

ClassAction

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

ClassAction

1.1 ClassAction 3.0 Guide

	ClassAction
Version 3.0	
What is ClassAction	
Read this first	
System Requirements	
What you need	
Installation	
How to install ClassAction	
After Install	
Installation Part II	
Using ClassAction	
How to use this tool	
Configuration	
Changing the ToolTypes	
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Configuring classes and actions	
The Arexx commands	
The ARexx port and commands	
Future Improvements	
What should be added in the future	
History & Features	

Since the beginning...

Registration
Why and how to register

Licence

The Author

Greetings

Known Bugs

1.2 What is ClassAction ?

ClassAction is a little tool which will simplify the life of all hard disk users.

When you own a hard disk, you have always a bunch of files : executables, modules, pictures, sources, animations, sounds...

ClassAction determine for you the kind of a selected file and displays a list of actions to perform on the file.

For example, when you select a GIF picture, it will be recognized by ClassAction as a GIF Class file, and a list of actions will be shown with Actions like 'Display' or 'Edit'.

ClassAction is highly configurable, you can add your own classes and actions.

Actions use external programs, so you can use your preferred Gif viewer to show your Gif Files (or anything else).

ClassAction has an AppIcon, an Arexx port, is localized and is a commodity.

ClassAction uses xfdmaster.library to auto decrunch crunched files. With this feature, even a crunched class can be detected.

ClassAction uses very few memory and CPU time.

If you take time to configure ClassAction, you can do everything with it !!! It's an easy way to handle files.

Before deciding to erase it, just try it !!!!!!!

If you want to know more about ClassAction use
More

1.3 more about ClassAction

ClassAction and ClassActionPrefs are (C) 1994-96 by Gasmi ↔
Salim

This package is placed as ShareWare. Feel free to use it !!!
and to spread it as long as you don't modify any file of the archive.
BUT if you use it regularly you must register !!!

PD Distributors are allowed to include the ClassAction Package
into their collection as long as they let me know that they have
included it.

This is release 3.0 of ClassAction.
If you like and use it you MUST
Register
I Hope you will find this tool useful.
(at least, I find it useful :))

For Technicals infos about ClassAction use
Technicals Infos

1.4 System Requirements

To use ClassAction, you need the following stuff :

- o Amiga OS 2.0 or greater
- o MUI 3.0 or greater
- o a Hard Disk
(ClassAction is useless without a hard disk)

That's all folks !!!

1.5 Configuration of ClassAction

ClassAction interface and features are configurables via ToolTypes.

To change a ToolType value, just select the icon of ClassAction
and select the item 'Information' in the menu 'Icons' from the
Workbench.

This is the list of all ToolTypes :

Nota : The default Value of each ToolType described is used when the

associated ToolType is not found.

=====

DONOTWAIT

DON'T remove this ToolType, it is needed if ClassAction is loaded from the WBStartup.

=====

DECRUNCH

If you set this ToolType to yes (i.e. DECRUNCH=YES), ClassAction will try to decrunch crunched files using xfdmaster library.

It is needed if you want to recognize crunched files.

Of course if you do so, the file will be pre-loaded in memory and a buffer will be allocated to the decrunched data. Thus, it consumes memory (around 2.5 x the file size). So, if you don't have a lot of memory you should disable this feature.

Default Value is : NO

=====

ICONFILE

This ToolType is the AppIcon file. Thus you can select your own AppIcon for ClassAction. If you set this ToolType to an icon file, ClassAction will use it as the AppIcon image.

Nota : Don't supply the .info extension for the file name.

Example : ICONFILE=Sys:icons/head
will use the icon head.info from directory Sys:Icons/
as AppIcon.

If ClassAction fail to load your Icon file, it will use the default one (ClassAction.info).

Default Value is : "" (Use the Default AppIcon)

=====

CLISIZE

It is the size of the CLI output window, when using SystemTags().

