

dopus5

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

dopus5

1.1 dopus5.guide

Help Introduction for Directory Opus 5

This help system has been designed to allow you to quickly skip to items or commands of interest. It is not designed to replace the manual and has only brief explanations of the Opus 5 functions.

The Opus 5 Visual Display Objects:

Opus 5 can be run with a myriad of different configurations for almost every conceivable use. However, the essential nature of the Opus 5 display consists of a few simple component windows and objects -

The Main Window:

The parent window of the Opus 5 system.

Listers:

Independent Windows which display lists of files and directories.

Button Banks:

Windows which display custom action buttons showing text or graphic images.

Configuration and Options:

These requesters allow you to customise the visual display and procedural operations of Directory Opus 5.

For help on any lister gadget, button, or requester, simply press the help key over the item of interest. For help on a menu item you must highlight that item and then press the help key before selecting it.

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1.3 Commands

Commands

Opus 5 supports the following internal commands:

AddIcon

Alarm

All

AnsiRead

Assign

Beep

BuildTheme

CacheList

CheckFit

CleanUp

ClearSizes

CLI

CloseButtons

Comment

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FTPAddressbook
FTPCommand
FTPConnect
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FTPSetVar
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Hide
IconInfo
Join
LeaveOut
LoadButtons

LoadEnvironment

LoadFonts

LoadTheme

MakeDir

MakeLink

MakeLinkAs

Move

MoveAs

None

Parent

Play

Print

PrintDir

Protect

Quit

Read

Rename

ReSelect

Reveal

Root

Run

SaveTheme

ScanDir

Search

Select

Set

SetAsBackground

Show

SmartRead

```
Split
StopSniffer
Toggle
User
User1
User2
User3
User4
```

1.4 AddIcon

```
AddIcon          NAME, BORDER/S, NOBORDER/S, LABEL/S, NOLABEL/ ↔
                  S, CHANGE/S
```

AddIcon allows you to add icons to all selected entries in the active directory window. Directory Opus will automatically sense what type of file it is and add the appropriate icon (drawer, tool or project). The system Default icons are used.

BORDER/NOBORDER lets you turn the icon border on or off
LABEL/NOLABEL allows you to turn the label on or off
If CHANGE is specified, it allows you to change the border/label state of existing icons (no new icons will be created).

This command operates on all files selected in all current
SRCE
listeners.

Manual Ref: 5.5 - 98, 143

1.5 Alarm

```
Alarm
```

This command will produce an alarm sound on both or either of the sound channels. You could use this command to signify that a command or script has finished.

See also

```
Beep
, and
Flash
```

.

Manual Ref: 5.5 - 98

1.6 All

All

The All button selects all entries in any and all of the current
SRCE
directory windows.

See also

None
,
Select
,
Reselect
, and
Toggle
.

Manual Ref: 5.5 - 98

1.7 AnsiRead

AnsiRead NAME/F, WAIT/S

The AnsiRead command brings up the same file reader as
Read
except that it
handles the special ANSI control sequences.

Giving the "WAIT" switch will ensure that any later commands will not
execute until the reader has closed.

See also

HexRead
,
Read
, and
SmartRead
.

Manual Ref: 5.5 - 99
5.8 - 106

1.8 Assign

Assign

Use this command to add an assign to the current directory.

Manual Ref: 5.5 - 99

1.9 Beep

Beep

This command will sound a beep on both or either of the sound channels. You could use this command to signify that a command has finished.

See also

Alarm
, and
Flash
.

Manual Ref: 5.5 - 100

1.10 BuildTheme

BuildTheme AS=TO

This command is used when you want to prepare a theme for distribution to others. It will create a sub-directory in D5Themes: and copy all sound and picture files used in the theme to that directory automatically. It will also produce a .theme file which will contain references to the component files in the D5Themes: directory. When you have used the BuildTheme command, you can theoretically LHA both the theme file and the sub-directory and distribute it to other users.

Manual Ref: 5.8 - 14

1.11 CacheList

CacheList NEW/S

This command displays a list of all the currently buffered directories. You may then click on one of the displayed buffers to jump to that buffer immediately, rather than clicking the arrows to cycle through the buffers one by one.

If there is no current

SRCE

lister, the command will open a new lister. If the "NEW" switch is specified, a new lister will always be opened.

Manual Ref: 5.5 - 100

1.12 CheckFit

CheckFit

The CheckFit command tests whether the selected files will fit on the destination drive. The command displays a requester which will display the number of bytes needed, the available space, and the percentage of the file which will fit on the destination drive.

CheckFit works between ALL
 SRCE
 directories to the first
 DEST
 directory
 ONLY.

Manual Ref: 5.5 - 100

1.13 CleanUp

CleanUp

This command will search your position-info file and remove any directories or left-outs that no longer exist. It will only do this if the volume they are on is available (this will stop it from removing entries for removable media).

Manual Ref: 5.5 - 100

1.14 ClearSizes

ClearSizes

The ClearSizes command has been made private, so it won't show up on function lists, but it still works for compatibility. You can now use the FORCE option of the

GetSizes
 command in place of this command.

The ClearSizes command will clear the sizes for selected directories in all

SRCE
 listers, but not for selected files. This will make it possible ↔
 for
 another
 GetSizes
 to re-scan the selected directory.

1.15 CLI

CLI

The CLI command opens a new internal Opus 5 Command Line Interface.

The internal CLI recognizes all Opus built-in commands, and all Opus ARexx commands too. ARexx commands must be preceded by a + symbol.

Try entering 'help' in the CLI for more information.

Manual Ref: 5.5 - 101

1.16 CloseButtons

CloseButtons NAME/F, ALL/S, HIDE/S, ICONIFY/S, START/S

This command is used to close one or all button banks.

```
CloseButtons                    - closes the button bank that the function was
                               launched from.
CloseButtons <name>            - closes a named bank.
CloseButtons all                - closes all button banks.
CloseButtons <name> hide       - hides a visible button bank rather than closing
                               it.
```

The CloseButtons command can now close Start Menus, with the use of the START switch. The name you provide is the name of the 'menu' as set in the first column in the menu editor. You can also use the ALL switch to close all Start Menus.

The ICONIFY switch will cause the button bank to be iconified rather than closed.

Manual Ref: 5.8 - 61

1.17 Comment

Comment NAME, COMMENT, RECURSE/K

The Comment command allows you to add comments to all selected entries, or to edit existing comments. The maximum length of a comment is 79 characters. If any directories are selected to comment, the

```
Recursive Filter
will be used to determine which files will be commented.
```

Manual Ref: 5.5 - 101

1.18 Configure

Configure

This command brings up the
List Format Editor
for the current
SRCE
lister which allows you to change the format of the lister's ↔
display.

Manual Ref: 5.5 - 101, 43
5.8 - 106

1.19 Confirm

Confirm TEXT/F

The Confirm command calls a requester for the user to either confirm or not confirm the continuation of the present action. This command allows the implementation of a safety net, as would be associated with a delete command.

Manual Ref: 5.5 - 101

1.20 ConvertTheme

ConvertTheme FILE=FROM, AS=TO

This command is designed to read an original Windows95/98 theme file and produce a DOpus theme file containing the correct references to the images and sounds. You can then attempt to view the theme using the LOADTHEME command. If you like the theme, you can then use the BUILDTHEME command to attempt to copy the whole theme (and related files) to your Amiga.

NOTE: This command does not perform any actual conversion of file formats, you will need the appropriate datatypes to be able to view and hear the graphic and sound files.

You will get much better results if you first convert the files to native Amiga formats such as ILBM and 8SVX using third party programs.

Manual Ref: 5.8 - 14, 15, 16

1.21 Copy

Copy NAME, TO, QUIET/S, UPDATE/S, MOVEWHENSAME/S, ↔
NEWER/S

The Copy button copies the selected file from the
SRCE

directory to the

DEST
directory.

If any directories are selected to copy, the global setting of the

Recursive Filter
will be used to determine which files will be copied.

If multiple

SRCE
or multiple
DEST
directories are selected, the copy
command will copy all selected items from the
SRCE
directories to all the

DEST
directories in turn.

The QUIET option suppresses warning requesters but not error requesters.

The UPDATE option tells Opus to copy the file only if a file of the same name is also in the destination.

The MOVEWHENSAME switch, when specified, changes the Copy function into the

Move
function when the source and destination paths are both on the same disk. This emulates the behaviour when dragging and dropping icons; within the same disk, the files are moved, when dropped on a different disk the files are copied.

The NEWER switch is similar to the UPDATE switch except it will only copy files that either do not exist or which have a later datestamp than the existing file.

Manual Ref: 5.8 - 62, 106

1.22 CopyAs

CopyAs NAME, NEWNAME, TO, QUIET/S, MOVEWHENSAME/S

The CopyAs function is similar to

Copy
except that the entries are copied

to the

DEST
directory using new names that you specify. Wild cards can be used with the naming.

If any directories are selected to copy, the

Recursive Filter
will be used
to determine which files will be copied.

If multiple

SRCE
or multiple
DEST
directories are selected, the copy
command will copy all selected items from the
SRCE
directories to all the
DEST
directories in turn.

The QUIET option suppresses warning requesters but not error requesters.

The MOVEWHENSAME switch, when specified, changes the CopyAs function into the

MoveAs
function when the source and destination paths are both on
the same disk. This emulates the behaviour when dragging and dropping
icons; within the same disk, the files are moved, when dropped on a
different disk the files are copied.

Manual Ref: 5.8 - 62, 106

1.23 CreateFiletype

CreateFiletype

This command invokes the
Filetype Creator
requester which can be very
useful for automatically making filetypes for files if you do not know much
about file formats.

Manual Ref: 5.5 - 102, 153

1.24 DateStamp

DateStamp NAME, RECURSE/S, DATE/F

The DateStamp command allows you to change the datestamp of the selected
files and directories in the active directory window. When you select
directories, you are asked whether you wish the files within them to have
their datestamps modified too.

If any directories are selected for datestamp, the
Recursive Filter
will

be used to determine which files will be datestamped.

For each entry, you are presented with a requester. If you wish the file to have its datestamp set to the current date and time, simply press return. Otherwise, enter the date and time you want. To set the datestamp of all selected entries you should select the All button from the datestamp requester.

Choose 'Ok' or press return to set the datestamp one file at a time.

Manual Ref: 5.5 - 102

1.25 Delete

Delete NAME, QUIET/S

Delete will delete all selected entries in ALL current
SRCE
directory
windows.

Be careful with this, as it is easy to wipe out valuable data if you are careless. Directory Opus' default
Configuration
brings up a requester
before deleting. Nevertheless, you should always double check the selected files before clicking this button.

The Delete command works on ALL
SRCE
listers in turn.

The QUIET option suppresses warning requesters but not error requesters.

Manual Ref: 5.5 - 103

1.26 DeviceList

DeviceList NEW/S, FULL/S, BRIEF/S

This command displays a list of all devices, volumes and assigned directories present in the system in the current
SRCE
lister. You may
then read in these devices by clicking on them.

If there is no current SRCE lister, the command will open a new lister.

If the NEW switch is used, a new lister will always be opened.

If the FULL switch is used, the display will expand the Assign list to show the full path of the normal and multi-directory assigns.

If the BRIEF switch is used, only devices and volumes will be listed, assigns will not.

By dropping a drawer icon onto the device list in icon mode you can make an assignment to that icon's path using the

Assign
command.

Manual Ref: 5.5 - 103

1.27 Diskcopy

Diskcopy

This command will bring up the Opus
Diskcopy Requester
allowing you to
select the source and destination drives and parameters for copying disks.

Manual Ref: 5.5 - 104, 185

1.28 DiskInfo

DiskInfo

DiskInfo displays some information about the disk the active directory resides on, including space used and free, datestamp and number of errors on the disk.

Manual Ref: 5.5 - 104

1.29 DoubleClick

DoubleClick ALT/S, CTRL=CONTROL/S, NAME/F

This command executes the defined action for DoubleClick as defined by the user for files of the selected type. In other words, it performs the same action as if you, for example, double-clicked on a file.

You can use the ALT and CONTROL switches to have Opus execute the action as if the alt/control keys were held down.

Manual Ref: 5.8 - 56

1.30 DragNDrop

DragNDrop ALT/S, CTRL=CONTROL/S, NAME/F

This command executes the defined action for DragNDrop as defined by the user for files of the selected type.

You can use the ALT, and CONTROL switches to have Opus execute the action as if the alt/control keys were held down.

Manual Ref: 5.8 - 56

1.31 Duplicate

Duplicate NAME, NEWNAME, QUIET/S

Duplicate allows you to make a copy of selected entries in the same directory, but with different names. A requester will appear for each entry, asking for the new name.

The Duplicate command works on ALL
SRCE
listers.

The QUIET option suppresses warning requesters but not error requesters.

Manual Ref: 5.5 - 104

1.32 Encrypt

Encrypt NAME, TO, PASSWORD, QUIET/S

This function will encrypt all selected files, using the password that you enter. The resulting files are not written over the originals, but are instead written to the destination directory. They will be the same size as the original files, so you can ensure you have

Enough Room
in the

Destination
directory.

To decrypt a previously encrypted file, first enable the checkbox marked 'Decrypt files' in the Encrypt requester. It is also possible to enter the same password preceded by a minus sign. For example, to decrypt files you encrypted with the password 'FOO', select the fields, choose the encrypt function and enter '-FOO' as the password.

