ShellBench

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Contents

Chapter 1

ShellBench

1.1 ShellBench.guide

ShellBench V1.3 By Nick Christie 5th April 1996

A Warm Welcome.

Introduction. What it's all about. Features. The best bits about it. Requirements. What you need.

Legal Bumph.

Distribution. Some rules. Copyrights. It's mine, all mine! Disclaimer. But I'm not responsible. Package Contents. What's in the box.

The Important Bits

Installation. How to set it up. Starting and Quitting. And you're off! Using ShellBench. Getting down to business. Options Window. Fiddling and tweaking. Option Commands. Quicker tweaking. Project Icons. Automagic operation. ShellBench Tooltypes. As you like it...

Odds and Sods.

Bugs and Improvements. What could be better. Version History. In the beginning... Credits. I'd like to thank... About BGUI. Jan's GUI system. About MUI. Stefan's GUI system. About the Author. Hey, that's me.

This guide takes advantage of formatting commands introduced with V40 of AmigaGuide, however you should find that it works just fine with earlier releases. At most, the line spacing may be a bit odd in places.

1.2 Introduction

Introduction ============

Let's face it, when Commodore put the Execute function in the menus of Workbench 2, they only got it a quarter right. They seem to have a knack of putting great features into the OS, but not taking proper advantage of them when it came to utilities. File notification, public screens, AppWindows, AppIcons... the list goes on. And so it was with this Execute facility.

Have you ever been irritated by the way you have to type the whole path for everything into the Execute requester? Been unable to use Execute with some programs because they need a larger stack size? Wanted to use Execute to run a program at a priority other than zero? Or, under Workbench 2, dreaded the appearance of that tiny Topaz 8 font?

No? Ok, so you think you don't need ShellBench? What about...

...getting Shell programs to run from Workbench? Yeah, you can can mess around with IconX and DOS scripts, if you're feeling masochistic. There had to be a better way.

And now there is. Set the project icon's default tool to ShellBench, bung in some tooltypes to specify the command you want launched and it's environment (stack, priority, etc), and you're away.

It would be really great if ShellBench could override Workbench's Execute function internally, so that selecting the 'Execute' menu item, or double-clicking on a default project icon would invoke ShellBench. Sadly, Commodore didn't provide any way to intercept this internal function, making that impossible. You can do the next best thing, though, which is assign a hotkey to ShellBench: then you don't even need to switch to the Workbench to execute a command.

1.3 ShellBench: Features

Features ========

· Icons shift-selected when started from Workbench have their fully qualified pathnames appended to the command string.

· AppWindow support: drop icons in the window and the fully qualified pathnames will be appended to the command.

· TAB key performs filename completion.

· Shift + TAB inserts all matching filenames.

· Press Shift + Help to get a file requester; selected files get their full pathnames inserted into the command string.

· Optionally expands all wildcards in command before launch.

· Command line history, which can be saved to a file for recall between invocations of ShellBench.

· Clipboard paste support using RightAmiga + V.

· User-defined hotlist of favourite commands or substrings for quick insertion via function keys.

· Launch parameters such as output window, stack size, current directory, etc, configurable via tooltypes and on-line via options window.

· NEW: Now you can set launch parameters directly from the command gadget, simply by entering an option command !

· Launch parameters can be placed in tooltypes of project icons, allowing for easy launch of applications with specific execution environments.

· NEW: The name of the project icon itself can now be added to the command - see the ADDTOCOMMAND tooltype.

· Commodity option, with user-configurable pop-up hotkey.

· Opens on the default public screen, or on a named one, or on the frontmost public screen.

· Font-sensitive, resizeable windows using either the MUI (NEW!) or BGUI systems.

· All gadgets have keyboard shortcuts.

· Locale support for presenting all text and messages in the user-preferred language, with an option to override and specify language.

1.4 ShellBench: Requirements

Requirements ============

ShellBench requires AmigaOS Release 2.04 or better, and either BGUI V38+ or MUI V3+ for windows and gadgets. You can get either from your favourite PD supplier, or from AmiNet (in directories dev/gui and util/libs).