The syntax is : DEVICE:TopX/TopY/Width/Height/Title

Thus you can select another device than CON: for the CLI's

or define a new window position and dimension.

WARNING :

If you set this ToolType to a weird value, ClassAction will not launch CLI.

DON'T modify it unless you know what you are doing.

** NEVER ** add device commands such AUTO, CLOSE, WAIT to this string, ClassAction will do it for you.

** NEVER ** put spaces into the title.

In Version 2.0, a similar ToolType OUTPUT was defined it is no more needed nor used.

Default Value is :

CON:0/0/640/100/ClassAction_Output_Window

=====

GTLIKE

If you simply define this tooltype , the MUI fileslector will look as Gadtools fileselectors ie :

Directories in white
Files in black
And display .info files.

=====

CAPREFS

This tooltype hold the path of ClassActionPrefs it is needed to find ClassActionPrefs when clicking on the prefs button.

Default Value is : "SYS:prefs/ClassActionPrefs"

=====

DRIVE1 to DRIVE50

Set those ToolTypes to a valid path so they will be shown in the buttons of the Requester.
It is useful to quickly go to a directory.

The syntax is :

DRIVEx=<Button Text>,<Path>

i.e. `DRIVE9=Jpeg,dh0:gfx/pictures/jpeg`

This way the button text #9 will be 'Jpeg', but the path is set to `dh0:gfx/pictures/jpeg`.

You can also only provide the <Button Text> without the <Path>
i.e. `DRIVE3=dh0:libs`

In this case, the button text will be set to the same text than the path. But don't use too long texts, they will not be shown in the small buttons.

Default Value is : "" (none)

1.6 ClassAction Prefs

Defining new classes and actions is the heart of the program. To do so, you must use ClassActionPrefs program.

Using ClassActionPrefs should be easy... so let's go !!

The window is divided into two parts : Classes & Actions.

First select a class, the associated actions will be displayed on the actions part.

To add a class or delete a class, simply click on the associated buttons.

It's the same concept for the actions...

1. What is a Class
2. Creating a new Class
3. Defining a new action
4. The learn function

1.7 Using the learn function

The learn function is provided to help you defining new classes.

When you define a new class, you may have to define offsets for it, and it may be long and boring to edit files to guess which offsets

could define this new class.

This is why the marvellous function learn has been made !

To use it, just follow this procedure :

- 1 : define your class as normal, fill name and classname
- 2 : click on the 'learn' button.

and set the accuracy (75 up to 100%)
Higher is the accuracy more reliable results will be given
I advice you to always use 100%
- 3 : Select with the provided requester as many files you want
as long as they belong to the class you want to define.
More you select files, better will be the result.
ClassAction will try to find out the offsets definition.
(to select multiple files, use the shift key.)
- 4: After analysis, you have a window with found offsets.
- 5: modify them by hand if needed.
- 6: click on 'Accept' to use the offsets for your class.
or on 'Cancel' to cancel.

WARNING :

If you want the learn function works you must be sure that :

- * ALL CHOSEN FILES BELONG TO THE SAME CLASS.
- * ALL CHOSEN FILES ARE NOT CRUNCHED.

That's all !!! Easy no ? .

1.8 What is a Class

A class is a family of files. For example C files can be considered as a Class, let's call it C Class.

With ClassActionPrefs you can define as many classes as you want, as long as you explain how to recognize it.

To explain how to recognize a Class, there are two methods :
the match name and the file contents.

Matchname attribute is used to recognize a file regarding
it's name.
Offsets attributes are used to recognize a file with it's contents.

There are three Built-in Classes that you cannot remove, they are displayed in white in the Classes ListView and cannot be renamed.

The first one is called "Unknown Class"

This Class contains all the files that ClassAction cannot recognize.

The second one is called "Generic Actions"

this class contains Actions that will be displayed in ALL other classes...

Interest : if you want to have an action 'Copy' for all the classes, you can create it for each class you define, but it's loooooong and boring.

