

CLIMaster

COLLABORATORS

	TITLE : CLIMaster		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	CLIMaster	1
1.1	main	1
1.2	overview	2
1.3	requirements	2
1.4	distribution	3
1.5	afd-copyright	3
1.6	the main window	7
1.7	buttons	8
1.8	addicon	9
1.9	assign	9
1.10	clone	9
1.11	comment	9
1.12	copy	10
1.13	copy-as	10
1.14	delete	10
1.15	edit	10
1.16	execute	10
1.17	getsize	10
1.18	hunt	11
1.19	join	11
1.20	makedir	11
1.21	move	12
1.22	move-as	12
1.23	protect	12
1.24	read	13
1.25	rename	13
1.26	run	13
1.27	show	14
1.28	archive functions	14
1.29	configuration	16

1.30	favourites	16
1.31	function list editor	17
1.32	user command editor	18
1.33	the menus	19

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.

Index...

~Overview~~~~~
Requirements~
Distribution~
AFD-COPYRIGHT
The Main Window
Buttons

Functions..

ADDICON
ASSIGN
CLONE
COMMENT
COPY
COPY-AS
DELETE
EDIT
EXECUTE
GETSIZE
HUNT
JOIN
MAKEDIR
MOVE
MOVE-AS
PROTECT
READ
RENAME

RUN
SHOW

Archive Functions
Configuration
Favourites
Function Editor
User Commands
The Menus

1.2 overview

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 whilst the other is the destination. The source lister is always marked with a letter S next to its respective string gadget.

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. Error messages are displayed in a text box above the lister buttons in the main CliMaster interface.

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 3.2 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

The program CLIMaster, the concept and any associated programs, as well as any and all other aspects of CLIMaster are subject to the "Standard Amiga FD-Software Copyright Note". It is FREeware as defined in paragraph 4a. For more information please read AFD-COPYRIGHT (Version 1 or higher).

CLIMaster is written in Gui4Cli which is an interpretive programming language for the creation and running of GUIs.

Included herein with the permission of the Author, is the minimum distribution of Gui4Cli, i.e. the binaries. The full version of the package which contains manuals, tutorials and other applications can be found at :

AMINET under dev/gui/Gui4Cli.lha, or
<http://users.hol.gr/~dck/cgmain.htm>

Gui4Cli is copyright D.C.Keletsekis and is subject to the "Standard Amiga FD-Software Copyright Note". It is SHAREWARE as defined in paragraph 4s. For more information please read AFD-COPYRIGHT (Version 1 or higher). Gui4Cli is not disabled in any way.

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.

John Collett of New Zealand, without whose user feedback and new ideas CLIMaster would not have progressed.

1.5 afd-copyright

\$VER: "AFD-COPYRIGHT"(TM) English Version 1.2 (27.10.96)

```

      _ _ _ _ _
     / / / / /
    / / / / /
   / / / / /
  / / / / /
 / / / / /
\ \ \ \ \
 \ \ \ \ \
  \ \ \ \ \
   \ \ \ \ \
    \ \ \ \ \
     \ \ \ \ \
      _ _ _ _ _

*====*
*      Standard Amiga FD-Software      *
*      Copyright Note (TM)              *
*====*
*
*      Version 1.2 - English              *
*      27-Oct-1996                      *
*
*====*
      _ _ _ _ _
     / / / / /
    / / / / /
   / / / / /
  / / / / /
 / / / / /
\ \ \ \ \
 \ \ \ \ \
  \ \ \ \ \
   \ \ \ \ \
    \ \ \ \ \
     \ \ \ \ \
      _ _ _ _ _

```

0. INTRODUCTION

=====

If you are a user I hope you like this Standard Copyright Note for Freely Distributable Amiga® Software you only have to read once instead of individual notes. There are translated versions of this document available on Aminet® named:

/pub/aminet/docs/misc/AFD-Files1-xx.lha (xx = number of languages).

