

FList

Stuart Gillibrand

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

FList

1.1 FList v2.11 - Main - (C) S.Gillibrand 1994-97 - Digital Design

```

, _____Ø,      , _____,      , _____      ' '      ' _____ -
ØØØØØØØØØØ1      0ØØØØF      ØØØØL      $\mathrm{\mu}$ØØØØØW      JØØØØØØØØØ#
\ensuremath{\lnot}ØØØØØØØØ&      \textdegree{}ØØØ$^1$      ¶ØØ#      ←
  EØØØØØØØ#,      JØØØØØØØØØ#
¶ØØ#\textdegree{} \textdegree{} \textdegree{} ¶ØØ      ØØ#      ØØ#      ←
  ØØØ#\textdegree{} \textdegree{} ØØ&      ØØPMØØ#\textdegree{} ØØL
ØØ# \ensuremath{\lnot}ØW      ØØ#      ØØ#      ØØØ1 MØØ      ,ØØ JØØ ←
# ¶ØW
ØØ# 3#      ØØ#      ØØ#      ØØØ# \ensuremath{\lnot}""      7Ø" JØØ ←
# \ensuremath{\lnot}ØØ
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ØØ#LØM      ØØ#      ØØ#      ]ØØØØÑ1      JØØ#
ØØØÑØ#      ØØ#      ØØ#      ØØØØØÑÑ      JØØ#
ØØØØØØØF      ØØ#      ØØ#      ØØØØØØF      JØØ#
ØØØLJØØ      ØØ#      ØØ#      ØØØØØØ_      JØØ#
ØØ# 0Ø      ØØ#      ØØ#      ØØØØØ1      JØØ#
ØØ#      ØØ#      ØØ#      ÑØØØ1      JØØ#
ØØ#      ØØ#      ØØ#      ÑØØ1      JØØ#
ØØ#      ØØ#      ,      ØØ#      JØØ1      JØØ#
ØØ#      ØØ#      ØL      ØØ#      J#Ø,      JØØ1      JØØ#
ØØ#      ØØ#      ,EØL      ØØ#      0Ø#      ,ØØØ1      JØØ#
ØØ#      ,ØØ#\mathrm{\mu}$ $\mathrm{\mu}$ÆØ#      ØØ#      \textdegree ←
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  ,ØØØW
ØØØØP      \ensuremath{\lnot}ØØØØØØØØ\textdegree{}      ØØØØL      ¶# ←
  ¶ØØØØM'      \ØØØØP
""""      \ensuremath{\lnot}""""""      """"      \ensuremath{\lnot}"" ←
  ensuremath{\lnot}""""      """"

```

FList

Next Generation File Listing Software For TransAmiga BBS Systems

Version 2.11

(C) Copyright 1994-97 S.Gillibrand - Digital Design

* FREeware *

-- Please Note IceArc Is A Seperate Programme By S.Gillibrand 1994-97 --
-- And Can Be Found Along With All Documentation And Necessary Files --
-- In The Bonus Drawer Inside This FList Archive --

What Is FList?

System Requirements

How Do I Install FList?

Usage

Features!

FList.Cfg File

Special Files.BBS Magic

CDRom Support!!!!

External Device Support!!!!

Known Bugs

History

How To Contact The Author

What/Who Is Digital Design?

1.2 FList - What Is FList? - (C) S.Gillibrand 1994-97 - Digital Design

What Is FList ?

+-----+

FList is the next generation file listing software for TransAmiga bbs systems that incorporates the best features of all the known file listers for TA plus some nice extras thrown in by me.

FList is both user friendly and fast, thus it will amaze you and your users!

This is the result of well over 1 and a half years of hard work ironing out bugs/etc. Pre v2 versions of FList got given a bad name due to a backdoor

incident which I hope has been cleared up by now. This is why I have called this release 2.0.

As to what is new in v2.0 well you'll just have to wait and see...

FList works like Filescroller (Hello RMerlin 8]) in many ways thus your users won't be faced with much change from that old goodie. But as far as features and speed FList blows EVERYTHING out of the sky and out of the galaxy.

Lets just run through some features that you will find in this brilliant s/w.

```
[Q]uit To BBS - Quits FLIST and returns you to the BBS
[A]rea Change - Change File Area - Will Give A List Then Ask For Number
[M]ark File - Move Mark Bar With 8 [UP] + 2 [DOWN] - Press M To Mark File
[2]Page Down - Scroll The Filelisting Down One Page
[8]Page Up - Scroll The Filelisting Up One Page
[4]Jump Top - Move To The Top Of The Filelisting
[6]Jump End - Move To The End Of The Filelisting
[R]Archive Ed - Will View The Contents Of The Archive Chosen With The Bar
[O]More Info - Will Give Information On The File Selected
[S]earch $ - Will Find The (Part Of) String By Search Of File+Description
[E]Read File - Will Attempt To Read The File If It Contains Standard Ascii
[F]lip Menus - Flip Between Menus 1,2 And 3
[V]Move File - RESTRICTED! - Moves The Chosen File To Another File Area
[D]elete File - RESTRICTED! - Deletes The File With Options For List+Disk
[Y]Copy File - RESTRICTED! - Will Copy The File To A Physical Directory
[W]Redraw Scr - Redraws The Screen If It Should Become Corrupted
[I]Edit Desc - Will Edit The Description Of The Current File
[C]heck Offln - Checks If The File Actually Exists On The Device (Slower)
[=]Lengthen - Will Make The FList "Window" Larger
[-]Shorten - Will Make The FList "Window" Smaller
[*]Sort - Will Sort The File Listing With Many Sorting Array Options
[T]Restore Ln - Restores The FList "Window"'s Length To Your Screen Length
[P]assword Op - Assigns A Password To Your FList Access
[L]Pallete Op - Enables You To Change The Palette Of FList
[!]Remark - Remarks Saved Files
[X]ternal Dir - RESTRICTED! Load An External AmigaDOS Directory Into FList
[Z]CLI Oper - RESTRICTED! Perform A CLI Background Task On File
[.]Ice File(s)- RESTRICTED! Use IceArc (c) to Test/Extract file(s)
[N]uke File(s)- RESTRICTED! Nuke File Credit From Uploader!
```

The above are the features as available from the main menu of FList.

The best way to learn more about the features is to do a Local Logon and try them out... Experiment is the keyword here.

FList has the following
features....

1.3 FList - System Requirements - (C) S.Gillibrand 1994-97 - Digital Design

System Requirements
+-----+

- 1) An Amiga ;-) <Why is it EVERY guide has this in - It's not funny ;0>
- 2) TransAmiga BBS Software v2.x ->
- 4) ARexx Server Running
- 5) The Following Commands In Your Search Path:

Command Executable	Comment
Makedir	Issued With WB
Assign	Issued With WB
List	Issued With WB
Delete	Issued With WB
Copy	Issued With WB
Wait	Issued With WB
Echo	Issued With WB (Auto-Resident With KS 2.0+)
Newshell	Issued With WB (Auto-Resident With KS 2.0+)
Rename	Issued With WB
Filenote	Issued With WB
Run	Issued With WB (Auto-Resident With KS 2.0+)
Filesort	Inside The FList Archive
About	Inside The FList Archive (Free From Copyright)
TRShell	Found In The TransAmiga BBS s/w Archive(s)
IceArc	Inside The FList Archive

1.4 FList - How To Install FList - (C) S.Gillibrand 1994-97 - Digital Design

How Do I Install FList ?

+-----+

*** IMPORTANT: Please NOTE the FILE: Assign needs to be pointing to a dir/volume or FList will not function correctly!! - e.g. if your filebase was in BBS:Files/Filebase/ then have a "Assign FILE: BBS:Files/Filebase" entry in your S:User-startup. ***

Use the included commodore installer script in the main FList dir, it will do all of the below including editing of config files/etc.

You can of course though, use the manual method as described below;

Follow these easy steps and you'll have no problems.

- 1) Enter a CLI and do the following:

```
[.]-AmigaShell [ ] [ ]
```

```
SYS:> Cd <Where you unarced FList to>
```

```
Ram:> Cd FLIST
```

```
Ram:FLIST> Copy rexx/#? bbs:rexx
```

```
  FList.trans..copied
```

```
  FListOpt.Trans..copied
```

```
  FListLoad.Trans..copied
```

```
  FListRemark.Trans..copied
```

```
  FListCD.Trans..copied
```

```

FListChkMrk.Trans..copied
FListDelMrk.Trans..copied
Ram:FList> Copy text/#? bbs:text
FList_Menu4..copied
FList_Menu3..copied
FList_Menu2..copied
FList_Menu1..copied
FListMainHelp.ansi..copied
FList_Colour.ansi..copied
FList_MarkFail.ansi..copied
FListLoad..copied
FListLoad.ANSI..copied
Ram:FList> Copy configs/#? bbs:configs
FList.cfg..copied
FList.TRS..copied
FList.NukeReport..copied
FList.CDROM..copied
FList.hints..copied
Ram:FList> Copy docs/#? bbs:docs
FList.guide..copied
Ram:FList> Copy bin/#? bbs:bin
About..copied
Filesort..copied
Ram:FList> Cd Bonus
Ram:FList/Bonus> Lha x icearcl2.lha ram:
Ram:FList/Bonus> Cd Ram:
Ram:> CD IceArc
Ram:IceArc> Installer icearc-install    <- Run commodore installer script
                                         or click on it's icon in RAM:

```

[]

2) Edit

```

BBS:Configs/FList.Cfg
to suite your needs... I aint gonna give you
any info here on how to edit it.. Cos I'm a mean kinda guy :-)).. Only
joking, just read the bottom of the config file and you'll be flooded
with a virtual encyclopedia of information (!?!).

```

3) Edit BBS:CONFIGS/File.RX (Or whichever menu you choose) to include an entry for FList something like this:

```
F FList          10 ----- FList.Trans
```

Or

```
F FList          10 ----- FListLoad.Trans
```

(If you have a slow machine that takes a while for rexxmast to test)

It is also a good idea to include separate menu options for:

- a) Remarking of saved files.
- b) Accessing of the CD-Rom subsystem.

This can be done in the following way:

C] With a ANSI Editor (Making sure the screen clear is ON)

```
text/FListMainHelp.ansi      Screen displayed when the user presses `?'
text/FList_MarkFail.ANSI     Screen displayed if one or more files failed
                              to be marked.
text/FListLoad[.ANSI]       Screen displayed when FList first boots and
                              loads, if you have opted to use this method.
```

6) Locally logon to your BBS and run it to see the great work I have done :^)

1.5 FList - Usage - (C) S.Gillibrand 1994-97 - Digital Design

Usage

+---+

Self explanatory really!

When a user is online, if they select to run FList then it will run and function as it was made to.

When FList is booting up, it will grab a random hint from the file "FList.hints" and display it to the user, purely for help purposes.