A better way to do that is to create this action in the "Generic Action" Class, so 'Copy' will be displayed for all the classes.

The generic actions are displayed in white in the ClassAction action listview and are only visible in the ClassAction Window. They will not be displayed when ClassAction is an AppIcon, or via Arexx command Load.

The third one is called "Directory" and holds actions available when you select a directory.

1.9 Creating a new Class

Just Click on the 'add' button on the classes part to add a class.

A class has 3 properties :

- a name
- a matchname
- offsets

o The name is simply the class name, it's up to you to choose it.
WARNING : a class name must be unique.

o The matchname is any regular AmigaDos expression, like :

#?.c , mod.#? , #?.c|#?.h , #?b[a|c] , #?toto?

(read the AmigaDOS manual for all wildcards)

WARNING : Don't use wildcard * but use #? instead.

The matchname is not case sensitive, thus toto.C match with #?.c

If you define a class using a matchname, you must be sure that the definition is always good.

Example : if you define the GIF class with the matchname #?.gif
all files with .gif will be recognized as GIF files.

But are you sure that ALL .gif files are GIFs, or
that all your GIFs have the .gif extension ?

So, you should use matchname only in two situations :

- the matchname is a bijection of the class
(ex: #?.info is a good enough matchname for Icon class)
- you don't have the choice
(ex: how to recognize a C source, excepted with #?.c)

- o Otherwise, you should use Offsets.

An offset is a place in a file where we should find something
to recognize it.

For example, GIF pictures always begin with string 'GIF' at the
offset 0.

There are three syntaxes for defining offsets :

=====
Syntax #1 : Offset,HexString

Offset is a DECIMAL number holding the Offset.
HexString is an HEX string that should be found at that offset.

Example 1 : 0,4f4a means that the file must begin with bytes
\$4f and \$4a at the position 0

Example 2 : 9,448b3c means that at byte #9, we should find
\$44 \$8b \$3c

=====
Syntax #2 : Offset,'String'

Offset is a DECIMAL number holding the Offset.
String is an ASCII string that should be found at that offset.

Example 1 : 0,'GIF' means that the file must begins with
string 'GIF'

Example 2 : 9,'FuBar' means that at byte #9, we should find
string 'FuBar'

=====

Syntax #3 : Offset,"String"

Offset is a DECIMAL number holding the Offset.
String is an ASCII string that should be found at that offset.

Note the difference with the previous syntax, here we use "
to define the string, and in syntax #2 we used '.

It's the same concept than in Syntax #2 but here, the string
comparison is NOT CASE SENSITIVE.

For example : an AmigaGuide file always begin with string :
@database in lower or upper case.

If you use method #2 to recognize an amigaguide file, with
0,'@database', ClassAction will not declare a file beginning
with @DATABASE as an AmigaGuide file.

It works if offset is defined with syntax #3 : 0,"@database"

=====

You can define up to 5 Offsets to define a class.
A file is recognized as a class if all the Offsets matches.

Ex : if the class X is defined like :

Offset #1 : 0,4a8b6c
Offset #2 : 58,14

All the files beginning with 4a8b6c AND having \$14 at byte #58
will be declared as X.

To define several offsets just click on cycle gadget 'Offset #'
to activate the next offset.

Remark : The ASCII Class

There is a built-in Offset command named : ASCII[]

If you put this Command into Offset #1 (i.e Offset#1=ASCII[]),
it will match with ASCII Files.

But ClassAction will try this after everything has failed.
Thank to this, Amigaguide files (that are ascii) will not be
recognized as ascii if you have already defined an Amigaguide
Class.

Normally you shouldn't use it as I have provided a standard
Prefs file where the Class 'ASCII' is defined using this
command.

1.10 Defining a new action

Once the class is defined you should define actions for it. Each Class can have as many Actions as you want.

Simply click on the 'Add' button on the action part to add an action.