If you are a software developer and want to include this document in your own FD package then please read it carefully first, especially chapter 5 "DEVELOPERS INFORMATION". Thank you for your support.

1. COPYRIGHT

=====

- a. This software is copyrighted by its developer(s). That means that you are NOT ALLOWED to modify the program(s) and documentation in any way. Especially you MUST NOT REMOVE the documentation or this text file.
- b. You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in its documentation, this also includes any fonts, images or samples. If the developer(s) did NOT include the source code of the program(s) in this package you are NOT allowed to de-compile any part of it.

2. DISTRIBUTION

=====

This package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- a. Any re-distribution has to include all files in this archive, including this "AFD-COPYRIGHT" file, without any modifications. You are NOT allowed to add any files to the archive.
- b. This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet® CD-ROM, and other similar electronic channels.
- c. Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by the developer(s)!

3. DISCLAIMER

=====

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer(s) of the software and the author and the translators of this "Copyright Note" can NOT be held responsible.

IMPORTANT: The author and the translators of this "Copyright Note" do NOT give any guarantee for the quality and usefulness of

ANY products that are subject to this note!!!

Some names used in this text are trademarks or registered trademarks.
The use of these names does not imply that they are free.

4. RETURN SERVICE

=====

"Freely distributable" only says that you do not have to pay for copying or redistributing the software. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, most of the developers want something in return for their efforts.

The documentation of this software contains one classification out of these:

- a. Freeware - You are allowed to use this software FREE.
- b. Mailware - You have to send the developer(s) a MESSAGE
(by email or snailmail).
- c. Cardware - You have to send the developer(s) a POSTCARD.
- d. Donationware - You have to make a DONATION to an organization as stated
in the documentation to this product.
- g. Giftware - You are requested to send the developer(s) a GIFT,
for example:
 - some candy or
 - a package of disks or
 - a copy of a self-made program or
 - some money or
 - an Amiga 5000 PowerTower ;-)
- s. Shareware - You have to send the developer(s) the amount of MONEY
demanded in the documentation.

5. DEVELOPERS INFORMATION

=====

The concept of a "Standard-Licence" like this one has several advantages:

- You as a developer don't have to think about copyright stuff yourself.
- The users of your product have to read it only if they haven't done so before.
- This document is available in several languages via Aminet®.
So you can be sure that the users have read it at least once and did understand it.

If you want to include "AFD-COPYRIGHT" (TM) in your own Amiga® FD-Software package you have to follow these rules:

- a. Read this whole document carefully and make sure that you agree with the whole text WITHOUT ANY EXCEPTIONS.

(If you do not agree with it, do not use it! You are allowed to copy parts

of it, but IF you do so, you MUST NOT use the names "AFD-COPYRIGHT"(TM) and "Standard Amiga FD-Software Copyright Note"(TM).)

- b. Make sure that you use the following Default-Tools in the .info-files you are going to release:

```
- for ASCII texts:           More
- for AmigaGuide® documents: AmigaGuide
- for AmigaOS scripts:       IconX
- for ARexx scripts:         RX
- for configuration files:    Ed
- for Installer scripts:     Installer
- for IFF-ILBM pictures:     Display
```

(The idea of this rule was inspired by Osma "Tau" Ahvenlampi, Finland. It was included to set a standard. If someone does not use these tools (s)he has to make not more than one link per file type!)

- c. Include a paragraph like the following in the manual to your product:

```
-----8<-----
This software is subject to the "Standard Amiga FD-Software Copyright Note".
It is <type_of_software> as defined in paragraph 4<x>. [...]
For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
-----8<-----
```

Example:

```
This software is subject to the "Standard Amiga FD-Software Copyright Note".
It is SHAREWARE as defined in paragraph 4s.
If you like it and use it regularly please send $15 to ...
For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
```

- d. You have to include this file called "AFD-COPYRIGHT"(TM) (English).
IF you include an AmigaGuide® hypertext documentation you can link it to this file or include the whole text in the AmigaGuide® file just as you like. Please do not add more than two translations of this file to your package. So your package doesn't get too big.

