

# **IDerPrefs**

Ian Campbell

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|---------------|-----------------------------|-----------------|------------------|
|               | <i>TITLE :</i><br>IDerPrefs |                 |                  |
| <i>ACTION</i> | <i>NAME</i>                 | <i>DATE</i>     | <i>SIGNATURE</i> |
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## Chapter 1

# IDerPrefs

### 1.1 IDerPrefs v1.0

IDerPrefs 1.0 Config File Editor for IDer 1.06  
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### 1.2 Introduction

#### Introduction

People who use IDer know what a much easier way of viewing data is it. Just make all your project icons have IDer as their default tool and no matter what file you copy the icon to, double clicking it will call the correct viewer for it. No more messing with different tools for different icons, bad paths etc. Best of all it's not a hack. It's

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just a bit of lateral thinking and using the operating system.

All this functionality centres around the "IDer.config" file which while it's not overly complex, this is 1998 and you shouldn't have to be editing text files anymore to configure your programs.

#### IDerPrefs

Here's where IDerPrefs comes in. The "pretty face" for IDer, with some extra specific features a text editor just can't have.

(Well, maybe Emacs, but that's not a text editor, it's a new form of life.)

Now whenever you download eg. a new faster-than-iff jpeg-viewer or a new ppc-32bit-sound-player you'll be just an icon drop away from having all the respective data on your system viewed with the new program.

The inspiration for IDerPrefs was "CUCDPrefs" The Amiga Magazine Cover CD Preferences Editor, which inspired me to write an editor which, using IDer, could (if you wanted to) be used in a general sense as sort of "Viewers" system preferences editor.

## 1.3 Distribution

#### Distribution

IDerPrefs is Freeware. I'm sure you've got better things to spend your cash on, like PPC boards!

This package may be distributed via whatever means you want, provided the archive remains intact and none of the files in it are modified.

#### Disclaimer

By using this product, you accept the full responsibility for any damage or loss that might occur through its use. I (Ian Campbell) can not be held responsible.

## 1.4 System Requirements

#### System Requirements

- Kickstart 3.0 or higher
- MUI 3.8 or higher (aminet: util/libs/mui38usr.lha)  
(It may work on an earlier MUI, but at least 2.0 as it uses custom classes)
- IDer 1.06 (aminet: util/wb/ider.lha) Well, not strictly :)

It was programmed on an A1200 3.1 and MUI Demo 3.8 so it should at least work with that.

## 1.5 Features

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## Features

- Drag & Drop a datatype icon to automatically create a new entry.
- 'Expert Mode' allows editing of every gritty detail of config file
- 'Easy Mode' for everyday usage.
- Partial loading of corrupt config files
- Allows a "Reset to Defaults" config file
- MUI Interface, so customisable to your "unique" idea of style.  
(whatever that may be) <gulp!>
- All buttons/menus etc. work like all your other prefs editors, so you can throw this guide away now!
- Fully Localised (no catalogs yet :) - in progress)
- Context sensitive help and bubble help.

## 1.6 Installation

### Installation

Use the installer script or just drag the icon anywhere and (optionally) set the

```
HELPPFILE
    tooltype to get online help
```

and the

```
ORIGFILE
    tooltype to get the Reset to Defaults option.
```

## 1.7 Configuration

IDerPrefs is currently only run from the Workbench and can be configured through the following (all optional) tooltypes.