This command operates on all files selected in all current
SRCE
listers.

If the QUIET option is specified, no warning requesters will be displayed

(error requesters still will though)

Manual Ref: 5.5 - 105

1.33 FindFile

FindFile

The FindFile command will search all selected subdirectories in all
SRCE
listers for a specified file or files. A requester will appear ←
asking for
the pattern for which to
Search
. You can use full pattern matching for
this search.

If a file matching the pattern is found, you are asked if you wish to enter
the directory containing it, or to continue the search. If you elect to
enter the directory, the directory will be read and then all matching
entries will be highlighted.

You can also select entire devices to search, using the
DEVICE LIST
feature.

Manual Ref: 5.5 - 106
5.8 - 107

1.34 FindFiletype

FindFiletype

This command invokes the
Filetype Finder
requester which can be used in
finding, installing, and creating filetypes for the selected files.

Manual Ref: 5.5 - 106, 152

1.35 FinishSection

FinishSection

The FinishSection command forces any preceding programs (AmigaDOS,
Workbench, Batch or ARExx) to finish executing before carrying on to the
next command.

Manual Ref: 5.5 - 106

1.36 FixIcons

```
FixIcons          FILE/M, ALLOWNOBORDERS=ANB/S, ALLOWNOLABELS=ANL/S,  
                  NOFIXOFFSET=NFO/S, SYNCWBTOOPUS=SWO/S,  
                  SYNCOPUSTOWB=SOW/S, REPORT/S
```

The command is designed to fix positioning problems with icons because of slightly different offsets used by Opus and Workbench. Opus assumes the icons are displayed from 0,0 in the drawer window. If the drawer window (icon) had a non-zero offset then you could see different placement between Opus and Workbench.

It also fixes those rogue icons which have been created incorrectly and may randomly have set the bits we use for Icon Labels and Icon Border.

By default you should not need to use any of the parameter flags. Just call FixIcons on the root dir of the offending device.

NOTE: The module ONLY looks for xxx.info files. In the root or current directory, you MUST select the 'xxx.info' files AS WELL AS the Directories if you wish these to be updated as well.

The function acts on all selected files and directories recursively, making the following changes to icons:

- Clears the ICONF_BORDER_ON and ICONF_BORDER_OFF flags, (unless ALLOWNOBORDERS switch is set).
- Clears the ICONF_NO_LABEL flag, (unless ALLOWNOLABELS switch is set).
- Resets the dd_CurrentX and dd_CurrentY values of drawer/disk icons to 0,0, AND offsets all icons within that drawer by the values of these two fields, (unless NOFIXOFFSET switch is set).
- If the SYNCWBTOOPUS switch is set, the Workbench position field within the icon will be set to the same coordinates as the Opus position field.
- If the SYNCOPUSTOWB switch is set, the Opus position field within the icon will be set to the same coordinates as the Workbench position field. Additionally, the ICONF_POSITION_OK flag is cleared.

If an icon file itself is selected, function will operate on that file, but will ignore files and directories which are not icons.

Additionally, if a directory is selected, the function it will enter the directory recursively and perform actions on the contents.

If the NFO flag is not set and the Disk.info file is one of the selected files, FixIcons will read the Disk.info file first and use the offsets within to adjust the positions of other selected icons in the root directory.

Manual Ref: 5.8 - 63

1.37 Flash

Flash

This command will cause the screen to flash briefly. If you have your sound preferences set to produce a beep or play a sound sample then this will also occur.

You could use this command to signify that a command has finished.

See also

Alarm
, and
Beep
.

Manual Ref: 5.5 - 107

1.38 Format

Format DRIVE/F

This allows you to format a new disk. Without arguments, the command will display the Opus

Format Requester
allowing you to choose the disk to
format and other parameters.

Manual Ref: 5.5 - 67, 187

1.39 FreeCaches

FreeCaches

This command will clear the contents of all the directory buffers other than any that are currently displayed. All unused memory will be deallocated. This is a good way to free memory quickly if you have lots of used buffers and are running a bit low on memory.

Manual Ref: 5.5 - 107

1.40 FTPAdd

FTPAAdd

This command will add the current connected site in the SOURCE lister to the FTP address book. Useful for when you have connected to a site with the connect requester and wish to use it again.

Manual Ref: 5.8 - 106

1.41 FTPAddressBook

FTPAddressBook

This command causes the FTP addressbook requester to be shown.

The requester is a listview of all the FTP sites in your
DOpus5:System/ftp.config.

Double click on an entry to connect or highlight the entry and select Edit or Delete. Select New to add new entries.

Select Options to show the configuration sections:-

Anon Pass:

You may choose a specific password to be used for anonymous connections. This should usually be your email address.

Log File:

This is the file where log messages go. Most people will want a console file so that they can see log messages on screen.
e.g. CON:////OpusFTP Log/Auto/Close

Log:

Turns the log display on or off to display messages from the remote site.

Debug:

Enables verbose log display.

Update:

Defines the delay between updating display of entries in a directory list. A higher value updates the display less often resulting in faster overall performance.

Timeout:

The timeout for FTP commands. (The default value is 60 seconds.)

NOOP:

This provides an idle timer mechanism to keep remote sites active. It sends the FTP command NOOP approximately every 30 seconds to prevent the remote site's inactivity timer from being triggered. By default this should be turned off. Do not activate this unnecessarily.

Keeping your connection alive when you are not actually using it often prevents other users from accessing the site. Some ISPs frown on such behaviour.

Index, Auto & Max Size:

Many sites, especially Aminet, add a special index or comment file to each directory. This provides a short comment with extra information on each file. With Index turned on, the FTP module will check for the presence of files called 'INDEX' or 'Files.BBS' when scanning a new remote directory. If found, the index file will be automatically downloaded and the comments added to the file's Comment field. Generally these index files are small, less than 30Kb.

If the Auto switch is off, files smaller than the Max Size value will be automatically downloaded. If the size of the index file exceeds this value, a requester will be presented asking if you wish to download the index.

With Auto turned on, only files smaller than the Max Size will be downloaded. If the index file is larger than this value it will be ignored.

Note: Most of the index files on AmiNet sites are in a defined standard format. However this cannot be guaranteed and some files may display truncated comments.

The FTP module offers many extras such as site-to-site FTP and instant FTP access by typing paths starting with "FTP://" into listers. See your manual for further information.

Manual Ref: 5.8 - 90, 104

1.42 FTPCommand

FTPCommand QUIET/S, LONG/S, COMMAND/F

This command allows you to send commands to a connected FTP site that OpusFTP does not know. The results of the command will be shown in a requester, subject to the following keywords:

The QUIET flag specifies that you do not wish to see the results.

The LONG flag specifies that you wish to see the results and they may be longer than a single line.

Manual Ref: 5.8 - 105

1.43 FTPConnect

FTPConnect HOST, PORT/N/K, USER, PASSWORD=PASS, DIR/K, LISTER/N/K,
SITE/K, GUI/S, NOSCAN/S, RECON/S

Useful for connecting to sites without adding them to the address book. This command supports the following options:

HOST Internet address or IP number to connect to.

PORT/N/K Port number of site to connect to.

USER User name for a non-anonymous FTP account.

PASSWORD=PASS The password for logging into a non-anonymous FTP account.

DIR/K The initial directory to display in the lister.

LISTER/N/K	The lister handle of an existing Opus lister. This is very useful for ARexx scripts.
SITE/K	To connect to a site in the address book using it's custom settings etc use this keyword and the site name as shown in the address book. Example, FTPConnect SITE Aminet
GUI/S	Causes the Connect requester to always be displayed even when sufficient details have been given to connect to a site without it.
NOSCAN/S	Causes the initial directory to not be scanned into the lister. This can be useful in ARexx scripts which log in to a site and download files that are known to exist without wasting the time to scan the directory first.
RECON/S	Causes the connection to be re-established if lost for any reason.

The FTPConnect command now accepts industry standard URL syntax such as:-

```
user:password@host:port/path (all but host are optional)
```

* Many anonymous FTP sites have a maximum number of users. If you attempt to log in to such a site without using a log window you will not see the message which explains this. In such cases OpusFTP will display the message "User name failed". This error message can also appear if the remote site does not support anonymous logins.

Manual Ref: 5.8 - 103

1.44 FTPOptions

FTPOptions DEFAULT/S

This command displays the Options editor for the current SOURCE FTP lister.

The DEFAULT keyword will display the default settings used by all FTP listers that don't have their own custom options set.

Manual Ref: 5.8 - 93, 105

1.45 FTPQuit

FTPQuit FORCE/S

The FTPQuit command causes all current FTP connections to be closed.

If any FTP listers are currently busy transferring files, the transfers will not be aborted unless the FORCE switch is specified. No new FTP connections will be allowed.

Manual Ref: 5.8 - 106

1.46 FTPSetVar

FTPSetVar VAR, VALUE/F

The FTPSetVar command lets you set the value of the internal OpusFTPβvariables.

* Note that this command can be used only with Arexx at present. See the provided buttons for examples of use.

* Quiet [state]

Allows you to enable/disable all requesters for the SOURCE lister. To disable requesters, state can be either '1' or 'on', to enable them, state can be either '0' or 'off'. It is designed specifically for use with automatic scripts or non-interactive scripts. The command will return 1 if the command succeeded or 0 if it didn't.

FTPSetVar Quiet on

* LogFile [name]

If name is specified, a new log will be opened using the new name.βIf a log was already open, it will be closed. If no name is specified,βthe log will be toggled between open/closed using the original name inβthe configuration file:

```
FTPSetVar LogFile "CON:////FTP Log"
FTPSetVar LogFile
```

* Debug [n]

If n is provided, the debugging level will be set to this new value.βIf n is not provided, the debugging level will be toggled between 0βand 1. n must be a decimal integer:

```
FTPSetVar Debug 1
FTPSetVar Debug
```

* Timeout n

n must be provided. This sets the maximum number of seconds OpusFTPβwill wait for replies from the server before giving up andβdisconnecting:

```
FTPSetVar Timeout 60
```

Manual Ref: 5.5 - 201
5.8 - 105

1.47 GetSizes

GetSizes FORCE/S

The GetSizes command causes any selected subdirectories in ALL
 SRCE
 listers to be scanned. The scanning process calculates the total ←
 size, in
 bytes, of all files contained in the subdirectory. Once scanned, the
 subdirectory will be displayed.

The FORCE option can be used to force the command to scan all directories.
 Without the FORCE option, if a subdirectory has been previously scanned, it
 will not be re-scanned when you select the GetSizes button.

The GetSizes button also displays in the status bar the number of files,
 directories and bytes that have been selected out of the total number of
 files, directories and bytes. If there is enough space for the total
 selected bytes on the disk in the destination directory window, all selected
 files would fit on the destination disk if they were copied and a 'Y' will
 be displayed after the count. If they won't fit, an 'N' will be displayed.

If you select an operation which causes a subdirectory to be scanned (e.g.,

Copy

,
 Protect

,
 Search

, etc.), the size will be displayed as though you
 had performed a GetSizes.

GetSizes works on ALL
 SRCE
 listers in turn.

Manual Ref: 5.5 - 107
 5.8 - 65, 107

1.48 HexRead

HexRead NAME/F, WAIT/S

The HexRead button will read the selected files in the same way as
 READ

,
 except in hexadecimal format. This allows you to view binary files and
 other files containing non-text characters.

Giving the "WAIT" switch will ensure that any later commands will not
 execute until the reader has closed.

See also

 AnsiRead

,
 Read

, and
SmartRead
.

Manual Ref: 5.5 - 108
5.8 - 106

1.49 Hide

Hide

This command iconifies Directory Opus and deallocates as much memory as possible. Directory Opus' appearance and the method used to re-enter it vary depending on the defined
Hide Method
.

Manual Ref: 5.5 - 109

1.50 IconInfo

IconInfo NAME/F, WAIT/S

This command allows you to modify the characteristics of icons such as Stack size, Default Tool and Tool Types. It operates in a similar fashion to the Information menu of Workbench.

To use this command you may either select the '.info' files themselves or the actual files or directories the icons belong to.

A requester will appear when you run this command on a valid icon. The actual appearance of the requester will vary depending on the type of icon, but in all cases the actual icon imagery will be displayed.

The icon imagery can be replaced simply by dragging another icon onto the requester, a menu will pop up giving you the choice to copy the Original, NewIcon or Both image/s.

You can disable/enable tooltypes (by adding or removing parentheses) by double-clicking on the tooltype line.

The requester also has a popup menu that can be accessed by clicking the right mouse button over the requester. The menu will give you the option to edit the icon using IconEdit, Iconian, etc. The editor can be chosen by using the Pick Editor menuitem.

You can also change the type of icon it is from the following choices: Device, Drawer, Tool, Project and Trashcan. The requester will be refreshed to reflect the change of icon type.

Icon borders and labels can be turned on/off individually from the menu.

NewIcons or Original imagery can be chosen as the default for the icon, and you can choose to 'strip' either of them to reduce icon size. If either of the images is missing then these choices will be ghosted.

Giving the "WAIT" switch will ensure that any later commands will not execute until the requester has closed.

Manual Ref: 5.8 - 35, 65

1.51 Join

Join FILE=FILE/M/A, AS=TO/A

The Join command can be used to concatenate two or more files into one larger file. It displays a requester which allows you to add and remove files, and to specify the order they are concatenated in.

