ADBUS

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WRITTEN BY		July 7, 2022	

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NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ADBUS

1.1   AmigaDOS For Beginners - Using AmigaDOS For Beginners

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS

BY FRANK BUNTON

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This article contains the following topics. I would suggest that you read
them all before starting on the AmigaDOS articles themselves as the comments
in these items will help you in finding your way around the articles and
make your task of learning AmigaDOS a lot easier:-

Using The DEMO Version

Formatting Of Text

The ADB: Assignment

Amigaguide (AG) or Multiview (MV)

The AG/MV Window & A Shell/CLI

Window Size & Line Lengths

The Glossary

Cross Referencing

Where To Start

Article Design

Example Scripts

Writing Your Own Example Scripts

```
                    A Note On Spelling
                    === End of Text ===
```

1.2 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Using the DEMO Version

```
AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - THE DEMO VERSION


The demo version of AmigaDOS For Beginners has most of the articles and
example scripts encrypted in the file "ADB-Coded".

When you register you will be able to decode these files.

In the meantime you will only be able to access these files:-

  01.INTRODUCTION
  02.AMIGADOS_&_CLI
  03.DIRS_FILES_PATHS
  04.USING_SHELL-CLI
  05.COMMANDS
  06.NEWCLI-ENDCLI
  07.CD
  08.DIR
  09.RUN
  10.MAKEDIR

  Glossary

Clicking on links to other files will get you nowhere. The title bar of
your Amigaguide or Multiview window should give the message such as:-

  Couldn't open .... (filename) ....

or

  Couldn't locate .... (filename) ....


=== End of Text ===
```

1.3 AmigaDOS For Beginners - Using AmigaDOS For Beginners - Formatting of Text

```
                AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - FORMATTING OF TEXT
```

The text in these articles has been formatted with some text:-

   In bold text

   With underlined text

   Centred text

If the above three lines are NOT, respectively, in bold underlined
and centred, then you have an early version of the file amigaguide.library.

Bold and underlining is available from version 39 onwards.

Centring is available from version 40 onwards.

If you have an earlier version, then the formatting will not be as
good as it could be. However, I trust that this will not prevent you
from getting the full benefit of the articles.

If you notice that, in some articles, there is a gap between the line
"=== End of Text ===" and the end of the window then DO NOT go into the
file and delete this space!! It is there because some instances of

                   cross referencing
                    can be to some of the last lines of a node. If the
space (blank lines) was not there then the cross reference link would go to
a line before the intended line.
This is a fault with Multiview/Amigaguide, not with my editing!

=== End of Text ===

1.4 AmigaDOS For Beginners - Using AmigaDOS For Beginners - The ADB: Assignment

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS – THE ADB: ASSIGNMENT

When you double click on the INDEX icon, an AmigaDOS script is activated
which includes this line:-

   ASSIGN >Nil: ADB: ""

This ensures that the assignment to ADB: is made to WHATEVER directory
the INDEX file is in. The system does not need to know which hard drive
partition of drawer your "AmigaDOS For Beginners" articles are in. All
reference to them throughout the index and cross references in these
articles is to the ADB: assignment.

Provided that you copied the whole "AmigaDOS_For_Beginners" drawer to your
hard drive without removing or altering any of the files or directories
that are in it then you should have no problems.

If you are just a beginner, then there is no need to worry about this any
further at this stage. However, when you come to the ASSIGN article I will
have a cross reference back to this section so that you can read it then
with more understanding.

However, if you are interested in reading further now, then by all means
go ahead and click on ASSIGN .

=== End of Text ===

1.5   AmigaDOS For Beginners - Using AmigaDOS For Beginners - Amigaguide Or Multiview

                    AMIGADOS FOR BEGINNERS

USING AMIGAGUIDE OR MULTIVIEW

I have NOT included a default tool of either AMIGAGUIDE or MULTIVIEW in
the INDEX icon. If I had then those without the program that I had included
would have had to change the default tool.

