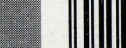
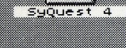
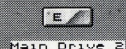


Ease File Window Contents Options Programs

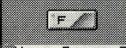
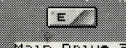
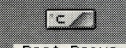
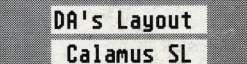
Ease File Window Contents Options Programs



D:\UTILS\HARDDISK\KOBOLD_2.5\TOOLS*. *

0 bytes in 2 selected objects, 22233088 bytes free

- AUTO_KBJ <DIR>
- CHK_OFLS <DIR>
- COOKIES <DIR>
- DESK_KBJ <DIR>
- EDBPBFIX <DIR>
- JOBTIMER <DIR>
- SLCT_KBJ <DIR>
- STARTKBJ <DIR>
- SKELETON C 10078



D:\EASE*. *

0 bytes in 0 objects, 22233088 bytes free

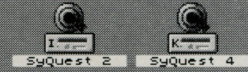
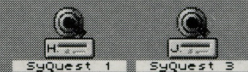
EASE

The Replacement Desktop
for Atari Computers

by Dirk Sabiwalsky

Calamus SL

DA's Layout



C:\UTILITY*. *

20926 bytes in 4 selected objects, 6074 bytes free

VT5

VT5

VT5

FOR

MG

STT

VT5

MG

STT

Miscellaneous Options

- ☐ Standard colours on startup
- ☒ Load fonts on startup
- ☐ Save desktop on exit
- ☒ Snap desktop icons
- ☒ Desktop popup
- ☒ 3D dialog boxes
- ☒ Open dialogs near mouse
- ☒ Right button = double click

Background

Pattern

Colour Image...

Confirm

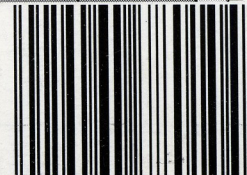
- ☒ Copy
- ☒ Overwrite
- ☒ Delete

Use blitter

Check destination memory
before copying

Icon File: C:\EASE\ROB.CNF

OK Kobold... Printer... Cancel



5 029064 780104

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System Solutions

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Manual translated by Howard Scarr.

Designed in Calamus 1.9N on an Atari Mega ST and photoset by Sumner Type using Calamus SL on an Atari TT 030.

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1. EASE

Introduction

This manual is an attempt to introduce you to the program EASE in the simplest way possible. Elementary use of icons, windows and menus is not covered here as the average Atari ST/TT user will already be quite familiar with the standard desktop – the same principles apply to EASE. Any newcomers to the Atari ST/TT/Falcon series should read the Atari handbook first.

What is EASE?

EASE is an alternative desktop specifically developed to aid users of the multitasking operating system MagiC (formerly “Mag!X”), though it boasts many useful features which will make work in all standard versions of TOS (including Atari’s own MultiTOS) much easier. For instance, EASE windows have a few extra buttons: they can be closed at any time with a single click and can be sent to the back, topping any other open window. Icons can be dropped on to the Desktop so that frequently used programs or files can be accessed immediately without having to click through several directories and subdirectories.

Some EASE Features

The following list of features is only a short selection of the many functions offered by EASE. The full range will only become apparent after studying this manual in depth:

- Folders, Programs and other files can be dragged from windows on to the Desktop. They can then be started, opened or copied in the usual manner.
- Programs can be started by “Drag and Drop”, whereby the names of the dropped files are sent to the program as parameters (e.g. you can start a text editor by dropping the required text files on to it).
- Programs can be started directly via hotkeys.
- Programs can be assigned standard parameters and paths – these will be set each time the program is loaded.
- The contents of files can be displayed in windows and printed directly from the Desktop (via GEMDOS or GDOS!).
- TOS programs can run in windows: their output will be protocolled by EASE and can be saved to a file for future use.
- Any GDOS fonts can be used for displaying text in windows (if a GDOS is installed).

- The contents of directories can be displayed in several different ways:
 - as text or as icons in monochrome or colour
 - text can be displayed using the system font or any GDOS font
 - further text elements (size, time and date) can be displayed
 - text can appear in several columns in a single window
- The display mode can be set for each window independently.
- Files can be searched for in multiple drives or folders.
- The amount of available space on drives can be displayed in each window's information bar.
- New windows can be opened whenever a folder is opened (without closing the original one).
- The type of display (text or icons, text size, window position and size etc.) can be remembered for each path.
- Selected objects are not deselected by scrolling the window.
- All objects in a window can be selected at once.
- Programs can be listed in the menu for rapid access.
- Copy, move and delete functions can be taken over by the (very fast) file copier KOBOLD instead of using the (slow) system functions.
- Windows can be automatically resized to suit the amount of information displayed.
- Windows can be "iconized" for later use.

The EASE Package

The following files/applications are included on the disk:

- *EASE.PRG*: The EASE executable, which should be started as an autostart application so that it does not have to be manually started every time the system is booted.
- *START.PRG*: causes EASE to be removed from memory whenever another application is started. This can be useful if your system doesn't have much memory to spare. EASE will be reloaded when the application is terminated. *START.PRG* must be in the same directory as *EASE.PRG*.
- *CHANGES.PRG*: The amount of free space on each drive is displayed in all windows and TOS programs can be run in windows. *CHANGES.PRG* belongs in the *AUTO* folder of your boot sector, but can also be started from the desktop.

- *EASE.HLP* contains a user definable online help. *EASE.HLP* must be in the same directory as *EASE.PRG*.
- *EASE.INF* is the configuration file for the Desktop. The positions of all icons, window information and all other configurable settings concerning EASE will be stored here. *EASE.INF* should be in the same directory as *EASE.PRG* from which it will be loaded automatically. Other configuration files with different names can be saved to any directory – these can then be loaded by hand whenever necessary.
- *ICONS.CNF* contains colour and monochrome icons for drives, folders, files and standard printer/dustbin.
- *ICONCONS.PRG* is used for editing *ICONS.CNF* so that icons can be changed or added. *ICONCONS.PRG* belongs in the same directory as *EASE.PRG* because the menu contains an entry which calls *ICONCONS* directly with the current icon file as parameter.
- *COMMAND.TOS* is a command line interpreter (CLI).
- *FLEXDISK* is a flexible Ramdisk which grows and shrinks dynamically. Also works with MagiC.
- *CORRECT.PRG* can examine the directory structure of your hard-disk and correct any errors it finds.
- *MSWEEPER.PRG* and *MC_COY.PRG* are a couple of addictive games that run in GEM windows.

System Requirements

EASE will run on all Atari ST/STE/TT or Falcon computers with at least one megabyte memory. The monitor must support resolution of at least 640x200 pixels, monochrome or colour. EASE runs under all single tasking TOS versions and also in multitasking environments, e.g. MagiC or MultiTOS.

Installation

The installation program *INSTALL.PRG* can be used to automate the procedure of copying all the necessary files from the EASE disk to the correct folders on your hard disk.

Start *INSTALL.PRG* and enter your name and the serial number of your EASE disk. Confirm with *OK*. Click on the field *Path for EASE folder* and select the required path

using the File Selector. If a folder called *EASE* already exists in this path, any files already in the folder will be replaced without warning!

