

**CLIMaster**

<b>COLLABORATORS</b>
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## Chapter 1

# CLIMaster

### 1.1 main

CLIMasterII

The Directory Utility © Graham Maddox 1997

#### Introduction

CLIMaster is a friendly, intuitive and versatile directory utility which has power matching others of many times its size. It is perfect for use in a low memory or low disk space environment.

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### 1.2 overview

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## Overview

The way CLIMaster works is similar to the tried and tested programs such as Directory Opus or SID. There are two ~lister~ windows - a source and a destination. The source lister is always the active one and the other the destination. An arrow indicator shows the direction of copying and always points in the direction of the destination lister.

A third listview on the right of the gui holds all of CliMaster's functions. The principle of operation is that files or directories are highlighted in one of the listers and a function selected from the function list to perform an operation on the selected files.

External programs are called to operate on certain types of files, for example if a Protracker module is double clicked on, a module player of your choice is called upon to play it. CliMaster is equipped with extensive filetype recognition and will call the correct external program for the selected file. Any files which CliMaster cannot recognise are sent to its internal file reader.

Most operations in CLIMaster only require a source. If a destination is required, and one is not selected when you try to do the operation, CLIMaster will tell you. The window titlebar of the main CliMaster interface is used for displaying messages.

## 1.3 requirements

### Requirements

- CLIMaster will run on any Amiga equipped with the OS 3xx ROM, and any amount of memory.
- Gui4Cli (© Dimitris C. Keletsekis) must be present, anywhere on the boot disk. Must be version 3.0 or above.
- The asl.library in LIBS:
- CLIMaster uses a few commands which are normally part of the standard Workbench distribution in the C directory.