An action has 6 properties:

- a name
- a run mode
- a stack size (only if run mode is Cli)
- a delay (only if run mode is Cli)
- an exec command
- a RescanDir flag

o Name is the name of the action.

o Run mode can be :

```
Cli
'
WB
'
No Cli
or
ARexx
.
```

o Exec command is an AmigaDOS valid command line and can contain parameters.
YOU SHOULD always use the full path for the executables.

Example : use C:Copy instead of Copy in exec line.

You can put in exec lines,

```
Arguments
and
Commands
built into
```

ClassAction.

o Set the rescanDir Checkmark if you want this action rescan the current directory , usefull for actions that change the directory contents such delete or rename a file.

Buttons

o The Up and Down arrows buttons permit to sort the actions.

o The 'Load' button asks you to select an executable in exec line.

o The 'Comm' button pops up a requester which lists all the possible

arguments and commands for an exec line.

- o You can copy an existing action to the selected one by clicking on the gadget on the right of the Action Name and using the dir-tree list to select the source class then double click on it and then dbl click on one of its actions , this action will be copied to the selected one.

1.11 CLI mode

**** CLI mode ****

If 'Cli' is choosen, then when selecting the action, the action will be launched from a cli and the stack size of the cli will be determined by the stack value (default is 4096).

The run mode Cli will only open a Cli if it's needed (if the executable displays something).

You can define the delay property for CLI:

If Delay is negative (i.e. Delay = -1), the Cli will wait until you close it by hand with the close gadget in the top left of the window.

If Delay is zero (i.e. Delay = 0), the Cli will close itself as soon as the task is terminated.

If Delay is positive (i.e. Delay = n with n>0), the Cli will wait n seconds before closing itself, but you can force the Cli to close by clicking the close gadget.

The dimension of the used Cli can be found in the ToolType CLISIZE. (the old ToolType OUTPUT is now obsolete).

1.12 WB mode

*** WB mode ***

If 'WB' is choosen, then no cli will be opened, and ClassAction will simulate a Workbench launching of the action. The exec tool will be run with arguments specified in it's icon.

WARNING : this mode is only valid with files that have icons.

1.13 NO CLI mode

```
*** NO CLI mode ***
```

If 'No Cli' is choosen, no cli will be opened even if the program displays something, but the task is still running from a CLI.

1.14 ARexx mode

```
*** AREXX mode ***
```

If 'Arexx' is choosen, it will launch rx with the given exec command. Exec command MUST be an arexx script. Of course RexxMaster should be Active and Rx in the directory Sys:rexxc/ to work.

1.15 Arguments

Currently, 8 argument commands are possible :

the first 4 commands are in lower case : [f] [s] [b] [x]
and they include the result between quotes

```
[f] : full path of selected file with quotes  
[s] : full path of selected file without suffix with quotes  
[b] : filename of selected file with quotes  
[x] : filename of selected file without suffix with quotes
```

the last 4 commands does the same as before but without quotes

```
[F] : full path of selected file  
[S] : full path of selected file without suffix  
[B] : filename of selected file  
[X] : filename of selected file without suffix
```

Example : let say you select the file ram:env/sys.prefs

```
[f] = "ram:env/sys.prefs"  
[s] = "ram:env/sys"  
[b] = "sys.prefs"  
[x] = "sys"
```

```
[F] = ram:env/sys.prefs  
[S] = ram:env/sys  
[B] = sys.prefs  
[X] = sys
```

Example : let imagine you've selected the file ram:main.c

* The exec line

```
c:copy [f] [F].bak
will be replaced by :
c:copy "ram:main.c" ram:main.c.bak
```

* The exec line

```
c:copy [f] [S].bak
will be replaced by :
c:copy "ram:main.c" ram:main.bak
```

1.16 Commands

Currently, five request commands are possible :

```
REQD[text] : Requests for a Directory.
REQF[text] : Requests for a File.
REQV[text] : Requests for a Volume.
REQT[text] : Requests for a text.
SURE[text] : Asks the user to confirm.
```

=====

REQs Commands

REQs commands popup a Reqtools requester with the title [text].
This is useful when you need interactive command lines.