In any case, I wanted to use an AmigaDOS script to allow an assignment
of
                ADB:
                , so the same script can decide whether to use AMIGAGUIDE or
MULTIVIEW. Of course, if you have MULTIVIEW then that will be used in
preference to AMIGAGUIDE!

When you double click on the INDEX icon, the following lines from the
AmigaDOS script are activated:-

```
  WHICH >Nil: Multiview
  IF NOT WARN
    RUN >Nil: Multiview ADB:Misc/Index.Text
    SKIP End
  ENDIF

  WHICH >Nil: Amigaguide
  IF NOT WARN
    RUN >Nil: Amigaguide ADB:Misc/Index.Text
    SKIP End
  ENDIF
```

The AmigaDOS command WHICH will return a code of 5 if the program is not
found in the path. If it is found, a return code of 0 is given and the
lines after "IF NOT WARN" are operated.

Thus, it looks for MULTIVIEW first. If it is in the path, then that is
used and the script skips to the end.

If MULTIVIEW is not found, then a test for AMIGAGUIDE is made and that
is used if it is found.

If neither are found then this part of the script is reached:-

```
  ECHO "*nNeither MULTIVIEW nor AMIGAGUIDE have been found in your
        system's path."
  ECHO "Please click on the file *"PATH SETTING*"."

  ASK "*nPRESS THE RETURN KEY TO CONTINUE"
```

The file Path Setting will give an explanation of how to proceed.

=== End of Text ===

1.6   AmigaDOS For Beginners - Using AmigaDOS For Beginners - The AG/MV Window & A Shell/CLI

                        AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS

THE AMIGAGUIDE OR MULTIVIEW WINDOW & A SHELL/CLI WINDOW

I originally arranged for the Amigaguide or Multiview (AG/MV) window to
open in the top two thirds of the screen and for a Shell/CLI window to
open in the bottom third.

However, as different people have different sizes and types of screens,
a window set up that suited one person would not suit another person.

As it is handy to have a Shell/CLI window open to practice AmigaDOS as you
read about it, and to run the example scripts, I would suggest that you
follow these steps:-

1. Change the size and position of this window so that it takes up
   the top two thirds of your screen. The best size is one that has about
   24 lines of text in it as this will ensure
                cross referencing
                 is done
   correctly. Any other number of text lines might result in some of the
   cross references going to incorrect lines.

   If your version of AG/MV has a menu item:-

        Settings   or   Prefs

   with a sub menu item:-

        Save As Defaults

```
    then select that sub menu item and the window will always open at that
    size/position.

    See also
                    Window Size and Line Lengths
                    .

2. Open a Shell or CLI window and position it in the bottom third
    of the screen

    To have a permanent Shell/CLI window on your workbench screen
    you can alter your "S:User-Startup" file as I have done.

    I use a "MULTISCAN:Productivity" screen size 656 x 480.

    I have a command line using in my "User-Startup" file to start a new
    Shell which reads as follows:-

        NEWSHELL "CON:0/320/656/160/AmigaShell OS 3.1/Close"

    This opens a new shell window in the bottom third of the screen.

    If you are using a standard "PAL:Hi Res" screen size 640 x 255
    then you could use this command line:-

        NEWSHELL "CON:0/175/640/80/AmigaShell OS 3.1/Close"


=== End of Text ===
```

1.7   AmigaDOS For Beginners - Using AmigaDOS For Beginners - The Glossary

```
AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - THE GLOSSARY

I have included a glossary of terms that can be accessed by clicking with
the left mouse button on highlighted words within the text of the articles.
An example of this is the word Format mentioned earlier.

There is also an index to the glossary items so that you can read them
at any time independently of the articles.


=== End of Text ===
```

1.8   AmigaDOS For Beginners - Using AmigaDOS For Beginners - Cross References

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - CROSS REFERENCING

There is a lot of cross referencing in these articles and glossary notes.
Clicking on a highlighted item could take you to a glossary item or
another article. You might then click on a cross reference in the new
display thus ending up a long way from where you started. You could even
end up with the same article or glossary item that you started off from!

To go back to where you started from just keep clicking on the "Retrace"
gadget until you get there.