## 1.4 distribution

### Distribution

```
* * * * *
```

```
*** Gui4Cli ***
```

```
An interpretive GUI programming language
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(c) 1995-1997 by D.C.Keletsekis

Gui4Cli is an interpretive programming language for the easy creation of GUIs. It provides Gadgets, Menus, Appitems etc, through an easy script-like language, allowing you to construct and visually edit in real time resizable font-sensitive GUIs and through them, control other programs by issuing CLI and ARexx commands.

\* \* \* \* \*

The author of Gui4Cli has graciously consented to the inclusion of Gui4Cli in the CLIMaster package. I respond to his courtesy by affirming that in my experience Gui4Cli is one of the best things that has ever happened to the Amiga.

Gui4Cli is copyright D.C.Keletsekis and is SHAREWARE. If you find CLIMaster useful, or if you yourself become a user of Gui4Cli, then it would appropriate to send a donation of a few dollars to :

D. Keletsekis, 14 King George Str., Athens 10674, Greece

The full Gui4Cli archive is available from Aminet : dev/gui and the Gui4Cli WWW Page, with many demos and G4C tools, is at

<http://users.hol.gr/~dck/gcmain.htm>

#### Licence to use CLIMaster

The program CLIMaster, the concept, the logic it uses and any associated programs, as well as any and all other aspects of CLIMaster are the copyright (c) of Graham Maddox. All rights are reserved. Commercial usage is forbidden, without the prior written consent of the Author. Use of the program is at your own risk. No warranty is made or implied. Permission to use this program in Magazine cover disks, Aminet CDs or Fish Cds, is hereby granted. A small charge for copying the program is allowed.

Personal use of this program is allowed under the concept of FREEWARE.

Thanks to...

Dimitris C. Keletsekis, without whom CLIMaster would simply not exist, for his excellent program Gui4Cli and for his expert help in tricky situations.

## 1.5 the main window

### The Main Window

The main CLIMaster window can be divided up into 3 areas. The first is the two string gadgets at the topmost, with the source/destination indicator between them. Below these is a row of 18 graphical buttons, which perform various operations on the source lister. Below these are

three listviews, the left and middle ones being the source/destination listers, and the small one to the right of these is the function list.

The string gadgets usually display the chosen directory when a source directory is selected from one of the listers. Each lister has its own string gadget above it. However, you can go directly to any device or directory by typing the full path into one of the string gadgets. The lister below the string gadget will read in the new directory listing.

The direction indicator between the string gadgets will always reflect the direction of copying.

The titlebar of the main window displays any prompts or error messages, and resets to the title whenever a lister is clicked on.

The display of the source lister can be scrolled up or down, left or right by the cursor keys. Holding down the Shift key and pressing a cursor key will move the display to top, bottom, extreme left or extreme right.

Double clicking on a list item in the source lister will perform an action on it according to its filetype. Picture files will be displayed with the configured external viewer, text files will be displayed in CLIMaster's reader etc. In the case of executable binaries, a small requester will appear, giving you the choice of running the file either synchronously or asynchronously, or even loading and running a different program to the one selected.

## 1.6 graphical buttons

### The Graphical Buttons

These perform various operations on the source lister only. From left to right, these are as follows...

VOLUMES - ( shown as a diskette )

This takes the lister to the Device list. All Devices, Volumes and Assigns currently mounted to the system are displayed.

ROOT - ( shown as :< )

Takes the source lister to the Root directory.

PARENT - ( shown as /< )

Takes the source lister to the Parent directory.

ALL - ( shown as a highlighted lister )

Selects All directories and files in the Source lister.

NONE - ( shown as a non-highlighted lister )

De-selects all selected directories and files in the Source lister.

REFRESH - ( shown as a lister with magnifying glass )

Re-reads the source directory, Refreshes the lister's display and updates its contents.

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COPY SOURCE - ( shown as two listers with an arrow )

Copies the contents of the Source lister to the Destination lister.  
The actual source and destination remain unchanged.

SELECT - ( shown as a lister with S ) Hotkey - Space Bar.

Toggles the Source between left and right listers. The indicator arrow will change direction to suit.

HOTDIR - (shown as a drawer containing ? )

Every time a new directory is selected, its path is added to a list in memory, and pressing this button produces a listview containing this list. By clicking on any path displayed in the list the source lister will go directly there, providing a quick way to move around. The list of paths is lost when CLIMaster is quit. Above the listview is a graphical button which loads and displays the FAVOURITE list. Also a string gadget which is usually ghosted when HOTDIR is used. This is used for the HUNT function, explained elsewhere in this manual.

FAVOURITE - ( shown as a closed drawer )

Clicking on this button will add the current source lister's path to a list and save it to the CLIMaster directory in a file called 'favourites'. This provides a way of going directly to frequently visited directories, by clicking on the HOTDIR button and selecting the graphical button above the HOTDIR listview ( shown as a disk with an arrow ). This will load the favourites list and display it in the HOTDIR listview. The favourites list is permanently saved.

USER BUTTONBANK - (shown as a mouse pointer on a button )

