

megad

COLLABORATORS

	<i>TITLE :</i> megad		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 7, 2023	

REVISION HISTORY

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Chapter 1

megad

1.1 MegaD v3.1 - by John L. Jones

```
The BEST Directory Utility Made For The Amiga Computer
Heeeellllppppp!!!
Read Me First
=====
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1.2 MegaD v3.1 - by John L. Jones

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== John L. Jones == ==
== P.O. Box 292 == ==
== Midvale, Utah 84047 == ==
==
== U.S.A. == ==
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1.3 MegaD v3.1 - by John L. Jones

E-Mail Contacts:

```
@{ " MsgPort (BBS) " link "MsgPort (BBS) " }
    E-Mail address
        John L. Jones
    Discussions
        Message Area 6

@{ " BIX " link "BIX" }
    E-Mail address
        john_jones

@{ " GENie " link "GENie" }
    E-Mail address
        J.JONES47
    Discussions
        Starship Category 4:Applications, Tools & Utilities
        Area 4: MegaD

@{ " US Mail " link "About The Author" }
```

1.4 MegaD v3.1 - by John L. Jones

Introduction To MsgPort (BBS)
The Official Support BBS of MegaD

Node #1: (801) 569-2240 14400 V.32bis Public Node
Node #2: (801) 569-2055 2400 Registered MegaD/Coop Node

MsgPort (BBS), pronounced Message Port, is the official support bulletin board for MegaD the ultimate directory utility for the Amiga. The purpose of MsgPort (BBS) is to help support local Amiga users and to promote the Amiga in general. It will also now be aimed at providing on-line support for MegaD to assist users in getting the most out of this very powerful directory utility.

MsgPort (BBS) supports the exchange of all freely distributable files for the Amiga. I, the Sysop, am very interested especially in original Amiga art and music files that show off the Amiga at it's best. MsgPort (BBS) encourages exchange of information between users and especially promotes the exchange of programming information. This does not mean that you have to be an expert programmer. Merely that if you're learning to program the Amiga that you can find a place here to exchange information and to learn things from other users. MsgPort (BBS) encourages Amiga users to support shareware whenever possible and to also support commercial software by not pirating software. Piracy will only assist the decline and or demise of the Amiga.

MsgPort (BBS) does NOT allow any form of software piracy to occur on-line. If you become aware of any non freely distributable software on MsgPort (BBS) then please inform the Sysop immediately.

Now for the MegaD user information, any Amiga user is welcome to

call MsgPort(BBS). There are two nodes (phone numbers) into the BBS. The first one is 801-569-2240. Node #1 is open to all. It is currently running on a USR Sporster modem that supports V.32bis connections at 14400 baud maximum. No minimum baudrate is imposed. Node #2 is only available to coop members of the BBS who send in a minimum \$5 to assist in the purchase of equipment to upgrade the BBS. and is also available for registered MegaD users.

MegaD registered users must first log in to MsgPort(BBS) on Node #1 to register. Leave a message in the private E-mail message base #0, to John L. Jones asking for registered MegaD access to Node #2. You should be allowed access to Node #2 within a day or two at most. Node #2 is currently being run on a Telebit Trailblazer at 2400/1200 baud. The biggest advantage of having Node #2 access is that you can get into MsgPort(BBS) easier than just competing for Node #1 with all other users.

The MegaD message base is message base #6. From the Main Menu type M <RETURN> to get to the message area. Then type J;6 <RETURN> to "J"oin message base #6. You can then Read the messages by "N"ew or "R"ead. The "R"ead command will be followed by an options menu that allows you to read forward, backward or various other options.

All callers to MsgPort(BBS) are expected to behave civilly. Disputes and flames are allowed as long as they are not deemed to be personal attacks

So if you're looking for the best information on how to run MegaD then call MsgPort(BBS). And if there is anything that D-Opus can do that MegaD can't then we would all like to know about it.
Richard Brady - Sysop of MsgPort(BBS)

1.5 MegaD v3.1 - by John L. Jones

Signing up for GENie

To signup for GENie, use the automated sign-up procedure.

1. Set your communications software for for half duplex (local echo) at 300, 1200 or 2400 baud
2. Dial (toll free) 1-800-638-8369. Upon connection, enter HHH
3. At the U#= prompt enter XJM11718,ALADDIN and press return.

There is no initial fee to join the GENie network. At the end of the online registration, a personal User Number and temporary password will be displayed on your screen. Both are required for logon, so please be sure to make a note of them.

1.6 MegaD v3.1 - by John L. Jones

Signing up for BIX

LOG ON INSTRUCTIONS

Step 1: Set your computer's telecommunications program for full duplex using 7-bit words, even parity, and 1 stop bit, or 8-bit words, no parity, and 1 stop bit. You may call at either 300, 1200, or 2400 bps.

Step 2: To reach BIX via Tymnet
BIX is accessible from within the U.S., some of its territories and possessions, and major Canadian cities through local Tymnet numbers. If you don't know the Tymnet phone number(s) for your area, contact the BIX Customer Service Line (see below). At other times, numbers can be obtained by calling Tymnet at 800-937-2862.

Some Tymnet callers outside the continental U.S. may be charged higher telecommunications rates. See the 'bix.business' conference for details. Call your local Tymnet number.

Depending on your bps rate, Tymnet will respond with "garble" or request a terminal identifier. Enter the letter A.

Tymnet will ask you to log in. Enter BIX and a carriage return (CR). You will then be at the door to the BIX computer.

If after you enter the letter A, your terminal is still unreadable, you must change your settings from 8 bits, 1 stop bit, no parity to 7 bits, 1 stop bit, even parity, or vice versa.

Step 3: You should see the BIX welcome screen and a prompt asking you to enter your name. Respond with the BIX user name that you selected during registration. When prompted, enter your password.

If you are registering, respond to the name prompt with the word new.

Accessing BIX from Outside the U.S.

To reach BIX from outside the U.S., you need a packet network account with your local Postal Telephone & Telegraph (PTT) company. From your PTT, enter 310690157800. Then follow instructions starting at Step 3. A list of PTT addresses and contacts for most countries is available by calling or writing BIX. (See "Problems," on page 206 for the address and telephone number of BIX.)

1.7 MegaD v3.1 - by John L. Jones

Read Me First:

=====

This section discussess the wonderful "help" system that MegaD has devised...

MegaD has incorporated a system which allows you to obtain immediate help on any MegaD gadget, or menu item, merely by clicking on that gadget, or selecting that menu.

Location:

=====

For this help system to work, you must:

- (1) Ensure the MegaD amigaguide file is named <MegaD.Guide>, and place the <MegaD.Guide> file in the same drawer as MegaD.

-or-

- (2) If you choose to change the name of the <MegaD.Guide> file, or to place it in a separate drawer, you MUST alter the <MDGUIDE> tooltip:

For example, if you changed the guide name to <MyMD.Guide>, and you placed it in your <Work:MyDocs> drawer, the tooltip would be:

```
MDGUIDE=Work:MyDocs/MyMD.Guide
```

Operation:

=====

To use this online help, accomplish the following:

- (1) From within MegaD, press your <Help> key on your keyboard. You should notice a window similar to the following opened in the upper left corner of your screen:

```
-----
|*| MegaD Amigaguide Help Activate |
-----
```

- (2) Now, select any MegaD gadget or menu item. The <MegaD.Guide> document automatically opens to that gadget's text description.
- (3) To open the <MegaD.Guide> document to it's table of contents, merely press your keyboard's <Help> key a second time.

To "turn off" the help feature, merely close the help window in the upper left corner of your screen.

See Also: -

1.8 MegaD v3.1 - by John L. Jones

Acknowledgements:

=====

Dedication

Beta Testers

Special Thanks

1.9 MegaD v3.1 - by John L. Jones

Dedication:

=====

Through the years of my obsession with this beast (MegaD), there are three who have always been by my side.

Kathy, my loving wife for 18 years.

Who, still is not quite sure what MegaD does. Yet she will give it a chance. I know this because, she has not taken a sledge hammer to the two Amiga computers we have.

Christina My daughter, 16.

Who, simply accepts me for what I am. Who, gives me many reasons to be proud of her.

Benjamin, my son, 14.

Who, is my little buddy. Who, will pay me back, for all the things I did to my parents while I was growing up.

All three have put up with me through the years, I love each of them with all of my heart.

1.10 MegaD v3.1 - by John L. Jones

Thanks to all the Beta Testers!!!

=====

Andrew Porter, Etobicode, Ontario, Canada
Blaine Gardner, Bountiful, Utah, USA
Bob Krusinski, Littelton, Colorado, USA
Chris Acree, Salt Lake City, Utah, USA
David Cole, Albuquerque, New Mexico, USA
Doug Nakakihara, Simi Valley, California, USA

Jeff Wagg, Salt Lake City, Utah, USA
John Mabunga, Salt Lake City, Utah, USA
Michael Piel, Salt Lake City, Utah, USA
Micheal Salls, Salt Lake City, Utah, USA
Richard Brady, Salt Lake City, Utah, USA
Richard Cawley, Centerville, Utah, USA
Rodney Volkmar, State Line, Nevada, USA
Roger Nedel, Salt Lake City, Utah, USA
Ron Sudweeks, Salt Lake City, Utah, USA
Scott Reynolds, West Valley City, Utah, USA
Terry Fisher, West Jordan, Utah, USA
Tim Madden, Bountiful, Utah, USA

The "James W. Greenidge Group" in Queens, NY, USA which includes:
James W. Greenidge
Alyce Greenidge
Melissa Greenidge
Jared Greenidge
and classmates and friends at
"The Mary Louis Academy for Girls" in Queens.

This group of users was instrumental in a surprisingly large group of additions, modifications and bug exterminations in this version. They were unyielding in many request and at the same time gave me new insight into what the influence of users can do to a program and the programmer. I know that some items were not implemented, moving the scroll gadget of the left list in "Two Window" mode for one, but don't despair, they may still happen.

With the limited resources I have, it would be impossible to create a program of this type without a large amount of help to debug the code. This help was freely offered from those listed in this document and shows the kind of commitment to a computer system that is only found within the Amiga Computer community.

I am sure that I have missed listing a few names for people who should have been acknowledge here, I apologized for this and please accept this that thanks.

1.11 MegaD v3.1 - by John L. Jones

Special thanks goes to:

=====

Roger Nedel - Salt Lake City, Utah:
What can I say?

At the tail end of MegaD 2.0 you offered to help proof read the MegaD.Tutorial file, you came back in a few days with changes, additions and badly needed insights that improved the document ten folds.

You've prodded, suggested and criticized me all the way through version 3.1 of MegaD, once again, you were a great help.

Now with this document, MegaD.Guide, you've outdone yourself. I didn't think that it was possible.

MegaD has grown to be an incredible program with far reaching capabilities. You've taking the time required, matched it to your great writing talents and created the best full featured AmigaGuide document know to man kind. Now the users has a simple way to find his answers on how to use MegaD.

I can never thank you enough for what you've done.

Richard Brady - West Jordan, Utah:

Richard runs the @{" MsgPort(BBS) BBS " link "MsgPort(BBS)"}, it is a local ↔ BBS (Bulletin Board Service) that supports the Amiga Computer. Richard has gone out of his way to supply the local users with and efficient and well run BBS. Along with this service he has helped me in my endeavors in countless ways. Without his BBS, support and suggestions, MegaD would be much less than what it is.

Chris Hopps - Royal Oak, Michigan:

Who wrote the compile time library, "MemLib". This library does two things for the user. First, it prevents memory fragmentation. Second, it ensures all memory used by the program is returned to the system when you quit MegaD.

Sebastiano Vigna - Milano, Italy:

A programer, whom I admire. He is the author of Leggi, SuperDuper, Mostra and many others. If you like the fact the MegaD menus and windows support screen and text fonts, you can thank him for pushing them. If you like the speed with which MegaD copies large files from one floppy to another, you can thank Sebastiano for supplying me example code. Along with this, he has given many suggestions to think about, work on, and include with MegaD.

Steve Tibbett:

Another noted programer on the Amiga. Steve was willing to take time from his busy schedule to look over MegaD. He offered comments, complaints and suggestions. Though I doubt I have won him over from DiskMaster II, he was still very helpful.

Timothy Madden - Bountiful, Utah

Tim offered to put the original 2.0 documentation together for me. With MegaD 3.1, this form of the documentation was traded for AmigaGuide format. Tim's work laid the foundation for the MegaD.Guide file and I am very grateful for his help. He has help shape MegaD even before version 1.0.

I am sure that I have overlooked some, who have helped me in one way or another with this project. If I have, please forgive me, and accept this as that thanks.

1.12 MegaD v3.1 - by John L. Jones

Administrative Stuff:

=====

Disclaimer

More Legal Stuff

1.13 MegaD v3.1 - by John L. Jones

Disclaimer:

=====

No warranties are implied or expressed with regard to the fitness or merchantability of MegaD for any particular purpose. All risks and damages, incidental or otherwise, arising through the use or misuse of MegaD the sole responsibility of the user.

While considerable effort has been made to provide you with a reliable product, there is no guarantee that this program is 100% "bug-free". Any problems that do arise will be corrected when and if feasible. Maintenance releases will be made available in order to correct potentially hazardous malfunctions within the program. Fixes for benign problems, usually cosmetic in nature, will most likely be deferred until the next major release of MegaD. This disclaimer does not guarantee future versions of this product, only a prescribed method of dealing with possible errors, and their corrections, to this program.

1.14 MegaD v3.1 - by John L. Jones

More Legal Stuff:

=====

MegaD Shareware version is freely distributable as long as all of the following conditions are met:

1. All copyright notices must remain unaltered.

2. MegaD may not appear on shareware or public domain disks for which the consumers are charged more than a reasonable disk copying fee of seven dollars per disk.
3. MegaD may not appear on any electronic agency which charges more than the basic access fee to down-load MegaD.
4. MegaD may not appear on any electronic agency that claims copyrights to uploaded programs, either alone or as part of a collection.
5. MegaD may not be sold commercially alone or as an element in another product.
6. All of the files must be included in their original form without additions, deletions, or modifications of any kind. Any such modifications must appear in separate files.

If you would like a waiver to any of the above conditions, please contact me.

See Also:

About the Author

1.15 MegaD v3.1 - by John L. Jones

Crippling Features:

=====

The shareware version of MegaD has been slightly crippled, in an attempt to get folks to register. The decision to cripple MegaD has been a particularly difficult one to make...I didn't do so rashly, or without first consulting others.

I have attempted to "tone down" my crippling, since MegaD's last version. Nonetheless, MegaD does provide a gentle reminder, designed to torment those with any sort of a conscience. So how is it crippled???

The shareware version of MegaD has 5 volume

buffer

limit. Once you

attempt to

buffer

your 6th volume, MegaD will open a requester, which accomplishes just that. It "requests" that you pay poor little old me.

After you close the requester, you can continue using MegaD as normal.

After this gentle prodding, you may want to use the

Free Volumes

gadget to remove some or all of the buffered volumes.

As I said, relatively painless, but hopefully shame provoking. Oh yeah.

It should be fairly obvious, but if you register, then not only do you gain some invaluable "peace of mind", but you get a copy without any buffered volume limit.

See Also:

MegaD Registration

1.16 MegaD v3.1 - by John L. Jones

MegaD Registration:
How To Print This Page
=====

Copyright © 1990-1993 John L. Jones, All Rights Reserved.

Remit to:
John L. Jones
PO Box 292
Midvale, Utah, 84047
USA

MegaD Registered Disk:
USA, \$30.00
Overseas, \$30.00

Remit cashiers checks, bank drafts or international/postal money orders in U.S. dollars that have been drawn on a US bank will be accepted. U.S. funds are preferred, though foreign currency is accepted. Personal check drawn on U.S. banks will be accepted at my discretion. Any registration not meeting this request will be returned without exception.

Your mailing address:

Phone: _____ (optional)

By signing this registration form you agree to the provisions and limitations of the license described in the MegaD.Guide documentation file. Registrations which lack a signature will be returned without exception.

Signed _____

Comments: _____

1.17 MegaD v3.1 - by John L. Jones

How To Print Out A MegaD Registration Form:

=====

- (1) Naturally, ensure that your printer is ready to accept data.

- (2) Return to the amigaguide page containing the registration form
.

- (3) From the amigiguide's menu, select:

 <Edit / Select All>

The entire page becomes highlighted.

- (4) From the amigaguide menu, select:

 <Edit / Print>

- (5) That's all folks!

1.18 MegaD v3.1 - by John L. Jones

Introduction To MegaD:

=====

Welcome to MegaD, the best directory utility ever written for the Amiga computer!!!

Although there are many programs to manipulate files and directories, none of them incorporates the versatility and power of MegaD. Some, but certainly not all, of the unusual features of MegaD include:

Multiple Directory Windows

Booting Other Software

Buffered Directories

Full ARexx Compatability

Pop Up Gadgets

The Ultimate In Configurability

See Also: -

1.19 MegaD v3.1 - by John L. Jones

Multiple Directory Windows:

=====

Unlike other software of this nature, MegaD is not restricted to only two disk

directory windows

open at one time. You can now open as many

directory windows

as your computer's memory will allow.

Additionally, you can copy files from one source directory to multiple target directories, or vice-versa.

See Also: -

1.20 MegaD v3.1 - by John L. Jones

Booting Other Software:

=====

You can configure MegaD to run external programs (such as an IFF viewer) with the click of a button. The power of this "Autoboot" feature is truly amazing. MegaD will allow you to literally teach it which program to run when you double-click on certain types of files.

See Also:

AutoBoots
discussion

ABoot Add
built-in command

1.21 MegaD v3.1 - by John L. Jones

Buffered Directories:

=====

Once MegaD reads a directory, the contents of that directory remains in memory (buffered). Buffering directories provides certain advantages, as well as disadvantages.

Advantage: Lets say that you open a directory window for the floppy in DF0:. MegaD "buffers" this directory into memory. Now lets say that you close DF0:'s directory window. MegaD still remembers the contents of the window.

So where does the advantage come in? If you attempt to reopen DF0:'s directory window, MegaD saves time by NOT re-reading DF0:'s directory. It just opens a directory window containing those files that were previously present.

The main advantage, therefore, is the speed in which MegaD can reopen directory windows.

Disadvantage: Lets say that you are running two programs on your Amiga. We'll say that these programs are your word processor and MegaD. If you open a directory window for DF0: using MegaD, the contents of DF0: gets buffered. Now lets say that you close DF0:'s directory window.

After closing DF0:'s directory window you use your word processor to save a file to DF0:. Now you reopen a directory window for DF0:. Because MegaD doesn't reread DF0:, this newly saved file will not appear in the directory window.

Buffering has another main disadvantage...it requires more memory than programs which don't buffer.

Solutions: MegaD provides solutions to both of buffering's disadvantages.

Update Dir
Re-reads a buffered directory.

Free Volumes
Unbuffers directories.

See Also:

Free Volumes
built-in command

Free Volumes
gadget

Menu Options
/
Free on disk remove
menu item

Update Dir
built-in command

Auto Update Windows
defaults preference

1.22 MegaD v3.1 - by John L. Jones

MegaD is Fully ARexx Compatabile:

=====

I always cringe when someone insults me by saying that their software is FULLY ARexx compatable, and I then find that it contains an ARexx port and 2-3 meaningless commands.

Such is not the case with MegaD. Virtually anything you can do with a mouse and MegaD, you can also do with ARexx and MegaD.

The last time I counted, MegaD contained 123 separate ARexx commands. Now that's about as FULLY as fully can be!!!!

See Also:

ARexx Gadgets
discussion

MDARexx.guide
discussion

ARexx Port Name
print preferences

1.23 MegaD v3.1 - by John L. Jones

Pop Up Gadgets:

=====

This latest release of MegaD introduces a totally new critter...

drum roll please...
 gadget sets
 .

What are gadget sets? Often, I find that I have a related set of items that I rarely use. But when I do use those items, I would like to be able to access all of them easily. For these types of items, I design a window full of gadgets that will pop up at the touch of a button...a gadget set.

Whenever I need to access these items, I press a hotkey. The set of functions appears in a new window, and I can access them with ease.

Besides being easy to access, a nice feature of gadget sets is their total configurability. You can design gadget set windows to include whatever functions you want, and in any window design you desire. It's all up to you!

See Also:

 Gadget Sets

1.24 MegaD v3.1 - by John L. Jones

MegaD Manuals:

=====

 MegaD.guide
 Technical Manual

 MegaD.tutorial
 User Tutorial

 MDARexx.guide
 ARexx Interface Manual

 MDSpool.Guide
 Print Spool Manual

See Also: -

1.25 MegaD v3.1 - by John L. Jones

MegaD.guide:

=====

This amigaguide document is to the point. It offers short descriptions for MegaD's commands and settings.

See Also:

MegaD.tutorial
User Tutorial

MDARexx.guide
ARexx Interface Manual

MDSpool.Guide
Print Spool Manual

1.26 MegaD v3.1 - by John L. Jones

MegaD.tutorial:

=====

The MegaD.Tutorial file was designed to take you step by step through the all of MegaD's functions and preference settings. If this is your first time behind the wheel of MegaD, I suggest you start with the MegaD.Tutorial file. If you like to jump into a program, get lost somewhere (as I do), and then read the manual, this is your best choice.

See Also:

MegaD.guide
Technical Manual

MDARexx.guide
ARexx Interface Manual

MDSpool.Guide
Print Spool Manual

1.27 MegaD v3.1 - by John L. Jones

MDARexx.guide:

=====

The MDARexx.guide contains the information needed to drive MegaD with ARexx. At last count there were 123 different ARexx command that could be sent to the 'MEGAD' ARexx port. This does not count the 'Program Controls' and 'Gadget Sets' that you create, as these are automatically added to the ARexx command list.

See Also:

MegaD.guide
Technical Manual

MegaD.tutorial
User Tutorial

MDSpool.Guide
Print Spool Manual

1.28 MegaD v3.1 - by John L. Jones

MDSpool.Guide:

=====

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you choose to use MDSpool, then this document explains its use.

See Also:

MegaD.guide
Technical Manual

MegaD.tutorial
User Tutorial

MDARexx.guide
ARexx Interface Manual

1.29 MegaD v3.1 - by John L. Jones

Starting MegaD:

=====

MegaD can be started from either the Command Line Interface (CLI), or from Workbench.

CLI:

====

To start it from the CLI, change the current directory to the one in which MegaD lay, and type:

```
run MegaD
```

MegaD accepts only 1 (optional) CLI argument. You can specify an alternate preference file from the CLI. The default preference file is located in the same directory that MegaD resides, and is called "megad2.pf". The following example runs MegaD, and loads an alternate preference file with the pathname "s:myprefs". First CD to the directory containing MegaD and then enter:

```
run MegaD s:myprefs
```

WorkBench:

=====

Workbench users should open the drawer in which MegaD resides. To run MegaD, simply double-click on the MegaD icon. The following are acceptable tooltypes:

AREXXSTARTUP

If you wish to have special ARexx commands executed each time you run MegaD, add this tool type. It will look for the program specified, and if found, will launch it as an ARexx task.

As a default, MegaD will automatically look for MDARexxStart.rexx within MegaD's current directory.

Example: AREXXSTARTUP=MegaD:MyStart.rexx

CREATEICONS

MegaD will automatically create icons for all saved preference files. If you don't want these created, add this tool type.

Example: CREATEICONS=NO

MDPREFS

To maintain preferences, MegaD uses two separate files. The first, called MDPrefs, is a program. The second, called "MegaD2.pf" is a data file containing your own configuration preferences. This <MDPREFS> tooltype deals with the "MDPrefs" program (NOT with the "MegaD2.pf" data file).

When setting MegaD preferences, MegaD needs access to the

MDPrefs program. If it is in MegaD's current directory, MegaD will have no problem finding it. If you feel that you need MDPrefs in its own directory or on another disk, you will need to set this tool type.

Example: MDPREFS=Work:MyPrefs/MDPrefs

SETTINGS

To maintain preferences, MegaD uses two separate files. The first, called MDPrefs, is a program. The second, called "MegaD2.pf" is a data file containing your own configuration preferences. This <SETTINGS> tooltype deals with the "MegaD2.pf" data file (NOT with the "MDPrefs" program).

If you wish MegaD to place the preferences file in other than the MegaD's current directory, you will need to set this tooltype. Merely specify the path leading to the directory containing the preferences file ("MegaD2.pf").

Example: SETTINGS=System2.0:S

MDGUIDE

If you choose to change the name of the <MegaD.Guide> file, or to place it in a separate drawer, you must alter the <MDGUIDE> tooltype:

For example, if you changed the guide name to <MyMD.Guide>, and you placed it in your <Work:MyDocs> drawer, the tooltype would be:

MDGUIDE=Work:MyDocs/MyMD.Guide

MDICONS

MegaD allows you to change the image of the icons that it save it's preferences files with and the image that it uses for the application icon when it is iconified. These are found in the 'Icons' drawer. Should you move the Icons from this directory or move MegaD out of it's home directory and wish MegaD to still find the icons images you will need to add this tool type to point to the correct directory. This need to be the full path to the directory.

An example of this if you were to start MegaD from the WBStartup drawer would be:

MDICONS=Work:MegaD/Icons

Once MegaD is started, the
MegaD main window
will open. The

MegaD main window
 is the control center for the MegaD. All
 program functions can be accessed through this window.

See Also: -

1.30 MegaD v3.1 - by John L. Jones

MegaD Main Window:

```

=====
Hide          Free          Volumes In Memory
Gadgets       Volumes       Devices, Assigns & Drives
              Gadget          Cycle Gadget
|             |             |
|             |             |
|  -----V-----V-----
| |
              Free Volumes
              @          Volumes In Memory
              |
| |
              ----- List Area
|-->
              |
| |
              <--
              ----- Device & Command
| |
              |          Gadgets (9)
| |  Device Name:
              <--
              ----- Device Name Gadget
| |  -----
| |  | Files Selected          Chip          | |
    
```

```
| |   | Dir.Selected           Fast           | |
|-->

          | Bytes Selected           Large      <-----
          Files Selected Area
          | |   | Free Disk Space           Total           | |
| |   | Active Directory           | |
--->
```

----- |

|

C

|

|

|

S

|

|

|

A

|

@ Volumes In Memory

|

|

|

|

|

|

|

|

|

Device Name:

|

|

----- |
| Files Selected Chip | |
| Dir.Selected Fast | |

|

| Bytes Selected Large | |<--

Files Selected Area

| | Free Disk Space Total | |

|

| Active Directory | |

|

----- |

|

C

|

|

|

|

|

S

|

|

|

A

|

See Also:

Free Volumes
built-in command

Options
/
Free on disk remove
menu item

Buffered Directories
discussion

F8 Function Key
operation

F9 Function Key
operation

F10 Function Key

operation

1.32 MegaD v3.1 - by John L. Jones

List Area:

=====

The "list area" is located in the upper portion of the MegaD main window. It is directly below the

Free Volumes

gadget. The "list

area" serves two purposes, depending upon the status of the

Volumes In Memory / Devices, Assigns & Drives
cycle gadget.

By selecting

Volumes in Memory

, the list area displays all volumes

that are currently

buffered

into memory.

By selecting

Devices, Assigns and Drives

, the list area displays all

"logical and physical devices", as well as "assigns" available to the computer. If you don't understand what "logical and physical devices", or what "assigns" are, refer to your AmigaDOS manual.

The scroll bar immediately to the right of the list area allows scrolling through the items in the list area. Double-clicking on an item in the list area opens that associated directory's window. If the files on that device have already been read into a

buffer

, the

contents of the

buffer

will be displayed rather than MegaD re-reading

the directory.

```

-----
|
|           Free Volumes
|
|           @           Volumes In Memory
|           |
|           MegaD:           df0:           21,372 <--
|           ---- List Area
|

```


S

|

|

|

|

A

|

See Also:

Volumes In Memory
gadget

Hide Gadgets
discussion

Free Volumes
built-in command

Free Volumes
gadget

Options
/
Free on disk remove
menu item

F8 Function Key
operation

F9 Function Key
operation

F10 Function Key
operation

1.33 MegaD v3.1 - by John L. Jones

Hide gadgets:

=====

There are three small, box shaped gadgets on the left side of the MegaD main window, each of these having a horizontal line through it.

Single-clicking on the upper gadget hides the nine device & command gadgets.

Single-clicking on the middle gadget will hide the Files Selected informational area.

Single-clicking on the lower gadget hides the numeric keypad gadgets in the bottom of the MegaD window.

The purpose of these three "hide" gadgets is to allow you to hide areas of the MegaD window that you may not be concerned about, and as a result, free up more room to view list area information. The settings of the hide gadgets are saved so that the next time you run the program, the main window reflects the conditions of the last session.

```

Hide
Gadgets
|
|
| -----
| |
|           Free Volumes
|
|           @       Volumes In Memory
|           |
| |
|
|           |
|-->

|           |
| |

```


|

|

A

|

See Also:

List Area
discussion

F8 Function Key
operation

F9 Function Key
operation

F10 Function Key
operation

1.34 MegaD v3.1 - by John L. Jones

Numeric Keypad gadgets:

=====

We call the eighteen gadgets in the lower left portion of the MegaD main window numeric keypad gadgets. This is for two reasons:

- (1) The layout of these gadgets resembles the layout of the numeric keypad found on many keyboards.
- (2) Each of these eighteen gadgets can be activated by depressing its associated key on the numeric keypad.

Under MegaD's default configuration, these gadgets perform common functions such as copying, deleting, and renaming files. They also let you create new directories, view text files, set protection bits, and find files.

One of the nice features about these gadgets is you can
configure


```
| | Dir.Selected          Fast          | |
|
| | Bytes Selected      Large          | |<--
| | Files Selected Area
| | Free Disk Space      Total          | |
| | Active Directory    | |
```

```
| ----- |
```

```
| (
| )
| /
| *
```

```
C
|
| 7
| 8
| 9
| -
```

```
|
| 4
| 5
| 6
| +
```

```
S
|
| 1
| 2
| 3
```

```
|
| 0
```

```
|
| .
| ENTER
```

```
A
|
```


|

|

|

|

|

|

|

|

| Device Name:

|

|

Files Selected	Chip		
Dir.Selected	Fast		

|

Bytes Selected	Large		<--
Files Selected Area			

Free Disk Space	Total		
-----------------	-------	--	--

|

Active Directory		
------------------	--	--

|

----- |

|

C

|

|

| |

| S |

| |

A

See Also:

List Area
discussion

F8 Function Key
operation

F9 Function Key
operation

F10 Function Key
operation

1.36 MegaD v3.1 - by John L. Jones

Device & Command gadgets:

=====

Immediatly above the

|

C

|

|

|

|

S

|

|

|

|

A

|

You can toggle the function of these gadgets to act as either command gadgets, or as device gadgets. Use the MegaD menu item

Utilities
/
Utilities in Window
to toggle between the two.

When you have NOT selected the
 Utilities
 /
 Utilities in Window
 menu
 item, these nine gadgets act as device gadgets. In this case, you can
 configure
 them so that they act as quick access buttons for opening
 directory windows. Lets say you
 configure
 the gadgets as follows:

```

-----
|
|           Free Volumes
|
|           @           Volumes In Memory
|           |
|           |
|           |
|
|           df0:
|
|           Work:
|
|           DPaintIV:
|           |
|           df1:
|
|           System2.0:
|
|           Ram:Env
|           |
|           df2:
|
|           Ram:
|
|           Work:MyStuff
|           |
|           Device Name:
|           |

```

In this case, you could open a directory window for "Ram:" by either clicking on it's gadget, or by selecting the "6" key on the top of your keyboard.

By selecting the menu item
 Utilities
 /
 Utilities in Window

, these
 nine gadgets will contain the same commands contained in the MegaD

Utilities
 menu. If you select
 Utilities
 /

Utilities in Window
 under MegaD's default configuration, then these nine gadgets will
 contain the following:

```

-----
|
|           Free Volumes
|
|           @           Volumes In Memory
|           |
|           |
|           |
|           |
|           |           LhA   Pack
|           |           LhA   Test
|           |           |
|           |           |           First
|           |           |           |
|           |           |           |           LhA  UnPack
|           |           |           |           LhA Recursive
|           |           |           |           |
|           |           |           |           |           Next
|           |           |           |           |           |
|           |           |           |           |           |           LhA   List
|           |           |           |           |           |           |
|           |           |           |           |           |           |           Copy/Format
|           |           |           |           |           |           |           |
|           |           |           |           |           |           |           |           Previous
|           |           |           |           |           |           |           |           |
|           |           |           |           |           |           |           |           |           Device Name:
|           |           |           |           |           |           |           |           |           |
|           |           |           |           |           |           |           |           |           |

```

In this configuration, these nine gadgets no longer open directory windows. Rather, they perform commands similar to those possible using the

Utilities
 menu.

See Also:

Menus & Devices
 preferences window

Devices & Titles
 preferences discussion

Utilities
 /
 Utilities In Window
 menu item

Utilities
 /
 User Menu Items 1-5
 menu items

F8 Function Key
 operation

F9 Function Key
 operation

F10 Function Key
 operation

1.37 MegaD v3.1 - by John L. Jones

'Device Name' string gadget:

=====

In the middle of the main window is a string gadget labeled <Device Name:>. You can open a directory window for a logical or physical device by entering that device's path into this string gadget.

For example, to open a window to the C: directory, enter 'C:' (don't include the apostrophes) into this gadget, and press <return>. If the contents of C: has already been

buffered

MegaD will not

reread C:.. Rather, it will display the previously read buffer for C:..