The following disk-based libraries are required, but are part of AmigaOS 2.04+ anyway:

· asl.library V37 or higher. (requesters) · commodities.library V37 or higher. (commodity support)

The following disk-based, AmigaOS libraries are optional, but their absence will limit the functionality of ShellBench:

· iffparse.library V37 or higher. (clipboard support) · diskfont.library V36 or higher. (custom font selection) · locale.library V38 or higher. (localization)

1.5 ShellBench: Distribution

Distribution ============

· ShellBench is Copyright ©1996 by Nick Christie . All rights are reserved.

· ShellBench is "freeware" so no donation is required. It is *not* in the public domain.

· ShellBench may be freely distributed provided all the files listed in Contents remain unaltered and are included in the distribution. They may, however, be archived to conserve space.

· No profit is to be made by selling this software. You may only charge enough to cover reasonable production and distribution costs.

· This software may not be included in a commercial package, or on a magazine coverdisk, without the author's permission.

· This software may not be uploaded onto any online service that claims copyright on uploaded material.

· If you use ShellBench, I would enjoy receiving a postcard or email from you. See my addresses .

1.6 ShellBench: Copyrights

Copyrights ==========

ShellBench is Copyright ©1996 by Nick Christie .

The BGUI library is Copyright ©1993-6 Jaba Development/Jan van den Baard.

MUI (MagicUserInterface) is Copyright ©1993-6 Stefan Stuntz

Amiga, AmigaDOS, AmigaGuide, Workbench and Kickstart are registered trademarks of Escom/Amiga Technology GmbH.

1.7 ShellBench: Disclaimer

Disclaimer ==========

This program is provided "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of this program is with you. In no event can I be liable to you for damages of any kind arising out of the use of this program, or the inability to use it.

1.8 ShellBench: Package Contents

Package Contents ================

This package consists of:

ShellBench_BGUI The program itself, using BGUI . ShellBench_BGUI.info Icon for above.

ShellBench_MUI The program itself, using MUI . ShellBench_MUI.info Icon for above.

ShellBench.readme Program overview in text format. ShellBench.readme.info Icon for above.

ShellBench.guide Documentation in AmigaGuide format. ShellBench.guide.info Icon for above.

Shellbench.install Installation script. Shellbench.install.info Icon for above.

ShellBench.pi Product-info file for databases.

Catalogs/... Catalogs and catalog generation files.

Icons/... Alternative and sample icons.

1.9 ShellBench: Installation

Installation ============

A script for Commodore's Installer utility is provided, just double click on the install icon. If you don't already have a copy of Installer, it's available from AmiNet (in directory util/misc) or from Fish Disk #870.

It is assumed that you have already successfully installed the MUI and/or BGUI system.

If you prefer to perform the installation by hand:

· o Pick the version (BGUI or MUI) of ShellBench that you would like to use and copy it anywhere you like, renaming it to just "ShellBench".

Optionally:

· copy ShellBench.guide wherever you keep guides, and set ShellBench's GUIDENAME tooltype to point to it if it's not on AmigaGuide's search path;

· Icons/def_ShellBench is an example icon you may like to use for your ShellBench projects - copy it anywhere you like;

· copy the catalog file for your preferred language to "LOCALE:Catalogs/<language>/ShellBench.catalog".

Remember to check that the DONOTWAIT tooltype is present if you put ShellBench in your WBStartup drawer. In addition, set its CX_POPUP tooltype to FALSE, so that it doesn't open its window every time you boot up.

1.10 ShellBench: Starting and Quitting

Starting and Quitting =====================

To start ShellBench from the Workbench, do one of the following:

· Double click on its icon.

· Create a project icon with some ShellBench tooltypes and make ShellBench its default tool, then double click on that.

Note that ShellBench's default behaviour is to open its window on start-up. To change this, set the tooltype CX_POPUP to NO.

By shift-selecting other icons and then double clicking on ShellBench, you can make other useful things happen: see Project Icons .

To start ShellBench from a Shell:

· Change to the directory in which you installed it, or add that directory to your shell path, and enter 'ShellBench'. If you want your Shell back you'll have to 'Run' it. There are no command line arguments: ShellBench will look for its icon in its home directory and read the tooltypes in it.

