LFSystemBinder20.FRA

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COLLABORATORS

	TITLE : LFSystemBinder20.FRA		
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REVISION HISTORY

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LFSystemBinder20.FRA

1.1   Help for LFSystemBinder 2.0

```
                                  _____
                                  |
                 LFSystemBinder 1.1 |
                                  |
                 © LFSoft 1993-96  |
                                  |
```

    NOTE: I'm sorry but I don't have enough time to make a real good doc. On
the other hand, this tool is intuitive enough and, in fact, all informations
you need are AREXX's commands and icons' Tooltypes...

            ~Overview~~~~~~
              why you should use LFSystemBinder!

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              Presents are welcome ;^)
```

1.2 Overview

Here is a list of LFSystemBinder's features:

    * Powerfully Manage ASSIGNs, RESIDENTs, DOS VARIABLEs and PATHes in a
    very intuitive G.U.I (Graphical User Interface),

    * Use project file for easely installing and removing programs. No more
     tedious change in your User-Startup,

    * Monitor (and change) "on the fly" your system datas using the
     interactive mode (new in version 2.0),

    * Fully font sensitive, short-keyed and localized G.U.I.,

    * On-line context sensitive short help on the windows and extensive help
    using AmigaGuide®,

    * AppWindow and AppIcon support,

    * Very powerful and comprehensive AREXX port (for easely creation of
    projet in an Installer script),

    * Work on all Amiga (under 2.0+) even on a stock Amiga 600 !!

    * more, more, more...

    TRY IT AND YOU'LL LOVE IT!!

1.3   Why LFSystemBinder was written ?

```
- You don't know what "User-Startup" means ?
- CLI, Shell or AmigaDos sound to you like MS-DOS ?
- You had searched a real ASSIGN manager for long time ?
- You need an easy way for installing (and removing) applications ?

 LFSystemBinder is for you! You can install new application without using
tiedous AmigaDos script.
```

1.4   System needed

```
                LFSystemBinder run on all AMIGAs under
            ~2.0~or~more~
             and use
the ReqTools.library 38+. It can be
            ~localized~
             under 2.1+. AREXX port
doesn't need running REXXMASTE (see
            ~LFRxDirect~
             ).
```

```
    ## _____ ##
      ##_____          ##
      ||## |¯¯¯¯¯##||
      ||## |   ##  ||
      ||## | ##    ||
      ||## ##_____||         MS-Windows ©®(tm) incompatible
      |        # _____|
      ||¯¯¯¯¯## ##|          AND PROUD OF IT !!!
      ||    ## | |##|
      ||   ## | |##|
      ||##_____| |##|         100% Micro Sucker free
      ##              ##
    ## ------------------- ##
```

1.5   OS 2.0

```
 I'm sorry for 1.x user but this obsolet OS isn't supported by
LFSystemBinder, mainly because programming system manager for pre-2.0
system is boring and as my old 1000 is upgraded to 2.1, I haven't any
more a working 1.3 system.
```

1.6   Installing

```
All is done by the installer script.

- Install or update registry.library in your Libs: directory.
- Copy LFSystemBinder directory in your HD, w/ selected files for your
```

```
      localisation.
   - Install the selected icon (4 or 8 colors).


Note: Installer 1.24 seems to have a problem for displaying its windows
      if your workbench screen is deeper than 4 colors (incorrect handling
      of colors pens). THIS IS A BUG IN INSTALLER AND NOT IN MY SCRIPT !
```

1.7   The window

```
               In LFSystemBinder 2.0, you have a short context sensitive  ←
                  help on the
bottom of the window. For more information, hit [HELP] key for displaying
the related topic in this file.

 The window is AppWindow:
    - put a projet file and it is added to the actual project,
    - Others icons are added as elements of the current list.


            ~Type~Select~~~~~~~~~
             select the active list.

            ~Assign~Group~~~~~~~~
             manage ASSIGN's datas.

            ~Residents~Group~~~~~
             manage RESIDENT's datas.

            ~Remove~~~~~~~~~~~~~~
             inverse data meaning (unassign,...).

            ~Informations~Gadget~
             some informations about selected item.

            ~Comment~~~~~~~~~~~~~
             allow adding comment to a data.

            ~List~Gadget~~~~~~~~~
             display active list.