```
-----
|
|           Free Volumes
|
|           @           Volumes In Memory
|           |
|
|           |
|
```

|

|

|

|

|

Device Name:

<--

---- Device Name Gadget

|

Files Selected	Chip		
Dir.Selected	Fast		

|

| Bytes Selected Large | |<--

Files Selected Area

| Free Disk Space Total | |

|

| Active Directory | |

|

----- |

|

C

|

|

|

|

S

|

|

|

|

A

|

See Also:

Device & Command Gadgets
discussion

F8 Function Key
operation

F9 Function Key
operation

F10 Function Key
operation

1.38 MegaD v3.1 - by John L. Jones

Files Selected area:

=====

Directly in the middle of the MegaD main window lies the <Files Selected> area. This area contains file and memory information.

The <Files Selected> area contains a "hidden" gadget as well. By single clicking on the upper-left portion of this area, the information displayed will change between <Files/Dir/Bytes

Selected> and <Source Files/Source Dir/Source Bytes>

The <Files Selected> area always displays the following:

```
=====
```

Free Disk Space: The amount of disk space available in whichever directory window is the DEST directory. In the case where 2 or more directory windows are all DEST windows, then free disk space is displayed for whichever window was first selected as DEST.

. An easy way to determine which window's free disk space is being displayed is to look at the <Active Directory> in the bottom of the <Files Selected> area.

Active Directory: This lists the window whose free disk space is being computed.

Chip: The amount of chip memory which is not being used.

Fast: The amount of fast memory which is not being used.

Large: This lists the largest single block of ram memory available on your computer.

Total: The total amount of ram (chip & fast) available.

Normally, the <Files Selected> area also displays the following:

```
=====
```

Files Selected: The total number of files selected within all open directory windows.

Dir. Selected: The total number of directories selected within all open directory windows.

Bytes Selected: The total number of bytes in all of the files and directories that have been selected. This value can sometimes be misleading though.

Let's say you select one directory. In this case, IF that directory has already been buffered, then <Bytes Selected> will display the number of bytes in all of the files within that directory.

If on the other hand, that directory hadn't yet been buffered

, then MegaD will only display the number of bytes taken up by that directory - as if it were an empty directory.

By single-clicking in the upper-left of the <Files Selected> area:

Source Files: The total number of files selected in all open source directories. A source directory is any directory whose DEST gadget is not selected.

Source Dir.: The total number of directories selected within all source directory windows.

Source Bytes: The total number of bytes in all of the files and directories selected in source windows. This value can sometimes be misleading though.

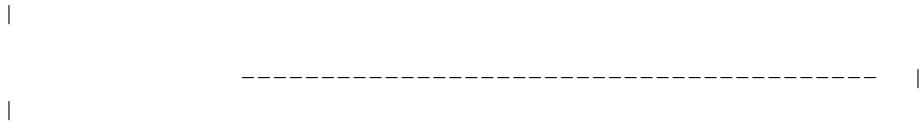
Let's say only one source directory is selected. In this case, IF that directory has already been

buffered, then <Source Bytes> will display the number of bytes in all of the files within that directory.

If on the other hand, that directory hadn't yet been

buffered, then MegaD will only display the number of bytes taken up by that directory - as if it were an empty directory.

| Free Volumes
| @ Volumes In Memory
|
|
|
|



Ctrl/Shift/Alt
Gadgets

See Also:

Numeric Keypad Gadgets
discussion

F8 Function Key
operation

F9 Function Key
operation

F10 Function Key
operation

1.40 MegaD v3.1 - by John L. Jones

F8 Function Key:

=====

The F8 function key accomplishes two things:

- (1) It changes the
 Volumes In Memory
 gadget from <Volumes In Memory> to
 <Devices, Assigns and Drives>.
- (2) It toggles the
 main control window
 between
 the front and back of the screen.

See Also:

MegaD Main Window
description

Volumes In Memory
gadget

F9 Function Key
description

F10 Function Key
description

1.41 MegaD v3.1 - by John L. Jones

F9 Function Key:

=====

The F9 function key accomplishes two things:

- (1) It changes the
 Volumes In Memory
 gadget to
from <Devices, Assigns and Drives> to
 <Volumes In Memory>.
- (2) It toggles the
 main control window
 between
the front and back of the screen.

See Also:

MegaD Main Window
description

Volumes In Memory
gadget

F8 Function Key
description

F10 Function Key
description

1.42 MegaD v3.1 - by John L. Jones

F10 Function Key:

=====

The sole purpose of this key is to toggle the
 main control window
 between the front and back of the screen.

NOTE: If the you have set the MegaD preference

 F10 Closes Control Window
 , then, the F10
key toggles the
 MegaD's main window
 closed
and opened instead.

See Also:

MegaD Main Window
description

Volumes In Memory
gadget

F8 Function Key
description

F9 Function Key
description

Defaults
preference window

F10 Closes Control Window
default preference

1.43 MegaD v3.1 - by John L. Jones

Directory Windows:

=====

```

                Opening Directory Windows
                -----
                | |System2.0:      |#|@|
                |-----|
                |
Parent /

Dest

Lock
|
|-----| |
| C      | |
| Devs   | |
| Expansion | |
| Fonts  | |
| L      | |
| Libs   | |
| Libs   | | <-----
Directory Contents Area
                | monitors          | |
| Prefs   | |
| Rexxc   | |
| S       | |
| System  | |
| Trashcan | |
| Utilities | |
| WBStartup | |
| disk.info | |
| Expansion.info | |
| Monitors.info | |
| Prefs.info | |
| Shell.info | |
| System.info | |
| Trashcan.info | |
| Utilities.info | ^|
| WBstartup.info | -|
|          | v|
|-----|

```



```
|<|>|/|
-----
```

1.44 MegaD v3.1 - by John L. Jones

Opening Directory Windows:

```
=====
```

MegaD provides 4 basic ways of opening a directory window:

1. Select the top cycle gadget in the MegaD window such that it no longer shows
 - Volumes in Memory
 - , but instead shows
 - Devices, Assigns and Drives
 - . Next, double-click on one of the devices displayed in the list area immediately below that cycle gadget. A directory window showing the contents of that device, assign or drive appears.

2. Select the top cycle gadget in the MegaD window such that it no longer shows
 - Devices, Assigns and Drives
 - , but instead shows
 - Volumes in Memory
 - . The list area immediately below that cycle gadget should list all volumes which have already been buffered into memory. It is possible (in the case that you haven't yet opened any directory windows) that no volumes have been buffered.
 - .
 - If any volumes have been buffered, you can reopen those volume window(s) by double clicking on their entries in that list area.
 - .

3. You can open a window using one of the nine device & command gadgets located directly below the list area
 - . First, ensure that there is no checkmark next to the menu item Utilities
 - /
 - Utilities in Window

Then single-click on one of those nine gadgets. A directory window showing the contents of that device opens.

4. Immediately below the nine device & command gadgets is a string gadget labelled Device Name:
 - . You can open any directory window by typing the path leading to that directory.

See Also: -

1.45 MegaD v3.1 - by John L. Jones

'Parent' gadget:

=====

The <Parent> gadget is located in the upper left portion of the

directory window

. Single-clicking on this gadget will allow you to view the contents of its "parent" directory.

When the contents of a

directory window

is the root directory of a

device, the <Parent> gadget is disabled (because, by definition, a root directory has no "parent" directory).

Replace Window -vs- Open New Window:

=====

As was stated above, when you select the <Parent> gadget, you will be able to view the contents of that window's "parent" directory.

There is however, a minor question concerning whether the parent directory will replace the current window, or whether a new window (containing the parent directory) will open.

This depends upon two factors:

- The state of the window's lock gadget, and
- The settings you've chosen for the menu item

Windows

/

Windows Per Volume

Without going into too much detail, I'll attempt to explain:

- If the
 - lock gadget
 - is selected, then selecting the
 - <Parent> gadget will open a new window. At that point,
 - you will have the original
 - directory window
 - open, plus
 - you will have a new window (containing the parent
 - directory) open.

- If you've set
 - Windows
 - /
 - # Windows Per Volume
 - to 1,
 (and the
 - lock gadget
 - is not selected), then selecting
 - the <Parent> gadget will replace the current directory
 - window's contents with the contents of the parent
 - directory.

If you've set

- Windows
- /
- # Windows Per Volume
- to

greater than 1, then selecting the <Parent> gadget will

open an new

- directory window
- (rather than replacing the
- contents of the old window) until the number specified
- in

- Windows
- /
- # Windows Per Volume
- has been reached.

See Also:

- Directory Windows
- discussion

- Lock Gadget
- discussion

- Windows
- /
- # Volumes Per Screen
- menu item

- Windows
- /
- # Windows Per Volume
- menu item

VolPerScr
built-in command

Windows
/
Use Limits
menu item

1.46 MegaD v3.1 - by John L. Jones

'DEST' gadget:

=====

The <DEST> gadget is located in the upper part of a
directory window

,
sandwiched between the
Parent
and
Lock

gadgets. The <Dest>
gadget is used to select which directory windows are "destination"
windows.

Destination -vs- Source:

=====

MegaD

directory windows
come in two types only..."source" and
"destination" windows. If a
directory window's
<DEST> gadget
appears recessed, then that window is a destination window.
Conversely, if a window's <DEST> gadget is not recessed, then
that window is a source window.

That's nice, but what's the difference between a "source" and
a "destination" window? In general, sources and destinations
affect different commands in different manners, but to give
you a feel for what they mean, take the following example:

Let's say that you want to copy the file "myfile" from the
"Ram Disk:" directory to the "DF0:" directory. In this
example, you would have to do the following:

- Open two
directory windows
, one for "Ram Disk:" and the
other for "DF0:".
- Select the file "Ram Disk:myfile" (by single-clicking

on the file).

- Make "Ram Disk:" a source directory, and make "DF0:" a destination directory.
- Choose MegaD's Copy command.

So in this case, you copied a file from a "source" directory to a "destination" directory. This example holds true for many MegaD commands. You "move" files from source to destination. You "un-archive" files in a source directory, into a destination directory, etc.

Three Positions:

=====

Each directory window's <DEST> gadget has three positions:

- (1) Un-Selected: The gadget does not appear recessed.

This
directory window
is a "source"
directory.

- (2) Auto-Selected: The gadget appears recessed, but its border is not "raised white".

MegaD automatically selects <DEST> windows for you. You can control the way in which MegaD auto-chooses destination windows using the

Last active window is destination
gadget in MegaD's
defaults prefs

- (3) Manual-Selected: The gadget appears recessed, and its border appears "raised white".

You can override MegaD's automatic <DEST> selection by manually selecting the <DEST> gadget. This feature is most often used when you want to select multiple destinations.

See Also:

Directory Windows
discussion

Last Active Window Is Destination
defaults preference

1.47 MegaD v3.1 - by John L. Jones

'Lock' gadget:

=====

The <Lock> gadget serves a simple, yet potentially confusing purpose. When you select a

directory window's

<Lock> gadget, you are telling

MegaD that you don't want the contents of a newly opened directory to replace the contents of that directory.

I'll use an example to explain:

Lets say you've set the menu item

Windows

/

Windows Per Volume

to "1 window per volume". Open a window for "Ram:". A new

directory window

appears. Now, within the "Ram:"

directory window

,

double-click on the "Clipboards" directory. Notice how the contents of the "Ram:"

directory window

is replaced with the

contents of "Ram:Clipboards".

Now to demonstrate the <Lock> gadget. Return to the "Ram:" window by selecting the

parent gadget

. The contents of "Ram:" replaces

the window's contents. Select the

directory window's

<Lock> gadget,

and then double-click on the "Clipboards" directory. Notice that MegaD opens a new

directory window

rather than merely replacing

the contents of the original window.

WARNING!!!

=====

It is easy to confuse the meaning of the <Lock> gadget. DO NOT think that the <Lock> gadget prevents MegaD from performing actions on items in that window. If, for example, you attempt to delete a file from within a <Locked> directory, THAT FILE WILL BE DELETED!!!

See Also:

Directory Windows
discussion

Windows
/
Windows Per Volume
menu item

Windows
/
Use Limits
menu item

1.48 MegaD v3.1 - by John L. Jones

Directory Contents Area:

=====

This area is the "meat & potatoes" of the directory window. You will find a listing of all files and subdirectories within this area. Beyond that, you can decide what and how to display information.

Display Configurability:

=====

At your discretion, MegaD can display the following:

- Subdirectories and files contained within that directory must be displayed, however you can choose to list subdirectories first, list files first, or list items mixed. Refer to Megad's

Display - Directory Listing Order
preferences.

- You can choose to display one or all of file size, date, protection bits, and comments. Additionally, you can choose any left-to-right order with which to these items are displayed. Refer to the Megad

Show menu
to specify which of these items
are displayed within directory windows. Refer to

Display - Directory Listing Order
preferences to specify the
left-to-right order of these items.

Single Clicking:

=====

Single clicking on an item within a directory window "selects" that item. When an item is selected, it will be highlighted. The purpose

behind selecting items it to tell MegaD which items you want a task performed on.

For instance, if you were to select MegaD's

```
delete
  command without
```

first selecting an item(s), MegaD wouldn't know what to delete! If on the other hand, you first select a file, and then select the

```
delete
  command, MegaD knows which file you want to delete.
```

You select files and directories in the same manner...by single clicking.

Window Size:

=====

MegaD allows you to choose one of three methods for determining the size and location of newly opened directory windows:

- If you choose the menu item


```
Windows
  /
  Use Overlap Locations
```

,
MegaD will automatically size newly opened windows to the right size...just large enough to display all directories and files.

- If you choose the menu item


```
Windows
  /
  Use Grid Locations
```

MegaD will open new directory windows to a predetermined ←
grid
size and location.

- Using the menu item,


```
Windows
  /
  Set Snapshot
  in conjunction
```

with

```
Menu Windows
  /
  Use Snapshot
```

 , you can create your own grid.

Scrolling Through Directory Contents:

=====

If you need to scroll through a directory window because it is too small to all information, you can do so in one of three ways:

- Use the standard scroll gadgets on the lower and right sides

of the directory window.

- Alternatively, you can use the right mouse button to scroll through a directory window. Size a directory window so that it doesn't display all of its information. Place the mouse within the bounds of the <directory contents area> and hold down the right mouse button. If you move the mouse around (holding the RMB down) you should see the display scroll. Using this method, you can scroll right and left, as well as up and down.
- While a Directory Window is active you may use the following key press to move within the window.

ALT CURSOR or CURSOR, moves one line in direction.
 SHIFT CURSOR, moves one window width in direction.
 CONTROL CURSOR, move start or end of list or text.

See Also:

Directory Windows
 discussion

Directory Listing Order
 display preference

Menu Show
 menu

1.49 MegaD v3.1 - by John L. Jones

MegaD has 7 different gadget types:

=====

ARexx Gadgets

AutoBoots

Built In's

Device Gadgets

Gadget Sets

Menu Sets

User Gadgets

You can assign gadgets from each of these types into any numeric

keypad gadget

. Additionally, you can assign gadgets of these types

to MegaD's

Utilities menu
 , and can define hot keys which will
 execute the commands defined by these gadgets.

See Also:

Keypads
 preference window

1.50 MegaD v3.1 - by John L. Jones

ARexx Gadgets:

=====

ARexx gadgets are one of MegaD's
 7 gadget types

.

ARexx gadgets, when selected, will be executed as ARexx scripts. The bottom line is this...if you want to configure a MegaD gadget or menu item such that it executes an ARexx script, you must first define that ARexx script as an ARexx type (within the Keypads Preferences).

See Also:

Keypads - ARexx
 preference window

1.51 MegaD v3.1 - by John L. Jones

AutoBoots:

=====

AutoBoots are one of MegaD's
 7 gadget types

.

What is an autoboot:

=====

Lets say that you own, and regularly use, a word processor named "excellence". It would be real nice if merely double-clicking on a text file in a MegaD window would automatically run excellence, and load that file into it. This type of "auto-loading" is what an autoboot allows. For a discussion on how to create an autoboot, refer to the command

ABoot Add

.

Unlimited Applications!!

=====

It is not limited to text files. To give you an idea of how helpful autoboots can be, I'll list some of the applications I've created autoboots for on my system:

- Amigaguide: Automatically recognize AmigaGuide documents (by the file extension ".guide"). When one of these is double-clicked on, load it into AmigaGuide.
 - Play Sound: Recognize any sound file (regardless of its file name or file extension), and load it into my favorite sound player when double-clicked.
- NOTE: MegaD can recognize certain types of data files (for instance 8SVX, ILBM, etc). It will recognize these regardless of their filenames, and as such, can create autoboots based upon the data contained within rather than by their file extensions.
- LhArc: Recongnize LhArc archives (by the file extension ".arc"). When one of these files is double-clicked on, list the contents of the archive.
 - Program: Recognize any file with a ".c" extension as C source code. Automatically load that file into my SAS text editor.
 - LhA: Recognize any file with a ".lha" extension as an LhA archive. When double-clicked upon, list the contents of that archive.
 - View IFF: Recognize any IFF (ILBM) picture file, and automatically load that picture into my favorite IFF viewing program (Monstra).
 - PPage: Recognize any Professional Page data file (by the contents of the file - and not the filename). When double-clicked upon, automatically run Professional Page, loading that file.

How does MegaD know which data file belongs to which autoboot?

=====

When you create an autoboot, MegaD uses a number of methods to match data files to program files.

- It will read all of the data files, looking for similar data. If found, then MegaD assumes that any other file matching this type of data belongs to this autoboot.

An example of this occurs within IFF ILBM (picture) files.

Every ILBM will contain the data "ILBM" at a certain location within the file. As MegaD creates the autoboot for displaying a picture, it will recognize that all files happen to have this in common and will use this as the autoboot "recognition method".

- If MegaD can't find similar data within the file, it will look at file extensions. For instance, you could create an autoboot in which all files with the ".guide" extension would autoboot amigaguide.
- If MegaD can't find either of these, it will inform you that it can't find anything in common between the sample data files you provided, and will not create the autoboot.

See Also:

Keypads - AutoBoots
preference window

Clr ABoot
built-in command

Sel ABoot
built-in command

ABoot Add
built-in command

ABoot Edit
built-in command

Options
/
Activate AutoBoot
menu item

1.52 MegaD v3.1 - by John L. Jones

Built In's:

=====

Built In gadgets are one of MegaD's
7 gadget types

.

MegaD comes with quite a comprehensive set of built in commands. These commands range from copying, moving and deleting files, to creating a database of the files on your harddisk.

To view a list of all of MegaD's built in commands, refer to

Built-In Commands

.

See Also:

Built-In Commands
table of contents

Keypads - Built In's
preference window

1.53 MegaD v3.1 - by John L. Jones

Device Gadgets:

=====

Device gadgets are one of MegaD's
7 gadget types

.

Device gadgets simply represent any logical or physical device on your system. The purpose behind device gadgets is to provide a convenient way to open a directory window for any directory.

You can create a device gadget for any directory. For instance, lets say that you frequently need to access files in the following directory:

Work:MyStuff/Hobbies/Sports/Golf

It would be a pain to have to work you way through all these directories just to reach the <Golf> subdirectory. Why not create a device gadget which represents that entire path. This way, clicking on that device gadget will automatically open the <Golf> subdirectory window.

Refer to MegaD's

Menus & Devices
preference section to define

device gadgets. Refer to MegaD's

Keypads
preferences to assign

a device to a

numeric keypad
gadget.

See Also:

Keypads - Dev Gadgets
preference window

Device & Command Gadgets
discussion

Menus & Devices
preference window

```
Device Name
string gadget
```

1.54 MegaD v3.1 - by John L. Jones

Gadget Sets:

```
=====
```

Gadget sets are one of MegaD's
7 gadget types
.

What is a gadget set?

```
=====
```

Gadget sets are different from the other gadget types in that they don't represent actual commands. A gadget set is literally that ... a "set of gadgets".

Confused yet? Well you should already know that MegaD provides 4 banks of

```
    numeric keypad
    gadgets (the regular bank, ctrl bank,
shift bank, and alt bank). Think of each of those 4 banks as
a separate gadget set. Each is nothing more than a set of 18
gadgets.
```

Flexibility:

```
=====
```

The

```
    numeric keypad
    gadgets, while similar to gadget sets, are
also quite different.
```

The main difference, is you can design gadget sets to your own liking. You might want a gadget set which contains 4 rows of 6 gadgets, and you might want to place that "smack dab" in the center of your screen:

```
-----
|   |   |   |   |   |   |
-----
|   |   |   |   |   |   |
-----
|   |   |   |   |   |   |
-----
|   |   |   |   |   |   |
-----
```

You might want to create a gadget set which has only 1 row of

3 gadgets. You may want these gadgets to be fairly wide and fairly high, and finally, you might want this gadget set placed in the lower portion of your screen:

```

-----
|           |           |           |
|           |           |           |
|           |           |           |
-----

```

You can design gadget sets **HOWEVER YOU LIKE**. You can assign other gadgets into the gadget sets, just as you can assign gadgets to the

```

    numeric keypad
    . In short, anything you can

```

do with a

```

    numeric keypad
    gadget, you can also do with a gadget

```

set.

At your convenience:

```

=====

```

When you create a gadget set, you will define when that set of gadgets will appear on your screen. It might clutter your screen if the gadget set were constantly visible. As a result, you might want to assign that gadget set to a hot key, or to the

```

    numeric keypad
    .

```

You will also be able to specify whether or not selecting a gadget within a gadget set automatically closes the gadget set window.

In short, MegaD gadget sets are flexible enough to be a convenience, rather than a hinderance.

Examples:

```

=====

```

I generally create a gadget set when I have a group of related commands. For instance:

- (1) When using my word processor, I want gadgets which (a) run the word processor, and (b) give me access to 3 separate directories.

I created a gadget set which contains 4 gadgets. The first gadget contains a

```

    User Gadget
    which merely runs my word

```

processor. The 2nd through 4th gadgets contain

```

    Device Gadgets
    which open directory windows associated with my word ↔
    processor.

```

I assigned a hot key to pop up this gadget set. I have decided that the gadget set should remain open until I manually closed it.

- (2) I have two printers, and use a switch box to specify which printer receives output. A problem though is that I need to change my system's printer prefs depending upon which printer I'm using.

I created a gadget set containing 2 gadgets. The first one calls an ARexx script which sets my printer prefs to an HP PaintJet. The second gadget calls an ARexx script which sets my prefs to an Okidata printer.

I have configured MegaD so that a numeric keypad gadget will pop up this gadget set. I have chosen that the gadget set should automatically disappear after I have selected one of the two printers.

To create gadget sets, use MegaD's Keypads preferences. This will ultimately take you to the gadget set definition window.

See Also:

Keypads - Gadget Sets preference window
Gadget Set definition window

1.55 MegaD v3.1 - by John L. Jones

Menu Sets:

=====

Menu sets are one of MegaD's 7 gadget types.

MegaD allows you to define items in its utilities menu. You do so via MegaD's

Menus & Devices preferences. Any menu item defined in

this preference area is considered a part of a menu set.

After having defined a menu set (via the
 Menus & Devices
 preferences),
 you can assign the same menu item to a
 numeric keypad
 via MegaD's Menu Sets section of the
 Keypads
 preferences.

See Also:

Keypads - Menu Sets
 preference window

Menu Utilities
 menu

Menu Utilities
 /
 User Menu Items 1-5
 menu items

1.56 MegaD v3.1 - by John L. Jones

User Gadgets:

=====

Menu sets are one of MegaD's
 7 gadget types
 .

User Gadgets are any gadget defined by the user. This is a rather
 vague statement, because the rules are rather vague.

Generally, I define a user gadget when that gadget doesn't fit into any
 of the other 7 gadget types. Why do I do this? The only reason to
 define a gadget is if you are going to link it into a
 numeric keypad

,

 gadget set
 ,
 menu
 or hotkey.

Well, you can link
 ARexx gadgets
 ,
 AutoBoots
 ,
 Built In gadgets
 ,

Device Gadgets
and
Menu Sets

into all of these. So if you create a gadget using one of these methods, then there's no need to duplicate it as a User Gadget. On the other hand, if you need to create a gadget, and it doesn't fit any of the other categories, then create it as a User Gadget.

See Also:

Keypads - User Gadgets
preference window

1.57 MegaD v3.1 - by John L. Jones

Built-In Commands:

=====

ABoot Add

Label Times

Set Misc...

ABoot Edit

Move

Set Preferences

Clear All

Move As

Set Print...

Close Windows

Open Windows

Set Protect

Clr ABoot

Open...

Set Screen...

Clr Dir

Output File

TX Close
Clr Files
Output Prt
TX Close All
Clr Pattern
Print Spooler
TX Find
Clr Src
Prt Text
TX Hex
ClrSrcDir
Quit
TX PrintAll
ClrSrcFile
Relabel
TX PrintWindow
Copy
Rename
TX RepeatFind
Copy As
Reset All
TX ScrollDown
Copy/Format
Save As...
TX ScrollUp
Create Dir
Save Preferences
TX SideToSide

Delete
Search Text
TX TopBottom
DirCloseWindows
Sel ABoot
Update Dir
DirOpenWindows
Sel Dir
View Icon
Duplicate
Sel File
View Text
Export File
Sel Pattern
VolPerScr
File Comment
Sel Src
Filters +
Select All
Filters -
SelSrcDir
Find
SelSrcFile
Free Volumes
Set Color...
Go Deep
Set Default...
Iconify
Set Display...

Lab. Modify
 Set Export
 Label
 Set Keypad...
 Label Align
 Set MenuDev...
 See Also: -

1.58 MegaD v3.1 - by John L. Jones

'ABoot Add' command:

=====

For a complete discussion of what an autoboot is, and what it can allow, refer to

AutoBoots

.

Creating an autoboot:

=====

MegaD certainly can't know what files should run what programs. You must teach MegaD this. To do so, select AT LEAST two data files, AND one program file (for instance, at least two text files, and excellence). Then select the <ABoot Add> gadget.

A very powerfully requestor called the Program Control Window appears. After completing the program control window, a requester similar to the following will appear:

```

-----
| This auto boot has been added |
| To keep, use Save Preferences |
|           -----           |
|           | Continue |       |
|           -----           |
|                               |
-----

```

Select the

Save Preferences

gadget so that the autoboot will exist the next time you run MegaD.

IMPORTANT:

=====

All autoboots are disabled unless the
Options
/
Activate AutoBoot
menu item is selected

Common Questions:

=====

(1) How does MegaD know which data file belongs to which autoboot?

When you create an autoboot, MegaD uses a number of methods to match data files to program files.

- It will read all of the data files, looking for similar data. If found, then MegaD assumes that any other file matching this type of data belongs to this autoboot.

An example of this occurs within IFF ILBM (picture) files. Every ILBM will contain the data "ILBM" at a certain location within the file. As MegaD creates the autoboot for displaying a picture, it will recognize that all files happen to have this in common and will use this as the autoboot "recognition method".

- If MegaD can't find similar data within the file, it will look at file extensions. For instance, you could create an autoboot in which all files with the ".guide" extension would autoboot amigaguide.
- If MegaD can't find either of these, it will inform you that it can't find anything in common between the sample data files you provided, and will not create the autoboot.

(2) How many files should I select when creating an autoboot?

As was stated above, you must select AT LEAST 2 data files AND one program file. The more data files you select, the better the chances that MegaD will find what TRULY separates these data files from other data files. For instance, all sound files will have 8SVX as data in the beginning of the file. MegaD would use this as a criteria for autobooting sound files into a sound playing program.

You MUST also select 1 program file. The program file you select will be the program that MegaD will boot whenever a similar data file is double-clicked upon.

(3) Do I have to deselect ".info" files when creating an autoboot?

No. As you select data/program files during the creation of an autoboot, MegaD automatically selects ".info" files also. Don't worry about this. When MegaD searches for file similarities, it will automatically disregard any ".info" file.

(4) How do you execute an autoboot?

- After having created an autoboot, ensure that the menu item

```
Options
/
Activate AutoBoot
is selected.
```

- Then double-click on a data file fitting the description of the autoboot. MegaD will run the associated program, loading that particular data file.

See Also:

```
AutoBoots
discussion

ABoot Edit
built-in command

Clr ABoot
built-in command

Sel ABoot
built-in command

Options
/
Activate AutoBoot
menu item
```

1.59 MegaD v3.1 - by John L. Jones

'ABoot Edit' command:

=====

Selecting <ABoot Edit>, merely opens the preferences window for your

```
autoboosts
. It is simply a shortcut to open this preference
```

window.

See Also:

```
AutoBoots
discussion

ABoot Add
built-in command

Clr ABoot
built-in command
```

```
Sel ABoot
built-in command

Options
/
Activate AutoBoot
menu item
```

1.60 MegaD v3.1 - by John L. Jones

```
'Clear All' command:
```

```
=====
```

When selected <Clear All> will "deselect" all currently selected items within open

```
directory windows
```

```
.
```

See Also:

```
Clr Aboot
built-in command
```

```
Clr Dir
built-in command
```

```
Clr Files
built-in command
```

```
Clr Pattern
built-in command
```

```
Clr Src
built-in command
```

```
ClrSrcDir
built-in command
```

```
ClrSrcFile
built-in command
```

1.61 MegaD v3.1 - by John L. Jones

```
'Close Windows' command:
```

```
=====
```

This command Closes all currently open directory windows

```
without
```

unbufferring
their contents.

See Also:

DirCloseWindows
built-in command

Windows
/
Close Windows
menu item

1.62 MegaD v3.1 - by John L. Jones

'Clr ABoot' command:

=====

Clear Items in open
directory windows
by use of the
autoboot
parameters. This command is very disk intensive.

This command was a mystery to me for a while, so I'll attempt to explain it using an example. Lets say that you happened to create two

autoboosts
- one that displays IFF files, and another that plays sound files. Lets further say that you have a particular directory which contains many IFF files AND many sound files. You decide one day that you'd like to separate these files into two distinct directories. But you have a problem. It's going to take a while figuring out which files are IFF and which are sound. Here's where <Clr ABoot> (or for that matter

Sel ABoot
) can help you.

To use <Clr ABoot> in this case, drag select every file in the directory. Then select the <Clr ABoot> gadget. MegaD opens a window containing an entry for every

autoboot
you've created. Select the
autoboot corresponding to your IFF viewer, and then close that window. MegaD will "unselect" all files which match that IFF autoboot, leaving the remaining sound files selected.

See Also:

Clear All
built-in command

Clr Dir

built-in command

Clr Files
built-in command

Clr Pattern
built-in command

Clr Src
built-in command

ClrSrcDir
built-in command

ClrSrcFile
built-in command

AutoBoots
discussion

Sel ABoot
built-in command

ABoot Add
built-in command

ABoot Edit
built-in command

Options
/
Activate AutoBoot
menu item

1.63 MegaD v3.1 - by John L. Jones

'Clr Dir' command:

=====

When selected <Clr Dir> will "deselect" all currently selected
directories inside any open
directory window

.

<Clr Dir> will not deselect any files.

See Also:

Clear All
built-in command

Clr Aboot

built-in command

Clr Files
built-in command

Clr Pattern
built-in command

Clr Src
built-in command

ClrSrcDir
built-in command

ClrSrcFile
built-in command

1.64 MegaD v3.1 - by John L. Jones

'Clr Files' command:

=====

When selected <Clr Files> will "deselect" all currently selected directories inside any open directory window.

<Clr Files> will not deselect any directories.

See Also:

Clear All
built-in command

Clr Aboot
built-in command

Clr Dir
built-in command

Clr Pattern
built-in command

Clr Src
built-in command

ClrSrcDir
built-in command

ClrSrcFile
built-in command

1.65 MegaD v3.1 - by John L. Jones

'Clr Pattern' command:

=====

Unselects file/directory items from all currently open directories by use of an AmigaDOS pattern match.

When you select the <Clr Pattern> command, MegaD opens the

pattern match window

. Enter the pattern match for items you want

"deselected" from all open

directory windows

.

After completing the

pattern match window

, and selecting its <Use>

gadget, all matching directories and files in any open

directory window

will be deselected.

Name/Size/Date/Protect Cycle Gadget:

=====

Allows you to select whether you want to match based upon the file or directory's name, size (in bytes), date created, or protection bits set.

Clr Pattern String Gadget:

=====

Enter the pattern that you are attempting to match. Use the standard AmigaDOS pattern matching conventions. The MegaD

Pattern Match Window

lists an abbreviated version of these

pattern matching commands for your reference, however, to

fully understand AmigaDOS pattern matching conventions, refer

to your AmigaDOS manual.

In/Out Cycle Gadget:

=====

This gadget can be a bit confusing. To explain it's function, I'll provide a simple example. Lets say that you want to isolate all ".info" files in a directory from the other files in that directory. You would first select all files and directories within the desired directory window. You could then set up the window as follows:

Name	#?.info	In	Activate
------	---------	----	----------

After selecting the <Use> gadget, all files ending in ".info" would be unselected, and all other files would remain selected.

Now lets look at the "Out" option. If you set up the window as

follows:

```
Name      #?.info      Out      Activate
```

After selecting the <Use> gadget, all files ending in ".info" would remain selected, and all other files would be unselected. The exact opposite!

Activate Gadget:

=====

The

Pattern Match Window

contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

See Also:

Clear All
built-in command

Clr Aboot
built-in command

Clr Dir
built-in command

Clr Files
built-in command

Clr Src
built-in command

ClrSrcDir
built-in command

ClrSrcFile
built-in command

1.66 MegaD v3.1 - by John L. Jones

'Clr Src' command:

=====

When selected <Clr Src> will "deselect" all currently selected files and directories inside any source directory windows

.

<Clr Src> will not deselect any files or directories inside

```
DEST
windows.
```

See Also:

```
Clear All
built-in command
```

```
Clr Aboot
built-in command
```

```
Clr Dir
built-in command
```

```
Clr Files
built-in command
```

```
Clr Pattern
built-in command
```

```
ClrSrcDir
built-in command
```

```
ClrSrcFile
built-in command
```

1.67 MegaD v3.1 - by John L. Jones

```
'ClrSrcDir' command:
```

```
=====
```

When selected <ClrSrcDir> will "deselect" all currently selected directories inside any source

```
directory windows
.
```

<ClrSrcDir> will not deselect any files. Additionally, it will not deselect any directories inside

```
DEST
windows.
```

See Also:

```
Clear All
built-in command
```

```
Clr Aboot
built-in command
```

```
Clr Dir
built-in command
```

Clr Files
built-in command

Clr Pattern
built-in command

Clr Src
built-in command

ClrSrcFile
built-in command

1.68 MegaD v3.1 - by John L. Jones

'ClrSrcFile' command:

=====

When selected <ClrSrcFile> will "deselect" all currently selected files inside any source directory windows.

<ClrSrcFile> will not deselect any directories. Additionally, it will not deselect any directories inside

DEST windows.

See Also:

Clear All
built-in command

Clr About
built-in command

Clr Dir
built-in command

Clr Files
built-in command

Clr Pattern
built-in command

Clr Src
built-in command

ClrSrcDir
built-in command

1.69 MegaD v3.1 - by John L. Jones

'Copy' command:

=====

This command will copy selected files and/or directories into all DEST directory window(s).

When you select the Copy gadget, MegaD will check to see if the selected directory(s)/file(s) will fit onto the destination disk. If not, MegaD will inform you that insufficient space is available on the destination disk.

If you have selected the
 warn before copy default preference
 , then
 MegaD will query you immediately before commencing the copy operation.

See Also:

Copy As
 built-in command

Move
 built-in command

Move As
 built-in command

1.70 MegaD v3.1 - by John L. Jones

'Copy As' command:

=====

This command will copy selected files and/or directories into the destination directory window(s), and will allow you the opportunity to change each directory/file name as it is copied. The destination window(s) will all have the DEST gadget selected.

NOTE: When you change a file or directory's name during a Copy As operation, the original file/directory name will remain unchanged. Only the new file/directory will receive a new name. For example, lets say that you want to copy "Work:oldfile" to "Ram:", and that you want to change it's filename to "newfile". You would select the file "Work:oldfile", and ensure that "Ram:" is the the DEST directory. Then select the Copy As command. First off, a requester queries whether or not you want to copy 1 file into 1 destination. When you answer <Yes> to this requester, a second requester asks you for the new filename, so enter "newfile". After the copy operation is complete, you will have the following files:

Work:oldfile -and- Ram:newfile

When you select the Copy As gadget, MegaD will check to see if the

selected directory(s)/file(s) will fit onto the destination disk. If not, MegaD will inform you that insufficient space is available on the destination disk.

See Also:

Copy
built-in command

Move
built-in command

Move As
built-in command

1.71 MegaD v3.1 - by John L. Jones

'Copy/Format' command &
Menu Utilities
/ 'Copy-Format' menu item:

=====

This gadget is designed for copying or formatting an entire disk. When selected, MegaD will execute a program designed for this purpose. MegaD comes with its own default disk copying/formatting program (called MDdisk).

One nice feature, however, is you can configure this gadget so that it calls whatever disk copy/format program you prefer. For example, if you're a fan of Sebastiano Vigna, you could configure MegaD to run "Super Duper" (a different copy/format program) whenever the <Copy/Format> gadget is selected. Here's how you would configure MegaD in this case:

Use MegaD's
Miscellaneous Preferences Window
to configure MegaD for
another copy/format program.

See also:

Copy/Format
miscellaneous preferences

1.72 MegaD v3.1 - by John L. Jones

'Create Dir' command:

=====

This will create a new sub-directory in the

```

| | Yes | | No | |
| ----- |
-----

```

Once a file is deleted there is little chance to retrieve it using conventional methods!

One last warning. WATCH OUT!!!!!!!!!!!!!!!!!!!!!! Delete works on all open directory windows NOT JUST DESTINATION windows.

See Also: -

1.74 MegaD v3.1 - by John L. Jones

'DirCloseWindows' command:

=====

When selected, this gadget will close all selected directory windows

.

There are three different ways in which you can select a window to close when using this command.

1. Select an open directory window in the Volumes in Memory cycle gadget, and then select the <DirCloseWindows> gadget.
2. Select an open directory window in the Devices, Assigns and Drives cycle gadget, and then select the <DirCloseWindows> gadget.
3. Select a directory (whose window is already open) in that window's parent directory, and then select the <DirCloseWindows> gadget. Now this sounds a bit confusing, so lets demonstrate how this could be done.

Open a

```

directory window
for "Ram:". Select the
LOCK gadget
in the

```

"Ram:" window. Inside the "Ram:" directory, you should find a sub-directory called "env". Open that directory. At this point you should have two

```

directory windows
open..."Ram:" and "Ram:env".

```

Now, within the "Ram:" window, single-click on the "env" directory item (so that it is selected). We're almost done...Click on the

<DirCloseWindows> gadget. Notice that the "Ram:env" window closes.

See Also:

Close Windows
built-in command

Windows
/
Close Windows
menu item

1.75 MegaD v3.1 - by John L. Jones

'DirOpenWindows' command:

=====

When selected, this gadget will open all selected
directory windows

.

There are three different ways in which you can select a window to
open when using this command.

1. Select an previously opened volume in the
list area
below the

Volumes in Memory
cycle gadget, and then select the
<DirOpenWindows> gadget.

2. Select an in the
list area
below the
Devices, Assigns and Drives
cycle gadget, and then select the <DirOpenWindows> gadget.

3. Select a sub-directory inside an already open
directory window

,

and then select the <DirOpenWindows> gadget.

See Also:

Open Windows
built-in command

Windows
/
Open Windows
menu item

1.76 MegaD v3.1 - by John L. Jones

'Duplicate' command:

=====

This command will create an identical copy of all selected file(s) and directory(s). When you select <duplicate>, MegaD will ask you to supply a new file/directory name, and will then create a duplicate file/directory with that new name.

See Also: -

1.77 MegaD v3.1 - by John L. Jones

'Export File' command &
Menu Output
/ DataBase Export File:

=====

Creates a database export file for use with you favorite database.

MegaD has the ability to create a data file (compatible with a database) from selected files and directories. This database would be one that would allow you to keep track of your many disks, and of the programs which are stored on those disks. This text can not possibly teach you how to use or control a database. But if you are familiar with databases and know the difference between a record and a field, you will feel right at home with this part of MegaD. If you do not have a database, this command will be of little value to you, and you may want to spare yourself the anguish of reading this section.

Setting Up Export:

=====

Before <Export File> will work, you must set the attributes for the export function. To do so, first determine the directory into which you'd like the export file written, and make that the

DEST
directory.

A good directory for this is the same directory that you would place the data files for the database. Once you've opened this directory window and selected its

DEST
gadget, select the menu item

Output / Setup Export...
, or the built-in command
Set Export
.

The "Set Export" window will open. This window lets you set what file attributes you wish to include in your database export file.

Creating the Database:

=====

Once, you've set up the

Set Export

window to your liking, click on the

<Use> gadget. Select the files/directories which you would like exported, and select the <Export File> command or the menu item <Output / DataBase Export File>. Below are the results of a sample export in which only two files were selected, and for which all 9 file attributes were selected (in the

Set Export

window).

```
DP4,Work:,Work:DPaint,FILE,06-29-92 18:02:37,379732,752,---arwed,,
DP4.info,Work:,Work:DPaint,FILE,05-25-93 07:49:02,1630,4,----rw-d,,
```

As you can see, commas separate each file attribute, and there is a return at the end of each line signifying a new record. The format, while not too aesthetically pleasing, is easily digested by a good database program.

Empty Fields:

=====

Notice the two commas at the end of each line. If each file had contained a file comment, then MegaD would have placed them between these commas.

Exporting volumes/directories:

=====

MegaD will export all of the information found in selected volumes and directories. To send all of the information found in a volume, select the appropriate volume from the

list area

below the

Volumes In Memory

cycle gadget. Then select the <Export File>

built-in command

or the

<Output / DataBase Export File> menu item.

To send all of the information found in a directory, select appropriate directory from within a

directory window

. Then select the <Export File>

built-in command

, or the <Output / DataBase Export File> menu item).

Practice:

=====

I suggest that you create an export file a few times. Each time load the newly created export file into a text window so that you can see how it works. After you're sure that it is exporting the kind of information you want, you may start creating a database of all of your files and programs.

See Also:

Use:

===

When selected, the <Use> gadget will attach the new file comment to only the file specified in the requester.

Lets say that you want to alter the file comments for 3 files. Lets further say that you want each file to contain a separate file comment. Select all 3 files, and then select the <File Comment> gadget. When the "File Comment" requester appears, enter the new comment for the first file, and select <Use>. MegaD will attach the new comment to only that first file, and will re-open the requester for the second file. Accomplish the same steps for the second and third files.

All:

===

When selected, the <All> gadget will attach the specified file comment to ALL selected files. It will not, however, recursively add comments to files within a directory. Lets look at an example.

Lets say that you want to add the exact same file comment to two separate files and to one directory. For this example, lets say that you selected "DirA", "File1" and "File2".

Work:

```
DirA          <-- selected
  DirAA
    FileAA1
  FileA1
  FileA2
DirB
  FileB1
  FileB2
File1         <-- selected
File2         <-- selected
```

Now lets say that you select the <File Comment> gadget. MegaD opens the "File Comment" requester, you enter the comment "New Comment!", and finally select the <All> gadget. The following files will have recieved the following comments:

Work:

```
DirA          /* New Comment! */
  DirAA
    FileAA1
  FileA1
  FileA2
DirB
  FileB1
  FileB2
File1         /* New Comment! */
File2         /* New Comment! */
```

Rcrsv:

=====

When selected, the <Rcrsv> gadget will "recursively" add the same file comment to all files in all of the selected directories and

sub-directories. Here's an example.

Lets say that you have the following directory, in which you've selected only the "DirA" directory.

Work:

```
DirA          <-- selected
  DirAA
    FileAA1
  FileA1
  FileA2
DirB
  FileB1
  FileB2
File1
File2
```

Now lets say that you select the <File Comment> gadget. MegaD opens the "File Comment" requester, you enter the comment "New Comment!", and finally select the <Rcrsv> gadget. The following files will have recieved the following comments:

Work:

```
DirA          /* New Comment! */
  DirAA        /* New Comment! */
    FileAA1    /* New Comment! */
  FileA1       /* New Comment! */
  FileA2       /* New Comment! */
DirB
  FileB1
  FileB2
File1
File2
```

Skip:

====

The <Skip> gadget allows you to refrain from attaching a file comment to a particular file, without aborting the entire "File Comment" process.

Lets say that you select 2 files, and then select the <File Comment> gadget. The moment the "File Comment" requester appears, you realize that you didn't intend to comment the 1st file, but that you still want to comment the 2nd. Merely select the <Skip> gadget for the 1st file. MegaD will NOT alter its comment. Rather, MegaD will skip ahead to the 2nd file, allowing you the opportunity to alter its comment.

Cancel:

=====

The <Cancel> gadget allows you to abort the remainder of the file commenting process. Realize that selecting the <Cancel> gadget will not "undo" any file comment that has already been altered.

Miscellaneous Notes:

=====

The maximum length for any comment is 79 characters. Do not worry that

you are wasting memory by commenting your files and directories, as AmigaDOS reserves the space, regardless of whether or not you use it.

As a sidelight, MegaD provides you an easy way to determine whether or not a file/dir contains a comment. When viewing a MegaD directory window, any file/dir already containing a comment will be followed by an asterisk (*).

See Also:

```
Menu Show
/
Comment
menu item
```

1.79 MegaD v3.1 - by John L. Jones

```
'Filters +' command &
Menu Options
/ 'Filter Directory' menu item:
```

=====
Hides file/directory items by use of a pattern match.

Lets say that you want to hide all files in a directory that end in <.info>. Selecting the <Filter +> gadget would open the

```
Pattern Match Window
. You would fill out the window,
```

using <#?.info> as the pattern string.

Name/Size/Date/Protect Cycle Gadget:

```
=====
Allows you to select whether you want to match based upon
the file/directory's name, size (in bytes), date created,
or protection bits set. For our current example, you would
select <Name>.
```

Filter + String Gadget:

```
=====
Enter the pattern that you are attempting to match. Use
the standard AmigaDOS pattern matching conventions. The
MegaD
```

```
Filter + Window
lists an abbreviated version of
these pattern matching commands for your reference, however,
to fully understand AmigaDOS pattern matching conventions,
refer to your AmigaDOS manual. For our current example,
you would enter <#?.info>.
```

In/Out Cycle Gadget:

```
=====
This gadget can be a bit confusing. To explain it's function,
I'll provide a continue with our .info example. You would set
```

up the window as follows:

```
Name      #?.info      In      Activate
```

After selecting the <Use> gadget, all files ending in ".info" would still be visible, but all other files would not be seen. This is not to say that the other files have been deleted, rather that they are not currently listed in the directory window

.

Now lets look at the "Out" option. If you set up the window as follows:

```
Name      #?.info      Out      Activate
```

After selecting the <Use> gadget, all files ending in ".info" would no longer be listed in the directory window, while all other files would still be visible. The exact opposite!

Activate Gadget:

=====

The "Filter +" window contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

Remove gadget:

=====

This gadget, if selected, will remove any filter matching the <Active> patterns.

Set to all directories gadget:

=====

Unless you select <Set to all directories>, filters normally work only on the

DEST

window. When selected, MegaD creates

a global filter which will be used in ALL directory windows.

See Also:

Filters -
built-in command

Options
/
Remove All Filters
menu item

1.80 MegaD v3.1 - by John L. Jones

'Filters -' command &
Menu Options
/ 'Remove All Filters' menu item:

=====
Removes all filters which have been set with the
Filters +
command. Refer to
Filters +
for a more thorough discussion
of filters.

See Also:

Filters +
built-in command

Options
/
Filter Directory
menu item

1.81 MegaD v3.1 - by John L. Jones

'Find' command:

=====
<Find> will search through whole volumes or selected directories for
a specified file or directory.

You may know the name, or partial name, of a file that you want, but
you can't seem to locate it. <Find> will

Go Deep
into the volume

or directory until the file is located, or until the end of the search
area is reached.

Find utilizes the standard AmigaDOS pattern matching characters to enable
you to find a file, while specifying merely a portion of a filename.
It does this through the

Pattern Match Window
. Fill out this window as

follows:

Name/Size/Date/Protect Cycle Gadget:

=====
Allows you to select whether you want to match based upon the file or
directory's name, size (in bytes), date created, or protection bits set.

Find String Gadget:

=====

Enter the pattern that you are attempting to match. Use the standard AmigaDOS pattern matching conventions. The MegaD

```
Find window
  lists
```

an abbreviated version of these pattern matching commands for your reference, however, to fully understand Amiga OS pattern matching conventions, refer to your AmigaDOS manual.

In/Out Cycle Gadget:

```
=====
```

This gadget can be a bit confusing. To explain it's function, I'll provide a simple example. Lets say that you want to find all files in a directory that contain begin with the text "MegaD". You would set up the window as follows:

```
Name      MegaD#?      In      Activate
```

After selecting the <Use> gadget, MegaD would search for all files beginning with "MegaD".

Now lets look at the "Out" option. If you set up the window as follows:

```
Name      MegaD#?      Out      Activate
```

After selecting the <Use> gadget, the exact opposite would occur! MegaD would search for all files NOT BEGINNING with MegaD.

Activate Gadget:

```
=====
```

The

```
Find window
```

contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

Find Directory & Files cycle gadget:

```
=====
```

This cycle gadget has three options, all of which are self-explanatory.

```
<Find Directories only>,
<Find Files only>, and
<Find Directory & Files>
```

'Path and filename for items found' string gadget:

```
=====
```

MegaD allows two methods of notification when files are located. The first, and default method, is to notify you through a requester. When MegaD locates a matching file, it opens a requester similar to the following:

```
-----
|  A match has been found in  |
|      Work:UtilitiesMegaD    |
```

```

|          as filename          |
|          MegaD.doc           |
|                               |
|          Continue Search?    |
|  -----                    |
|  | Yes |                    | No | |
|  -----                    |
|                               |
|-----|

```

You enable this method by leaving the <Path and filename for items found> string gadget blank.

The second method of notification is for MegaD to print all matches into a file. You enable this method by entering the full pathname of the file into which you'd like this information saved. Enter this pathname into the <Path and filename for items found> string gadget. To the right of this string gadget is a folder gadget, by selecting this gadget you will be able to use the ASL File Requestor to fill in the <Path and filename for items found>. When you select the <Use> gadget, MegaD will search for all matching files. At the completion of the search, MegaD will open a requester similar to the following:

```

|-----|
| 15 matches were found |
|                               |
|          -----          |
|          | Continue |    |
|          -----          |
|-----|

```

And then, MegaD will automatically open a window listing all matching files.

See Also:

```

Search Text
built-in command

```

1.82 MegaD v3.1 - by John L. Jones

'Free Volumes' command:

=====

When selected, <Free Volumes> will
unbuffer
all selected volumes.

In the event the user doesn't select any volumes, then <Free Volumes>
will

```

unbuffer
all volumes.

```

To use this command to
unbuffer

ALL volumes, merely single-click on the <Free Volumes> gadget in the upper left corner of the MegaD main window.

To use this command to unbuffer only selected volume(s), ensure that

Volumes in Memory is selected in the cycle gadget in the upper right corner of the MegaD main window. Then select the volume(s) that you'd like to unbuffer, from within the list area immediately below the <Free Volumes> gadget. Finally, select the <Free Volumes> gadget.

See Also:

Free Volumes
gadget

Options
/
Free On Disk Remove
menu item

Buffered Directories
discussion

1.83 MegaD v3.1 - by John L. Jones

'Go Deep' command:

=====

This will

buffer
all sub-directories in a marked volume or directory.

Lets say that you are interested in knowing how many bytes a directory (including all of its sub-directories) contains. <Go Deep> is perfect for that. Select the directory in question and then select <Go Deep>. MegaD will buffer every file in that directory, and in all of its sub-directories. Once this is done, you can reselect the same directory, and by referring to the

Bytes Selected
section (in the middle of the

MegaD Main Window
) , determine the number of bytes contained within that
directory.

See Also:

Buffered Directories
discussion

1.84 MegaD v3.1 - by John L. Jones

```
'Iconify' command &  
Menu Project  
/ 'Iconify' menu item:  
=====
```

If you are running version 2.0 or higher of the Amiga operating system, this will create an application icon for MegaD.

See Also:

Application Icons
discussion

Iconify At Start
default preference

1.85 MegaD v3.1 - by John L. Jones

```
'Lab. Modify' command:  
=====
```

MegaD creates automatic labels, however, it gives you the option to modify the printed lines before they reach the printer.

This command combines the ease of creating automatic labels with the flexibility of manually creating labels. To use this command, select the directory item(s) that you would like printed onto a label, and then select the <Lab. Modify> gadget. MegaD will open a window displaying the selected items in label format. Alter the items as you see fit, and then select the window's <Print> gadget.

See Also:

Label
built-in command

Label Align
built-in command

Label Times
built-in command

Output
/
Disk Label

```
menu item

Label Height
print preference

Label Width
print preference
```

1.86 MegaD v3.1 - by John L. Jones

```
'Label' command:
```

```
=====
```

This command prints disk labels. If you select directory items prior to selecting <Label>, then it will create and print a disk label containing those selected items. If you select <Label> without having previously selected any directory items, MegaD opens a window allowing you to input the information to print.

See Also:

```
Lab. Modify
built-in command

Label Align
built-in command

Label Times
built-in command

Output
/
Disk Label
menu item

Label Height
print preference

Label Width
print preference
```

1.87 MegaD v3.1 - by John L. Jones

```
'Label Align' command:
```

```
=====
```

Prints "alignment" dots to the printer to help align the label.

I used to waste paper whenever I tried printing labels. This was because of my inability to properly align the label to the

printhead. The <Label Align> command is designed to alleviate this problem.

When you select <Label Align>, MegaD will print two "alignment" dots on your printer. Adjust your printer so that these dots are immediately above the label, and so that the label is centered (horizontally) between the dots.

See Also:

Lab. Modify
built-in command

Label
built-in command

Label Times
built-in command

Output
/
Disk Label
menu item

Label Height
print preference

Label Width
print preference

1.88 MegaD v3.1 - by John L. Jones

'Label Times' command:

=====

This command is similar to the
Label command
, but gives the option
for duplicate labels.

If you select directory items prior to selecting <Label Times>, MegaD will open a requester asking how many copies you would like to print. It then creates and print as many copies of that disk label as you want.

If you select <Label> without having previously selected any directory items, MegaD first opens a window allowing you to input the label information. After you design the label, MegaD will ask how many copies you would like to print.

See Also:

Lab. Modify
built-in command

Label
built-in command

Label Align
built-in command

Output
/
Disk Label
menu item

Label Height
print preference

Label Width
print preference

1.89 MegaD v3.1 - by John L. Jones

'Move' command:

=====

Move, accomplishes two actions. It first copies the selected file/dir(s) into a new directory, and then deletes the original file/dir(s) from the old directory.

To use the <Move> command, select the file/dir(s) that you would like to move. Then, ensure the desired destination directory(s)

DEST

gadgets are selected. Finally, select the <Move> gadget. At that point, MegaD will open a requester similar to the following:

```

-----
|           5 File/s marked for move           |
|           0 Directory/ies marked for move     |
| To be moved to 1 directory window/s         |
|           Continue                           |
|  -----                                     |
| | Yes |                                     | No | |
|  -----                                     |
-----

```

NOTE: <Move> will not move a directory into a sub-directory of itself.

See Also:

Copy
built-in command

Copy As
built-in command

Move As
built-in command

1.90 MegaD v3.1 - by John L. Jones

'Move As' command:

=====

<Move As> is similar to the
Move

command, however it adds

one feature. <Move As> not only allows you to move files
and directories into a new directory, but it also allows you
to rename the files/dirs that are moved.

To use the <Move As> command, select the file/dir(s) that
you would like to move. Then, ensure the desired destination
directory(s)

DEST

gadgets are selected. Finally, select the
<Move As> gadget. At that point, MegaD will open a requester
similar to the following:

```

-----
|          5 File/s marked for move          |
|          0 Directory/ies marked for move   |
|    To be moved to 1 directory window/s    |
|                Continue                   |
|  -----                                |
|  | Yes |                               | No | |
|  -----                                |
-----

```

If you select the requester's <Yes> gadget, then MegaD will
ask you to provide the new name for each file/dir selected.
It will do so with a requester similar to the following:

```

-----
|          Source Directory                  |
|                Work:                     |
|          Source Filename                 |
|                Myfile                    |
|          Destination Directory           |
|                Ram Disk:                 |
|
|          Enter filename                   |
| rename moved copy of this file          |
|  -----                                |
|  |                                     | |
|  -----                                |
|
|  -----                                |
|  | Use |   | Skip |   | Cancel | |
-----

```

```
|  -----  -----  -----  |
|-----|
```

NOTE: <Move As> will not move a directory into a sub-directory of itself.

See Also:

Copy
built-in command

Copy As
built-in command

Move
built-in command

1.91 MegaD v3.1 - by John L. Jones

'Open Windows' command:

=====

This will open all previously buffered directories windows. As an example, try the following:

Unbuffer all volumes by selecting the
Free Volumes
gadget.

Then open a

directory window

for "Work:" (assuming you have a hard-drive), or for "DF0:" (if you don't have a hard-drive). Additionally, open a directory window for "Ram:". Now close all directory windows, and then select the <Open Windows> gadget. All windows that you just closed should re-open.

See Also:

DirOpenWindows
built-in command

Windows
/
Open Windows
menu item

Opening Directory Windows
discussion

1.92 MegaD v3.1 - by John L. Jones

```
'Open...' command &
Menu Project
/ 'Open...' menu item:
```

=====

The <Open...> command allows you to load a different MegaD preference file. When selected, a file requester queries you for the new preference file to load.

While certainly not necessary, it is a good idea to end all of your preference files with the ".pf" extension. This is because the file requester used when you select <Open...> automatically filters out all files not ending with ".pf".

See Also:

```
Save As...
built-in command
```

```
Save Preferences
built-in command
```

```
Project
/
Save As
menu item
```

```
Project
/
Save Preferences
menu item
```

1.93 MegaD v3.1 - by John L. Jones

```
'Output File' command &
Menu Output
/ 'File' menu item:
```

=====

This command creates a listing of all files in any selected directory or volume (including all sub-directories).

<Output File> can be quite a handy command for keeping track of files. Lets take a look at some sample output off of my harddrive. For this example, I opened a window for my SYS: directory, and selected the "Devs" sub-directory. I then selected the <Output File> command. A requester similar to the following appeared:

```
-----
| Destination Directory |
|           SYS:       |
|                     |
```

```

| Enter output filename |
|           for         |
| Destination Directory |
| -----             |
| |                   | |
| -----             |
| -----             |
| | Use |           | Cancel | |
| -----             |
| -----             |

```

Enter a filename of your choosing (I used "MyList"), and then select the <Use> gadget. MegaD will create a file containing something similar to the following:

```

System2.0:
  System2.0:Devs
    System2.0:Devs/Keymaps
      cdn * gb *
      ch1 * i *
      ch2 * is *
      cmap * n *
      d * s *
      dk * usa0 *
      e * usa2 *
      f * *
    System2.0:Devs/Printers
      CalComp_ColorMaster * ImagewriterII *
      CalComp_ColorMaster2 * NEC_Pinwriter *
      CBM_MPS1000 * Okidata_293I *
      Diablo_630 * Okidata_92 *
      EpsonQ * Okimate_20 *
      EpsonX * Seiko_5300 *
      EpsonXOld * Seiko_5300a *
      EpsonX[CBM_MPS-1250] * Sharp_JX-730 *
      generic * Tektronix_4693D *
      Howtek_Pixelmaster * Tektronix_4696 *
      HP_DeskJet * Toshiba_P351C *
      HP_LaserJet * Toshiba_P351SX *
      HP_PaintJet * Xerox_4020 *
      HP_ThinkJet * *
      clipboard.device * parallel.device *
      kickstart * printer.device *
      MountList * serial.device *
      narrator.device * system-configuration *

```

The current display information will be included in this list. For example, if you've set your preferences such that a directory window displays file size and protection bits, then the output file will also display those two items.

One other note deals with the menu item

```

  Output
  /
  W-Tree Lines
  .

```

When this is selected, the file output will look similar to:

```
System2.0:
|--System2.0:Devs
  |--System2.0:Devs/Keymaps
  |  |--cdn * gb *
  |  |--ch1 * i *
  |  |--ch2 * is *
  .
  .
  .
```

See Also:

```
Output Prt
built-in command
```

```
Output
/
Output Printer
menu item
```

```
Output
/
W-Tree Lines
menu item
```

1.94 MegaD v3.1 - by John L. Jones

```
'Output Prt' command &
Menu Output
/ 'Printer' menu item:
```

=====

This command sends a listing of all files in any selected directory or volume (including all sub-directories) to the printer.

<Output Ptr> can be quite a handy command for keeping track of files. Lets take a look at some sample output off of my harddrive. For this example, I opened a window for my SYS: directory, and selected the "Devs" sub-directory. I then selected the <Output Ptr> command. The following information was sent to my printer:

```
System2.0:
System2.0:Devs
System2.0:Devs/Keymaps
  cdn * gb *
  ch1 * i *
  ch2 * is *
  cmap * n *
  d * s *
  dk * usa0 *
```



```

e      *  usa2 *
f      *
System2.0:Devs/Printers
  CalComp_ColorMaster *  ImagewriterII *
  CalComp_ColorMaster2 *  NEC_Pinwriter *
  CBM_MPS1000 *  Okidata_293I *
  Diablo_630 *  Okidata_92 *
  EpsonQ *  Okimate_20 *
  EpsonX *  Seiko_5300 *
  EpsonXOld *  Seiko_5300a *
  EpsonX[CBM_MPS-1250] *  Sharp_JX-730 *
  generic *  Tektronix_4693D *
  Howtek_Pixelmaster *  Tektronix_4696 *
  HP_DeskJet *  Toshiba_P351C *
  HP_LaserJet *  Toshiba_P351SX *
  HP_PaintJet *  Xerox_4020 *
  HP_ThinkJet *
clipboard.device *  parallel.device *
kickstart *  printer.device *
MountList *  serial.device *
narrator.device *  system-configuration *

```

The current display information will be included in this list. For example, if you've set your preferences such that a directory window displays file size and protection bits, then the output file will also display those two items.

One other note deals with the menu item

```

Output
/
W-Tree Lines
.

```

When this is selected, the file output will look similar to:

```

System2.0:
|--System2.0:Devs
  |--System2.0:Devs/Keymaps
  |  |--cdn *  gb *
  |  |--chl *  i *
  |  |--ch2 *  is *
  .
  .
  .

```

See Also:

```

Output File
built-in command

```

```

Output
/
Output File
menu item

```

```

Output
/
W-Tree Lines

```

menu item

1.95 MegaD v3.1 - by John L. Jones

'Print Spooler' command &
Menu Output
/ 'Print Spooler' menu item:

=====

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPOOL.LHA

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

Selecting <Print Spooler> opens the ARexx print spooler window (assuming that you've obtained the separate MDSPool program, and have configured it into MegaD's
print preferences
).

While <Print Spooler> opens the print spool window, it does not give the spooler any file to print. This command can be useful in presetting the spooler for a special task.

See Also:

MDSPool.Guide
document

Prt Text
built-in command

TX PrintAll
built-in command

TX Print Window
built-in command

Panic
/
CANCEL ALL PRINT

```
menu item

Panic
/
CANCEL PRINT
menu item

Print Spooler
print preference
```

1.96 MegaD v3.1 - by John L. Jones

'Prt Text' command:

=====

<Prt Text> sends all selected text files to the print spooler.

Operation of this command should rather self-explanatory. Nonetheless, select one or more text files which you desire to print, and then select the <Prt Text> command. The print spooler will automatically print all selected text files.

See Also:

```
MDSpool.Guide
document

Print Spooler
built-in command

TX PrintAll
built-in command

TX Print Window
built-in command

Output
/
Print Spooler
menu item

Panic
/
CANCEL ALL PRINT
menu item

Panic
/
CANCEL PRINT
menu item

Print Spooler
print preference
```


opened them, change one of the
 Show menu
 items. For instance, if
 the menu item
 Show
 /
 Size
 was turned off, then turn it on. Notice
 how only the currently selected directory window will show file
 sizes. To force all currently open directory windows to show
 filesize, select the menu item <Show / Reset All>.

See Also: -

1.101 MegaD v3.1 - by John L. Jones

```
'Save As...' command &
Menu Project
/ 'Save As...' menu item:
```

=====

This command allows you to save the current MegaD preferences
 under a filename of your choosing.

MegaD uses the file "megad2.pf" as the default preference file.
 If you want to save more than one preference file, then use the
 <Save As> option. Later, when you want to reuse that preference
 file, you can use the

```
Open...
command.
```

See Also:

```
Open...
built-in command
```

```
Save Preferences
built-in command
```

```
Project
/
Open...
menu item
```

```
Project
/
Save Preferences
menu item
```

1.102 MegaD v3.1 - by John L. Jones

```
'Save Preferences' command &
Menu Project
/ 'Save Preferences' menu item:
```

=====

The <Save Preferences> command saves the current MegaD preferences as "megad2.pf", or as the last

```
Save As...
filename.
```

See Also:

```
Open...
built-in command
```

```
Save As...
built-in command
```

```
Project
/
Open...
menu item
```

```
Project
/
Save As...
menu item
```

1.103 MegaD v3.1 - by John L. Jones

```
'Search Text' command:
```

=====

The <Search Text> command will search through a text file for a string. It gives you the option of (1) saving (to disk) the line numbers on which matches were found, or (2) viewing the matches immediately.

To show how this works, I'll explain the actions necessary to search your <S:Startup-Sequence> file for the text "path".

Open a

```
directory window
```

```
for your S: directory, and select the
```

```
file "Startup-Sequence". Then select MegaD's <Search Text> command.
```

A window similar to the following will open:

```
-----
|           Destination Directory           |
|           System2.0:S                    |
|                                           |
```

```

| Enter the string to search for |
| in all marked files |
| ?, #?, * permitted |
| Include optional filename to |
| create a list of locations found |
| |
| Search String |
| ----- |
| | |
| ----- |
| Optional filename for list |
| ----- - |
| | | |
| ----- - |
| ----- |
| | Use | | Cancel | |
| ----- |
|-----|

```

At this point, enter "path" (without the quotes) into the <Search String> gadget, and leave the bottom string gadget empty. Finally, select the <Use> gadget. MegaD will search the file for any occurrences. When it finishes searching, MegaD will open a window similar to the following:

```

|-----|
| path |
| Was found in path |
| System2.0:S |
| under filename |
| Startup-Sequence |
| |
| Open this text window? |
| |
| ----- |
| | Yes | | Open | | Skip | | Quit | |
| ----- |
|-----|

```

Select either <Yes> or <Open>. MegaD will open a text window displaying <S:User-Startup>. Within that window, all occurrences of "path" will be highlighted. To view the next occurrence of "path" within the textfile, use the text window's <Cursor / Repeat Search> menu item.

Yes -vs- Open -vs- Skip:

=====

There is a difference between the <Yes>, <Open> and <Skip> gadgets within this requester. Lets say that you are searching for the string "King Charles" within 10 separate files. When MegaD has found an occurrence of this string, it will open the requester described above. If you answer <Yes>, then MegaD will:

- Open a text window displaying the matches.
- Abort searching all remaining files.

If, on the other hand, you select <Open>, then MegaD will:

- Open a text window displaying the matches.
- Continue searching the remainder of the 10 files after you've closed the text window.

Finally, if you select the <Skip> gadget, then MegaD will:

- Not open a window for the current match.
- Continue searching the remaining files.

(NEW 2.x):

=====

Should you select a directory, 'Search Text' will look through the entire directory and its sub-directories for any occurrences of the string within text files, this is very disk intensive but also very powerful.

'Optional filename for list' string gadget:

=====

This gadget allows you to save a record of all matches to a diskfile of your choosing. Merely enter the filename in which you'd like all matches saved. To the right of this string gadget is a folder gadget, by selecting this gadget you will be able to use the ASL File Requestor to fill in the <Path and filename for items found>.

Lets say that you enter "SearchFile" into the <Optional filename for list> gadget. MegaD will then search the selected files, recording all matches into the file "SearchFile". After the search is complete, MegaD will automatically open a requester similar to the following:

```

-----
|      foo was found 3 times      |
|      and was saved in file      |
|      Work:MyFiles/SearchFile    |
|      -----                    |
|      | Continue |                |
|      -----                    |
-----

```

When you select the <Continue> gadget, MegaD will automatically display the contents of "SearchFile". This file will contain the pathnames of each matching file along with the line numbers of each match:

```

Work:Misc/File1
 37: what's it foo you anyway?
 59: oh foo bar he angrily exclaimed.

