

68357a30-0

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Chapter 1

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1.1 MultiTrash v1.0

MultiTrash v1.0

by Curt Esser

~~Introduction~~~

Why another system trashcan thing?

~~Copyright~~~~~

OK, what kind of "ware" is this, then?

~~Requirements~~~

What do I need to make this work?

~~Installation~~~

What do I have to do?

~~Configuration~~

How do I set up to my needs?

~~Usage~~~~~

How do I operate it?

~~More~Questions~

Yes, there's more!

~~Limitations~~~~~

What won't it do?

~~Contact~~~~~

Who do I scream at if it doesn't work?

1.2 Welcome to the Trash Can!

Q. OK, what is this?

A. A Workbench Appicon Trashcan.

Q. But why? The Workbench already has a trashcan!

A. Yes, but the Workbench trashcan is limited. It will only hold files from it's own disk. If you have several HD partitions, you would need to have a trashcan for each one. And they can't be left out on the Workbench, to say nothing of the hassel of periodically cleaning each one out.

Q. OK, I see your point. But there are already several of these "Global Appicon Trashcan" programs. Why another?

A. Because I couldn't find one that had all the features I wanted. So I wrote my own.

Q. OK, what's yours do that the other ones don't?

A. First, you get 2 trashcan appicons. One for deleting files, as usual. And a second for simply removing the icons, but leaving the files alone.

Second, you can specify a list of file extensions to be removed along with the "dragged" files. For example, if your text editor saves a backup of your text files, with the extension ".backup". You can set MultiTrash to delete these automatically too, so when you drag a file called "My text" onto the Appicon, it will also remove the "My text.backup" file.

Third, you get a visual indication when the file is deleted. (a skull and bones image appears briefly to show that the file is being deleted)

Fourth, you can set it to send deleted files to your SYS:trashcan directory if you wish. Yes, all files from any partition or disk will all go to the same place. And yes, if you just remove the icons from files or drawers, they will go there too.

Fifth, you can have a saftey requester appear before anything is deleted in case of mistakes.

Sixth, you can have a sound sample played when deleting. Yes, you can have a different one for file deletion and icon removal.

And last, ALL of these features are completely optional.

As far as I know, none of the other Global Trashcans have all these features.

1.3 This program is ??? ware

MultiTrash is copyrighted 1998 to Curt Esser

It is FreeWare (ahhhh, a sigh of relief!) but NOT PD!

That means you can use and distribute it without restrictions, as long as all the original files are included, and nothing added or altered!

DISCLAIMER: I assume no responsibility for any damage or loss of data on your system caused by the use of this program.

Hmmm, "loss of data" is what a trashcan is for, isn't it?

I better add:

I assume no responsibility for failure to loose data on your system. :)

I would appreciate it if you
send~me~an~email
, just to let me
know the program is being used.

1.4 What you must have

Q. OK, what do I need to use this program?

A. WB 2+. Although not really necessary, this program is not much use without a Hard Drive. If you want to save the deleted files and icons into your SYS:trashcan directory, that directory must already exist. MultiTrash won't create it for you.

Q. Anything else?

A. Well, you'll have to have some files you want to delete, of course.

1.5 How do I make it run?

Q. How do I install it?

A. If you want it to automatically run whenever you boot your system, just drag the MultiTrash program and the MultiTrash.data drawer into your WorkbenchStartup drawer.

If you'd rather run it only "by hand", just put the whole drawer wherever you like.

Now it's ready to run, with it's default~settings
 . But you will probably want to configure it to your own tastes.

1.6 Have it YOUR way!

All configuration in this version must be done by editing the tool types on the MultiTrash icon. I have done my best to make them self-explanatory, but here is the rundown:

ICONTRASH=YES (default) Will use the second appicon for removing icons only.

To disable this, you can comment the tooltype out like this: (ICONTRASH=YES)
 or change it: ICONTRASH=NO
 or simply remove it altogether

(REQUESTER=YES) If you want the program to show a saftey requester before deleting anything, remove the parenthesis: REQUESTER=YES

TOSYSTRASH=YES If you DON'T want the files copied to the SYS:trashcan drawer, comment this out or remove it

TRASHNAME=Files This is the name that will be shown under the Trash icon.