            ~Add~
            ,
            ~Up~
            ,
            ~Modify~
            ,

            ~Down~
            ,
            ~Delete~
            ,     manage datas in the displayed list.
  ~Return~,
            ~Sort~
            ,
~UnSelect~  &  ~Grab~
```

```
          ~Interactive~~~~~~~~~
           Toggle interactive mode.
```

 Each button has its own short key, showned by an underlined character.
Example : 'A' for Ajouter. Notez bien: Case is meanful. For combo boxes
like assign's conflict methode gadget, lower case go to the next value and
uppers' to previous.

 See also
          ~Menu~
           .

1.8 The list selector

Select the list to active.

1.9 The list gadget

```
            This gadget display all items in the active list selected  ←
               using the
```

```
          ~Type~Select~
           gadget.
```

 If you click once on an item, it becomes selected and its own datas are
displayed in the
```
          information
           and
          comment
           gadgets.
```

 A star '*' show marked item (for use with
```
          use~marked
           menu for example).
```
To toggle this mark, click one more time in the selected item.

1.10 The assign group

```
            Manage attribut of assign items.
```

```
          ~Assign~Type~~~~~~~
            Select the ASSIGN's type.
```

```
          ~Conflict~Methodes~
            Change the conflict methode.
```

```
          ~All~Gadget~~~~~~~~
            Remove all values of a multi-assign?
```

1.11   Assign's type

```
 All assign type supported by AmigaDos 2.0 can be used:
    - Normal Assign : A physical lock (Lock() form Dos.library) is used.
    - Multi Assign : Like Normal ones but multiple directory are pointed.
    - Non-Binding Assign or Path Assign : Instead of the two first, no
      lock is used, so this type of assign are resolved at each time they
      are referenced.
    - Delayed Assign : This type of assign are created like Non-Binding
      ones but, at the first time they are referenced, they are resolved
      and converted to a normal one.

See your Amiga Dos manual for more informations...
```

1.12   Assign's conflict methode

```
 Select the method for resolving an assign conflict. (i.e. When you ask
for adding an already existing assign).

 Supported methode are:
    - Interactive : Users are asked for what they want to do,
    - Replace : Newer assign replace olders,
    - Add : Newer assign is added to the older. This action fail if the
      older isn't a normal or a multi assign,
    - Safety Add : First, LFSystemBinder try to add the new data but in
      failure, it tries an 'Replace' action.
```

1.13   All

```
 This attribut acts with multi-assign.

 When you ask for removing an assign, if this gadget is set, this assign
is totally removed. If unset, only sub-values in the list of
LFSytemBinder are removed.

E.G:
Original assign in the system:        List of LFSystemBinder
   bidon:                                bidon:
       ->ram:                                ->ram:
       ->t:                                  ->sys:
       ->sys:

Resulting assign in the system:
With ALL attribut                     Without ALL attribut
   bidon doesn't exist any more.         bidon:
                                             ->t:

 Notez-bien: In this case, bidon becomes a NORMAL assign, but it can be
totally destroyed if all sub-values are represented in the list.
```

1.14   Resident's groupe

                       Manage attributs of resident commands items.

  Force : Doesn't look for PURE attribut of the command (If not set, user
     is asked if you try to make a non-pure command resident). Like
     RESIDENT PURE of AmigaDos.
  Delayed : Make this resident delayed. As far as I know, only
            CSH
             can use
     delayed residents (v5.20+ needed). Those commands became real
     resident commands when they are used for the first time.

   Current CSH version (tested up to v5.39) have a bug. If you want to use
  delayed resident, set environemental variable "CshResident" to "1".
  THIS IS A BUG OF CSH AND NOT OF LFSYSTEMBINDER.

1.15   Remove attribut

                     The meaning of an objet is reversed. So ASSIGN objets are ←
                        unassigned,
  PATH are deleted, VARIABLE deleted and RESIDENT unloaded.

  See also
            Option/Reverse
             menu.

1.16   Informations gadgets

   This gadget displays informations about current selected objet. This can
  be the name of the assign for multi-assign, the pointed directory for
  other assign, or the content of a variable.

1.17   Comments gadget

                  You can add a comment to the selected objet with this gadget.
  Don't forget to hit [Return] key for validating your input.
  Comments are totally ignored by the system, and if you are in
            interactive

            ~~~~mode
            , all comments are discarded at any notification.

   See
            Options/Locale/Sort~by~comment
             menu

1.18   Add gadget

```
 Add an objet to the current list.

 The new objet take his attributs from the current status of attributs'
gadgets.

