DosMan.txt

COLLABORATORS

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Chapter 1

DosMan.txt

1.1   DosMan

```
Turn the Page
        DosMan: The Complete Online AmigaDos Reference Manual


            By:

        Peter Bagnato
```

1.2   DosMan: The great online AmigaDos Manual!

```
About DosMan

Registration Info

About Author (That's Me)

Special Thanks

Special No-Thanks

Workbench 1.3 Users Read This.

Introduction

Ways to use DosMan

Future Plans

Boring Legal Stuff
```

1.3   Why the CLI?

What can I say? The Workbench is great! That was the reason I bought my first Amiga in 1989. With her pull-down menus, icons, colors, and sounds I was protected from the dog-eat-dog world of MSDos (any kind of Dos for that matter!).

I have worked with computers since 1984 (the TRS-80!) and after learning about my Amiga I realized how limiting MS/Dos and UNIX really is. The Amiga's multitasking environment does not limit you the way other operating systems do. The Amiga allows you to run several programs at once from any combination of the Workbench and Shell. You are not limited to using one or the other.

At first I avoided the CLI with a mad pasion. The more I learned about the Workbench, though, the more I realized what it could not do. I also started collecting really cool pd (public domain) software which did all kinds of neat things to my system. The more I started altering my startup-sequence (and user-startup when I picked up Release 2 of AmigaDos) and exploring the shell with these little programs prompted me to learn more about my working environment outside the Workbench.

What really pushed me to realize the Shell was important was when some of those pd programs turned out to be poorly written and things would crash with my system in a really big way. I could only root out the cause of these problems by using the CLI.

Programs such as AutoCli, MagicICons, Tools Daemon, and New Icons have made the Workbench much more useful and asthetic. But, sometimes I find it easier to enter a command in the CLI instead of clicking down several directory drawers just to double click and icon.

What I am attemping to accomplish with DosMan is to help you understand the basics of AmigaDos. I have structured DosMan to all levels of Amiga users. No matter how much or how little experience you had with AmigaDos you'll find something of interest here.

DosMan is also written for all those A1200 users (such as myself) who was surprised when they bought their new A1200s only to discover Commodore did not include directions to AmigaDos! This is the manual Commodore never sent you.

1.4   Don't look back!

Some people are still using Workbench 1.3. That is fine, except if you take your time to examine the

diferences between the two Operating Systems then you'll
change your mind. Here are only a few of the
differences:

    * There are many programs without icons that cannot
be run under 1.3 unless you use the CLI. You can run any
program from the Workbench under 2.0 and above. (note:
even though you can run CLI programs from the Workbench
it is usually better to use the CLI. Most commands need
keywords and/or filepaths to get them to work properly.
As you read DosMan and get more familiar with AmigaDOS,
this will all become more apparent.)

    * 1.3 only allows you to show files with icons
attached to them. If you want to see a file that does not
have an icon attached to it then you need to use your
CLI. After Release 2, you can use the "Show All Files"
selection from the "Windows" menu on the Workbench.

    * 1.3 does not let you use scripts (aka Command
Sequence File... MS/Dos calls them BatchFiles). The only
script 1.3 is set up to utilize is the Startup-Sequence.
Under Workbench 2.0 and above you have the "Execute"
command which lets you run any script you like.

1.5   Thought about DosMan...

        If you want to know the evolution of DosMan. As well
as latest additions and changes to this program, see the
History.Doc

    DOSMan is the definitive and complete online AmigaDOS
Manual.

    Even though many many months of research went into
this project it probably still has some errors. The only
way DOSMan may hope to survive and become more accurate
is through feedback. If you find anything here is
incorrect please contact me so I can update it.

    I've received many requests from people to get rid of
all references to anything that is pre-Workbench 2.0. I
simply will NOT do this. Despite all the awesome
improvements with Workbench 2.0, there are still people
out there who still use 1.3. Plus, there are people who
run both operating systems with Rom switchers. This
DosMan is for EVERY Amiga user!!!

    Many moons ago, Commodore came up with the ARP
(AmigaDos Replacement). There are many unique commands
and keywords that were introduced here and never saw the
light of day in future AmigaDOS versions. Since ARP is

not an official AmigaDOS / Workbench release, those
unique keywords and commands will not be found here.