You also have the option of setting a path for the *AUTO* folder. If this field is not empty, *CHANGES.PR*G will be copied to this destination (which would usually be *C:\AUTO*). If you don't want to install *CHANGES.PR*G, click on the field and quit the file selector with *Cancel*. *CHANGES.PR*G would then be copied into the *EASE* folder.

After you have set the paths, click on *Install*. The *EASE* folder will be written into the designated path and all the necessary files will be copied into it. If you have set a path for the *AUTO* folder, *CHANGES.PR*G will be copied into this folder.

The extra programs *Flexdisk*, *Correct* and *Minesweep* will not be installed – you will have to copy these from the disk in the usual manner.

EASE and MagiC

If you run *INSTALL.PR*G under MagiC, you will be asked whether you want EASE to be registered as the standard desktop for MagiC. *MAGX.INF* would then contain the line :

```
#_SHL C:\EASE\EASE.PR
```

or similar, which causes EASE to be loaded every time *MAGXBOOT.PR*G is run (see the MagiC manual for further information).

EASE and Single-TOS

If you want EASE to be started every time you boot up under single tasking TOS (version 1.04 or higher), you will have to do the following: Select the file *EASE.PR*G in the standard Atari desktop(!) and click on *Options/Install Application* from the menu. Change the boot status from *Normal* to *Auto*. Quit the dialog box and click on *Options/Save Settings*. From now on, *EASE* will be started automatically.

EASE and MultiTOS

If you want to use EASE as the standard desktop under MultiTOS, the file *GEM.CFN* should contain the following line (this example assumes that EASE has been installed in the root directory of drive C:)

```
shell C:\EASE\EASE.PR
```

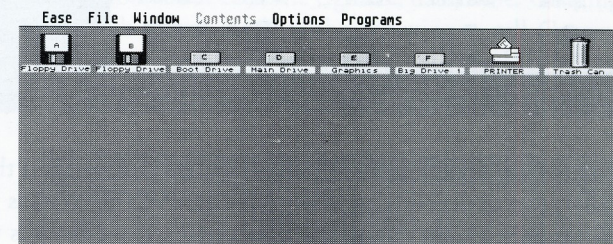
Using EASE

The Standard Desktop Icons

An icon is a symbol representing an object e.g. a disk drive, a file, the Dustbin etc.

After EASE has been started for the first time you will only see several standard desktop icons – their number may vary according to the actual number of drives/partitions connected to your system. There is an icon for each drive and one each for the Printer and the Dustbin just like in the original Atari desktop. Read the explanation of *Options/Miscellaneous* in Chapter 2 to see how the printer icon is created.

As usual, these icons can be selected or moved with the left mouse button or opened with a double-click (except for the Printer and Dustbin). EASE also interprets a click on the right mouse button as a left double-click. Dragging an icon from the Desktop on to the Dustbin will remove the icon (the Dustbin itself can't be removed). Note that only the desktop icons can be removed in this manner; files or folders are deleted by dragging icons from within windows on to the Dustbin.



If you have accidentally dragged a drive icon on to the Dustbin and want to restore an icon for that particular drive, you can click on the entry *Options/Update Drives* in the menu. Any existing drives without icons will then appear.

Copies of desktop icons can be created by dragging the icon to another position on the desktop while holding down the *Shift* key.

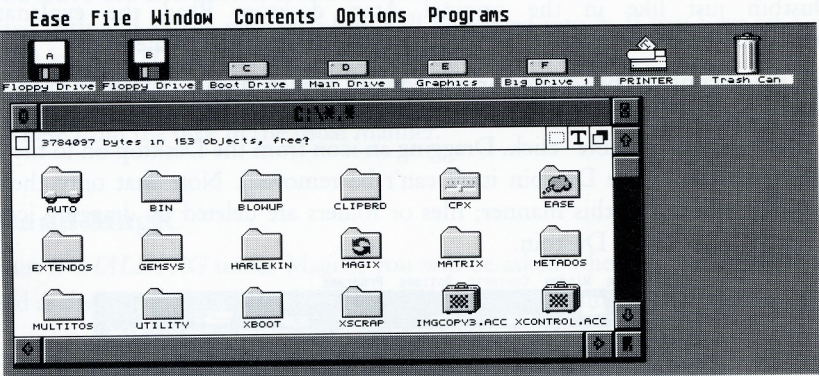
If you want to associate a particular icon with a file or folder, click on *Options/Edit Icons* in the menu. The program *ICONCONS* will be started (see Chapter 3).

If you are running EASE in colour for the first time, a message-box will appear for a few seconds informing you that the icons are being adapted to the current palette. This will also appear whenever the icon file *ICONS.CNF*, the resolution or the palette is changed. The adapted icons will then be saved in a file called *ICONS.SCR* so that this won't happen every time EASE is started.

Directory Windows

As in the original Atari desktop, double-clicking on a drive icon in EASE will open a window showing the contents of the root directory of that drive. Remember that a right single-click is equivalent to a left double-click.

The picture below shows a typical EASE window showing the root directory of a drive (in this case drive C):



The information bar displays the number of objects in the window and their total size in bytes. Note that the size of folders is always zero! If *CHANGES.PR*G has previously been started, the amount of space left on the drive is also shown. If the drive is write-protected (e.g. a floppy disk), a small padlock symbol will appear at the far left of the information bar. This information is optional for each drive; you can find out more on this subject by reading about *Options/Drives* in chapter 2.

If all the information is not visible because the width of the window is too small, you can click on the information bar and drag the contents to the left so you can see what is hidden. Releasing the mousebutton will return the information bar to its normal state.

If any objects in the window are selected, the information bar will display their number and total size in bytes. Remember that the size of folders is always zero!

There are a few extra buttons to the left and right of the information bar:



This button closes the window immediately. Under the standard Atari desktop you would have had to click your way out of any nested directories, and so this button can speed up operation considerably.



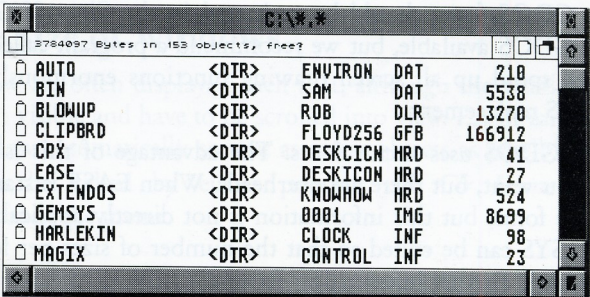
This button adapts the size of the window to its contents and is the same as calling *Window/Auto-size* from the menu or pressing the *Clr Home* key.



If more than one window is currently open and you want to activate a window which is covered by the current one, the quickest way to do this would be to click on the “backdrop” button. Note that MagiC places this button to the left of the Sizer in the upper righthand corner of the window.



The contents of directories can be displayed in two fundamentally different ways. The text mode is especially useful if you want to view extra information about each file e.g. size, date, time. Clicking on the T symbol will switch to text mode without having to call *Contents/as Text* from the menu. The symbol will be replaced with the “Icons” symbol so that you can switch between the two modes on the fly.



The contents of the window can be moved using the cursor keys; the contents will scroll pagewise if the cursor keys are pressed together with Shift, cursor keys pressed with *Control* will cause a jump to the top or bottom of the list.