 NOTE: To use current directory, enter an empty string in a directory
requester.
```

1.19   Up gadget

```
 The selected objet goes upper in the current list.

 For multi assign sub values or path directory : More an objet is upper
in the list, more its priority increase.
```

1.20   Down gadget

```
 The selected objet goes lower in the current list.

 For multi assign sub values or path directory : More an objet is upper
in the list, more its priority increase.
```

1.21   Modify gadget

```
 Modify the name or the content of an object. For modifying object's
attributs you must first make the objet selected and modify gadgets
attributs.
```

1.22   Delete Gadget

```
 Delete the selected object form the current list. If no object is
selected, a requester allowing you to delete only marked objets or
the list entirely.

Note: Use with caution in interactive mode the delete all feature as you
can destroy all datas without a return way (except rebooting your Amiga
or recreating all manualy).
```

1.23   Interactive gadget

   If this gadget is set, you are in INTERACTIVE mode. In this mode,
you can manage your system datas "on the fly". E.g, if you select
ENVIRONNEMENTAL VARIABLEs as current list, you can see all change
made in global variables by other tasks. More, you are allowed to
delete or change what you want!

1.24 Sorting a list

                Sort the current list in alphabetical order (unusable if you ←
                    display the
path's list or a sub assign list).

  If
           Options/Locale/Sort~by~comments
            is check, your datas are sorted by
associated comments instead of by name.

  For Residents, pathes are ignored.

1.25 On line context sensitive help

  This gadget give you a short help about GUI element where the mouse
pointer is.

1.26 Les menus

                    – Project:

        New

        Load

        Save

        Use

        Use~Marked
              ****

        Set~Home~Directory
              ****

        Iconify

        Info

        Print
              ****

```
                    Quit
                        – Edition:

                    Mark~All

                    Unmark~All
                            *******

                    Toggle~assign
                        – Options:

                    Reverse
                            *******

                    Assign

                    Replace

                    Add

                    Safety~Add

                    Path

                    Only~Global

                    Replace

                    Always~Force~Residents

                    Locale

                    Sort~by~comments

                    No~Delayed~Residents

                    4~Colors~icons
```

1.27   Project/New : Clear all

Clear all datas and all attributs are set to there default values.

1.28   Project/Load : Load a project file

Load a project file. CAUTION: Current datas aren't erased but news one
are added.

Loading an LFSystemBinder 1.0 project file may display a requester.
NOREQ tools'type force LFSystemBinder to be quiet" link "NOREQ" 0}
tools'type force LFSystemBinder to be quiet.

1.29   Project/Save : Save a project file

                                    Save a datas file. By default a 8 colors icon is created ←
                             using MagicWB's
     palette but you can choose a standard 4 colors icon using

                          Options/Locale/4~colors~icon
                          menu. If an icon exist for this file, it
     isn't overwritted.

1.30   Project/Use : Use datas

                                    Activate current data: Assign are created, variables setted, ←
                             Residents
     commands loaded and path modified.

      Object with
                  reverse
                   attribut are destroyed.

      NOTE: If menu
                  Options/Remove
                   is set, all
                  Remove
                   attributs are reversed,
     so for uninstalling a program you just have to set
                  Options/Remove
                   .

1.31   Project/Use Marked: Use marked datas

                          Same as
                  Project/Use
                   but only marked objets are activated.

1.32   Project/Set Home Directory

      Change the current directory of LFSystemBinder. It can be used whenever
     a directory is need by entering an empty string.

      When you load a project file, the current directory is set to where this
     file reside in.

1.33   Project/Iconify

Iconify LFSystemBinder. Double-click on its AppIcon sitting on the Workbench's windows for reopening.

NOTE: The LFSystemBinder's windows always open on the CURRENT default public screen.

1.34 Project/Info

Display an informations requester showing compilation's date for each module and the name of the AREXX port.

1.35 Project/Print

Print current datas in a file ('PRT:', your printer, by default).

1.36 Project/Quit

Quit LFSystemBinder. You are asked for a confirmation if some datas stills unsaved.

1.37 Edition/Mark All

Mark all objects in the currently showned list.

1.38 Edition/Unmark All

Unmark all objects in the currently showned list.

1.39 Edition/Toggle assign

Toggle the mark of a multi-assign.

1.40 Options/Reverse

Reverse the meaning of all objets in this file (objets qualified by remove are created, the others are delete).

1.41   Options/Assign

You can choose the default methode for resuming an assign ←
conflict.
This default methode is used for all assign qualified by '
Interactive
'
methode.
 If all item of this sub-menu are unchecked, a requester is showned when
an conflict occure.

1.42   Options/Path

 Global Path Only: If this item is checked, only the global path (stored
in the "Workbench" process structure) is modified, else pathes for all
CLI processes are affected.

 Replace: The new path replace the older (else it is added).

1.43   Options/Always force residents

If checked, all resident commands are
forced
.

1.44   Options/Locale

This sub-menu store locales options: They aren't saved in ←
datas' file
and are only used in edition.

Sort~By~Comments

No~Delayed~Residents

4~Colors~Icons

1.45   Options/Locale/Sort by comments

 Instead of sorting by objets' name, if this item is checked, lists
are sorted by comments.

1.46   Options/Locale/No Delayed Residents

                    Forbid use of
            delayed
             residents. If checked, residents qualified as
delayed are used as normal residents.

Set this options if you don't use CSH. see
            NODELAYED
             tools'type.

1.47   Options/Locale/4 Colors Icons

 By default, datas'files are created with 8 colors icons (à la MagicWB),
but they look very ugly on 4 colored Workbench (as used on my old
A1000!). If you check this item, 4 colors icons are created.

1.48   AREXX

                    LFSystemBinder have an AREXX port named by default " ←
                    LFSystemBinder.rdv"
(it can be changed usimg
            RXPORT
             tools'type).

 This AREXX port is aviable and running even if RexxMaster isn't running
or if AREXX's related libraries (rexxsupport.library &
rexxsyslib.library) aren't loadable by using my
            LFRxDirect
             tool (included
in this distribution) or CSH's rxsend command. So you can use
LFSystemBinder as compagnon of Installer on very small system.

            NEW
            ^{1} : Reset all datas

            ADD
                 : Add an object to the current list

            DELETE
              : Delete marked objets

            MARK
                : Mark objets

            UNMARK
              : Unmark objets

            GRAB
            ^{1} : Grab current system's datas