Example :

```
bin:lha x [f] to REQD[Choose a Directory to unarchive]
```

This will popup a directory requester letting the user to choose the target directory, and the selected file [f] will be unarchived to the selected directory.

REQF[] is the same except than it asks for a file.

Example :

```
c:dir [f] > REQF[Choose a file]
```

REQV[] asks the user to choose for a volume.

REQT[] asks for a text, it's usefull to asks args for example:

```
c:cpu REQT[Enter arguments for CPU]
```

=====

SURE Command:

SURE[text] command will popup a requester with text [text] and with 2 buttons : yes / no.
If the user choose no, the exec line is aborted.
If the user choose yes, ClassAction will execute the exec line on the RIGHT part of the Sure command.

Example :

```
SURE[Really delete this file ?]C:delete [f]
```

This will popup a requester asking the user to reply yes or no to the question "Really delete this file ?".
If the user reply no, nothing is done ; if the user reply yes, then C:delete [f] is executed.

=====

Of course you can combine any number of arguments / commands in an exec line.

Example :

```
SURE[Really rename this file]c:rename [f] REQF[Give me a new name]
```

1.17 Future Improvements

What I'd like to add to this program in the next version :

- o Concept of Family of Classes :
For example, icture Family contains GIF, IFF, TARGA, JPEG... and possibility to choose a family filter in the directory requester. By this, you can filter pictures, sounds...
- o And of course everything you'll ask me :)

1.18 About

I would like to thank the following people :

- o Mireille (for her patience...)
- o Philippe Thomas (for suggestions, help, beta testing, The French guide and UTT used for the install)

Hey Phil, if you read this, click
here

- o Bruno Durremberger (for Beta testing)
- o Jean Michel Dessolas (for beta testing on a A4000/40)
- o Obvious Implementations Corp (for Dice C Pro)
- o Nico Francois for the ReqTools library
- o Georg Hörmann for the *GREAT* xfdmaster library
- o Stefan Stuntz for the marvellous Magic User Interface .
- o All users contacted me to report bugs or for suggestions
- o All registered users

1.19 The Author

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1.20 Using ClassAction

Using ClassAction is REALLY simple.

Just Select a file with the provided requester.
You can go to the Parent Directory whith the button 'Parent'

After the selection, you will see in the right listview, the file class and the corresponding defined actions.
Just Select the action you want...

If you double-click on a file, the first defined action will be launched.

ClassAction window is an AppWindow , thus you can throw icons on the main window .

You can Invoke the prefs program with the 'prefs' button.

To quit, just select the 'Quit' button.

To transform the window into an AppIcon just close the window.
Double click on the AppIcon for the window popup.

When ClassAction is AppIconified, you can throw icons on it so the file type will be recognised.
If the class only have one defined action, it will be executed.
Else, a window pops up with the list of all possible actions, you just have to choose one.

That's all, Easy eh ???

1.21 Technicals Infos

ClassAction is 100 % coded with DICE C 3.0

Misceleaneous info :

The prefs file is an ASCII file named : ENVARC:ClassAction/ClassAction.prefs
The generic actions are saved in ENVARC:ClassAction/ClassAction_Gen.prefs
The Directory actions are saved in ENVARC:ClassAction/ClassAction_Dir.prefs

ClassAction create an executable called ClassAction_RunTask
stored in T:
This executable is used to run WB tasks.