1.6 register

DOSMan is FreeWare-Ware... this means, if you like it
(or at least appreciate the work put into it) please send
the author your favorite pd software... or $5.00 so I can
go and buy some. If you don't do this, you can't use my
program 8-() Many many long days were put into this, I'm
not being unreasonable! (Commodore was unreasonable when
they didn't include AmigaDOS docs witht their A1200's,
but that is another story). If this plea for your hard
earned money is not enough, see the 'Legal Stuff' section
at the end to really get bored with more details that I
wish were not needed.

It is very easy to get ahold of me. I can be found
here:

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Atlantic Beach, Florida 32233
United States of America

tele: 904-246-5071

internet: pbagnato@jax.jaxnet.com

1.7 These are people to write home about!

Special Thanks

Many people have given me inspiration to finish this
project:

Danny Amor... for an endless supply of seals which he
graciously let me club :)

Bruno... for a future endless supply of Burgandy...
and for keeping the Amiga flame burning in Brazil.

Michael Pedersen... who has an identity crisis he
thinks he's a Danish.

John Collett... for teaching me what little I know
about programming in AREXX and for the excellent HyperBook
version of DosMan.

Dion... the most ignored and talented Amiga

programmer in the world.

MegaDisk... for staying around when all other Amiga
diskmags bit the BIG ONE.

Mathias Betheke... for making my CLI think it is a
UNIX shell... (he wrote the 'man' alias).

ESCOM for buying the Amiga. Only time will tell////

Colin and BOTH Software for inventing the fabulous
MUInt... as well as for getting me started on this
project. Colin, thanks for your cool icon too... he also
provided me with the original Dos ARP Man Pages which were
the groundwork for DOSMan.

Mike Haas for creating Textra, the most versitile
text processor on the Amiga. It is certainly the
programmers best friend...

Thanks also to the dozens and dozens of people who
have pointed out my mistakes and who have given me many
excellent suggestions to improve DosMan.

1.8 ESCOM.RULES.ESCOM.RULES.ESCOM.RULES....

NO THANKS WHATSOEVER GOES TO:

Irving Gould and Mehedi Ali... these two bastards are
singlehandedly responisble for running the greatest
computer in the world into the ground. May a thousand
camels find refuge in their underwears... they are lucky
keel hauling is illegal!

1.9 Here's the meat and potatoes!

                     How to use DOSMan

  I. If you wish to use the fabulous
          MUI interface.
             II. To use it with
          AmigaGuide.
             III. To use from the
          CLI.
              IV. To use with
          AREXX

```
        from the CLI.
```

1.10   MUI... MUInt.... GUI.... wow!

```
                      I. If you wish to use the fabulous MUI interface
```

```
     1st of all, you must have MUI installed. MUI can be
found on all good bulletin boards as well as all decent
pd libraries.  If you look for it and still can't find
it, contact me and I'll see that you get it.
```

```
     If you wish to use the MUI interface, then MUInt must
be in your C: directory.  MUInt takes the DosMan.def
AmigaDos script and translates it into a code that lets
MUI draw the GUI Interface. Neat, no?
```

```
     You also need IconX in your C: directory.
```

```
     To install MUInt simply use the Installer script
provided. The Installer script only copies MUInt to your
C: directory, it does nothing else. If you don't have MUI
(or don't want to use it for DosMan) then don't install
MUInt and save your diskspace for more important things.
The DosMan directory reside anywhere you like. So, no
special installation is required for that drawer.
```

```
     Now you can drag the DosMan directory wherever you
like except for Ram:. For some reason, the MUInt script
will not work from Ram:. So, drag it anywhere on a floppy
or harddisk. I hope to fix the Ram: problem as soon as
possible.
```

```
     Remember! The Man directory must reside in the Dosman
directory along with all the other files. It will not
find it if it is not!
```

```
        DosMan.def
         is the icon to click on to get the DosMan
window opened.  After it is installed, go ahead and click
on it!
```

1.11   Wow, that looks really cool man!

```
     DosMan.def Usage:
     ----------------
```

It is so easy my dead dog can use it. Simply double
click on the icon and you are presented with an interface
which allows you to select the command you want to
examine.

You will notice a list of radio buttons below the
list of DOS commands. These buttons allow you to select
your reader of choice.

The reader you chose MUST be in your system's path.
If it is not, it will not work. (In other words, it must
reside in either the 'c' or 'system' or 'utilities'
directory of your Workbench.)

If your reader is not in your path, it simply won't
work... and you will get no warning of why it did not
open...

If there is a reader not there you would like added,
please bring it to my attention and I'll throw it in
there...

If you don't have MUI installed (or want to), then
you can use the Amigaguide version provided.