```
            FREE
            $^1$  : Delete entirely a list content

            SHOW
                : Select the list to display

            SORT
            $^1$  : Sort list's objets

            SET
                 : Modify certains attributs

            SAVE
                : Save datas

            LOAD
            $^1$  : Load a datas file

            CD
                  : Change the current directory

            PRINT
               : Print current datas to a file

            USE
            $^1$   : Activate current's datas

            ICONIFY
             : Iconify LFSystemBinder

            INTERACTIVE
             : Activate or desactivate the interactive mode

            QUIT
                 : Quit LFSystemBinder

     $^1$ Commands unaviables in interactive mode.


NOTES:
- The orders of optionnal arguments like REMOVE isn't meanfull. So
     ADD RESIDENT c:Echo FORCE NONDELAYED NONREMOVE
and
     ADD RESIDENT c:Echo NONREMOVE FORCE NONDELAYED
are identic to LFSystemBinder,
- If opposites attributs are present in the same commands line, like
REMOVE and NOREMOVE, only the last is meanfull,
- Comments must be the last argument
- LFSystemBinder AREXX parser isn't case sensitif BUT Arexx translate
all unquoted text to upper cases. Notez-bien: All Exec's list ARE case
sensitives so "Machin" and "machin" aren't the same ARexx port.
- As space and TAB are considered as separators, string using such
characters must be quoted.
- The current directory must be passed as an empty string (""),
"Current Directory" isn't accepted and will hurt localised LFSystemBinder!
```

1.49 ARexx Command: NEW

```
                  Reset all datas: Clear lists, all menus are reseted to there  ←
                      initiales
values (see
          tools'type
          ).
```

1.50 ARexx Command: ADD

```
ADD ASSIGN <name> <path> [NORMAL|DELAYED|PATH] [INTER|REPLACE|ADD|SAFETY]
        [ALL|NONALL] [REMOVE|NONREMOVE] [<comment>]

ADD VAR <name> <contents> [REMOVE|NONREMOVE] [<comment>]

ADD RESIDENT <command> [FORCE|NONFORCE] [DELAYED|NONDELAYED]
        [REMOVE|NONREMOVE] [<comment>]

ADD PATH <path> [REMOVE|NONREMOVE] [<comment>]
```

 Add an objet to the given list. If an attribut isn't given, it will
take its value from the GUI.

1.51 ARexx Command: DELETE