Libraries Information :

ROM libraries used :

exec.library	V37+
dos.library	V37+
intuition.library	V37+
graphics.library	V37+
gadtools.library	V39+
workbench.library	V37+
utility.library	V39+

DISK libraries needed :

rexsyslib.library	V39+
commodities.library	V37+
asl.library	V39+
icon.library	V37+
reqtools.library	V38+
MUI libs	V3.0+

DISK libraries used if found :

```
locale.library          V38+
datatypes.library       V39+
xfdmaster.library       V30+
```

How ClassAction determine a class :

- 1- test if the filename matches matchnames of defined classes.
- 2- test if the file matches offsets of defined classes.
- 3- Decrunch the file using xfdmaster.library.
- 4- test if the decrunched buffer matches offsets of defined classes.
- 5- test if the file is ASCII (if ASCII Offset Command exists)

If everything fails, the file is declared as 'Unknown Class'.

1.22 Installation

To Install this stuff :

USE the installer script given with the archive.
To use it, just click on the install icon .

Easy eh ?

1.23 Register

If you are reading those lines, you are wondering to become a registered user of ClassAction.

Let me explain you why you should register :

First of all to support the best computer ever made, because the future of the Amiga depends on the future software available ; then when you support a coder for his work, you support your computer and his future !!!!

Also because I spent all my free time to try to make sharewares. If you use them why not sending me the registration fee ? This will make me continue to make sharewares.

The ShareWare Version is 100% usable, nothing has been disabled, just some "annoying" requesters added: if you really like it, REGISTER !!

The registration fee is (regarding your local currency):

10 US\$ or 20 DM or 50 FF.

Send your fee to my
address

And you will get the latest registered version of ClassAction.

Don't forget to specify your FULL address (including country).

Thank you in advance for your support !

Yours,

Salim

1.24 Legal words

Copyright

ClassAction and ClassActionPrefs are Copyright © 1994-1996
by Gasmi Salim.

ClassAction is a shareware program. The package may not be altered
in any way and cannot be used for commercial purposes without the
prior written permission of the author. The copyright message should
be preserved.

Warranty

No responsibility or liability will be accepted for any damage that
may appear to have resulted from use of this program. All use is at
your own risk. The software is provided "as is" without any warranty
implied or otherwise to the fitness or accuracy of the software and
documentation. The documentation is believed to be correct but the
author reserves the right to update the software and/or documentation
without notice.

1.25 History

ClassAction History V 3.0 (c) Salim Gasmi

12/03/96 : V3.0 (Major Update)

- ClassAction and ClassActionPrefs now use MUI 3.0+
- ClassAction can have up to 50 path buttons

- ClassAction recognize directories.
- ClassAction handle multi selection.
- ClassAction has an appwindow.
- You can set the Learning Accuracy now.
- Tooltypes CAPREFS,GTLIKE added.
- Tooltypes HEIGHT,APPSTART,WINX,WINY,ICONX,ICONY,CX_PRIORITY,CX_HOTKEY REQBUG,STARTDIR,WBFONT,PUBSCREEN removed and no more needed.

25/09/95 : V2.8

- ClassAction have now a FULL commodity support and a HotKey to show/hide ClassAction.
- Tooltype APPSTART can be set to HIDE (APPSTART=HIDE) if you want that ClassAction start hidden.
- Tooltype CX_HOTKEY added
- Tooltype PUBSCREEN added to allow using Public Screens
- The Internal File Selector of ClassAction was not freeing all the memory allocated, fixed now .

11/09/95 : V2.75

- The REQD,REQF,REQV commands were not really incompatibles with the appicon mode, but incompatibles with some programs such MagicMenu (Bad luck I use MagicMenu...)
- A lot of users complained about the automatic swith into a REQT command even if they don't use an incompatible program.
- I have added a tooltype (REQBUG) to let the user choose to auto-switch into REQT or not.

