

FileView

COLLABORATORS

	<i>TITLE :</i> FileView	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		January 18, 2023
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	FileView	1
1.1	FileView	1
1.2	Basic Information	1
1.3	Distribution Details	2
1.4	Notes	3
1.5	Known Bugs	3
1.6	Authors and Version Information	3

Chapter 1

FileView

1.1 FileView

This is the main screen for the FileView documentation. The separate sections are displayed below. ↔

Basic information

Notes

Authors and program history

Known Bugs

Distribution details

1.2 Basic Information

NAME

FileView - AppIcon link to file viewer. WB2.0 and above only.

SYNOPSIS

FileView AppName/S

DESCRIPTION

Fileview sets up an AppIcon on the Workbench window. When a file is dropped onto this icon it will attempt to load it into whatever file viewer is specified by the user.

STARTING

CLI - To run the program from CLI, use the command
run <NIL: >NIL: FileView 'AppName'

where 'AppName' is the name that you want to appear with the AppIcon.

WorkBench - The easiest way is to put the file in the WBStartup drawer. The AppIcon will get it's name from the name of

the program.

NOTES:

For both of the above options for starting, the program will try to find an attached .info file to use as the AppIcon image. If this is not found, it will resort to the default icon. At current the supplied icon is not at all pretty, due to a huge lack of artistic talent on my part. Any better icons should be sent to me at the address below, and if I like them they will be put in the next release and the artist credited accordingly.

Also, the file viewer that is used is decided in one of two ways. Firstly, the program looks for an environmental variable called TextViewer. If this is set, the program will try to use the viewer names within. If the variable is not set, it will try to use the default of C:More. The textviewer can be set by putting the following line in your startup:

```
setenv TextViewer 'ViewerName'
```

where 'ViewerName' is the name AND FULL PATH of the viewer that you wish to use eg/ C:PPMore or SYS:Utilities/MultiView. Alternatively, do the 'setenv' command from a shell and then type:

```
copy Env:TextViewer EnvArc:
```

This will then have set the variable in a more 'permanent' way, and to change it you will have to do the same steps again.

OPTIONS

AppName/S This is the name that you wish the viewer icon to have when it appears on the Workbench screen. If running from Workbench, it will inherit the name of the program itself.

1.3 Distribution Details

DISTRIBUTION

The following files are supplies in the distribution:

FileView	- The program itself
FileView.info	- An icon file for the AppIcon
FileView.doc	- A basic documentation file...
FileView.doc.info	- ... and it's icon
FileView.guide	- This AmigaGuide documentation file...
FileView.guide.info	- ... and it's icon

All code is copyright 1993 Mark McPherson and James McDonald. It is freely distributable and can be copied freely. It may not be modified and I ask that this documentation file accompanies the main program. It must not be sold or included on any disk that will be sold commercially, without my permission (James McDonald). Commodore has this permission already. Please send any comments, bug reports, ideas for enhancements etc. to me at:

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Written and (C) 1993 by James McDonald, Mark McPherson.

1.4 Notes

NOTES

This command has a WB2.04 version string which can be viewed using
'version FileView'

1.5 Known Bugs

BUGS

None known, though not tested under all situations (tested under
kickstarts 37.173 and 39.106).

1.6 Authors and Version Information

VERSIONS

V1.0 written by James McDonald and Mark McPherson
11th January 1993.

V1.1 updated by James McDonald.
Added requester for confirmation of quitting.

V1.2 updated by James McDonald.
Fixed a bug in the default choice of file viewer, and also solved
a problem with the program not picking the default AppIcon when it
could not find it's own icon.
Added AmigaGuide style documentation to the distribution.

Versions 1.0 - 1.2 written in C.

AUTHORS

James McDonald, Mark McPherson.