```
                  DELETE ASSIGN|VAR|RESIDENT|PATH|ALL
```

 Delete marked elements of the given list. See
          MARK
           and
          UNMARK
           .

1.52 ARexx Command: MARK

```
MARK ASSIGN|VAR|RESIDENT|PATH <objet> [<objet> ...]
```

 Mark objets in the selected list. <objet> can use standard AmigaDos
wildcard. i.e.:
    MARK ASSIGN D#?
or
    MARK ASSIGN D*
mark all assign starting by D.

1.53   ARexx Command: UNMARK

```
UNMARK ASSIGN|VAR|RESIDENT|PATH <objet> [<objet> ...]
```

 Unmark objets in the selected list. <objet> can use standard AmigaDos
wildcard. i.e.:
```
    UNMARK ASSIGN D#?
```
or
```
    UNMARK ASSIGN D*
```
unmark all assign starting by D.

1.54   ARexx Command: GRAB

```
GRAB ASSIGN <name> [NORMAL|DELAYED|PATH] [INTER|REPLACE|ADD|SAFETY]
        [ALL|NONALL] [REMOVE|NONREMOVE] [<comment>]

GRAB VAR <name> [REMOVE|NONREMOVE] [<comment>]

GRAB RESIDENT <command> [FORCE|NONFORCE] [DELAYED|NONDELAYED]
        [REMOVE|NONREMOVE] [<comment>]

GRAB PATH [REMOVE|NONREMOVE] [<comment>]
```

 Grab system's datas according to <name>. <name> can be use standard
AmigaDos wildcard. If an attribut isn't given, use the current
configuration of the GUI's gadget.

1.55   ARexx Command: FREE

```
FREE ASSIGN
FREE VAR
FREE RESIDENT
FREE PATH
```

Clear the given list. Associed attributs aren't modified.

1.56   ARexx Command: SHOW

```
SHOW ASSIGN
SHOW VAR
SHOW RESIDENT
SHOW PATH
```

    Select the list to display.

1.57   ARexx Command: SORT

```
                    SORT ASSIGN
SORT VAR
SORT RESIDENT
```

 Sort (and display) the given list.
According to
          Options/Locales/Sort~by~command
            menu, the sort is done by
name or by comments.

1.58   ARexx Command: SET

```
                     SET REVERSE ON/OFF/DEFAULT
SET ASSIGN INTER|REPLACE|ADD|SAFETY|DEFAULT
SET PATHGLOBALONLY ON/OFF/DEFAULT
SET PATHREPLACE ON/OFF/DEFAULT
SET RESFORCE ON/OFF/DEFAULT
SET NODELAYED ON/OFF/DEFAULT
SET COMSORT ON/OFF/DEFAULT
SET ICON4 ON/OFF/DEFAULT
```

 Set or unset an option. DEFAULT mean return to the default value done
by
          tools'types
            .

1.59   ARexx Command: SAVE

```
SAVE <file_name>
```

 Save current datas to a file.

1.60   ARexx Command: LOAD

```
LOAD <file_name>
```

 Load a datas-file.

1.61   ARexx Command: CD

```
CD <directory>
```

 Select the current work directory.

1.62   ARexx Command: PRINT

```
PRINT [<out_file> [<header>]]
```

 Print datas to <out_file> ("PRT:" by default).

1.63   ARexx Command: USE

```
                  USE ASSIGN [MARKED]
USE VAR [MARKED]
USE RESIDENT [MARKED]
USE PATH [MARKED]
USE ALL [MARKED]
```

 Activate datas of the given list. With MARKED, only ...
          marked
            datas
are activated.

1.64   ARexx Command: ICONIFY

```
ICONIFY ON|OFF
```

 Iconify or not LFSystemBinder.

1.65   ARexx Command: QUIT