Manual Ref: 5.5 - 111

1.52 LeaveOut

LeaveOut NAME/F

Places the currently selected files on the Opus Main Window and leaves them out for easy access. The command works on all selected files (and directories) in all current

SRCE
listers.

Manual Ref: 5.5 - 111

1.53 LoadButtons

LoadButtons NAME, HIDDEN/S, IMAGE/K, LABEL/K, SHOW/S, START/S, TOGGLE/S, ←
UNDERMOUSE/S

This command takes a filename as an argument and loads the button's component files as named. If only a simple filename is given the function searches in the appropriate Opus 5 path of DOpus5:Buttons/ for the specified file. If a full pathname is given, the command will use that pathname instead.

The "HIDDEN" switch causes a button bank to be loaded but not displayed.

The "SHOW" switch will cause a HIDDEN button bank to appear.

The two above switches allow a button bank to be pre-loaded so that it can be displayed faster when required.

The "TOGGLE" switch causes the state of the button bank to toggle, if it is

open it will be closed and vice versa.

The "UNDERMOUSE" switch will cause the button bank to appear under the mouse pointer when opened.

The START switch loads anything as a StartMenu instead of a button bank. The LABEL keyword lets you set the label of the StartMenu but is basically redundant now, as is the IMAGE keyword, which specifies the image for the StartMenu.

NOTE: The last two options, LABEL and IMAGE, should not be used. Instead use the StartMenu's popup menu to select Appearance.

Manual Ref: 5.8 - 65

1.54 LoadFonts

LoadFonts NAME/F

This command takes a System fonts preferences file and loads the specified fonts as Opus settings.

1.55 LoadEnvironment

LoadEnvironment NAME/F

This function takes a filename as an argument and loads the environment component files as named. LoadEnvironment will then reset the program operation to the newly loaded parameters.

If only a simple filename is given, each command searches in the appropriate Opus 5 path of DOpus5:Environment/ for the specified file. If a full pathname is given, the command will use that pathname instead.

Manual Ref: 5.5 - 112

1.56 LoadTheme

LoadTheme FILE=FROM, APPLYPALETTE=AP/S, APPLYFONTS=AF/S,
 APPLYBACKGROUNDS=AB/S, APPLYSOUNDS=AS/S

This command is similar in function to the Load Theme menu item in the Settings menu.

The various APPLY.. switches allow you to choose what the theme will affect.

For example, APPLYBACKGROUNDS will only load in new background images. Fonts, sounds and the palette will remain as they are.

Manual Ref: 5.8 - 13

The QUIET option suppresses warning requesters but not error requesters.

Manual Ref: 5.5 - 113

1.59 MakeLinkAs

MakeLinkAs NAME, NEWNAME, TO, QUIET/S

The MakeLinkAs function is similar to

MakeLink

except that the links are

created in the

DEST

directory using new names that you specify. Wild

cards can be used with the naming.

If the QUIET option is specified, no warning requesters will be displayed (error requesters still will though)

Manual Ref: 5.5 - 113

1.60 Move

Move NAME, TO, QUIET/S

This function will move all selected entries from the

SRCE

directory to

the

DEST

directory. The entry will no longer exist in its original

place.

If any directories are selected to move, the

Recursive Filter

will be used

to determine which files will be copied.

If the Move operation is on the same device, Opus 5 actually uses the

Rename

command. On different devices,

Copy

and

Delete

commands are

used.

The QUIET option suppresses warning requesters but not error requesters.

This command acts on the first
 SRCE
 directory only.

Manual Ref: 5.5 - 114, 47

1.64 Play

Play NAME, WAIT=SYNC/S, QUIET/S, ICON/S, VOLUME=VOL/K/N

The Play command allows you to listen to sound files. This command plays IFF 8SVX format sound files, and raw data files. It will also play other sound formats via the datatypes system of OS3.0 and higher.

A small requester will appear while the sound is playing, showing the name and type of sound file, and the approximate playing time. To abort a sound before it has finished playing, click the Abort button in this requester, or click the Next button to move on to the next sound.

If you specify the QUIET option, the sound is played without displaying the status window.

Giving the WAIT switch will ensure that any later commands will not execute until the sample has been played.

VOLUME is a number between 0 and 64 that specifies the play volume.

The ICON switch causes the sound player to appear as an AppIcon on the Desktop, upon which you can drop sound files to have them played.

Because of deficiencies in the OS datatypes system, Opus will sometimes not notice when a sound being played through datatypes finishes playing. If this is the case, you will have to click the Next or Abort button manually.

Opus 5.1 added the ability to play Soundtracker modules to the PLAY command. We still believe that there are some very good commercial and PD/Shareware programs (for example, the OctaMedPlayer and Delitracker) which do a much better job, but many users wanted the ability built-in as in Opus 4. The PLAY command will now handle some of these formats, but not all.

Manual Ref: 5.5 - 115
 5.8 - 66, 106

1.65 Print

Print NAME/F, WAIT/S

The Print command prints the selected files from all the current
 SRCE
 directories. It first displays the Opus
 Print Requester
 which allows you

full control of Print formatting.

Giving the "WAIT" switch will ensure that any later commands will not execute until the file has been printed.

Manual Ref: 5.5 - 118, 189
5.8 106

1.66 PrintDir

PrintDir

This command allows you to print the directory shown in the current
SRCE
lister. The directory will be printed as it is currently ←
displayed; to
change the format of the print-out you must edit the lister format first.
PrintDir works through the main
Print Requester
, allowing you full control
over print formatting.

The command operates on the current
SRCE
lister ONLY.

Manual Ref: 5.5 - 118, 189

1.67 Protect

Protect NAME, RECURSE/S, SET=+/K, CLEAR=-/K

The Protect command allows you to modify the
Protection Bits
of the
selected files and directories in the active directory window. When you
select directories, you are asked whether you also wish the files within
them to be protected. For each entry, you are presented with a requester
displaying the protection bits currently set for that entry.

If any directories are selected to protect, the
Recursive Filter
may be
used to determine which files will be affected.

This command applies to all selected files in all the current
SRCE
listers.

Manual Ref: 5.5 - 116
5.8 - 107

1.68 Quit

Quit FORCE/S

This command shuts down all open windows and quits Directory Opus. If Opus has launched an associated task on the main window, you may be asked to quit such programs before Opus can fully close down.

If the FORCE switch is specified you will not be asked for confirmation before quitting.

Manual Ref: 5.5 - 118

1.69 Read

Read NAME/F, WAIT/S

The Read command brings up the Opus text reader so you may read selected files. The reader provides a number of options from its menu selections. These include a search capability and the ability to print the displayed file.

You may move backwards and forwards through the file using the window scroll bar or the cursor or keypad keys.

This command operates ONLY on the current
 SRCE
 directory.

Giving the "WAIT" switch will ensure that any later commands will not execute until the reader has closed.

See also

 AnsiRead
 ,
 HexRead
 , and
 SmartRead
 .

Manual Ref: 5.5 - 118

 5.8 - 106

1.70 Rename

Rename NAME, NEWNAME

Rename allows you to give new names to all selected entries in the currently selected

 SRCE
 directory windows. A requester will appear for each entry in turn, asking for the new name. The initial rename requester has two

string fields instead of one. You will usually just edit the name in the lower of the two to the new name.

A limited type of wildcard rename is possible. Entering an '*' in the bottom field allows you to add prefixes or suffixes. For instance, entering '*.pic' will add a '.pic' suffix to all selected entries. Entering 'A*' will add an A prefix. Only one '*' may be used in this process.

You cannot give a file a name that contains a '*'.

If you enter an '*' in the top as well as the bottom field, you can replace sections of the name. For example, entering '*.pic' in the top Field and '*.iff' in the bottom Field will replace the '.pic' suffix in that entry that has one with a '.iff' suffix. If an entry does not have a '.pic' suffix, it will be left untouched. The * may also be embedded. For instance, renaming 'FOO*BAZ' as 'GEE*WIZ' would rename 'FOOBARBAZ' to 'GEEBARWIZ'. Again, only one '*' may be used in each of the string fields.

The Rename command works on ALL
SRCE
listers in turn.

You can use the "NAME" and "NEWNAME" arguments to rename files in scripts. Both arguments can accept asterisk (*) wildcards, like the Rename requester itself.

Manual Ref: 5.8 - 66

1.71 Reselect

Reselect

This command causes any files and directories in the current lister that were deselected by the previous command to be selected ready for use once more.

See also

All
,
None
,
Select
, and
Toggle
.

Manual Ref: 5.5 - 119

1.72 Reveal

Reveal

This command causes Opus to deiconify if it has been iconified.

Manual Ref: 5.5 - 120

1.73 Root

Root

The Root button reads the root directory of the
SRCE
directory window. As

with the

Parent

function, the buffer list will be searched before the
parent directory is reread.

This command acts on the first
SRCE
directory only.

Manual Ref: 5.5 - 120

1.74 Run

Run NAME/F

The Run command will run each selected file in turn, providing that file is executable. It is similar to double clicking on the file's icon, or running it from the CLI. A requester will appear, asking for any arguments (should you require any).

Manual Ref: 5.5 - 120

1.75 SaveTheme

SaveTheme AS=TO

This command will generate a .theme file in D5Themes: that contains the actual locations of the component files used in the theme. Use while working on a theme, or to store multiple themes for your own use.

The difference between this and the BuildTheme command, is that it doesn't copy all the component files to D5Themes:.

See also

BuildTheme
and
LoadTheme

.

Manual Ref: 5.8 - 13, 66

1.76 ScanDir

ScanDir PATH, NEW/S, MODE/K, SHOWALL/S, CONTAINER/S

With no arguments ScanDir rereads the current directory in the first

SRCE
 lister. If you specify a path it will read that path into the ←
 current

SRCE
 lister. If there is no current
 SRCE
 it will open a new lister.

if you call ScanDir with no arguments, and have a directory selected in the source lister, it is the selected directory that will be read. Also, in this case, if you have a destination lister selected the directory will be read into that.

MODE can specify one of

Name
 ,
 Icon
 , or
 Icon Action
 , the default is

 Name mode
 .

The

SHOWALL
 switch causes all files to be displayed in Icon mode even if they have no icon.

If the NEW switch is specified, it will always open a new lister.

The CONTAINER switch makes ScanDir read the parent of the path/file that you give, leaving the file/dir selected.

For example, 'ScanDir F2:Games/ CONTAINER' will read path F2: into a lister leaving the directory 'Games' selected.

Manual Ref: 5.5 - 121
 5.8 - 107

1.77 Search

Search

The Search command will search the contents of all selected files in all

SRCE
 lists, and the files within selected directories, for a ←
 specified
 string which is selected in a requester.

If a file containing the string is found, you are asked if you wish to read that file, or continue the search. If you elect to read the file it will be loaded into the

Text Viewer
 , and a search will automatically be initiated
 for the string you want.

You can also select entire devices to search, using the

DEVICE LIST
 feature that is described later. If any directories are selected ←
 to search,
 the global

Recursive Filter
 will be used to determine which files will be
 searched.

Manual Ref: 5.5 - 121

1.78 Select

Select NAME, FROM/K, TO/K, BITSON/K, BITSOFF/K, COMPARE/K,
 MATCHNAME/S, NOMATCHNAME/S, IGNORENAME/S, MATCHDATE/S,
 NOMATCHDATE/S, IGNOREDATE/S, MATCHBITS/S, NOMATCHBITS/S,
 IGNOREBITS/S, MATCHCOMPARE/S, NOMATCHCOMPARE/S,
 IGNORECOMPARE/S, BOTH/S, FILESONLY/S, DIRSONLY/S, EXCLUDE/S,
 INCLUDE/S

When called with no arguments, this command will display a requester allowing you to specify a pattern to match files in the current

SRCE
 lists. Files matching the selection criteria will be selected ←
 or
 deselected depending on the state of the Include or Exclude switch.

The optional arguments take their names from the fields displayed in the complex selection requester. If called with arguments which satisfy a selection criteria, the requester will not be displayed.

See also

All
 ,
 None
 ,
 Reselect
 , and
 Toggle
 .

Manual Ref: 5.5 - 122

1.79 Set

Set

This command allows you to set certain things regarding the current lister or the operation of the current function:

Set Dest

Set lister into destination mode.

Set Display <items>

Change the display items.

Set Flags [[+|-|/] Reverse] [[+|-|/] NoIcons] [[+|-|/] Hidden]

Alter flags. Use '+' to set a flag, '-' to reset, and '/' to toggle.

Multiple flags may be specified at once. For example, "Set Flags +hidden -noicons".

Set Hide <pattern>

Change the hide pattern.

Set Labelcolour [desktop|windows] <fg> <bg> <drawmode>

Modify icon label colours on the fly.

For example,

```
Set labelcolour desktop 3 1 jam1
```

```
Set labelcolour desktop 7 0 jam2
```

Set Lock [On|Off]

Lock or unlock lister as source/dest.

Set Mode [Name | Icon | Icon Action] [Showall]

Change the mode of the current source lister.

Set Off

Turn lister off.

Set Output <handle>

Allows you to change the output handle for the lifetime of this function.

Set Separate <method>

Change the file/directory separation.

Set Show <pattern>

Change the show pattern.

Set Sort <method>

Change the sort method for the current source lister.

Set Source

Set lister into source mode.

Set ToolBar <file>

This allows you to specify which toolbar a lister should use.

