop Current Job

Project
/
Quit

Quit
  Record:
======

Set Export – Field & Record Separators
  Registration:
============

About The Author

MegaD Registration
  Relabel:
=======

Relabel
  Rename:
======

Rename
  Replace:
=======

Prefs Defaults – Warn If Replacing File

Prefs Defaults – Warn If Replacing Larger File

Prefs Defaults – Warn If Replacing Newer File

Prefs Defaults – Warn If Replacing Preference File
  Reset:
=====

Show
/
Reset All

Update Dir
  Save:
====

Prefs Defaults - Save Defaults At Closing

Prefs Defaults - Save Window Positions

Project
/
Save Preferences

Project
/
Save As...

Save As...

Save Preferences
  Screen:
======

Prefs Screen

Number Of Colors

Screen Type

Program Control - MegaD Screen To Front At End

Program Control - Screen Control Cycle Gadget

Program Control - Workbench Screen To Front At Start

Set Screen...

VolPerScr
  Scroll:
======

TX ScrollDown

TX ScrollUp

TX SideToSide

TX TopBottom
  Search:
======

Find

Search Text

TX RepeatFind
  Select:
======

Sel ABoot

Sel Dir

```
====
```

Show
/
All

Show
/
None

Show
/
Size

Show
/
Date

Show
/
Protection

Show
/
Comment

Show
/
Sort On

Show
/
Reset All
  Side:

```
====
```

TX SideToSide
  Size:

```
====
```

Prefs Defaults - Auto Resize Windows

Prefs Defaults - Warn If Replacing Larger File

Program Control - Close Sizing Gadget

Show
/
Size
  Sort:

```
====
```

Show
/
Sort On
  Source:

```
======
```

Clr Src

ClrSrcDir

ClrSrcFile

Sel Src

Select All

SelSrcDir

SelSrcFile
  Stack:
=====

Program Control – Stack Size
  Startup:
=======

Starting MegaD
  Stop:
====

Panic
/
STOP PROCESS

Panic
/
CANCEL PRINT

Panic
/
CANCEL ALL PRINT

Prefs Print – Stop All Jobs

Prefs Print – Stop Current Job
  String:
======

String Gadgets
  Table Of Contents:
================

Table Of Contents
  Text:
====

F7 Function Key

MegaD Text-Viewer Menus

MegaD Text-Viewer

  Thank You:
=========

  Time:
====

```
                    Prefs Display - Date Format

                    Prefs Display - Use Today Yesterday

                    Show
                    /
                    Date
                      Title:
=====

                    Gadget Set - Title

                    Prefs Menus & Devices - Devices & Titles

                    Program Control - Title

                    Program Control - Verify Title & Pathname
                      Toggle:
======

                    F7 Function Key

                    F8 Function Key

                    F9 Function Key

                    F10 Function Key
                      Tool:
====

                    Prefs Defaults - Place Tool Icon & Menu On Workbench
                      Tooltypes:
=========

                    Starting MegaD
                      Top:
===

                    TX TopBottom
                      Tree:
====

                    Output
                    /
                    W-Tree Lines
                      Up:
==

                    TX ScrollUp
                      Update:
======

                    Prefs Defaults - Auto Update Windows

                    Show
                    /
```

```
                    Reset All

                    Update Dir
                      User:
====

                    Prefs Keypads – User Gadgets

                    User Gadgets

                    Utilities
                    /
                    User Menu Items 1–5
                      Utilities:
=========

                    Utilities
                    /
                    User Menu Items 1–5

                    Utilities
                    /
                    Next Menu Set

                    Utilities
                    /
                    Prev Menu Set

                    Utilities
                    /
                    First Menu Set

                    Utilities
                    /
                    Last Menu Set

                    Utilities
                    /
                    Utilities In Window

                    Utilities
                    /
                    Copy/Format
                      View:
====

                    Prefs Misc – View Text Tab Width

                    Prefs Misc – View Text Word Wrap

                    Prefs Misc – View Text

                    View Icon

                    View Text
                      Volume:
======
```

F8 Function Key

F9 Function Key

Free Volumes (command)

Free Volumes (gadget)

Options
/
Load on disk insert

Options
/
Free on disk remove

VolPerScr

Volumes In Memory
  Warn:
====

Prefs Defaults – Warn Before Copy

Prefs Defaults – Warn Before Delete

Prefs Defaults – Warn Before Move

Prefs Defaults – Warn If Deleting Protected File

Prefs Defaults – Warn If Replacing File

Prefs Defaults – Warn If Replacing Larger File

Prefs Defaults – Warn If Replacing Newer File

Prefs Defaults – Warn If Replacing Preference File

Program Control – Warn Before Launch
  Window:
======

Close Windows

DirCloseWindows

DirOpenWindows

Directory Windows

F7 Function Key

F8 Function Key

F9 Function Key

```
=========
```

Prefs Defaults – Place Tool Icon & Menu On Workbench

Starting MegaD