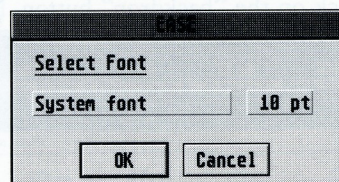
If the window is not displaying a root directory, clicking on the information bar together with *Alternate* will open a small popup menu from which you can select any level in the directory tree above the current one. Clicking on the information bar together with *Control* lets you to change to another drive.

A double-click on the information bar lets you change the font used for text mode – this feature will be explained next.

1. EASE

Configuring Windows

As well as clicking on the symbol to the far right of the information bar, there are several other ways of changing the appearance of EASE windows, most of which are to be found in the *Contents* menu. *Set Font* lets you change the size and style of text (in text mode of course). This function can also be called by double-clicking on the information bar.

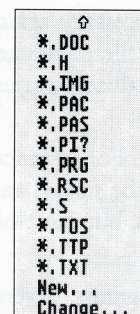


Click on the current font name, but don't release the mouse button yet. A popup menu will appear with which you can select any fonts you have installed by moving the mouse to the font required and then releasing the mouse button. If GDOS is not installed you will only be able to choose between the three sizes of system font. GDOS is an extension of the operating system which (also) lets you load several different fonts for use in all GEM programs, including the Desktop itself. GDOS belongs in the AUTO folder of your boot partition and the GDOS fonts should be registered in the file *ASSIGN.SYS*. There are several versions of GDOS available, but we recommend a program called "NVDI" whose main purpose is to speed up all screen drawing functions enormously, but which also incorporates a GDOS replacement.

Atari's own SpeedoGDOS uses vector fonts. The advantage of this is that fonts can be scaled to any size you want, but there are overheads. When EASE is started it inquires the sizes of the available fonts, but this information is not directly applicable to vector fonts. The file *EXTEND.SYS* can be edited so that the number of sizes per font is restricted to certain values (i.e. sizes). Further information about *EXTEND.SYS* etc. is to be found in the SpeedoGDOS manual.

The appearance of windows in text mode can be influenced by clicking on *Contents/Multiple Columns*, *Contents/Show Size*, *Contents/Show Time* and *Contents/Show Date* in the menu.

It may be difficult to pinpoint a particular file within a directory containing a large number of objects. EASE lets you set a filter or "mask" for the file extensions so that only objects which conform to the mask will be shown in the window. If for instance you are only interested in seeing GEM programs, you could set the mask to **.PRG*. Select *Contents/Set Mask* in the menu. You will see small dialog box containing a popup menu from which you can select a preset mask.



If the mask you want is not currently in the list you can use the entry *New* to set a mask temporarily. File masks can be set more permanently by clicking on the entry *Change* and editing one or more of the masks accordingly. These will only be available during the current session unless you save the desktop configuration (with *Settings/Save Desktop*).

The files in the window are shown in a particular order. They can be sorted according to name, extension, size or date (all exclusively). Try opening a directory containing a large number of files and then selecting the bottom five entries in the *Contents* menu in succession.

The Right Mouse Button

This button is not only used for simulating a double-click in the currently active window but also has a special use in conjunction with windows in the background (i.e. non-active windows). Objects in background windows can be selected or moved directly, whereby the right mouse button loses its double-click meaning. A double-click on the right mouse button will open an object in a background window.

Note: This feature is not necessary (and doesn't work!) under MagiC because objects in background windows are accessible directly, i.e. with the left mouse button.

Adjusting the Size of Windows

Objects in a window are often displayed such that, although the window is large enough, some of them aren't visible and have to be scrolled into view. EASE can order the contents and resize the window automatically so that as many objects as possible will be displayed. This function can be called by either pressing the *Clr Home* key or selecting *Window/Auto-size* from the menu.

Starting GEM Programs

GEM programs usually make use of GEM menus, windows and dialog boxes, and usually have the extension *.PRG* (occasionally *.APP*). They can be started from the Desktop in the usual manner via a double-click.

Many accessories (extension *.ACC*) can also be run as normal GEM programs and EASE lets you start them from the Desktop. However, some accessories will cause the system to crash if they are started in this way so EASE asks for confirmation from the user before the program is actually loaded.

Before EASE tries to start an accessory as GEM program, it checks whether it has already

been installed as an accessory per se. In this case EASE will not load the accessory again, but sends the existing one a message (AC_OPEN) telling it to take over. If file names are to be sent as arguments, EASE will send VA_START instead. However, not all accessories will respond to these messages.

Another way to start a program is to drag a file icon on to the program icon. For instance, if you drag one or more text file icons on to a text editor icon, the editor will be started and the files opened automatically. Not all programs respond to these parameters, but most of the more recent ones do – you will just have to try and see.

EASE supports the ARGV standard method of sending parameters to programs. Several methods have been developed to overcome the 124 byte limit for the sum length of parameters, but ARGV has become the de facto standard for newer programs because this method is only limited by the amount of available memory. Programs which don't support ARGV will truncate the string to 124 bytes, but you can assume that at least four file names (these are full paths!) can be sent successfully, depending of course on the lengths of the paths. You can find out more about starting programs and sending parameters in the section describing *Options/Program Start*.

If a program is started from the keyboard (see *Options/Applications*) any selected files in the currently active window will be sent as parameters. This also applies to selected objects on the Desktop when no windows are open, and can be configured in a dialog box opened by clicking on *Options/Program Start* in the menu.

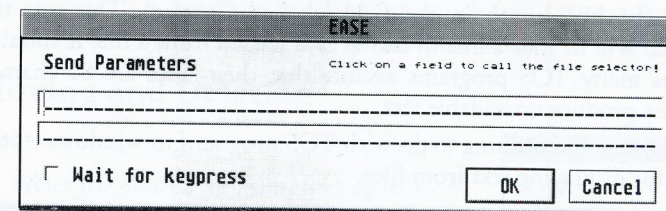
MagiC allows you to send further parameters to an application which is already running. You will be asked whether the program should be loaded again (two “versions” of the one program would then be running simultaneously!) or whether the parameter(s) should be sent to the program which is currently running. Programs which work in a multitasking environment and which support ARGV will interpret the message correctly.

Starting TOS Programs

Programs with the extensions .TOS or .TTP are generically called “TOS programs” as they behave in a similar way. They differ from GEM programs in that they do not make use of GEM AES objects, i.e. windows, menus etc., for their visible output but usually output text or graphics directly to the screen. TOS programs are started in the same way as GEM programs, but only those with the extension .TTP (“TOS Takes Parameters”) should accept and process parameters. If a .TTP program is started by dragging files on to it, these file names will be sent as parameters to the program as explained above. Double-clicking a .TTP program will open a dialog box containing two long text fields into which parameters can be entered.

EASE concatenates the two lines to a single string (maximum 120 bytes) which is then sent

to the program. If you click on a field, the File Selector will be opened so that you do not have to remember the full paths and exact spellings of the files you want to send. This procedure can be repeated and the list appended to.



Many TOS programs, especially those which have been written for a CLI (Command Line Interpreter) environment, output text to the screen and then terminate without leaving the user time to read the messages. The above dialog box contains the switch *Wait for keypress* to overcome this problem. All programs started with this switch on will then wait for the user to press a key before GEM redraws the screen.

.PRG, .APP and .TOS programs can also be started with parameters via this dialog box – simply hold down a *Shift* key before starting the program. If EASE is running in a multitasking environment the *Wait for keypress* and *Shift + program start* features will be ignored.