This opens the user defined button bank. External programs can be run from here by defining the button's name and command string from CLIMaster's configuration program.

EXPAND RH LISTER - ( shown as an <-- arrow ) Hotkey - Z

Stretches the width of the right hand lister for easier viewing of file dates, comments etc.

NORMALIZE LISTERS - ( shown as >|< ) Hotkey - X

Resizes both source and destination listers back to normal after being stretched.

EXPAND LH LISTER - ( shown as an --> arrow ) Hotkey - C

Stretches the width of the left hand lister for easier viewing of file dates, comments etc.

RUN - ( shown as a running man )

Runs a file selected in the source lister. The file is automatically inspected by the filetypes before running, and the appropriate action will be performed on it. This means you can 'run' files which are not executable, such as pictures or sound modules. Executable binaries will be run asynchronously, ie. in the background.

EXECUTE SCRIPT - ( shown as a running man and document )

Intended for the execution of AmigaDOS batch files.

NEW SHELL - ( shown as a CLI window )

Opens a new shell window.

---

HELP - ( shown as ? )

Displays information about the gadgets in the main CLIMaster window.

## 1.7 functions

The Functions

The main CLIMaster functions are held in the smaller listview on the extreme right of the main window. Many functions only need a source directory to operate. The mode of operation is to highlight files in the source lister, then select a function from this list.

## 1.8 addicon

ADDICON

This creates icons for all selected files in the source lister. The icons themselves are stored in a drawer called 'icons' in the CLIMaster directory, and can be changed by replacing them with different ones. Their names must remain unchanged.

The type of icon attached to a file is dependent upon the file's type.

## 1.9 assign

ASSIGN

Simply assigns the directory currently on display in the source lister. A string gadget appears for the assign name, and the name may be entered with or without a trailing colon (ie. LIBS or LIBS:). This function makes assigns only, and does not recognise the ADD, DEFER, PATH or REMOVE keywords.

## 1.10 clone

CLONE

Makes a copy of the files or directories that have been selected in the source lister to the same directory, but with new names. The new filenames are typed into a string requester.

## 1.11 comment

#### COMMENT

Adds or changes comments (filenotes) to files that have been selected in the source lister. Multiple files may be operated on simultaneously. The new comments are added via a string requester.

The string requester has two buttons...

Okay - If multiple files are selected, this will add the new comment typed into the string gadget to the files one at a time, allowing for a different comment for each file.

Do All - This will add the comment typed into the string gadget to all selected files.

The name of the file currently being processed is displayed in a box at the top of the requester.

### 1.12 copy

#### COPY

Copies files and directories that have been selected in the source lister, and places them in the directory displayed in the destination lister. Multiple files or directories may be selected.

### 1.13 copy-as

#### COPY-AS

Works the same as Copy, but renames the files or directories whilst copying. The new filenames are typed into a string requester. Multiple files or directories may be selected.

### 1.14 delete

#### DELETE

Deletes all files and directories that have been selected in the source lister. CLIMaster will ask for confirmation before commencing delete.

### 1.15 edit

#### EDIT

Calls the configured Text Editor to edit a file that has been selected in the source lister. Only one file at a time may be edited. If no file is selected in the source lister, a string requester appears for the name of the file to edit, and the text editor will create a new file. If no text editor has been configured, CLIMaster will default to C:Ed.

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## 1.16 getsize

### GETSIZE

Calculates the size of all selected files and directories in the source lister and displays the total in the main window's titlebar, in bytes.

## 1.17 hunt

### HUNT

Searches for a file in all directories that have been selected in the source lister. The HOTDIR window will open and the filename to hunt for is typed into the string gadget. The hunt commences when the return or enter key is pressed.

If the exact name of the file to hunt for is not known, the first few letters (as many as possible) may be given instead. All occurrences of the file will be displayed in the listview, with their full paths, at the end of the hunt.

Clicking on the filename in the listview will make CLIMaster go to the directory containing it, and display the file as the first in the source lister. If the file is not found, nothing will be displayed in the listview.

## 1.18 join

### JOIN

Concatenates many text files together to produce one larger output file. The join window opens containing a listview into which all the selected filenames have been transferred from the source lister. The window also contains four buttons and a string gadget.

The string gadget is used to enter the name of the output file. The buttons are as follows...

Up - A filename may be selected then moved up the list by pressing this button or the U key. This changes the order in which the files are joined together.

Down - Same as Up, except that the filename moves down the list, and the hotkey for this button is D.

Remove - Removes a filename from the listview, and skips that file when joining.

Join - Starts the joining process. This button is ghosted until an output filename has been specified in the string gadget. The output file will be placed in the destination directory.

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## 1.19 makedir

### MAKEDIR

Creates a new directory within the directory displayed in the source lister. The new directory name is typed into a string requester. A drawer icon can then be created for the new directory with the ADDICON function.