Work:Misc/File2
 83: asked for a helping of toe foo.

```

See Also:

Find
built-in command

1.104 MegaD v3.1 - by John L. Jones

'Sel ABoot' command:

=====

Selects items in open
directory windows
by use of the
AutoBoot
parameters.

This command is very disk intensive.

This command can seem rather mysterious, so I'll attempt to explain it using an example. Lets say that you happened to create two autoboots

- one

that displays IFF files, and another that plays sound files. Lets further say that you have a particular directory which contains many IFF files AND many sound files. You decide one day that you'd like to separate these files into two distinct directories. But you have a problem. It's going to take a while figuring out which files are IFF and which are sound. Here's where <Sel ABoot> (or for that matter

Clr ABoot
) can help you.

Merely select the <Sel ABoot> gadget. MegaD opens a window containing an entry for every

autoboot
you've created. Select the
autoboot
corresponding

to your IFF viewer, and then close that window. MegaD will "select" all files which match that IFF autoboot, leaving the remaining sound files unselected.

See Also:

Select All
built-in command

Sel Dir
built-in command

Sel File
built-in command

Sel Pattern
built-in command

Sel Src

built-in command

SelSrcDir
built-in command

SelSrcFile
built-in command

Clr ABoot
built-in command

ABoot Add
built-in command

ABoot Edit
built-in command

Options
/
Activate AutoBoot
menu item

1.105 MegaD v3.1 - by John L. Jones

'Sel Dir' command:

=====

Selects all directories in all open directory windows.

See Also:

Select All
built-in command

Sel File
built-in command

Sel Pattern
built-in command

Sel Src
built-in command

SelSrcDir
built-in command

SelSrcFile
built-in command

1.106 MegaD v3.1 - by John L. Jones

'Sel File' command:

=====

Selects all files in all open directory windows.

See Also:

Select All
built-in command

Sel Dir
built-in command

Sel Pattern
built-in command

Sel Src
built-in command

SelSrcDir
built-in command

SelSrcFile
built-in command

1.107 MegaD v3.1 - by John L. Jones

'Sel Pattern' command:

=====

Selects file/directory items from all currently open directories by use of an AmigaDOS pattern match.

When you select the <Sel Pattern> command, MegaD opens the

pattern match window

. Enter the pattern match for items you want

"selected" from all open

directory windows

.

After completing the

pattern match window

, and selecting its <Use>

gadget, all matching directories and files in any open

directory window

will be selected.

Name/Size/Date/Protect Cycle Gadget:

=====

Allows you to select whether you want to match based upon the file or directory's name, size (in bytes), date created, or protection bits set.

Sel Pattern String Gadget:

=====

Enter the pattern that you are attempting to match. Use the standard AmigaDOS pattern matching conventions. The MegaD

Pattern Match Window

lists an abbreviated version of these pattern matching commands for your reference, however, to fully understand AmigaDOS pattern matching conventions, refer to your AmigaDOS manual.

In/Out Cycle Gadget:

=====

This gadget can be a bit confusing. To explain it's function, I'll provide a simple example. Lets say that you want to isolate all ".info" files in a directory from the other files in that directory. First, ensure all files and directories within the directory window are deselected. You could then set up the window as follows:

Name	#?.info	In	Activate
------	---------	----	----------

After selecting the <Use> gadget, all files ending in ".info" would be selected, and all other files would remain deselected.

Now lets look at the "Out" option. If you set up the window as follows:

Name	#?.info	Out	Activate
------	---------	-----	----------

After selecting the <Use> gadget, all files ending in ".info" would remain deselected, and all other files would be selected. The exact opposite!

Activate Gadget:

=====

The

Pattern Match Window

contains five allowable entries, however, only those entries whose <Activate> gadget has been selected, will be matched. In other words, without an entry's <Activate> gadget selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns with out selecting them each time you perform a pattern match.

'Dest'ination directories / All directories Cycle Gadget:

=====

Allows you to tell MegaD to perform the pattern match selection on all open directory windows, or only on the

DEST
directory windows.

See Also:

Select All
built-in command

Sel Dir
built-in command

Sel File
built-in command

Sel Src
built-in command

SelSrcDir
built-in command

SelSrcFile
built-in command

1.108 MegaD v3.1 - by John L. Jones

'Sel Src' command:

=====

Selects all items (files & directories) in all open source
(non-

DEST
) windows.

See Also:

Select All
built-in command

Sel Dir
built-in command

Sel File
built-in command

Sel Pattern
built-in command

SelSrcDir
built-in command

SelSrcFile
built-in command

1.109 MegaD v3.1 - by John L. Jones

'Select All' command:

=====

Selects all items (files & directories) in all open directory windows.

See Also:

Sel Dir
built-in command

Sel File
built-in command

Sel Pattern
built-in command

Sel Src
built-in command

SelSrcDir
built-in command

SelSrcFile
built-in command

1.110 MegaD v3.1 - by John L. Jones

'SelSrcDir' command:

=====

Selects all directories in all open source (non-DEST) windows.

All files within these source windows will remain in their previous state (selected or unselected).

See Also:

Select All
built-in command

Sel Dir
built-in command

Sel File
built-in command

Sel Pattern
built-in command

Sel Src

built-in command

SelSrcFile
built-in command

1.111 MegaD v3.1 - by John L. Jones

'SelSrcFile' command:

=====

Selects all files in all open source (non-
DEST
) windows.

All directories within these source windows will remain in their
previous state (selected or unselected).

See Also:

Select All
built-in command

Sel Dir
built-in command

Sel File
built-in command

Sel Pattern
built-in command

Sel Src
built-in command

SelSrcDir
built-in command

1.112 MegaD v3.1 - by John L. Jones

'Set Color...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

Set Color window

.

See Also:

Set Preferences
built-in command


```
Project
/
Set Preferences
menu item
```

1.113 MegaD v3.1 - by John L. Jones

'Set Default...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

```
Set Default window
.
```

See Also:

```
Set Preferences
built-in command
```

```
Project
/
Set Preferences
menu item
```

1.114 MegaD v3.1 - by John L. Jones

'Set Display...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

```
Set Display window
.
```

See Also:

```
Set Preferences
built-in command
```

```
Project
/
Set Preferences
menu item
```

1.115 MegaD v3.1 - by John L. Jones

```
'Set Export' command &
Menu Output
/ Setup Export...:
```

=====

When you use the <Set Export> command, the following window opens. This allows you to set the parameters desired for a database export. For a thorough discussion of this feature, refer to the

```
Export File
built-in command or the
Output
/
Database Export File
menu item.
```

```
-----
|
|      Filename      maximum size 30      Field Separator      |
|
|      Volume Name  maximum size 30
|
|
|      Path          maximum size 180     Record Separator      |
|
|      Type          size 4
|
|
|      Date          size 18      Filename for path      |
|
|      Size          size 8
|
|
|      Blocks used   size 8
|
|
|      Protection    size 8
@ Export Directory & Files
|
|
|      Comment      maximum size 80
@      Overwrite old file
|
|
|      Use
```

Cancel

|

See Also:

Export File
built-in command

Output
/
Database Export File
menu item

Export Directories & Files
set export window item

Field & Record Separators
set export window item

File Attribute Fields
set export window item

Filename for Path
set export window item

Overwrite Or Append Old File
set export window item

1.116 MegaD v3.1 - by John L. Jones

Set Export
- File Attribute Fields:

=====

You will find 9 separate file attribute gadgets on the left side of the

Set Export window

. Select those attributes that you want included in your database. It's important that you think this part out thoroughly. Some database programs are rigid, allowing very little changing once the database is started. Others allow you to add new fields to an already created database.

MegaD lists the maximum field size to the right of each attribute. If you create your database with fields that are smaller than those listed, you may either lose information, or your database may not accept the export file.

See Also:

Export File
built-in command

```

Output
/
Database Export File
menu item

Set Export
built-in command

Export Directories & Files
set export window item

Field & Record Separators
set export window item

Filename for Path
set export window item

Overwrite Or Append Old File
set export window item

```

1.117 MegaD v3.1 - by John L. Jones

```

Set Export
- Field/Record Separators:
=====

```

On the right side of the window, you will find two integer string gadgets. One is titled <Field Separator>, the other is titled <Record Separator>. Both require that you know the ASCII value of the character separating your fields and your records (as defined by your database). MegaD defaults to the standard used by most databases. The value for the Field Separator is 44 (which is the ASCII value of a comma). The value for the Record Separator is 10 (which is the value of a return character).

See Also:

```

Export File
built-in command

Output
/
Database Export File
menu item

Set Export
built-in command

Export Directories & Files
set export window item

File Attribute Fields
set export window item

Filename for Path

```

```
set export window item
```

```
Overwrite Or Append Old File
```

```
set export window item
```

1.118 MegaD v3.1 - by John L. Jones

```
Set Export
```

```
- Filename for path string gadget:
```

```
=====
You have already told MegaD the path into which you'd like to place the
export file (you did this by choosing a
DEST
directory earlier). Now you
must tell MegaD what to name the export file. Do so in this string gadget.
I do want to stress, only put the filename (not the whole path) inside
this gadget, since the path has already been defined.
```

See Also:

```
Export File
built-in command
```

```
Output
/
Database Export File
menu item
```

```
Set Export
built-in command
```

```
Export Directories & Files
set export window item
```

```
Field & Record Separators
set export window item
```

```
File Attribute Fields
set export window item
```

```
Overwrite Or Append Old File
set export window item
```

1.119 MegaD v3.1 - by John L. Jones

```
Set Export
```

```
- Export Directories & Files cycle gadget:
```

```
=====
This gadget has three options.
```

<Export Directories & Files>,
 <Export Files only>, and
 <Export Directories only>.

The function of this gadget should be self explanatory.

See Also:

Export File
 built-in command

Output
 /
 Database Export File
 menu item

Set Export
 built-in command

Field & Record Separators
 set export window item

File Attribute Fields
 set export window item

Filename for Path
 set export window item

Overwrite Or Append Old File
 set export window item

1.120 MegaD v3.1 - by John L. Jones

Set Export
 - Overwrite/Append cycle gadget:

=====

If <Overwrite old file> is selected, then MegaD will discard any previous export file of the same pathname (if one exists), and replace it with the new export file. Otherwise, MegaD will create a new file, and place the export information in it. Using this option requires you to read the data file into your database before the

Export File
 command is used again,
 or you will lose your previously created export file.

The <Append to end of file> option is my favorite way to use this. The first time the

Export File
 command is used, MegaD creates a new file.

Each subsequent time, MegaD will append the new information to the end of the file. Now remember that the filename you created is somewhat permanent. As long as you save the preferences after setting the export function up, MegaD will always try to write the file to the same place, and in doing so will constantly append the newly exported information.

This has one drawback. You MUST delete the export file once you have read it into your database. If you don't, then MegaD will constantly append new information to a file that has already been used by your database.

See Also:

- Export File
built-in command

- Output
/
Database Export File
menu item

- Set Export
built-in command

- Export Directories & Files
set export window item

- Field & Record Separators
set export window item

- File Attribute Fields
set export window item

- Filename for Path
set export window item

1.121 MegaD v3.1 - by John L. Jones

'Set Keypad...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

Set Keypad window

.

See Also:

- Set Preferences
built-in command

- Project
/
Set Preferences
menu item

1.122 MegaD v3.1 - by John L. Jones

'Set MenuDev...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

Set MenuDev window

.

See Also:

Set Preferences
built-in command

Project
/
Set Preferences
menu item

1.123 MegaD v3.1 - by John L. Jones

'Set Misc...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

Set Misc window

.

See Also:

Set Preferences
built-in command

Project
/
Set Preferences
menu item

1.124 MegaD v3.1 - by John L. Jones

'Set Preferences' command &
Menu Project
/ 'Set Preferences' menu item:

=====

This command allows you to alter MegaD's preferences. When selected,
<Set Preferences> will open a
main preferences window

, leading you
into all kinds of preferences areas.

See Also:

Set Color...
built-in command

Set Default...
built-in command

Set Display...
built-in command

Set Keypad...
built-in command

Set MenuDev...
built-in command

Set Misc...
built-in command

Set Print...
built-in command

Set Screen...
built-in command

1.125 MegaD v3.1 - by John L. Jones

'Set Print...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

Set Print window
.

See Also:

Set Preferences
built-in command

Project
/
Set Preferences
menu item

1.126 MegaD v3.1 - by John L. Jones

'Set Protect' command:

=====

This command allows you to alter the protection bits of a file or directory.

AmigaDOS equips each file and directory with a set of eight bits, called protection bits. These bits specify what types of actions can be performed upon the file or directory. These bits are:

d = Delete (the file can be deleted).
 e = Execute (the file is an executable program).
 w = Write (the file can be written to, or altered).
 r = Read (the file can be read).
 a = Archived (the file has been archived)
 p = Pure (the file is a pure command that can be made resident).
 s = Script (the file is a script).
 ? = Were not sure

NOTE: ????? Were not sure:

=====

Commodore/Amiga at one time defined the ? bit as 'h' for hidden. This, now, is not supported. At the time the final bit is defined, MegaD will be modified correctly.

When you select the <Set Protect> gadget, MegaD opens the following window:

```

-----
|          Select protect information          |
|          for selected item                 |
|          myfile                           |
|-----|
|
|  [] d Delete                             |
|  [] e Executable                         |
|  [] w Write                              |
|  [] r Read                              |
|  [] a Archived                          |
|  [] p Pure                              |
|  [] s Script                            |
|  [] ? Were not sure                     |
|
|  -----  -----  -----  -----  |
| | Use | | All | | Skip | | Cancel | |
|  -----  -----  -----  -----  |
-----

```

Select the protection bits that you want set, and then single click on <Use> or <All>.

Use -vs- All -vs- Skip -vs- Cancel:

=====

- Use: Sets those bits for the current file only. Additionally, the <Use> gadget can be used to recursively set the protection bits for all files in a directory. See the <Set Protect Deep> paragraph below for more information.
- All: Sets those bits for all files selected.
- Skip: Skips setting the bits for the current file and moves on to the next selected file.
- Cancel: Skips setting the bis for the current and all remaining selected files.

Set Protect Deep:

=====

Should you want to set the protection bits for all files in a directory (and it's subdirectories) to the same bits, you can do so with the <Use> gadget in the <Set Protect> window (described above).

To accomplish this select the directory containing the files whose protection bits you wish to change.. Select the proper protection bits, and then single-click on the <Use> gadget. A small requester similar to the following will appear:

```

-----
| Would you also like to set |
|   all items in directory   |
|       MyDirectory          |
|-----|
| ----- |
| | Yes | | No | |
| ----- |
|-----|

```

Answer Yes to this request and MegaD will set the protection bits for all files within this directory and its subdirectories.

See Also:

Show
/
Show Protection
menu item

Warn If Deleting Protected File
defaults preference

1.127 MegaD v3.1 - by John L. Jones

'Set Screen...' command:

=====

Calls the MDPrefs program, opening the
MegaD Preferences

Set Screen window

.

See Also:

Set Preferences
built-in command

Project
/
Set Preferences
menu item

1.128 MegaD v3.1 - by John L. Jones

'TX Close' command:

=====

Closes the active or the last active MegaD
text-viewer
text window.

This command has no effect when there are no MegaD
text-viewer
windows

open.

See Also:

TX Close All
built-in command

1.129 MegaD v3.1 - by John L. Jones

'TX Close All' command:

=====

Closes all open MegaD
text-viewer
text windows. This command has
no effect when there are no MegaD
text-viewer
windows open.

See Also:

TX Close
built-in command

1.130 MegaD v3.1 - by John L. Jones

'TX Find' command:

=====

Allows you to search for a text string within the most recently selected MegaD

text-viewer
text window. This command has no effect when there are
no MegaD

text-viewer
windows open.

When you select <TX Find>, MegaD opens a window similar to the following:

```

-----
| Enter the string to search for |
|                               |
|           ?, #?, * permitted |
|-----|
|           Search String      |
|-----|
| |                               | |
|-----|
|-----|
| | Use |                       | Cancel | |
|-----|
|-----|

```

Enter the string that you'd like to find (pattern match symbols are acceptable), and select the <Use> gadget. MegaD will highlight all occurrences of that string.

To scroll forward through each occurrence of the string, use the

TX RepeatFind
command.

See Also:

TX RepeatFind
built-in command

1.131 MegaD v3.1 - by John L. Jones

'TX Hex' command:

=====

Allows you to toggle the most recently selected MegaD

text-viewer

text window between an ASCII and HEX display mode. This command
has no effect when there are no MegaD

text-viewer

windows open.

See Also: -

1.132 MegaD v3.1 - by John L. Jones

'TX PrintAll' command:

=====

Prints the entire file being displayed in the most recently selected
MegaD

text-viewer

text window. This command has no effect when there
are no MegaD

text-viewer

windows open.

See Also:

TX Print Window
built-in command

Prt Text
built-in command

Print Spooler
built-in command

Output
/
Print Spooler
menu item

Panic
/
CANCEL ALL PRINT
menu item

Panic
/
CANCEL PRINT
menu item

Print Spooler

```
print preference
```

```
MDSpool.Guide  
document
```

1.133 MegaD v3.1 - by John L. Jones

```
'TX PrintWindow' command:
```

```
=====
```

Prints only those lines of text that can be seen in the most recently selected MegaD

```
text-viewer  
text window. This command has no effect  
when there are no MegaD  
text-viewer  
windows open.
```

See Also:

```
TX PrintAll  
built-in command
```

```
Prt Text  
built-in command
```

```
Print Spooler  
built-in command
```

```
Output  
/  
Print Spooler  
menu item
```

```
Panic  
/  
CANCEL ALL PRINT  
menu item
```

```
Panic  
/  
CANCEL PRINT  
menu item
```

```
Print Spooler  
print preference
```

```
MDSpool.Guide  
document
```

1.134 MegaD v3.1 - by John L. Jones

'TX RepeatFind' command:

=====

This command works in conjunction with the
TX Find
command. It finds
the next occurrence of the string previously searched for using the
TX Find
command.

See Also:

TX Find
built-in command

1.135 MegaD v3.1 - by John L. Jones

'TX ScrollDown' command:

=====

Scrolls the active MegaD
text-viewer
text window down one page.

See Also:

TX ScrollUp
built-in command

TX SideToSide
built-in command

TX TopBottom
built-in command

1.136 MegaD v3.1 - by John L. Jones

'TX ScrollUp' command:

=====

Scrolls the active MegaD
text-viewer
text window up one page.

See Also:

TX ScrollDown
built-in command

TX SideToSide
built-in command

TX TopBottom
built-in command

1.137 MegaD v3.1 - by John L. Jones

'TX SideToSide' command:

=====

Toggles the active MegaD
text-viewer
text window between the
far left and far right sides of the text page.

See Also:

TX ScrollDown
built-in command

TX ScrollUp
built-in command

TX TopBottom
built-in command

1.138 MegaD v3.1 - by John L. Jones

'TX TopBottom' command:

=====

Toggles the active MegaD
text-viewer
text window between the
top and bottom of the text document.

See Also:

TX ScrollDown
built-in command

TX ScrollUp
built-in command

TX SideToSide
built-in command

1.139 MegaD v3.1 - by John L. Jones

'Update Dir' command:

=====

Due to the multitasking ability of the Amiga computer, the contents of a directory can be altered by programs other than MegaD. MegaD can't automatically know that another program has altered a directory. MegaD only discovers this when it attempts to re-read the altered directory.

If the validity of a directory is in question, use the <Update Dir> command. MegaD will attempt to re-read the directory.

- If the directory's contents have been altered, MegaD will update the directory window, displaying the proper information.
- If the directory has been deleted by another program, then MegaD will remove the directory window from the screen.

See Also:

Buffered Directories
discussion

1.140 MegaD v3.1 - by John L. Jones

'View Icon' command:

=====

When selected, <View Icon> will show a picture of all selected icon (.info) files.

See Also: -

1.141 MegaD v3.1 - by John L. Jones

'View Text' command:

=====

This will load all selected files into a MegaD
text-viewer
window.

It will first check to see if the marked file is a text (ASCII) file. If the file is a text (ASCII) file, MegaD will load it into the MegaD

text-viewer
and you will be able to read the contents of the file normally.

If MegaD is not sure what type of a file it is, it will open a requester similar to the following:

```

-----
|           MyFile           |
| is not a true text file |
|           Load anyway?   |
|-----|
| ----- |
| | Yes | | No | |
| ----- |
|-----|

```

Clicking on the yes gadget will allow MegaD to load the file in the HEX mode. In the HEX mode, the MegaD text-viewer will only display the true ASCII characters of the file. All other (non-printable) characters will be represented by blank spaces.

Viewing Multiple Text Files:

```

=====

```

If you wish to view more than one file at a time, simply select more than one text file from any of the open directory windows. MegaD's <View Text> command is designed just like the directory windows...to allow an unlimited number of text files to be viewed at one time. The only limitation is available memory on your computer. All of MegaD's normal directory options and windows are active, even when a text window is open on the screen. So if you want to open another text window, select the desired file and select <View Text> again.

Oh no!!! Not another window...

MegaD's

```

text-viewer
incorporates a totally new menu set. Additionally,

```

```

text-viewer
windows have their own set of rules for how to scroll
around, etc. For information on how to use the MegaD
text-viewer

```

refer to

```

'
MegaD Text-Viewer
.

```

See Also:

```

MegaD Text-Viewer
discussion

```

1.142 MegaD v3.1 - by John L. Jones

MegaD Text-Viewer:

=====

Whenever you use the
View Text
command, or you double-click on a text
file within a directory window (assuming no
AutoBoot
governs that
text file), MegaD will load the file into a text-viewer window.
This special window has its own set of rules governing scrolling,
and a completely new set of menus.

Moving Around In The MegaD Text-Viewer

MegaD Text-Viewer Menus

Toggling Between Open Text Windows
function

See Also:

View Text
built-in command

1.143 MegaD v3.1 - by John L. Jones

Moving Around In The MegaD Text-Viewer:

=====

The MegaD text-viewer window contains scroll bars on the right and bottom sides of the window. As you probably guessed, you can use these scroll bars to move around in the text file. This window will stay open until you select it's close gadget.

If you prefer, you can use keyboard gadgets to move around through the text-viewer. The following lists their operation:

Scroll Up:	Up Arrow Num-8 (numeric keypad)
Scroll Down:	Down Arrow Num-2 (numeric keypad)
Scroll Left:	Left Arrow Num-4 (numeric keypad)
Scroll Right:	Right Arrow Num-6 (numeric keypad)

Page Up: Num-9 (numeric keypad)
Page Down: Num-3 (numeric keypad)
Beginning of Document: Num-7 (numeric keypad)
End of Document: Num-1 (numeric keypad)
Close Text-Viewer: ESC key

(NEW 2.x)

Auto Text Window Scroll:

=====

There is one final way to scroll through a text window. Simply single click somewhere within the text-viewer window. Notice how the mouse pointer changes to a different pointer. Now, move the mouse up, down, right, and left. Notice how the document scrolls based upon where the mouse is. To stop the automatic scrolling, either, reclick on the mouse button, or press any key.

See Also:

View Text
built-in command

MegaD Text-Viewer Menus
discussion

Toggling Text Windows
function

1.144 MegaD v3.1 - by John L. Jones

MegaD Text-Viewer Menus:

=====

Text Project:

=====

Close: Closes that text-viewer window.

Close All: Closes all text-viewer windows currently open.

Toggle Hex: Refer to the
TX Hex
built-in command.

Quit MegaD: Guess what...it quit's MegaD.

Text Colors:

=====

This is quite a "colorful" menu. Merely select the background and foreground color combination you prefer.

Text Print:

=====

Print All: Refer to the
TX PrintAll
built-in command.

Print Window: Refer to the
TX PrintWindow
built-in command.

Cursor:

=====

Scroll Up: Refer to the
TX ScrollUp
built-in command.

Scroll Down: Refer to the
TX ScrollDown
built-in command.

Beg/End of File: Refer to the
TX TopBottom
built-in command.

Side to Side: Refer to the
TX SideToSide
built-in command.

Search String: Refer to the
TX Find
built-in command.

Repeat Search: Refer to the
TX Repeat Find
built-in command.

Panic:

=====

STOP PROCESS: Refer to MegaD's main
Panic
/
STOP PROCESS
menu.

CANCEL PRINT: Refer to MegaD's main
Panic

```
/
CANCEL PRINT
menu.
```

```
CANCEL ALL PRINT:    Refer to Megad's main
Panic
/
CANCEL ALL PRINT
menu.
```

See Also:

```
View Text
built-in command
```

```
Moving Around In The Megad Text-Viewer
discussion
```

```
Toggling Text Windows
function
```

1.145 MegaD v3.1 - by John L. Jones

```
F7 Function Key:
```

```
=====
```

The F7 function key allows you to toggle
MegaD Text-Viewer
windows
to and from the front of the screen.

If only one text window is open, then the F7 key toggles that window
between the frontmost and backmost window positions.

If more than one text window is open, the F7 key rotates through each
open one, making it the frontmost window on the screen.

See Also:

```
View Text
built-in command
```

```
Moving Around In The Megad Text-Viewer
discussion
```

```
MegaD Text-Viewer Menus
discussion
```

1.146 MegaD v3.1 - by John L. Jones

```

|          ---          |
|          |9 |          |
|          ---          |
| Number of Windows per Volume |
|          ---          |
|          |2 |          |
|          ---          |
| -----              |
| | Use |              | | Cancel | |
| -----              |
|-----|

```

Enter the number of volumes you want MegaD to allow on the screen in the upper gadget. Enter the number of windows you want MegaD to allow per volume in the lower gadget.

The following example illustrates the usage of these items:

```

Vol Per Scr:  2
Win Per Vol:  3

```

Action	Windows Open	Comments
=====	=====	=====
Open DF0: window	DF0:	1 vol open (1 below vol limit)
Open DF1: window	DF0: DF1:	2 vol open (at vol limit)
Open DF2: window	DF0: DF2:	DF2: replaced DF1: (vol limit)
Open DF2:Dir1 window	DF0: DF2: Dir1	2 win per DF2: at this time (1 below win per vol limit)
Open DF2:Dir2 window	DF0: DF2: Dir1 Dir2	3 win per DF2: (at win per vol limit for DF2:)
Open DF2:Dir3 window	DF0: DF2: Dir2 Dir3	Dir3 replaces Dir1 (because of win per vol limit)

NOTE: You can force MegaD to open new windows (rather than replacing windows) when the 'Volume Per Screen' or 'Window Per Volume' limits are met, simply by using the lock gadget in the directory window.

See Also:

- Windows
- /
- Use Limits

```

menu item

Windows
/
Use Grid Locations
menu item

Lock
gadget

```

1.147 MegaD v3.1 - by John L. Jones

Pattern Match Window:

=====

This window is common to a number of MegaD commands. In fact, any command allowing you to utilize AmigaDOS's pattern matching features will utilize this window.

Notice the text in the upper portion of the pattern match window. This is designed to act as a reminder of the different types of patterns you can use. Acceptable patterns will be discussed in the pattern match window's string gadget section.