Manual Ref: 5.5 - 123
5.8 - 66

1.80 SetAsBackground

```
SetAsBackground      NAME, DESKTOP/S, LISTER=WINDOW/S, REQ= ↔
                    REQUESTER/S,
                    TILE/S, CENTER=CENTRE/S, STRETCH/S, PRECISION/K,
                    BORDER/K
```

(Only OS3.0 or greater)

The SetAsBackground command takes the filename of a picture and installs it as the background in either the desktop, windows or requesters. The main use of this command is in a filetype popup menu, whereby you could click the right mouse button on a picture, select the 'Set As Background' option and instantly have the picture as your backdrop image. Another use of this command would be to implement a random background picture switching application for Opus.

PRECISION

Lets you specify the remapping precision; valid values are "none" (no remap), "gui" (poor), "icon" (ok), "image" (good), and "exact" (best). Please note that the Amiga datatypes system is responsible for remapping the images, and so the results achieved may be dependent upon your datatypes settings.

STRETCH

Causes the picture to be resized to fit the screen.

BORDER

If the picture is smaller than the screen, you can specify it as having a border of Black, White or Normal.

CENTER

Will cause the picture to be centered in the display.

TILE

Will cause the picture to be repeated across the screen. Tiling will be enforced if you have the 'Real-time icon scrolling' option enabled in

Environment, Icon Settings
and the window is scrollable.

Manual Ref: 5.8 - 67

1.81 Show

```
Show                NAME/F, WAIT/S
```


The Show command allows you to display IFF ILBM pictures, brushes and animations. It will also display other picture formats via the datatypes system of OS3.0 and higher.

Opus 5 will show most pictures and brushes, including overscan, extra halfbrite (EHB), HAM (4096 colour) pictures, and AGA 8 bit pictures.

Under OS3.0 and higher, if a file is a different format picture for which a datatype is installed, the picture will be displayed by that datatype.

The following keys can be used when viewing a picture or animation.

```

Mouse Pointer Scroll
ESC or Right Mouse Button Abort
Q or Left Mouse Button Next (and leave entry selected)
Delete Next (and mark entry for deletion)
Space, Help or P Help and Print Requester

```

These keys can be used when viewing an Animation.

```

S          Starts and Stops
N          Next Frame
-          Slow Down
=          Speed Up
           Original Speed
F1 - F10  Various Speeds (F1=Fastest)

```

If any pictures are marked for deletion when the last picture has been shown, the delete function is automatically launched on them (you are given the usual warning first).

Giving the "WAIT" switch will ensure that any later commands will not execute until all of the files have been viewed.

Manual Ref: 5.5 - 124
 5.8 - 106

1.82 SmartRead

```
SmartRead          NAME/F, WAIT/S
```

Invokes the Opus reader program in either text, ANSI or hex mode according to the type of file selected. Just as does the

```

Read
command, if multiple
files are selected, these will be displayed in sequence. Pressing ESC will
terminate the reading of the sequence.

```

Giving the "WAIT" switch will ensure that any later commands will not execute until the reader has closed.

See also

```
    AnsiRead
  ,
  HexRead
  , and
  Read
  .
```

Manual Ref: 5.5 - 126
5.8 - 106

1.83 Split

```
Split          FILE=FROM/A, TO/A, CHUNK/N/A, STEM
```

This command is used to split one large file into several smaller files.

CHUNK specifies the size in kilobytes of each part.

STEM is the base name of the parts. .001, .002, etc. will be added to the stem to form the filenames of the parts.

Manual Ref: 5.5 - 126

1.84 StopSniffer

```
StopSniffer
```

This command sends a signal to the filetype sniffer process telling it to stop. This is useful if Opus is collecting information from files or directories for a lister display, (for example: version).

Manual Ref: 5.8 - 67

1.85 Toggle

```
Toggle
```

This command will Toggle or reverse the state of all entries. This causes selected entries to be deselected and deselected entries to be selected. This acts on all

```
    SRCE
    directories.
```

See also

```
    All
  ,
  None
  ,
  Reselect
  , and
```

Select

.

Manual Ref: 5.5 - 127

1.86 User

User ID/N, NAME/F

This command will invoke one of ten user-definable functions associated with your filetypes.

The ID argument takes a number from 1 to 10 which determines which function is executed.

You can use the NAME argument to specify the name of the file you want the command to act upon, if you don't want it to work on the selected files.

As an example, in the filetypes for archives which come with the default Opus configuration, the first user-defined command ("User 1") is defined to extract files from the archives. While this is a different operation for each different type of archive, it is possible now to select several archives of different types and click a single button (which is defined as "User 1") to unpack all of them at once.

Note: This supersedes and extends the old
UserX
commands.

1.87 User1

User1 NAME/F

This command will invoke the user-definable command associated with your filetypes. In the default configuration User1 is defined to extract files from archives.

While the User1 - User4 commands still work, they have been superseded by the

User
command which provides up to ten user-definable filetype actions.

Manual Ref: 5.5 - 127

1.88 User2

From...

This list contains the possible disk drives that may be used as the source. When you click on one, it becomes the selected drive.

To...

This list contains the possible destination drives which are compatible with the selected source drive. The source disk drive is always available as a destination to allow you to make single drive copies.

Verify

This button allows you to turn off the integrity verification when writing data to the destination drive. Although it is faster, you probably won't want to do this.

Bump Name

This button allows you to change the volume name using the same naming convention as Workbench's DiskCopy.

This function will not copy any protected software, or non-AmigaDOS format disks.

Manual Ref: 5.5 - 185

1.92 Filetype Creator

Filetype Creator

The filetype creator is very useful for making new filetypes without having an in-depth understanding of how the files work.

The best way to use it is to select a large number of files of the new type and use the

`CreateFiletype`

command. The files will now be checked to see

what makes them similar. You can add or remove files from the list using the listview gadgets on the left side of the requester or drag and drop. You can then edit the filetype and give it a default icon, double-click event, custom popup menus, and more.

The filetype creator may also be called by the

`Filetype Finder`

if it can't

find a matching filetype for a file.

Manual Ref: 5.5 - 152

1.93 Filetype Finder

Filetype Finder

The filetype finder is invoked whenever you double-click on a file for which

no filetype has been defined or by using the
FindFiletype
command.

On the left side of the display is a list of all the filetypes that match the selected file. This list shows the priority, ID, and name of each matching filetype. Any file shown with a tick is already installed in your DOpus5:Filetypes directory, those without a tick are in the DOpus5:Storage/Filetypes directory and will be ignored by the rest of the Opus 5 system until they are installed.

The filetype which Opus 5 will actually use for the selected file is the one which is highlighted. If you wish to make changes to any of the other filetypes besides the highlighted one, you must use the standard

Filetype Manager

.

The right side of the display will recommend an action for you to take depending on what matching filetypes were found and whether or not they were installed. At this point you may be able to use the filetype as it is already set up, install a filetype from your DOpus5:Storage/Filetypes drawer, create a new filetype with the

Filetype Creator

, edit the best

installed matching filetype, or cancel the process altogether.

Manual Ref: 5.5 - 152

1.94 Format Requester

The Format Requester allows you to control the formatting of devices. The list on the left side of the requester contains the devices which you can format. The selected device is highlighted. Be sure the device you intend to format is the one that is highlighted! The other sections of the requester are -

Name:

This field allows you to give the drive to be formatted a volume name.

Fast File System:

This allows you to format a device using the Fast File System option of AmigaDOS.

International Mode:

This allows file and directory names to include accented characters.

Directory Caching:

Directory caching mode will cause the directory reading speed to be much faster.

Make Bootable:

This button will 'Install' the disk with a standard AmigaDOS boot sector after it has been formatted, thus making a bootable disk.

Put Trashcan:

This button allows you to put a trashcan in the root directory of the newly formatted device.

Verify:

This button allows you to disable the format verification. The process is faster with Verify turned off, but you won't be made aware of any errors. It's better to leave Verify turned on, unless you completely trust your disks.

Format:

This button begins the formatting process. Be very careful that you have selected the correct device. Once a Format begins, it can be aborted, but data will be lost!

Quick Format:

When this button is selected, the disk will just be initialised. This provides an extremely fast way to erase an old disk. This will not work on new disks, it will only work on disks that have previously been formatted.

Cancel:

This button will abort without attempting a Format.

Manual Ref: 5.5 - 187

1.95 Print Requester

Print Requester

The Print Requester gives you full print formatting control for text files.

You may adjust the following configuration items:-

Quality

This button cycles between Letter and Draft. Some printers can be toggled between Letter and Draft quality printing.

Spacing

This button cycles between 6 lines per inch, and 8 lines per inch.

Pitch

This button cycles between Pica, Elite, and Fine. These values specify the size of letters to print. Your printer will determine the exact dimensions of these values.

Output

By default, the output will be sent to the current Preferences printer. However, you can redirect the output to a file of your choosing.

Printer: This option directs output to the printer.

File: When this option is enabled, output is directed to a selected disk file or device.

Left Margin

This field contains the number of characters to skip before printing each line.

Right Margin

This field contains the number of printed characters allowed on each line. The Left Margin characters are not included in this value.

Page Length

This specifies the number of lines per page to be printed.

Tab Size

This field contains the number of spaces to which a tab character is equivalent.

Configuration...

This button cycles between Header and Footer. The Title, Date and Page no. Buttons can be used with creating a Header or Footer line for each page in the print-out. When the configuration button is Header, these buttons affect the Header line; otherwise, they affect the Footer line.

Title

When checked, a title will be generated. By default, the filename will be the title.

Date

When checked, the current date will be printed.

Page

When checked, the page number will be printed.

Style

This button allows you to modify the appearance of all the printed text, except the headers and footers.

Manual Ref: 5.5 - 189

1.96 Button

This is a user-editable button. It currently has either no ↔ function set or has a custom function calling external programs.

To edit this button, select

 Edit

 from the Buttons menu and double-click on

the button.

Manual Ref: 5.5 - 22, 95, 171

1.97 ToolbarButton

This is a user-editable toolbar button. It currently has either \leftrightarrow no function set or has a custom function calling external programs.

To Edit this button, select

 Edit Lister Toolbar
 from the Listers menu,

press right-amiga 1, or hold the alt key down and click on the button.

Manual Ref: 5.5 - 46, 171

1.98 Toolbar Arrow

The Toolbar Arrow allows you to scroll through the buttons on the toolbar when the lister is not large enough to display them all at once.

1.99 ListerMenu

This is a user-editable lister menu entry. It currently has \leftrightarrow either no function set or has a custom function calling external programs.

To

 Edit
 this entry, select
 Edit Lister Menu
 from the Lister menu.

Manual Ref: 5.5 - 39, 61

1.100 UserMenu

This is a user-editable user menu entry. It currently has either \leftrightarrow no function set or has a custom function calling external programs.

To

 Edit
 this entry, select "User Menu" from the Settings menu.

Manual Ref: 5.5 - 174

1.101 Desktop - Copy

Desktop - Copy

The files which you dragged to the desktop will be copied to the desktop, leaving the original copies where they were.

1.102 Desktop - Move

Desktop - Move

The files which you dragged to the desktop will be moved to the desktop, removing the original copies from where they were. The only copy of the files will be that on the desktop -- be careful not to delete them by mistake thinking that they are only left-outs.

1.103 Desktop - Left-Out

Desktop - Left-Out

The files which you dragged to the desktop will be "left-out". This means that it will look like the files are on the desktop, but the files are really still where they were originally. You can delete left-out files later without deleting the real files which they point to.

1.104 Desktop - Cancel

Desktop - Cancel

Your action of dragging some files to the desktop will be aborted and have no effect.

1.105 Menu Opus - Backdrop

Menu Opus - Backdrop

This toggle converts the Main Window to a special borderless window that is always behind all other windows on the screen.

Manual Ref: 5.5 - 58

1.106 Menu Opus - Execute Command

Menu Opus - Execute Command

Execute Command allows you to start an AmigaDOS command without having to open a new Shell. Opus will open a requester for you to enter the command and any arguments.

If required, Opus will open a new console window to output the results of the command. The window will remain open until you select the close gadget.

The CLI button causes a new
Opus Command Line Interface
to be opened.

This requester has a history of the last 20 commands you have entered. Use the cursor up / cursor down keys to move through the history.

Manual Ref: 5.5 - 58

1.107 Menu Opus - About

Menu Opus - About

This command displays information about Directory Opus including the version number and your registration details.

Manual Ref: 5.5 - 58

1.108 Menu Opus - Help!

Menu Opus - Help!

Selecting this opens the guide you are now reading at the Introduction page.

1.109 Menu Opus - Hide

Menu Opus - Hide

This command iconifies Directory Opus and deallocates as much memory as possible. Directory Opus' appearance and the method used to re-enter it vary depending on the defined

Hide Method

.

Manual Ref: 5.5 - 59

1.110 Menu Opus - KeyFinder

Menu Opus - KeyFinder

This is a feature that allows you to find where you have used a given hotkey sequence. Just hold down the key combination, for example: 'rcommand h' then press ENTER, if Opus finds a match it will be displayed.

1.111 Menu Opus - Quit

Menu Opus - Quit

This command shuts down all open windows and quits Directory Opus. If Opus has launched an associated task on the main window, you may be asked to quit such programs before Opus can fully close down.

Manual Ref: 5.5 - 60

1.112 Lister - New

Lister - New

This function opens up a new blank Lister relative to the mouse position. When the new lister opens it can optionally display the
Device List
.

The initial size and contents of the new lister is determined by the settings in the

Lister Options
.