- SAVENAME - This is the name/path to save the config file to when you click on 'Save'.  
Default: "envarc:IDer.prefs"
- USENAME - This is the name/path to save the config file to when you click on 'Use'.  
Default: "env:IDer.prefs"
- ORIGNAME - This is the name/path to load the config file from when you chose the "Reset To Defaults" menu item. The default is just a config file I made in the directory, but this could be anything. eg. if you were using IDer + IDerPrefs for your data laden CD-ROM and wanted the user to be able to modify the viewers for their own setup, this would be used to point to a config file on your CD that you know is good, just in case they screw it up. Or you could grab the original file from the IDer archive, which is also quite good, but which I didn't want to redistribute without permission.  
Default: "progdir:orig\_IDer.prefs"
-

HELPPNAME - This is the name/path of the IDer guide file. If you specify this then pressing help will load it.  
Default: "progdir:IDerPrefs.guide"

EXPERTMODE - =(YES|NO) Start up in the 'Expert' aka. 'The Horrible Truth' mode. Default is NO. (the 'Blissfully Ignorant-I know Nozink-turn off the X-Files-LaLaLaLa I can't hear you' Mode)

CREATEICONS - =(YES|NO) If for some sick reason you like to save lots of little config files everywhere with 'Save As' then this will help you to keep track of them. You never get icons with the 'Save' and 'Use' buttons.  
Default: YES (to be consistent with the system editors)

## 1.8 The Easy Display

### The Easy Display

This is pretty easy.

The name above the slider - shows the filename of the config file that was loaded at startup since it may have had to load the original file. This is not the name it will be saved as when you click on save. This is always determined by the

SAVENAME

tooltype and it's default.

If you want to see what the save name will be, pause the mouse pointer over save button for a few seconds.

The Delete Button - deletes the entry currently displayed. If you try to delete the last entry you will get a config file that just has a default option of Multiview. How exciting.

Dropping a tool - anywhere but the slider will set the Action for this class to the filename you dropped.

Dropping a Datatype Descriptor on the slider automatically creates a new file entry, based on the file description contained in the Datatype.  
See:

Technical

Save, Use, Cancel - Do what they always do. In this case you can specify the save names they will be attached to these buttons.

See:

Configuration

Remember that the Save button will always save to SAVENAME and USENAME, (eg. env: as well as envarc:)

## 1.9 technical

Dropping a Datatype icon on the slider and it will parse the datatype and create a new entry for you. This is good as there are loads of these now.

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What the parser grabs:

The CLASS field: is constructed by concatenating dth\_Name with dth\_GroupID eg. GIF+Picture = GIF\_Picture; 8SVX + Sound = 8SVX\_Sound.

The NAME field: If the DTD contains a filename reg expn eg. #?.(jpg|jpeg) this will be placed in the name field.

The OFFSET field: If the DTD contains a file Mask this will be stored in the offset field with "0," prepended. Also, it will be stored as a hex mask if the DTD has it's CaseSensitive bit set or as an ASCII mask (in quotes) if it is unset. The only exception I have found to this assumption is the CDXL datatype which contains a case-insensitive hex comparison?! (I think it must be badly formed).

The FLAGS=I subfield: The value of this the datatypes CaseSensitive bit will also be used to set IDer's FLAGS=I bit. (To the opposite value.)

The ACTION field: (futuristic :) If the datatype contains one or more DTTL (Datatype Tool) chunks and one of them has a type of '3' (= editor tool) then this program will be straight away placed in the Action field. Failing that it will try to insert the type 2 (= browser) tool there. I do not know of any datatypes which currently use this feature, even the excellent akdatatypes, which would be a perfect opportunity to advertise SuperView I would have thought!

Datatypes with custom code identification hooks:

If the datatype uses a custom comparison hook to identify it's files (an example of this is the MacSnd datatype) then it will be rejected by IDerPrefs (for obvious reasons).

## 1.10 The Expert Display

The Expert Display

This is pretty easy too really.

If you've edited an IDer config file by hand before, it would be quicker to read

```

this
.
```

With the expert display you get an extra bit at the bottom which lets you edit the actual class definitions themselves.

The top half also has some extra bits too, there is an insert button now as well as a delete button, and the Class Name text has changed to an input string.

Insert - Creates a new, blank entry for your manual editing.

Stack: - The stack size for the program in Action. Default is 4096 bytes.

Pri: - The Amiga multitasks you know :) This is the program's priority, from -127 to 128. Default is 0.