```
QUIT
```

 Quit LFSystemBinder.

1.66   ARexx Command: INTERACTIVE

```
                INTERACTIVE ON|OFF
```

 Go to or come from
          interactive
           mode.

1.67   Tools'types

                    The following tools'types allow the user to configure ←
                        LFSystemBinder.
    They can be classed in 2 groupes:

     - Tools'types only allowed in LFSystemBinder's icon:

                PGMNAME
                    indicate the default tool of projects.

                GUIDE
                        indicate the name of the AmigaGuide datas base

                ICONIFY
                    LFSystemBinder must start iconifyed

                RXPORT
                        indicate the name of LFSystemBinder's AREXX port

                NOREQ
                        discard some requester

                COMSORT
                 and
                ICON4
                 configure somes items of options menu

     - Tools'type for both LFSystemBinder's or projects' icons:

                ASSIGN
                ,
                PATHREPLACE
                ,
                PATHGLOBALONLY
                ,
                RESFORCE
                ,
                NODELAYED
                ,
                REVERSE
                .
    In LFSystemBinder's icon, used to configure somes items of options menu;
    in projects icon, used to force associated options, as if the project was
    saved with related items of the options menu checked.

     If you are a SHELL user, those tools'type can be passed as arguments
    to LFSystemBinder. i.e.:

        LFSystemBinder ICONIFY RXPORT=Mon_Port

1.68 PGMNAME Tools'type of LFSystemBinder's icon

      By using 'PGMNAME' tools'type, you can overwrite the "default tool" of
    newly created projects.

```
Example:
    PROGNAME=sys:prefs/lfSystemBinder
```

1.69   ICONIFY Tools'type of LFSystemBinder's icon

```
 This tools'type force LFSystemBinder to start iconified.
```

1.70   NOREQ Tools'type of LFSystemBinder's icon

```
 'NOREQ' tools'type is usefull for using LFSystemBinder as AREXX client
installer like programme, by discarding some requesters:
    - Confirmation when datas are modified,
    - force an assign to normal type,
    - modification of an already existing variable,
    - adding many time an object to a list,
    - non pure and non forced commands aren't made resident.
```

1.71   RXPORT Tools'type of LFSystemBinder's icon

```
 By using 'RXPORT' tools'type, you can set the AREXX message port of
LFSystemBinder (by default the port name is "LFSystemBinder.rdv").

Example:
    RXPORT=LFSB_myport
```

1.72   COMSORT Tools'type of LFSystemBinder's icon

```
                'COMSORT' tools'type set by default value of
 "
        Options/Locale/Sort~By~Comments
        ".
```

1.73   ICON4 Tools'type of LFSystemBinder's icon

```
                'ICON4' tools'type is used to create, by default 4 colors  ←
                  icon for
 projects instead of 8 colors.
 (set the default value of "
        Options/Locale/4~Colors~Icons
        ").
```

1.74 GUIDE Tools'type of LFSystemBinder's icon

```
 with 'GUIDE' tools'type, you can specify where LFSystemBinder can find
its AmigaGuide documentation data base (this file).

Example:
    GUIDE=Doc:LFSystemBinder.guide
```

1.75 ASSIGN Tools'type of LFSystemBinder's and projects'icon

```
                  'ASSIGN' tools'type set the default value of the default  ←
                     assign conflict
methode.
(set the default value of "
            Options/Assign
            ")

Possibles values:
    ASSIGN=REPLACE
    ASSIGN=ADD
    ASSIGN=SAFETY
```

1.76 NODELAYED Tools'type of LFSystemBinder's and projects'icon

```
                  'NODELAYED' tools'type disable by default use of delayed  ←
                     resident.
(set the default value of "
            Options/Locale/No~Delayed~Residents
            ")
```

1.77 REVERSE Tools'type of LFSystemBinder's and projects'icon

```
                  'REVERSE' tools'type reverse by default the meaning of all  ←
                     objects.
(set the default value of "
            Options/Reverse
            ").
```

1.78 RESFORCE Tools'type of LFSystemBinder's and projects'icon

```
                  'RESFORCE' tools'type force by default residents commands.
(set the default value of "
            Options/Always~force~residents
            ").
```

1.79   PATHGLOBALONLY Tools'type of LFSystemBinder's and projects'icon

```
                        If 'PATHGLOBALONLY' tools'type is present only the global  ←
                           path (stored
in the "Workbench" process structure) is modified, else pathes for all
CLI processes are affected.
(set the default value of "
            Options/Path/Global~Path~Only
            ").
```

1.80   PATHREPLACE Tools'type of LFSystemBinder's and projects'icon

```
                        'PATHREPLACE' tools'type means path datas in this project  ←
                           replace the
current system's one. If not present, new datas are added.
(set the default value of "
            Options/Path/Replace
            ").
```

1.81   Examples

```
  I'm sorry but i don't have time to make a real tutorial for this
tool. Have a look to "Examples" directory where you can find some usefull
examples.
```

1.82   F.A.Q

```
                  * How can I access to the currect directory ?
-> It's very easy: The resulting string of a directory requester must be
empty. (Right-Amiga + 'X' and 'Return' for cleaning string's gadget)

* How can i merge two project files ?
-> Since the very early ß version of LFSystemBinder 1.0, you can merge
projects ! The only thing you do is to load the first project, then the
second, then the 3rd, ... When you load a data file LFSystemBinder
doesn't erase current datas but adds the new ones to the olders.