TOS Programs in Windows

Because the output of TOS programs is usually pure text, it is obviously a good idea to redirect this output to GEM windows. Such programs often print a lot of information which is scrolled off the screen before you have the chance to read it. If *CHANGES.PRG* has been started (e.g. from the *AUTO* folder) EASE lets you run TOS programs in windows so that the text can be scrolled back into view, printed or saved as a text file.

You can set whether TOS programs should run in windows by selecting *Settings/Program launching* from the menu.

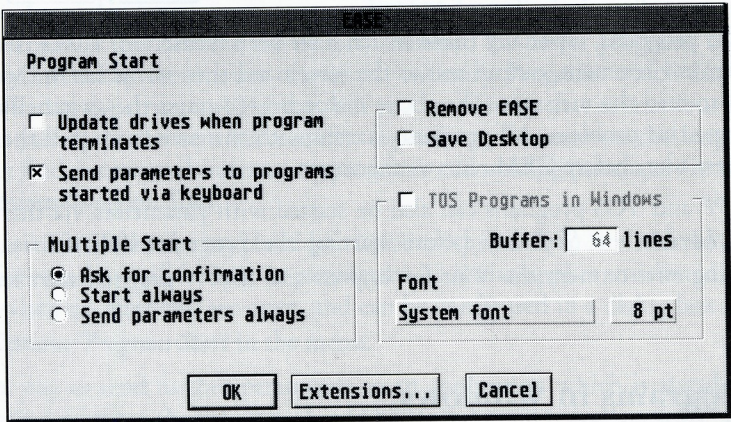
Switching on *TOS-programs in windows* will activate this feature. The size of the buffer (i.e. the maximum number of lines displayed) can be set. If the TOS program outputs more lines of text than the figure set in *Buffer*, the first lines will be overwritten and will not appear in the window. You can set the font style and size and if you choose a smaller size (e.g. 9) you will be able to see more text without having to scroll. If you want to change the font size after the text has already been displayed, click on *Contents/Font* in the menu as mentioned earlier or simply double-click the information bar.

The other fields in this dialog box are covered later in the section *Settings/Program launching*.

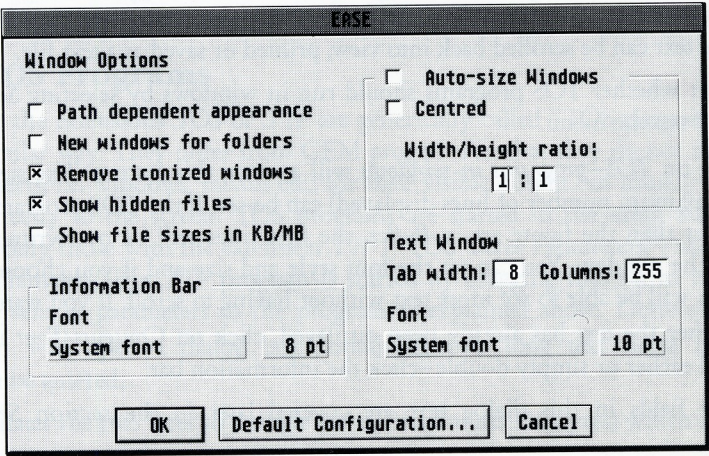
A line of text can only accommodate a certain number of characters. If this limit is exceeded, EASE will start a new line. The length of a line is set in a dialog box opened by clicking on *Settings/Windows* in the menu:

You can enter the line length in the field labelled *Columns*. This sets the number of characters which will fit into a line of text as it is loaded from a file. It should not be set to less than 80, as many TOS programs assume that their lines are 80 characters long and would otherwise produce unreadable text.

The *Font* setting here has nothing to do with TOS programs in windows – it only relates to windows used for displaying text from files.



EASE is not active while a TOS program is running in a window, i.e. menus, windows or icons can't be accessed until the TOS program terminates.

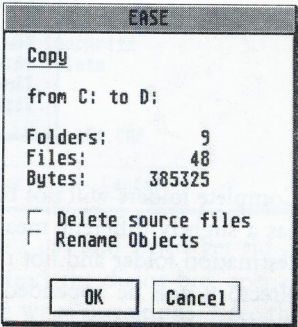


MagiC version 2.x already implements its own method of running TOS programs in windows. This is preferable to the function provided by EASE because the MagiC windows allow several TOS programs to run simultaneously. If you are running EASE under MagiC you should deactivate the *TOS Programs in Windows* switch (see *Options/Program Start*). Read the appropriate sections in the MagiC manual for more details.

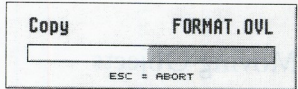
Copying, Moving and Deleting

Copying Objects

To copy a file or folder (or even drive), simply drag its icon on to the destination drive, folder or window. Before EASE starts copying, a dialog box is opened informing you of the number of objects to be copied and their total size in bytes. You can set whether the objects should be moved and/or renamed and are also given the chance to abort the action. If you confirm by pressing OK, a small bar appears which shows the ratio of copied bytes to the total being copied.



The process can still be stopped by pressing the *Esc* key:



If you like, you can make EASE check whether the destination drive is able to accomodate the files to be copied before copying actually takes place. Click on *Options/Miscellaneous* and activate *Check destination memory* before copying. The trade off is that copying is slowed down, so it is up to you to decide whether this is worth the loss of speed.

If there is a file in the destination directory whose name is the same as one of those being copied, a dialog box will be opened in which you can determine what action should be taken to resolve the conflict:

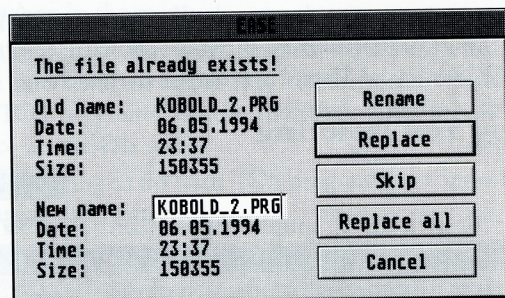
The file being copied can be saved under a different name – enter the new name and select the *Rename* button. This procedure can be repeated if the new name already exists!

Alternatively, the existing file in the destination directory can be overwritten by the new file – select the *Replace* button.

You also have the choice of skipping this particular file and continuing with the next one – click on the *Skip* button. If you want to abort the copy procedure completely, select the *Cancel* button.

Only click on the *Replace all* button if you are sure you do not need any of the original files. You will not be prompted any more – any conflicting names will be ignored and all the files will be copied, replacing any of the same name.

Folder names can also clash. The following dialog box gives you similar choices of action as in the case of files:



Complete folders will not be replaced, even if their names coincide. The *Replace all* button has a slightly different meaning here; the "replace all" here refers only to the *files* in the destination folder and not the folder itself, i.e. the contents of the folder in the destination directory will be appended to and any files of the same name will be replaced without warning.

Moving Objects

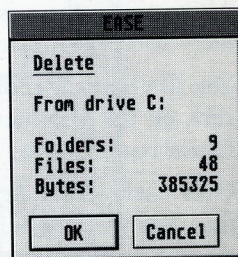
Moving objects is in effect the same as copying them and then deleting the originals if they are moved between different drives. If you move files to another directory within the same drive, the file allocation table will be updated to describe the new position – the complete file will not be rewritten. As in the Atari desktop (version 1.04 or higher) you can move objects by holding down the *Control* key while dragging the icon it to its new directory.

