

# **DDTI**

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**COLLABORATORS**

	<i>TITLE :</i> DDTI		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## DDTI

### 1.1 DefDTIcon documentation

Documentation for DefDTIcon version 1.4 ©1994 Lee ↔  
Kindness

DDTI... Trying to bring some conformity to all those gastly icons.

Foreword  
: introduction, features and legal stuff

Installation  
: how to setup the program

Usage  
: Using the program

Thanks  
: acknowledgments

Version history  
: how the program has evolved

Waffle  
: contact address and more

### 1.2 Foreword

DefDTIcon (DDTI) creates a menu item on the Workbench tools menu. When this item is picked any icons that are selected have their icon imagery changed to the default for their datatype. If datatypes library is not available then the images used are those of the default tool, etc.

DDTI requires at least Workbench 2, and Workbench 3 for use of the datatypes feature.

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## 1.3 Installation

The included install script should be used to install DDTI.

## 1.4 Usage

To use DDTI select icons on workbench (shift click/marque) and select "Default icon" from the tools menu.

A number of program arguments are supported, these may be entered as Workbench tooltypes or used as command line arguments:

COARSE : Specifying this argument makes DDTI load in one of the base datatype icons, determined from the datatypes groupID, see below.

NODATATYPE : Specifying this forces DDTI to use the default project icon for all data files. With this enabled DDTI acts exactly like DefIconer.

NOTOOLWIN : Specifying this forces DDTI not to change the icons Toolwindow pointer when changing icons. The Toolwindow is currently not used but in future OS releases it may be and the copying of it from the default icon may be undesirable, so I added this option.

When DDTI tries to load in a default icon a number of steps are taken:

1. If the file is a disk or drawer then the default WB icon for it is used.
2. If a file is a program then the default wb tool icon is used.
3. if COARSE is selected then the icon name is based on the files groupID. This is in the form "Env:Sys/def\_"+groupID name. The following default icons should exist for this mode:
  - Env:Sys/def\_syst : for system files
  - Env:Sys/def\_text : for formatted/unformatted text
  - Env:Sys/def\_docu : for formatted text which may contain other datatypes
  - Env:Sys/def\_soun : for sounds
  - Env:Sys/def\_inst : musical instruments used for musical scores
  - Env:Sys/def\_musi : musical scores
  - Env:Sys/def\_pict : still pictures
  - Env:Sys/def\_anim : animated picture
  - Env:Sys/def\_movi : animation with audio trackif the appropriate icon is not found then the default project icon is used.
4. If COARSE is not selected then the icons name is based on the files datatypes name. If this fails then the datatypes basename is tried and then step 3. is tried and if this fails then the default project icon is loaded.

To determine what icon will be used for a certain file use the supplied program AskDDTI. It accepts the same arguments as DDTI.

Several datatypes are supplied with the program, these are only the datatype descriptor part of the datatypes and cannot be used to load programs into multiview etc.

NB.

You may find that animations (for example) have the Def\_Sys icon attached to

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them by DefDTIcon. This is not a bug, it is due to the instrument, music, animation and movie Datatypes only being supplied with WB3.1+.

## 1.5 Ta Billy

Various people who deserve "Ta Billy's" for the icons, myself :), Tom Ekström (IconPack), Tom Pettigrew, Jon Pettigrew, Adam Kindness and others that I can't mind.

## 1.6 Version history

DDTI is written in HighSpeed Pascal on an Amiga A1200.

1.0 : 21.06.94

- Initial version.

1.1 : 24.06.94

- Added NODATATYPE and NOTOOLWIN arguments.

1.2 : 14.07.94

- default icon is now based on the files datatypes name and not the base name.
- removed FORCEFTXT argument as it is now obsolete (because of above)
- New CBM installation script.
- Added the datatypes.

1.2a: xx.08.94

- Removed Datatypes.

1.3 : 20.09.94

- Misc. obscure bug fixes (DDTI no does not alter WBAPPICON and WBDEVICE type icons).

1.4 : 01.10.94

- DDTI no longer tags the icons it alters, it' not very compatible behaviour afterall.
- Requester now shown when DDTI is quit.

## 1.7 Contact

I can be contacted at:

8 Craigmarn Road  
Portlethen village  
Aberdeen  
AB1 4QR  
Scotland.

The program is supplied with a number of datatypes, if you require another then feel free to send me at least three example files, if possible an icon

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to be used as a default and £2 (or equivalent) and I will create a datatype for you and send you it and the latest version of DDTI and a number of other programs.

Please send in any smart icons that you have, I can then distribute them with DDTI as default icons.

If you find DDTI useful then let me know. Any gifts, cash and even bug reports are greatly appreciated :-). If you want the current version of DDTI (and a wad more progs) then send £3 (or equivalent of £5 plus) to me.

HINT: Your free memory can be greatly reduced by loading heaps of environment variables and default icons into Ram:env/. Why not assign ENV: to a location on your harddrive, eg

1. make a directory SYS:Prefs/Env
2. make a directory DEVS:Clips
3. make a directory SYS:T
4. delete the following line in your startup-sequence:  
C:MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys
5. Add thses lines to your startup-sequence (just after the above line):  
C>Delete SYS:T/#? ALL  
C>Delete SYS:Prefs/Env/#? ALL
6. Change the following lines in your startup-Sequence:
  - a) C:Copy >NIL: ENVARC: RAM:ENV ALL NOREQ  
to  
C:Copy >NIL: ENVARC: SYS:Prefs/ENV ALL NOREQ
  - b) Assign >NIL: ENV: RAM:ENV  
to  
Assign >NIL: ENV: SYS:Prefs/ENV
  - c) Assign >NIL: T: RAM:T  
to  
Assign >NIL: T: SYS:T
  - d) Assign >NIL: CLIPS: RAM:Clipboards  
to  
Assign >NIL: CLIPS: DEVS:Clips

-EOF \_\//