1.12 RTFG: Read the Friendly Guide

II. To use it with AmigaGuide.

Many people hate MUI. Many people (still) use
Workbench 1.3. That's the reason for the AmigaGuide
version.

Simply make sure you have AmigaGuide or MultiView on
your system then double click on the DosMan.guide icon.

If you wish to use Multiview you need to change the
tool types of the DosMan.guide icon.

1.13 Here it is in the shell.

III. To use from the CLI.

Add this line to your user-startup sequence (if you
use Workbench 2.0 or above) or to your startup-sequence
(if you use workbench 1.3):

alias man [text-reader] [path to man dir]

For instance, if you want to use Multiview to read
the man pages and the man directory is at

'Work:DosMan/Man' then you would type in your
user-startup:

alias man sys:utilities/Multiview Work:DosMan/Man

    Now, everytime you reboot the computer you can view
any DosMan page you like by typing:

man [command]

    For instance, if you want to view the MakeDir dosman
page, you would enter:

man MakeDir

    (This smells like UNIX, ugh!)

1.14 AREXX is king!

  IV. To use with AREXX from the CLI.

        The most requested feature to be added to the
    previous version was a CLI version. Hence: DosMan.rx.

        This is an AREXX script which will act like an online
    Dos helper.

        To make it work you must have RexxMast running. If
    you don't have AREXX on your system (eg you are using
    Workbench 1.3) then DosMan.rx will not work.

        In the CLI change directories to wherever DosMan
    resides. For example, if DosMan is in the 'Work:Dosman'
    directory then type 'CD Work:DosMan'.

        Now type 'rx DosMan.rx' and answer all the questions
    as they come up on the screen.

        Several things to remember: Don't move the location
    of the 'man' directory. Also, if too much of the text
    file scrolls out the window or if you want it to scroll
    some more then change the 'i' variable in the script. I
    clearly marked which number to change. It is defaulted to
    20 lines, it can be any number that you like. If you have
    any problem doing this do not hesitate to contact me,
    I'll make sure it works for you.

1.15 Carpe Diem!

```
        Future Plans:
        ------------


        If there is enough feedback from all you Amigoids out
there I will:

        -Correct any problems that others point out to me.

        -Add a complete description of what all the system
devices do.

        -Add a complete description of what all the libraries
do.

        -Rewrite it and compile it with HighSpeed Pascal so
you do not need MUI, MUInt, or iconX to run it. I feel
the overhead of this program is way to high the way it is
now.

        -Add any other feature (reasonably) which anyone
suggests to me.

        -I would also like to have this in multiple languages
(eg German, French, Italian... etc). If anyone out there
is multilingual and would like to do some translations,
please contact me...

        - I would like to add a list of 'replacement'
commands. That is, a list of Shareware (and commercial)
programs which do a good job at replacing some of the
shortsightedness of Commodore in creating AmigaDOS.  So,
if you have a command you use INPLACE of one of ones
included with your Amiga, then please inform me of it.

        - Any other suggestions will be greatly welcomed!
```

1.16   Here I am...

```
                About Me:
        --------


        I'm a 28 year old Sonar Technician in the US Navy. I
have been involved witht he Amiga since 1990... and will
stick with my Amiga (and continue developing for it)
until either me or my Amiga dies.

        I'm currently working on a multimedia presentation
about the DMZ (De-Militirized Zone) between North and
South Korea. It will be a complete history of the DMZ with
many interesting facts. This will be in Korean and
English.

        Also, I am designing an Amiga version of the game
"Doom Trooper". I scrapped the "Magic:The Gathering
```

project because that computer game is about to be
released.

   I have also created a program called "Guido's
Protection Agency" which allows you to freely and quickly
change the protection bits of your files. And I created a
1.5 meg anim of a skull doing something cool.

   These two programs are also free if you
        contact me
                I'll send them to you.

   If you care about keeping me making cool programs for
the world's greatest computer then please
        register.

1.17 BORING!!!!!!!!

        The Boring Legal Stuff At the End:

   DOSMAN.def, DosMan.guide, DosMan.rx, all the files in
the Dosman/man directory and all files in the DosMan
distribution as found on the Aminet copyright ©1995 by
Peter Bagnato.

   MUInt is copyrighted by BOTH software. All HyperText
scripts are the property of John Collett. Both have
graciously granted permission to distribute their wares
with my distribution.

   This program may be distributed any way you like.
Permission from the author is required before it may be
distributed commercialy or as part of a commercial
package costing more that $5.00.