To open ShellBench's window when it is hidden:

· Press the pop-up hotkey combination. For the BGUI version, the default is "RCommand RShift E", which means press 'E' while holding down the right Amiga and shift keys but you can change this with the CX_POPKEY tooltype. For the MUI version, set a pop-up hotkey definition in the MUI settings for ShellBench. Or,

· Double click on the ShellBench icon again (assuming that it does not have the COMMODITY tooltype set to NO), or

· Start the Exchange program, find ShellBench in the list, select it and click on the [Show] button

To close ShellBench's window, without quitting the program (only possible when installed as a commodity):

· Click on the close window gadget, or

· Click on the [Hide] button, or

· Press Esc, or

· Start the Exchange program, find ShellBench in the list, select it and click on the [Hide] button.

To quit ShellBench, removing it from memory:

· Click on the close window gadget (if not a commodity), or

· Click on the [Quit] button in its window, or

· De-activate the command string gadget (by pressing Shift + Return) and press Q for quit (if ShellBench is not a commodity, just press Esc). Or,

· Start the Exchange program, find ShellBench in the list, select it and click on the [Kill] button.

Right, that's the basics, now get down the more useful part: actually using the program .

1.11 ShellBench: Using ShellBench

Using ShellBench ================

Window and Gadgets ------------------

The ShellBench window consists of a string gadget for entering the desired AmigaDOS command, plus several button gadgets:

[Execute] launches the command (if you've typed one in) and closes the ShellBench window.

[Options...] opens a window with various gadgets for setting the environment for launched commands - see the Options Window .

[Hide] closes the ShellBench window without launching the command, but leaves ShellBench running (only available if installed as a commodity).

[Quit] quits ShellBench.

In the window title bar you can see, in square brackets '[]', the current directory ShellBench will use when launching programs and matching filenames.

AppWindow ---------

The ShellBench window is an AppWindow: icons dropped on to it get their full pathnames appended to the current command string. You can disable this facility with the APPWINDOW tooltype, if you wish.

Keyboard Control ----------------

Keypresses can be used to control the gadgets, just press the key underlined in the gadget label. However, the command string gadget is normally active and anything you type goes in there. The answer is to press Shift + Return, which deactivates the string gadget without launching the command or closing the window.

Here are some other useful keypresses, which work whether the string gadget is active or not:

Esc closes the window without launching the command. Return launches the command and closes the window. Ctrl + Return launches the command, keeping the window open. Help opens ShellBench's AmigaGuide documentation.

Command Launching -----------------

When ShellBench launches a command, it does so asynchronously. This is like using 'Run' and means you can continue to use ShellBench while the launched program executes. The environment of the launched command is highly configurable - see the Options Window for more info.

Option Commands ---------------

You can change the launch environment by typing an option command into the command string gadget. For example ";cd Ram:".

Move by Word -----------

In addition to the usual string gadget editing keys supported by Intuition, you can press Control plus left and right cursor keys to move the cursor to the next or previous word.

History Buffer --------------

Launched commands are added to a history buffer; use the cursor up and down keys to move through the available selection. When you quit ShellBench, it saves the history to a file for use next time you run the program. When the history buffer is full, new lines overwrite the oldest lines. You can control the operation of the history buffer with the HISTORYLINES, HISTORYSAVE and HISTORYFILE tooltypes.

Filename Completion -------------------

When typing in a filename, instead of entering the whole name, type in the first few characters and press TAB; ShellBench will complete the name for you. If more than one file matches what you've typed, press TAB repeatedly to cycle through the available matches. This also works with wildcard patterns, for example, enter "docs:*.doc" and press TAB.

By default, ShellBench's pattern matching and filename completion includes ".info" icon files. If you would prefer these to be excluded, deselect the [Match .info] checkbox in the Options Window . You can also set your preferred initial setting for this option using the MATCHINFO tooltype.

Inserting all Matches ---------------------

To insert all filenames that match a pattern such as "*.doc", press Shift + TAB. Use the [Match .info] checkbox in the Options Window to include or exclude icon files.

Inserting a Name via File Requester ----------------------------------

Pressing Shift + Help in the string gadget opens a file requester, select a file or directory name and it will be inserted into the command at the cursor position. If you type in a directory, such as "GAMES:", and then press Shift + Help, the file requester will open in that directory.

Clipboard Paste ---------------

RightAmiga + V inserts the contents of the clipboard into the string gadget, assuming of course that the clipboard contains some text. You can disable this facility with the CLIPPASTE tooltype, if you wish.

Insert Hotlist String ---------------------

The function keys F1 to F10 can be programmed with your favourite commands or phrases using tooltypes . The phrase will be inserted into the string gadget at the cursor position.