## 1.20 move

### MOVE

Moves files and directories from the directory displayed in the source lister, to the directory displayed in the destination lister. Multiple files or directories may be selected.

## 1.21 move-as

### MOVE-AS

Works the same as Move, but renames the files or directories whilst moving. The new filenames are typed into a string requester. Multiple files or directories may be selected.

## 1.22 protect

### PROTECT

Sets the protection bits of all files or directories that have been selected in the source lister. Multiple files or directories may be selected. The protect window will open.

Each file has eight protection bits, but CLIMaster uses only seven, because one of the bits is never used and not supported properly by AmigaDOS. These bits are as follows...

- H - Hidden..... (Not used)
- S - Script..... Makes a script file executable by the Execute command.
- P - Pure..... File can be made resident if set on.
- A - Archive.... Used to mark files as changed.
- R - Read..... File can be Read if set on.
- W - Write..... File can be written to if set on.
- E - Execute.... File is executable if set on.
- D - Delete..... File can be deleted if set on.

There are seven checkboxes to set the bits on or off. A bit is set to on when there is a checkmark in the box. Below these is a box displaying the current file's name.

There are six buttons at the bottom. These operate as follows...

All On - Switches all bits on

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All Off - Switches all bits off

Toggle - Toggles the state of all bits. Those set to on will be switched off, and vice versa.

Current - Sets the protection bits of the current file only, so that files may be protected one at a time with different bit patterns for each.

All Files - Sets the protection bits of all selected files with the current bit pattern.

Cancel - Cancels the entire operation and closes the protect window.

## 1.23 read

READ

The built in reader displays the contents of text or binary files upto about 75 columns wide. If the text should be wider than the reader window, it can be scrolled by either the left/right cursor keys, or clicking anywhere on the right hand side of the text. Click on the left hand side to go back. The reader window is closed by clicking the right mouse button. Only one file at a time may be read.

## 1.24 rename

RENAME

Renames all files and directories that have been selected in the source lister. The new filenames are typed into a string requester. Multiple files or directories may be selected.

## 1.25 show

SHOW

Displays any type of picture file, using external viewers set by CLIMaster's configuration program. All files selected in the source lister will be displayed, and the type of each file will be determined by CLIMaster's filetypes.

## 1.26 archive functions

Archive Functions

CLIMaster will handle the LHA, LZX and DMS archivers, but will only add these functions to its function list if the archive programs themselves exist. For example, if DMS cannot be found in the C

directory, no DMS functions will appear in the list. CLIMaster looks in the C directory for all of them.

CLIMaster also supports the `unpack.library` in the same way if it is installed on the system drive. The `unpack.library` enables CLIMaster to recognise and unpack files from almost 140 different crunchers.

## 1.27 lha

### LHA-ADD

Takes all selected files and directories in the source lister and packs them into an LHA archive, which is placed in the directory currently displayed in the destination lister. The filename of the new archive is entered into a string requester.

### LHA-EXT

Unpacks an LHA archive which has been selected in the source lister and places the resulting files and directories in the directory currently displayed in the destination lister.

### LHA-TEST

Tests the integrity of an LHA archive which has been selected in the source lister, and displays the result in CLIMaster's output window.

### LHA-VIEW

Lists the contents of an LHA archive which has been selected in the source lister, and sends the list to CLIMaster's built in~reader. This function does not appear in the function list, but is carried out by double clicking on an LHA archive in the source lister.

## 1.28 lzx

### LZX-ADD

Takes all selected files and directories in the source lister and packs them into an LZX archive, which is placed in the directory currently displayed in the destination lister. The filename of the new archive is entered into a string requester.

### LZX-EXT

Unpacks an LZX archive which has been selected in the source lister and places the resulting files and directories in the directory currently displayed in the destination lister.

### LZX-TEST

Tests the integrity of an LZX archive which has been selected in the source lister, and displays the result in CLIMaster's output window.

### LZX-VIEW

Lists the contents of an LZX archive which has been selected in the source lister, and sends the list to CLIMaster's built in~reader. This function does not appear in the function list, but is carried out by double clicking on an LZX archive in the source lister.

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## 1.29 dms

### DMS-READ

Packs a floppy disk into a DMS archive which is placed in the directory displayed in the source lister. The filename of the new archive is entered into a string requester

The string requester has the following gadgets...

Cycle gadget (Drive) - selects which floppy drive to read from or write to. CLIMaster will not let you select a drive which is not mounted to the system. If you do not select a drive, CLIMaster will use DF0: as its default.

Go button - Starts the operation.

### DMS-WRITE

Unpacks a DMS archive which has been selected in the source lister to a blank floppy disk in the chosen drive. The drive is chosen from a cycle gadget in a string requester.

The string requester has the following gadgets...