* Why LFSystemBinder can't 'Mount' peripherals or launch programs ?
-> Launching isn't the goal of LFSystemBinder. I think using AmigaDos'
scripts is a very better solution for such thing.
-> Mounting new device is done by AmigaDos' "MOUNT" command. I don't have
any information about mounting. Instead, use OS2.1+ facilities by using
small mount-list and icons. See your WB manual.

* I need a 060 version for my turbo board !
-> Different versions for powered processors aren't useful for such
tools, as LFSystemBinder is very CPU non-consoming. I made test with my
040 Amiga4000 and 000 and 040 versions haven't significant differences
timing (on the same machine). Perhaps PowerPC Amiga needs a special
```

version ?

* Goodies introduced in LFSystemBinder 2.0, like notifications, on line
help, aren't time consoming ?
-> No because NO CODE in LFSystemBinder is 'Busy Waiting' (i'm not
micro-sucker !).
              PatchAssign
               only redirect some system functions and send
notifications when such calls are made. It's doesn't scan every time
system's lists for change... Some developpements and tests have been made
on my old Amiga1000, using a 68010 7 Mhz CPU (+15% / A2000), and
LFSystemBinder works fine on it!

* Will LFSystemBinder 3.0 make coffee ?
-> ...

1.83 Technicals notes

                    - This tool have been intensively tested on my Amiga 4000 with ←
                      enforcer
and mungwall. On the other hand, some program may allocate their datas
in a non-standard way so if you experience GURU using LFSystemBinder and
?XY? program, you have a problem with ?XY? and not with LFSystemBinder!
(LFSystemBinder have been tested for 6 months in working environnements
and no crachs occure ... but in other way, only micro-sucker say that
there tools aren't buggy. So i just say no bug have been found after
extensives ßtests !!). Send me a report about this and i'll search if i
can or i can't secure my tools with ?XY?.

- Some version of '
            reqtools.library
            ', like 38.1042, cause an enforcer
hits when reading a directory by rtFileRequest() with flags
FREQF_SELECTDIRS and FREQF_NOFILES. No problem with version 38.1210.

1.84 Version

 This is a short history of LFSystemBinder. Have a look to Historique
file for a full bugs fixes, improvements list (but only in french).

LFSystemBinder 2.0:
- Interactive mode,
- Multiple selections in list,
- AmigaDOS wild-card for selecting and capturing,
- full support of CSH's delayed residents,
- On-line position sensitive help,
- New AREXX commands SELECT and UNSELECT.

LFSystemBinder 1.1:
- Use AppIcon and a resizeable AppWindows,
- Actions can be reversed,
- Short-Keyed GUI,

```
- manage CSH's delayed resident,
- can create icons à la Magic-Worbench.

Future:
- PowerPC version for future Amigas,
- version for multi-platform Amiga OS (AmigaOS project),
-...

 This need, perhaps this need a port to GCC and C++...
```

1.85 Legals Notes

 LFSystemBinder, LFRxDirect, LFLocalise, DiceConfig and LFGrabPath
are © LFSoft (ans it's ME : ~Laurent~FAILLIE~).

 Installer, AmigaGuide, MungWall & Enforcer are © Commodore-Amiga
and can be found in the PD.

 The GUI was created using GadToolsBox V2.0b © 1991-1993 Jaba
Development, but generated code was, for the most part rewritten
for a better handling of fonts sensitivity and to be short-keyed.

 Dice and CSH are © Matt Dillon. Csh 5.20+, witch some code have inspired
my work, was programmed by Andreas M.Kirchwitz.

 ReqTools.library is © Nico François.

 ToolsManager is ©1990-93 StefanBecker.

 ARexx is a registered trademark of Wishful Thinking Development.

 AmigaGuide files created with Heddley v1.1 (c) Edd Dumbill 1994 (but too
 many bug for I register! I'm still looking for a real good AG writter !)

 Others products have their own trademark.

 Most icons come from DP series. I keep copyright in tools'type if i found
 one, but sorry for the others...

 LFSystemBinder is not a Public Domain: It is a *GIFTWARE*, so you *must*
send me a gift ($$$, usefull programs, chocolats, 060 or PowerPC card or
... a post card!). Only messages can encourage future devellopement !

 This unregistred version of LFSystemBinder may only be redistributed
within this distribution and can't be included in any commercial or
shareware products: You can't sell my work!
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original (non-modified) distribution, in FREEWARE product.

 If you want to include LFSystemBinder in a commercial or a shareware
product, register LFSystemBinder. The cost is only an unlimited (and
registered) version of your product.

 This distribution can be redistribued in PDs libraries, like Fred
Fish's, Aminet, DPAT, ... and can be placed on BBSes or on cover disk.