Deleting Objects

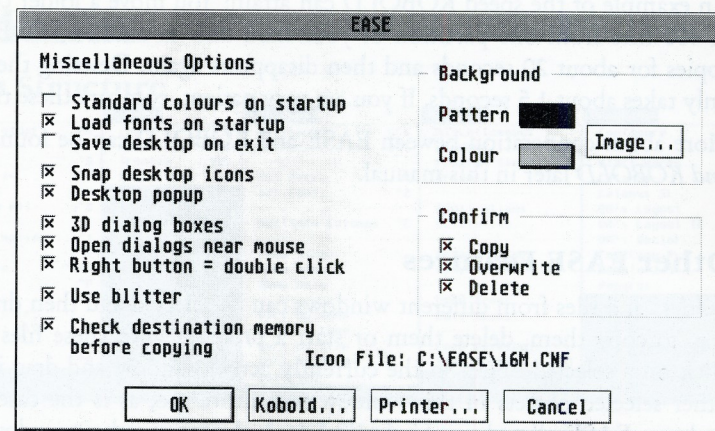
Files and folders are deleted by either dragging their icons on to the Dustbin or by selecting the objects and then clicking on *File/Delete* in the menu.

Before EASE starts deleting, this dialog box will be opened so that you can either confirm or abort the action. It also gives you information about the number and total size of objects to be deleted.

If you are confident enough to dispense with this message in the future instead of being hampered by it every time you want to copy, move or delete data, you can switch it off (globally) via the large dialog box opened via



Options/Miscellaneous:



The area to the right labelled *Confirm* contains three switches. *Copy* and *Delete* get rid of the confirmation explained in the last paragraph. *Overwrite* defeats the dialog box opened by EASE when it comes across conflicting object names during write operations – see the section about copying objects.

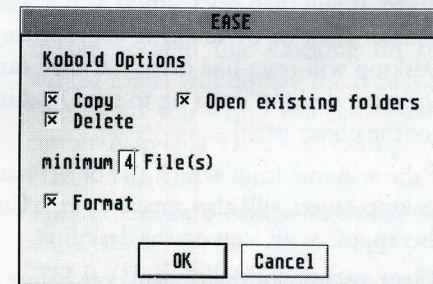
Using KOBOLD

The program KOBOLD is a very efficient high speed file copier from Kaktus GbR in Germany. It is able to copy very large amounts of data in seconds and makes the original GEMDOS routines (especially deletion) appear excruciatingly slow. Fortunately, KOBOLD can run as an accessory or as parallel program in a multitasking environment. It accepts messages from other applications (e.g. alternative desktops!) so that the KOBOLD routines can be used instead of GEMDOS whenever data is copied, moved or deleted.

If KOBOLD is running, clicking on the *Kobold* button in the *Miscellaneous Options* box will open a further dialog box in which you can configure the messages sent to KOBOLD:

The four switches are used to set the actions which KOBOLD should carry out instead of GEMDOS (*Copy*, *Open existing folders*, *Delete*, *Format*). When *Open existing folders* is switched off, any folders in the destination directory whose names coincide with those being copied will be deleted (replaced), otherwise their contents will be appended to. The minimum number of files involved after which the KOBOLD routines will be used can also be set

– it may be quicker to copy only one or two smaller files without calling KOBOLD.



1. EASE

An example of the speed KOBOLD can attain: You move a folder containing 3 megabytes in 400 files from one partition of your hard disk to another, KOBOLD becomes active, copies for about 20 seconds and then disappears again. Deleting the same amount of data only takes about 1.5 seconds. If you are very patient, compare these times with GEMDOS!

More about cooperation between EASE and KOBOLD can be found in the section *EASE and KOBOLD* later in this manual.

Other EASE Features

Folders and files from different windows can be selected and then dragged at the same time (e.g. to copy them, delete them or start a program with these files as parameters). If you click on a selected object in the currently active window and drag it with the mouse, any other selected objects in this window will move too, as is the case in the standard Atari desktop. EASE allows you to drag selected objects in other windows at the same time – hold down the *Shift* key before you start dragging from the active window.

Displaying Files

Text files can be viewed in windows under EASE – simply double-click the icon (or a right single click). You can then scroll through the file, save it under a different name or print it out (see *File/Save as* and *File/Print* in Chapter 2).

Dragging Icons from Windows on to the Desktop

In EASE, icons can be dragged from within windows and placed on the Desktop so that you can access them without having to open windows. The programs, files and folders which you need most often are thus immediately available, which can speed up your work considerably. If for instance you drag a program icon from within a window to a free area of the Desktop and then release the mouse button, it will stay there even if the window is closed. It will then react almost as if it were in a window i.e. the program can be started (via double-click or by dragging appropriate files on to it), copied or moved. Folders on the Desktop will react like drives i.e. they can be opened, objects can be copied into them etc. Dragging desktop icons on to the Dustbin will only delete the icon from the Desktop, and not the object itself!

If the window from which the object has been dragged has been opened in text mode, the desktop object will also appear as text. Conversely, if the original object was an icon, it will also appear as an icon on the desktop.

If you hold down the *Control* key before double-clicking on a desktop icon, the directory in which the object lies will be opened.

2. EASE Menus

2. EASE Menus

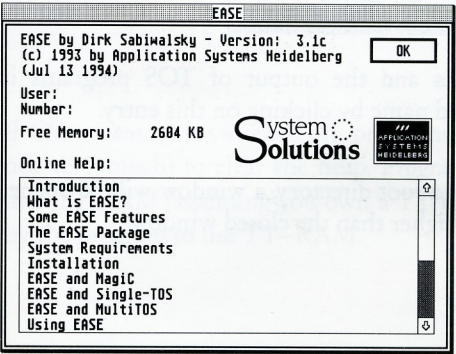
The EASE Menu Structure

Ease	File	Window	Contents	Options	Programs
Ease ... BioNet100 midnight™ Imagecopy 3 Control Panel NameNet Accessory	New Folder... ^N Open ^O Save as... ^S Close ^U Close All ^U Information... ^I Find... ^F Delete... ^DEL Print ^P Init Disk... Format Disk... Quit... ^Q	Cycle ^W Auto Size HOME Iconize DEL Select All ^A	as Icons ^C\$ as Text ^C^T Set Mask... ^M Set Font... ^Z Multiple Columns ^C Show Size Show Time Show Date Sort by Name Sort by Type Sort by Size Sort by Date Unsorted	Miscellaneous... Windows... Program Start... Drives... Applications... Resolution... Update Drives Update Paths Load Icons... Edit Icons... Load Desktop... ^L Save Desktop... ^D	Configure... Atari Works Calamus Calamus SL DR's Layout DR's Layout TC DR's Vector FastCopy Pro Kobold 2.5 Papyrus

- Ease** information about the EASE version and copyright
- File** file operations and print function
- Window** window operations
- Contents** configuring the contents of windows
- Options** configuring the EASE desktop
- Programs** direct access to programs from the menu

The “Ease” Menu

Ease



This opens a dialog box displaying version number, copyright information and the amount of free memory in your system. The lower half is the index of an online help file. Clicking on the wanted topic will display the requested help file. If you wish, you can create a custom help-file. Here is an example: HELP This line will be shown. This is the help text concerning the above etc. HELP This will also appear in the index.