03/09/95 : V2.7

- Added commands [b],[x],[B],[X],[F],[S]
 - Added the Action arexx command.
 - removed some bugs in rendering routines
 - removed a bug with multiple icons throwed on the AppIcon.
 - The REQD,REQF,REQV commands are now swapped into REQT when using them from the AppIcon or Arexx , they are only compatible with the Window mode.
-

28/08/95 : V2.6

- ClassAction window is now resizable.
- ClassAction and ClassActionPrefs are now using ReqTools.library.
- Added REQV command to request a volume.
- Added REQT command to request a text.
- Added WINX and WINY tooltypes.
- Learn requester has now an ALL button.
- Selected File is now in all the REQs requesters.
- ClassAction use now a Key file for the registerd versions, this key file is placed in S: .

17/07/95 : V2.5

- ClassAction and ClassActionPrefs are now localised. and a French catalog is provided with the archive.
- Learn function added to ClassActionPrefs.
- To select the first action of a file, you must now Double Click on it instead of reselecting the file.
- Generic Actions are now Synchro and rescans the current directory.
- AUTOSELECT ToolType is no more used.
- REQs requesters opens now in current directory.
- minor improvements made.

12/06/95 : V2.1

- Added the 'Generic Actions' Built-in Class.
 - Added SURE[] exec command.
 - Added ASCII[] Offset Command to recognize ASCII files.
 - Added Arexx commands: AppIconify, Show, Status, GetClass.
 - Changed running tasks system, now I use Systemtags(). We do not need tmp files anymore.
 - you can now define a delay for CLI run mode.
 - Added 'string' and "string" for offsets definition.
-

- ToolType OUTPUT is obsolete now and not used anymore, we use the new ToolType CLISIZE in replacement.
- Actions requester is now well sized, appear below the mouse pointer and uses to frontmost public screen.
- Swapped the buttons 'Use' and 'Save' and added 'Cancel' in ClassActionPrefs to follow the Amiga prefs look, moved the button 'about' in top right corner as '?'.
- ClassActionPrefs Cycle gadgets routines weren't 100 % system friendly and some patches like Cycle2Menu makes bugs with ClassActionPrefs; It's fixed now.
- Improved the recognizer code and the Info routine: they are up to 400% faster.
- Listview hilight color error removed.
- ClassAction does not anymore lock the Workbench screen when AppIconified.
- A nasty bug found and removed in ClassActionPrefs.
- Right Mouse button shows Assigns only if mouse is in the requester and Right Mouse again brings back to the Directory.
- ClassAction remember now the window position.

23/05/95 : V2.00 (Major Update)

- ClassAction has now an AppIcon.
 - ClassAction is now a commodity.
 - ClassAction has now an Arexx port.
 - ClassAction use now the default WB Font.
 - Exec mode 'Arexx' added.
 - Different color for Directories/Files.
 - Up/Down gadgets added to ClassActionPrefs.
 - 'Use' gadget added to ClassActionPrefs.
 - Classes are now sorted into ClassActionPrefs Listview.
 - APPSTART, ICONNAME, ICONX, ICONY, CX_PRIORITY, WBFONT, OUTPUT, ICONFILE ToolTypes added.
 - When the window is iconnified it have now the right height regarding the screen default font.
-

- New Save Format (CASF20).
- Suffix/Prefix Button removed. Replaced by MatchName Gadget who accept any Wildcard.
- Config file moved into ENVARC:
- an installer is now provided with the archive.
- some Code optimization done.

05/05/95 : V1.43

- Cleaned up the requester code, now 5% faster.
- ClassAction now look for his name using WBstartup structure and then can be renamed .

02/05/95 : V1.42

- 'No Cli' Exec mode added to ClassActionPrefs.
- "" are always added to filenames even if not needed it's easier for AREXX scripts.

06/04/95 : V 1.4

- ToolType HEIGHT added.
- Some code optimization added.

22/02/95 : V 1.31

- If you click twice on the same file the first action will be lanched (it's faster than selected the first action by hand).
- this version is now ShareWare and you must register to get the registered version.

15/01/95 : V 1.3

- Added REQD[] and REQF[] interactive commands.
- Copy gadget added to ClassActionPrefs.
- minor improvments made.
- Beta testers reported this version is really stable.