6. AUTHORS

=====

"AFD-COPYRIGHT"(TM) was written by Dietmar Knoll. It is itself subject to the above copyright note (© 10.12.1994, 27.02.1996).

If you have any comments, hints or questions or some suggestions for the next version, please write to the following addresses:

```
Dietmar Knoll           InterNet-Email:  To: dknoll@gwdg.de
Iltisweg 6              Subject: AFD
D-37081 Göttingen
GERMANY/EUROPE          My WWW-Homepage: http://home.pages.de/~D-Online/
```

The translators of this document and their addresses are stated in the corresponding files. The translations are © by the translators.

1.6 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, each with a source indicator next to it. A letter S appears in one of these indicator boxes to emphasize the current source lister, and the destination lister's indicator box will remain empty.

Below these are two rows of buttons and a text box for error messages. The buttons on the lower row perform various operations on the listers, and each lister has its own set of buttons above it for moving around the directory tree. Between the two sets of lister buttons is a gap. This is actually an invisible hit gadget which, when clicked on will make the source lister into the destination, and vice-versa.

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 path 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 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.

The CLIMaster window is an appwindow. By dropping an icon into the window you can send CLIMaster's source lister to the directory of the icon. If the icon is a tool or project type, CLIMaster will read in the directory and scroll the source lister so that the chosen file is displayed at the top.

Quick, online help is available for the main CLIMaster window by pressing the HELP key. A brief description of the gadget under the mouse pointer will be displayed in the screen title bar. CLIMaster can still operate normally whilst online help is switched on. To switch online help off again, press the HELP key once more.

1.7 buttons

The Buttons

These perform various operations on the listers. Each of these six buttons are duplicated for each lister...

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

[:] - Takes the lister to the Root directory.

[/] - Takes the lister to the Parent directory.

ALL - Selects All directories and files in the lister.

NONE - De-selects all selected directories and files in the lister.

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

Between the two sets of lister buttons is an invisible hit gadget which, when clicked on will toggle the source between left and right listers. The source indicator will reflect the change. This may also be done by using the space bar.

[<] - Stretches the width of the right hand lister for easier viewing of file dates, comments etc. Hotkey - Z

[>] - Stretches the width of the left hand lister for easier viewing of file dates, comments etc. Hotkey - C

S=D - Copies the contents of the source lister to the Destination lister. The actual source and destination listers remain unchanged.

[#?] - Selects files by pattern. A small window containing a string gadget will open, where the selection pattern is entered. Only the pattern itself should be entered, without the '#?'. For example, if you wish to select all '.info' files then just enter the '.info' into the string gadget. Files may be selected on name, date, time or comment. Pattern select works on whichever lister is the current source, and is not case sensitive.

HOTDIR - Every time a new source 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. Hotkey - H

FAVOURITE - This will open the Favourites Editor window. See the

section on Favourites. Hotkey - F

USER - This opens the User Defined Commands list. External programs are run from here by defining them in the User Command Editor which is described elsewhere in this manual. Hotkey - U

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 gadget. When multiple files are selected for commenting, pressing the Return key after typing the comment will add the comment to the current file, whose name is displayed above the string gadget. Clicking on the button marked 'Do All Files', below the string gadget will add the same comment to all files selected. Simply type the comment and click on the button without pressing Return.

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.

1.16 execute

EXECUTE

Intended for the execution of AmigaDOS batch files. This is the equivalent of typing 'execute myscript' in CLI window.

1.17 getsize

GETSIZE

Calculates the size of all selected files and directories in the source lister and displays the total in the message box of the main window, in bytes. The size of each individual directory selected will be displayed in the source lister, in bytes.

1.18 hunt

HUNT

Searches for a file in all directories that have been selected in the source lister. The Hunt 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.

1.19 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.

1.20 mkdir

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.