2. EASE Menus

This is the help text concerning the above etc. As you can see, each “Chapter” must start with the word *HELP* followed by four spaces and the text to be displayed in the index. The file must be named *EASE.HLP* and should be in the EASE folder. Clicking in the index will open a text window showing *EASE.HLP* at that position.

The “File” Menu

New Folder



This entry lets you create a new folder which will be written to the path of the currently active window. A descriptive name should be entered in the field. A tip: try to avoid giving folder-names an extension as they would otherwise appear too similar to file names when listed.

Open

This entry refers to selected objects in the active window by default. If there are no selected objects in the active window, any selected objects on the desktop background become relevant instead. Opening an object is the same as double-clicking it. In certain cases, more than one object can be opened at the same time – several programs can be started at once under a multitasking operating system. It is not possible to open more than one folder at the same time as only a single window can be “active” at one time.

Save as

As already mentioned, EASE can display files and the output of TOS programs in windows. These can be saved under a user defined name by clicking on this entry.

Close

Closes the currently active window. If this is not a root directory, a window will be opened showing the contents of the directory one level higher than the closed window.

Close All

All EASE windows will be closed.

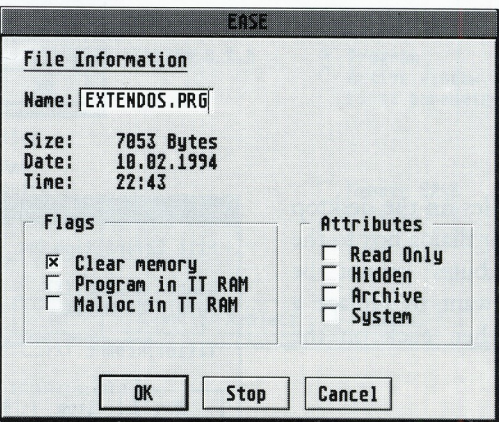
2. EASE Menus

Information

Displays information about drives, folders or files. If the active window contains selected folders/files or if the desktop contains selected objects, a dialog box will be opened for each one. The dialog boxes contain a *Stop* button which will prevent more dialog boxes from being opened. Any changes made within the current dialog box will then be ignored.

Objects in Windows

- The dialog box below displays information about folders in windows. TOS version 1.04 and higher allow folder names to be changed.
- The dialog box below displays information about files in windows. Files can be renamed and their attributes can be changed. In the case of programs, the program-flags can be changed.



If *Clear memory* is switched off, programs are loaded more quickly as it takes time (though not very much) to clear the heap. *Program in TT-RAM* causes the program to be loaded into TT RAM (assuming you own a TT!) and *Malloc in TT-RAM* causes memory allocated by the program to use TT-RAM.

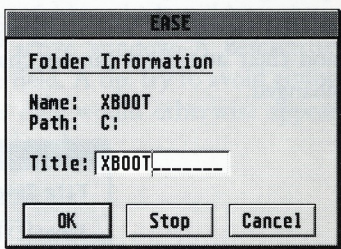
2. EASE Menus

Objects on the Desktop

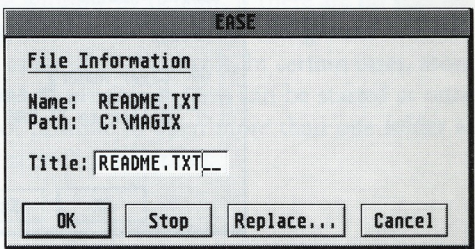
Such objects don't necessarily have to be labelled as they are in windows. Some program names (especially those including version numbers) are somewhat cryptic, so EASE lets you give desktop objects titles with a maximum of twelve letters. The printer and the dustbin can also be renamed.

Drives should not be renamed in this way: the reason for this is that it takes a while for the drive information to be read, and this is unnecessary if you simply want to rename the icon. Drives are usually renamed via the dialog box opened by *Options/Drives*.

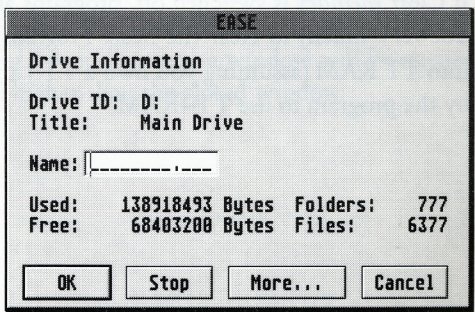
- Information about folders on the desktop are displayed in the dialog box opposite. Only the title can be changed.



- Information about files on the desktop are displayed in a similar dialog box to the one above. File attributes cannot be changed here. If you want to replace a desktop file with another, click on the *Replace* button.

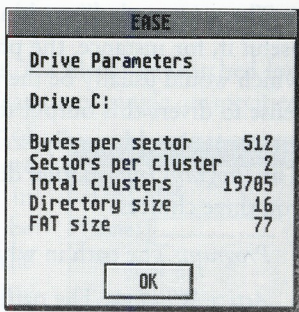


- Drive information is displayed in the following dialog box. The title of the drive can be changed, but if this is the only reason for opening the dialog box, you would be better off selecting *Options/Drives* from the menu.

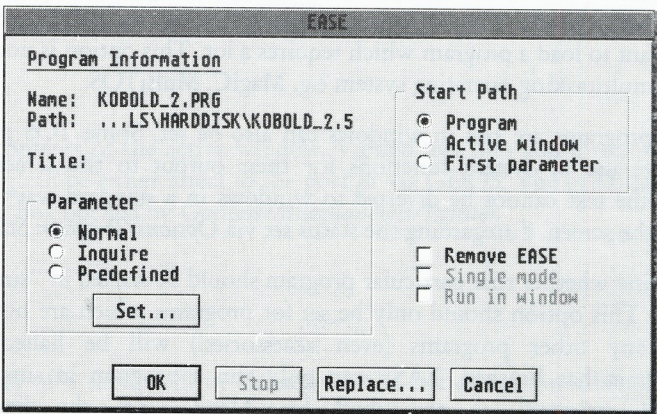


2. EASE Menus

The *More* button gives you information about the number and size of sectors on that drive etc:



- Comprehensive information about programs on the desktop appears in the following dialog box in which several parameters can be manipulated:



The following can be manipulated:

- The program can be replaced by another by clicking on *Replace*.
- One of the following parameter conventions for starting the program can be set:

Normal: Parameters are only sent to the program when objects are dragged on to it or when the program is started via files whose extensions are registered for that program (see the section about *Options/Applications*).

Inquire: Whenever the program starts, a dialog box will be opened in which you can write the parameters to be sent.

Predefined: If you click on the Set button, you can set up a list of parameters which will always be sent to the program in this form. The list can contain up to ten variables (cf DOS batch files) which will be replaced when files are dragged on to the program. See the section on *Parameter Expansion* for more details.

2. EASE Menus

- The start path (“working directory”) for the program can be changed. This can be useful if, for instance, the program writes its output to a file in its own working directory, which would usually be the path in which the program is situated. However, it often makes sense to divert this output to the currently active window. On the other hand, conversion programs should usually write the output file into the same directory as the input file etc. The *Program Information* dialog box lets you determine the start path for programs, giving you three choices:

Program: The path in which the program is situated.