Following is a description of how to use FList fully...

```
oO Standard Access:  Oo      oO Restricted Access:  Oo
.-----|.-----|.
|Key   Function.....|===|Key   Function.....|
\-----/ \-----/
```

```
Q - Quit To BBS
V - Move File(s)
A - Area Change
D - Delete File(s)
M - Mark File(s)
Y - Copy File(s)
2 - Down
X - External Dir
8 - Up
Z - Shell Operate
4 - Left
```

. - Ice
6 - Right
N - Nuke
R - Archive Edit
H - Touch File(s)
E - Read File
% - Import
F - Flip Menus
W - Redraw Screen
I - Edit Description
C - Offline Checking
= - Lengthen FList
- - Shorten FList
* - Sort File List
T - Restore Length
P - Password Options
L - Palette Options
! - Remark Files
@ - CDROM Subsystem
\$ - ExDev Subsystem

\-----/-----\-----/

1.6 FList - Known Bugs - (C) S.Gillibrand 1994-97 - Digital Design

Known Bugs

+-----+

None.

1.7 FList - History - (C) S.Gillibrand 1994-97 - Digital Design

History

+-----+

History File From Pre v2

FList - S.Gillibrand 1995 - Digital Design

01-Oct-94

v0.00 +-+ ** STARTED PROGRAMMING ** +-+

! - 6 Months Of Work - !

24-Mar-95

v1.00b

- -----

Beta Release - Last Tango Amiga BBS Recieved Only Copy

- -----

Suggestions Made For Improvement (Thanx Tom :))

29-Mar-95

v1.01b

- -----

Improvements:

- -----

Cursor Keys Developed

"\" Comment Skipped Out When Bar Moves

Speeded Up "Files.BBS" Loading Slightly

Added Internal Directory Checking

Bug Fixes:

- -----

None.

04-Apr-95

v1.02b

- -----

Improvements:

- -----

PgUp, PgDn, Home and End keys utilised.

External Dir Function Implemented (ehhEHH This Kicks).

Pressing Cursor LEFT and Cursor RIGHT will select/de-select with Bar.

Changed Bytes Display To Kilobytes.

Added Lurvly Colours To The FileListing.

Made Date Into English Form (i.e. 15-Jan-95 instead of 950115).

Speeded Up Some Routines Slightly.
Screen Length Can Now Be More Than 20.
Cd Rom's Functions Tweaked.
Added Some ANSI Clears ([0m's) Before CLS Commands To Clean Up Screen.
Added HELP Keys To Top Of Main FList Screen.
Added Tom's BBS (The Last Tango Amiga BBS) To The Beta-Testing Sites :).
Q Can Now Be Used To Quit Inside Area Select Aswell As X.
Replaced All MOVE Command Execution With A DELETE/COPY Derivative.
Comments ('`) Now Appear In Bright Magenta (Request From Tommy Boy EHheeh).
The Selecting Bar Now Wraps Between Top/Bottom When Your Reach The Bottom/Top.

Bug Fixes:

- -----
Fixed the annoying bug where if you only had one page of files going to the TOP/BOTTOM scrolled some nasty rubbish over the screen :-].
Made the pallette preference options easier to see (Thanx Tom!) (Bug?!).
Changed + in the palette options to = as is if you pressed + three times in succession you'd either goto command mode or lost carrier depending on your modem prefs!!! (Same goes for the Lengthen Screen Option).
Fixed "Half-Bar" problem when some file sorting routines had been executed.
Fixed the bug where the "-[End Of FileList]-" line would be omitted after certain filelist sorting.
Fixed the bug where if you tried to read a text file with non-standard characters in the next area you jumped to from inside FList wouldn't contain the filelist but the actual non-standard file! (i.e. BLOOY MESS)
Just a simple I/O error.. All Fixed.

08-Apr-95

v1.03 -+- ** FIRST & LAST PUBLIC RELEASE ** -+-

Improvements:

- -----
Better Fool-Proofing On Request Of Area-To-Move To Prompt.
Only The Mark Bar Was Able To Wrap To Top From The Bottom In 1 Page Mode!,
Now All Selection Bars Support This!! <Sorry>
Palette screen and help screen are now editable ANSI's
Deletes ALL FList related temporary files on exit :)
Move file now checks for FileLibs[.ANSI]
Made -[Area not available]- routine more friendly

Bug Fixes:

- -----
The bar no longer goes mad when you have no files in the area!
External Directory Parser No Longer Messes Up With Long FileNames.
Next and Previous area selection no longer crashes FList .
Fixed a tiny bug to do with move/delete (Thanx Tom :)) .
Fixed a another tiny bug to do with move/delete (Thanx Very Much Tom :)) .
Fixed a very nasty bar select bug - all fixed now.
Fixed a tiny marked graphics error - Just picky really ;^].
Fixed Cursor Keys Bug.
Cleaned up text a bit.

19-Apr-95
v1.04r --+ * Registered Users Only * --+
- - - - -

Improvements:

- - - - -
FList now informs the user that they can use Cursor Keys aswell as the numeric keypad.
Now ESC is the same as Q and RETURN/ENTER is the same as M - just to make marking/etc. easier.
Implemented a nice feature which auto-skips already marked files (Again thanx Mr. Pereira!).
Now gives Non-Ansi users the nice standard TransAmiga filelister.
Pressing RETURN in FList now redraw's the screen.
Pressing ESCape in FList now quits to the BBS.
Now checks for "FList_Area.Trans", if this REXX script exists FList will execute it instead of listing the file areas. (Applys To Areachange/Move File)
Cleaned up the "Insufficient Access" Prompt.
FList now informs user if no File.BBS could be found instead of just re-displaying the Area Prompt.
FList now moves/deletes File_Id.Diz descriptions with the file.
10 marked files limit per session now removed, FList reads the maximum amount from your File.Cfg.
Added more "intelligence" to Move & Delete File functions.
Added a "(Dls)" section in the top bar for GTA/NUM/Fidl users :-).
** Added Generate FileList Option - This is Smart [Check It] **
Now you can have the Password Path, Palette Path and Saved Downloads Path all the same, but unfortunatley all existing configs for users MUST be deleted for this version of FList to work (Thanx Neil B. :-)).
Now you can specify a Temporary path for FList instead of it using T:.
The Config Section Has Dissapeared To Speed Up Script Execution (-20k!), now you must edit the config file with a text editor (very simple).

Bug Fixes:

- - - - -
Area change no longer displays RESULT as areaname if an invalid area was given.
More Information now allows use of Cursor Keys (Just a typo).
FList no longer goes into "Bar-Mode" when only the -[End Of Filelist]- prompt is on the screen.
Fixed the marked colour bug in a lot of the "Bar-Mode"'s where Cyan replaced Red!.
Took out a forced bold (i.e. ESC[lm) which shouldn't of been in there.
Searching now highlights the chosen string in the proper place ;-)!
FList now displays 78 chars across instead of 77 (oops.. big mistake!).
When moving a file if you decided to quit moving the file description had dissappeared :-), but it's now fixed :-).
Inserted a 1 second delay after downloading file descriptions as it seems the file wasn't being closed fast enuf for the system to delete T:FILE_ID.
Fixed some display crashes.

- - - - -
29-Jul-95
v1.05p --+ * Public Release Decided * --+
- - - - -

Improvements:

- - - - -

Speeded Up The I/O Routines A Lot (300%).
When you select QUIT from area change it first marks your files :-).
Amazing Development! When marking (a) file(s) FList no longer has to search the whole HDD for it (as does TransAmiga [Hint Hint Sami ;]), instead it just marks it STRAIGHT AWAY which means your users don't have to wait half an hour if you have 400+ file areas on ya BBS :-)!.
FList now highlights previously marked files on re-entry.
FList now automatically saves the marked files.
Now FList will look for the file "BBS:Text/FList_MarkFail.Ansi" to display when some of your marked files don't mark.
[RETURN] prompt removed after marking finished as there was no need for it.
AUI (Ansi User Interface <<BG>>) now changed slightly to include descriptions of options pressed.
FList will now mark filenames with a space in them (isn't it brilliant :-P).
Pressing the left+right arrow keys while in ANY mark mode will skip up+down respectivley.
FList now uses a new marking system for external directorys/cd files, which means that the complicated CDTEMP: Multi-assign edit of the file.cfg effort is no longer needed (IOW Even a complete twonk could install it (i.e. A peecce User))
There is no need to add a '/' to the end of the directory name in the Xternal Dir function anymore as FList auto-detects and corrects.
Much faster marking system implemented (the old ansi-pos version took up too much time).
The code is about 8k smaller as I found a way to optimise the code even more (← Should load faster now Neil :-/).
FList now allows you to de-mark already marked files :))
FList displays some information when a filename is marked, namely, the number of previous marks (by creating a <filename>.fpm file) and the time it will take (approx.) to download.
The download times now work better after I thought of a better mathematical formula.

Bug Fixes:

- - - - -

Next & Previous options from area change now operate without bombing FList !.
Fixed the Generate Filelist bug where it would crash FList if no Files.BBS could be found in the directory it was searching.
When moving you used to get a "You Don't Want To Move To The Same Area Do You!?" message if you moved 2 or more files to the same area in succession... This has now been fixed.
Archive Editor doesn't crash if no text was returned from the Executable.
Major Letdown In The Cd/External Dir Section - Mark/Copy/Arc. Edit Didn't Work, but thankfully now fixed -- (It took me 2 damn hours to find the bug!!).
File sorting didn't used to work properly :(- It does now :).
Removed a variable that wasn't necessary (prob saved about 0.1 WHOLE Kilobytes!).
File_Id used to contain only a 20 character(ish) description.. Now it has the full :).
FList now deletes ALL temporary files at exit time :)!
Offline Checking now activates as soon as you press "C" :-).
Continue Search option no longer screws up the screen.
At Some Points FList used to exit instead of returning to the Scroller... Not any more :).
While in a mark mode you couldn't flip to the topmost file when you scrolled off the bottom of the page if the topmost file was on the VERY top of the page!

You can now though ;-P.

I may have missed some stuff out but I have been hard at work and consider the
programme to be more important than the .history file.

31-Jul-95

v1.05p1 -+- ** BIG Bug Fix - Thus This Release ** -+-

Bug Fixes:

.FPM Files are now stored in a seperate directory designated by you in the
flist.cfg file, use the variable header of @FPMPATH and then enter your
path (e.g. File:Fpm/) [Read the example config contained in this archive!].
FPM Files were not being correctly written, now they are.

