

TrashManager

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COLLABORATORS

	<i>TITLE :</i> TrashManager		
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Chapter 1

TrashManager

1.1 Trash Manager User Manual

Trash Manager v0.93
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Written by John Muir

DISCLAIMER

Introduction
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1.2 DISCLAIMER

DISCLAIMER

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FREEWARE

Trash Manager is FREEWARE; it may be distributed by any means, anywhere.

Please do not make any changes to the archive. If Trash Manager is distributed in or with any commercial media, I would like to be acknowledged for my efforts in the production of Trash Manager.

1.3 Introducing Trash Manager

Introduction

Trash Manager is an App-Icon Trashcan program which runs on the Workbench. Trash Manager creates an Icon which appears on the Workbench screen. The Workbench user can drop other icons onto this App-Icon and Trash Manager will delete the selected file(s).

This can be dangerous, so Trash Manager allows you to confirm the deletion of each file to make sure that you don't delete files that you don't want to.

Since the program creates an icon on your Workbench, it allows you to choose which icon is used, where it is placed and the name to give it.

All of the settings that you use are saved into the Trash Manager icon.

1.4 Requirements

Requirements

Trash Manager requires Kickstart and Workbench 3.0 or above (and a Commodore Amiga ® home Computer).

Required libraries and software:

- gadtools.library v39
- locale.library v38
- Workbench

Development

Trash Manager was developed on an Amiga 3000/25 with 10Mb of RAM, and AmigaOS 3.1. Trash Manager was written in 'C' and compiled with SAS/C 6.51.

1.5 Installing Trash Manager

Installing Trash Manager onto Your System

The best way to install Trash Manager is by double-clicking on the Install Trash Manager icon. This executes an installer script which will copy all of the relevant files to the appropriate locations.

If you don't like the installer, then follow these instructions;

To install Trash Manager onto your hard disk, simply copy the TrashManager file and icon to any directory. The best place to put it would be the SYS:WBStartup drawer so that Workbench will start Trash Manager every time your start.

If you are using any language other than english, copy the Catalogs/<language>/TrashManager.catalog to Locale:Catalogs/<language>/TrashManager.catalog.

For example, I have installed the french catalog on my system;

```
copy Catalogs/français/TrashManager.catalog to
Locale:Catalogs/français/
```

This completes the installation of Trash Manager.

1.6 Using Trash Manager

Using Trash Manager

Starting Trash Manager

To start Trash Manager, simply double-click on the TrashManager program icon from the Workbench, or type TrashManager at a Shell prompt. Trash Manager will create an App-Icon on the Workbench.

Opening the Settings Window

Double-Clicking on the App-Icon will cause the Trash Manager Settings window to open. The Trash Manager Settings window can also be opened from Commodities Exchange with the Show Interface button.

Deleting Files

To delete files, simply click on a file on your Workbench, and drag it onto the Trash Manager App-Icon.

Confirming Deletions

If the Confirm checkbox is checked on, then a window will appear asking you if you want to delete the file that you dropped onto the App-Icon. You are given four choices;

Delete - delete the current file.
All - delete the current file and all other files without confirming the others.
Skip - skip the current file.
Cancel - cancel the entire operation.

Deleting Protected Files

Should a file that you have dropped onto the App-Icon be delete protected, then if the Protected cycle is set to Ask, a window similar to that one above will open giving you the same options. In this case the All button will cause Trash Manager to ignore delete protection for all files that it is asked to delete at that time.

If one of the files could not be deleted, a window will open describing the problem with an error message. You are given three choices in response;

Skip - skip the current file.
Retry - try deleting the file again.
Cancel - cancel the entire operation.

The Retry option is useful if the problem is caused by an open Workbench window or another program which has opened the file. You can close the window or the file and press Retry to try deleting the file again.

Quitting Trash Manager

There are several ways to quit Trash Manager;

- Open the Settings window, and choose Quit from the Protect menu.
- Run Trash Manager again.
- Open Commodities Exchange, choose TrashManager, and press the 'Remove' button.

1.7 Trash Manager Settings

Trash Manager Settings

The Trash Manager Settings window is opened by double-clicking on to the Trash Manager App-Icon on the Workbench.

The Settings window is separated into two parts. The first part labeled Delete contains gadgets pertaining to deleting files. The second part is labeled App-Icon, and it contains gadgets pertaining to the App-Icon used on the Workbench.

Keyboard shortcuts are shown as underlined characters.

Delete

Protected - a cycle gadget which allows you to determine how Trash Manager handles Protected files. There are three choices;

- Ask - ask before deleting protected files.
- Always - always delete protected files.
- Never - never delete protected files.