Active Window: The path of the currently active window.

First Parameter: The path of the first file name found in the list.

- You can set whether EASE should be removed from memory immediately before the program is started and reloaded when it finishes. This feature can be useful if you are short on memory and want to load a program which requires a lot. This option is not available if you are running a multitasking operating system e.g. MagiC, MultiTOS.

- Whether TOS programs are run in windows can also be set. Some TOS programs do not make exclusive use of system functions for their output to the screen (naughty, naughty!), and so the text cannot be diverted to windows in a standard way – they will output directly to the screen, disregarding the status set via *Options/Program Start*.

- You can determine whether that particular program should be started in “single-mode” under MagiC 2.X. This option should only be set for programs which are not capable of multitasking, as any other programs (even accessories!) will be halted until the single-mode program has finished. EASE can only run a program in single-mode if EASE has been registered as the shell for MagiC (i.e. the line `#_SHL C:\EASE\EASE.PRG` or similar should be in the file *MAGX.INF*). If a program is started in single-mode under MagiC/EASE, EASE will be removed from memory and will be reloaded as soon as the single-mode program terminates. If you want the Desktop to be restored to the state it was in immediately before the single-mode program is started, you should turn on the switch *Save Desktop* in the dialog box opened by *Options/Program Start*. Programs can be registered in a list for the purpose of setting the above start options. See *Options/Applications* for more details. This list obviates the need to place a program in the Desktop just to set the way it is started.

- The Printer and Dustbin can be given a new title.

2. EASE Menus

Find

This entry calls a dialog box in which you can write the name of a file to be searched for. Standard wildcards are recognized – a question mark (?) means any single unspecified character in that position and an asterisk (*) means any number of unspecified characters. If any folders in the active window are selected, these will be searched, otherwise EASE searches in selected drives and folders on the desktop. A window will be opened for each directory where there is a matching file. If the *Show all* switch is off, EASE will ask for confirmation every time it finds a matching file.



Delete

Deletes any selected objects in the active window.

Print

Prints the contents of the active window. Viewed text files and directories will be printed out. Printing can be either direct to the port or via GDOS. The print parameters can be set in the dialog box opened by *Options/Miscellaneous/Printer*.

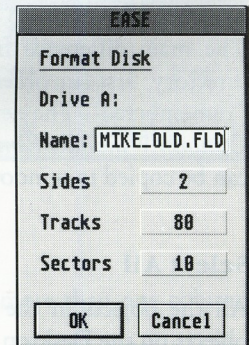
Init Disk

The contents of a drive will be deleted i.e. the file allocation table (FAT) and the root directory will be initialised to zero. Before EASE starts initialising, it asks for confirmation because this action is drastic. Any information about defective sectors will be registered in the new FAT.

Format Disk

Used for formatting floppy disks – a single floppy disk drive must be selected first:

If Kobold 2.X is running (either as accessory or as parallel program) and the Format switch is on (*Options/Miscellaneous/Kobold*), this dialog box will be replaced by KOBOLD's own formatter.



2. EASE Menus

Quit

Terminate EASE itself. If the *Save Configuration on Exit* switch (*Options/Miscellaneous*) is on, the current desktop configuration will be saved to *EASE.INF* first. If you use a colour monitor, the name of the configuration file would be *EASEXX.INF* where "XX" is the number of colour planes. This file will be loaded automatically the next time you start EASE.

The "Window" Menu

Cycle

Clicking on this entry has the same effect as activating the cycle-button in the active window. The active window is sent to the back and another window is activated (if one is open). This is especially useful for gaining access to windows which are completely covered by others.

Auto-size

The size of the active window is changed so that it is just large enough (if possible) to display all the contents. Clicking on the button to the right of the information bar or pressing the *Clr Home* key has the same effect. See also *Options/Windows/Auto-size Windows*.

Iconize

This closes the active window and creates a special "window" icon on the desktop. The window can be restored later by opening the icon in the usual way. This is quicker than dragging folders on to the desktop, especially if it is activated by pressing the *Delete* key. The main difference from dragging folders is that you don't have to move out of the directory first (in order to click on its folder). The current state of an open window is "remembered". The new icon will remain on the desktop unless this option is defeated (see *Options/Windows/Remove iconized windows*) or the icon is dragged on to the dustbin. Data can be copied to window icons but windows (as icons or otherwise) can't be copied!

Select All

All the objects in the active window will be selected. If there are no windows, all the objects on the Desktop will be selected.

2. EASE Menus

The "Contents" Menu

as Icons

Switches the active window from text mode to icon mode. This is the same as clicking on the "page" symbol at the far right of the information bar.

as Text

Switches the active window from icon mode to text mode. This is the same as clicking on the "T" symbol at the far right of the information bar.

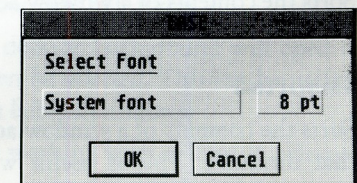
Set Mask

Clicking on this entry will open a dialog box in which a filter can be defined for file extensions, according to which only certain files will be displayed. This can be very useful if you want to select all files with a particular extension. The *.* button is actually a popup menu containing a number of definable masks. *New* lets you define a temporary mask which will not be included in the list and *Change* is used for editing the list. The edited list of masks can be saved in the EASE configuration file (by clicking on *Options/Save Desktop*) so that it will be available at your next sitting.



Set Font

Clicking on this entry will open a dialog box in which you can define the font to be used for displaying text in windows. The standard system font cannot be changed in EASE! This function should also not be confused with the font settings in the dialog box called via *Options/Windows*.



Multiple Columns

This command causes windows in text mode to be able to display more than one column of files.

2. EASE Menus

Show Size

Windows in text mode will also display the size of files.

Show Time

Windows in text mode will also display the time of files.

Show Date

Windows in text mode will also display the date of files.

Sort by Name

Sorts the contents of a window according to the alphabetical order of file names.

Sort by Type

Sorts the contents of a window according to the alphabetical order of file extensions.

Sort by Size

Sorts the contents of a window according to file size.

Sort by Date

Sorts the contents of a window according to file date.

Unsorted

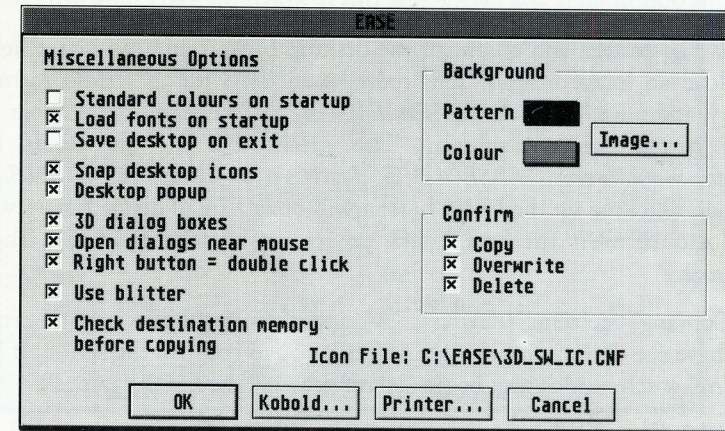
Sorts the contents of a window according to the order in which they have been copied into that directory. This is useful whenever the physical order of files on the medium is important (e.g. in the *AUTO* folder).