HOPE THAT SOLVES A LOT OF PROBLEMS WHERE SCANNING FOR NEW FILES WOULD BRING
UP THOUSANDS OF .FPM FILES! :(

??-??-??

v1.06p

Improvements:

Removed some illegal RAW ansi codes (e.g. ?[31m = RED / etc.).
FList now LOADS UP 62% faster. (More speed comin ya WAY Neil ;)).
Improved the saving of marked files to a more distinguishable format.
Cleaned up the Password Editing section - It looked a bit "scruffy".
FList now reads all the 4 menus from a text file created/modified by you.
You can now specify postions and signatures to look for inside files to
determine the archive type!
As usual I changed a few textual strings (bad spelling, punctuation/etc.)
Remarking Files now displays the descriptions of the files with the filenames.
Neat little quote at the bottom of the scroller tells you the time in ENGLISH :-)
Screen doesn't re-draw on Top/Bottom if you select Top/Bottom while you're already
at the Top/Bottom IYSWIM 9-)
When scrolling down if you reach the last page FList will fill the whole screen
with files instead of leaving some/a blank line(s) at the bottom.
While moving file(s) FList spews out more information on what it is doing now.
Improved loading&converting speed of files.bbs
Improved scrolling speed.
Added some spleen to make it warm&smelly (Don't ask...).
MANY Colours are configurable now.
Option to enable/disable the now NAMED (By Tom Pereira ;p) "Max's Clock"!
Option to use PRINT/SEND scrolling or SENDFILE scrolling.
Added + aswell as = to lengthen scroller (Although 3 +'s in succession can lead
to lost DTR).
Flipping the menus no longer redraws the ENTIRE screen.
Changed what the bar looks like when editing file description.
FList now checks users ratio and will only allow maximum number of file marks

according to that. (If files available is more than MAXMARK as defined in FILE.CFG then this value WILL be used).
FList will now identify a local logon and will not ask "Download File Description(← s)?"
anymore.
Added new feature "Z" to execute a file (CLI).

Bug Fixes:

- -----

***** REMOVED 255 ACCESS BACKDOOR THAT WAS LEFT IN THE SCRIPT
ACCIDENTLY - I put in the backdoor before I went on
holiday so if the co-sysop's (2 of em) twitted each others
access down (which they do ;)) then Jamie would be able to regain
sysop access incase of emergency. (The reason it was so
deviously coded (HEX encoded/etc.) is becous LEE co-sysop #2
is extremly good at rexx and I didn't want him to
know about it !!!!) - I told Jamie about it the day before
I went and only he could use it... Then the day I came back
from my holidays I packed it up and hatched it into TAFILES/
TADEVL and then uploaded it to some BBS :((((Sorry for any
upset/loss of data - I hope you can still trust me and this
excellent programme.

Fixed file description editing ANSI positioning.

FList now allows up to 50 file marks per session if your Maximum marks variable
in "BBS:Configs/File.cfg" doesn't contain a value (Thanx Jamie :p).

Removed code where FList would redraw the menu after using "F"lip - No need
for it as the screen get redrawn anyway and then new menu displayed twice.

Fixed Makedir bug.

Fixed external dir dating format bug.

FList no longer pauses for about 2 years when marking/etc. if the current area
contains a lot of files :)

Descriptions now 40 characters instead of 39 (But this DOES break TA's standards)

More information now states if no long description is available.

Fixed the = (Lengthen Scroller) command - Which didn't even WORK before!

T (Restore Scroller Length) Option now restores to USERS screen length rather
than 27 in some cases.

[Bug!?] - Removed "Press ! to remark....." in one place as it appears it was
being repeated in another! [Shame on me ;o!].

Fixed bug where the page number/pages data got wasted.

Cleaned up some scrolling/redrawing codes/etc.

- -----

??-??-??

v2.0

- -----

There have been SO MANY alterations that there are too many to list... A full
history file will be featured for future releases...

Changes made since b14 -> Final Release:

External directory now pulls the last path you entered back onto the
string path line.

(StuEG)

Fixed Un-Tag bug in Delete File(s) & Move File(s). (StuEG)
While in external dir mode if Move is activated then file is imported but not deleted from the original source, try it - It's great! (StuEG)
While compiling an external list - FList now shows Directories as commented out files.bbs notes :). (StuEG)
Updated FList.Guide to include all new developments. (StuEG)
Fixed area change bug where area number would appear as "FA"... (StuEG)
Fixed REALLY REALLY TERRIBLE NASTY ANSI CODES CORRUPTION that was making ANSI lines appear ALLOVER the place on the remote terminal, but because Sami didn't code the ?[K/?[1K/?[2K graphics handling correctly it appears fine at the local terminal, apologies this WAS beyond my control but is now fixed. (StuEG)
Now when you delete a file in External Directory mode it no longer PERMENANTLY dumps a "Files.BBS" in that external dir. (StuEG)
Fixed bug whereby after quitting via CDROM menu FList wouldn't mark ANY tagged files :((! (StuEG)
Fixed wrong page number bug in CDROM Area changing. (StuEG)
FList now FULLY works with MultiLine bbs systems!! (StuEG)
FList now doesn't display files with spaces in their name. (StuEG)
FList converts file descriptions with TABS in (Ascii 9) to a space (StuEG)
Fixed problem with page numbers from time to time. (StuEG)
When editing file description, if nothing is entered (i.e. BLANK) then FList will give the file a description of :-
"[FList] -- No Description Available --" (StuEG)
When "Resetting" colours in the palette editing now ONLY the area of the "Requestor" is cleared & redrawn, not the whole screen. (StuEG)
Now "Q" quits the palette mode, it did NOT before :). (StuEG)
Added Keypad and "Spectrum" HIDDEN keys to Palette Menu :)). (StuEG)
Now pressing "Q" while FList is in "load-up" stage will cause it to quit :) - Good if you press the wrong key and don't wanna wait around! (StuEG)
FList now differentiates between "Maximum marks per transfer" and "Maximum marks before file ratio expires" (NeilB)
If user edits a file description which has a FILE_ID.DIZ then FList now lets you edit the actual DIZ instead of the "FILE_ID.DIZ Description" line! :) (StuEG)
Reduced code from 91.8k down to 89.9k by replacing a well used function by a routine. (StuEG)
Fixed possible crash at startup with config path. (StuEG)
TransAmiga's message area is now "Trump"'d and re-scanned after a "nukeing" has taken place :). (StuEG)
Fixed "highlight previous marks" bug - now all files previously marked with FList will re-appear in flist upon re-entry. (StuEG)
Added function that confirms "Are you SURE you want to delete" upon requesting a delete. (JoHen)
Now all COPY commands carry the "noreq" parameter to stop Intuition thinking it's clever :). (StuEG)
Now correctly handles filenames with spaces in them by trashing them and printing "[FList] Illegal, Filename contains space" as the file description. (StuEG)
Removed "double" area information in logfile at FList startup. (StuEG)
Made moving file mode a bit more colourful :). (StuEG)
Added progress meter and "Files Marked:" update to Move, Copy and Delete functions. (StuEG)
Fixed bug in "Search For Files" whereby display may become "corrupted" if search string existed on current page and current page number was 1 or the last. (StuEG)
Fixed tiny bug in the newly developed "file_id.diz" editing function

whereby it would go way past the end of the filelist asking you for
a new line description! (StuEG)
Now whenever the filelist is re-written you get a 0-100% display at the
bottom of FList just to let you know it is doing something :) (For
those of you who have quiet harddrives =)). (StuEG)

Author dishes out maximum respect to the Prodigy ;) (n/a)
Author keeps his fingers crossed and hopes the launch goes well :*) (n/a)

Changes made since b13 -> b14:

Fixed error in FList guide referring to a "<NETSET>" where I left off
one night and was supposed to continue but didn't :((StuEG)
Fixed another error in FList.Guide in regards to the "Archive Editor"
- - now corrected to inform of IceArc usage. (StuEG)
Fixed NUMEROUS things in the FList.Guide :-((StuEG)
Fixed problem with File_ID.Diz support for "File_Id" and saved files. (StuEG)
Fixed problem with area change where NO CLS was performed the area name
& marked files didn't get updated :/. (StuEG)
File paths for CONFIG TEXT & BIN no added to FList.Cfg. (StuEG)
Now ALL filepaths get format checked (i.e. Trailing '/'s / etc.) and are
corrected if their are any errors. (StuEG)
Fixed a tiny bug in exepath's bar-mode. (StuEG)
Corrected some typos. (StuEG)
Added "NUKE" Option (Read the guide file) <This RULES :>. (StuEG)
TOTALLY Re-Wrote the area changing routines :((((StuEG)
"File area modified" no longer goes mad if you have loaded an external
dir that already contains a files.bbs :) (StuEG)
Installed "@HELPHIM" which will display the help ansi to the user after
entering a specified number of unknown commands. (See GUIDE). (StuEG)
FArea dropped FTM due to bad mathematical problems inside the code. (StuEG)
Forgot to tell you all about "@LAMEACC" which has been there since b3! (StuEG)
FList now needs "rexxsupport.library" to be present to work correctly. (StuEG)
Re-Implemented the CDROM Support (Like I said I always would hehe ;)). (StuEG)
Fixed the "You didn't upload this file" bit from being off lined. (StuEG)
Finally fixed the problem where the "File Failed" ANSI wouldn't always
appear. (StuEG)
Fixed a typo! :). (StuEG)
Fixed loads of misc stuff that you don't need to know about ;-). (StuEG)
Made the example NukeReport inside the distro archive look a lot
sexier :) (StuEG)
The "Options (Part x)" bar at the bottom of FList now looks REALLY
nice. (StuEG)

```

-- == [[ F I R E S T A R T E R ]] == --
** Ok I think it's time for FList v2.00 to be released... Wish me luck! **
-- == [[ F I R E S T A R T E R ]] == --

```

Changes made since b12 -> b13:

Carrier checking installed into Areachange routine. (StuEG)
Included SYNTAX error parsing in "FlistLoad.Trans". (StuEG)
Removed screen redraw after deleting file(s). (StuEG)
Removed screen re-scroll after editing description(s). (StuEG)
File(s) now get DE-SELECTED after "Copying File(s)" or "Ice File(s)". (StuEG)
Added "ICE" option as key "." - Check out the guide =)). (StuEG)

Increased "UserHelp" time by 5 seconds as it was annoying users. (StuEG)
 Changed "Sorry Maximum Amount Of Files Marked!" to
 "Sorry Maximum Amount Of Files Marked! - Ratio Expired". (StuEG)
 During "File Move" Screen is Now ONLY redrawn IF 'Area List' was
 requested. (StuEG)
 Archive Editting (Viewing) is now controlled via "IceArc" thus cutting
 a LOT from the FList.Cfg (Speeding up loading) and cutting about 2k
 of code from FList.Trans (Speeding up rexx) :) (StuEG)
 Screen no longer redraws after area changing if you entered a number
 straight away without having to list areas. (StuEG)
 Speeded up area files.bbs loading dramatically. (StuEG)
 If an area number is entered, that the user isn't allowed access to or
 the area entered is invalid, after they have used the "?" option to LIST
 areas then FList now informs "Illegal Access..." instead of just
 returning to the area change prompt. (StuEG)
 <*>FULL<*> FILE_ID.Diz Support in "File Description" file ("File_Id")
 & File Remarking routines. <Nasty Pasty Re-Coding :[> (StuEG)
 Fixed some typos in the .GUIDE file (StuEG)
 Fixed a typo in the code that stopped that "Clear Marks By Range"
 function. (StuEG)
 Made the "File_Id" file look like Cindy Crawford 8) <i.e. really sexy>. (StuEG)

* Please Note: If you want to view the ALL new File_Id (You don't get the
 option with a LOCAL LOGON :) - Mark some files, quit FList and when
 it asks for RETURN right at the end then flip into the background and
 view the file: "File_Id" in the specified "Tempath". *