Wildcard Expansion ------------------

When you launch a command, ShellBench will first expand all wildcard patterns it finds in the command. For example, if you entered "more docs:*.doc" it would expand "docs:*.doc", replacing it with all matching file and directory names. Words in the command which are enclosed in double quotes (") will always be left unexpanded. The [Expand Wild] checkbox gadget in the Options Window offers dynamic control over this behaviour: when it is checked, wildcards will be expanded; otherwise the command will be launched as it is. Use the EXPANDWILD tooltype to specify your preferred initial setting.

If the [Match .info] checkbox in the Options Window is selected, '.info' icon files will be included in the pattern matching, otherwise they will be excluded.

1.12 ShellBench: Options Window

Options Window ==============

You can set the environment for launched commands permanently using tooltypes , or dynamically using the Options window. Open this window using the [Options...] button in the main ShellBench window.

This window is also an AppWindow - if you drop a ShellBench project icon on it, the values in the appropriate tooltypes of the icon will be put into the gadgets. See Project Icons for more info.

Output ------

Type in the desired output filename for the command. Usually you will want the output to go to a console window, which is the default. If you leave this blank when closing the Options window, the default will be used.

Cur.Dir -------

Enter the desired current directory for launched programs, or click on the button to the right to pick one using a requester. If you leave this blank, the program will inherit ShellBench's current directory.

The setting in this gadget is also used in filename completion, when you match with a 'relative' path. A relative path (as opposed to an 'absolute' one) is a path that doesn't specify a particular drive or volume. For example, "SYS:Games/Fun" is absolute, whereas "This/Path" is relative.

Path ----

Just to confuse you with jargon, this 'Path' is actually a list of directories that are automatically searched to find a command whose name you have entered. So you don't have to specify the full location of a command each time you want to use it, just its name.

When started from Workbench, ShellBench copies Workbench's search path. When started from a Shell, it inherits the shell's path. Launched commands also inherit this path. With this gadget, you can add directories to the beginning of this list: just type in the directory names, separated by commas (,). Use the button to the right to select directories using a requester.

Stack -----

Sets the size, in bytes, of the command's stack. The default of 8000 bytes is appropriate for most software. Take care if lowering this, as the command may need more and crash unexpectedly as a result. The minimum allowed is 2000 bytes, the maximum, 65536 bytes.

Priority --------

You can select the task priority the command should have, ie. how much CPU attention it should get. You should generally stick to values between -3 and 3. The default is 0, minimum is -128, maximum is 5.

Expand Wild -----------

This checkbox governs whether ShellBench should try to expand wildcard patterns in the command line before launch. Remember that anything enclosed in double quotes (") will never be expanded.

Match .info -----------

When ShellBench performs filename completion or pattern matching, it will include '.info' icon files if this checkbox is selected. Deselecting the checkbox will cause ShellBench to exclude those files from all pattern matching operations.

Shell -----

Normally commands are sent to the default user shell for processing, which means the AmigaDOS shell for most people. If you would like the command to be interpreted by some other shell, enter its name in this gadget.

Okay ----

Keeps the settings for this session only.

Save to Icon ------------

Saves the current settings to the tooltypes of an icon. A file requester appears for you to select the icon with. You can either select an existing icon, or type in the name of a new one that ShellBench should create. When creating new icons, ShellBench will use the default project icon set with the DEFICON tooltype. If that fails, the system default project icon is used.

If the command string gadget in the main ShellBench window has a command in it, this will also be put in the icon using the COMMAND tooltype. The LAUNCH tooltype will also be inserted, with a value of YES. You can quickly create ShellBench project icons using this method.

Cancel ------

Closes the Options window, discarding any changes you may have made to the settings.

1.13 ShellBench: Option Commands

Option Commands ===============

In addition to changing program settings using the Options Window, you can change them from the command string gadget, by typing in an option command.

An option command starts with a semi-colon (';') followed by the name of the option and the value you wish to change it to. The option names are:

CD for the current directory, OUTPUT for the output specification, PATH for additional search path directories, STACK for setting the stack size in bytes, PRI for setting the task priority, WILD to turn wildcard expansion on or off, INFO to turn '.info' file matching on or off, SHELL for specifying a custom shell.