TRASHX=0
 TRASHY=0 Lets you set the x and y location for the appicon. Leave them at 0 to let the icon "float" - ie, workbench puts it in the first available space.

TRASHSOUND= Put the name and path of the sample you want to be played when a file is deleted. If you don't want a sample played, remove this or

comment it out. Samples MUST be 8svx (.iff) samples.

ICONNAME=Icons The name for the Icon removal appicon

ICONX= Works the same as for the trash appicon.
 ICONY= For setting the appicon's position on WB

ICONSOUND= This is the name of the sound to play when
 an icon is removed.

AND1= Here you can set up to 10 file extensions to
 AND2= be removed along with the files. Don't forget
 ~ ~ the "." For example, to remove files with
 AND10= the same name as the dragged file + ".backup"
 you would use:
 AND1=.backup

NOTES: The program must read it's prefs from an icon named "MultiTrash".
 DON'T change the name of the program, or the Multitrash.data
 directory or you will have problems!

The appicons use the same icon image as the MultiTrash program.
 If you want to use a different image, just copy it to the
 main MultiTrash icon. Be careful about the tooltypes! If you
 just copy a whole icon over using the shell or a dir-util, you'll
 have to put them all back on again! It is safer to use an icon
 image copying program for this.

If you don't want the "bones" image used to show that a file
 has been deleted, you can remove it or rename it from the
 MultiTrash.data drawer. It is also OK to substitute a different
 image if you want.

You will also find a drawer full of substitute icon images in the
 MultiTrash.data drawer.

1.7 What can't it do?

Nothing is perfect (least of all MY programs!).

Version 1.0 CAN'T:

- * Delete anything from Write Protected volumes, or Read Only volumes
 such as CD's

-> Hey, I'm not a magician :)

- * Do anything with disks or devices (like CD0:) - no, no ejection.
 - > The next version will allow Ejection and Formatting of user specified devices, through outside commands.

- * Delete drawers that are "in use" - this includes any drawer that is part of an Assign.
 - > Although this could be forced, it isn't a good idea. This could cause problems on the next re-boot. Better to find out what the assign is being used for and removing the assign first (from user-startup) before you delete the directory.

- * Clean out the SYS:trashcan drawer for you
 - > I'll probably add this to the next version

- * Delete it's own or other Appicons
 - > The OS doesn't allow this

- * Probably other things that you'll tell me about :)
 - If there are any,
 - email~me
 - and tell me what.

- It CAN:
 - * Remove "fake" icons (the ones WB shows if you select "show all files") but only temporarily - they'll be back later!

1.8 Write me!

You can email me with any comments, bug reports, problems, etc.

My address is:

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Visit my website at:

http://members.xoom.com/Curt_Esser/

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1.9 How do I get some use out of this?

Out of the box, if nothing is changed on the tooltypes, `MultiTrash` acts like this:

Two Appicons will appear on your Workbench, one labeled "Files" and the other labeled "Icons"

If you drag a file or a drawer onto the "Files" appicon, it will be copied to your `SYS:Trashcan/` directory (if it exists) and then deleted from the current directory. While it is being deleted, a Skull & Bones will replace the file or drawer icon, and you will hear a sound sample.

If you drag a file or drawer onto the "Icons" appicon, the icon only will be copied to `SYS:trashcan/` and then be removed from the current directory. You will hear a different sound sample, and the icons will disappear from the window, but the file or drawer will still be there. You won't see the Skull & Bones for this.

You can alter these behaviors using the tooltypes. See the Configuration section of the doc for instructions on this.

1.10 What?? MORE Questions?

Q. Can I use NewIcons for the Icon images?

A. Yes, these should work fine. Note, however, that there are some versions of Dopus that DO NOT handle NewIcons correctly as Appicons. This is NOT a bug in MultiTrash, and there is nothing I can do about it. You'll have to write the authors of Dopus about this.

Q. Will MultiTrash work with other "Workbench Replacement" programs?

A. I have no idea! Try it, and let me know.

Q. Will MultiTrash work with a GFX card?

A. I think so. But I don't have one to try it on :(Again, if you have one, please let me know!

Q. Will you be making a real prefs program for it, so I don't have to configure it with the tooltypes?

A. Maybe, if enough people are interested. Again, it's up to you to let me know what you think.