*** I can't find ANY more bugs ATM - Please respond ASAP if you do find any
 as I'm in a hurry to get v2.0 released onto the Aminet/TAFILES/etc. ***

Changes made since b11 -> b12:

ANSI file old year dating (1994/1995) changed to 1996. (NeilB)
 GUIDE states that a Commodore Installer now exists to install FList. (NeilB)
 Node title in GUIDE bad grammar - corrected that :). (NeilB)
 In GUIDE - Remark Node - Output had "b10" (beta 10) there - now 2.0. (NeilB)
 GUIDE & C= Installer state that config files can/will be edited. (NeilB)
 Logging made completely optional. (NeilB)
 Load time statistics at FList boot-up now made optional. (NeilB)
 Text file&Seperate script to inform "FList is loading" on slower migs. (NeilB)
 Included a "BetaSupport/" dir in the distro for BBS Ads of btstrs :) (NeilB)
 GUIDE now states that the "FILE:" assign is needed by FList and should
 point towards your main file Directory/Device. (DarrD)
 CED won't run in "-keepio" mode even if Installer Icon stack is set to
 100000! - -keepio wasn't essential so it has been removed. (DarrD)
 Few internal changes & display bug fixes. (StuEG)
 Removed @ Variable in FList.cfg for "Generating FileList Copy Path
 Access Level" as that feature was removed AAAGGGESS ago :). (StuEG)
 Added nice "Fireworks" MWB Icon to FList's drawer =). (StuEG)

Author Note:

** Sorry FList v2.0b12 wasn't ready as soon as I promised but have been **
 ** busy with Upl v1.1 - Tom Pereira's BBS is still down (TLT) and I want **
 ** him to give it a final beta before v2.00 is released for real, wait.. **

??-??-??

v2.1

- - - - -

FList no longer puts a "-" (dash) inbetween the date formatting in the filelist because I think it looks nicer that way :) (StuEG)

Changed FListDelMrk.Trans to actually check if any files are saved before it asks you "Delete Saved Files List?" after each download. (StuEG)

FList logs "Un-Marked {filename}" if logging is enabled when user un-marks a file. (StuEG)

Removed some redundant code in the marking routine. (StuEG)

Cleaned up marking routine & made faster. (StuEG)

Now displays "Copying File Please Wait..." when FList copies a file from an external directory/etc. (StuEG)

FList now does a FORCE delete upon files so as to ignore protection bits. (StuEG)

Inserted Carrier detection into CDROM SubSystem!!! (StuEG)

Changed "FlistDelMrk.Trans" to incorporate 10 second countdown for answer to question (regarding "Logoff after download!"). (StuEG)

FList now quits straight away after Q is selected in Remark System if FList was actually STARTED in ReMark Mode. (StuEG)

** Sorry, but due to virus infection a LARGE proportion of the history file **
 ** was deleted :(, I've tried my best to re-update it (ever tried that? - **
 ** pain in the fu@!#ng ass :) - Anyway, who needs history files?! **

Added new features to search engine. (StuEG)

Improved (optimised) a lot of code and cleaned up some output. (StuEG)

Added tail feature to Mark Mode. (StuEG)

Fixed the multitude of Area Chaging bugs. (StuEG)

FList now gives hints to the user at startup! (StuEG)

FList uses "Cache" technology to provide faster loading of file lists! (StuEG)

Speeded up the 'Clear scrolling area' routine dramatically. (StuEG)

Added 'External Device' support, much the same as CDROM subsystem, but this time offering support for any DOS device. (JoHen)

Added 'Flick Mode' - If the UP or DOWN key (pageup/pagedown keys) are touched quickly more than once in succession then FList goes into FLICK MODE. (StuEG)

Added TOUCH function, ala UNIX whereby marked files date will be changed to current, in effect rendering it a new file. (StuEG)

Added IMPORT mode, like TrUFL but built INTO FList with manual File_ID .DIZ handling. (StuEG)

Fixed some characters that went past column 78 in File_ID.DIZ's. (StuEG)

Cleaned up and improved some stray ANSI code. (StuEG)

ANSIs speed and performance much better (especially remotely). (StuEG)

Fixed the LEFT & RIGHT cursor PgUp/PgDn bug in the EXE FILE Mark Mode. (StuEG)

Made the FList configuration file a lot easier to read & understand. (StuEG/ ←
 JoHen)

Cleaned up some bugs/code in FList's mark sub-routine. (StuEG)

Changed minimum "scroll space" length from 2 lines to 3 to stop some potential bugs poking their heads up :). (StuEG)

Added CARRIER DETECTION to remark routine! (StuEG)

Changed "-" character in range unmark (re-mark routine) to a "/" and removed the leading "@" char. (StuEG)

Added multi-language support (phew! this involved line by line scanning [3000+ lines] and recoding over 4 weeks :(!). (StuEG)

Fixed some confused LEAVE and BREAK statements. (StuEG)

** RTFG and see all the lovely long explanations for the new features... **

05-Apr-97

v2.11

Before FList parses the files.bbs entrys it will check to see if they are valid
(i.e. If they are just BLANK lines or do not have the required data to meet
Sami's FILES.BBS standard as stated in the "tech.doc" with the TA distro.)

(CHutchison)
[3:634/383.0]

Edited FListChkMrk.trans and changed the entry where it called
"remark_flist.trans" to "FListRemark.trans"!

(CHutchison)
[3:634/383.0]

Updated IceArc149.lha in Bonus drawer to IceArc150.lha.

(StuEG)

Eof.

1.8 FList - How To Contact The Author - (C) S.Gillibrand 1994-97 - Digital Design

How To Contact The Author

+-----+

Please do contact me for
Bug Reports
or
Improvement
ideas that you have.

You can contact me via the following methods:

BBS:

Digital Dreams Amiga BBS UK - 44-1772-454995 - 24 Hours

NETMAIL:

2:250/602.0

E-MAIL:

psychoed@digitald.demon.co.uk
sysop@digitald.demon.co.uk
soastick@turtle.net

WWW:

<http://www.digitald.demon.co.uk>
<http://www.turtle.net/~soastick>

SNAIL MAIL:

Stuart Gillibrand,
8, Thornton Drive,
Farington Moss,
Leyland,
Preston,
Lancashire.
PR5 3QH
ENGLAND

Don't hesitate to contact me no matter how trivial the matter.

1.9 FList - The Famous Digital Design! - (C) S.Gillibrand 1994-97 - Digital Design

What/Who is Digital Design

+-----+

Digital Design is a group of people who code all types of programmes for BBSs around the world, TransAmiga, DLG, Xeno, ANY Basically.

It was founded by

Stuart Gillibrand
in February 1995.

President: Stuart Gillibrand - psychoed@digitald.demon.co.uk

Vice President: Jamie Prince - cosysop@digitald.demon.co.uk

Programmers:

Stuart Gillibrand
Jamie Prince

ANSI Artists:

Stuart Gillibrand
Jamie Prince

Documentation writers:

Stuart Gillibrand
Jamie Prince

Ideas:

Stuart Gillibrand
Jamie Prince

If you would like to join Digital Design as a Programmer, Doc Writer, Artist or Idea Conceptor (?!) then contact

ME

.

We ONLY accept programming in the languages:

Arexx, C, E and ASM.

You will need to show us an example of your skill if you wish to join, which both Jamie and I will look over before contacting you.

10
- -----
Commercial software patches
file:cd/aminet/biz/patch/files.bbs
aminet8:aminet/biz/patch/
10
- -----
AmBoS (BBS) related
file:cd/aminet/comm/ambos/files.bbs
aminet8:aminet/comm/ambos/
10
- -----
Ami-Express BBS related
file:cd/aminet/comm/amiex/files.bbs
aminet8:aminet/comm/amiex/
10
- -----
BBS programs
file:cd/aminet/comm/bbs/files.bbs
aminet8:aminet/comm/bbs/
10
- -----
CNET BBS related
file:cd/aminet/comm/cnet/files.bbs
aminet8:aminet/comm/cnet/
10
- -----
DLG BBS related
file:cd/aminet/comm/dlg/files.bbs
aminet8:aminet/comm/dlg/
10
- -----
Envoy network software
file:cd/aminet/comm/envoy/files.bbs
aminet8:aminet/comm/envoy/
10
- -----
FIDO software
file:cd/aminet/comm/fido/files.bbs
aminet8:aminet/comm/fido/
10
- -----
Mailing soft
file:cd/aminet/comm/mail/files.bbs
aminet8:aminet/comm/mail/
10
- -----
MEBBSNet BBS Related
file:cd/aminet/comm/mebbs/files.bbs
aminet8:aminet/comm/mebbs/
10
- -----
Misc communications
file:cd/aminet/comm/misc/files.bbs
aminet8:aminet/comm/misc/
10
- -----

1.11 FList - Key Q - Quit To BBS

Upon pressing this key FList will shut down and return to the menu it was started from.

1.12 FList - Key A - Area Change

Upon pressing this key FList will display a line at the bottom of the lister asking you the following:

```
File Area [X/Q To Quit, ? For List, > Next, < Previous]:
```

Pressing X or Q will quit FList and return you to the menu you activated FList from. Pressing ? will list the file areas with the default TransAmiga built-in lister or if present will use the BBS:Text/FileArea.xxx series of text files. If BBS:REXX/FList_Area.trans exists this will override the afore-mentioned functions and execute the rexx script.

A "special" rexx script is included in the FList archive called FArea (The name took a lot of inspiration ;)) which is one helluva' amazing File Area lister/selector.. Use it or regret it =:]

The last two options are fairly self explanatory. Pressing < decreases the current file area by 1, whereas pressing > will increase the current file area by 1. e.g. Current Area: 34 - Select "<" =33 / Select ">" =35.

FList will auto detect whether you can access the area specified by the user via the following methods.

First it will change to the area (no matter which you specify) then look for a result from TransAmiga itself. If TransAmiga doesn't like you moving to that area it will return a FAIL and then FList will ask you for another area.

Secondly it checks the file PATH to see if it is denied via the custom path denying variable you may have entered in

```
BBS:Configs/FList.Cfg
```

```
. As above if
```

the path is found to be disallowed then FList will ask for another File Area.

After the filelist is loaded, FList can then (if the option in FList.cfg is ON) cache the filelist so the next time you enter that area in the SAME FList session, the load time will be reduced by Approx 45%! - Great huh? Copying the WWW browser technology =)

1.13 FList - Key M - Marking Files

Upon pressing this key FList will go into Bar Mode

Select a file and FList will mark this file and display the following info about it:

```

                                vvvvvvvvvvvvvvvvvvvvvvvv <- Depends on FList.cfg setting.
                                |||
Uptest305.lha                Previous Marks: 00000 Time To Download: 00 Mins 16 Sec
{filename                    }{information                                     }

```

The output is self explanatory, giving you information on how many users have marked the file and how long it will take to download at the current BPS Rate.

Pressing `.` here will move the bar to the middle of the list, purely coded for ease of use on the users part.

Pressing `T` here will activate FList's Tail Mode, which will set a marker from which you may move downward (not past EOF of course) and then press `T` again at which point FList will mark all files between the marker and the current bar position, very handy indeed!