```

-----
| Set for all directories |
| All Amiga patterns for Names, ? # #? (ab|cd) ~ [abc] [~bc] a-z % |
| Sample Patterns |
| Protect, -s +a Select non-Script Archived file. Pro.Bits (?sparwed) |
| Date,DD-MM-YY HH:MM:SS Select on date (24 hour clock) |
| Date, +DD-MM-YY HH:MM:SS After Date, -DD-MM-YY HH:MM:SS Before |
| Size, 2000 Select exact size |
| Size, +2000 Above size, Size, -2000 Below size |
| |
| |
| @ Name |
| |
| @ In |
| |
| @ Activate |
| |
| |
| @ Name |
| |
| @ In |
| |
| @ Activate |
| |
| |

```

```

    @ Name

    @ In

    @ Activate
    |
|
    @ Name

    @ In

    @ Activate
    |
|
    @ Name

    @ In

    @ Activate
    |
| Path and filename for items found
|
    ---
|
|
    Use
    Remove
    @ 'Dest'ination directories
    Cancel
    | |
-----^-----^-----
    |           |           |
    |           |           |
    Filters +   Varies     Find
    Window    Based On   Window
    Only      Window     Only

```

See Also: -

1.148 MegaD v3.1 - by John L. Jones

Name/Size/Date/Protect Cycle Gadget (
 pattern match window

) :

=====

Allows you to select whether you want to match based upon the file or directory's:

Name
Size (in bytes)
Date Created, or
Protection Bits Set

For instance, you could choose to match all files/dirs which were created before July 4, 1989. To do so, you would have to set this gadget to <Date> and fill out the remainder of the pattern match window

.

See Also:

Pattern Match
main window

1.149 MegaD v3.1 - by John L. Jones

String Gadget (
pattern match window
):

=====

Enter the pattern that you are attempting to match. The

pattern match window lists an abbreviated version of the allowable pattern matching commands for your reference.

The following attempts to explain the patterns that MegaD will understand:

Name: When attempting to match a file or directory based upon that file's name, use the standard AmigaDOS pattern matching commands. The following are a few examples:

Pattern	Matches
=====	=====
M?File	MaFile, MeFile, MyFile...
#?.info	megad.info, my.file.info, info.info...

AmigaDOS pattern matching commands are much more powerful than this brief description alludes to. To fully understand the AmigaDOS pattern matching commands, refer to your AmigaDOS manual.

Refer to
 Complex Pattern Matches
 for some more
complex examples of the power of this window.

Date: MegaD allows you to match files and directories
==== which were created on, before, or after a certain
date.

To select a file/directory with an exact creation
date, use the following format:

DD-MM-YY HH:MM:SS

As far as the time goes, use a 24 hour clock. So
to match a file which was created at 1 second after
midnight, on Christmas morning, 1992, you would
enter:

25-12-92 00:00:01

That's generally not too helpful...how often do
you need to search for a file that was created
on an exact date at an exact time??? More helpful,
perhaps, is the ability to match files that were
created before or after certain dates. To match
all files which were created before a certain
date, use the following format:

-DD-MM-YY HH:MM:SS

Conversely, to select files which were created
after a certain date, use the following format:

+DD-MM-YY HH:MM:SS

As an example, the following will match all files
which were created after noon on March 17, 1985:

+17-03-85 12:00:00

Refer to
 Complex Pattern Matches
 for some more
complex examples of the power of this window.

Size: MegaD allows you to match files which match an
==== exact size (in bytes), or which are are greater
or smaller than a specified size. The easiest
way to explain this is to use examples...

To match all files which are exactly 19,200 bytes
large, use the following:

19200

To match all files which are smaller than 45,273 bytes, use the following:

-45273

To match all files which are larger than 9375 bytes, use the following:

+9375

Refer to

Complex Pattern Matches
for some more

complex examples of the power of this window.

Protect: The final option available for pattern matches are
===== the protection bits of files. Each file has the
following protection bits available:

r = Read (the file can be read).
w = Write (the file can be altered)
e = Executable (the file is a program)
d = Deletable (the file can be deleted)
s = Script (the file is a script file)
p = Pure (the file is a can be made resident)
a = Archived (the file has been archived)
? = Were not sure

You can match files based upon whether certain protection bits are or are not set. For example, to match all script files, use the following:

+s

To match all files which have not been archived, use the following:

-a

Refer to

Complex Pattern Matches
for some more

complex examples of the power of this window.

See Also:

Pattern Match
main window

1.150 MegaD v3.1 - by John L. Jones

Complex Pattern Match Examples (
 pattern match window
):

=====

When attempting to match a file, you are not limited to using only one pattern. In fact, you will often need to specify two or more patterns. To do so, merely enter the appropriate patterns on separate lines of the

pattern match window
 , and

select each line's

activate gadget

. Enough of that...Lets

try some examples...

Problem: Match all files which were created after Nov 7, 1983, but before Jan 15, 1985.

Solution: This will require two separate entries:

Date	07-11-83 00:00:00	In	Activate
Date	14-01-85 23:59:59	In	Activate

=====

Problem: Match all files which are unarchived, scripts.

Solution: Again, this requires to separate entries:

Protect	-a	In	Activate
Protect	s	In	Activate

=====

Problem: For the grand finale, find all files which:

- End in ".myfile",
- Were created on or after May 22, 1993,
- Are at least 25,000 bytes large, and
- Are executable

Solution: This example requires 4 separate lines:

Name	#?.myfile	In	Activate
Date	22-05-93 00:00:00	In	Activate
Size	+25000	In	Activate
Protect	e	In	Activate

See Also:

Pattern Match
 main window

1.151 MegaD v3.1 - by John L. Jones

```
In/Out Cycle Gadget (
  pattern match window
):
```

```
=====
```

This gadget can be a bit confusing. To explain its function, I'll provide a simple example using MegaD's

```
Sel Pattern
  command. Lets
```

say that you want to isolate all ".info" files in a directory from the other files in that directory. You could then set up the window in two separate ways.

Possibility #1 - using 'In':

```
=====
```

```
Name      #?.info    In    Activate
```

After selecting the <Use> gadget, all files ending in ".info" would be selected, and all other files would be unselected.

Possibility #2 - using 'Out':

```
=====
```

```
Name      #?.info    Out   Activate
```

After selecting the <Use> gadget, all files ending in ".info" would NOT be selected. Rather, MegaD would have selected all files which DID NOT end in ".info"

Using the above example, you should see that the In and Out options are merely opposites of each other.

See Also:

```
Pattern Match
  main window
```

1.152 MegaD v3.1 - by John L. Jones

```
Activate Gadget (
  pattern match window
):
```

```
=====
```

The pattern match window contains five allowable entries, however, only those entries whose <Activate> gadget have been selected, will be matched. In other words, without an entry's <Activate> gadget

selected, that pattern will not be searched for.

This feature allows you to save a few commonly searched for patterns without selecting them each time you perform a pattern match.

See Also:

Pattern Match
main window

1.153 MegaD v3.1 - by John L. Jones

```
'Path and Filename For Items Found' (
  pattern match window
):
```

=====

The <Path and filename for items found> string gadget occurs ONLY in the Find pattern match window. Refer to the

Find Command
for

a description of its function.

See Also:

Pattern Match
main window

Find
built-in command

1.154 MegaD v3.1 - by John L. Jones

```
'Remove' Gadget (
  pattern match window
):
```

=====

The <Remove> gadget is not present in all pattern match windows

In the

Filters +
pattern match window, the <Remove> gadget will be

present.

If you currently have a filter set, selecting the <Remove> gadget will remove that filter. Refer to the built-in commands

```

Filters +
and
Filters -
  for more information.

```

See Also:

```

Pattern Match
main window

Filters +
built-in command

Filters -
built-in command

Menu Options
/
Filter Directory...
menu item

Menu Options
/
Remove All Filters
menu item

```

1.155 MegaD v3.1 - by John L. Jones

```

Directories cycle gadget (
  pattern match window
):

```

=====
This cycle gadget is function dependent. For a description of how this gadget works, refer to the command which opened the pattern match window.

See Also:

```

Pattern Match
main window

```

1.156 MegaD v3.1 - by John L. Jones

```

Program Control Window - page 1:

```

=====
The idea behind the program control window is threefold:

- Basically, the upper left side of the window tells MegaD whether or not

it should use any files/directories which happen to be selected within directory windows during the execution of the command you're defining.

- The middle/bottom left side of the window has a few miscellaneous options concerning things like which screen the program should be started on.
- For the most part, the right side of the window is telling MegaD how it should "construct" the CLI command line that MegaD should launch the program as a CLI process).

```

Getfile
Gadget -----
|
|-----|
|
|           * Skip selected directories           Title
| Verify Title & Path/name
| |
|
|           * Skip selected files
|
| |
|
|           * Work without selected items           Path and Program name ←
|                                     | |
|
|           * Skip .info files
|
| <
| - |
|
|           * Combine all selected on one line Flags to add after Program ←
|           Name |
|
| Workbench screen to front at start
|
| |
|
|           MegaD screen to front at end           Text to append to end of ←
|           Command Line |
|
|           * Reload current directory at end
|
| |
|

```

```

* Query for destination filename   Redirect Output to a file or ↵
  device   |

|

Warn before launch

|

@ Place Program on MegaD Screen
  Accept Input from a file or device   |

|

@           CLI           ^

|

^

|           More...
|           Use
|           Cancel
|
-----|-----|-----
|           |           |
Execute Type   Screen Control
Cycle Gadget   Cycle Gadget

```

The check gadgets that have an '*' in front of the title of the gadget have no control over an AutoBoot. If you are completing the program control window for an autoboot, you should still complete these asterisk items. This is because you will be able to place a defined AutoBoot on one or more of the keypad gadgets. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

Go To Page 2 Of The Program Control Window

1.157 program control - skip selected directories

```

* Skip selected directories (
  program control window - page 1
):
=====

```

If this item is checked, any directory which is selected will be ignored. Most programs will want to ignore selected directories, therefore, you will most often want to select this item.

For example, a sound playing program cannot play a directory! A notable exception might be an archiving program (where you are concerned with archiving and unarchiving directories).

NOTE: This item has no control over an autoboot . If you are working on the program control window for an autoboot , you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets . When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.158 MegaD v3.1 - by John L. Jones

```
* Skip selected files (
  program control window - page 1
):
```

=====

If this item is checked, any file which is selected will be ingored As you might imagine, this is rarely checked. Most programs will want to work on a selected file.

For instance, if you link an IFF viewer into a numeric keypad , you want to be able to select an IFF data file, select the IFF viewer's numeric keypad gadget , and have the IFF viewing program display that "selected IFF file".

NOTE: This item has no control over an autoboot . If you are working on the program control window for an autoboot , you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets . When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.159 MegaD v3.1 - by John L. Jones

```
* Work without selected items (  
  program control window - page 1  
) :
```

=====
If checked, MegaD will call the program even if nothing is selected in a directory window during the call.

Why would you want this? Let's say that you frequently play Tetris when you're bored. You could assign a

```
  numeric keypad gadget  
  such that
```

it will run Tetris when clicked. Now Tetris doesn't load any user specified files (such as text files) or directories when it is run, so in this case, you would select the <Work without selected items> gadget.

NOTE: This item has no control over an autoboot . If you are working on the program control window for an autoboot

, you should
 still complete these asterisk items. This is because you will
 be able to place a defined
 autoboot
 on one or more of the

 numeric keypad gadgets
 . When used in conjunction with a
 keypad gadget, these '*' items will exert control over how
 programs are run.

See Also:

Program Control - Page 1
 window

Program Control - Page 2
 window

Command Lines And Program Control
 discussion

1.160 MegaD v3.1 - by John L. Jones

```
* Skip .info files (
  program control window - page 1
):
```

=====
 If checked, MegaD ignores selected .info files during the program call.
 Very few programs work on icon files, therefore, you will usually want
 to select this gadget.

Let's look at an example of when you wouldn't want this item checked.
 On my system, I have a program which will display the pictures
 associated with .info (icon) files. To use this program, you supply
 it an .info file, and it magically shows you its icon. In this example,
 you'd want to leave <Skip .info files> blank.

NOTE: This item has no control over an
 autoboot

. If you are working
 on the program control window for an
 autoboot

, you should
 still complete these asterisk items. This is because you will
 be able to place a defined
 autoboot
 on one or more of the

numeric keypad gadgets

. When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.161 MegaD v3.1 - by John L. Jones

```
* Combine all selected on one line (
  program control window - page 1
):
```

=====
Before, discussing exactly how this gadget works, you should realize that MegaD can launch a program two different ways...via a

```
Workbench
process, or as a
CLI task
```

. This is determined by a cycle gadget located in the lower left portion of the program control window

.

For now, it is enough for you to know of these two ways to launch a program. We will discuss Workbench vs CLI in more detail later.

If <Combine all selected on one line> is checked:

```
=====  
(1) And this program is launched via
    Workbench
    :
```

All selected items will be sent to the called program as a group of Workbench arguments. How the launched program handles these multiple arguments is really up to the program itself. Some programs will accept the multiple arguments. Others will not deal with multiple arguments and will ignore all but the first argument. Finally, some programs won't accept even a single argument.

```
(2) And this is a
    CLI launched
    program:
```

The selected information will be assembled into a CLI (Command Line Interface) command. A CLI command can be about 255 characters long. If all of the selected items can not be placed onto one line, MegaD will create extra lines, and recall the program until all selected items have been fed to the program (see

Command Lines and Program Control
for more information.)

If <Combine all selected on one line> is not checked:

=====

- (1) And this program is launched via
Workbench
:

All selected items will be fed to the called program one at a time. Each time the called program returns, the program will be re-called and given the next selected item. This mode has a high overhead due to the fact that the program must be reloaded for each call.

- (2) And this is a
CLI launched
program:

The selected information will be assembled into a CLI (Command Line Interface) command. MegaD will create a command line for each selected item and recall the program until all selected items have been fed to the program. This mode has a high overhead due to the fact that the program must be reloaded for each call (see

Command Lines and Program Control
for more
information.).

NOTE: This item has no control over an
autoboot
. If you are working
on the program control window for an
autoboot
, you should
still complete these asterisk items. This is because you will
be able to place a defined
autoboot
on one or more of the

numeric keypad gadgets
. When used in conjunction with a
keypad gadget, these '*' items will exert control over how
programs are run.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.162 MegaD v3.1 - by John L. Jones

```
Workbench screen to front at start (  
  program control window - page 1  
) :  
=====
```

If checked, MegaD will move the Workbench screen to the front position among all other screens running on the system. MegaD will do this when it launches the program.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

MegaD Screen To Front At End
program control gadget

1.163 MegaD v3.1 - by John L. Jones

```
MegaD screen to front at end (  
  program control window - page 1  
) :  
=====
```

If checked, MegaD will move the MegaD screen to the front position among all other screens running on the system. MegaD will do this when the launched program ends.

See Also:

Program Control - Page 1
window

Program Control - Page 2

window

Workbench Screen To Front At Start
program control gadget

1.164 MegaD v3.1 - by John L. Jones

```
* Reload current directory at end (
  program control window - page 1
):
```

=====

If this gadget is checked, MegaD will require that at least one

DEST
window be available on the screen. Once the launched program
returns, MegaD will reload the current directory and redisplay the
information in this

DEST
window. If the destination window was closed
during the process, it will be reopened.

Forced Destination: <Reload current directory at end> also forces the

DEST
window to become the current directory for the called program.
This is useful for programs that unarchive files into such directories.

If <Reload current directory at end> is not selected, the called
program is given its own home directory as its current directory. In
this case, no directory is reloaded once the launched program ends.

NOTE: This item has no control over an

autoboot
. If you are working
on the program control window for an
autoboot
, you should
still complete these asterisk items. This is because you will
be able to place a defined
autoboot
on one or more of the

numeric keypad gadgets
. When used in conjunction with a
keypad gadget, these '*' items will exert control over how
programs are run.

See Also:

Program Control - Page 1

window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.165 MegaD v3.1 - by John L. Jones

```
* Query for destination filename (
  program control window - page 1
):
```

=====

If checked, MegaD will require that at least one destination window be available on the screen. MegaD will then open a requester for you to input the filename to be used.

An example of when you might want to select this gadget is when creating a program control which will create an archive. In this case, you would like to select a number of files/directories, and then select your newly created "archive add" gadget. At that point, MegaD would ask you to supply the filename for the new archive. (see

Command Lines and Program Control
for more information.)

NOTE: This item has no control over an autoboot . If you are working on the program control window for an autoboot , you should still complete these asterisk items. This is because you will be able to place a defined autoboot on one or more of the numeric keypad gadgets . When used in conjunction with a keypad gadget, these '*' items will exert control over how programs are run.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.166 MegaD v3.1 - by John L. Jones

```
Warn before launch (
  program control window - page 1
):
```

=====

If checked, prior to launching the program, MegaD will open a requester verifying that you actually want to run the program. Why might you want to check this gadget?

Lets say that you created an ARexx program which automatically deletes all .info files in a selected directory. Lets further say that you link this ARexx program into a MegaD gadget. In this case, you might want to have 1 last chance to abort this program in the event you accidentally select the gadget. Warn before launch will provide that last chance.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

1.167 MegaD v3.1 - by John L. Jones

```
Screen Control cycle gadget (
  program control window - page 1
):
```

=====

When MegaD launches a program as a CLI process, it automatically opens a console window (see

execute type cycle gadget
) . The <Screen

Control cycle gadget> determines which screen that console window will be placed on.

Place Program on Workbench Screen:

=====

Place the console window for the CLI program on Workbench screen.

Place Program on MegaD Screen:

=====

Place the console window for the CLI program on MegaD screen.

NOTE: This gadget has no effect on programs which are launched as Workbench tasks (see execute type cycle gadget).

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Workbench Screen To Front At Start
program control gadget

MegaD Screen To Front At End
program control gadget

1.168 MegaD v3.1 - by John L. Jones

```
Execute type cycle gadget (
  program control window - page 1
):
```

=====

The purpose of the <execute type cycle gadget> is to determine what type of process MegaD uses to launch a program. The gadget has three possible settings...<CLI>, <CLI With Hold> and <Workbench>.

CLI:

===

Real People: MegaD executes this program as a CLI process.

For Techies: MegaD spawns a simple task to control the called program. This task executes the command line or lines that were created by the program control. If more than one command line was created for this call it will continue executing each line until the job is completed.

NOTE: For information on how MegaD builds a command line, refer to

Command Lines And Program Control

.

CLI With Hold:

=====

Real People: MegaD executes this program as a CLI process. Additionally, when the program is finished, MegaD will wait for you to press <return> or <Q>.

For Techies: MegaD spawns a simple task to control the called program. This task executes the command line or lines that were created by the program control. If more than one command line was created for this call the task will wait for a <return> to spawn the next task, or for input of the letter 'Q' to quit all remaining tasks. If the letter 'Q' is not entered it will continue calling each line until the job is completed.

NOTE: For information on how MegaD builds a command line, refer to

Command Lines And Program Control

.

Workbench:

=====

For All: MegaD spawns the program as a Workbench task. No command line is created. Only Workbench arguments are passed to the called program. Input and output channels are not supplied, so DO NOT use this call with programs that are CLI only type programs. The best way to know if this will work is if the program that you are setting up has an icon file (.info).

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.169 MegaD v3.1 - by John L. Jones

Verify Title & Path/Name (
program control window - page 1
) :

=====

As its title suggests, this gadget verifies the validity of the pathname in the

path and program name gadget

.

When you select this gadget, MegaD will check to see if the file specified in the

path and program name gadget

exists. If it does

exist, MegaD will tell you:

```

-----
| Title Path/name are good |
|                           |
|           -----         |
|           | Continue |    |
|           -----         |
|                           |
-----

```

If MegaD can't find the file, then it will tell you:

```

-----
| Could not access Path and Program name |
|                           |
|           -----         |
|           | Continue |    |
|           -----         |
|                           |
-----

```

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

1.170 MegaD v3.1 - by John L. Jones

```

'Title' string gadget (
  program control window - page 1
):

```

=====

You must define a unique title for each program control. This title should be one that will remind yourself what the program control function does. Though the room for the title is large, it is best to keep it to 12 characters or less. This way the title will be completely visible if the program control is attached to a

numeric keypad gadget

.

See Also: -

1.171 MegaD v3.1 - by John L. Jones

```
'Path and Program name' string gadget (
  program control window - page 1
):
```

=====

This should contain the complete path and filename of the executable file for this program control. You can verify that the pathname in this gadget is valid by selecting the

```
Verify Title & Path/name
  gadget
```

at the top of the program control window.

See Also:

```
Program Control - Page 1
  window
```

```
Program Control - Page 2
  window
```

1.172 MegaD v3.1 - by John L. Jones

```
square shaped getfile gadget (
  program control window - page 1
):
```

=====

As an alternative to manually entering the path/filename into the

```
Path and Program Name
```

string gadget, you can use the square shaped gadget located immediately to the right of the

```
Path and Program Name
```

gadget. When you select this square gadget, MegaD opens a file requester, allowing you to select the appropriate file using a mouse.

See Also:

```
Program Control - Page 1
  window
```

```
Program Control - Page 2
  window
```

1.173 MegaD v3.1 - by John L. Jones

```
Flags to add after Program Name (
  program control window - page 1
):
```

```
=====
```

Often, programs will allow you to specify special actions at "run-time". To do so, these programs will accept arguments, usually in the form of flags or text [-f -a PUBSCREEN=TERM]. If a program allows these arguments, and if it requires they be placed immediately after the program name, you can place them in the <Flags to add after Program Name> string gadget. MegaD will automatically add them after the program name when it launches the program. For information on how MegaD builds a command line, refer to

```
Command Lines And Program Control
```

```
.
```

Lets take the popular archiving program LhA as an example. If you desired to extract the files from an archive, you might enter the following command in a shell window:

```
LhA e Work:MyArchive Ram:
```

Where: "e" is the flag telling LhA to extract files from an archive,

"Work:MyArchive" is the archive that you want extracted, and

"Ram:" is the destination in which you'd like the extracted files placed.

To set this up in MegaD, you would want the flag "e" to immediately follow the program name (LhA). As a result, you would place "e" (without the quotes) in this string gadget.

See Also:

```
Program Control - Page 1
window
```

```
Program Control - Page 2
window
```

```
Command Lines And Program Control
discussion
```

1.174 MegaD v3.1 - by John L. Jones

Text to append to end of Command Line (
program control window - page 1
):

=====

Often, programs will allow you to specify special actions at "run-time". To do so, these programs will accept arguments, usually in the form of flags or text [-f -a PUBSCREEN=TERM]. If a program allows these arguments, and if it requires they be placed at the end of the command, you can place them in the <Text to append to end of Command Line> string gadget. MegaD will automatically add them to the end of the command created to launch the program. For information on how MegaD builds a command line, refer to

Command Lines And Program Control

.

Using the archiving program LhA as an example, if you wanted to extract files from an archive, into the "Ram:" directory, you might enter the following into a shell window:

```
LhA e Work:MyArchive Ram:
```

Where: "e" is the flag telling LhA to extract files from an archive,

"Work:MyArchive" is the archive that you want extracted, and

"Ram:" is the destination in which you'd like the extracted files placed.

Now lets concentrate solely on the "Ram:" portion of the above command. If you knew that you ALWAYS wanted extracted files placed in ram:, you could merely place "Ram:" (without the quotes) in the <Text to Append to the end of Command Line> string gadget.

On the other hand, if you don't always want extracted files placed in ram:, then leave this string gadget blank. In this case, files will be extracted into whichever directory window is selected as the destination (by the DEST gadget in the directory windows).

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.175 MegaD v3.1 - by John L. Jones

```
Redirect Output to a file or device (  
  program control window - page 1  
) :
```

=====
For those of you who understand AmigaDOS redirection, place the filename/device for the redirected output into this string gadget. A commonly used redirection output device is PRT: which forces the output information to be sent to the printer.

Redirection is a complex issue, and is more fully explained in your AmigaDOS manual.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.176 MegaD v3.1 - by John L. Jones

```
Accept Input From a file or device (  
  program control window - page 1  
) :
```

=====
Redirected input is unusual, and unless you are sure of what you are doing you should probably not use this. What happens is this. If the called program requires any information from the console window, it will instead be given what ever information is found in the input file specified in this string gadget.

Redirection is a complex issue, and is more fully explained in your AmigaDOS manual.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

Flags to add after Program Name
 gadget on page 1 of the program
 control window. If you select the <Query for 'Flags to Add'>
 gadget, then prior to launching the program, MegaD will query you
 for any flags to add immediately following the program name in
 the command line.

There's only one difference between <Query for 'Flags to Add'> and

Flags to add after Program Name
 . <Query for 'Flags to Add'> gives
 the user the ability to decide which flags to use AT THE TIME OF
 PROGRAM EXECUTION, rather than at the time the program control is
 created.

For information on how MegaD builds a command line, refer to

Command Lines And Program Control

.

See Also:

Program Control - Page 1
 window

Program Control - Page 2
 window

Command Lines And Program Control
 discussion

1.179 MegaD v3.1 - by John L. Jones

Query for 'Text to append' (
 program control window - page 2
):

=====

The <Query for 'Text to append'> gadget is similar to the

Text to append to end of Command Line
 gadget located on the
 1st page of the program control window. If you select the
 <Query for 'Text to append'> gadget, then prior to launching
 the program, MegaD will query you for any text you'd like
 added to the end of the command line.

There's only one difference between the two. <Query for
 'Text to append'> gives the user the ability to decide which
 text to use AT THE TIME OF PROGRAM EXECUTION, rather than at
 the time the program control is created.

For information on how MegaD builds a command line, refer to

Command Lines And Program Control

.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

Command Lines And Program Control
discussion

1.180 MegaD v3.1 - by John L. Jones

```
Console window string (
  program control window - page 2
):
```

=====

Whenever MegaD launches a program as a
CLI process
, it automatically

opens a console window. This string gadget allows you to specify the location and dimensions of this console window. If you leave this string gadget blank, MegaD automatically chooses a default location and size for the console window. If, on the other hand, you want to set the size and location of this window, use the following format for a string:

```
CON:10/22/150/200
```

```
CON - Means console window.
10  - Window left edge (in pixels).
22  - Window top edge (in pixels).
150 - Window width (in pixels).
200 - Window height (in pixels).
```

There's actually an easier way to define the location and size of the console window. Immediately to the right of the <Console window string> gadget, you should see a

```
gadget resembling a window's 'close gadget'
```

.

If you single-click on this

```
'close gadget'
```

```
, then a new window appears
```

on the screen. The window is titled, "Adjust window to proper size, then close". Do just that...size and place that window to the exact location and dimensions that you'd like the console window to be, then

close the window. Once you close the window, a string defining that window's dimensions will appear in the <Console window string> gadget.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

1.181 MegaD v3.1 - by John L. Jones

```
close sizing gadget (
  program control window - page 2
):
```

=====

Whenever MegaD launches a program as a CLI process, it automatically opens a console window. This "close window" sizing gadget allows you to define the location and dimensions of this console window.

If you single-click on this "close" gadget, then a new window appears on the screen. The window is titled, "Adjust window to proper size, then close". Do just that...size and place that window to the exact location and dimensions that you'd like the console window to be, then close the window. Once you close the window, a string defining that window's dimensions will appear in the Console window string gadget.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

1.182 MegaD v3.1 - by John L. Jones

```
Stack Size (
  program control window - page 2
):
```

=====

This gadget, as you might suspect, allows you to alter the size of the stack allocated for this program. When MegaD launches a program,

it uses the following priority to determine stack size:

1. Stack size set in
page 2 of the program control window
.
2. If the user doesn't enter a stack size in the program control window, then MegaD uses the stack size specified in the launched program's associated icon. (MegaD will use this method even if the program was launched as a CLI process).
3. If the program doesn't have an associated icon, MegaD uses it's own stack size - that is, whatever you have set for MegaD's stack, will be set for the newly launched program.
4. MegaD will ensure that the stack size is at least 4096 bytes.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

1.183 MegaD v3.1 - by John L. Jones

Command Lines and Program Controls (
program control window - page 1
):

=====

Now I'd like to warn those of you who are not too CLI knowledgable, or who are faint of heart, that the following won't be easy...On the other hand, a basic understanding of this is necessary to configuring MegaD.

When working with AmigaDOS and CLI command lines, MegaD must create full sentences (command lines) in order to tell the called program exactly what the user wants done. MegaD uses all of the information in the program control string gadgets. Additionally, it uses information from files selected within directory windows. To form a command line, MegaD pieces all of this information together in the following order:

Path and Program Name
>
Redirect Output to a file or device
<
Accept Input From a file or device

Flags to add after Program Name

-or-

Query for 'Flags to add'

Query for destination filename

complete filenames of selected files

Text to append to end of Command Line

-or-

Query for 'Text to append'

I'm going to attempt to "diagram" a complete CLI command in the same manner in which MegaD would create it: ←

Path and Program Name

Accept Input From a file or device

Flags to add after Program Name

Query for 'Flags to add'

Query for destination filename

Text to append to end of Command Line

Query for 'Text to append'

This represents the file(s) selected within directory window(s)

Redirect Output to a file or device

* Skip selected directories Title
Verify Title & Path/name

Work:Crunchers/LhA >NIL: <NIL: e Work:Archives/MegaD.LhA Ram:

|
|
|

* Skip selected files

LhA Unpack

|

* Work without selected items Path and Program name ↔

|

* Skip .info files

Work:Crunchers/LhA

|

* Combine all selected on one line Flags to add after Program ↔

Name |

Workbench screen to front at start

e

|

MegaD screen to front at end Text to append to end of ↔

Command Line |

* Reload current directory at end

Ram:

|

* Query for destination filename Redirect Output to a file or ↔

device |

Warn before launch

NIL:

|

@ Place Program on MegaD Screen

Accept Input from a file or device |

@ CLI

NIL:

|

More...

|

Use

Cancel

|

The is program control reflect the command line listed above
(we are only concerned with the right side of the program control
window here - you'd still need to fill out the left side):

Sorry you had to experience all that, but the formation of a command
line is fairly complex, and I had to supply this information somewhere.

See Also:

Program Control - Page 1
window

Program Control - Page 2
window

1.184 MegaD v3.1 - by John L. Jones

MegaD Main Preferences Window:

=====

This is a depiction to the main preferences window for MegaD. To utilize
MegaD to its full potential, you will become intimately familiar with all
the preferences windows.

This window serves merely as a "table of contents" for the different
preference areas available under MegaD.

	Colors...	
	Defaults...	
	Display...	
	Keypads...	
	Menus & Devices...	
	Miscellaneous...	
	Print...	

```

                Screen...
                |
|               |               |
|               |               |
                |               |
                Save
                Use
                Cancel
                |
-----

```

See Also: -

1.185 MegaD v3.1 - by John L. Jones

'Colors' preferences:

=====

When you reach the <Colors> preferences window, you will be afforded the opportunity to select the colors to display the following:

1.3 / 2.0 Colors Switch:

=====

MegaD is capable of determining what operating system you are running. Additionally, if the <1.3 / 2.0 Colors Switch> is selected, MegaD will automatically select appropriate colors for MegaD, based upon which operating system it detects. If you prefer to override MegaD's automatic color selection, deselect this switch and manually select your desired colors.

Directory Window Colors:

=====

Directory: The color in which directory items will appear within directory windows.

File: The color in which file items will appear within directory windows.

Selected: The background color of items which are selected within directory windows.

Unselected: The background color of items which are not selected within directory windows.

Text Window Colors:

=====

Text: The foreground color in which text will be displayed when using MegaD's text file viewer.

Background: The background color in which text will be displayed when using MegaD's text file viewer.

Other Colors:

=====

Titles: The foreground color in which various titles within various windows will be displayed. These titles vary from window to window.

Information: The foreground color in which miscellaneous information will be displayed. This varies from window to window.

Border 1: The color in which the upper-left border of unselected gadgets will be displayed. Most folks will want to set this to white.

Border 2: The color in which the lower-right border of unselected gadgets will be displayed. Most folks will want to set this to black.

Gadget Colors:

=====

Gadget Back: The background color inside unselected gadgets.

Gadget Text: The color in which gadget text is displayed.

Changing MegaD screen colors:

=====

MegaD allows you to set the screen colors for when MegaD opens its own public screen. The colors are set from a small program found with MegaD called MDPalette. You may start MDPalette by first opening a Directory Window that contains the program MDPalette and double clicking the MDPalette.info file or you could create a User Gadget that would call MDPalette.

Once MDPalette is running on the MegaD screen you may adjust the colors to your liking and then use the save gadget. MDPalette defaults the saved name as MegaD.plt. You have the option to save this file as other names but MegaD will only read the settings from the filename MegaD.plt.

Once this is done MegaD will read the palette settings each time it needs to open a screen.

See Also:

Preferences
main window

1.186 MegaD v3.1 - by John L. Jones

'Defaults' preferences:

=====

	Auto resize windows	
	Save defaults at closing	
	Auto update windows	
	Save window positions	
	Confirm quit	
	Simple refresh windows	
	Display memory, date, time	
	Warn before copy	
	Display file, directories, bytes	
	Warn before delete	
	Iconfy at start	
	Warn before move	
	Keep active window to front	
	Warn if deleting protected file	
	Last active window is destination	
	Warn if replacing larger file	
	Place tool icon & menu on Workbench	
	Warn if replacing newer file	

```

Messages off

Warn if replacing file          |
|

Panic button window

Warn if replacing preference file |
|

Return keypad to unshifted

F10 Closes control window      |
|

Use

Cancel
|
-----

```

See Also:

```

Other Flags Set from ARexx

Preferences
main window

```

1.187 MegaD v3.1 - by John L. Jones

```

Other Flags Set from ARexx:
=====

```

When adding features to MegaD and ways to customize the way the program works from one user to the next, one of the biggest overhead is creating a way for the user to set those settings. With the release of 3.1 I have decided to try a slightly deferent approach. All of the internal preference settings of MegaD can be changed from ARexx with very simple ARexx programs. The following settings can only be set from ARexx and each example is fully functional and commented:

```

----- Cut -----
/*
MegaD has the ability to launch ARexx programs. This can be
done in a number of ways. This program will let you set the
action MegaD performs when you double click and ARexx program
from a Directory Window.
*/

ADDRESS MEGAD

/*
Tell MegaD to only View ARexx programs when an ARexx script is
double clicked.

```



```

*/

SetFlag 123 1

/*
The '123' of the above command tells MegaD which flag to
changed. The '1' is the value that the flag to be changed to.
This flag can be set to the following values.
'0'    Launch or View ARexx scripts when double clicked
'1'    Always view ARexx scripts when double clicked
'2'    Always launch ARexx scripts when double clicked
*/
----- Cut -----
/*
MegaD will warn you if you are attempting to load a text file
into a Text Window. You can turn it off by using this ARexx
program.
*/

ADDRESS MEGAD

/*
Turn off warnings before loading HEX files into View Text
Windows.
*/

SetFlag 124 1

/*
The '124' of the above command tells MegaD which flag to
changed. The '1' is the value that the flag to be changed to.
This flag can be set to the following values.
'0'    Warn before loading a HEX file into a Text Window
'1'    No Waring before loading a HEX file into a Text Window
*/
----- Cut -----

```

1.188 MegaD v3.1 - by John L. Jones

```

Prefs Defaults
- Auto Resize Windows:
=====

```

When you select <Auto Resize Windows> (assuming you have also selected the menu item

```

    Windows
    /
    Use Overlap Locations
    , then

```

MegaD will automatically size directory windows to the exact

size needed to display all information. In other words, the

directory windows
will display all files and directories,
without using excess space.

See Also:

Defaults
preference window

1.189 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Auto Update Windows:

=====

If you select <Auto Update Windows>, then MegaD will re-read the
contents of a directory every time its
directory window
is opened.

Refer to

buffered directories
for further explanation.

See Also:

Defaults
preference window

1.190 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Confirm Quit:

=====

If you select <Confirm Quit>, then anytime you attempt to quit
MegaD, the following requester will verify that you REALLY do
want to quit.