OR - you can click on one of the following buttons in the
     Amigaguide or Multiview window (if they are not shaded):-

     INDEX   - to take you straight to the MAIN INDEX

     CONTENTS - to take you to the first page of the document
                 currently being read.

                 The CONTENTS button can be useful if you have followed a
                 cross reference to a node that is not the first page of a
                 document. Clicking CONTENTS will then take you to that
                 first page.

SPECIAL NOTE ABOUT CROSS REFERENCING

In most cases, the cross referencing will take you to the start of an
Amigaguide "Node", i.e. the first line of that part of the article being
displayed. These cross references usually withstand subsequent corrections
to the text.

However, in some cases the cross reference will be to a particular line
within the node, i.e. at some point beyond the first line. This is done
by nominating a line number in the hidden links.

There are a couple of reasons why cross referencing to a particular line
within a node may take you to an unintended line.

Firstly, your Multiview/Amigaguide window needs to be of a size to display
about 24 lines of text. Other window sizes may give incorrect cross
referencing when the referenced line is close to the end of the node.
This is a fault with Multiview/Amigaguide, not with my editing!

Secondly, as there are inevitably corrections to be made, the particular
line that I am aiming to jump to may have shifted from where it was when
the link was a created. If this happens, then you will be sent to a part of
the document a bit removed from the intended part.

I have done my best to correct such links. However, not being quite
perfect ;-) I may have slipped up at times. If the cross reference does
not seem correct, then just scroll up or down a few lines.

It would appreciated if you could let me know of any such errors

```
=== End of Text ===
```

1.9   AmigaDOS For Beginners - Using AmigaDOS For Beginners - Where To Start

```
AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - WHERE TO START

It is recommended that the new user should start at the beginning and
work through the articles in the order set out in the menu:-

    Part 1 - Contents in Sequence .

In that way, the reader should not often come across commands or usages
that have not already been explained. If later articles are read before
previous ones then the reader may come across unexplained concepts.

However, the use of a command not yet covered is, at times, unavoidable.
On these occasions I have done my best to try to explain what is going on.


=== End of Text ===
```

1.10   AmigaDOS For Beginners - Using AmigaDOS For Beginners - Article Design

```
                AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - ARTICLE DESIGN

The contents of "AmigaDOS For Beginners" are split into various articles.
```

Some articles will deal with only one topic or command. Other parts will
deal with a number of related commands. In all cases I have tried to make
the individual parts as logical and as self contained as possible.

The articles are held in directories named for the numbers of the articles
they hold. For example:-

  Directory name:- Parts_01-10
  Holds articles:- 1 to 10

All
                examples scripts
                 relating to an article are held in the same directory
as the article.

=== End of Text ===

1.11   AmigaDOS For Beginners - Using AmigaDOS For Beginners - Window Size & Line Lengths

                AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - WINDOW SIZE & LINE LENGTHS

I have
                already mentioned
                 that your Multiview/Amigaguide window should be
sized to show about 24 lines of text.

As not all people use the same versions of Amigaguide or Multiview, I
cannot rely on the Amigaguide command WORDWRAP to properly word wrap
paragraphs. (WORDWRAP only works with amigaguide.library v39 and later).

I have therefore formatted the articles so that each line that appears
in the window has a maximum of 75 characters with a line feed at the end
of each line rather than only at the end of each paragraph. This should
allow each line to be displayed in a window that has the same width as your
screen provided that you are not using a font size bigger than 8.

Of course, if a
                cross reference
                 takes you to read an example script file
that is an actual AmigaDOS script rather than a copy of it within an article
then you could very well have text going beyond the right edge of the
window. If I put line feeds into the scripts to make them fit in the
window then it would corrupt the script and it would not work!

But if lines are extending beyond the right edge of the window when reading
the articles you may have to do one or more of:-

- widen the window to the full width of the screen

- reset your screen preferences to a width of 255 pixels at least

- reset the "Fonts" preferences to set the "system Default Text" font
  to a size of 8 or less.

If you are using the standard preferences that came with your Amiga then
you should not have any problems.