1.21 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.

1.22 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.

1.23 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

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.

1.24 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. The number of lines in the file is shown in the window title bar.

At the top of the reader window are some gadgets...

String Gadget - Enter a word or part word in here to search for in the text currently being displayed. The line containing the match will be highlighted if the string is found.

[>] - Searches the text for the next occurrence of the string which was entered into the string gadget.

NOTE: When searching for a string in a file, only part of the string need be entered. However, the more information you give, the better the chances of finding the string. For example, if you are searching for occurrences of the word 'information', it would be sufficient to enter 'inf' in the string gadget. But at the same time, ALL words beginning in 'inf' would be matched, such as 'infamous', or 'inferno'.

T - Go to the top of the file.

B - Go to the bottom of the file.

Goto - Jump to any line in the displayed text. A string requester will appear to enter the line number.

1.25 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.

1.26 run

RUN

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.

1.27 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.

1.28 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.

CLIMaster has a built in window for DMS read and write operations, since DMS works with floppy drives. The DMS window consists of a small listview in which all mounted floppy devices are displayed, a string gadget for the filename of the DMS archive, and a Start button which begins the read or write operation.

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 gadget, and the floppy device to use is selected from the listview. The Start button is inoperative until a filename is supplied. If a floppy drive is not chosen, CLIMaster defaults to DF0:.

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 the listview, and in this mode the string gadget is inoperative. If a floppy drive is not chosen, CLIMaster defaults to DF0:.

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.

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 gadget.

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.

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 gadget.

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.

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

built in reader.

1.29 configuration

The Configuration Window

All CLIMaster's external players and viewers are specified here. CLIMaster saves its configuration to its icon as tooltypes, and reads these on startup. The configuration gui consists of a cycle gadget, which contains all the available options, a button for loading and a string gadget for setting the command line.

Cycle Gadget - Holds all the external players or viewers that CLIMaster needs in order to show pictures or play sound samples or modules etc.

String Gadget - This holds the command line that will be used to call the external player. You must press the Return key in here after entering the path/filename of a player plus its arguments, otherwise nothing will change.

Open - Produces a file requester, and transfers the path/filename of the player into the string gadget. Any arguments that the player needs must be added to the path/filename manually in the string gadget.

At the bottom are three buttons...

Save - Saves the configuration to CLIMaster's icon.

Use - Uses the settings without actually saving them. When CLIMaster is quit the settings are lost.

Restore - Reloads the last saved settings and uses them.

Pressing the right mouse button will close and exit the configuration window. This behaves identically to the 'Use' button.

AppIcon Startup? - When this checkbox is checked, CLIMaster will start up in iconified mode, placing an AppIcon on the screen. Double clicking CLIMaster's AppIcon or dropping other icons onto it will wake CLIMaster up and open its window.

1.30 favourites

Favourites

The Favourites List Editor is to provide a way of going directly to frequently visited directories without the need to traverse the directory tree via the listers. This is especially useful when CLIMaster first starts up and the HotDir list is empty.

Clicking on the Favourite button in the main CLIMaster window will open the Favourites List Editor, which will display the list, if one is found, and has four buttons as follows...

RELOAD LIST

The Favourites list is loaded every time that the editor window opens, but this button will reload and refresh the list if necessary.

ADD PATH

Clicking on this button will append the current source path to the Favourites list. If the path already exists in the list it will be ignored and the user notified in the window title bar.

DELETE PATH(S)

This will delete all selected paths from the list and save the changes. Paths may be multiselected in the list for deletion.

DELETE LIST

This will delete the whole of the current Favourites list. The user will be asked for confirmation.

Double clicking on a pathname in the Favourites list will immediately send the current source lister to that directory, and the Favourites Editor will close. This path will also be added to the HotDir list if it does not already exist there. Clicking the right mousebutton whilst the editor window is active will cancel and close the window.