```

-----
|   Quit  MegaD   |
|  -----  ----  |
| | Yes | | No | |
|  -----  ----  |
-----

```

See Also:

Defaults
preference window

Quit
built-in command

Project
/
Quit
menu item

1.191 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Display Memory, Date, Time:
=====

If you select <Display memory, date, time>, then MegaD will intermittantly display the following information in the screen's title bar:

C: 610,304 F: 1,140,304 L: 752,376 T: 1,750,608 06-02-93 19:37:46

Where C = amount of chip memory available
F = amount of fast memory available
L = largest continuous chunk of memory available
T = total amount of memory available (chip & fast)

This information will be intermittantly displayed, and will only be displayed when a MegaD window is active.

See Also:

Defaults
preference window

1.192 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Display File, Directories, Bytes:
=====

If you select <Display file, directories, bytes>, MegaD will intermittantly display the following information in the screen's title bar:

Files: 5 Dirs: 2 Bytes: 1,547,329 FSpace: 14,371,259

Where: Files = total files selected -or- source files selected
Dirs = total dirs selected -or- source dirs selected
Bytes = total bytes selected -or- source bytes selected

FSpace = free space available on destination volume

This information will be intermittantly displayed, and it will only be displayed when a MegaD window is active.

Refer to the section covering

MegaD's main window files selected area
for a more indepth discussion of this subject.

See Also:

Defaults
preference window

1.193 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Iconify At Start:

=====

If you select <Iconify at start>, then when MegaD is run, it will automatically

iconify
itself into an
application icon
.

See Also:

Defaults
preference window

Iconify
built-in command

Project
/
Iconify
menu item

Application Icons
discussion

1.194 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Keep Active Window To Front:

=====

If you select <Keep active window to front>, then MegaD will automatically move any newly selected directory window or text window to the front of the screen.

I want to draw a distinction between the active window and a destination window:

A destination window is any directory window (possibly more than 1) whose

DEST gadget is selected. Destination windows have nothing to do with the <Keep active window to front> gadget.

An active window is THE directory window (only 1) in which the mouse was last clicked. You can recognize it by the fact that its border is a different color from all non-active windows on the screen. The <Keep active window to front> preference deals with this window.

This will have no affect on moving MegaD's main window to the front.

See Also:

Defaults
preference window

1.195 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Last Active Window Is Destination:

=====
This preference is a bit difficult to put into words, so I'll attempt to explain it using an example.

1. <Last active window is destination> selected:
=====

To start this example, lets say you don't have any directory windows open on your screen.

- You open a directory window for your <Work:> directory. The Amiga automatically makes this directory window the screen's

active window (as is evident by its colored border).

This directory IS NOT the
 DEST
 window (because it wasn't the
 last active window - on the contrary, it is the current active
 window).

- You open a new
 directory window
 for your <Ram:> directory. The
 Amiga automatically makes the <Ram:>
 directory window
 the
 screen's active window (<Work:> is no longer the screen's active
 window).

At this time, <Ram:> (the currently active window) is a source
 window, and <Work:> (the "last" active window) is the
 DEST
 window.

- Clear as mud???

Why would you want a setup like this? If you choose to work with
 only two

directory windows
 open on the screen, this setup would
 be convenient. Operations such as copying a file would be simple
 because, the moment you select the file to copy, the other directory
 becomes the destination.

2. <Last active window is destination> IS NOT SELECTED:

=====
 This one's easy to explain. Whichever
 directory window
 is the
 screen's active window, is also the
 DEST
 window.

If you plan on running MegaD with 3 or more
 directory windows
 open at once, I'd suggest running in this mode.

See Also:

Defaults
 preference window

1.196 MegaD v3.1 - by John L. Jones

Prefs Defaults
 - Place Tool Icon & Menu On Workbench:
 =====

If you select the <Place tool icon & menu on workbench>, MegaD will, upon startup, place an
 appicon
 on the Workbench screen. It will
 also place two menu items in your Workbench Utilities menu:

Call MegaD
 Quit MegaD

NOTE: This preference will not take place until you have

- (1) Saved the preference, and
- (2) Restarted MegaD.

Don't be confused if you save this preference and don't see an immediate
 appicon
 or menu items. They won't appear
 until the next time you start up MegaD.

See Also:

Defaults
 preference window

1.197 MegaD v3.1 - by John L. Jones

Prefs Defaults
 - Messages Off:
 =====

Many MegaD functions will generate information only messages. You can generally recognize these messages because the only gadget they contain is a <Continue> gadget.

If you select <Messages Off>, then MegaD will suppress these informational messages.

NOTE: The information in these messages usually explains why a task or function failed to work properly. If you select <Messages Off>, you may be asking for confusion, since a failed process won't explain itself for you.

See Also:

Defaults
preference window

1.198 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Panic Button Window:

=====

It's probably safe to say that we've all experienced that sinking panic...you know right after you depress the return key to delete a directory. For a split second, you're afraid that you might be deleting the wrong directory.

MegaD provides a method to minimize damage when you get this sick-to-your-stomach feeling. It's called the panic window.

If you select the <Panic button window> in
default preferences

,
then whenever you initiate a delete, copy, move... operation, MegaD opens a window called the panic window. The panic window looks like the following:

```

-----
|
|
|
|
|
|
|
| Deleting File DpaintIV.info
| Deleting File Excellence!.info
| Deleting File Games.info
|-----
|
|                Suspend
|
|                Cancel
|
-----

```

What the panic window allows is for you to immediately "suspend" or "cancel" the current operation, thereby minimizing damage.

NOTE: Whatever actions have occurred prior to suspending or cancelling the operation, are done...forever. The panic window will not allow "undoing" an operation. It merely prevents the damage from being too great.

See Also:

```

Defaults
preference window

Panic
/
STOP PROCESS
menu item

Panic
/
CANCEL PRINT
menu item

Panic
/
CANCEL ALL PRINT
menu item

Cancel
panic window button

Suspend
panic window button

```

1.199 MegaD v3.1 - by John L. Jones

Panic Window - 'Suspend' gadget:

=====

When you select the <Suspend> gadget, MegaD temporarily stops whatever operation it is currently performing. You will be able to recognize the temporary suspension of the process because the <Suspend> gadget will be highlighted. Additionally, any text scrolling through the panic window will stop.

At that point, you have one of two options:

- (1) Continue the process by deselecting the <Suspend> gadget.
- (2) Terminate the process by selecting the panic window's Cancel gadget.

See Also:

```

Defaults
preference window

Panic
/

```

```

STOP PROCESS
menu item

Panic
/
CANCEL PRINT
menu item

Panic
/
CANCEL ALL PRINT
menu item

Panic Button Window
defaults preference

Cancel
panic window button

```

1.200 MegaD v3.1 - by John L. Jones

Panic Window - 'Cancel' gadget:

=====

When you select the panic window's <Cancel> gadget, MegaD opens the following window:

```

-----
|   Are you sure that you   |
| want to cancel this task? |
| -----                |
| | Yes |                  | No | |
| -----                |
-----

```

If you answer <Yes> at this point, then MegaD completely stops the current operation, however, MegaD will not "undo" any actions that have already been accomplished. NOTE: You can determine what actions MegaD has already accomplished by reading the text inside the

panic window

If you answer <No> to this request, then MegaD will continue with the process.

See Also:

```

Defaults
preference window

```

```

Panic
/
STOP PROCESS
menu item

```

```

Panic
/
CANCEL PRINT
menu item

Panic
/
CANCEL ALL PRINT
menu item

Panic Button Window
defaults preference

Suspend
panic window button

```

1.201 MegaD v3.1 - by John L. Jones

```

Prefs Defaults
- Return Keypad To Unshifted:
=====

```

MegaD offers two ways of selecting the <Ctrl>, <Shift> and <Alt>

```

numeric keypads
. You can hold down the appropriate key on the
keyboard, or you can select the
C
,
S
or
A
gadgets in MegaD's

main window
.

```

The <Return keypad to unshifted> preference deals solely with the times you use the mouse to select the

```

C
,
S
or
A
gadget.

```

<Return keypad to unshifted> selected:

```

=====

Lets say that you use the mouse to select the
C
bank of numeric

```

keypad
gadgets, and then you execute a command on one of the keypad
gadgets.

As soon as the command is finished, the MegaD main window will
automatically return from the

C
bank to the original bank of
gadgets.

<Return keypad to unshifted> NOT SELECTED:

=====

Again, lets say you use the mouse to select the

C
bank of numeric

keypad
gadgets, and then you execute a command on one of the keypad
gadgets.

The MegaD main window will remain on the

C
bank of
numeric keypad
gadgets after the command is finished.

See Also:

Defaults
preference window

1.202 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Save Defaults At Closing:

=====

If you select <Save defaults at closing>, MegaD will automatically
save the current preference settings prior to quitting.

See Also:

Defaults
preference window

Save Preferences
built-in command

Menu Project
/

Save Preferences

1.203 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Save Window Positions:

=====

If you select <Save Window Positions>, then MegaD will remember the locations of requesters. Each time MegaD needs to open that requester, it will do so in the position it last remembered.

If you choose not to select this preference, then MegaD attempts to open requesters directly under the current mouse position.

See Also:

Defaults
preference window

1.204 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Simple Refresh Windows:

=====

For folks tight on memory, selecting the <Simple refresh windows> preference can help.

When you use simple refresh windows, you save memory at the expense of slower refresh rates when moving, sizing, and uncovering windows.

See Also:

Defaults
preference window

1.205 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Warn Before Copy:

=====

When <Warn before copy> is selected, a requester similar to the following opens before any copy operation is commenced:


```

|   -----   |
| |  Yes  |   |   | No |   |
|   -----   |   |-----|
-----

```

The purpose behind this second requester is to "catch your eye". Every now and then you will have selected files in multiple directories - thinking that you only have files in 1 directory selected. If you attempt to delete files in this situation, this "catchy" will make you think before you delete!

See Also:

Defaults
preference window

Delete
built-in command

1.207 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Warn Before Move:

=====

When <Warn before move> is selected, a requester similar to the following opens before any move operation is commenced:

```

-----
|           1 File/s marked for move           |
|           0 Directory/ies marked for move     |
|   To be moved to 2 directory window/s       |
|                   Continue                   |
|-----|
|   -----   |
| |  Yes  |   |   | No |   |
|   -----   |   |-----|
-----

```

See Also:

Defaults
preference window

Move
built-in command

Move As
built-in command

1.208 MegaD v3.1 - by John L. Jones

```
Prefs Defaults
- Warn If Deleting Protected File:
=====
```

When <Warn if deleting protected file> is selected, a requester similar to the following opens for every write protected file that MegaD attempts to delete:

```
-----
|   File MyFile   |
|   is protected  |
| Delete Anyway  |
|-----|
|   -----   |
| | Yes | | No | |
|   -----   |
|-----|
```

See Also:

```
Defaults
preference window
```

```
Delete
built-in command
```

```
Set Protect
built-in command
```

```
Show
/
Show Protection
menu item
```

1.209 MegaD v3.1 - by John L. Jones

```
Prefs Defaults
- Warn If Replacing Larger File:
=====
```

When <Warn if replacing larger file> is selected, a requester similar to the following opens whenever you attempt to replace a file with a larger one:

```
-----
| You will be replacing |
|   the larger file   |
|   MyBigFile         |
|   in directory     |
|-----|
```



```

|           Ram:           |
|         Replace it?     |
|-----|
|  -----  |
| | Yes |      | No | |
|  -----  |
|-----|

```

See Also:

```

    Defaults
    preference window

```

1.210 MegaD v3.1 - by John L. Jones

```

    Prefs Defaults
    - Warn If Replacing Newer File:
=====

```

When <Warn if replacing newer file> is selected, a requester similar to the following opens whenever you attempt to replace a newer file with an older one:

```

-----
| You will be replacing |
|   the newer file     |
|     MyNewFile        |
|   in directory       |
|     Ram:              |
|   Replace it?        |
|-----|
|  -----  |
| | Yes |      | No | |
|  -----  |
|-----|

```

See Also:

```

    Defaults
    preference window

```

1.211 MegaD v3.1 - by John L. Jones

```

    Prefs Defaults
    - Warn If Replacing File:
=====

```

When <Warn if replacing file> is selected, a requester

similar to the following opens whenever you attempt to replace any file with another:

```

-----
| You will be replacing |
|      AnyFile         |
|    in directory     |
|      Ram:           |
|    Replace it?     |
|-----|
|  -----  |
| | Yes |   | No | |
|  -----  |
|-----|

```

See Also:

Defaults
preference window

1.212 MegaD v3.1 - by John L. Jones

Prefs Defaults
- Warn If Replacing Preference File:

=====

When you select the <Warn if replacing preference file> option, a requester similar to the following will appear if you attempt to replace a preference file using MegaD's

Save Preferences

,

or

Save As...
commands:

```

-----
| You will be replacing |
|      MegaD2.pf       |
|      Continue       |
|-----|
|  -----  |
| | Yes |   | No | |
|  -----  |
|-----|

```

See Also:

Defaults
preference window

Save As...
built-in command

Save Preferences
built-in command

1.213 MegaD v3.1 - by John L. Jones

Prefs Defaults
- F10 Closes Control Window:

=====

The F10 key can function in two manners, depending upon the status of this preference:

<F10 closes control window> selected:

=====

Many (if not most) of MegaD's commands can be initiated from the keyboard. For that reason, MegaD's main window is not really a necessity (provided at least one directory window is already open).

Assuming AT LEAST 1 directory window is open, pressing the F10 key, closes the MegaD main window . It will not close any open directory windows . Additionally, it will NOT create a MegaD appicon.

At this point, you must either use the keyboard to execute MegaD commands, or you must select the F10 key again (to get the window back).

(NEW 2.x) This attribute also works with gadget sets . If you define any gadget set with the Open At Startup pref, and this item is checked, then MegaD will open the gadget set instead of the main control window .

<F10 closes control window> NOT SELECTED:

=====

Under this configuration, depressing the F10 key will move MegaD's
 main window
 to the back of the screen. Pressing it a second time
 will return the MegaD window to the front of the screen.

See Also:

Defaults
 preference window

1.214 MegaD v3.1 - by John L. Jones

'Display' preferences:

=====

```

-----
|
| Date format                                Directory listing order  |
|
|      @      mm/dd/yy
|
|      @      List directories first
|
| 1000 Separator                            Order of file information |
|
|      @      1,000,000
|
|      @ 1
|      Name                                |
|
|      Use Today / Yesterday
|      @ 2
|      Size                                |
|
|      12 Hour Clock
|      @ 4
|      Date                                |
|
|      Decimal is Comma
|      @ 5
|      Protection                            |
|

```

```

@ 3
Comment |
| ----- |
| | Name 64000 Comment Jun 03 93 13:40:18 ----rwed | |
| ----- |
| |
|
|
Use
Cancel
|
-----

```

See Also:

Preferences
main window

1.215 MegaD v3.1 - by John L. Jones

Prefs Display
- Date Format:

=====

The <Date Format> cycle gadget specifies what format you would like MegaD to display all dates. Possibilities include:

mm/dd/yy	05-30-93
dd/mm/yy	30-05-93
yy/mm/dd	93-05-30
dd/mm/yy	30-May-93

See Also:

Display
preference window

Use Today Yesterday
display preference

Menu Show
/
Date
menu item

Display Memory, Date, Time
defaults preference

1.216 MegaD v3.1 - by John L. Jones

```
Prefs Display
- 1000 Separator:
```

```
=====
```

The <1000 Seperator> cycle gadget specifies what format you would like MegaD to use when displaying numbers. Possibilities include:

```
1,000,000
1.000.000
1 000 000
1000000
```

Each of the above examples represents one million.

See Also:

```
Display
preference window
```

1.217 MegaD v3.1 - by John L. Jones

```
Prefs Display
- Use Today Yesterday:
```

```
=====
```

When <Use today/yesterday> is selected, MegaD displays files created today and yesterday with the strings "Today" and "Yesterday", instead of using the normal date string.

Additionally, MegaD will display file creation dates between 2 days and 7 days prior, with "Sunday", "Monday", "Tuesday", etc.

Any file created greater than 7 days prior will use the standard date string.

This feature functions only under Workbench 2.0 or higher.

See Also:

```
Display
preference window
```

```
Date Format
display preference
```

```
Menu Show
/
Date
menu item
```

Display Memory, Date, Time
defaults preference

1.218 MegaD v3.1 - by John L. Jones

Prefs Display
- 12 Hour Clock:

=====

When <12 Hour Clock> is selected, MegaD display's time using hours 1-12 and AM/PM.

When <12 Hour Clock> is not selected, MegaD displays time using hours 00-23, and omits AM/PM.

See Also:

Display
preference window

Menu Show
/
Date
menu item

Display Memory, Date, Time
defaults preference

1.219 MegaD v3.1 - by John L. Jones

Prefs Display
- Decimal Is Comma:

=====

Since MegaD doesn't display floating point information, this gadget has no effect. It is included in the event MegaD ever needs to display decimal points.

See Also:

Display
preference window

1.220 MegaD v3.1 - by John L. Jones

```

Prefs Display
- Directory Listing Order:
=====

```

The <Directory Listing Order> cycle gadget controls whether files are listed before, after, or intermixed with directories within the

```

directory windows
.

```

The following possibilities exist:

```

List directories first
List files first
List items mixed

```

See Also:

```

Display
preference window

```

1.221 MegaD v3.1 - by John L. Jones

```

Prefs Display
- Order Of File Information:
=====

```

<Order of file information> incorporates five separate cycle gadgets, labelled <Name>, <Size>, <Date>, <Protection> and <Comment>.

Using these gadgets, you can specify the order in which MegaD displays these items inside

```

directory windows
. Items will be listed with the

```

lowest numbered item to the left, and the highest numbered item to the right of

```

directory windows
.

```

NOTE: Simply because these items are numbered doesn't mean that they will necessarily be displayed inside

```

directory windows
. Use

```

MegaD's

```

show menu
to toggle these items on and off inside

```

```

directory windows
.

```


See Also:

Display
preference window

Show
menu

1.222 MegaD v3.1 - by John L. Jones

'Keypads' preferences - Built In's:

=====

This window is one of the most powerful within MegaD. I'll try to describe it's major features:

```
|
|
|           ABoot Add
|
|           Clr Pattern
|
|           Create Dir
|
|           Filters +
|
|           Label
|
|           Output File
|           |
|
|           ABoot Edit
|
|           Clr Src
|
|           Delete
|
|           Filters -
|
|           Label Align
|
|           Output Prt
|           |
|
|           Clear All
|
|           ClrSrcDir
|
|           DirCloseWin
```

Find

Label Times

Print Spool

|

Close Wind

ClrSrcFile

DirOpenWind

Free Volume

Move

Prt Text

|

Clr ABoot

Copy

Duplicate

Go Deep

Move As

Quit

|

Clr Dir

Copy As

Export File

Iconify

Open Window

Relabel

|

Clr Files

Copy/Format

File Commen

Lab. Modify

Open...

Rename

| |
| @ Page 1 |

| C
| |
| @ Built In's

| |
| Add
| Delete

| S
| |
| Modify

| |

```

                A
                |
|               |
|               |
                |
                Hot Key
                Use
                Cancel
                |

```

Configuring Numeric Keypad Gadgets:

=====

In the lower right corner of the window is a representation of the

```

                numeric keypad gadgets
                . You can configure any command available in
the upper portion of this window onto these
                numeric keypad gadgets
                .

```

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the

```

                7 different types of gadgets
                .

```

You can create gadgets using the

```

                Add Gadget
                and then configure them

```

into the

```

                numeric keypad gadgets
                .

```

You can alter certain types of gadgets, including gadget names and colors using the

```

                Modify Gadget
                .

```

You can remove gadgets using the

```

                Delete gadget
                .

```

Finally, you can assign gadgets a

```

                Hot Key
                , which will automatically

```


|
|
| |
| LhA List
| Zoo Recurs

|
|
| |
| LhA Text

|
|
| |
| LhA Recurs

|
|
| |
| Zoo Pack

| |
| Zoo UnPack

| |
| @ Page 1

| |
| C
| |
| @ Menu Sets

| |
| Add
| Delete

| |
| S
| |
| Modify

You can alter certain types of gadgets, including gadget names and colors using the

Modify Gadget

.

You can remove gadgets using the

Delete gadget

.

Finally, you can assign gadgets a

Hot Key

, which will automatically

execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <Menu Sets>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <Menu Sets>:

ARexx Gadgets

AutoBoots

Built In's

Device Gadgets

Gadget Sets

User Gadgets

See Also:

Menu Sets

discussion

Set MenuDev...

built-in command

Menus & Devices

preference window

User Defined Menus

discussion

Utilities

menu

Menu Utilities

/

User Menu Items 1-5

menu items

1.224 MegaD v3.1 - by John L. Jones

```
Prefs Keypads
- Autoboots:
```

```
=====
```

The following shows some of the autoboots I have configured on my MegaD.

```
-----
```

```
|
|
|           AmigaGuide
|
|           View Anim
```

```
|
|           |
|           |           Arc
|           |
|           |           View IFF
```

```
|
|           |
|           |           Edit
```

```
|
|           |
|           |           LhA
```

| |
| Play Sound

| |
| PPage

| |
| Program

| |
| @ Page 1

|

| C
|
| @ AutoBoots

| |
| Add
| Delete

| S
|
| Modify

| |

| A |
| |
| Hot Key |
| Use |
| Cancel |
| |

Configuring Numeric Keypad Gadgets:

=====

In the lower right corner of the window is a representation of the

numeric keypad gadgets

. You can configure any command available in the upper portion of this window onto these numeric keypad gadgets

.

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the 7 different types of gadgets

.

You can create gadgets using the

Add Gadget

and then configure them

into the

numeric keypad gadgets

.

You can alter certain types of gadgets, including gadget names and colors using the

Modify Gadget

.

You can remove gadgets using the

Delete gadget

.

Finally, you can assign gadgets a

Hot Key

, which will automatically

execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <AutoBoots>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <AutoBoots>:

ARexx Gadgets
Built In's
Device Gadgets
Gadget Sets
Menu Sets
User Gadgets
See Also:
AutoBoots
discussion
Menu Options
/
Activate AutoBoot
menu item
ABoot Add
built-in command
ABoot Edit
built-in command

1.225 MegaD v3.1 - by John L. Jones

Prefs Keypads
- User Gadgets:
=====

The following shows some user gadgets that I have configured on my MegaD.

|
| Excellence

|
| IntroCad

| |
Solitaire

| |

| |

| |

| |

| |
@ Page 1 |

| C
|
@ User Gadgets

| |
Add
Delete

S
|

Add Gadget
 and then configure them
 into the
 numeric keypad gadgets
 .

You can alter certain types of gadgets, including gadget names and colors using the

Modify Gadget
 .

You can remove gadgets using the

Delete gadget
 .

Finally, you can assign gadgets a

Hot Key
 , which will automatically
 execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <User Gadgets>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <User Gadgets>:

ARexx Gadgets

 AutoBoots

 Built In's

 Device Gadgets

 Gadget Sets

 Menu Sets
 See Also:
 User Gadgets

1.226 MegaD v3.1 - by John L. Jones

Prefs Keypads
 - ARexx:

=====

The following shows some ARexx commands I've configured on my MegaD.

|

Hewlett Pack

| |
Okidata

| |
Auto Docs

| |
Term Guide

| |

| |

| |

| |
| @ Page 1 |

| |
| C |
| |
| @ Arexx

|

Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the
7 different types of gadgets

.

You can create gadgets using the
Add Gadget
and then configure them
into the

numeric keypad gadgets

.

You can alter certain types of gadgets, including gadget names and colors using the

Modify Gadget

.

You can remove gadgets using the
Delete gadget

.

Finally, you can assign gadgets a
Hot Key
, which will automatically
execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <ARexx>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <ARexx>:

AutoBoots

Built In's

Device Gadgets

Gadget Sets

Menu Sets

User Gadgets

See Also:

ARexx Gadgets
discussion

MDARexx.guide
document

ARexx Port Name
print preference

1.227 MegaD v3.1 - by John L. Jones

Prefs Keypads
- Device Gadgets:

=====

|
 Work:

 pc0:

|
 |
 Ram:

 pcc:

|
 |
 System2.0:

 IntroCAD:

|
|
| |
| | df0:
| | lib:
| |

|
|
| |
| | df1:
| | MegaD:
| |

|
|
| |
| | df2:
| | sc:
| |

|
|
| |
| | Syquest:
| |

|
| |
| | @ Page 1
| |

|

|

C
|
@ Dev. Gadgets

|

|

|
Add
Delete

|

S
|
Modify

|

|

|

A
|

|

```

|
          Hot Key
          Use
          Cancel
          |
-----

```

Configuring Numeric Keypad Gadgets:

=====

In the lower right corner of the window is a representation of the

```

          numeric keypad gadgets
          . You can configure any command available in
the upper portion of this window onto these
          numeric keypad gadgets
          .

```

Merely single-click on the desired command so that it is highlighted. Then single-click on the desired numeric keypad gadget in the lower right of this window. Voila!! That numeric keypad gadget is now configured with that command.

General:

=====

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the

```

          7 different types of gadgets
          .

```

You can create gadgets using the

```

          Add Gadget
          and then configure them

```

into the

```

          numeric keypad gadgets
          .

```

You can alter certain types of gadgets, including gadget names and colors using the

```

          Modify Gadget
          .

```

You can remove gadgets using the

```

          Delete gadget
          .

```

Finally, you can assign gadgets a

```

          Hot Key
          , which will automatically
execute that command upon the press of a key.

```

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <Dev. Gadgets>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <Dev. Gadgets>:

```
ARexx Gadgets

AutoBoots

Built In's

Gadget Sets

Menu Sets

User Gadgets
See Also:
Device Gadgets
discussion

Device & Command Gadgets
discussion

Device Name
string gadget

Menus & Devices
preference window
```

1.228 MegaD v3.1 - by John L. Jones

```
Prefs Keypads
- Gadget Sets:
```

```
=====
```

The following shows some of the gadget sets I have configured on my MegaD.

```
-----
|
|           AGuide
```

| |
| PrintPrefs

| |
| ManualBoot

| |
| ExcellGads

| |
|

| |
|

|

|

|

|

@ Page 1

|

|

|

C

|

@ Gadget Sets

|

|

Add

Delete

By clicking on the <Built-In> cycle gadget in the middle left side of the window, you will cycle through all of the
7 different types of gadgets

.

You can create gadgets using the
Add Gadget
and then configure them
into the
numeric keypad gadgets

.

You can alter certain types of gadgets, including gadget names and colors using the

Modify Gadget

.

You can remove gadgets using the
Delete gadget

.

Finally, you can assign gadgets a
Hot Key
, which will automatically
execute that command upon the press of a key.

This has shown what the keypads preferences window will look like when the command type cycle gadget is set to <Gadget Set>. There are 6 other types of commands though. You can access the following command types by clicking on the cycle gadget labelled <Gadget Set>:

ARexx Gadgets

AutoBoots

Built In's

Device Gadgets

Menu Sets

User Gadgets

See Also:

Gadget Sets
discussion

Gadget Set
window

1.229 MegaD v3.1 - by John L. Jones

Prefs Keypads
- command bank:

=====

When you select one of the command gadgets in the command bank, you are telling MegaD that you are going to configure this command in one way or another.

Possibilities include:

If the command is a
 Built In
 or
 Device Gadget
you can:

=====

- Place the command on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
- Assign a hot key for the command by selecting the Hot Key gadget.

If the command is a
 Menu Set
 , you can:

=====

- Place the command on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
- Alter the parameters (program control window) used when executing the command.
- Assign a hot key for the command by selecting the Hot Key gadget.

If the command is an
 AutoBoot
 ,
 User Gadget
 or
 ARexx Gadget
 , you can:

=====

- Place the command on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
- Delete the command from the command bank.
- Alter the parameters (program control window) used when executing the command.

- Assign a hot key for the command by selecting the Hot Key gadget.

If the command is an
Gadget Set
, you can:

=====

- Place the gadget set on a numeric keypad gadget by selecting (within the prefs window) the desired numeric gadget.
- Delete the gadget set from the command bank.
- Alter the parameters (such as dimensions of gadget set, number of gadgets included, etc) of the gadget set.
- Assign a hot key for the gadget set by selecting the Hot Key gadget.

See Also:

Keypads
preferences window

Numeric Keypad Gadgets
discussion

Program Control
window

ARexx Gadgets
discussion

AutoBoots
discussion

Built In's
discussion

Device Gadgets
discussion

Gadget Sets
discussion

Menu Sets
discussion

User Gadgets
discussion

1.230 MegaD v3.1 - by John L. Jones

Prefs Keypads
 - 'Page' gadget:

=====

The command bank in the
 keypads preferences
 window only has room for
 42 commands. Therefore, MegaD provides a gadget which will call up
 a second page of 42 commands if necessary.

If a second page of commands exists, then selecting the <Page> gadget
 will cycle between the 1st and 2nd page.

See Also:

Keypads
 preferences window

1.231 MegaD v3.1 - by John L. Jones

Prefs Keypads
 - 'Add' gadget:

=====

The <Add> gadget allows you to add a new command to a bank of
 commands. The <Add> gadget will be enabled for only:

ARexx Gadgets

Gadget Sets

User Gadgets

It will be disabled for all other types of gadgets.

See Also:

Keypads
 preferences window

1.232 MegaD v3.1 - by John L. Jones

Prefs Keypads
 - 'Delete' gadget:

=====

The <Delete> gadget will delete the previously selected command from
 a bank of commands.

To delete a command from the command bank:

- (1) Select the correct command bank using the command type cycle gadget. This is the gadget initially labelled <Built-In's>.
- (2) Select the command that you'd like to delete.
- (3) Select the <Delete> gadget.

NOTE: The <Delete> gadget will be disabled for the following types of commands:

Built In's
You cannot delete Built In's.

Menu Sets
Use the Menus & Devices prefs window to delete these.

Device Gadgets
Use the Menus & Devices prefs window to delete these.

See Also:

Keypads
preferences window

1.233 MegaD v3.1 - by John L. Jones

Prefs Keypads
- 'Modify' gadget:
=====

The keypads preferences <Modify> gadget enables you to modify a previously selected command from a bank of commands.

To modify a gadget already assigned to a numeric keypad:
=====

- (1) Select the built-in command bank using the command type cycle gadget.
 - (2) Select the command that you'd like to modify from the numeric keypad gadgets in the lower right side of the preference window.
 - (3) Select the <Modify> gadget. A window similar to the following appears:
-

At that point, the command's
 program control window
 (or in the
 case of a gadget set command, its
 gadget set definition window
)
 will open. You can modify the command using these windows.

See Also:

 Keypads
 preferences window

1.234 MegaD v3.1 - by John L. Jones

 Prefs Keypads
 - 'Hot Key' gadget:

=====
 To arrive at the <Hot Key> window, first select a command from within
 the command bank of the

 Keypads preferences window
 , and then select

the <Hot Key> gadget. When you select the <Hot Key> gadget, MegaD
 opens a window similar to the following:

```

-----
| ----- |
| |         | Hot Key character |
| ----- |
| [] Left Shift          [] Left Amiga |
| [] Right Shift        [] Right Amiga |
| [] Caps Lock          [] Numeric Keypad |
| [] Control            [] Middle Mouse Button |
| [] Left Alt           [] Right Mouse Button |
| [] Right Alt          [] Left Mouse Button |
| ----- |
| | Delete | | Use | | Cancel | |
| ----- |
-----

```

To define a hot key:

- =====
 - Using the keyboard, select the desired action key (ie a-z, 0-9, etc).
 Notice that MegaD displays the key you select in the upper left
 corner of the hot key window.
- Use your mouse to select any qualifier key(s) you want to use (if any)
 to define this hot key (all qualifier keys are listed in the window
-

starting at "Left Shift" and ending at "Left Mouse Button").

- Select the <Use> gadget.

To cancel a hot key:

=====

Merely select the <Delete> gadget, to cancel the hot key.

NOTE: If the command that you selected (from within the
 Keypads prefs
 command bank) didn't already have a hot key defined for it, ←
 then
 the <Delete> gadget will be disabled.

See Also:

Keypads
 preferences window

1.235 MegaD v3.1 - by John L. Jones

Prefs Keypads -
 numeric keypad gadgets:

=====

These gadgets represent the
 numeric keypad gadgets

.

To assign a command to a
 numeric keypad gadget
 :

=====

- Select the desired
 numeric keypad gadget
 (don't forget to select the
 correct Ctrl/Shift/Alt bank if desired).
- Select the desired command from the command bank.

To remove a command from a
 numeric keypad gadget
 :

=====

- Select the
 numeric keypad gadget
 containing the command you want

removed.

- Select a "blank" command from within the command bank.

NOTE: If the command bank is completely full, you will have to go to page 2 of the command bank to find a "blank" command.

See Also:

Keypads
preferences window

Numeric Keypad Gadgets
discussion

1.236 MegaD v3.1 - by John L. Jones

Prefs Keypads -
'Ctrl/Shift/Alt' gadgets:

=====

These <C>, <S> and <A> gadgets work identical to their counterparts in the MegaD

main window
. Use these to select the
numeric keypad
bank onto which you'd like to place or remove a command.

See Also:

Keypads
preferences window

Ctrl & Shift & Alt Gadgets
discussion

Numeric Keypad Gadgets
discussion

1.237 MegaD v3.1 - by John L. Jones

'Menus & Devices' preferences:

=====

|
LhA

Arc

LhArc

Next

Prev

Add

Delete

Menu Sets |

	Menu Title	Program Name	Flags	Append at end	
Menu 1					

Control...

| Menu 2

|

Control...

| Menu 3

|

Control...

| Menu 4

|

Control...

| Menu 5

|

Control...

|

|
|
|
|

Devices

Titles

Device Gadgets
Devices Titles

Devices

Titles

|
|
|
|

|

|

|

|

|

|

Use

Cancel
|

The 'Menus & Devices' preference windows really combines two completely unrelated items into one window.

Top half of the window:
=====

The top half of the window lists an abbreviated view of the
program control windows
for
user defined Utility Menu items
.

Bottom half of the window:
=====

The bottom half of the window lists the logical and physical
devices
which can be attached to the nine device gadgets in
the MegaD main window.

See Also:

Keypads - Menu Sets
preference window

User Defined Menus
discussion

Menu Sets
discussion

Utilities
menu

Menu Utilities
/
User Menu Items 1-5
menu items

Keypads - Dev Gadgets
preference window

Device & Command Gadgets
discussion

Device Name

string gadget

1.238 MegaD v3.1 - by John L. Jones

User Defined Menus:

=====

MegaD's allows you to define the first 5 items of the Utilities menu. We'll call these five items a "set" of user defined menus.

Even better, MegaD allows you to define more than one set of 5 menu items for the

Utilities menu

. You can select which

set of 5 items is displayed in the menu using the menu items:

Utilities

/

Next Menu Set

Utilities

/

Prev Menu Set

Utilities

/

First Menu Set

Utilities

/

Last Menu Set

Use MegaD's

Menus & Devices preferences

to define menu sets.

See Also:

Keypads - Menu Sets

preference window

Menus & Devices

preference window

Menu Sets

discussion

Utilities

menu

Menu Utilities

/

User Menu Items 1-5

menu items

1.239 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices
- LhA, Arc, LhArc, Next & Prev:

```
=====
-----
|
|           LhA
|
|           Arc
|
|         LhArc
|
|           Next
|
|           Prev
|
|           Add
|
|         Delete
|           Menu Sets |
| Menu Title   Program Name   Flags           Append at end   |
| Menu 1
|
|
|           Control...
|
```

The first 5 (out of 7) button gadgets on the top row of the

```
Menus & Devices Preferences Window
merely select which menu
set is displayed in the window.
```

MegaD's default configuration includes three separate menu sets...<LhA>, <Arc> and <LhArc>.

Selecting the following gadget accomplishes the following:

```
<LhA>   Loads the first menu set into the
        Menus & Devices
        preferences window (under MegaD's default config,
        LhA is the first menu set).
```

- <Arc> Loads the second menu set into the
Menus & Devices
preferences window (under MegaD's default config,
Arc is the first menu set).
- <LhArc> Loads the third menu set into the
Menus & Devices
preferences window (under MegaD's default config,
LhArc is the first menu set).
- <Next> Loads the next menu set into the
Menus & Devices
preferences window.
- <Prev> Loads the previous menu set into the
Menus & Devices
preferences window.

See Also:

Keypads - Menu Sets
preference window

Menus & Devices
preference window

User Defined Menus
discussion

Menu Sets
discussion

Utilities
menu

Menu Utilities
/
User Menu Items 1-5
menu items

1.240 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices
- Add:

=====

|

LhA

Arc

```

                LhArc

                Next

                Prev

                Add

                Delete
                Menu Sets |
|      Menu Title   Program Name   Flags           Append at end           |
| Menu 1

```

```

                Control...
                |

```

When selected, the <Add> gadget allows you to create a new menu set

A requester similar to the following will warn you that you will have to be able to create all 5 of the menu set items:

```

-----
| You will need to successfully |
|   define all five Menu Sets   |
|-----|
|  ----          -----      |
| | OK |          | Cancel | |
|  ----          -----      |
|-----|

```

If you decide to create the new set of 5 menu items, then select OK and fill out the upper portion of the window (labelled Menu 1 through Menu 5), or alternatively, select the <Control...> gadget and fill out the

```

                program control
                windows.

```

See Also:

```

                Keypads - Menu Sets
                preference window

```

```

                Menus & Devices
                preference window

```

```

User Defined Menus
discussion

Menu Sets
discussion

Utilities
menu

Menu Utilities
/
User Menu Items 1-5
menu items

```

1.241 MegaD v3.1 - by John L. Jones

```

Prefs Menus & Devices
- Delete:

```

```

=====

```

```

-----
|
|           LhA
|
|           Arc
|
|         LhArc
|
|           Next
|
|           Prev
|
|           Add
|
|         Delete
|           Menu Sets |
| Menu Title   Program Name   Flags           Append at end           |
| Menu 1
|
|
|           Control...
|

```

When selected, the <Delete> gadget allows you to delete the

menu set
 which is currently displayed in the
 Menus & Devices
 preference window. Selecting <Delete> will open a requester
 similar to the following:

```

-----
| Delete this Menu Set? |
|-----|
| ----- |
| | Yes | | No | |
| ----- |
|-----|
  
```

NOTE: While you can alter them, MegaD will not allow you to
 delete any of the first three
 menu sets

.

See Also:

Keypads - Menu Sets
 preference window

Menus & Devices
 preference window

User Defined Menus
 discussion

Menu Sets
 discussion

Utilities
 menu

Menu Utilities
 /
 User Menu Items 1-5
 menu items

1.242 MegaD v3.1 - by John L. Jones

Prefs Menus & Devices
 - Menu 1 thru Menu 5:

=====

|

LhA

Arc

LhArc

Next

Prev

Add

Delete

Menu Sets |

	Menu Title	Program Name	Flags	Append at end	
Menu 1					

Control...

| Menu 2

Control...

| Menu 3

Control...

| Menu 4

Control...

| Menu 5

|

Control...

|

The string gadgets in the upper portion of the
Menus & Devices
preference window correspond directly to their counterparts in
the

Program Control Window

.

Menu Title: Corresponds to the
Title
gadget.

Program Name: Corresponds to the
Path & Program Name
gadget.

Flags: Corresponds to the
Flags to add after Program Name
gadget.

Append at end: Corresponds to the
Text to append to end of Command Line
gadget.

The

Menus & Devices Preference Window

allows you two options when

defining a menu item. You can enter the parameters for the program
control in these string gadgets, or you can select the <Control...>
gadget and fill out the entire

Program Control Window

.

See Also:

Keypads - Menu Sets
preference window

Menus & Devices
preference window

|

MegaD comes equipped with it's own default disk copying and formatting program called MDDisk. If you prefer to use your own favorite disk copy/format program, you can configure MegaD to automatically call it whenever the

```
Copy/Format...
  gadget is selected.
```

Merely enter the pathname of the copy/format program that you would like to use instead of MDDisk. Then select the

```
Control...
  gadget immediately
```

to the right in order to complete the
program control
for the substitute
disk copy/format program.

See Also:

```
Miscellaneous
  preferences window
```

```
Copy-Format
  built-in command
```

1.247 MegaD v3.1 - by John L. Jones

```
Prefs Miscellaneous
- View Text:
```

```
=====
```

```
-----
| Copy/Format...                               View Text tab width |
|
```

```
Control
```

```
| View Text                                     View Text word wrap |
|
```

```
Control
```

|

MegaD has one of the most versatile text viewers around. But if you prefer using another text viewing program, you can configure MegaD to call it instead.

Merely enter the pathname of the text viewing program that you would like to use instead of MDViewText. Then select the

Control...

gadget immediately

to the right in order to complete the

program control

for the substitute

text viewing program.

See Also:

Miscellaneous
preferences window

View Text
built-in command

MegaD Text-Viewer
discussion

1.248 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous

- Control:

=====

```
-----|
| Copy/Format...                               View Text tab width |
|
```

Control

```
| View Text                                     View Text word wrap |
|
```

Control

The

Miscellaneous Preferences Window
contains two separate <Control...>

gadgets...one for the copy/format program, and the other for the text viewing program.

If you elect to substitute your favorite disk copying/formatting, or text viewing program, then select the associated <Control...> gadget to open a

Program Control Window
for that substitution.

See Also:

Miscellaneous
preferences window

View Text
built-in command

MegaD Text-Viewer
discussion

1.249 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous
- Source Icon For Directories:

```
=====
-----
| Copy/Format...                               View Text tab width |
|
|
| Control
|
| View Text                                     View Text word wrap |
|
| Control
|
| Source icon for directories                   |
|
|
| 2.0 Default                                  |
```

Whenever you create an new directory, MegaD looks to this preference to create an icon for the new directory.

If you want MegaD to create an icon for a newly created directory:
 =====

Place the full pathname leading to a directory whose icon you want duplicated (and ensure that the 2.0 Default gadget is not selected).

MegaD defaults to duplicating the icon for the directory:

SYS:system

If you don't want an icon created for new directories:
 =====

Delete all characters from this string (and ensure that the 2.0 Default gadget is not selected).

See Also:

Miscellaneous preferences window

1.250 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous
 - 2.0 Default:

=====

Copy/Format...	View Text tab width
Control	
View Text	View Text word wrap
Control	
Source icon for directories	
2.0 Default	

Whenever you create a new directory, MegaD looks to the Miscellaneous Preferences Window to determine if it should create an associated icon. ↔

If you are operating Workbench 2.0 or higher, and you select the <2.0 Default> gadget, then MegaD will create the system 2.0 default icon along with the new directory.

Refer to Source icon for directories to configure MegaD to create custom selected directory icons.

See Also: Miscellaneous preferences window

1.251 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous
- Dictionary Filename:

```
=====
| Dictionary filename |
|
|
| Create master dictionary |
|
| Use |
| Cancel |
|-----|
```

MegaD allows you to specify a dictionary file with which to translate MegaD into any language.

Place the name of the dictionary file (WITHOUT THE PATH) into the <Dictionary filename> string gadget within in the

Miscellaneous Preferences Window
. MegaD defaults to using its

english
 dictionary
 if it can't find the
 dictionary
 specified
 in this string gadget.

NOTE: The dictionary file used (if any), must reside in the same directory in which the MegaD program resides.

IMPORTANT: If you specify a new dictionary file, MegaD will not utilize its translations until you reboot MegaD.

See Also:

- Miscellaneous preferences window
- Dictionary discussion
- What Is A Program Dictionary? discussion
- Create Master Dictionary misc preference
- Dictionary Filename misc preference

1.252 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous
 - Create Master Dictionary:

```

=====
| Dictionary filename |
|
|
|
| Create master dictionary |
|
|
| Use |
| Cancel |
-----
    
```

MegaD's native language is English and as a result, the English

dictionary is built into MegaD. In order to obtain a listing of the current dictionary, select <Create Dictionary> within the Miscellaneous Preferences Window. A window similar to the following will appear:

```

-----
|               Master Dictionary               |
| will take about 18,000 bytes of disk space |
|               Continue                       |
|-----|
|  ----  |
| | Yes | | No | |
|  ----  |
|-----|

```

If you select <Yes>, then MegaD will copy the dictionary into a file called <MDMaster.dic>, and will place that file in the MegaD home directory.

MegaD's current master dictionary contains 772 lines.

See Also:

Miscellaneous preferences window

Dictionary discussion

What Is A Program Dictionary? discussion

Dictionary Filename misc preference

Dictionary File Format discussion

Dictionary Rules Summary discussion

1.253 MegaD v3.1 - by John L. Jones

What Is A Program Dictionary?

Dictionary File Format

Viewing The Default Dictionary

Dictionary Rules Summary

Selecting a Dictionary

An Offer From The Author

See Also: -

1.254 MegaD v3.1 - by John L. Jones

What is a program dictionary?

=====

MegaD has the ability to read a specialty formatted text file. Using the information in that file, MegaD can change the text used within all MegaD windows and requesters.

The purpose of such a file is to allow the complete translation of MegaD to other languages. MegaD will accept complete, partial, or no dictionary file.

If you elect to use a partial dictionary file, MegaD will use translations for only the lines specified in your dictionary file. All other lines will default to the English translation.

See Also:

Miscellaneous
preferences window

Dictionary
discussion

Create Master Dictionary
misc preference

Dictionary Filename
misc preference

Dictionary File Format
discussion

Dictionary Rules Summary
discussion

An Offer From The Author
discussion

1.255 MegaD v3.1 - by John L. Jones

Dictionary File Format:

=====

The format of the dictionary file is simple. Each line of translation text is followed by a number (or subscript if you are familiar with programming). A line in the dictionary takes the following format:

```
Close Windows; 78
```

Notice that the end of the text is marked by a semi-colon. The number following the semi-colon represents the position into which MegaD will place the translation. 78 is the position that MegaD uses to create the text for the menu item:

```
<Windows / Close Windows>
```

By changing this line to read:

```
Shut Windows; 78
```

MegaD will create the menu to read

```
<Windows / Shut Windows>
```

You need not sort the lines in your dictionary file. You may place your translation lines in any order you desire. You can even duplicate translation lines if you desire. As a technique, you may even WANT to duplicate lines as a way of remembering the original lines. In this manner, you would define the 1st line using the original text, and the 2nd containing the new translation. The following is a perfectly acceptable example:

```
Close Windows; 78  
Shut Windows; 78  
Do you really want to; 49
```

In this example, <Close Windows> would be disregarded, and <Shut Windows> would be the translation used. Additionally, MegaD would replace the original #49 statement (Are you sure that you) with <Do you really want to>. Notice a couple of

things:

- The items are not in numerical order.
- If you duplicate a line number, the last entry is used.

See Also:

Miscellaneous
preferences window

Dictionary
discussion

What Is A Program Dictionary?
discussion

Create Master Dictionary
misc preference

Dictionary Filename
misc preference

Dictionary Rules Summary
discussion

An Offer From The Author
discussion

1.256 MegaD v3.1 - by John L. Jones

Dictionary Rules Summary:

=====

When creating your dictionary file remember these simple rules.

1. Text first, followed by a semicolon, followed by the position number.
2. You need to include only the dictionary lines that you wish to translate (MegaD will use its default for any lines you don't translate).
3. You may have the dictionary lines in any order you wish. (the dictionary file is not dependent on the order that the information is found, only by the number at the end of the dictionary line).
4. Duplicates dictionary lines are allowed. Only the last occurrence will be used.

See Also:

Miscellaneous
preferences window

Dictionary
discussion

What Is A Program Dictionary?
discussion

Create Master Dictionary
misc preference

Dictionary Filename
misc preference

Dictionary File Format
discussion

An Offer From The Author
discussion

1.257 MegaD v3.1 - by John L. Jones

An Offer From The Author:

=====

I do not have the talent to translate MegaD. I am willing to give a "Lifetime registration" to users who wishes to create a dictionary file to translate MegaD to other languages. The requirements for this offer are:

1. You MUST first contact me by using the address found in the About window found by use of the Project menu.
2. In the letter, you must inform me of what language you plan on translating MegaD to. And you must include your address.
3. If you are the first to make the offer to translate MegaD to that language and no others are trying to create the translated version for that language, I will mail to you a Registered version of MegaD.
4. Once you have finished the dictionary file and mailed it back to me (on disk) and I can verify the validity of the translation. I will mail to you a contract that will sign the rights of the work (dictionary file) to me (John L. Jones), in lieu of a "Lifetime registration" for you, from me (John L. Jones.)

Being MegaD is a Tryware offering, it will not read, nor write the MegaD preference file. MegaD defaults to "MegaD.dic" as the current dictionary file. So by naming your dictionary file to "MegaD.dic", and storing it in the Home directory of MegaD, you

will be able to test the dictionary file out while it is being created. This also means that dictionary files can be released to public domain and made available to other users. They must be kept separate from the official archive that I, the author of MegaD, create. Releasing it this way will not get you a "Lifetime Registration" though.

See Also:

Miscellaneous
preferences window

Dictionary
discussion

What Is A Program Dictionary?
discussion

Create Master Dictionary
misc preference

Dictionary Filename
misc preference

Dictionary File Format
discussion

Dictionary Rules Summary
discussion

An Offer From The Author
discussion

1.258 MegaD v3.1 - by John L. Jones

Prefs Miscellaneous
- View Text Tab Width:

=====

The <View Text Tab Width> is used to specify the number of blank spaces that MegaD's text viewer should use for a <TAB> character.

See Also:

Miscellaneous
preferences window

View Text
built-in command

MegaD Text-Viewer
discussion

1.259 MegaD v3.1 - by John L. Jones

```
Prefs Miscellaneous
- View Text Word Wrap:
```

```
=====
```

Use the <View Text Word Wrap> preference to define how many characters you want MegaD's text viewer to display before forcing a new line.

If you set this preference to zero (0), then MegaD's text viewer will automatically wrap words at the current screen width.

Minimum Value (not including 0) is 20 characters.

Maximum Value is 999 characters. This value is as close to disabling word wrap as MegaD allows.

See Also:

```
Miscellaneous
preferences window
```

```
View Text
built-in command
```

```
MegaD Text-Viewer
discussion
```

1.260 MegaD v3.1 - by John L. Jones

```
'Print' preferences:
```

```
=====
```

```
-----
| Print Spooler |
```

```
Control...
```

```
Label width |
```

```
ARexx port name
```

```
Label height |
```

```

          Add Job
|
          Add Job then delete file
|
          Stop All Jobs
|
          Stop Current Job
|
          Quit Spooler
|
          Set to MDSpool
|
          Set to internal spool
|
          Use
|
          Cancel
|
-----

```

The Print Preference Window covers two basic sets of preferences:

- The left side of the window allows you to choose the print spooler with which MegaD will interface.
- The right side of the window allows you to set some default settings for disk label printing.

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

Background Information:

=====

The MegaD print spooler is a completely separate program from MegaD. MegaD communicates with MDSpool via ARexx.

The commands which are entered in this window's string gadgets are the ARexx commands with which MegaD communicates with MDSpool.

3 Spoolers:

=====

MegaD allows you the option of selecting one of three print spools:

- (1) You can choose to use the MDSpool program (assuming you have obtained a copy of MDSpool). If you decide to use MDSpool as your print spooler, you set the default ARexx commands by selecting the
 - Set To MDSpool
 - gadget.
- (2) You can choose to use MegaD's own internal spool. Admittedly, MegaD's internal print spool isn't much of a spool at all. I can't see much benefit for using it however, if you want to use it, then select the
 - Set To Internal Spool
 - gadget.
- (3) You can choose to use your own favorite print spooler. To do so,
 - This spooler must support ARexx.
 - You must set the
 - Add Job
 - ,
 - Add Job then delete file
 - ,
 - Stop All Jobs
 - ,
 - Stop Current Job
 - and
 - Quit Spooler
 - gadgets to the ARexx commands
 accepted by this spooler.

If you use MDSpool:

=====

It is beyond the scope of this document to teach you how to use MDSpool (refer to the "MDSpool.Guide" reference manual for a complete description of its operation).

For virtually all applications however, you should set MDSpool to <Pass Through>. If you haven't altered MDSpool's settings yet,

then <Pass Through> should be set (since it is the default setting). If you have altered the settings, then do the following to ensure that <Pass Through> is currently set.

- Run MDSpool. You can do this with the MegaD built-in command
Print Spooler
.
- Within the "MegaD Spool" program window, select the <Settings...> gadget (lower left corner). A new window appears.
- Set the "Mode" cycle gadget (lower left corner) to <Pass Through>, and select the <OK> gadget.
- You should find yourself back at the "MegaD Spool" program window. Use the MDSpool menu item <Project / Save> or <Project / Save As...> to save these settings.

See Also:

Preferences
main window

1.261 MegaD v3.1 - by John L. Jones

Prefs Print
- Print Spooler:

```
=====
-----
| Print Spooler |
|
|           Work:MegaD/MDSpool
|
|           Control...
|
|           Label width |
|
|           ARexx port name
|
|           Label height |
|
|           Add Job |
```

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH

MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

The <Print Spooler> string gadget allows you to configure MegaD to automatically use you favorite print spooler. You have three options:

- (1) You can choose to use the MDSpool program. If you decide to use MDSpool as your print spooler
 - Enter the pathname leading to the MDSpool program in the <Print Spooler> string gadget.
 - Select the
 - Set to MDSpool
 - gadget).
- (2) You can choose to use MegaD's own internal spool. Admittedly, MegaD's internal print spool isn't much of a spool at all. I can't see much benefit for using it however, if you want to use it:
 - Ensure the <Print Spooler> string gadget is empty.
 - Select the
 - Set to internal spool
 - gadget.
- (3) You can choose to use your own favorite print spooler. To do so,
 - This spooler must support ARexx.
 - Set the <Print Spooler> string gadget to the pathname leading to that spooler.
 - Set the
 - Add Job
 - ,
 - Add Job then delete file
 - ,
 - Stop All Jobs
 - ,
 - Stop Current Job
 - and
 - Quit Spooler

gadgets to the ARexx commands
accepted by this spooler.

See Also:

Print
preference window

MDSpool.Guide
document

Print Spooler
built-in command

Prt Text
built-in command

TX PrintAll
built-in command

TX Print Window
built-in command

Output
/
Print Spooler
menu item

Panic
/
CANCEL ALL PRINT
menu item

Panic
/
CANCEL PRINT
menu item

1.262 MegaD v3.1 - by John L. Jones

Prefs Print
- ARexx Port Name:

=====

| Print Spooler |

Control...

Label width |

```
|
      MDSPool.1
      ARexx port name

      Label height      |
|
      Add Job                               |
|
      Add Job then delete file              |
```

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "MDSPool.1" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx port name used by that print spooler.

See Also:

Print
preference window

MDSpool.Guide
document

```
Print Spooler
built-in command
```

```
Output
/
Print Spooler
menu item
```

1.263 MegaD v3.1 - by John L. Jones

```
Prefs Print
- Add Job:
```

```
=====
```

```
-----
| Print Spooler |
|
|
| Control...
|
| Label width |
|
| ARexx port name
|
| Label height |
|
| AddJob
| Add Job |
|
|
| Add Job then delete file |
```

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MDSPOOL.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "AddJob" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will begin printing a new file.

See Also:

Print
preference window

MDSpool.Guide
document

Print Spooler
built-in command

Output
/
Print Spooler
menu item

1.264 MegaD v3.1 - by John L. Jones

Prefs Print
- Add Job Then Delete File:

=====

	Add Job	
	AddJobDel	
	Add Job then delete file	
	Stop All Jobs	

```
                Stop Current Job                |
|
                Quit Spooler                    |
|
                Set to MDSPool                  |
```

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MDSPool.LHA

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSPool:

- This should be set to "AddJobDel" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will:

- Begin printing a new file, and

- Then delete that file after the print is complete.

See Also:

Print
preference window

MDSPool.Guide
document

```
Print Spooler
built-in command
```

```
Output
/
Print Spooler
menu item
```

1.265 MegaD v3.1 - by John L. Jones

```
Prefs Print
- Stop All Jobs:
```

```
=====
|
|
|           Add Job                               |
|
|           Add Job then delete file             |
|
|           StopAllJobs                          |
|           Stop All Jobs                        |
|
|           Stop Current Job                     |
|
|           Quit Spooler                         |
|
|
|
|
|           Set to MDSpool                       |
|
|
```

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MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "StopAllJobs" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will terminate all current and waiting print jobs.

See Also:

Print
preference window

MDSpool.Guide
document

Print Spooler
built-in command

Output
/
Print Spooler
menu item

1.266 MegaD v3.1 - by John L. Jones

Prefs Print
- Stop Current Job:

=====

	Add Job	
	Add Job then delete file	
	Stop All Jobs	
	StopCurrentJob	
	Stop Current Job	

```
|
|
|           Quit Spooler           |
|
|
|           Set to MDSPool        |
|
|
```

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MDSPool.LHA

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSPool:

- This should be set to "StopCurrentJob" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will:
 - Terminate the current print job.
 - Continue with then next print job in the print queue.

See Also:

Print
preference window

MDSPool.Guide
document

```
Print Spooler
built-in command
```

```
Output
/
Print Spooler
menu item
```

1.267 MegaD v3.1 - by John L. Jones

```
Prefs Print
- Quit Spooler:
```

```
=====
|
|
|           Add Job                               |
|
|           Add Job then delete file             |
|
|           Stop All Jobs                         |
|
|           Stop Current Job                      |
|
|           Quit                                  |
|           Quit Spooler                         |
|
|
|
|
|           Set to MDSpool                        |
|
|
```

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSpool program, You can elect to configure MegaD to use this spooler. If you don't have MDSpool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSpool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

If you use:

(1) MDSpool:

- This should be set to "Quit" (without the quotes)

(2) MegaD's internal spool:

- This should be blank.

(3) Your own favorite spool:

- This should be set to the ARexx command used by that spool which will quit the print spooler program.

See Also:

Print
preference window

MDSpool.Guide
document

Print Spooler
built-in command

Output
/
Print Spooler
menu item

1.268 MegaD v3.1 - by John L. Jones

Prefs Print
- Set To MDSpool:

=====

|

Stop Current Job

|

|

Quit Spooler

|

|

|

Set to MDSpool

|

|

Set to internal spool

|


```

|
|           Stop Current Job           |
|
|           Quit Spooler               |
|                                     |
|           Set to MDSPool             |
|                                     |
|           Set to internal spool      |
|                                     |
|           Use                         |
|
|           Cancel                     |
|
-----

```

NOTE: John Jones has created a print spooler, designed for use with MegaD. One problem though...IT IS NOT INCLUDED WITH MEGAD. The spooler is freeware, however, you must obtain it through a separate archive. It should be released as:

MDSPool.LHA

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

When you select <Set to internal spool>, MegaD will clear all of the above string gadgets so that MegaD's internal print spool will be used.

NOTE: Admittedly, MegaD's internal print spool isn't much of a spool at all, and I can't see much benefit for using it.

See Also:

Print
preference window

MDSPool.Guide
document

```
Print Spooler
built-in command
```

```
Output
/
Print Spooler
menu item
```

1.270 MegaD v3.1 - by John L. Jones

```
Prefs Print
- Control:
```

```
=====
```

```
-----
| Print Spooler |
```

```
Control...
```

```
| Label width |
```

```
ARexx port name
```

```
| Label height |
```

```
Add Job |
```

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```
MDSPool.LHA
```

If you have a copy of the MDSPool program, You can elect to configure MegaD to use this spooler. If you don't have MDSPool, then you can use another external print spooler in conjunction with MegaD.

Finally, if you don't have MDSPool, or another stand-alone print spooler, MegaD allows printing through it's own default settings (although this is not nearly as effective as using a print spooler).

When you select the <Control...> gadget, MegaD opens a program control

window into which you can specify the parameters used to run your own favorite print spooler. ←

See Also:

Print preference window

MDSpool.Guide document

Print Spooler built-in command

Output / Print Spooler menu item

1.271 MegaD v3.1 - by John L. Jones

Prefs Print
- Label Width:

```
=====
-----
| Print Spooler |
|
|
|           Control...
|
| 48
| Label width |
|
|
| ARexx port name
|
| Label height |
|
|
| Add Job |
```

The <Label Width> preference allows you to specify the number of columns that MegaD will use when printing disk labels.

See Also:

Print preference window

Lab. Modify
built-in command

Label
built-in command

Label Align
built-in command

Label Times
built-in command

Output
/
Disk Label
menu item

Label Height
print preference

1.272 MegaD v3.1 - by John L. Jones

Prefs Print
- Label Height:

=====

```
-----
| Print Spooler |
|
|
|           Control...
|
|           Label width |
|
|           ARexx port name
|           24
|           Label height |
|
|           Add Job |
```

The <Label Height> preference allows you to specify the number of rows that MegaD will use when printing disk labels.

NOTE: If you select a value of 10 or less, MegaD will print a slightly different label, omitting the following:

- "Write Protect" (listed on the portion of the label laying on the back of the disk).

- "Write Enable" (listed on the portion of the label laying on the back of the disk).
- The disk title residing on the top (thin portion) of the disk.

In the situation where you selected a height of 10, a disk label would print:

- 2 lines for the disk title (on the front of the disk).
- 8 lines for the disk contents

See Also:

Print
preference window

Lab. Modify
built-in command

Label
built-in command

Label Align
built-in command

Label Times
built-in command

Output
/
Disk Label
menu item

Label Width
print preference

1.273 MegaD v3.1 - by John L. Jones

'Screen' preferences:

=====

Screen Type	Width	Height
@ Workbench Screen 724 X 478		
@ 8 color screen		


```

                                ASL Screen
                                |
|                               |                               |
|                               |                               |
|                               |                               |
|                               |                               |
|                               |                               |
|                               |                               |
                                |
                                Use
                                |
                                Cancel
                                |
-----

```

See Also:

```

    Preferences
    main window

```

1.274 MegaD v3.1 - by John L. Jones

```

    Prefs Screen
    - Screen Type:
=====

```

The <Screen Type> cycle gadget allows you to define the type of screen on which MegaD will be placed.

Basically, MegaD can be placed on it's own custom screen, or on the Workbench screen. The following are the options contained in the <Screen Type> cycle gadget:

```

WorkBench Screen: Place MegaD on the workbench screen.
=====

```

- MegaD will automatically use the colors defined by the workbench palette.
- MegaD will automatically use the resolution used by the workbench screen.

```

Hires: Place MegaD on its own custom Hires / Non-Interlaced
===== screen.

```

```

Hires-Interlace: Place MegaD on its own custom Hires / Interlaced
===== screen.

```

```

SuperHires: Place MegaD on its own custom SuperHires /
===== Non-Interlaced screen.

```

SuperHires-Lace: Place MegaD on its own custom SuperHires /
 ===== Interlaced screen.

See Also:

Screen
 preference window

1.275 MegaD v3.1 - by John L. Jones

Prefs Screen
 - Number Of Colors:

=====

This cycle gadget allows you to specify the number of colors used by MegaD's custom screen. This gadget will allow either 2, 4, 8 or 16 colors.

NOTE: If you place MegaD on the Workbench screen, this gadget will have no effect.

See Also:

Screen
 preference window

1.276 MegaD v3.1 - by John L. Jones

With the event of Workbench 2.1 a new ASL Screen request is available. Unless you have 2.1 or greater you will not see the 'ASL Screen' gadget. The ASL Screen request is a very powerful requestor that will allow complete control of the type and size of the screen you wish to run MegaD on. For more information see your Workbench documentation 2.1 or greater.

1.277 MegaD v3.1 - by John L. Jones

Gadget Set Window:

=====

Title			
Minimum Maximum			
Inner Window Width			

```

|          | 64          716          ||
|          Inner Window Height
|          | 12          467          ||
|          Gadgets Across
|          | 1           21           ||
|          Gadgets Down
|          | 1           4           || |
|          |          | Gadget Char. 36          ||
|          |          |-----|
|          Window Type
|          Close once used          |
|          @          Fixed
|          Keep to Front          |
| ->          []
|          Open at startup          |
| |          |
| |          Duplicate
|          Use
|          Cancel
|          |
-|-----|
|
|
close
sizing
gadget

```

See Also:

- Keypads - Gadget Sets preference window
- Gadget Sets discussion

1.278 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Title:

=====

Give the gadget set a unique title, different from any other command in any any command bank.

See Also:

Gadget Set
definition window

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.279 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Inner Window Width:

=====

Enter the width (in pixels) that you'd desire for this gadget set. The inner window width is the total width of the window minus the width of the left and right borders.

Immediately to the right of the <Inner Window Width> integer gadget, MegaD lists the minimum and maximum acceptable values for the <Inner Window Width>. These values are based upon your screen's width.

Perhaps an easier way to define the dimensions of the gadget set is to use the 'close sizing gadget' located immediately below the "Window Type" cycle gadget in the Gadget Set definition window.

See Also:

Gadget Set
definition window

Gadget Set - Close Sizing Gadget
discussion

Gadget Set - Inner Window Height
definition

Keypads - Gadget Sets
preference window

Gadget Sets

discussion

1.280 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Inner Window Height:

=====

Enter the height (in pixels) that you'd desire for this gadget set. The inner window height is the total height of the window minus the height of the top and bottom borders.

Immediately to the right of the <Inner Window Height> integer gadget, MegaD lists the minimum and maximum acceptable values for the <Inner Window Height>. These values are based upon your screen's height.

Perhaps an easier way to define the dimensions of the gadget set is to use the 'close sizing gadget' located immediately below the "Window Type" cycle gadget in the Gadget Set definition window.

See Also:

Gadget Set
definition window

Gadget Set - Close Sizing Gadget
discussion

Gadget Set - Inner Window Width
definition

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.281 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Gadgets Across:

=====

Enter the number of gadgets wide that you want this gadget set

to be.

Immediately to the right of the <Gadgets Across> integer gadget, MegaD lists the minimum and maximum acceptable values for the <Gadgets Across>. These values are based upon your entry in the

Inner Window Width
gadget.

See Also:

Gadget Set
definition window

Gadget Set - Gadgets Down
definition

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.282 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Gadgets Down:

=====

Enter the number of gadgets high that you want this
gadget set
to be.

Immediately to the right of the <Gadgets Down > integer gadget, MegaD lists the minimum and maximum acceptable values for <Gadgets Down>. These values are based upon your entry in the

Inner Window Height
gadget.

See Also:

Gadget Set
definition window

Gadget Set - Gadgets Across
definition

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.283 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Close Once Used:

=====

If you select the <Close once used> gadget, the gadget set will automatically close once you make your first selection from it.

If you do not select <Close once used>, then you will have to manually close the gadget set when you no longer want to use it.