25/11/94 : V 1.22

- First Public Release.
- Button 'Info' Added.
- ClassAction was Locking() the directories it read without UnLocking() them *FIXED*
- Code Optimization.
- Minor other Bugs removed.

08/11/94 : V 1.21

- Program was crashing with empty floppy units .. *FIXED*
- Volume/Name Bug Fixed
- <.> Item removed when root of a volume.

07/11/94 : V 1.2

- New interface, I have included my own fast file requester.
- STARTDIR & DRIVE1 to DRIVE11 ToolTypes added.

01/11/94 : V 1.1

- Now using xfdmaster library to recognize and decrunch files.
- Configuration with ToolTypes added (DECRUNCH,AUTOSELECT).
- 'Unknown Class' is now a built in class with unlimited actions.
- New save format (CASF11).

16/10/94 : V 1.0

- New Save Format (CASF10).
- Window has now a zoom gadget.
- a lot of classes definitions added.

10/10/94 : Beta Version

- tmp file bug removed.
 - Offset increment error removed.
 - using asl library for the file requester.
-

01/10/94 : Alpha Version

1.26 The Arexx Commands

ClassAction has an Arexx port called : ClassAction.01

This is the list of all the Arexx commands :

=====

Quit

Just quit ClassAction...

=====

Use

Force ClassAction to reload the prefs file.

=====

Ver

Return the version of ClassAction.

=====

Status

Return the current status of ClassAction.

Return 0 : ClassAction is AppIconnified.

Return 1 : ClassAction is in Window mode.

=====

AppIconify

Force ClassAction to AppIconify.

If ClassAction is already an AppIcon, this command does nothing.

=====

Show

Force ClassAction to show the main window.

If ClassAction is already a window, this command does nothing.

```
=====  
Load <filename>
```

ClassAction try to load the file <filename>, and pop up the actions requester, letting the user choose one of them.

If the file does not exist, this command does nothing.

```
=====  
GetClass <filename>
```

ClassAction try to load the file <filename> and return the class of the loaded file.

If the file does not exist, this command does nothing.

```
=====  
Action <filename> <Action Pattern>
```

ClassAction will execute the first matching action for the file <filename>.

exemple : Action ram:toto.lha extr

will run the first action with the name containing string 'extr' on the file ram:toto.lha

The pattern is useful , you dont have to give the exact name of the action, just giving a part of it is enough.

1.27 What should you do after install

After the installation, you should have a working ClassAction, with a lot of classes definitions, but with very few Actions defined for them (most of the defined classes does not have any actions defined).

It's up to you to define actions regarding to your system configuration and your preferred programs to use.

Then just load ClassActionPrefs and configure it for your convenience...

If you don't know how to configure actions and classes, just read this guide :)).

After having configured the classes and actions, just try to configure ClassAction behavior with his ToolTypes.

It may take a long time to perform a 'nice' config. But once it's done, it's really GREAT !!!

Okay, now read the guide and Good Luck.

1.28 Message for Philippe THOMAS

Salut Philippe !!!

Je voulais simplement te remercier pour toute l'aide que tu m'as apporté à la création de ce programme.

Quasiment toutes les améliorations de la version 2.0, c'est toi qui me les a proposées, parfois même avec insistance, style le resize de la fenêtre que je n'ai toujours pas fait.. :(

Encore merci pour tous les appels téléphoniques ; parfois plus d'une heure à discuter des Hooks, SystemTagList, de bugs etc... et ce, même en période d'exams.

Franchement si ClassAction commence à être cool, c'est beaucoup grâce à toi, je crois que j'aurais eu la flemme de le paufinner autant si tu n'étais pas là.

Bref, ce programme est aussi un peu le tien.

Okay Phil, à la prochaine.

Salim.

PS : Non, non ton processeur il est bien, il est pas buggé... :)).

1.29 Known Bugs

NONE at the moment .