The file itself won't actually be marked FOR DOWNLOAD until you Quit FList which is when all downloadable marking is done.

1.14 FList - Key 2 - Down

Please Note: CURSOR KEY DOWN is a duplicate of this function.

This key has a WIDE variety of functions. Mainly:

Moving down a page in the scroller.
Moving the "bar" down in "bar select" modes.

Please take a look at
Keypad/Cursors
for more info.

1.15 FList - Key 8 - Up

Please Note: CURSOR KEY UP is a duplicate of this function.

This key has a WIDE variety of functions. Mainly:

Moving up a page in the scroller.
Moving the "bar" up in "bar select" modes.

Please take a look at
Keypad/Cursors
for more info.

1.16 FList - Key 4 - Left

Please Note: CURSOR KEY LEFT is a duplicate of this function.

This key has a WIDE variety of functions. Mainly:

Moving to the FIRST page in the scroller.
Moving one page back in "bar select" modes.

Please take a look at
Keypad/Cursors
for more info.

1.17 FList - Key 6 - Right

Please Note: CURSOR KEY RIGHT is a duplicate of this function.

This key has a WIDE variety of functions. Mainly:

Moving to the LAST page in the scroller.
Moving one page forward in "bar select" modes.

Please take a look at
Keypad/Cursors
for more info.

1.18 FList - Key R - Archive Editor

The archive editor doesn't really EDIT the archives at all :) It just views them. I originally called it "Archive Editor" with scope to develop into something perhaps bigger. But as of yet it's just a nice little Multi-Format detecting archive viewer (:=

Upon pressing this key FList will go into
Bar Mode

Select a file and IceArc will attempt to identify the file's format.

If a format could be positively matched then IceArc will 'spawn' the archiver exe and display the archive's contents to FList's screen.

If no match is found as to the format then IceArc will inform the user of this via an alert in the text returned.

1.19 FList - Key O - More Information

Upon pressing this key FList will slip into
Bar Mode

Select a file and the following information about that file will be displayed:

Uploaded By : <User who uploaded file>

FileName : <Actual filename>

Description : <40 character short description>

Upload Date : <Date file was uploaded to system>

File Size: <File size> Bytes

Bps Rate : <BPS rate> - Approximate Time For Download: <xx> Minutes <xx> Seconds

Press RETURN To Continue.

After pressing RETURN to Continue as instructed above FList will check for a LONG description (contained in the .DESC file), if one is found FList will display the contents of this file prompting you with Yes or No prompts as you read so as not to flood your terminal :).

1.20 FList - Key S - Search String

Upon pressing this key FList will prompt a line at the bottom of the scroller asking the user for a search (partial) string to be scanned for in the current file list. FList will update the user of the current position of the search so you have something to watch and don't fall asleep :). If a match could be found FList will tell you about this and highlight it with an underlined bar at the position where it was found. It then prompts you with a line following the format of:

(C)ontinue Search, (M)ark File, (A)abort, (T)urbo Mark ::>

Pressing 'C', as suggested, will continue the string search.

Pressing 'M', will simply mark the currently highlighted file.

Pressing 'A', will abort the entire search.

Pressing 'T', instructs FList to carry on finding each match and mark it without ANY interaction from the user, in short: 'Marks all filenames with occurrences of your string in their name or description'.

The search auto-terminates when it reaches the END of the file list.

1.21 FList - Key E - Read File

Upon pressing this key FList will slip into
Bar Mode

Select a file and FList will determine it's FileType by using the external programme "About" given in the FList archive. If this programme returns the filetype as anything other than "ASCII" then FList will inform the user that the file selected is unreadable and will return them to select another file.

On the other hand if FList does get an "ASCII" result then the file will be displayed via the built in TransAmiga text displayer ("sendfile") thus providing More Y/N/C prompts where needed.

1.22 FList - Key F - Flip Menus

Upon pressing this key FList will toggle the
menu
shown at the bottom

of the scroller, there are 4 in all. 3 standard menus and 1 for privileged access only.

The 4 menus contain the following options:

Menu 1;

Quit To Menu Area Change Mark File(s) 2Down 8Up 4Top 6Bottom (Cursors)
Archive Editor More Information Search String Read Text File (Flip)

Menu 2;

Redraw Edit Description Check If Offline =Lengthen Scroller (Cursors)
- -Shorten Scroller Restore Scroller Length *Sort File Listing (Flip)

Menu 3;

Password Options Palette Options !Remark Saved File(s) (Cursors)
(Flip)

Menu 4 (Privileged);

(SysOp Functions) Move File Delete File Copy File To Directory (Cursors)
.IceArc File(s) External Dir ZPerform Operation On File (CLI) (Flip)

Each informing the user of how to use FList to it's full (But do users ever READ anything.. NO! =[]).

The fourth menu will only be displayed if the users access is equal to or higher (>= for us codey types =:]) than the access level specified in

BBS:Configs/FList.Cfg

1.23 FList - Key W - Redraw Screen

Upon pressing this key FList will redraw the entire screen from top to bottom. This may be necessary due to that fact that line noise has screwed your terminal up with funny little characters (hello BeeTee) and you want to get back to "normality" =)

1.24 FList - Key I - Edit File Description

Upon pressing this key FList will slip into
Bar Mode

Select a file and FList will check who's uploaded it by examining the accompanying .DESC file. If the name corresponds with the current user name or the user's access level is equal to or higher than that specified in the Description Access variable of

BBS:Configs/FList.Cfg

then FList will highlight the 40 character description field where ←
you can

use the TransAmiga "native" control keys as this is a "query" statement. These "native" keys being Cursor up&down to review text and ctrl+x to clear the whole line (See TransAmiga.doc for more information on this), after you have finished editing the line then FList will re-save this back to the files.bbs and return to

Bar Mode

incase you want to

select another file. If on the other hand if the user hasn't uploaded the file then they will be told politely via an alert at the bottom of FList's screen.

1.25 FList - Key C - Offline Checking

Upon pressing this key FList will do one of the two following things:

- a) Activate offline checking (If it is currently off)
- b) De-Activate offline checking (If it is currently on)

Offline checking does the following;

While FList is scrolling the files the file is actually check to see if it present on the current device, if it is not then the date field will be replaced with "Offline!", otherwise it is left untouched.

The file may not exist on the device due to a number of reasons.

1.26 FList - Key = - Lengthen FList

Upon pressing this key FList will lengthen it's screen by 1 line. ←
Then the

```
screen is
        redrawn
    .
```

This is most likely done as the user's screen length hasn't been set correctly and they wish to use FList to it's fullest.

1.27 FList - Key - - Shorten FList

```
        Upon pressing this key FList will shorten it's screen by 1 line. ←
        Then the
screen is
        redrawn
    .
```

This is most likely done as the user's screen length hasn't been set correctly and they wish to use FList without it looking like a demented spider has crawled all over it =>).

1.28 FList - Key * - Sort File List

```
        Upon pressing this key FList will display a line at the bottom of ←
        it's screen
asking you how you'd like the filelist to be sorted, the line looks like this:
```

```
Enter Sort Mode (A-Alpha, R-Reverse, F-Forward, D-Date, S-Size, C-Comment):
```

Pressing return here will just return you to FList. Otherwise this is what will be performed:

```
Upon pressing: [A];
The filelist will be sorted into Alphabetical Order and re-loaded.
```

```
Upon pressing: [R];
The filelist will be sorted into Reverse Order and re-loaded.
```

```
Upon pressing: [F];
The filelist will be sorted into Normal Forwards Order and re-loaded.
```

```
Upon pressing: [D];
The filelist will be sorted into Date Order and re-loaded.
```

```
Upon pressing: [S];
The filelist will be sorted into File Size Order and re-loaded.
```

Upon pressing: [C];
The filelist will be sorted into Alphabetical Comment Order and re-loaded.

All modes will ask you:

In Reverse Order?: -y/N-

Pressing Y here will turn the newly compiled filebase upside down.

Finally FList will
 redraw
 the screen.

1.29 FList - Key T - Restore FList's Screen Length

Upon pressing this key FList will restore the length of FList's screen to what it was when you first activated it.

1.30 FList - Key P - Password Options

Upon pressing this key FList will go into password editing mode and display the following:

Editing FList Password Access

Enter New Password (Blank Line To Remove):

Pressing return twice here removes any previous password you had stored.
If however you enter a password (which is incidentally hidden with dashes) it will ask you to repeat it just to make sure you have entered it correctly.

Failing to enter this second prompt the same as the first will result in FList returning to it's main wait state.

Once a password has been set this password will be asked on EVERY load-up of FList until it is removed. Nice little hack =))

1.31 FList - Key L - Palette Options

Upon pressing this key FList will display the following:

```

.------.
|          | 01 | 02 | 03 | 04 | 05 | 06 | 07 | |
| FList - Colour Preferences >>01 ##### |
|          |   |   |   |   |   |   |   | |
| ----- 02 ##### |

```

```

| >Use Cursors Up & Down< | | | | | | | | |
| >To Select Colour< 03 ##### |
| >Left & Right To Change< | | | | | | | | |
| Sa[v]e Your Colour Prefs 04 ##### |
| [R]eset To Defaults | | | | | | | | |
| ----- 05 ##### |
| | | | | | | | | |
| S.Gillibrand 1994/5 06 ##### |
| Digital Design Production | | | | | | | | |
| 07 ##### |
|-----|

```

(or something like that! - hey it's not my fault it's Mr.Powersnapper [=])

You may use the cursor keys -Up&Down- to select a colour 01-07

```

01 - Red
02 - Green
03 - Yellow
04 - Blue
05 - Magenta (pink?)
06 - Cyan
07 - White

```

Then you can use the cursor keys -Left&Right- to change that colour to change that selected colour to another colour of those listed above (confused yet =o!). You won't be just local login and try =:)

Pressing 'R' will reset the colours to the default (Their normal order!).

Press V to save and exit to FList main screen.

1.32 FList - Key ! - Remark Saved File(s)

Upon pressing this key FList will enter Re-Mark zone =)

Here's an example of what you might see there:

```
FList v2.11 (C) S.Gillibrand 1994-97 - Digital Design
```

```

001 OXYGEN2.DMS          Oxygen [2/2] - 2nd Place at The Party 95
002 OXYGEN1.DMS          Oxygen [1/2] - 2nd Place at The Party 95
003 ATED.LHA             Magic Carpet Like Texture Mapping Demo/
004 ATW_DAWN.LHA         4k Intro, Got 1st place. AGA v.good.
005 CREEP.LHA           Creep 40k Intro From Some Party 95 :)

```

```
R]emark Files, D]elete Files, Q]uit, C]lear A Tag, S]ave Current, V]iew >
```

Here's what the keys do:

```

[R] Remarks the file(s) listed in the list just as if you'd marked them with
    FList as standard and pressed "Q".
[D] Deletes all the files in the list and quits.

```

[Q] Quits!

[C] Clears a specific tag name/number or a range;

FileName/Number (Or Range @##-##, eg> @1-26):

Entering a filename here will wipe that filename from the list.