Manual Ref: 5.5 - 60

1.113 Lister - Open Parent

Lister - Open Parent

As in Workbench, this function causes the parent of the current source lister to be displayed in a new lister.

Manual Ref: 5.5 - 60

1.114 Lister - Close

Lister - Close

Closes the current active Lister. Note that no warning is given, the currently active lister will close immediately.

Manual Ref: 5.5 - 60

1.115 Lister - Close All

Lister - Close All

This command

Closes
down all the open listers.

Manual Ref: 5.5 - 60

1.116 Lister - Make Source

Lister - Make Source

When activated it makes the lister a
Source
. The other listers now may
cycle through to either
Destination
or
Off
modes unless they are
Locked
.

Manual Ref: 5.5 - 60

1.117 Lister - Make Dest

Lister - Make Dest

This makes the lister into a destination, this may also cycle other

Unlocked
listers into different modes.

Manual Ref: 5.5 - 60

1.118 Lister - Off

Lister - Off

This turns the mode of the active lister to off so that it is neither a

Source
nor a
Destination
.

Manual Ref: 5.5 - 60

1.119 Lister - Lock Source

Lister - Lock Source

This locks the mode of the lister to being a source, the locking means that the mode changing of other listers will not affect this lister's mode. This lister can still have its mode changed with the

Make Dest
and
Lock Dest
options. The lister can be reverted to a normal mode by
Unlocking
it.

Manual Ref: 5.5 - 60

1.120 Lister - Lock Dest

Lister - Lock Dest

This function will lock the active lister into

Destination
mode. By

locking, it is meant that any mode changing of other listers will not effect the mode of this lister. The lister can now only have its mode changed by user action or by

Unlocking
it then it will change as normal.

Manual Ref: 5.5 - 60

1.121 Lister - Unlock

Lister - Unlock

This command will unlock the active lister if it is locked. If you wish to

unlock all the listers,
 Unlock All
 would be a more suitable command.

Manual Ref: 5.5 - 60

1.122 Lister - Unlock All

 Lister - Unlock All

This command

 Unlocks
 all the
 Locked
 listers, not just the active one.

Manual Ref: 5.5 - 61

1.123 Lister - Edit

 Lister - Edit

This brings up the

 List Format Editor
 and allows you to change the format
of the currently active lister's display.

Manual Ref: 5.5 - 43, 61

1.124 Lister - Edit Toolbar

 Lister - Edit Toolbar

This brings up the

 Button Bank Editor
 with the default toolbar as the
button bank. It allows you to customise the icon images and commands used
in the Lister ToolBar.

Note that if you are using a toolbar other than the default, this will not
be the toolbar which you will edit. Only the default toolbar will be edited
by this function.

Manual Ref: 5.5 - 61, 182

1.125 Lister - Edit Menu

Lister - Edit Menu

This brings up the
Menu Editor
which allows you to customise the user
popup menus in the toolbar.

Manual Ref: 5.5 - 61, 174

1.126 Lister - Tile

Lister - Tile

The Horizontal/Vertical tiling arranges the displayed listers to fit equally within the current Opus Main Window with either horizontal or vertical priority. If the main window is in Backdrop mode, this will tile the Listers equally over the whole screen.

The Cascade option cascades the displayed listers within the borders of the Opus Main Window. If the main window is set as a backdrop, this will cascade the current listers over the full screen.

Manual Ref: 5.5 - 61, 62

1.127 Lister - Snapshot

Lister - Snapshot

This snapshots the size and position of the currently active lister. This function does not
Snapshot
icons.

Manual Ref: 5.5 - 62

1.128 Lister - UnSnapshot

Lister - Un-Snapshot

This command cancels the
Snapshot
position of the selected lister.

Manual Ref: 5.5 - 62

1.129 Lister - View As

Lister - View As

This selects the mode of display to be shown in the current Lister. Possible modes are Workbench style 'Icon mode', the normal 'File mode', and 'Icon action mode' which displays the files and directories as icons but still allows use of the toolbar and all associated functions. With the Show All option, which is only available in Icon Mode and Icon Action Mode, Opus 5 will display all the files and directories using pseudo-icons for those which do not have real icons, using filetype icons wherever possible.

Manual Ref: 5.5 - 62

1.130 Lister - Iconify

Lister - Iconify

This reduces the window to a small icon on the Opus 5 Main Window. To un-iconify a Lister, simply double-click on the icon or choose Open from the icon's popup menu.

1.131 Lister - Lock Position

Lister - Lock Position

Normally, each Lister is displayed in a standard Amiga window, which may be dragged to any position and may also be resized. However, Opus 5 provides the option to lock the Lister window in a set position at a set size.

1.132 Icons - New Drawer

Icons - New Drawer

As in Workbench, this function can be used to create a new drawer in the current lister.

Manual Ref: 5.5 - 63

1.133 Icons - New Group

Icons - New Group

This creates a new program group with the name that you specify.

Manual Ref: 5.5 - 63

1.134 Icons - New Command

Icons - New Command

Allows the creation of a command file, essentially a single Opus function in a file. The command is saved to the DOpus5:Commands directory and a left-out for it is automatically created on the main window.

Double-clicking a left-out command icon will run the command, just like clicking a button in a button bank. Edit the command file by right-clicking on it and selecting

```
Edit
from the popup menu.
```

To remove the left-out from the main window, choose

```
Put Away
from the
```

RMB popup menu. This will not delete the command itself; you must delete it manually from the DOpus5:Commands directory if you want to get rid of it permanently.

Left-out commands use the default icon command.info from DOpus5:Icons but you can give individual commands their own icons by just adding an icon (.info) to the file in the DOpus5:Commands directory.

Command files may also be added to a standard Opus group.

1.135 Icons - Edit Command

Icons - Edit Command

```
This will bring up the
function editor
for the selected
command
.
```

1.136 Icons - Open

Icons - Open

Acts the same as a double click on an icon. If the icon is a disk or drawer, it opens a new lister and displays the directory contents. If the icon is a project or tool, it will examine the file to determine if it knows the specific filetype. If the file matches a previously

```
User-Defined Filetype
, for which the appropriate function has been
defined, the function is executed. If the icon is an iconified lister or
button bank it will be deiconified.
```

If the file does not match a user-defined filetype, it is tested against the

internal filetype definitions and action is taken accordingly. If there is still no match, the

Filetype Finder
or the
SmartRead
command will be

called depending on whether you have the
Filetype Sniffer
option enabled.

Manual Ref: 5.5 - 64

1.137 Icons - Information

Icons - Information

Displays status information about the selected icon. It also allows you to edit the tooltypes and other information in an application icon. See also the

IconInfo
internal command.

Manual Ref: 5.5 - 64

1.138 Icons - Snapshot

Icons - Snapshot

Snapshot saves the current layout and position of icons and/or windows. The Snapshot can be performed with the Icon option where only highlighted Icons are Snapshotted or with the Window option where only the active window is Snapshotted or with the All option where both the active window and all the icons it contains are snapshotted.

Manual Ref: 5.5 - 65

1.139 Icons - UnSnapshot

Icons - UnSnapshot

This command cancels the
Snapshot
position of the selected icon or icons.

Manual Ref: 5.5 - 65

1.140 Icons - Leave Out

Icons - Leave Out

This command puts a copy of the selected file's icon from a Lister onto the main Opus window for easy access. Files and directories left out in this manner will appear in the main window next time you run Opus. Left out icons can be identified by a small arrow image superimposed onto them.

Manual Ref: 5.5 - 65

1.141 Icons - Put Away

Icons - Put Away

Removes any selected icons which have been
Left Out
on the Opus main
window.

Manual Ref: 5.5 - 66

1.142 Icons - Select All

Icons - Select All

Selects all the entries in the active lister, or on the Opus 5 Main Window if no lister is currently active.

Manual Ref: 5.5 - 66

1.143 Icons - CleanUp

Icons - CleanUp

This command attempts to adjust the positions of all the icons in the Opus Main Window and Icon windows to their optimal positions within the confines of their window's dimensions.

Manual Ref: 5.5 - 66

1.144 Icons - Reset

Icons - Reset

Resets all the icon positions to those currently stored in the icon itself from the last

Snapshot
operation.

Manual Ref: 5.5 - 66

1.145 Icons - Rename

Icons - Rename

Provides the option to
Rename
the selected icons.

Manual Ref: 5.5 - 66

1.146 Icons - Delete

Icons - Delete

This function can be used to
Delete
any selected files and directories
from the current lister. It can also delete
program groups
from the main
Opus 5 window, and group icons from within
program groups
.

Manual Ref: 5.5 - 66

1.147 Icons - Format

Icons - Format

This brings up the Opus
Format Requester
and allows you to
Format
disks.

Manual Ref: 5.5 - 67, 187

1.148 Icons - Disk Information

Icons - Disk Information

Displays some information about the disk the active directory resides on, including space used and free,

DateStamp
and number of errors on the disk,

if any.

Manual Ref: 5.5 - 67

1.149 Icons - Copy

Icons - Copy

For a disk this invokes the

DiskCopy
command. For files and directories

there are four options:

Copy to Ram:
Copy to DF0:
Copy to Desktop
Copy to other...

Note that you can add extra directories and even Arexx scripts to the list of paths. See your Opus 5 manual for details.

'Copy to Desktop' will cause the entry to be copied to the Desktop Folder. The new copy will appear on the Opus main window as an icon while the original will remain where it was.

'Copy to other' allows you to select a destination via the standard file requester.

1.150 Icons - Arrange Icons

Icons - Arrange Icons

This is similar to the

Icons - Clean Up
menu item, but you have the option

of arranging the icons by several methods:

by Name
by Type
by Size
by Date

1.151 Icon Popup - Open

Icon Popup - Open

This is the same as if you double-clicked on the icon, for example, programs will be run, directories will be opened, etc.

1.152 Icon Popup - Open In New Lister

Icon Popup - Open In New Lister

This entry opens a new lister for the directory in question.

1.153 Icon Popup - Open With

Icon Popup - Open With

Project files have an Open With... item in the file popup menu, which lets you select an application to open the file with. You can select how many applications Opus can remember in this menu by editing the value in

Environment - Miscellaneous

.

1.154 Icon Popup - Close

Icon Popup - Close

Causes the icon to be removed from the Opus 5 screen.

1.155 Icon Popup - Custom

Icon Popup - Custom

This is a user-editable popup menu entry. It currently has either no function set or has a custom function calling external programs.

To edit this button you must use the
Filetype Editor

.

1.156 Buttons - New Gfx Buttons

Buttons - New Gfx Buttons

Creates a new Button bank of Graphic buttons. When first opened, the button bank will have only one button. The size of the button bank and the definitions for each button may be changed by calling the

Button Editor

.

Manual Ref: 5.5 - 67

1.157 Buttons - New Text Buttons

Buttons - New Text Buttons

Creates a new Button bank of Text buttons. When first opened, the button bank will have only one button. The size of the button bank and the definitions for each button may be changed by calling the

Button Editor

.

Manual Ref: 5.5 - 67

1.158 Buttons - New Start Menu

Buttons - New Start Menu

Creates a new Start Menu button. After defining the entries you want using the

Menu Editor

and saving to a file, you can edit how the

Start Menu looks using the popup menu from it's drag-bar. You can also bring up this popup by holding the ctrl key and clicking the button.

1.159 Buttons - Load

Buttons - Load

Loads an old Button Bank from disk. The loaded bank will appear on the screen in the position last saved with the button bank, or in the position it was in when you saved the environment settings.

Manual Ref: 5.5 - 67

1.160 Buttons - Load Start Menu

Buttons - Load Start Menu

Loads an old Start Menu from disk. The loaded Start Menu will appear on the screen in the position it was last saved in, or in the position it was in when you saved the environment settings.

Manual Ref: 5.5 - 67

1.161 Buttons - Save

Buttons - Save

Saves the selected Button Bank to disk using the name under which it was loaded.

Manual Ref: 5.5 - 67

1.162 Buttons - Save As

Buttons - Save As

This command saves the selected Button Bank to disk under the name you specify.

1.163 Buttons - Close

Buttons - Close

This command closes an open Button Bank.

Manual Ref: 5.5 - 67

1.164 Buttons - Edit

Buttons - Edit

This command brings up the Button Editor and allows you to edit the definitions of all buttons in all Button Banks currently open. You can readily edit several button banks at once. Note that while the Button Editor is open the buttons cannot be used in the normal way.

Manual Ref: 5.5 - 67, 171

1.165 Buttons - Iconify

Buttons - Iconify

This will cause the button bank to be replaced by a small icon. To deiconify again, select
Open
from the icon popup menu, or just
double-click on the icon.

1.166 Settings - Clock

Settings - Clock

This command toggles the display of a clock in the Opus main window title bar.

Manual Ref: 5.5 - 68

1.167 Settings - Create Icons

Settings - Create Icons

When Opus creates a new directory, this option toggles whether Opus will create the associated icon or '.info' file as well.

Manual Ref: 5.5 - 68

1.168 Settings - Default PubScreen

Settings - Default PubScreen

This command toggles whether Opus' screen is set as the system Default Public Screen. When used in this manner, the Opus screen will be used by other programs as the default screen on which to open their windows instead of using the Workbench screen. (Depending on the program!)

This command is only valid when Opus is running on its own screen.