```
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STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING
IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.


       (this text comes directly from GCC include headers. Thanks GNU).


  LFSystemBinder, LFRxDirect, LFGrabPath have been developed on:
     - Amiga 1000, 68010, 8 Mb rams, HD 52 Mo, WB 2.1, KS 37.210
     - Amiga 4000, 68040, 14Mb rams, HD 120Mo, WB 3.0, KS 39.106
and compiled by Dice V2.07.54R (registered version).

  LFSystemBinder project was managed by DiceConfig2.1.3.
  Localisation done by LFLocalise 0.5ß.

Tested with MungWall v 37.21 and Enforcer v 37.55: No
hits found. Tested on following systems:
 - B2000, 68000, KS 3.1, WB 3.0, 3Mo ( 1Mo chips ), (for v1.0 only!)
 - A1000, 68010, KS 2.0, WB 2.1, 8Mo ( 512Ko chips ),
 - A1200, 68020, KS 3.0, WB 3.0, 2Mo ( 2Mo chips ),
 - A3000, 68030, KS 2.0, WB 2.1, 6Mo ( 2Mo chips ),
 - A4000, 68040, KS 3.0, WB 3.0, 6Mo ( 2Mo chips ),
 - A4000, 68040, KS 3.0, WB 3.0, 14Mo ( 2Mo chips ),
 - A4000, 68040, KS 3.1, WB 3.1, ??Mo ( 2Mo chips ),

Tanks to:
    Bruno ANTHOINE for ßtesting,
    ANIMAGE production for ßtesting on A3000,
    Matt DILLON for DICE,...
    SOMEWARE for distributing Dice in France,
and to:
    Frank GEIDER, AmigaNews, Fred Fish, Couleur 3 (for the music),...

My best tanks to BABETH and to LAURENT-G for correcting my misspelling (a
very hard work !)
(Note from Laurent-G : you can't imagine how much you're right !!!)
(LF: But my french is worst, thinks about Babeth's work !).
```

1.86 The author

```
  You can reach me by snail mail

          Laurent FAILLIE
           "Les Vuardes"
          74930  Pers-Jussy
```

                    FRANCE

Sorry, but I haven't got an email address...

For bug report, don't forget to mention your:
    - Amiga model, CPU, KS and WB versions, Memories, HD,...
    - Software running in the same time like blankers, commodities,
    VirusKiller, shells, ... and their own versions.

1.87 Compagnons

Following tools are shipped with LFSystemBinder:

- Register.library and PatchAssign : Used for making interactive mode.
(I'm sorry but complet package of this (very ?) useful library is not
included because I haven't finished documentation... a boring task isn't
it ?).

- LFRxDirect : Send an AREXX command to a client, even if RexxMast isn't
running,

- LFGrabPath : This shell command sets its own CLI process path by
grabbing the global one (stored in the Workbench structure).

1.88 Localization

                    English is the default language of LFSystemBinder but, if you ←
                    're using
WB 2.1+, others can be used (french catalog is included in this
distribution). Description file (LFSystemBinder.cd) is included for
adding new catalogs (but think to send me a copy for next releases).

 LFSystemBinder use intelligent short-keying:
- For gadget, a '_' in the caption indicate that the next key is the
short key. Note, this is case-sensitif so 'a' and 'A' can be the short
keys of 2 differents gagdets (except for cycling gadgets where
capitalised letters inverse rolling sense).
- For menu, place the short key, a NULL character (ASCII $00 and not
$30), then the caption. Example:
    ?\0About...
define '?' as the short key of menu 'About...'.

LFSystemBinder warns you about 2 gadgets using the same short key.

Using a short key for '
            Delete
            ' button is not a good idea i think.