Entering a range goes with the following format:

@##-## - So entering @02-04 would clear marks 02 to 04
(OXYGEN1.DMS, ATED.LHA and ATW_DAWN.LHA in the above example).

[S] Saves the files in the list to your "Saved Files List".

[V] Clears the screen and re-displays the list of files.

Please Note: Every time FList marks some files for you it appends them to your "Saved Files List".

1.33 FList - Key V - Moving Files

Upon pressing this key the first thing FList does is to check \leftrightarrow
weather you
have high enough access to use it as specified in
BBS:Configs/FList.Cfg
, if you
don't then FList will ignore you ;).

Then FList will check to see if you've
marked
any files for moving.
If not then it's a nice "Mark some files fool" alert for you (=.

Provided some files are
marked
then FList will then ask
you which area you'd like them moved to via the standard
Area Change
routine.

Selecting the same area tests FList's brains and responds with "You don't want to move to the same area do you!?!?" :)). But you wouldn't do anything so stupid would you (exclusion of PC users is required here =]).

Once an area has been selected the files and their .desc's and descriptions will be moved from the source area and placed in the new destination area.

A progress meter will be displayed and the "File Marked:" counter will decrease as files are moved.

Simple as that.

1.34 FList - Key D - Deleting Files

Upon pressing this key the first thing FList does is to check ↵
weather you
have high enough access to use it as specified in
BBS:Configs/FList.Cfg
, if you
don't then FList will ignore you ;).

Then FList will check to see if you've
marked
any files for moving.
If not then it's a nice "Mark some files fool" alert for you (=.

Now FList will ask you if you REALLY want to delete these file(s) - To stop ↵
suicide
deaths :)).

Provided some files are
marked
then FList will then delete
the files and their .desc's and descriptions from the current area never to be
seen again!

A progress meter will be displayed and the "File Marked:" counter will decrease as
files are deleted.

1.35 FList - Key Y - Copying Files

Upon pressing this key the first thing FList does is to check ↵
weather you
have high enough access to use it as specified in
BBS:Configs/FList.Cfg
, if you
don't then FList will ignore you ;).

Then FList will check to see if you've
marked
any files for moving.
If not then it's a nice "Mark some files fool" alert for you (=.

Provided some files are
marked
then FList will then ask
you for a path for the file(s) to be copied to via a prompt at the bottom of
the screen. After checking the path exists the files will be copied to the
directory specified.

A progress meter will be displayed and the "File Marked:" counter will decrease as
files are copied.

1.36 FList - Key X - External Directory

N.B. Here's a feature that really makes FList kick some hardcore ←
butt =)

Upon pressing this key the first thing FList does is to check whether you have high enough access to use it as specified in
BBS:Configs/FList.Cfg
, if you
don't then FList will ignore you ;).

Upon pressing this key FList will prompt you for an external directory path at the bottom of the screen. After checking this path actually exists FList will check to see if a FILES.BBS already exists in this area, if it does then you have the option to load that in instead of compiling a new list. Otherwise FList will look at all the files in that directory and compile a file list from them which can be browsed just like a standard file area. This is where the special

Multi Assigns
are needed.

FList also finds the Directories listed in the current path and displays them in a highlighted colour with the name being green, these are commented out and cannot be marked. If you wish to enter one of these directories then you should press X and type in the name.

FList gets the date for the files from the actual File Date Stamp and gets the file description from the FileNote (If one could be found).

When FList is finished compiling this list it will redisplay it's screen and display the files.

You are infact able to use Move, Delete and Copy even on this breed of file area, smart huh?!

Although in Move Mode the file will be imported but NOT deleted from the original directory, therefore allowing SUPER flexibilty for remote file importing.

1.37 FList - Key Z - Shell Operation

Upon pressing this key the first thing FList does is to check ←
whether you
have high enough access to use it as specified in
BBS:Configs/FList.Cfg
, if you
don't then FList will ignore you ;).

Upon pressing this key FList will slip into
Bar Mode
.

Select a file and then FList will compile a command line to be executed from this file, it does the following things:

- a) Looks for BBS:Configs/FList.TRS, if it's found the data held inside this file will be executed before the contents of the command line.
- b) Appends the FULL filepath and filename to the end of the command line string.

If a file called "JUMANJI" in the area "(Evil Films - FILE:EVIL_FILM/)" was selected and BBS:Configs/FList.TRS contained:

```
Failat 9999
```

then the command line that appears at the bottom of FList's screen would look like:

```
Run <NIL: File:EVIL_FILM/Jumanji
```

The actual script that would be executed would look like:

```
Failat 9999
Run <NIL: File:EVIL_FILM/Jumanji
```

You can now edit this line to suite your needs, when this is complete and ENTER is pressed FList will execute this command line like you typed it in a CLI/Shell via TrShell&FIFO and display the output to stdout on the TransAmiga terminal.

A "Press RETURN To Continue" prompt is asked for after the operation is complete and then FList will return to it's main screen.

1.38 FList - Key . - Ice [ICE BABY!]

Upon pressing this key the first thing FList does is to check \leftrightarrow
weather you
have high enough access to use it as specified in
BBS:Configs/FList.Cfg
, if you
don't then FList will ignore you ;).

Then FList will check to see if you've
marked
any files for "Iceing".
If not then it's a nice "Mark some files fool" alert for you (=.

FList now prompts you:

```
"(T)est Or (E)xtract: E"
```

E being the default (Extract), delete this with the backspace key and specify "T" if you wish to [Test] the marked archive(s).

If you elected to [Extract] then you will be prompted:

```
"Extraction Destination: RAM:"
```

Default being [RAM:] this can be deleted and a new path entered.

FList now acts upon the marked files via FIFO and TRShell by passing them onto IceArc ((c) S.Gillibrand 1994-97 - Read The Docs)) and will hopefully be acted upon if the formats could be determined.

1.39 FList - Key N - Nuke Subsystem

Upon pressing this key the first thing FList does is to check weather you have high enough access to use it as specified in BBS:Configs/FList.Cfg, if you don't then FList will ignore you ;).

Then FList will check to see if you've marked any files for "Nuking". If not then it's a nice "Mark some files fool" alert for you (=.

This option deletes file credit from the user who uploaded the file in question. As seen on MANY bbs systems these days. This may be necessary if the user in question has uploaded:

* A Dupe, Pirate/Commercial Software, Pornographic Material / Etc.

FList now prompts you:

```
"<FileName>: Be Nasty Y/N? N"
```

N being the default (NO), delete this with the backspace key and specify "Y" if you wish to be "nasty" on this particular file!

If you elected to [Y] then you will be prompted:

```
"Enter Nasty Value: "
```

This value is an INTEGER which will be used to multiply the amount of FILES and BYTES deducted from the uploading user.

e.g.

```
Filesize is 29k
```

```
Nasty value=3
```

```
Files deducted from uploading user file: 3  
Bytes deducted from uploading user file: 87k
```

FList now acts upon the marked files performing the deducting operations on the userfile(s) & generating the message.

Before the message is generated from the NukeReport File [See

Nuke Report File Format

], FList asks you to enter a reason for the "nukeage" (Jeesz, how many new words have I invented in this guide so far ;) - Then the standard message editor as defined in Message.Cfg is loaded and there you can do one of two things:

- a) Enter a reason why the file has been nuked and save.
- b) Abort the reason and FList will just send the normal nuke message on it's own.

After the message has been generated FList will use "TRUmp" to rescan the message area and then use "SINGLERESCAN" to tell TransAmiga it's message base parameters have changed.

Now the next time the user that uploaded the "nuked" file logs on (presuming you have some kind of mail check at logon) then (s)he will be informed of this "nukeage" as FList creates a standard .MSG file in the message area specified in

```
FList.Cfg
.
```

1.40 FList - Key @ - CDRom Subsystem

Upon pressing this key FList will slip into the "CDRom SubSystem Mode". ↔

This being:

```
--><-----Cut-
FList v2.11 (C) S.Gillibrand 1994-97 - Digital Design
FList CDRom SubSystem
```

```
[001] Aminet #8 - Definitive Collection Of Amiga Files           Online
```

Choose CDRom [Q to Quit, ? To Re-List]:

```
--><-----Cut-
```

CDRom Number, Description & Online status will be displayed for all configured CDRoms.

After selecting a CDRom you'll end up with something like this:

```
--><-----Cut-
```

```
147 Startup sequence software           148 Commodity type software
149 Command line interface              150 File conversion
151 Directory utilities                  152 Datatypes for OS 3.x
153 GNU utilities                        154 Libraries
155 Miscellaneous                        156 System monitors
157 Packers                              158 AREXX tools
159 Shells                                160 Commo file replacements
161 Clocks and timing                    162 Virus checkers
163 Workbench utilities
```

```
Aminet #8 - Definitive Collection Of Amiga Files  Choose Area [Q to Quit]:
```

```
--><-----Cut-
```

Selecting a file area will take you there where you will be able to operate on the area JUST like any other normal TA File Area.

Any area/cd you don't have access to will be replaced via an "Access Denied" tag.

See also

CDRom Support
for MORE information.

1.41 FList - Keypad & Cursors Explained =)

The keypad is arranged in the following way (Unless you have an a600 8)):

```

7 8 9                8
4 5 6    Take note of 2, 8, 4 and 6:  4  6
1 2 3                2

```

The way it is arranged gives the impression of Up, Down, Left and Right. Thus there are the arrow keys embedded upon these keys on your keyboard. (Go ahead take a look =)). This is why FList uses the keypad. To move Up, Down, Left and Right respectively where these functions are needed.

Of course a better alternative is the cursor keys. Some people prefer these, some don't, so me being such a nice guy i've designed FList to replicate the keypad with the cursors in the following way:

```

Cursor LEFT  = 4
Cursor RIGHT = 6
Cursor UP    = 8
Cursor DOWN  = 2

```

You will find THESE directional keys can be used in many aspects of FList, just try - It can't hurt :).

I'm glad we have cleared that up :).

1.42 FList - Key H - Touch File(s)

This feature does much the same job as TOUCH would do under AmigaDOS/Unix. For those of you who do NOT know what touch is or does then here is a short explanation:

Touch basically takes one argument (which is a file path) and changes the date stamp on that file to reflect today's date. In effect rendering it a new file.

First mark the file(s) you wish to touch under FList, then press the 'H'

key, FList will then, one-by-one, touch the file's date to match today's date.

In essence this makes it a new file on the BBS and New File Scanners would detect this.

1.43 FList - Key % - Import File(s)

Import files is more or less an exact copy of the TransAmiga executable TrUFL ((c) Sami Radwan), which means it will scan a path for files that aren't present in the current files.bbs and then give you the option to import them and give them a small description.

There are however some major flaws in the way TrUFL works. For a start the description editing only allows you to enter one line of 40 characters (i.e. NOT supporting File_ID.DIZ), another flaw is really a BUG; sometimes TrUFL will pop up a requestor displaying some text in German. For those of us who don't speak/read/write Deutsch it's a bit of a pain :). I have no idea what this error is but I think it is related to the size of the directory/files.bbs.

FList provides better reliability and more options however!
Here's how it all works:

You go into the file area that you wish to Import files into first.
Then you press the '%' key.