Manual Ref: 5.5 - 68

1.169 Settings - Recursive Filter

Settings - Recursive Filter

This command toggles the filter option. The Recursive Filter, when enabled, prompts you for an optional file pattern whenever you execute a function

which operates recursively on files within sub-directories. If you enter a file pattern then only files matching that pattern will be operated upon.

Manual Ref: 5.5 - 68

1.170 Settings - Filetypes

Settings - Filetypes

This button displays the Filetype Manager which shows the currently known Filetypes and allows you to edit the filetype definitions, events and actions.

Manual Ref: 5.5 - 140

1.171 Settings - User Menu

Settings - User Menu

This button brings up the Menu Editor which allows you to customise the user menus. You may have as many user menus as will fit after the Settings menus.

Manual Ref: 5.5 - 174

1.172 Settings - Hotkeys

Settings - Hotkeys

Brings up the Hotkeys editor which allows you to add and remove custom hotkeys from Opus 5.

Manual Ref: 5.5 - 129

1.173 Settings - Scripts

Settings - Scripts

Brings up the Scripts Editor which allows you to attach standard Opus 5

functions to a number of Opus 5 events.

Manual Ref: 5.5 - 133

1.174 Settings - Icon Positioning

Settings - Icon Positioning

From the Settings menu, choose Icon Positioning and Opus will enter a mode where you may create special icon positioning areas by clicking and dragging on the main window. These areas are represented by windows which can be resized, re-positioned and closed as normal. Each window has a RMB sticky popup menu to configure which types of icons will appear in that area. You can also select one of five priorities for the area, which determines in what order the positioning areas will be used.

These areas are saved in the Environment file. Defined areas may optionally include Appicons, Disks, iconified Lists and Buttons, Groups and any Left-outs icons including items in the Desktop Folder.

Manual Ref: 5.8 - 33

1.175 Settings - Build Theme

Menu Settings - Build Theme

This menuitem is used when you want to prepare a theme for distribution to others. It will create a sub-directory in D5Themes: and copy all sound and picture files used in the theme to that directory automatically. It will also produce a .theme file which will contain references to the component files in the D5Themes: directory. When you have used the BuildTheme command, you can theoretically LHA both the theme file and the sub-directory and distribute it to other users.

Manual Ref: 5.8 - 14

1.176 Settings - Load Theme

Menu Settings - Load Theme

This menuitem causes a window to appear in which you can select a theme to load. What is affected by the theme can be selected by enabling the appropriate options:

- Apply palette and pen settings
- Apply font settings
- Apply background picture settings
- Apply sound settings

Manual Ref: 5.8 - 13

1.177 Settings - Save Theme

Menu Settings - Save Theme

This menuitem will generate a `.theme` file in `D5Themes:` that contains the actual locations of the component files used in the theme. Use while working on a theme, or to store multiple themes for your own use.

Manual Ref: 5.8 - 13

1.178 Settings - Environment

Settings - Environment

This command displays the Environment Editor which allows you to change the visual display characteristics used by Opus 5.

Manual Ref: 5.8 - 37

1.179 Settings - Load Environment

Settings - Load Environment

This command loads an Environment file from disk and resets the visual display of Opus 5 to that defined therein.

1.180 Settings - Save Environment

Settings - Save Environment

This command saves the selected Environment using the name under which it was loaded. If no Environment had been loaded, Save will save the current Environment under the name 'Default'.

1.181 Settings - Save Layout

Settings - Save Layout

This command lets you save the current Desktop layout on demand.

Manual Ref: 5.8 - 37

1.182 Menu Editor

Menu Editor

The Menu Editor enables you to add, insert, duplicate, delete, edit and move around entries in the

Lister Menu
and the
User Menus
. The

Function Editor
is called when editing an entry.

The menu editor has the following features:

- Drag & drop moves the item.
- Drag & drop with shift held down copies it.
- Tab to change the 'active list' (indicated by a dotted rectangle).
- Cursor up/down to change selection in active list.
- Cursor up/down with shift to move the selection up or down.
- Return to edit the selection in the active list.
- + to add an item.
- DEL to delete current item.

Manual Ref: 5.5 - 174
5.8 - 9

1.183 Hotkey Editor

Hotkey Editor

Each hotkey can run any standard Opus 5 function just as with buttons and menus. The 'System-global hotkey' option can be enabled for each hotkey. Without this, the hotkey can be used only when an Opus 5 window is active. However, if this is set the hotkey will be global and is accessible whether or not an Opus 5 window is active.

Manual Ref: 5.5 - 129

1.184 Scripts Editor

Scripts Editor

This allows you to attach standard Opus 5 functions to a number of events. The scripts currently available are:

- | | |
|-------------------|--|
| AnsiRead | - lets you define an alternative to the internal ANSI viewer, eg. HyperANSI. |
| Bad disk inserted | - triggered when you insert a non-DOS disk in any floppy. |
| Close buttons | - when a button bank is closed. |
| Close group | - when a group is closed. |

Close lister	- when a lister is closed.
Disk inserted	- when a disk is inserted.
Disk removed	- when a disk is removed.
Double-click	- when you double-click on the main Opus window (but not on an icon).
FTP close connection	- when an FTP connection is closed.
FTP connect fail	- when an FTP connection fails.
FTP connect success	- when an FTP connection is successful.
FTP copy fail	- when an FTP copy fails.
FTP copy success	- when an FTP copy succeeds.
FTP error	- when an FTP error occurs.
HexRead	- lets you define an alternative to the internal hex viewer when triggered, eg. FileX.
Hide	- when you hide the display.
IconInfo	- lets you define an alternative to the internal icon module.
Middle double-click	- when you double-click the middle button anywhere at all.
Open buttons	- when a button bank is opened.
Open group	- when a group is opened.
Open lister	- when a lister is opened.
Play	- allows you to specify an external sound player for the internal Play command.
Pre-Startup	- lets you execute commands before the DOpus screen appears, eg. loading random themes.
Print	- lets you define an alternative to the internal print module, eg. TurboPrint or Studio.
Read	- lets you define a text viewer instead of the internal one.
Reveal	- when you reveal the display after hiding it.
Right double-click	- when you double-click the right button over the main Opus window ONLY.
Show	- lets you define an alternative to the internal Show command, eg. CyberWindow.
Shutdown	- when the program quits.
SmartRead	- lets you define an alternative to the internal SmartRead viewer.
Startup	- when the program is run.

Some good uses for scripts would be to open a new lister for 'Disk inserted' and display its contents, and to run the

```

        Format
        command for 'Bad disk
inserted'.

```

Manual Ref: 5.5 - 133
5.8 - 58

1.185 File Class Editor

File Class Editor

The File Class Editor selects the way in which this file type will be recognised by the Opus 5 system. The name field specifies the name of the file, the ID is a shorthand way of expressing the filetype. The Pri is the

priority of that file type, it should normally be set at 0.

The file identification definition can be altered with the add, insert and remove gadgets. The scripts consist of a group of match instructions linked together with logical 'and's and 'or's. For any more detail on the File Class Editor please consult your Opus 5 manual.

Manual Ref: 5.5 - 144

1.186 Config Convert

Convert version 4 configuration files

Directory Opus 5 is able to detect and convert the old configuration files from Directory Opus 4. Opus 5 will not convert environment files from earlier versions. If you have a version earlier to version 4 then you will have to convert the files using version 4 first.

If you select 'Load Environment' in Opus 5, and try to load an old version 4 configuration file, you will be given the option of what to convert. The base-name you specify will be used when creating individual files corresponding to button banks, etc.

Opus 5 will convert your old Buttons, Menus, Filetypes, and Hotkeys.

1.187 Button Bank Editor

Button Bank Editor

The button bank editor enables you to edit a Toolbar or Custom button. The bank editor permits the reshaping of button banks with the Xform button and the addition, insertion, and deletion of buttons from a button bank.

Individual buttons can be copied, cut, and erased as well as Edited

.

The 'Paint Mode' option allows you to paint colours onto the buttons of an entire bank. The 'Show Clipboard' option lets you drag and drop buttons between the different button banks on the screen and a small clipboard window which will appear.

In the 'Appearance' section of the editor you can turn off the old-style full borders on each button bank, and if they are off you can also set the dragbar to be horizontal, vertical, or automatic depending on the size of the button bank. You can also make all of the buttons in a bank borderless, turn off the 'dog ears' for buttons with right and middle button functions, and make the button bank simple refresh if you wish.

Manual Ref: 5.5 - 178

1.188 Button Editor

Button Editor

The Button editor allows the editing of the actual button. The things that may be edited are the button's name or icon and its

Colours

. The

functions that are called for the left, right, and middle mouse buttons, and any popup menu functions it may have can also be

Edited

from here.

Manual Ref: 5.5 - 171

1.189 Function Editor

Function Editor

The function editor enables you to edit the function(s) performed when the button, filetype action, menu item, script, etc. is activated. These functions can be AmigaDOS, Opus 5, ARexx, Script or Workbench commands.

The "{}" button allows the inclusion of parameters onto the command line of the instruction such as the filename of the highlighted file(s). For built-in commands it also allows access to the command argument template.

The flags allow the custom commands to be implemented in a variety of different manners.

The Key field will sample the keys you press as a hotkey for this function. If you wish to enter a hotkey combination manually, press caps-lock and type as per normal. To erase the hotkey field, press backspace twice.

For any more details please refer to your Opus 5 Manual.

Manual Ref: 5.5 - 157

1.190 Select Colours

Select button colours

This allows you to select the foreground and the background colours of your button you are editing. The selecting is a simple process of tapping the mouse pointer on the desired colour.

1.191 Environment

Environment Editor

You may adjust the following parameters of the visual display within the Environment editor:

- Backgrounds
- CLI Launching
- Copying
- Delete
- Desktop
- Directories
- Display
- Hide Method
- Icon Display
- Icon Settings
- Lister Colours
- Lister Default
- Lister Display
- Lister Options
- Locale
- Miscellaneous
- Palette
- Path List
- Priority
- Sound Events
- WB Emulation

Manual Ref: 5.8 - 37

1.192 Environment - Backgrounds

Backgrounds

This allows you to define whether to use backdrop pictures on the Screen

and in listers and requesters.

Enable Backgrounds lets you turn on or off all background pictures in Opus.

You can either display background pictures using a settings file created with the WBPatten Prefs program or directly by giving the filenames of the images you wish to use.

Under OS2.0 and 2.1, you can only use WBPatten prefs, and only to generate patterns, not pictures. The picture display system relies on the Amiga Datatypes system, which is not available under OS2.0.

If the Use WBPatten Prefs flag is cleared you should specify the images files you want to use using the set top set of gadgets.

Desktop:

The main Opus window uses this image.

Window:

Icon-mode listers and groups use this image.

Requester:

Opus requesters and configuration windows use this image.

Either enter filepaths in the string gadgets or use the folder button on their left to bring up a file requester.

You can specify normal AmigaDOS wildcards or a directory, if more than one file matches the pattern specified, then a file will be chosen at random each time Opus is run.

At the far right of each field is a gadget for a popup menu, that allows you to control the display parameters including whether each picture is tiled, centred or stretched to fit, and the remapping used for each picture. The border colour for a picture smaller than the screen size, can also be selected. See your Opus manual for more detailed information.

If Use WBPatten Prefs is selected you should specify in the string gadget below the name of a preferences file created with the WBPatten program which came with Workbench.

To the right of the name field there is a gadget with an exclamation mark (!) which will call the standard WBPatten preferences editor for you. Use the editor to create the display you require, SaveAs the settings under the name (e.g. "envarc:DOPatern.prefs"), then use this for Opus.

NOTE: The backdrop pattern will use the current Workbench pattern unless you have entered a specific WBPrefs filename.

Default Theme Path:

This string gadget allows you to enter the path that Opus will use for storing themes, you can direct it to use a partition or drive with sufficient free space for all the background and sound files used by themes. The folder button to the left will bring up a directory requester which you can use to choose a directory.

Any path entered here will have the assign D5Themes: given to it, it defaults to DOpus5:Themes/.

Manual Ref: 5.8 - 37, 38, 39

1.193 Environment - CLI Launching

CLI Launching

This section controls certain parameters used when calling AmigaDOS programs.

Title

Allows you to set the title of the console window used for CLI output.

Device

The device to be used as the output window - this defaults to 'CON:'.

Size

Displays a window that you can resize and position to be the default CLI output window.

Stack

Allows you to set the stack size used when calling AmigaDOS programs.

Max. CLL

You can set the maximum command line length that Opus will use when calling external programs, the default is 255.

Manual Ref: 5.8 - 40

1.194 Environment - Copy

Copy settings

This sets the controls for what happens when Opus copies files.

These are the options and what they do:

Update destination free space:

When the files are finished being copied then the destination drive's size will be updated.

Set source archive bit:

When the file is copied the original version will have its archive bit set to true.

Also copy source's:

When set, these attributes of the original are to be copied as well as the file itself.

Verbose 'Replace?' requester:

When enabled, the display will be more user-friendly - instead of showing the size and datestamp, you are now told what is different.

Automatically check version:

With this option turned on, every time you copy a file over an older one, Opus 5 will check the file version along with the size and datestamp. If it is turned off, an extra button on the replace requester will allow you to check the version manually. You may need to turn this option off if you copy very large files that have no version information as looking for the version number can take some time.

Manual Ref: 5.5 - 86

1.195 Environment - Delete

Delete settings

This allows you to set when Opus should ask about deleting

. The point at

where a toggle is set is where Opus will ask to confirm the request to delete.

