PathManager

Matt Francis

COLLABORATORS

	TITLE : PathManager		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Matt Francis	March 1, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

PathManager

1.1   Contents

PATHMANAGER V1.00

1.2   credits

PATHMANAGER V1.00

Created by Matt Francis

ReqTools by Nico François

GUI created with GadToolsBox V2.0c

Comments, suggestions, bug reports etc. to

m.p.francis@newcastle.ac.uk

1.3   disclaimer

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1.4 copyright

This software is freely distributable, BUT all programs and documentation are copyright 1993 Matt Francis. The ReqTools library is copyright to Nico François. Permission is NOT given to re-release this package if it has been altered in any way.

1.5 distribution

Permission is given to include this program in a public archive (such as a BBS, FTP site or PD library) providing that all parts of the original distribution are kept intact. These are as follows:

PathManager/Paths

PathManager/Paths.info

PathManager/Paths.fa

PathManager/Paths.fa.info

PathManager/PathManager.guide

PathManager/PathManager.guide.info

PathManager/Libs/reqtools.library

PathManager.info

No charge may be made for this program, other than a reasonable copying fee, and/or the price of the media.

1.6 requirments

PathManager requires Kickstart V36 or above. Also required is Nico François' ReqTools library V38 or above (supplied).

1.7 installation

There are two versions of the PathManager program. The one with the ".fa" extension is fully font-adaptive, but doesn't have a proper getfile gadget (the one supplied with GadToolsBox doesn't resize properly). The other version is not font-adaptive. Apart from font-sensitivity, the two programs are identical. Choose the version you want and discard the other one. If you choose the font-adaptive version, you'll probably want to rename it to just "Paths".

To install PathManager, drag your chosen "Paths" program into the drawer where all your other prefs editors are (usually "SYS:Prefs"). Then add the following line near the start of your User-Startup :

Execute ENV:PathManager.prefs

You will also want to remove any existing Path commands from your User-Startup and enter them using PathManager.

1.8 The User-Startup File

This file is a special extension of the Startup-Sequence file that is executed when your system (re)boots. As each generation of Amigas becomes more sophisticated, the Startup-Sequence gets more complex too, and it now contains so many important commands that Commodore advise against tampering with it. In their wisdom, Commodore forsaw that people would need to add commands to the startup process, so they created the User-Startup method to allow for this. If a DOS script file called "User-Startup" exists in the S: directory, it will be executed right at the end of the Startup-Sequence, just before Workbench is started. These means that users are able to add their own Assigns or Paths and run programs and patches that can't be started via the WBStartup drawer without the need to touch the Startup-Sequence file in any way.

1.9   introduction

Those of you who have seen another program of mine called AssignManager will probably have guessed that PathManager is a similar utility to handle your ever-growing list of paths. You can probably skip the rest of this introduction, but read the Installation section.

For those who don't (yet) have AssignManager, PathManager is a new prefs editor which handles your custom paths in a friendly, all-encompassing way. No more fiddling with Path commands in User-Startups. Now you can use PathManager to edit your list of paths to your heart's content, and you can change them at the drop of a hat.

PathManager functions as a true prefs editor in every way, except you can't save different presets (I didn't think this was very necessary). The only other difference is that you must add a line near the start of your User-Startup (see Installation).

1.10   Using PathManager

If you can use Commodore's prefs editors, and if you are familiar with GadTools gadgets, you should have no problems using PathManager.

Shell usage:

Format: PATHS [PUBSCREEN <public screen name>]

Template: PUBSCREEN/K

Workbench tool types:

PUBSCREEN=<public screen name>

Path strings can be entered manually or via the getfile gadget next to the path string gadget. The keyboard shortcut for this gadget pair works as follows: pressing "p" alone will activate the string gadget, and pressing "shift-p" will open a path requester.

The Sort gadget will sort the list of paths. The Utility library's Stricmp() function is used to compare strings, so if your system is localised (Kickstart V38 and above), the sort will correctly handle any special characters your system uses.

The "Reset Path?" item in the "Settings" menu requires further explanation. Normally, the paths managed by PathManager are added to the existing paths set up further back in the Startup-Sequence. If you want to do away with these "default" paths and have complete control over your paths, make sure this option is checked. This will cause the existing set of paths to be cleared just before PathManager's paths are added. By default this option is not checked, so any paths set up in the Startup-Sequence will remain.

Pressing "Use" will cause the path list to be saved to ENV:. The "Save" button does everything the "Use" button does, but also saves the path list to ENVARC:. Note that changes made to the path list will only take effect on a reboot.

PathManager uses the standard prefs-editor format for its menus. Selecting "Reset To Defaults" in the "Edit" menu causes PathManager to clear its current list of paths.

Sending PathManager a CTRL-D will cause it to pop up. PathManager can be killed with a CTRL-C .

1.11   signals

If you started PathManager synchronously from a Shell (i.e. you didn't use the Run command) you can send it a CTRL-C or CTRL-D signal just by pressing those keys. If you started the program using the Run command, or you are in another Shell window, use the Status command to find PathManager's process number and then use the Break command to send it a signal.

If you started PathManager from the Workbench, you will have to find its process number some other way or use a task monitor program (e.g. TaskX or TaskE) to send it a signal.

1.12 The Path File

PathManager saves a file containing all the paths you specify, plus any other options/settings, to ENVARC: and/or ENV:. This file is a plain ASCII file and is saved in a form that can be executed as a DOS script from your User-Startup. It is not recommended that you edit this file directly (there is little point, as it is much nicer to use PathManager) but for information purposes, here is a description of the format PathManager expects. The first line must be ";PathManager by Matt Francis", directly followed by an empty line (just a linefeed). Following this will be zero or more lines containing Path commands. PathManager limits the number of paths a single Path command will have to make to ten, and paths are always enclosed in double quotes. If the "Reset Path?" item in the "Settings" menu is checked, the first Path command in the file will simply be "Path RESET" (although when reading the path file, PathManager will enable Reset Path mode regardless of which Path command specifies the RESET switch). As a point of interest, PathManager actually uses the very handy DOS ReadArgs() function to parse the Path lines of the file.

1.13 acknowledgments

Thanks to the following people:

Nico François for the ReqTools library, which makes life much more

pleasant.

Jan van den Baard for GadToolsBox, which was used to design

PathManager's GUI.

CygnusSoft for CygnusEd, the fastest, most stable and best

text editor for the Amiga (and, from what I've seen, for any

computer!). And it still works without problems on my A1200!

Commodore for brilliant computers which the competition just can't

match.

1.14 history

V1.00

First version.