FList will now prompt you with the following:

```
(I)mport from FILE AREA path (U)SER defined path ::>
```

Pressing I (Import from FILE AREA path) will cause a scan to be made of the current file area path for files that exist but do not appear in the files.bbs. If however you choose U (USER defined path) then you then have the option to choose another path to search for file(s) in (very useful IMHO =;)). Whichever you choose the next prompt will be:

```
Pattern match: ~(.message)
```

FList is now asking you for a standard AmigaDOS pattern filter. The default is "~(.message)" which will exclude the file ".message" (if it exists). You may however delete this and put in your own pattern filter. If you're not very confident with AmigaDOS shell/etc. in general then you may not know what a pattern filter is. Well just blank all this out in that case (or read the Amiga manuals that came with your system) and FList will look at all files and compare them against the "files.bbs".

After tackling this string option you'll then be presented with something like:

```
Compiling filename list... (this may take a while depending on the size  
                           of your files.bbs)  
Compiling directory list... (again this may take a while, depending on  
                             the amount of files in the given directory)
```

Checking for missing files... (Now FList is looking for files present on the device that are NOT in the files.bbs)

If a file is found then you will be prompted with the following text:

```
<filename> (<filesize> Bytes) : (I)mport (S)kip (D)elete ::>
```

<filename> being replaced with the filename it has found to not exist in the files.bbs file, and <filesize> being replaced with the actual size of the file in question.

Pressing 'S' here will skip past this file and cause FList to carry on scanning for missing files.

Pressing 'D' here will actually DELETE the file in question off the physical device, this is quite useful if you're no longer going to be needing the file and you don't want it to be on the device anymore.

Pressing 'I' here will cause the file to be imported to the files.bbs. Here's what will happen;

```
Type description (Blank to end) 1/15 #####
```

Now you should type your (up to) 40 character description and press ENTER. Next you'll see the repeat of the above, except this time the 1/15 will appear as 2/15 - Simply this means you have the option of entering more than ONE line. Up to 15 in fact. So just keep tapping away until you're happy with what you've typed then press ENTER on a blank line to finish.

A .desc file will be created with the current user being stated as the uploader.

After FList has finished it's scan the file list will be reloaded and your new import(s) will be shown. Presto Hey!

1.44 FList - Bar Mode - What's It All About!?!?!?

"Bar Mode" is when FList uses a highlighted ANSI bar on the lister ↔ to perform a variety of operations, this method is used due to the fact that:

- a) It looks really nice.
- b) It's easy to use.
- c) It's fool-proof (<Duck>).
- d) It appeared to me in a dream (Something about FileScroller? hehe Rmerlin!).

Whenever FList induces "Bar Mode" you can use the Keypad/Cursors to control

it. Pressing Q leaves bar-mode - a description of what can be done while in bar mode can always be found at the BOTTOM of FList's screen.

1.45 FList - BBS:Configs/FList.Cfg - Explained!

Here's a list of all the variables which can be used inside FList' ↔
 s main config
 file "BBS:Configs/FList.Cfg".

The Syntax Is Simple:

Each "Variable Header" (i.e. @palettepath / @temppath) must be followed
 by a/some value(s):

e.g.

--><-----

T:

--><-----

Would set the Temporary Path To The T: Directory.

What follows is a list of all the "Variable Headers" And How To Use Them;

 Variable : @palettepath
 Description: Full path to where the user palette preferences are stored.
 Example : BBS:extras/flistpalette/

 Variable : @savedlpath
 Description: Full path to where the user saved downloads are stored.
 Example : BBS:extras/flistsavedl/

 Variable : @passwordpath
 Description: Full path to where the user passwords are stored.
 Example : BBS:extras/flistpasswords/

 Variable : @restrictflags
 Description: Denies access to File Area Path if users flags meet
 the specified form.

Example : X-XXXXX-
 #File:Hold/#File:Dodgy/#File:SysOp/#

Syntax : First line holds the 8 character flag arrangement,
 Second line holds all paths to bar access to,
 each seperated by a '#', each ending in a '/' if
 required.

Variable : @restrictaccessflags
Description: Denies access to File Area Path if users flags & access meet the specified form.

Example : X-XXXXX-
15
#File:Hold/#File:Dodgy/#File:SysOp/#

Syntax : First line holds the 8 character flag arrangement,
Second line holds the access level value,
Third line holds all paths to bar access to,
each seperated by a '#', each ending in a '/' if
required.

Variable : @restrictaccess
Description: Denies access to File Area Path if users access level meets the specified form.

Example : 40
#File:Hold/#File:Dodgy/#File:SysOp/#

Syntax : First line holds the access leve value,
Second line holds all paths to bar access to,
each seperated by a '#', each ending in a '/' if
required.

Variable : @sysopfunctmove
Description: The access level required to move file(s) between areas.
Example : 255

Variable : @sysopfunctdel
Description: The access level requird to delete file(s).
Example : 255

Variable : @sysopfunctcopy
Description: The access level required to copy file(s) to an external dir.
Example : 255

Variable : @sysopfunctxtern
Description: The access level required to access an external directory and
manipulate it in many ways via FList.
Example : 255

Variable : @sysopfunctdesc
Description: The access level required to edit ANY file description.

Example : 255

Variable : @sysopfuncpath

Description: The access level required for the full path of the marked to be printed at mark time.

Example : 255

Variable : @sysopfuncexe

Description: The access level required to execute a command from FList.

Example : 255

Variable : @sysopfuncice

Description: The access level required to use IceArc to unarchive a file to an external path or test it.

Example : 255

Variable : @sysopfuncnuke

Description: The access level required to nuke file(s).

Example : 255

Variable : @taversion

Description: The current version of TA that you are using.

Example : v1.2g3

Variable : @defwait

Description: The default wait time, should be 1 or 2 seconds. The wait value is in SECONDS and is used when FList feels it necessary to pause runtime.

Example : 1

Variable : @tempath

Description: The temporary path to use for FList's temp files.

Example : T:

Variable : @fpmath

Description: The path to where the "number of marks" for file(s) in the filebase will be stored when created by FList.

Example : FILE:FPM/

Variable : @cfgpath
Description: The path to your BBS Configuration directory. (Normally BBS:Configs/).
Example : BBS:Configs/

Variable : @txtpath
Description: The path to your BBS Text directory. (Normally BBS:Text/).
Example : BBS:Text/

Variable : @binpath
Description: The path to your BBS Binary directory. (Normally BBS:Bin/).
Example : BBS:Bin/

Variable : @usrpath
Description: The path to your BBS Users directory. (Normally BBS:Users/).
Example : BBS:Users/

Variable : @filecol
Description: The colour you wish the FILENAMES to appear as.
Example : 7

[0=Black, 1=Red, 2=Green, 3=Yellow, 4=Blue, 5=Magenta, 6=Cyan, 7=White]

Variable : @sizecol
Description: The colour you wish the FILESIZES to appear as.
Example : 3

[0=Black, 1=Red, 2=Green, 3=Yellow, 4=Blue, 5=Magenta, 6=Cyan, 7=White]

Variable : @datecol
Description: The colour you wish the FILEDATES to appear as.
Example : 4

[0=Black, 1=Red, 2=Green, 3=Yellow, 4=Blue, 5=Magenta, 6=Cyan, 7=White]

Variable : @desccol
Description: The colour you wish the FILE DESCRIPTIONS to appear as.
Example : 6

[0=Black, 1=Red, 2=Green, 3=Yellow, 4=Blue, 5=Magenta, 6=Cyan, 7=White]

Variable : @mainbarcol
Description: The background colour you wish the MAIN BARS of FList to be.
Example : 4

[0=Black, 1=Red, 2=Green, 3=Yellow, 4=Blue, 5=Magenta, 6=Cyan, 7=White]

Variable : @maxclock
Description: Toggle ON/OFF: Enables/Disables the "word clock" (ala Maxs).
Example : ON

Variable : @scrlmethod
Description: Selects either scroll method 0 or 1;
Method 1 is faster but incurs a pause before the page is
displayed.
Method 0 has no pause but does not scroll the page as fast.
* Method 1 is recommended.
Example : 1

[0=Use internal Aberexx PRINT/SEND]
[1=Use TransAmiga specific SENDFILE] (This tends to be faster)

Variable : @precommexe
Description: The text pre-appended to the "Execute Filename" text string.
Example : Run <NIL:

Variable : @multiplug
Description: Toggle ON/OFF: Enables/Disables the multi-colour FList text
at the TOP LEFT of the screen.
Example : ON

Variable : @userhelp
Description: Toggle ON/OFF: Enables/Disables the user help which is
activated when the user sits idle for 30 seconds.
Example : ON

Variable : @logging
Description: Toggle ON/OFF: Enables/Disables FList logging to transamiga's
logfile.
Example : ON

Variable : @timestats
Description: Toggle ON/OFF: Enables/Disables the time statistics displayed
when FList boots up.

Example : ON

Variable : @nukemail

Description: The path to the "Private messages" area on your BBS. For use with the Nuke File option.

Example : Mail:BBS/Priv/

Variable : @helphim

Description: The number of unknown keys accepted by FList before the Main Help ANSI is displayed on screen.

Example : 5

Variable : @areacomm

Description: Toggle ON/OFF: Enables/Disables the 3 line Area Number and Area Name text at the top of each area, as generated by FList
The 3 lines look something along the lines of:

```
ú+úpú+úpú+-<*>      #1, [HD] Uploads - Pending Validation      <*>-+úpú+úpú+ú
```

Example : ON

Variable : @enlargemark

Description: Toggle ON/OFF: Enables/Disables extra information displayed at File Mark time.

Example : ON

Variable : @flistcache

Description: Toggle ON/OFF: Enables/Disables FList's caching abilities;
When turned ON FList will cache EACH area loaded into memory.
The advantage of this being whenever the area is re-entered in the same FList session the area is pulled from Memory instead of Disk. (Improving load speed on average by 45% !!!).

Example : ON

Variable : @fpmcount

Description: Toggle ON/OFF: Enables disables FList's internal system of incrementing a counter whenever a file is marked.
N.B. This can use up quite a large amount of Disk Space depending on your filebase size. Reccomend using AFS if you want this to be active.

Example : OFF

Variable : @assignoutput

Description: Inline with the language settings this string (CaSe sensitive) contains the text outputted by assign. To find out what YOUR system outputs go into a shell and type: ASSIGN
 Just under the "Volumes:" header printed you will see all your system logical devices, just after their names you will see something like "[Mounted]" (if you have an English system) whatever your ASSIGN command outputs you MUST enter it here or CDRom's and External Devices will not be available!

Example : [Mounted]

 Variable : @monthnames

Description: Following this variable there MUST be 12 lines indicating the way your system displays 3 letter abbreviated month names. The standard (default?) English way would read:

JAN
 FEB
 MAR
 APR
 MAY
 JUN
 JUL
 AUG
 SEP
 OCT
 NOV
 DEC

Example : See above =).