Options CD, PATH and SHELL take simple strings as values. So does OUTPUT, but an empty string ("") causes ShellBench's default output specification to be set. STACK and PRI accept integer (whole number) values, while for WILD and INFO you must enter "TRUE" or "YES" to turn them on, "FALSE" or "NO" to turn them off.

For a more detailed explanation of what effect these options have, see the description of the Options Window .

Some examples:

;cd Work:Boring/Stuff change the current directory ;cd / change current directory to parent ;output SPEAK: send all output to speech device ;wild false turn off wildcard expansion

1.14 ShellBench: Project Icons

Project Icons =============

Icons shift-selected from Workbench get their full pathnames inserted into the command string gadget. As a special case, the first icon is examined for the SHELLBENCH tooltype, which marks it as a ShellBench project icon. If this tooltype is found, the other ShellBench tooltypes are searched for and processed (eg. STACKSIZE, OUTPUT). By default this 'ShellBench project' does not have its own name added to the command string gadget. If you add the ADDTOCOMMAND tooltype, however, it will be.

ShellBench project icons can also contain the COMMAND and LAUNCH tooltypes. COMMAND specifies the initial contents of the command string gadget, LAUNCH (YES or NO) specifies whether the command should be executed immediately (default, YES). Once the command is launched, ShellBench will quit. (If you have another copy of ShellBench running as a commodity however, that copy will not quit.)

The above also applies to project icons which have ShellBench as their default tool.

An example should clarify this. Take a project icon, set its default tool to be ShellBench and enter the following tooltypes:

SHELLBENCH COMMAND=LIST QUICK LAUNCH=YES

Now click on the project icon and shift-double-click on your RamDisk icon. You should get a window with a short listing of the files in RAM:. Unfortunately, the icon you use cannot be a tool, as Workbench will try to launch that as a program.

Another example. Find an LhA archive, add a project icon to it, set its default tool to be ShellBench and enter the following tooltypes:

SHELLBENCH COMMAND=LhA v LAUNCH=YES ADDTOCOMMAND=YES

Now double-click on the icon and there you go: it lists its contents for you in a window.

You can create project icons easily using the Options window .

1.15 ShellBench: ShellBench Tooltypes

ShellBench Tooltypes ====================

The tooltypes are examined even if ShellBench is started from a Shell. You can use most of these tooltypes both in the icon for ShellBench and in ShellBench project icons .

ShellBench's tooltypes consist of three kinds:

String - You must supply a string of some kind; a filename, public screen name, etc. For example, "LANGUAGE=deutsch".

Integer - You must supply a numeric value (a whole number). For example, "STACKSIZE=4096".

Boolean - In tooltypes you must supply one of the following: YES, NO, TRUE or FALSE. For example, "CX_POPUP=YES". You can also omit the value entirely, which indicates the YES or TRUE state. On a Shell command line, just state the keyword without a value to get the TRUE state, omit the keyword for FALSE.

Some of the tooltypes listed below are only available in the BGUI version of ShellBench. For the MUI version, the same effect (eg. setting the window font) can be achieved by altering the MUI settings for the program.

Tooltype Type Short Description ------------ ---- ------------------------------------- Project Icon Only Tooltypes SHELLBENCH N/A Identifies a ShellBench project. COMMAND STR Command to execute. LAUNCH BOOL Whether to launch the command. ADDTOCOMMAND BOOL Add project's name to command.

Command Environment OUTPUT STR Where to send command output. STACKSIZE INT Stack size for command. PRIORITY INT Task priority for command. CURRENTDIR STR Current directory for command. PATH STR Additional directories for search path. CUSTOMSHELL STR Custom shell to send command to. EXPANDWILD BOOL Whether to expand wildcards. MATCHINFO BOOL Whether to match '.info' files.

Command Editing HISTORYLINES INT Number of lines in history buffer. HISTORYSAVE BOOL Whether to save history on exit. HISTORYFILE STR Filename to save history to. CLIPPASTE BOOL Whether to enable clipboard pasting. F1-F10 STR Define substrings for function keys.

Commodity Settings BGUI version only: COMMODITY BOOL Whether commodity operation is enabled. CX_POPUP BOOL Whether to open window on start up. CX_POPKEY STR Commodities popup hotkey definition. CX_PRIORITY INT Priority of hotkey among commodities.