Manual Ref: 5.5 - 86, 87

1.196 Environment - Desktop

Desktop

From here you can set up some features of Opus 5's desktop environment.

The function of the main listview depends on the state of the cycle gadget above it.

Hidden drives:

The listview contains a list of all the drive icons Opus can see. If you wish for some of these icons to not be displayed (for instance if they are not AmigaDOS volumes) then simply click on their entries.

Hidden drives (bad disks only):

Using the listview you may selectively hide devices that have bad disks in them. For example, if you had four filesystems mounted on the one drive, you could hide all of them for bad disks except for one.

Desktop Folder:

This is the physical location of the drawer used by Opus to hold the desktop files (files which are actually copied to the desktop). By default this is the directory DOpus5:Desktop. You may change this location but we do not recommend it since it establishes connections outside the parent DOpus5: directory tree. If the location is changed, you will have to move any current files in the old desktop drawer to the new location before they will be noticed.

PopUp Enabled:

If you turn this flag on, when you drop a file onto the desktop, a popup menu will appear giving you a choice of several actions, unless Default Action (below) is not set to None.

Default Action:

When the Desktop popup is enabled, the default action option allows you to choose the action to be performed by default when you drag a file to the desktop. If None is set (the default), then the popup menu appears as normal. However, if you set Create Left-out, Move to Desktop or Copy to Desktop, then that action will be performed without a popup menu appearing. With a default action set in this way, access to the popup menu is still possible by holding down either shift key when you drop the file onto the desktop.

Manual Ref: 5.8 - 41

1.197 Environment - Directories

Directory settings

This enables you to set the maximum number of directories you will have internally buffered.

Disable directory caching

Directory caching is turned off.

Re-read modified caches

If the contents of a directory has changed since you last activated it, it will then re-read the directory.

Enable MUFs Support

Enables Multiuser filesystem support. If disabled then Opus will not open the mufsxx.library. If enabled Opus will open it at start.

Maximum Filename Length

Allows you to set the maximum filename length that will be displayed in listers. The default is 30, the maximum is 107.

Manual Ref: 5.8 - 42

1.198 Environment - Display

Display Mode

The Screen Display Mode requester allows you to specify the mode, size and depth of the screen. The requester contains a list of available Display modes. The screen height and width fields allow you to specify screen width and height. You can also select a default screen font for the Opus 5 screen.

1.199 Environment - Hide Method

Hide method

This allows you to specify and control the method Opus will use to iconify itself. The choices range from:

Clock:

This will iconify Opus to a one line clock.

Hotkey Only:

This will place no visual icon on screen when closed and will require the hotkey combination to bring it up again.

AppIcon (Workbench Only):

This creates a normal icon on Workbench when Opus iconifies.

AppMenu (Workbench Only):

This makes Opus append itself to the 'Workbench Application Tools' menu.

Popkey:

This field allows you to alter the Opus 5 hotkey. To use the standard hotkey of 'lalt lshift ctrl', simply leave this field blank.

The hotkey field will sample the keys you press as the hotkey. If you wish to enter a hotkey combination manually, press caps-lock and type as per normal. To erase the hotkey field, press backspace twice.

Manual Ref: 5.5 - 87, 88

1.200 Environment - Icon Display

Icon Display

This section allows you to configure how icons are displayed within Opus.

Enable NewIcons: (See NOTE)

Turn NewIcons support on or off.

Discourage NewIcons: (See NOTE)

Only shows a NewIcon image if there is no 'standard' image (i.e if the image is less than 5x5 in size).

Dither Image: (See NOTE)

Turns on dithering for NewIcons.

RTG Mode: (See NOTE)

Turns on RTG mode for NewIcons. Will render images into FAST RAM if you have a graphics card.

Pen Precision: (See NOTE)

Sets the precision for NewIcons, maximum value of 16.

The Dither Image, RTG Mode and Pen Precision settings affect the operation of the NewIcons system itself. It was necessary for Opus to have these settings, as version 3 of the newicons.library does not load the user-defined NewIcons preferences (unless the c:\NewIcons patch is running.) Version 4 of the newicons.library reads the user preferences automatically, however, you can still adjust the settings through this Opus section as well as through the NewIconsPrefs program.

If a change is made to any of these settings you will need to restart Opus for the change to become effective.

Label Font and Colour:

The Desktop and Windows buttons allow you to edit the font settings for icons on the desktop and in windows, respectively. You can change which font is used and how it is coloured.

NOTE: Under OS3.5 these options will be disabled if you are using DirectoryOpus v5.82

Manual Ref: 5.8 - 43

1.201 Environment - Icon Settings

Icon Settings

This section controls various aspects of Opus's icon display routines.

Allow icons with no labels:

Opus uses a special 'bit' in the .info file to indicate a label-less icon, sometimes this is arbitrarily set. If this option is enabled, an icon with no label will be displayed otherwise all icons will have a label.

Borderless icons are fully transparent:

Makes Opus render its borderless icons with colour 0 transparent over the whole icon, rather than just colour 0 around the edge. This results in quite a large speed increase when loading borderless icons.

Cache icon images:

Icon caching improves the speed of displaying icon mode and icon action mode lists. However, if you find this causes problems, you may disable it. This setting is only checked at Opus startup - you will need to quit and restart Opus after altering this setting.

Force split of long labels:

If this is enabled it will force the splitting of icon labels onto 2 lines if an icon's label is more than 1.5 times the width of the icon, regardless of whether any of the criteria of 'Split long icon labels' is met or not.

Icon borders on by default:

Turns on ALL icon borders by default but can be overridden on an individual icon basis from the
Icon Information
requester.

Perform all actions on icons:

Anything that happens to the icon will happen to the '.info' file associated with it.

Quick icon dragging:

Icons are no longer be masked when they are dragged. This results in an opaque background to the icon (like in Workbench) but is much quicker.

Real-time icon scrolling:

When enabled causes icons to scroll through any icon mode windows when using the window sliders. Pattern centering is disabled, (tiling is enforced), if real-time icon scrolling is enabled and the window is scrollable.

Remap icon images:

Directory Opus will, by default, remap 8 colour icons to the top and bottom 4 colours in the palette. This option allows you to override this behaviour.

Remove Opus icon positions:

Setting this option along with the Use Workbench Icon Positions flag enables you to move an Opus-ised system back to a Workbench position system without having to resnapshot all your icons. When set, Opus will use the Opus icon position in icons when there is one. When an icon is snapshotted, the Opus position will be removed, and the Workbench position will be saved. The next time the icon is read, it's the Workbench position that will be used.

Select icons automatically:

Whenever an icon is selected the associated '.info' file is selected automatically.

Show arrow on left-out icons:

Controls whether or not you see the little arrow shown on the bottom left of left-out icons.

Smart icon copying:

DOpus 5.5 copied icons using GetDiskObject()/PutDiskObject(). There turned out to be a few problems with this method, so now it copies icons like any other files (straight byte copy). However, if you set this option, it will copy them with Get/PutDiskObject() like before.

Split long icon labels:

If an icon's label is more than 1.5 times the width of the icon itself, it can be split onto multiple lines. The algorithm will only split labels on spaces, punctuation characters or on a capital letter. If there is nowhere to split the text then the label won't be split at all.

Trap 'More' in default tool:

When you double-click or
Open
a project icon whose default tool is
set to 'More', the file's contents will instead be displayed in the
Opus 5 text viewer.

Use custom drag routines:

Opus supports its own custom dragging routines which speed things up for NON-graphics card users. Graphics card users should turn it off.

Use Workbench icon positions:

Tells Opus to use the same fields in icons as the Workbench does to store and retrieve icon and window positioning information. If you snapshot icons on a disk and give the disk to an unfortunate Opus-less Amiga user, they will still be able to view your icons in the correct positions with Workbench.

Manual Ref: 5.8 - 44, 45, 46

1.202 Environment - Lister Colours

Lister Colours

This section lets you adjust lister colour settings. Each element has an additional custom pen which is completely separate from the standard user/system pens. It can be configured individually for each element, providing there are free pens available.

At the moment, the custom pen is only implemented by the free space gauge, but the other elements will be using it in the next version.

When setting the colours for the free space gauge, the foreground colour is used when the bar shows less than 90% full, and the background colour is used when the bar is at 90% or above. This lets you have a warning colour when the disk is getting full.

Manual Ref: 5.8 - 46

1.203 Environment - Lister Default

Lister Default

Default Size:

This allows you to choose the default size to be used when a new Lister is opened.

Default Format:

This allows you to define the default lister format to be used in listers which have not had a custom format defined.

Manual Ref: 5.8 - 47

1.204 Environment - Lister Display

Lister Display

Field Titles:

With this turned on, name mode listers have a title at the top of each field of the lister. You can click on the fields in the title to change the sort mode of the lister, clicking again to reverse it. Also, the field titles can be dragged around to change their order and the borders of them can be dragged to dynamically change the field size.

Font:

Sets the font used in listers.

Status Text:

Allows you to customise the look of the lister status bar. The gadget on the right brings up a list of character sequences which insert informational values into the string.

Manual Ref: 5.8 - 47

1.205 Environment - Lister Options

Lister Options

The following options also control the lister behaviour:

Device List in new lister:

If this is set, a device list will be displayed when you open a New lister. If cleared, the new lister will appear blank.

RMB Double-Click editing:

If set, a double click of the Right Mouse Button over a name mode lister will activate the
Format Editor
. Otherwise, the double-click
will be ignored by the lister.

SimpleRefresh windows:

If you enable this option, less memory will be used by Opus to refresh listers, but refreshing will be slower.

Always use Snapshot position:

With this flag turned on, new listers that are opened will always come up in the position and size they were snapshotted to, instead of in the last position you had them in.

Name Mode PopUp:

In Icon Mode and Icon Action Mode, every icon has a popup menu accessible via the right mouse button. This option enables these popup menus when in Name Mode also.

Drag Into Sub-Directories:

When enabled, moving the mouse when dragging files over a directory in a lister (either the same lister or a different one) will highlight the directory name; if you release the files over that directory, the

defined filetype action will use that sub-directory as the destination path rather than the path of the lister itself.

If you have this option switched off you can always activate it by holding down the shift key while dragging.

Note that this is not yet implemented when dragging icons, only files and directories from a name-mode lister.

OpusFTP now also supports this function from a remote FTP directory to a local dir, but it is NOT supported on or between remote FTP directories.

Allow File Select On Source Activation:

If turned on, and you click on a file in a lister that is not the source lister, the lister will be set to source but the file will not be selected. If turned off and there is only one lister open, it will have no effect.

Window Zooms to Title Bar:

Enabling this causes listers to zoom to just a titlebar instead of the smallest window size when you click on the lister zoom gadget.

Inline Editing:

Enables inline editing of the filename and details in name mode listers. The setting of the cycle gadget controls how the inline editing mode is activated. Left Button means that you must hold the left mouse button over the entry for a certain time before editing mode is activated. Likewise, Middle Button means that you must hold the middle mouse button down. Left & Middle means that both buttons work.

Manual Ref: 5.8 - 48

1.206 Environment - Locale

Locale settings

This enables you to set up Opus display methods to adhere to your locale. The different things that can be changed are:

Date Format:

This enables you to select which way you prefer to read dates.

Name substitution:

Allows the substitution of words like 'today' and 'yesterday' in the place of dates, if appropriate.

12 hour clock:

This allows you to select between a 24 or a 12 hour clock.

Thousands separator:

This allows you to have a separator between the hundreds and thousands when a number is displayed.

Manual Ref: 5.5 - 89, 90

1.207 Environment - Miscellaneous

Miscellaneous options

This enables you to set a few miscellaneous options.

Mouse buttons over inactive banks:

When this is enabled you can use the right and middle mouse buttons on button banks and listers without first having to activate the window that they use. Also you will be able to use the left mouse button on a button bank without the button bank becoming active. This will leave the lister you were using active.

Quick quit:

If you set this Opus 5 will
quit
without first asking for
confirmation.

Extended lister key selection:

With this enabled you will be able to quickly find files in large directories even if all files begin with the same letters. When you type the first letter a string gadget will appear over the lister toolbar enabling you to type as much of the filename as is necessary for it to scroll into view. As soon as you begin any other action the string gadget will disappear once more.

Filetype Sniffer:

Enabling this gadget tells Opus to automatically run the
FindFiletype
command when a file with no defined filetype is double-clicked ←
. With
the option turned off Opus will run the
SmartRead
function to view
the file as either text or hexadecimal.

Thin Gadget Borders:

Turning this on will make all Opus gadgets, (except GadTools ones), use single-pixel vertical borders to improve the display on 1:1 screen ratios.

Popup Delay:

Determines how long the mouse button should be held down before a popup menu appears. Specified in tenths of a second.

Maximum 'Open With' Entries:

Determines the maximum number of Open With entries that appear in a project icon's popup menu.

Custom Screen Title:

Allows you to display various information in the Opus screen's titlebar, such as CPU, Graphic chipset, total memory, tasks, etc. The gadget to

the left of the string gadget displays a list of allowable command sequences.

Manual Ref: 5.8 - 49, 50, 51

1.208 Environment - Priority

Priority settings

This allows you to change the task priorities of the main Opus 5 process and of the lister processes. You can set the priority independently for when the process is busy and for the rest of the time.

You might need to use this, for instance, if you find a program you use at the same time as Opus 5 is at a higher priority and is hogging the CPU, preventing Opus 5 from working efficiently.