The requester used when you are Asked about a protected file is described in the Using Trash Manager section.

Confirm - a checkbox which controls whether or not Trash Manager confirms the delete operation. The requester used to confirm a deletion is described in the Using Trash Manager section.

Enter Direcotry Links - a checkbox which controls whether or not Trash Manager recursively deletes the files which are within the directory pointed to by a directory link.

NOTE: If a directory link is dropped directly onto Trash Manager with an Icon, it will not be correctly identified.

Directory links which are sub-directories within a directory dropped onto Trash Manager will be identified properly.

Show Errors - a checkbox which turns on and off the error requesters described in the Using Trash Manager section.

App-Icon

Icon - a string gadget and getfile button combination describing the filename for the icon that Trash Manager uses as an App-Icon on the Workbench. Use the getfile button to choose the icon with an ASL requester. If no icon is specified then the icon used by Trash Manager is used.

Another way to choose an icon is by dropping it onto the App-Icon area in the Settings window.

Name - a string gadget describing the name of the App-Icon on the Workbench.

UnSnapshot - if this checkbox is checked on, then the X and Y integer gadgets and the Get Position button will be ghosted, and the App-Icon will appear in the default

location chosen by Workbench. Otherwise, the positions stored in the X and Y integer gadgets will be used.

X - this contains the X coordinate of the location given to Workbench to place the App-Icon.

Y - this contains the Y coordinate of the location given to Workbench to place the App-Icon.

If an icon is already in the area used by the App-Icon at that X,Y position, then the App-Icon will be placed in the default location as if it was UnSnapshoted.

Get Position - this button will open a draggable window the size of the current App-Icon at the X,Y location. You can drag the window to change the X,Y coordinates for the App-Icon. To return to the settings window, close this Get Position window, or click on the Trash Manager Settings window.

Buttons and Menus

Save - this button and menu item will cause the settings described in the Trash Manager Settings window to be saved to the Trash Manager program icon as well as into the global variables used within the Trash Manager program. Command-S will also activate the menu item.

Use - this button and menu item will cause the settings described in the Trash Manager Settings window to be stored into the global variables in the Trash Manager program. Command-U will also activate the menu item.

Cancel - this button and menu item will close the Trash Manager Settings window and cancel any changes made to the gadgets within the window. The Trash Manager Settings windows' close button has the same effect. Command-C will also activate the menu item.

About... - this menu item will open a requester telling you about Trash Manager.

Quit - this menu item will cause Trash Manager to stop running. Any changes to the settings will be discarded as with the Cancel operation. Command-Q will also activate the menu item.

1.8 Notes on Changes to Trash Manager & things TO DO

History

Version 0.9 (27.12.94) - Released on IRC.

Version 0.9a (27.12.94)

BUGFIX: Retry button didn't do anything.
BUGFIX: Window wouldn't come to front if it was already open and the icon was double-clicked.

Version 0.9b (27.12.94)

BUGFIX: Enter Directory Links text went over the Show Error checkbox with some fonts.

Version 0.91 (30.12.94)

BUGFIX: UnSnapshot only worked if the icon that was used wasn't snapshotted itself.

BUGFIX: If the tooltypes are updated while the program is running, changes to the App-Icon will take effect immediately.

BUGFIX: Settings were not reset to default before reading ToolTypes so that NULL ToolTypes didn't result in using the default. This occurred after notification of changes to the icon only.

FEATURE: Drop icons onto the App-Icon area in the Settings window to set the icon used for the program.

Version 0.92 (31.12.94)

BUGFIX: Numerous Enforcer hits while reading ToolTypes, and MungWall problems removed.

FEATURE: Trash Manager is now a Commodity, and responds by default to 'lcommand t', as well as to the Show and Hide CX commands. Thanks to John Hughes for the suggestion!

Version 0.92a (31.12.94)

- Now shows the hotkey in the Settings window titlebar.
- Small changes getting ready for Localization.

Version 0.93 (7.1.95) - First public release

FEATURE: Localized. French catalog included, with all sorts of grammar and word errors. I need some help translating the catalogs. Please E-Mail me if you're interested in volunteering a hour of your time to translate the program into your language.
Trash Manager now requires locale.library v38.

To Do

- Put a real Get File image in the Icon GetFile button.
Help anyone?
- Move files to a trashcan directory instead of deleting.
- Delete files that are already in this trashcan dir
or
- Remember where these files came from and put them back.

Maybe:

- Format Disks... someone get me a decent disk formatter and I'll think about it...

1.9 Where to send your suggestions, comments, bugs, etc.

Comments? Suggestions?

Send any bug reports, suggestions, gifts to:

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