No Filename Quote - Tick this if your (old) program can't parse

filenames in quotes, otherwise IDer will put quotes around the filename to allow spaces.

Match: Cycle - IDer has the 3 ways displayed to identify a file (suffix, filename and character string somewhere in the file. How many of these must match before it is satisfied and runs the tool?

Name: - This is an AmigaDOS regular expression like the ones you see in the shell all the time. eg (mod.#?|#?.mod)

Suffix: - If you don't need the power of the name option, then you can just use this, eg. .GIF

String: - This is the most powerful option. Did you know that most filetypes actually have some sort of identifier inside the file to say what it is. If you know this you can enter it here.  
 Use: <offset>, <value> for a magic number (and express it in hexadecimal notation eg. 16,DE..BE.. (.. is a wildcard)  
 Use: <offset>, "string" if there's actually a printable string that's always in there that you know about.  
 eg. Amigaguide documents always start with @database so you would put 0,@database. (? is the wildcard here)  
 This is the strongest match because it will work even they name the file to something else eg. a jpeg ending in .gif!  
 This field is nearly always filled in when you drag and drop a datatype icon.

Non Case-Sensitive - If you're using a printable string match then you should really set this.  
 With this set, @Database, @dataBase, and even @DaTaBaSE (eg. for some try-hard software pirate's .guide file :) would count too.

Don't worry, you don't have to memorise all this... there's bubble help.

## 1.11 Expert Display

I was a text file editor...

All the String Gadget's names correspond exactly to their equivalent parameter names in the config file except:

|                          |   |
|--------------------------|---|
| The "String"             | contents which are put in as "OFFSET=". |
| The "Non case sensitive" | check activates the "I" flag.           |
| The "No Filename Quote"  | check activates the "Q" flag.           |
| The "Match:"             | cycle activates the "A" and "T" flags.  |

## 1.12 Contacting the Author

Contact Info

EMail:

icampbell@extra.co.nz

#### About me

I am a 23 year old programmer living in Wellington on the North Island of New Zealand, where wild animals roam free through the untouched mountains, the air is clean and fresh, and there are 100 year old trees everywhere. But, more importantly, Internet access is only \$40(=13 GBP) a month for all you can eat, local telephone calls are free, and MTV Europe is a free-to-air TV Station :)))

I also have a BSc in Computer Science from Victoria University of Wellington, where I learned C++, the language of IDer.

I have been a dedicated Amigan since I sold my C64 in 1989 and brought an A500. My current system is an A1200 Blizzard '030/50, 16+2 RAM, 6xCDROM, C=1942 Monitor and two 2.5" drives crammed in there - a 500Mb and a 60Mb. (Perhaps "the" average Amiga system these days or is '040 pretty much standard now?)

IDerPrefs was merely written to distract myself from the currently looming question "What should I do with my life?" as I have just returned from a year' ←  
s

working holiday in the UK and now I have to make some plans. (Doh! I hate it when that happens :)

So anyway please send me plenty of bug reports/suggestions so I will have an excuse to keep procrastinating!

## 1.13 Thanks to y'all

Thanks to the authors of the following:

- "IDer 1.06" by Dave Dustin (of course :) (aminet: util/wb/IDer.lha)  
(Sorry I couldn't contact you about this, your email address must have changed ←  
.)
- "SAS/C 6.58" from the SAS Institute and Steve Krueger.
- "MUI 3.8" by Stefan Stuntz. (aminet: util/libs/mui38demo.lha)
- "Localizer 1.37" by Massamilliano Origgi which made localising a breeze.  
(aminet: dev/misc/Localizer1.37)
- "MakeDT 1.3" by Michal Letowski, whose AREXX source code allowed me to write a parser for the those little datatypes files in  
devs:datatypes. (aminet: dev/misc/MakeDT-1.3.lha)
- The maintainers of Aminet

## 1.14 Program History

Version 1.0 (04.02.1998)

- First Release (upped to Aminet)