Window Settings PUBSCREEN STR Public screen to open window on. APPWINDOW BOOL Whether AppWindow operation is enabled. BGUI version only: WINDOWFONT STR Font to use in window. WINDOWLEFT INT Initial window left-edge position. WINDOWTOP INT Initial window top-edge position. WINDOWWIDTH INT Initial window width. WINDOWMOUSE BOOL Always open window under mouse pointer.

General Configuration LANGUAGE STR Non-default language to use. GUIDENAME STR Location of documentation. DEFICON STR Icon to use for saved projects.

If you put ShellBench in your WBStartUp drawer, you should add the tooltype DONOTWAIT so Workbench won't wait for ShellBench to quit before continuing with its start up. You'll probably also want to turn the COMMODITY option on, and the CX_POPKEY option off, in the BGUI version.

1.16 ShellBench: Project Icon Only Tooltypes

Project Icon Only Tooltypes ==========================

These tooltypes are applicable to ShellBench project icons only.

SHELLBENCH ----------

Type: N/A Default: N/A

The presence of this tooltype identifies a ShellBench project. It doesn't require a value.

COMMAND -------

Type: String Default: none

The command that this project icon should execute.

LAUNCH ------

Type: Boolean Default: TRUE

Whether to actually launch the command given by the COMMAND tooltype.

ADDTOCOMMAND ------------

Type: Boolean Default: FALSE

Whether to append the name of the project to the command, as well as any other shift-selected icons.

1.17 ShellBench: Command Environment Tooltypes

Command Environment Tooltypes ============================

You can use these tooltypes in ShellBench project icons , too.

OUTPUT ------

Type: String Default: CON:0/20/600/140/ShellBench Output/AUTO/CLOSE/WAIT

Where to direct command output to. Usually this will be a console window, but you can specify a file, if you like.

STACKSIZE ---------

Type: Integer Limits: Min. 4000 (suggested). Default: 8000

Stack size in bytes to give command. Take care if lowering this, because if the command needs more stack than you give it, it may crash.

PRIORITY --------

Type: Integer Limits: Max. 3 (suggested), min. -127. Default: 0

Task priority to give command.

CURRENTDIR ----------

Type: String Default: Inherited from ShellBench

Current directory to give command.

PATH ----

Type: String Default: Inherited from ShellBench

Search path to give command. Separate multiple directories with commas (,). ShellBench will append the original (WB or Shell) search path to the directories specified.

CUSTOMSHELL -----------

Type: String Default: System default user shell

Name of custom shell to send command to.

EXPANDWILD ----------

Type: Boolean Default: TRUE

Whether to expand wildcards in command before launching. This tooltype sets the initial condition of the [Expand Wild] checkbox in the Options Window .

MATCHINFO ---------

Type: Boolean Default: TRUE

Whether to include '.info' icon files in pattern matching operations. This tooltype sets the initial condition of the [Match .info] checkbox in the Options Window .

1.18 ShellBench: Command Editing Tooltypes

Command Editing Tooltypes ========================

HISTORYLINES ------------

Type: Integer Limits: Min. 0. Default: 20

Maximum number of lines to keep in history buffer. When the buffer is full, new lines replace the oldest lines. If you supply a value of 0, the history will still be read from the history file on startup (if the file exists), but no new commands will be added to it.

HISTORYSAVE -----------

Type: Boolean Default: TRUE

Whether to save the history buffer to a file on exit.

HISTORYFILE -----------

Type: String Default: ENV:ShellBench.history

Name and path of file to read/write history buffer from/to.

CLIPPASTE ---------

Type: Boolean Default: TRUE

Enables RightAmiga + V clipboard paste in command string gadget.

F1 - F10 --------

Type: String Default: None (empty strings)

Hotlist string for function key ’n’ (1-10).

1.19 ShellBench: Commodity Tooltypes

Commodity Tooltypes ===================

These tooltypes are only applicable to the BGUI version of ShellBench. Similar preferences for the MUI version can be set via the program’s MUI settings.

COMMODITY ---------

Type: Boolean Default: TRUE

Whether ShellBench should install as a commodity.

CX_POPUP --------

Type: Boolean Default: TRUE

Whether to open window when started as a commodity.

CX_POPKEY ---------

Type: String Default: RCommand RShift e

Pop-up hotkey definition. It is legal to omit the value, which suppresses the creation of a hotkey, eg. "CX_POPKEY=".