 Please Note The "Variable Headers" May Be Used As Many Times As You Wish

View this

example
 if you're still stuck =)

1.46 FList - Example Configuration

@binpath
 BBS:Bin/

@cfgpath
 BBS:Configs/

@txtpath
 BBS:Text/

@usrpath
 BBS:Users/

@palettepath
 BBS:Extras/FListPalette/

@savedlpath
BBS:Extras/FListSavedl/

@passwordpath
BBS:Extras/FListPasswords/

@restrictflags
00000000
#BBS:BBSUploads/#FILE:FilesForSysOp/#

@lameacc
200

@sysopfunctmove
200

@sysopfunctdel
200

@sysopfunctcopy
200

@sysopfunctextern
200

@sysopfunctdesc
200

@sysopfunctpath
200

@sysopfunctexe
200

@sysopfunctice
200

@sysopfunctnuke
200

@sysopfunctouch
255

@sysopfunctiprt
255

@taversion
1.2g6

@defwait
1

@tempath
T:FList/

@fmpath
BBS:FPM/

@filecol

7

@sizecol

2

@datecol

3

@desccol

6

@mainbarcol

4

@maxclock

ON

@scrlmethod

1

@precommexe

@multiplug

ON

@userhelp

ON

@logging

ON

@timestats

OFF

@nukemail

Mail:BBSLocal/Priv/

@helphim

4

@areacomm

ON

@enlargemark

OFF

@flistcache

ON

@fpmcount

OFF

@assignoutput

[Mounted]

```
@monthnames
```

```
JAN
```

```
FEB
```

```
MAR
```

```
APR
```

```
MAY
```

```
JUN
```

```
JUL
```

```
AUG
```

```
SEP
```

```
OCT
```

```
NOV
```

```
DEC
```

```
@end
```

1.47 FList - Features List - (C) S.Gillibrand 1994-97 - Digital Design

Here is a detailed rundown of what this magical programme offers!

- o Displays how long it takes to bootup on bootup :), on my system 68030@50mhz it takes about 3 seconds.
 - o FULL logging to TransAmiga.LOG so you ALWAYS know what FList has done.
 - o Checks for paths existing before trying to use them, if they don't exist an attempt will be made to create them, failing this FList will log the error and inform the user.
 - o User definable custom palettes.
 - o User definable passwording.
 - o Auto-saving of marked files and excellent handling to re-mark them.
 - o Re-highlighting of saved files upon re-entering FList thus giving the option to mark and de-mark as many times as you wish.
 - o Barring of certain PATHS.
 - o External
 Rexx Programme Support
 .
 - o Online user help on 20 seconds of inactivity.
 - o English spoken/Standard time listing on screen.
 - o Cursor keys support.
 - o Keypad support.
 - o
 Custom FList Menus
-

via ANSI.

- o *FULL* FILE_ID.DIZ support.
- o File descriptions gathered and possibility to download.
- o Internal routines for /number of marks/ & /time to download/.
- o "Time left" Vs "Time for xfers" checking.
- o Actual physical file checking for offline files.
- o On-Line length adjustment.
- o Archive viewing/testing/extracting!
- o Long description, name of uploader, etc. information.
- o Special privileged actions: Moving of file(s) between areas,
Deleting of file(s),
Copying file(s) to external directory,
Performing CLI operation on file(s) (via FIFO),
External directory loading.
Nuking credit from files user has uploaded.
- o Internal searching.
- o Reading of text files. (Auto detection for Ascii)
- o File list modification checking, checks size of file list on every action, if filesize has altered then file list will be re-loaded (if for example you edited the files.bbs in the background while the user was in that area).
- o Non-Ansi support.
- o Aberexx "PRINT" file-list scrolling or TransAmiga internal "SENDFILE" file-list scrolling (faster).
- o 100% fool proof.
- o Arexx SYNTAX error checking, handling & logging.
- o File sorting: Methods; Alphabetical, Reversed, Forward, Date Order, Size Order & Alphabetical Comment Order
- o FList More Y/N/C prompts that WORK (Hint Sami :)).
- o Extremely sexy interface and CaseConvert()'d strings =).
- o Made to be as fast as possibly possible with TransAmiga and ARexx (=.

1.48 FList - External Arexx Macros - (C) S.Gillibrand 1994-97 - Digital Design

FList has support for external ARexx/Aberexx programmes in the following cases:

Area changing

```
-----
Path          : BBS:Rexx/FList_Area.Trans
Case          : Will be looked for and executed when listing File Areas.
Extra         : FArea (Next Generation File Area Lister!) is included with the
               FList v2.11 archive - Use it :) - Use it in your File.Trans aswell!
```

1.49 FList - Custom Menus - (C) S.Gillibrand 1994-97 - Digital Design

There are 4 custom FList menus, these being named:

```
BBS:Text/FList_Menu1.ANSI - First menu.
BBS:Text/FList_Menu2.ANSI - Second menu.
BBS:Text/FList_Menu3.ANSI - Third menu.
BBS:Text/FList_Menu4.ANSI - Fourth privileged menu.
```

These files must conform to the following standards:

- 1) They must NOT contain any screen clears or ansi positioning codes.
- 2) They must NOT be any longer than 2 lines.

If you create a set of new menus then archive them up and release them into TAFILES for us all to see, make a point of sending them to me and they'll be distributed in future versions of FList with regards to you the author.

1.50 FList - /|miga Rulez - (C) S.Gillibrand 1994-97 - Digital Design

For FList to work correctly in External Directory mode it needs a multi assign on one of your file areas, don't get worried i'm going to try my best to explain how to do it here, although i've had numerous attempts fail in previous versions of this doc file ://... Here goes;

First of all you need to find a file area that all users have READ/DOWNLOAD access to, for example on my bbs it's the 2nd file area (the 1st is the - -Uploads Only- area). The 2nd area part of the file.cfg looking like this:

```
--><-----Cut-
[HD] Demos, Intros, Slideshows, etc.
File:Demos/
 5
200
 5
 0
```

```
--><-----Cut-
```

The 2nd line of this section (the Area Path) needs to be changed to FLIST: so it would look like this:

```
--><-----Cut-
[HD] Demos, Intros, Slideshows, etc.
FList:
5
200
5
0
```

```
--><-----Cut-
```

Now you need to edit your S:User-Startup to include a line like this:

```
--><-----Cut-
Assign FList: File:Demos
--><-----Cut-
```

Obviously replacing "File:Demos" with the path that was in your "file.cfg".

That's all that you need to do, if you pull that off you've got FList sussed and installed :).

Now for the nosey ones amongst you here's why you need to go through all that palava... FList uses a multi-assign (via C:Assign funnily enuf =) to access files that have been tagged via the eXternal directory function. It multi-assigns the external directory path to the original <File:demos / etc.> path therefore tricking TransAmiga into accessing the external directory. That's enuf. The rest is a secret :)

1.51 FList - Nuke Report File Format - (C) S.Gillibrand 1994-97 - Digital Design

The default Nuke Report File Looks Like:

```
--><-----Cut-
It is my job to inform you that the following file:

Filename      : %f
Size          : %s
Description    : %D

Was "Nuked" (Deleted) by order of %u.

This means your credit for the upload of this file has been removed.

Credit deducted is %F file(s), %B byte(s) (*%x)

The reason for this being:
--><-----Cut-
```

Here's a list of what the % commands are/do:

```
%B - Byte(s) credit deducted from uploader.
%D - Current file description of file being nuked.
%f - Current filename of file being nuked.
```

```
%F - File(s) credit deducted from uploader.
%s - Current size of file being nuked.
%u - Name of current online user.
%x - "Nastyness" value (Amount deducted credit has been multiplied by).
```

* NOTE: Case is IMPORTANT! *

Edit the file to suite your needs - You may use the % commands ANYWHERE and ANY amount of times.

1.52 FList - Special ListFile/Files.BBS Magic - (C) S.Gillibrand 1994-97 - Digital Design

FList v2.11 now looks for an external path in your Files.BBS files. Here's how it goes;

When FList goes into a file area and parses the files.bbs it will now look for a special path to be present starting at the 80th character and onwards. If this is present then when the file is marked it'll be pulled from the path to the FLIST: temp area and then TransAmiga will download it just as if it was in a normal filearea on the BBS. Pretty smart huh? Ya gotta admit ;0)

Here's an example made of my File:Utils/Files.BBS Utilities file area.

```
--><-----Cut-
mcx247.lha          54880 960407 File_ID.DIZ description
\
\                  +-----+
\                  |           MultiCX 2.47 (24.3.96)           |
\                  | The ultimate Multi-Function-Commodity !!! |
\                  +-----+
\                  |           Now including ShapeShifter Support,   |
\                  |           Opaque Windows and much more!       |
\                  +-----+
top.lha            24259 960407 File_ID.DIZ description
\
\                  Executive/Unix like TOP programme
\                  that displays top 30/etc. cpu usage
\                  programmes.
VersionWB.lha      4218 960407 Replacement for the C:Version command
Rainboot.lha       388439 960407 Excellent programme for your bootup
objectar.lha       48939 960406 ObjectArchive - Mount arcs as Dirs!
LZX                38481 960408 SysOp's version of LZX
\
\                  Workbench:C/
LHA                22642 960408 SysOp's version of LHA
\
\                  Workbench:C/
--><-----Cut-
```

As you can see the last two entries differ from the rest in that they have the path starting at the 80th character, if you attempted to mark either of these files FList would mark them just like any other :).

--=[CDRom Notes]=--

This style of files.bbs magic is employed while under CDRom Mode. The path will obviously point to the path where the filename can be found on the CDRom.

e.g.

```
--><-----Cut-
Aminet11List.txt      108464 960408 The Aminet CD #11 Full File List  ←
  Aminet11:Lists/
--><-----Cut-
```

The difference between the CD Mode usage and the standard files.bbs usage is that the VOLUME name need not be inserted, instead FList will use the volume name you specified in BBS:Configs/FList.CDROM, e.g.;

```
--><-----Cut-
Aminet11List.txt      108464 960408 The Aminet CD #11 Full File List  ←
  Lists/
--><-----Cut-
```

Presuming you had the volume name set to "Aminet11:" in your FList.CDROM FList would mark it fine.

If however NO path is found to be present then FList will use the Global File Path as found in your Areas.Cfg for this CDROM. e.g.;

```
--><-----Cut-
Aminet11List.txt      108464 960408 The Aminet CD #11 Full File List
--><-----Cut-
```

Say you were in area #87 and your areas.cfg for the Aminet11 CD Looked like this:

```
--><-----Cut-
Aminet Lists
file:cd/aminet11/lists/files.bbs
aminet11:aminet/lists/
10
-----
--><-----Cut-
```

The 3rd line being the GLOBAL PATH, This is what FList uses.

```
--=[-----]=-
```

1.53 FList - External CDROM List Compilers - (C) S.Gillibrand 1994-97 - Digital Design

Included in this archive are a number of external CD List ← compilers for FList.

Each of them have easy to follow instructions on how to use them so there is NO real need for documentation.. Besides it's 4:30am :(((((. :)!)

=====

bonus/amnspam.rexx - Compiles ANY Aminet CD for use with FList! Amazing!

External Compiler Programmes