See Also:

Gadget Set
definition window

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.284 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Keep To Front:

=====

If you select the <Keep to Front> preference, then MegaD will ensure that the

gadget set
remains in front of other windows.

See Also:

Gadget Set
definition window

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.285 MegaD v3.1 - by John L. Jones

Gadget Set Window
 - Open At Startup:

=====

If you select the <Open at startup> gadget, then the gadget set will automatically open upon MegaD startup.

See Also:

Gadget Set
 definition window

Keypads - Gadget Sets
 preference window

Gadget Sets
 discussion

1.286 MegaD v3.1 - by John L. Jones

Gadget Set Window
 - Window Type:

=====

The <Window Type> cycle gadget has three possibilities:

- Fixed:
- MegaD will remember its screen location, and will reopen it at the same spot each time.
 - This gadget set window will have a drag bar.
 - The gadget set window has a close gadget.
- Rigid:
- MegaD will remember its screen location, and will reopen it at the same spot each time.
 - This gadget set window will not have a drag bar (under WB 2.0 or higher, this window can be moved with the cursor keys while the Shift, or the Ctrl-Shift keys are pressed).
 - The gadget set

window does not have a close
gadget (but can be closed using the Esc key).

Under Mouse: MegaD will attempt to open the
gadget set
window
directly under the mouse pointer.

See Also:

Gadget Set
definition window

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.287 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Close Sizing Gadget:

=====

The

gadget set
definition window contains a small gadget resembling
a window's "close gadget". It is located between the
Window Type
cycle gadget and the
Duplicate
gadget.

When you select this <close window sizing> gadget, MegaD opens a
window labelled "Adjust window to proper size, then close". What
it is asking you to do is to size the window to the dimensions you
would like the

gadget set
to be. Once you've done that, close
the window.

At that point, MegaD will automatically place the dimensions of
that window into the

Inner Window Width
and the
Inner Window Height
gadgets.

This method is generally much easier than manually entering values
for inner window width and height.

See Also:

Gadget Set
definition window

Gadget Set - Inner Window Height
definition

Gadget Set - Inner Window Width
definition

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.288 MegaD v3.1 - by John L. Jones

Gadget Set Window
- Duplicate:

=====

When you select the <Duplicate> gadget, MegaD will create an identical

gadget set
. MegaD will give the new
gadget set
the same name as the
original, except it will append a 1 to the end.

See Also:

Gadget Set
definition window

Keypads - Gadget Sets
preference window

Gadget Sets
discussion

1.289 MegaD v3.1 - by John L. Jones

Application Icons:

=====

Application Icons (appicons) and Application Windows (appwindows)
are only available to folks running WorkBench 2.0 or higher. MegaD
uses application icons. Additionally, MegaD's
main window

is an
application window.

When you "drag" another workbench icon (such as a drawer, data file, or program icon) onto the appicon/appwindow, MegaD will try to "do something" with it. If you drag an icon onto the MegaD appicon, then at the very least, the

MegaD window
will reopen.

If you drag a disk or a directory icon onto MegaD's appicon or onto the MegaD

main window
(appwindow), MegaD will load that
directory into a
directory window
.

If you drag a datafile icon onto MegaD's appicon/appwindow, and MegaD has an

autoboot
defined for that type of data file, then
MegaD will load the file into that autoboot.

You may drop up to 10 Workbench objects onto the MegaD appicon/appwindow. MegaD will work on each icon in sequence.

See Also:

Iconify
built-in command

Project
/
Iconify
menu item

Iconify At Start
default preference

1.290 MegaD v3.1 - by John L. Jones

Configuring MegaD:

=====

Probably the most impressive feature that MegaD has to offer is it's configurability. You can transform MegaD to meet your own needs.

The heart of MegaD's configurability is the
Preferences
area.

See Also:

Preferences
main window

1.291 MegaD v3.1 - by John L. Jones

=====
MegaD Menus:

Project
Windows
Utilities
Options
Show
Output
Panic
See Also: -

1.292 MegaD v3.1 - by John L. Jones

=====
Project Menu:

Project
Windows
Utilities
Options
Show
Output
Panic
Open... A-O
=====
Save Preferences A-W
Save As...
=====

```

Set Preferences...    A-D
=====

About...
=====

Iconify                A-Z
=====

Quit                    A-Q

```

1.293 MegaD v3.1 - by John L. Jones

```

Menu Project
 / About:
=====

```

When you select the <Project / About> menu item, MegaD opens a window telling you information about your MegaD version. It also lists some information concerning the "prolific" John L. Jones.

See Also:

MegaD Regisration

1.294 MegaD v3.1 - by John L. Jones

```

=====
Windows Menu:

```

```

Project
  Windows
  Utilities

```

Options

Show

Output

Panic

Open Windows >>

Close Windows >>

```

=====

```

Use Overlap Locations

```

    Use Grid Locations

    Set Snapshot

    Use Snapshot
    =====

    6 Volumes Per Screen

    1 Windows Per Volume...

    Use Limits
    =====

    Two Window Utility      A-T

```

1.295 MegaD v3.1 - by John L. Jones

```

    Menu Windows
    / Open Windows:
    =====

```

This menu item contains two sub-menu items:

All: This will open all windows which are currently buffered into memory, with one caveat. It will still respect the volumes per screen and windows per volume limits.

Selected Directories: This will open windows for all currently selected directories, volumes and devices.

See Also:

```

    Open Windows
    built-in command

```

```

    DirOpenWindows
    built-in command

```

1.296 MegaD v3.1 - by John L. Jones

Menu Windows
/ Close Windows:

=====

This menu item contains two sub-menu items:

All: This will close all currently open
directory windows

====

Selected Directories: This will close windows for all currently
===== selected
directory windows
. The windows to
be closed can be selected from within other

directory windows
, or from the
list area
.

See Also:

Close Windows
built-in command

DirCloseWindows
built-in command

1.297 MegaD v3.1 - by John L. Jones

Menu Windows
/ Use Overlap Locations:

=====

The <Overlap Locations> command allows you to specify where directory windows will be placed on the screen.

When selected, a new
directory window
will be placed on top of, but
offset down and to the right of it's parent
directory window
. The

amount offset down is equal to the height of the upper window border.
The amount offset right is equal to the width of a close gadget.

Overlapping

directory windows
allows for more files to be shown in
large directories.

See Also:

```
Windows
/
Use Grid Locations
menu item
```

```
Windows
/
Set Snapshot
menu item
```

```
Windows
/
Use Snapshot
menu item
```

```
Windows
/
Use Limits
menu item
```

```
Windows
/
Two Window Utility
menu item
```

1.298 MegaD v3.1 - by John L. Jones

```
Menu Windows
/ Use Grid Locations:
```

```
=====
```

<Use Grid Locations> tells MegaD to open new windows on an invisible grid. Restricting windows to a grid helps by not hiding titles underneath other windows. All titles are visible so a desired directory can be found without shuffling windows around the screen.

Defining the size of the grid:

```
=====
```

Use the

```
Windows
/
# Volumes Per Screen
and the
```

```
Windows
/
# Windows Per Volume
menu items to define the size of the grid.
```

MegaD uses these settings in the following manner to determine grid size:


```
Windows
/
# Volumes Per Screen
determines the width of each grid location.
```

```
Windows
/
# Windows Per Volume
determines the height of each grid location.
```

For example, if you select 3 vol per screen, and 4 win per vol, then each grid location will be one-third the screen width, and one-fourth the screen height.

See Also:

```
Windows
/
Use Overlap Locations
menu item
```

```
Windows
/
Set Snapshot
menu item
```

```
Windows
/
Use Snapshot
menu item
```

```
Windows
/
Use Limits
menu item
```

```
Windows
/
Two Window Utility
menu item
```

1.299 MegaD v3.1 - by John L. Jones

```
Menu Windows
/ Set Snapshot:
```

=====

<Set Snapshot> records the position of open directory windows for use with the

```
Windows
/
Use Snapshot
```

window positions.

See Also:

Windows
/
Use Overlap Locations
menu item

Windows
/
Use Grid Locations
menu item

Windows
/
Use Snapshot
menu item

Windows
/
Use Limits
menu item

Windows
/
Two Window Utility
menu item

1.300 MegaD v3.1 - by John L. Jones

Menu Windows
/ Use Snapshot:

=====
<Use Snapshot> uses the fixed positions the
directory windows
were in

when the

Windows
/
Set Snapshot
menu item was selected. The Snapshot

positions are used on a first come first serve basis. Unlike the

Windows
/
Use Overlap Locations
and the

Windows
/
Use Grid Locations
options which keep volumes aligned in columns.

See Also:

```
Windows
/
Use Overlap Locations
menu item
```

```
Windows
/
Use Grid Locations
menu item
```

```
Windows
/
Set Snapshot
menu item
```

```
Windows
/
Use Limits
menu item
```

```
Windows
/
Two Window Utility
menu item
```

1.301 MegaD v3.1 - by John L. Jones

```
Menu Windows
/ Use Limits:
```

```
=====
```

<Use Limits> allows you to restrict the number of windows MegaD has open at any one time.

The use of limits helps to avoid confusion when there are many large windows overlapping each other. It will also minimize the frequency of low memory situations.

Use the menu items

```
Windows
/
# Volumes Per Screen
and
```

```
Windows
/
# Windows Per Volume
to alter the limits, and use the
```

<Windows / Use Limits> menu item to toggle those limits on and off.

See Also:

```
Windows
/
Use Overlap Locations
menu item
```

```
Windows
/
Use Grid Locations
menu item
```

```
Windows
/
Set Snapshot
menu item
```

```
Windows
/
Use Snapshot
menu item
```

```
Windows
/
Two Window Utility
menu item
```

1.302 MegaD v3.1 - by John L. Jones

```
Menu Windows
/ Two Window Utility:
```

```
=====
```

Two Window Utility will change MegaD into the more familiar directory program with two windows.

The main window functions are moved to the bottom of the screen. The windows are split by button gadgets for devices. These device gadgets have a right and left half. The right half affects the right window and the left half affects the left window.

If one window shows a directory and the opposite is empty, the contents of the directory will be swapped to the empty window when you select the side of a button gadget coinciding with the non-empty window. If both window have valid directory list in them, and you request one of those directories in the opposite window, both lists will be swapped to the opposite windows.

Confused??? Try <Two Window Utility>. It's basic operation is the same. It's presentation is merely different.

See Also:

```
Windows
/
```

Use Overlap Locations
menu item

Windows
/
Use Grid Locations
menu item

Windows
/
Set Snapshot
menu item

Windows
/
Use Snapshot
menu item

Windows
/
Use Limits
menu item

1.303 MegaD v3.1 - by John L. Jones

Utilities Menu:

=====

Project

Windows
Utilities
Options

Show

Output

Panic

User Menu Item #1 A-1

User Menu Item #2 A-2

User Menu Item #3 A-3

User Menu Item #4 A-4

User Menu Item #5 A-5

Next Menu Set A-6

Prev Menu Set A-7

First Menu Set A-8

Last Menu Set A-9

Utilities In Window

=====

Copy/Format

1.304 MegaD v3.1 - by John L. Jones

Menu Utilities
/ User Menu Items 1-5:

=====

The top 5 items in the Utilities Menu are user dependent. MegaD provides defaults for these menu items, but allows you to alter them to suit your needs.

Additionally, the first 5 items of the Utilities Menu are called a "user menu set". You can define more than one "set" of 5 user menu items. After defining these sets, you can use the following menu items to select the desired "user menu set":

Utilities
/
First Menu Set

Utilities
/
Prev Menu Set

Utilities
/
Next Menu Set

Utilities
/
Last Menu Set
Default Menu Sets:

=====

MegaD provides 3 default menu sets. They are:

Menu Set 1:	Menu Set 2:	Menu Set 3:
=====	=====	=====
LhA Pack	Arc Pack	LhArc Pack
LhA Unpack	Arc Unpack	LhArc Unpack
LhA List	Arc List	LhArc List
LhA Text	Type File2	Type File3
LhA Recursive	Edit File2	Edit File3

These menu sets are for use with the popular archiving utilities <LhA>, <Arc> and <LhArc>. If you don't use these archiving programs, don't worry. MegaD has included them as defaults merely because many people DO use them.

Altering / Adding Menu Sets:

=====

MegaD allows you to alter existing menu sets, and even to add new menu sets (thereby resulting in more than 3 menu sets).

To do so, use the MegaD
Menus & Devices preference area
.

See Also:

Utilities
/
First Menu Set
menu item

Utilities
/
Prev Menu Set
menu item

Utilities
/
Next Menu Set
menu item

Utilities
/
Last Menu Set
menu item

Menus & Devices
preferences

1.305 MegaD v3.1 - by John L. Jones

Menu Utilities
/ Next Menu Set:

=====

The <Utilities / Next Menu Set> menu item is used to scroll forward to the next set of 5
user-defined menu items
.

See Also:

```
Utilities
/
Menu Items 1-5
menu items
```

```
Utilities
/
First Menu Set
menu item
```

```
Utilities
/
Prev Menu Set
menu item
```

```
Utilities
/
Last Menu Set
menu item
```

```
Menus & Devices
preferences
```

1.306 MegaD v3.1 - by John L. Jones

```
Menu Utilities
/ Prev Menu Set:
```

```
=====
```

The <Utilities / Prev Menu Set> menu item is used to scroll backward to the previous set of 5 user-defined menu items

.

See Also:

```
Utilities
/
Menu Items 1-5
menu items
```

```
Utilities
/
First Menu Set
menu item
```

```
Utilities
/
Next Menu Set
menu item
```

```
Utilities
/
Last Menu Set
```


menu item

Menus & Devices
preferences

1.307 MegaD v3.1 - by John L. Jones

Menu Utilities
/ First Menu Set:

=====

The <Utilities / First Menu Set> menu item is used to jump to the first set of 5

user-defined menu items
.

See Also:

Utilities
/
Menu Items 1-5
menu items

Utilities
/
Prev Menu Set
menu item

Utilities
/
Next Menu Set
menu item

Utilities
/
Last Menu Set
menu item

Menus & Devices
preferences

1.308 MegaD v3.1 - by John L. Jones

Menu Utilities
/ Last Menu Set:

=====

The <Utilities / Last Menu Set> menu item is used to jump to the lastt set of 5

user-defined menu items

.

See Also:

Utilities
/
Menu Items 1-5
menu items

Utilities
/
First Menu Set
menu item

Utilities
/
Prev Menu Set
menu item

Utilities
/
Next Menu Set
menu item

Menus & Devices
preferences

1.309 MegaD v3.1 - by John L. Jones

Menu Utilities
/ Utilities In Window:

=====

When you select the <Utilities / Utilities In Window> menu item, MegaD will put the current

menu set
into the main window's 9
device gadgets

.

If you access a particular

menu set
frequently, this function may help
speed the results.

See Also:

Utilities
/
Menu Items 1-5
menu items

Menu Sets
discussion

Device & Command Gadgets
discussion

1.310 MegaD v3.1 - by John L. Jones

Options Menu:

=====

Project

Windows

Utilities

Options

Show

Output

Panic

Select All Hide A-H

Clear All Hide A-N

Hide .INFO A-I

Hide Amiga Directories A-A

Hide C Directories A-C

Filter Directory... A-F

Remove All Filters A-U

=====

Keep .INFO With File A-K

Keep Extension With File A-.

=====

Activate AutoBoot A-B

Clone Copy

Load on disk insert

Free on disk remove

1.311 MegaD v3.1 - by John L. Jones

```
Menu Options
/ Select All Hide:
=====
```

<Options / Select All Hide> is a quick and simple way of selecting three other <Options> menu items...namely:

```
Options
/
Hide .INFO
```

```
Options
/
Hide Amiga Directories
```

```
Options
/
Hide C Directories
See Also:
```

```
Options
/
Clear All Hide
menu item
```

```
Options
/
Hide .INFO
menu item
```

```
Options
/
Hide Amiga Directories
menu item
```

```
Options
/
Hide C Directories
menu item
```

1.312 MegaD v3.1 - by John L. Jones

```
Menu Options
/ Clear All Hide:
=====
```

<Options / Clear All Hide> is a quick and simple way of deselecting three other <Options> menu items...namely:

```
Options
```

```

/
Hide .INFO

Options
/
Hide Amiga Directories

Options
/
Hide C Directories
See Also:
Options
/
Select All Hide
menu item

Options
/
Hide .INFO
menu item

Options
/
Hide Amiga Directories
menu item

Options
/
Hide C Directories
menu item

```

1.313 MegaD v3.1 - by John L. Jones

```

Menu Options
/ Hide .INFO:
=====

```

<Options / Hide .INFO> eliminates all icon (.info) files from directory window displays. Just so there's no confusion, this menu item doesn't actually "delete" the .info files. Rather, it hides them from view so that your

```

directory windows
don't get too cluttered.

```

See Also:

```

Options
/
Select All Hide
menu item

Options
/
Clear All Hide

```

```

menu item

Options
/
Hide Amiga Directories
menu item

Options
/
Hide C Directories
menu item

```

1.314 MegaD v3.1 - by John L. Jones

```

Menu Options
/ Hide Amiga Directories:
=====

```

<Options / Hide Amiga Directories> hides all standard Amiga directories from view in

directory windows

.

Some standard Amiga directories are DEVS, FONT, and L, LIB, and S. The Amiga automatically assigns these directories upon booting. They will appear on all bootable disks. Removing them from the display helps keep your

directory windows uncluttered.

See Also:

```

Options
/
Select All Hide
menu item

```

```

Options
/
Clear All Hide
menu item

```

```

Options
/
Hide .INFO
menu item

```

```

Options
/
Hide C Directories
menu item

```

1.315 MegaD v3.1 - by John L. Jones

```
Menu Options
/ Hide C Directories:
```

```
=====
```

<Options / Hide C Directories> removes the Amiga C: directory (or any directory named 'c') from the window display. Just so there's no confusion, this menu item doesn't actually "delete" the C: directory(s). Rather, it hides them from view so that your

```
directory windows
don't get too cluttered.
```

See Also:

```
Options
/
Select All Hide
menu item
```

```
Options
/
Clear All Hide
menu item
```

```
Options
/
Hide .INFO
menu item
```

```
Options
/
Hide Amiga Directories
menu item
```

1.316 MegaD v3.1 - by John L. Jones

```
Menu Options
/ Keep .INFO With File:
```

```
=====
```

When you select <Options / Keep .INFO With File>, MegaD acts as follows:

- If you select a file which has an associated .info file, MegaD will automatically select it's .info file too.
- This DOES NOT hold true for "drag selection" (drag selection occurs when you select multiple files by clicking AND HOLDING the mouse button while you move the mouse).

When <Options / Keep .INFO With File> is NOT selected:

- If you select a file which has an associated .info file, MegaD will NOT automatically select it's .info file too. You must manually select it's .info file if desired.

See Also:

```
Options
/
Keep Extension With File
menu item
```

1.317 MegaD v3.1 - by John L. Jones

```
Menu Options
/ Keep Extension With File:
```

=====

When you select <Options / Keep Extension With File>, MegaD acts as follows:

- If you select a file which has another file containing the same prefix, but different file extension, MegaD will select both files.
- This DOES NOT hold true for "drag selection" (drag selection occurs when you select multiple files by clicking AND HOLDING the mouse button while you move the mouse).

Example: Lets say that your
directory window
contains the following:

```
myfile
myfile.c
myfile.info
yourfile
yourfile.info
```

If you select <myfile>, then MegaD will automatically select <myfile>, <myfile.c> and <myfile.info>. This is because all three files have the same prefix (myfile) but different extensions.

See Also:

```
Options
/
Keep .INFO With File
menu item
```


1.318 MegaD v3.1 - by John L. Jones

Menu Options
/ Activate AutoBoot:

=====

If <Options / Activate AutoBoot> is selected, MegaD will attempt to "do something" whenever you double-click on a file. If you don't select this menu item, then all autoboots are disabled!!!

If the file you double-clicked on was a text file, MegaD will recognize that, and load it into a text-viewer window . If the file is an IFF file and you have created a picture viewer autoboot , then MegaD will automatically call that IFF viewing program to display the file. And so on, and so on...

For a much more indepth discussion of this subject, refer to autoboots .

See Also:

AutoBoots
discussion

Clr ABoot
built-in command

Sel ABoot
built-in command

ABoot Add
built-in command

ABoot Edit
built-in command

1.319 MegaD v3.1 - by John L. Jones

Menu Options
/ Clone Copy:

=====

When you

copy a file to a new directory, MegaD normally does not

copy the following information:

```
File Comment
File Date
```

If you select <Options / Clone Copy>, then MegaD will copy these two items whenever a file is copied to a new directory.

See Also: -

1.320 MegaD v3.1 - by John L. Jones

```
Menu Options
/ Load on disk insert:
```

=====

When you select <Options / Load on Disk Insert>, MegaD will automatically open a directory window for any new disk inserted into a standard floppy drive (df0: - df3:).

See Also:

```
Options
/
Free on disk remove
menu item
```

1.321 MegaD v3.1 - by John L. Jones

```
Menu Options
/ Free on disk remove:
```

=====

When you select <Options / Free On Disk Remove>, MegaD will automatically unbuffer the contents of a volume which is removed from a standard floppy drive (df0: - df3:).

See Also:

```
Free Volumes
gadget

Free Volumes
built-in command
```

```
Options
/
Load On Disk Insert
menu item
```

1.322 MegaD v3.1 - by John L. Jones

```
Show Menu:
=====

Project

Windows

Utilities

Options
  Show
  Output

Panic

All          A-[
None         A-]

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Date         A-X

Protection   A-P

Comment      A-'

Sort On      >>

Reset All    A-R
```

1.323 MegaD v3.1 - by John L. Jones

```
Menu Show
/ All:
=====
```

When you select <Show / All>, MegaD will include all of the following inside directory windows (in addition to filenames & directory names):

```
File size.
Date & time the file was created.
```

File protection bits.
File comment.

As a matter of fact, selecting the <Show / All> menu item is merely a shortcut for selecting all of the following menu items:

Show
/
Size

Show
/
Date

Show
/
Protection

Show
/
Comment

If you select <Show / All>, and not all windows reflect the change ↔

select

Show
/
Reset All
to force the change.

See Also:

Show
/
None
menu item

Show
/
Size
menu item

Show
/
Date
menu item

Show
/
Protection
menu item

Show
/
Comment
menu item

```

Show
/
Reset All
menu item

```

1.324 MegaD v3.1 - by John L. Jones

```

Menu Show
/ None:

```

```

=====

```

When you select <Show / None>, the only item displayed inside directory windows will be file and directory names. MegaD WILL NOT include any of the following;

```

File size.
Date & time the file was created.
File protection bits.
File comment.

```

As a matter of fact, selecting the <Show / None> menu item is merely a shortcut for deselecting all of the following menu items:

```

Show
/
Size

```

```

Show
/
Date

```

```

Show
/
Protection

```

```

Show
/
Comment

```

If you select <Show / None>, and not all windows reflect the ← change,

select

```

Show
/
Reset All
to force the change.

```

See Also:

```

Show
/
All
menu item

```

```
Show
/
Size
menu item
```

```
Show
/
Date
menu item
```

```
Show
/
Protection
menu item
```

```
Show
/
Comment
menu item
```

```
Show
/
Reset All
menu item
```

1.325 MegaD v3.1 - by John L. Jones

```
Menu Show
/ Size:
```

```
=====
```

The <Show / Size> menu item is a toggle switch, which determines whether or not file sizes will be displayed inside directory windows

.

If you select <Show / Size>, and not all windows reflect the change, select

```
Show
/
Reset All
to force the change.
```

See Also:

```
Show
/
All
menu item
```

```
Show
/
None
menu item
```

```
Show
/
Date
menu item
```

```
Show
/
Protection
menu item
```

```
Show
/
Comment
menu item
```

```
Show
/
Reset All
menu item
```

1.326 MegaD v3.1 - by John L. Jones

```
Menu Show
/ Date:
```

```
=====
```

The <Show / Date> menu item is a toggle switch, which determines whether or not file creation dates and times will be displayed inside

```
directory windows
.
```

If you select <Show / Date>, and not all windows reflect the change, select

```
Show
/
Reset All
to force the change.
```

See Also:

```
Show
/
All
menu item
```

```
Show
/
None
menu item
```

```
Show
/
```

Size
menu item

Show
/
Protection
menu item

Show
/
Comment
menu item

Show
/
Reset All
menu item

1.327 MegaD v3.1 - by John L. Jones

Menu Show
/ Protection:

=====

The <Show / Protection> menu item is a toggle switch, which determines whether or not file protection bits will be displayed inside

directory windows

.

If you select <Show / Protection>, and not all windows reflect the change, select

Show
/
Reset All
to force the change.

See Also:

Show
/
All
menu item

Show
/
None
menu item

Show
/
Size
menu item

Show
/
Date
menu item

Show
/
Comment
menu item

Show
/
Reset All
menu item

Set Protect
built-in command

Warn If Deleting Protected File
defaults preference

1.328 MegaD v3.1 - by John L. Jones

Menu Show
/ Comment:

=====

The <Show / Comment> menu item is a toggle switch, which determines whether or not file comments will be displayed inside directory windows

.

If you select <Show / Comment>, and not all windows reflect the change, select

Show
/
Reset All
to force the change.

See Also:

Show
/
All
menu item

Show
/
None
menu item

Show
/
Size

```

menu item

Show
/
Date
menu item

Show
/
Protection
menu item

Show
/
Reset All
menu item

File Comment
built-in command

```

1.329 MegaD v3.1 - by John L. Jones

```

Menu Show
/ Sort On:
=====

```

The <Show / Sort On> menu item allows you to specify what parameter MegaD should sort the contents of directory windows upon.

MegaD allows the following options:

- None (no sort)
- Name (filename)
- Size (file size)
- Date (file creation date/time)
- Protection (file protection bits)
- Comment (file comment)
- Extension (file extension)

See Also:

```

Set Protect
built-in command

File Comment
built-in command

```

1.330 MegaD v3.1 - by John L. Jones

```
Menu Show
/ Reset All:
```

```
=====
```

When you change the attributes for the display of the

```
directory windows
, only
DEST
windows will automatically
show the change. If you wish to reset all open
```

```
directory windows
to reflect the current display options,
select <Show / Reset All>.
```

See Also:

```
Show
/
All
menu item
```

```
Show
/
None
menu item
```

```
Show
/
Size
menu item
```

```
Show
/
Date
menu item
```

```
Show
/
Protection
menu item
```

```
Show
/
Comment
menu item
```

1.331 MegaD v3.1 - by John L. Jones

```
Output Menu:
```

```
=====
```

```

Project
Windows
Utilities
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Show
  Output
  Panic
Printer
File
W/Tree Lines
===== <

Disk Label      >>
===== <

Print Spooler
===== <

DataBase Export File
Setup Export...
    
```

1.332 MegaD v3.1 - by John L. Jones

```

Menu Output
 / W-Tree Lines:
=====
    
```

The <Output / W-Tree Lines> menu item is designed to be used in conjunction with:

```

Output File
built-in command

Output Prt
built-in command

Output
 /
Output File
menu item
    
```

```

Output
/
Output Printer
menu item

```

The above commands allow you to create a record of all the files and directories contained on your system. You can choose to create this record using tree lines by selecting <Output / W-Tree Lines>.

Example: Without Tree-Lines:

```
=====
```

```

Work:
  Work:Games
    Work:Games/Solitaire
      .info           SolitaireHighScores
      Solitaire       Solitaire.info
    Work:Games/Tetris
      .info           Tetris
      BestScores      Tetris.info
Games.info

```

With Tree-Lines:

```
=====
```

```

Work:
|--Work:Games
|  |--Work:Games/Solitaire
|  |  |--.info           Solitaire High Scores
|  |  |--Solitaire       Solitaire.info
|  |--Work:Games/Tetris
|  |  |--.info           Tetris
|  |  |--BestScores      Tetris.info
|--Games.info

```

See Also:

```

Output File
built-in command

```

```

Output Prt
built-in command

```

```

Output
/
Output File
menu item

```

```

Output
/
Output Printer
menu item

```

1.333 MegaD v3.1 - by John L. Jones

```
Menu Output
 / Disk Label:
```

```
=====
```

The <Output / Disk Label> menu item contains a few submenu items, all of which perform the exact same operation as other built-in commands.

For a description of each submenu item, refer to its associated built-in command:

```
<Output / Disk Label / Alignment> .....
Label Align
  <Output / Disk Label / Print> .....
Label
  <Output / Disk Label / Print W-Modify> ..
Lab. Modify
  <Output / Disk Label / Print Times> .....
Label Times
See Also:
Lab. Modify
built-in command

Label
built-in command

Label Align
built-in command

Label Times
built-in command

Label Height
print preference

Label Width
print preference
```

1.334 MegaD v3.1 - by John L. Jones

```
Panic Menu:
```

```
=====
```

```
Project
Windows
Utilities
Options
```

```
Show

Output
Panic

STOP PROCESS      A-E

CANCEL PRINT

CANCEL ALL PRINT
```

1.335 MegaD v3.1 - by John L. Jones

```
Menu Panic
/ STOP PROCESS:
```

```
=====
```

This will stop any current process MegaD is working on. When working with MegaD, it is EXTREMELY important that you know how to immediately stop a process that was started in error.

MegaD can easily delete MegaBytes of information in seconds. You can minimize the damage of an inadvertant delete by using the <Panic / STOP PROCESS> menu item.

MegaD allows a second method for stopping an inadvertant process. Refer to

```
Panic Window
for details of this other method.
```

NOTE: If you accidently attempt to delete some files, you will probably lose some information, regardless of how fast you select <Panic / STOP PROCESS>.

See Also:

```
Panic
/
STOP PROCESS
menu item
```

```
Panic
/
CANCEL PRINT
menu item
```

```
Panic
/
CANCEL ALL PRINT
menu item
```

```
Panic Button Window
```

defaults preference

Cancel
panic window button

Suspend
panic window button

1.336 MegaD v3.1 - by John L. Jones

Menu Panic
/ CANCEL PRINT:

=====

This will stop the print process currently in operation, but will allow any subsequent print processes to continue.

See Also:

MDSpool.Guide
document

Print Spooler
built-in command

Prt Text
built-in command

TX PrintAll
built-in command

TX Print Window
built-in command

Output
/
Print Spooler
menu item

Panic
/
CANCEL ALL PRINT
menu item

Panic Button Window
defaults preference

Cancel
panic window button

Suspend
panic window button

Print Spooler

print preference

1.337 MegaD v3.1 - by John L. Jones

```
Menu Panic  
/ CANCEL ALL PRINT:
```

=====

This will stop not only the currently operating print process,
but all subsequent print processes.

See Also:

MDSpool.Guide
document

Print Spooler
built-in command

Prt Text
built-in command

TX PrintAll
built-in command

TX Print Window
built-in command

Output
/
Print Spooler
menu item

Panic
/
CANCEL PRINT
menu item

Panic Button Window
defaults preference

Cancel
panic window button

Suspend
panic window button

Print Spooler
print preference

1.338 MegaD v3.1 - by John L. Jones

String Gadgets:

=====

This section describes some of the features specific to MegaD string gadgets:

Space Bar:

=====

Whenever a MegaD window containing a string gadget is active, then pressing the space bar will place the cursor in the first string gadget in that window.

Return Key:

=====

If you are currently working within a MegaD window which contains only 1 string gadget, then pressing the <return> key acts the same as pressing the <Use> gadget.

If you are currently working within a MegaD window which contains multiple string gadgets, then pressing the <return> key will move the cursor from the current string gadget to the next string gadget.

Shift-Return Key:

=====

If you are currently working within a MegaD window which contains string gadgets, then pressing the <shift-return> key removes the cursor from the string gadget.

Why would you want this? Lets take the search text requester for example:

```

-----
|           Destination Directory           |
|           System2.0:S                   |
|                                           |
|   Enter the string to search for         |
|           in all marked files           |
|           ?, #?, * permitted            |
|   Include optional filename to          |
|   create a list of locations found       |
|                                           |
|           Search String                  |
|   -----                               |
|   |                                     |
|   -----                               |
|                                           |
|           Optional filename for list     |
|   -----                               |

```

```

| |                                     | |
| -----|
| -----|
| | Use |                               | Cancel | |
| -----|
-----
    
```

When using this requester, you might want to:

- (1) Activate the top string gadget by pressing the <space bar>.
- (2) After typing in the search string, you might want to activate the second string gadget by pressing <return>.
- (3) Lets say that after typing in the optional filename for list, you then want to select the <Use> gadget by typing the letter <U>.

Well you can't do this, because the cursor is still in the second string gadget. You must first remove the cursor from that string gadget. Do this by pressing <shift-return>. The cursor disappears.

Now press <U>, as an alternative to clicking on the <Use> gadget.

Tab & Shift-Tab:
=====

The following applies only to WB2.X users only:

Use the <tab> key to cycle forward through string gadgets.
Use the <shift-tab> key to cycle backward through string gadgets.

See Also: -

1.339 MegaD v3.1 - by John L. Jones

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====

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=====

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====

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====

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=====

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=====

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=====

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/

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====

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====

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=====

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=====

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=====

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=====

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```

====

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=====

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=====

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=====

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