CX_PRIORITY -----------

Type: Integer Limits: Max. 127. Min. -128. Default: 0

Hotkey priority among commodities.

1.20 ShellBench: Window Setting Tooltypes

Window Setting Tooltypes ========================

PUBSCREEN ---------

Type: String Default: none (system default public screen)

Name of public screen to open window on. If you specify the special name "FRONTMOST", ShellBench will open on the frontmost screen, if it’s public. Otherwise it uses the default public screen.

APPWINDOW ---------

Type: Boolean Default: TRUE

Enables AppWindow behaviour: icons dropped on ShellBench window get their full pathnames appended to the command string.

WINDOWFONT ----------

Type: String Default: none (screen default font)

Name and size of font to use in window, eg. "example.font/15". A minimum font size of 6 is enforced. BGUI version only.

WINDOWLEFT/TOP/WIDTH --------------------

Type: Integer Limits: Min. 0. Default: under mouse pointer, two thirds width of screen

Define the initial position and width of the ShellBench window. BGUI version only.

WINDOWMOUSE -----------

Type: Boolean Default: FALSE

Set this to TRUE to make ShellBench always open under the mouse pointer. Normally it only opens this way initially, and then maintains the position it had the last time the window was closed. The WINDOWLEFT/TOP/WIDTH tooltypes, if supplied, override WINDOWMOUSE. BGUI version only.

1.21 ShellBench: General Configuration Tooltypes

General Configuration Tooltypes ===============================

LANGUAGE --------

Type: String Default: system default language

Overrides system default language, used for selecting the catalog file on systems that support locale (WB2.1 upwards).

GUIDENAME ---------

Type: String Default: ShellBench.guide

Defines the name and location of ShellBench's AmigaGuide documentation.

DEFICON -------

Type: String Default: def_ShellBench

The path and name of the default project icon that ShellBench should use with the Save to Icon facility in the Options window. Leave out the ".info" ending.

1.22 ShellBench: Bugs and Improvements

Bugs and Improvements ====================

Known bugs:

· Tab cycling is screwed up in Options Window of MUI version, but I can't figure out why.

Suggested improvements in no particular order:

· Button in MUI version to call up MUI settings. · More editing facilities, a la KingCON and CSh. · Some kind of listview or popup list of command history. MUI version should be able to do this quite easily. · Option for internal display of command output, using something like a listview? Or a console attached to the window.

Please send bug reports or further suggestions to me .

Translations of the catalog would be greatly appreciated; please send them to me for inclusion in the next release.

1.23 ShellBench: Version History

Version History ===============

1.0 (30.4.95) --------------

First release.

1.1 (30.11.95) --------------

New: Set minimum visible characters for stack and priority integer gadgets.

New: MATCHINFO tooltype, if FALSE, excludes '.info' files from all pattern matching. Default is TRUE, ie. '.info' files are included.

New: Rearranged Options window layout slightly; added 'Match .info' checkbox to Options window and changed 'Exp.Wild' gadget label to 'Expand Wild' in English catalog.

New: Added on-line (synchronous) help accessed by pressing Help key. Now uses Shift + Help to insert filenames using a requester.

New: Added French and Italian catalogs.

Bug fix: tab filename completion wouldn't work if text gad filter was set in IControl prefs.

Bug fix: Shift + Tab and other pattern matching operations would remove the trailing slash '/' if the pattern used was something like "Env:Sys/s*".

Bug fix: LANGUAGE keyword had no effect previously.

Bug fix: Changed key assignment of 'Output' gadget in Options window (English catalog) to avoid clash with 'Okay' gadget.

Bug fix: Now requires only V37 of asl.library, not V38.

Changed: GUIDEFILE tooltype is now called GUIDENAME.

Changed: Removed BGUI library from distribution archive.

Changed: Guide enhanced with AmigaGuide V40 formatting commands, but entirely compatible with older versions.

1.2 (22.12.95) --------------

Bug fix: Completely screwed up locale catalog generation. Now it will actually work with the supplied catalogs.

1.3 (5.4.96) ------------

New: MUI version included. Requires MUI3.0+.

New: Change program settings like current directory directly from the command string gadget. For example, enter ";cd Ram:".

New: Added ADDTOCOMMAND ShellBench project tooltype, appends project name to command as well as the names of shift-selected icons.