1.31 function list editor

Function List Editor

The Function List Editor provides a method of determining which of the CLIMaster functions that the user wants to display in the main function listview. Sometimes the user may want to omit rarely used functions from the list, making the remaining ones easier to find.

When the editor window opens, it contains two listviews. The one on the left will contain all the functions available in CLIMaster, and the right hand one is for the new user defined list. By default, CLIMaster will display all functions in its list, so when the editor opens for the first time, both listviews will contain identical sets of functions.

Clicking on an item in the left hand list will add that item to the right hand list. If the item already exists there, nothing will happen. Clicking on an item in the right hand list will delete it from the list. Both these lists, and the main function list in CLIMaster's window are automatically sorted in alphabetical order. The Function List Editor also contains four buttons...

All - This will fill up the right hand list with all functions.

Clear - Clears the right hand list, ready for a new one to be made.

- Save - Saves the right hand list to the config drawer of the CLIMaster directory. CLIMaster will look for this list on startup and use it if found. Saving a list also exits the editor.
- Cancel - Aborts everything and exits the editor. Nothing is changed. Closing the editor window by its close gadget also does this.

1.32 user command editor

The User Command Editor

This is CLIMaster's interface for running external programs such as disk copiers or other utilities. The User Command Editor composes a list of commands which can then be run from the User Command window, opened from the User button in CLIMaster's window.

The list of commands appears in a listview, which has the advantage over a button bank of being able to contain unlimited commands. The commands themselves can be specified to run in any one of 3 modes...

- CLI - This will run the command as if it were typed into a CLI window, synchronously. The task will not detach from the CLI.
- RUN - This is the same as CLI, except that the command will run in the background - asynchronously. This is the same as typing 'Run' in the CLI window.
- GUI - This mode is for Gui4Cli scripts only, and CLIMaster will automatically detect these files and set the running mode.

At the top of the window are two string gadgets. The upper one is for manually entering the name of the external program to run. This must include the program's full path, since CLIMaster will check if it exists before accepting the command line. If the program does not exist, nothing will happen and the string gadget will clear upon pressing Return. This string gadget has an accompanying button next to it, marked 'Command', which enters the path and name of the external program into the string gadget via a file requester.

The lower string gadget is for any arguments which the external program may need. These must be entered manually.

To the right of the listview is a cycle gadget. This sets the mode in which the external program is to run. The default is CLI. If a Gui4Cli script is specified in the top string gadget, CLIMaster will detect this and the cycle gadget will become ghosted.

Below the cycle gadget are some buttons...

- Add Comm. - This adds the command to the list, and it will appear in the listview along with any arguments specified, and its running mode, all on one line as if typed into a CLI window.

Del Comm. - Deletes all selected commands from the list.

Del List - This deletes the entire command list. You will be asked for confirmation.

To edit an existing command, simply double click on it in the listview. Another window will open, with a string gadget containing the full command line including arguments, for editing by hand. All operations in the User Command Editor may be aborted at any time and the editor exited by pressing the right mouse button.

1.33 the menus

The CLIMaster Menus =====

The PROJECT Menu =====

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 CLIMaster's 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.

HELP

Displays this documentation, ie. CLIMaster.guide, but does not rely on AmigaGuide (TM) or MultiView to do it.

QUIT

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

The DISK Menu =====

FORMAT

Opens the Format window, for formatting floppy disks.

DISK COPY

Opens the Disk Copy window, for copying floppy disks.

INSTALL and RELABEL

Both of these menu items open the same window, for renaming floppy disks or installing a floppy disk with a new bootblock.

PRINT DIR

Dumps the contents of the current source lister to the printer, using the PRT: device. No checks are made to ensure that your printer is online.

The SETTINGS Menu

=====

CONFIGURATION

Opens the main configuration window, where you can specify the external players and viewers to use with CLIMaster.

FUNCTION ED

Opens the Function List Editor window, which is described elsewhere in this manual.

USER COMMANDS

Opens the User Command List Editor window, which is described elsewhere in this manual.