Manual Ref: 5.5 - 91, 92

1.209 Environment - WB Emulation

WB Emulation

This allows you to enable some Workbench Application functions.

Display AppIcons tells Opus to display all application icons in the Opus window. Display Tools Menu tells Opus to add any Workbench Application Menus to a Global Tools Menu. If you enable Move AppIcons to 'Tools' Menu then application icons will be redirected to the tools menu instead of appearing on the desktop.

Note that if you turn on Move AppIcons to 'Tools' Menu, you should make sure that Display Tools Menu is also on, otherwise application icons will be completely hidden. Also note that changing the flag only affects AppIcons added after the change is made.

By default, Opus will display all icons representing all volumes available in the system, including non-DOS disks. The display of these 'bad disks' can be turned off.

Manual Ref: 5.8 - 53

1.210 Environment - Palette

Palette

This displays the current colours used on screen plus any user colours available. The number of pens is limited by the display mode. You can then modify the colours of the pens by using the sliders. You can also reset the palette or load a standard palette preferences file as used by the Workbench

'Palette' program.

1.211 Environment - Path List

Path List

This allows you to configure the path list used by Opus directly, without having to worry about where the path list is going to be inherited from.

The 'Use Opus internal path list' gadget will enable the list, the Clear button the right will clear all paths from the list.

You can select a path in the list and use Delete to remove it, conversely you can use the Add button and the string gadget or folder button next to it to add a path.

Manual Ref: 5.8 - 51, 52

1.212 Environment - Sound Events

Sound Events

This section lets you configure a sound file to be played automatically for certain events. The event list is the same as for scripts, but it saves you having to configure a whole script just to play a sound file.

The folder button to the left of the string gadget brings up a file requester that you can choose the sound file from, the gadget to the right clears the string gadget and the sound associated with that event.

Volume can be a value from 0, (minimum), to 64, (maximum). The Test button lets you test the sound before saving.

Exclusive Startup/Shutdown Sounds:

With this flag turned on, no sounds will be played until the Startup sound has been played, and no sounds other than the Shutdown sound will be played on shutdown. This should help stop any conflicts with other sounds that are trying to be played.

Manual Ref: 5.8 - 53, 54

1.213 Lister Format

Lister Format Editor

This Editor alters the basic setup of the lister from choosing the manner in which the files should be displayed to the way that they should be ordered. The display window in the editor shows what features of a file will be displayed with the feature with a tick being the sorting key of the file. To add or remove a feature from display just drag & drop the feature in

question to the adjacent window.

There are a variety of different options:

Entry Separation:

This allows you to select whether directories or files are to be shown first in the listers, or whether they should be intermixed.

Reverse Sorting:

This causes the files to be displayed in the reverse order of the sort.

Filter Icons:

This will filter the icons so that the '.info' files won't be displayed.

Hidden:

Makes sure not to show files with the hidden bit set.

Free Space Gauge:

Toggles whether or not the lister has a space gauge which graphically shows the proportion of free space on the drive. It is possible to set the colour for the 'bar' part of the gauge from the

Lister Colours
section.

Inherit:

This flag has the same effect as the padlock gadget; if turned on, sub-directories will inherit the format of the parent directory when double-clicking on them in name mode. When turned off, unless a directory has a format defined for it, it will use the default format.

Show Filter:

Declares a pattern for which all files matching it must be displayed.

Hide Filter:

Declares a pattern for which all files matching it are not displayed.

Reset to Defaults:

Restores all options for this lister to match the default

lister display

Save:

Saves the display format for this lister so that these settings are always used when viewing the directory currently in the lister.

Use:

Applies any changes you have made to the display options for this lister.

Cancel:

Abandons any changes you have made to the display options for this lister.

Manual Ref: 5.5 - 43

5.8 - 18

1.214 File Types

Filetype Manager

This function allows you to alter the filetypes recognised and handled by Opus 5. You may add, remove, rename, duplicate or

Edit

a selected

filetype at this level.

Manual Ref: 5.5 - 140

1.215 File Type Editor

File Type Editor

The File Type Editor has a list of a variety of different actions that can take place to a file as well as a list of items that will appear in the popup menu for files of this type. To edit the function that will execute when one of these actions occur or when a popup menu item is selected, just click on the action and the

Function Editor

will be brought up. A default

icon can be established for this filetype by simply either dragging and dropping the icon into the icon box or selecting the icon file using select icon. The manner in which Opus 5 identifies a file to be of this filetype can be edited with the

Edit Class

button.

Manual Ref: 5.5 - 141

1.216 Lister File Count

This area displays a count of selected files and their combined size. An asterisk '*' will also be shown if any files are hidden from view for any reason.

Manual Ref: 5.5 - 38

1.217 Lister Menu PopUp

This button activates the user-editable lister menu popup.

Manual Ref: 5.5 - 39

1.218 Lister Path PopUp

This button activates the lister path popup.

Manual Ref: 5.5 - 40

1.219 Lister Status PopUp

This button activates the lister status popup. The display here shows what mode the lister is in. The various modes are: ↔

SRCE

DEST

SRCE!

DEST!

BUSY

OFF

Manual Ref: 5.5 - 40

1.220 Lister

This is a lister. The lister enables you to list directories, access files, and perform much more. Just point your mouse to some of the icons and objects located on the lister and press "HELP" for more details on the functions it provides.

1.221 Program Group

This is a program group. Program groups make a handy alternative to leaving out files - especially when your workbench is getting a little cluttered. You can make a group for a set of related programs, files, or directories from the Icons - New Group menu. Then simply drag and drop the icons you wish to use into the group window or onto the group icon. ↔

1.222 Protection Bits

Protection Bits

The protection bits are a group of flags that are stored with the file that determine the characteristics of the file. These flags are given one character names. The protection bits currently in use are HSPARWED.

H Hidden:

If this flag is set, the file is not normally displayed. This allows you to mark certain files as "invisible" to avoid cluttering your directories. The file can still be accessed normally, and not all programs implement this flag.

S Script:

A script file is a file containing a list of AmigaDOS commands to execute; it is like a simple computer program.

This flag indicates that the file in question is a script file.

A script file is sometimes called a batch file.

P Pure:

If a program file is flagged as pure, it can be made to remain in memory, even when not in use, This can save a great deal of time, especially if the program is used a lot, as it does not have to be loaded from disk each time.

A Archive:

This flag indicates that the file has not been changed. If this file is ever written to, the A flag will be turned off. This can be used in a hard disk backup program, to record which files have been backed up, and need not be backed up again.

R Readable:

If this flag is set, the file can be accessed.

W Writable:

If this flag is set, the file can be written to (i.e., more information can be stored in it than is already there).

E Executable:

If a program file does not have this flag set, it can not be run.

D Deletable:

If this flag is not set, the file can not be deleted.

These flags can be changed in a file with the
Protect
function.

1.223 Source

Source

A source lister is the lister that is acted upon by commands that act upon source listers, such as

Copy

,

Move

and

Rename

. It is possible to have multiple source listers.

1.224 Destination

Destination

The destination lister is the lister that is acted upon by commands that effect a destination. Usually such things as the arrival point of

Moves

or

Copies

. It is possible to have multiple destination listers.

1.225 BUSY

Busy

The busy mode means that the lister is processing some task so that it is unable, at the present time, to perform other actions although it may still be moved, resized, scrolled, or iconified.

1.226 ReReadDir

Re-Read Directory

This re-reads the current directory and displays the current directory listing.

1.227 PathHistory

PathHistory

This section of the menu displays all the paths that this particular Lister has passed through. Select it and your path will be changed to the selected path. This is similar to the

```

        CacheList
    , but the cachelist shows all paths
all the listers have passed through. Remember if the memory used by these
lists becomes excessive a
        FreeCaches
will clear the caches.

```

1.228 AppMenuItem

Application Menu Item

This button calls an application which is external to the Directory Opus 5 system.

1.229 Environment Variables

NOTE: These are the ONLY supported environment variables.

Use of anything else will result in a visit by the helpful BLAZEMONGER Customer Service Department.

The following variables are generated by Directory Opus and should NOT be edited under any circumstances.

dopus/dopus DO NOT EDIT!!

Contains various enabled settings, eg. titlebar clock, recursive filter, etc.

Manual Ref: 5.5 - 251

dopus/Icon Clock DO NOT EDIT!!

Contains position information for the iconclock.module.

dopus/Icon Editor DO NOT EDIT!!

Contains your default icon editor as defined using the 'Pick Editor' menuitem in the icon Information window.

dopus/Player DO NOT EDIT!!

Stores the position of the Player icon when the progress window is iconified and snapshotted.

dopus/Print DO NOT EDIT!!

Stores preferences and information for the DOpus print functions.

Manual Ref: 5.5 - 251

dopus/taf DO NOT EDIT!!

Generated by the theme.module, (as Greg has already said), a little investigation will show you that it keeps the decimal equivalent of which parts of the theme you chose to implement, (Trevor :) so it stores your preferences for the next theme change.

Apply palette and pen settings	- 1	bit 0 set
Apply font settings	- 2	" 1 "
Apply background picture settings	- 4	" 2 "
Apply sound settings	- 8	" 3 "

dopus/Text Viewer DO NOT EDIT!!

Contains all the information set for the DOpus internal text viewer, eg. position, font, editors.

Manual Ref: 5.5 - 251

dopus/windows/?????? DO NOT EDIT!!

Position information for various windows used in DOpus, (v5.81+).

The variables below are the only ones available for the user's use.
PLEASE DO NOT use them unless there is a genuine need.

dopus/3DLook

When set, provides compatibility for programs such as SysiHack.

Manual Ref: 5.5 - 251

dopus/HidePadlock

Hides the padlock gadget normally displayed on lister titlebars for those that don't need this facility.

Manual Ref: 5.5 - 43
5.8 - 19, 54

dopus/IconGridX

dopus/IconGridY

Set these variables to make DOpus align icons to a grid when positioning them automatically (the default is 1 for both which means no grid).

dopus/IconSpaceX

dopus/IconSpaceY

Set these variables to change the default spacing between icons (the default is x=3, y=5)

dopus/NoBeeGees

Turns off the "Stayin' Alive" feature of the FTP module.

Manual Ref: 5.81 readme

dopus/ReturnOfBenify

When set to 1, causes icons dropped on the Desktop to create a left-out to have their dropped position saved as the permanent position rather than the default of temporary.

Manual Ref: 5.81 readme

dopus/ShowUseDatatypesFirst

Causes the Show command to use IFF datatypes in preference to it's own internal IFF code.

Manual Ref: 5.5 - 125, 251

dopus/StartupNumbers

Used for bug hunting.

dopus/UseWBInfo

Causes DOpus to call the OS WBInfo() routine instead of it's own internal Icon Information routine.

Manual Ref: 5.5 - 111, 251

dopus/WheelScrollLines

For the support of Wheel Mice, controls the number of lines each wheel turn corresponds to, (default: 3).

Manual Ref: 5.81 readme

dopus/WorkbenchTitle

When set to 1 DOpus will not generate it's own titlebar clock/memory display. This allows you to use programs which patch the WB titlebar to provide extra information, (eg. MCP). But do yourself a favour and buy Magellan-II instead.

Manual Ref: 5.8 - 54

1.230 Directory Opus Versions

Here's a rundown of the various incarnations of Directory Opus v5, these values are also of use when using the dopus version ARexx command to check for script compatibility.

Revision numbering is approximate since there were some strange variations in the numbering around the release times.

Ver. Revision

- 5 0 - The first, provided heaps more widgets, gadgets, thingamebobs, wiz-bang features than that sorry, out-dated, excuse for a file manager - Directory Opus v4 ;-)
- 5 11 - First update to v5, (v5.11 20.6.95)
- 5 1236 - Released as version 5.5, added heaps of extra ARexx commands and other functions, (15.8.96).

***** Directory Opus turned 7 on 25.12.96 *****

- 5 1317 - Released as Directory Opus Magellan, (v5.6 15.5.97)
- 5 1414 - Update to Magellan, (v5.62 14.7.97)
- 5 1415 - Update to Magellan, (v5.65 26.8.97)
- 5 1416 - Update to Magellan, (v5.66 4.11.97)
- 5 1499 - Update to Magellan, (v5.661 8.11.97)
- 5 1571 - Released as Magellan-II, (v5.8 3.10.98). (Although it was generally agreed by most people that DOpus Dante would have been a much better name :)
- 5 1610 - First maintenance update to Magellan-II, (5.81 23.4.99).
- 5 1612 - Second update to Magellan-II adding support for OS3.5 icons, (5.82 8.11.99)

1.231 Directory Opus Manual Index

Below is the manual index for Directory Opus Magellan-II.

References will be given to the manuals as follows:

Manual - Page, Page,

Where: Manual will be 5.5 for Directory Opus 5.5,
 5.8 for Directory Opus Magellan-II, or
 5.81 for the Magellan-II update.
 5.82 for the Magellan-II OS3.5 update.

A lot of the Index will contain references to both manuals, this is because the Magellan-II manual was just an update that described new or extended features. The original description in the 5.5 manual will still be relevant.

If a entry does contain references to both manuals, then obviously look at the 5.8 entry first as it may contain information relevant to the specific item of interest.

Rather than give the references to the internal commands, ARexx commands or other items covered by the help guide, a link is provided that will load the relevant section of this guide or of the DOpusM2_ARexx.guide.

NOTE: The DOpusM2_ARexx.guide must be in the DOpus5:Help directory.

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