New: Special value PUBSCREEN=FRONTMOST to put window on front screen, if public.

New: By setting HISTORYLINES to 0 and HISTORYFILE to an existing history file, you can keep a 'static' history to which no new commands will be added. This lets you use the history like the F-keys.

New: Options window now opens centred on main window, if open, but always retains previous size, if set by user.

New: Boolean tooltype WINDOWMOUSE makes ShellBench main window always open under mouse pointer, rather than re-open at last position. This is overridden by WINDOWLEFT/TOP/WIDTH (BGUI version only).

New: Current directory is now displayed in main window title bar.

Bug fix: Corrected bugs in Options window AppWindow handling that caused gadgets not to be updated when an icon was dropped, and would cause memory leaks if multiple icons were dropped.

Bug fix: Fixed matching of names to match in target current directory, rather than ShellBench's current directory.

Bug fix: ShellBench should now be able to find its icon when run from a Shell with a qualified name eg. "Run Work:Utils/ShellBench".

Changed: Removed Ctrl-C to quit, as KingCON windows opened by ShellBench when launching a command somehow broadcast the signal back to ShellBench and would make it quit.

Changed: Options window now fixes gadget heights, putting space between gadgets.

1.24 ShellBench: Credits

Credits =======

Thanks go to:

Jan van den Baard for BGUI. Andreas Mixich and Andre Reichl for the bug reports and useful suggestions. Alessandro Basso for the Italian translation. Julien Wilk for the French translation. Pierre for the SystemTagList() call info. Stefan Becker for the search path info.

ShellBench was developed with the following equipment:

Hardware:

Amiga B2000rev6 Kickstart V40.63, Workbench V40.42 ECS 1MB Agnus, OCS Denise GVP G-Force EC030/882 @ 40MHz 10MB Fast RAM, 1MB Chip RAM 340MB SCSI HD (Fujitsu 2682S) 150MB Tapestreamer (TEAC MT-2ST/N50) US Robotics Sportster Vi 28.8K modem, Philips CM8833 monitor (flicker, flicker...)

Software:

CygnusEdPro (Bruce Dawson, CygnusSoft) SAS/C (The SAS Institute) FlexCat (Jochen Wiedman) BadLinks (Roger Nedel) CSh (Urban Müller and Andreas M. Kirchwitz) Yak (Gaël Marziou and Philippe Bastiani) Xoper (Werner Günther and Gunther Nikl)

1.25 ShellBench: About BGUI

About BGUI ==========

ShellBench uses

BGUI (C) Copyright 1993-1996 Jaba Development (C) Copyright 1993-1996 Jan van den Baard Written using DICE v3.0 by

SNail: Jan van den Baard Bakkerstraat 176 3082 HE Rotterdam Holland

Fido: 2:286/407.53 (Jan van.den.Baard) EMail: jaba@grafix.wlink.nl

EMail is preferred. If you must use snail mail then please make it clear when you absolutely need an anwser and (don't forget this) include enough return postage.

BGUI is a BOOPSI based shared library contaning a number of BOOPSI classes. It allows for easy creation and managing of font sensitive and size adjustable GUI's on the Amiga.

BGUI is a single library which can be removed as easely as it can be installed. It provides an easy way to create and control GUI's without becoming excessive in what it does.

BGUI is GiftWare for people writing freely distributable software. This means that if you want to use the programs you are morally obligated to reward the author with a gift that, you think, matches his efforts. If you cannot think of a gift (come on! be creative ;), a small financial donation will always be gladly accepted.

ShareWare and/or commercial usage is not allowed without:

1) Prior written permission from the author. 2) A small financial donation of US$ 20,-, DM 30,- or HFL 30,-. 3) A free and registered copy of the product including free updates that still make use of the library.

Come and visit the BGUI Home Page on the World Wide Web: http://www.users.dircon.co.uk/~nmc/bgui/

1.26 ShellBench: About MUI (MagicUserInterface)

About MUI =========

ShellBench uses

MUI - MagicUserInterface

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US$ 20.-

to

Stefan Stuntz Eduard-Spranger-Straße 7 80935 München GERMANY

1.27 ShellBench: About the Author

About the Author ================

I prefer to be reached by email at:

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Response to email is generally assured and rapid; response to snail mail is pretty haphazard.

You're welcome at my home page:

http://www.users.dircon.co.uk/~nmc/