=== End of Text ===

1.12   AmigaDOS For Beginners - Using AmigaDOS For Beginners - Example Scripts

                     AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - EXAMPLE SCRIPTS

At times I have example scripts in an article. These scripts are also
saved to disk as separate files. This is to save you typing in the script
yourself. The script files have the same number as the article number,
followed by a number indicating whether it is example number 1 or number 2,
etc., for that article. For example, the article:-

    30.QUIT

has these three example scripts:-

    Example-30.1
    Example-30.2
    Example-30.3

The example script files are in the same directories as the articles
to which they belong.

Except for Examples 33-1, 33-2 and 33-3, none of the example script files
have icons. These three only have icons because they are there to illustrate
how to operated scripts from an icon (See ICONX article).

Changing The Current Directory

To use the example scripts, go to your Shell/CLI window and use the
AmigaDOS command CD to change the current directory to that in which the
examples are held. To do so, use one of these command lines:-

  > CD ADB:Parts_01-10
  > CD ADB:Parts_11-20   Note   ADB: is a logical device
  > CD ADB:Parts_21-30   that is assigned when you
  > CD ADB:Parts_31-40
              first double click
               on the
  > CD ADB:Parts_41-50   INDEX icon.
  > CD ADB:Parts_51-60
  > CD ADB:Parts_61-70

```
  > CD ADB:Parts_71-80
```

Executing The Scripts

Provided that you have already used the CD command to change the current
directory, all you need do to execute the desired example script is to
enter in the Shell/CLI window:-

```
  > ScriptName
```

For example, to execute Example-27.1 you would enter:-

```
  > Example-27.1
```

If you get one of these messages (which, in all likelihood, you will not
get unless you are using AmigaDOS v1.2 or earlier):-

 With v1.x - Unable to load Example-xx.x: file is not an object module.
 With v2+ - Example-xx.x: file is not executable

then try entering:-

```
  > Execute Scriptname
```

Then have a read of the section of Part 25 - Setting The 'S' Bit.

Don't worry too much about it now. By the time that you have read through
to the first script example in the article SCRIPT_FILES you should have
a far better idea of how to enter the above example command lines.

AmigaDOS v1.2 and earlier users must always use the EXECUTE command even
when the text of the articles say just to enter the script name.

=== End of Text ===

1.13   AmigaDOS For Beginners - Using AmigaDOS For Beginners - Writing Your Own Programs

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - WRITING YOUR OWN EXAMPLE PROGRAMS

In learning to write scripts, it is far better to try things out for
yourself and learn by the mistakes you will inevitably make. I make them
too! I have found that seeing why the mistake has occurred is a great way
to learn not to make the same mistake again!

So, after reading my examples, if an idea strikes you then have a go at
writing a script and trying it out.

Can you assume that if you do things differently than I do then you got it
wrong? NO!!

There are many ways of doing the same job. It will be inevitable that
your scripts will be a bit different to mine.

Will mine be better than yours? NO!! not necessarily. In fact, yours might
well be better than mine! I do not always write a perfect script!

So look at ALL the ways of doing the same job and see if you can work out
the best way and learn by the comparisons. Analysing scripts written by
other people is another great way to learn how to write scripts.

=== End of Text ===

1.14   AmigaDOS For Beginners - Using AmigaDOS For Beginners - A Note On Spelling

AMIGADOS FOR BEGINNERS

USING AMIGADOS FOR BEGINNERS - A NOTE ON SPELLING

This note is for all those who use American spelling.

In Australian we use the British conventions for spelling and so these
articles were spell checked using a British dictionary.

So, if this is being read by Americans, you will find things like:-

    analyse   instead of   analyze

    centre   instead of   center

    colour   instead of   color

etc. etc.

After all it is the ENGLISH language ;-)

However, I will not guarantee it is all spelt correctly even in the British
conventions. All typographical mistakes will be blamed on "Bee Bee", our
Blue Burmese kitten who insists on sitting on my lap or walking over the
keyboard while I am typing!

If you find spelling and/or grammatical errors I would appreciate
your advice.

=== End of Text ===