Cycle gadget (Drive) - selects which floppy drive to read from or write to. CLIMaster will not let you select a drive which is not mounted to the system. If you do not select a drive, CLIMaster will use DF0: as its default.

Go button - Starts the operation.

### DMS-TEST

Tests the integrity of a DMS archive which has been selected in the source lister, and displays the result in CLIMaster's output window.

### DMS-VIEW

Gives information about a DMS archive which has been selected in the source lister, and displays the result in CLIMaster's output window. This function does not appear in the function list, but is carried out by double clicking on a DMS archive in the source lister.

## 1.30 unpack lib

### UNPACK

Unpacks all files selected in the source lister and places the unpacked copies in the current destination directory. CLIMaster will not overwrite the original files.

### UNPACK-LIST

Inspects all selected files and gives information on which crunching program each file was compressed with. In the case of a directory being selected, unpack will recurse into any subdirectories and process all files found. The results are then displayed in CLIMaster's

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built in reader.

## 1.31 the project menu

### CONFIG

Opens the configuration window. This is where you may call an external program to automatically operate on a file that has been double clicked upon. CLIMaster can recognise quite a few different types of file, and can call a different program to handle each type. The window may be closed at any time with the right mousebutton.

The main part of the configuration window is a listview, which contains the config options. By clicking on an option you are able to edit it.

The options are as follows...

DEF.START = [YES] [NO] Start up in Iconified mode.

DEF.TXTED = Your favourite Text Editor.

DEF.VIEWR = A multi format Picture/AnimViewer, such as ViewTek

DEF.SAMPL = A Sound Sample Player, such as Play16

DEF.MUSIC = A multi format Music Module Player, such as HippoPlayer

DEF.STOP = The command for stopping the music

DEF.GUIDE = The AmigaGuide program, or Multiview.

DEF.PPTXT = Reader for Powerpacked text files.

DEF.JPEG = A viewer for JPEG pictures, such as FastView or FastJPEG

And the options for configuring the user defined button bank. There are 10 buttons (0-9) for running external programs...

USR.BUT (0-9) = The button names.

USR.COM (0-9) = The command strings.

And 5 buttons (1-5) for loading and running Gui4Cli scripts.

GUI.BUT (1-5) = The button names

GUI.COM (1-5) = Path/filenames of the Gui4Cli programs to load.

When you click on one of these options, the path and filename of the external program is transferred into the string gadget below. You can edit the path/filename of the program in the string gadget, or select a new program by using the Command button below the string gadget. When you press the return key the listview will update to reflect the changes.

There are four buttons below the listview as follows...

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- Save - This will save the current settings to a configuration file in ENVARC: called climaster.cfg. CLIMaster looks for this file when it starts up.
- Use - This will use the new settings without saving them. They will be used only until the computer is switched off or re booted. The window close gadget has the same effect.
- Restore - This will re load the last saved settings.
- Command - Opens a file requester to choose an external program.

#### ABOUT

Just some information about CLIMaster and its version. Close the requester with the right mousebutton.

#### ICONIFY

This menu option closes CLIMasters window and puts an AppIcon on the screen. You can double click on the AppIcon to wake CLIMaster up again, or drag a ?disk, drawer or file icon and drop it on CLIMasters AppIcon. In this case, CLIMaster will wake up, open its window and go to the directory of the icon you dropped with its source lister.

Iconifying lets you get to the Workbench screen, or change screen mode without IPrefs complaining.

#### QUIT

You're kidding.... right ? 8)

## 1.32 the disk menu

### The Disk Operations Window

This is where all the disk operations in CLIMasters menu are carried out. Only the gadgets that are needed for the chosen operation are enabled at any time - the rest will be ghosted. The window may be closed at any time with the right mouse button.

There are two small listers showing source and destination. The destination lister is only used for the Disk Copy operation. All floppy drives connected to the system will be displayed.

In between the listers there are four buttons as follows...

- Format - Starts the Formatting operation.
- Disk Copy - Starts the Disk Copying operation.
- Install - Installs a disk in the selected drive with a bootblock.
- Relabel - Renames the disk in the selected drive with the new name specified in the string gadget.

The String Gadget is used for specifying a new name for a disk to be formatted or relabelled, or when Disk Copying you may give the copy a

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different name to the original.

There are five checkboxes which set the following parameters. They are on when a checkmark is displayed in the box.

FFS - If this is on, the newly Formatted or Installed disk will use the Fast File System. Otherwise, the Old File System (OFS) will be used.

Dir Caching - Used with the Format operation. If on, the newly Formatted disk will use Directory Caching (DC). For WB3.0 or above.

Trashcan - Used with the Format operation. If on, a Trashcan directory and icon will be created on the newly Formatted disk.

Quick - Used with the Format operation. If on, only the root and boot blocks will be Formatted.

Check - Used with the Install operation. If on, the disk will not be Installed, but examined to find out if it already has a boot block, and what type it is - OFS, FFS or unknown.

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