2. EASE Menus

The "Options" Menu

Miscellaneous

Clicking on this entry will open this dialog box:

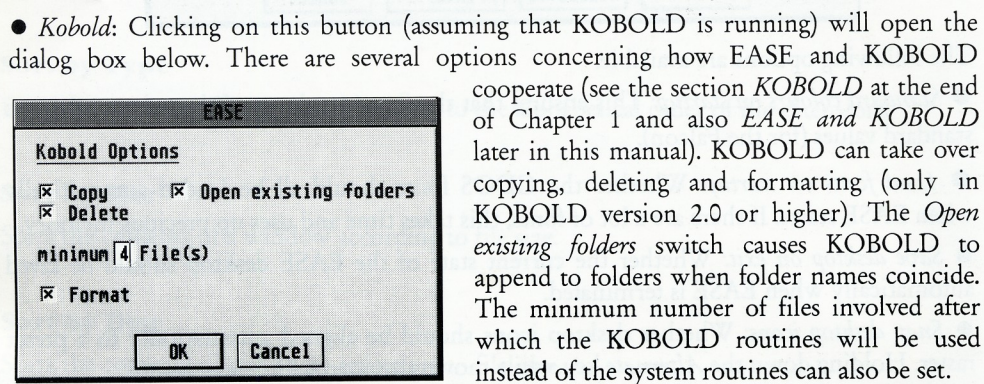


The following options are available:

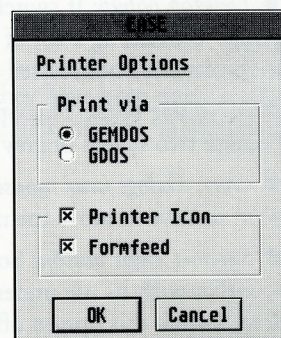
- *Standard colours on startup*: This ensures that the first 16 colours of the palette are set to standard values (for the Falcon).
- *Load fonts on startup*: Whether the GDOS fonts should all be loaded automatically when EASE starts. If there are a lot of fonts, this takes time and uses up precious memory.
- *Save desktop on exit*: Whether the current state of the EASE desktop should be saved automatically when EASE is terminated.
- *Snap desktop icons*: Whether desktop icons should be aligned automatically to a preset raster. Holding down the *Alternate* key while moving an icon will defeat this.
- *Desktop popup*: If switched on, a double-click on the desktop background will open a popup containing a list of all desktop icons which can then be selected. This can be useful if objects can't be accessed directly because they are hidden behind windows.
- *3D dialog boxes*: This option is only available if you are working with at least 16 colours because two shades of grey are required.
- *Open dialogs near mouse*: This option is useful for owners of large monitors who do not want to have to move the mouse a long distance to operate the dialog box.
- *Support right button*: Some accessories make use of the right mouse button, which can conflict with its use under EASE (i.e. as alternative to left double-click). If such problems arise, switch this option off.

2. EASE Menus

- *Use blitter*: If your computer has a hardware blitter, switch this on.
- *Check destination memory before copying*: You can make EASE check whether the destination drive is able to accomodate files to be copied before copying actually takes place. Switch this option on if you decide that this is worth the extra time involved.
- *Background*: The pattern and colour of the desktop background can be set here. EASE also lets you load an image instead. This must be an .IMG file in XIMG format in the EASE directory, and must be called "EASExx.IMG" where xx denotes the number of colour planes in the current screen resolution. This means that the file should be called "EASE.IMG" for monochrome, "EASE04.IMG" for 16-color mode and "EASE08.IMG" for 256-color mode. Clicking on the Image button will open a small dialog box in which you can set the logic between the image and the original background. See the section *Background Image*.
- *Confirm*: Copying, replacing (during copy) and deleting objects can be critical, and therefore you have the option of making EASE ask you to confirm the action. If Kobold is active, the *Delete* switch here cannot be turned off (it would be too dangerous!).



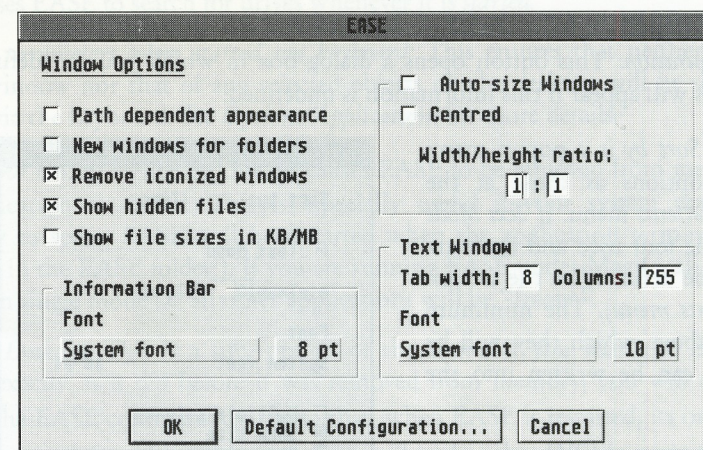
- *Printer*: This button opens this dialog box in which you can set the printer configuration. Data can be sent to the printer either via GEMDOS or GDOS. In order to print via GDOS, you will have to have a GDOS installed (e.g. NVDI!) and the printer driver must be registered in ASSIGN.SYS as device 21. The font used in the text window will also be used for printing if its ID is registered – otherwise you will get an error message. If *Printer Icon* is switched on, a printer icon will be created on the Desktop so that files can be dragged to it. *Formfeed* causes the printer to eject the last page afterwards.



2. EASE Menus

Windows

The following dialog box is used for setting window parameters:



Path-dependent appearance: If this switch is on, EASE will remember the position, size etc. of the window when it is closed and will restore these values the next time the same directory is opened.

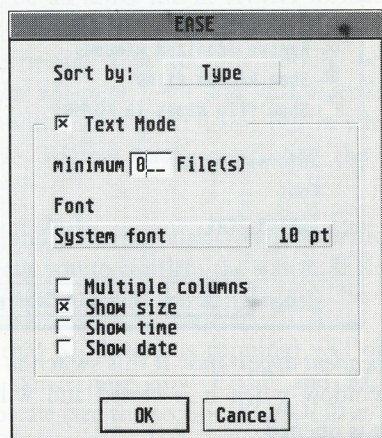
- *New windows for folders*: This causes EASE to open a new window whenever a folder is opened instead of closing the original one first. Pressing the *Alternate* key while double-clicking a folder has the same effect.
- *Remove iconized windows*: An iconized window will be removed from the Desktop as soon it is reopened. See also *Window/Iconize*.
- *Show hidden files*: Files with the "hidden" attribute are not normally visible – switching this option on will cause EASE to display such files.
- *Show file sizes in KB/MB*: Directories in text mode can also display the size of objects (usually in bytes). To make this value easier to read, it can be displayed in kilobytes/megabytes instead.
- *Information Bar*: The font used for the information bar.
- *Auto-size Windows*: If this option is switched on, EASE will adapt the size of windows so that as many of the objects as possible will be displayed without wasting space. Auto-sized windows will appear centred with respect to the parent/child window if the *Centred* switch is on. The ideal proportion (as ratio between width and height) can also be set here.

2. EASE Menus

- *Text Window:* Definition of the tabulator width, the maximum number of characters per line and the font used by text windows.

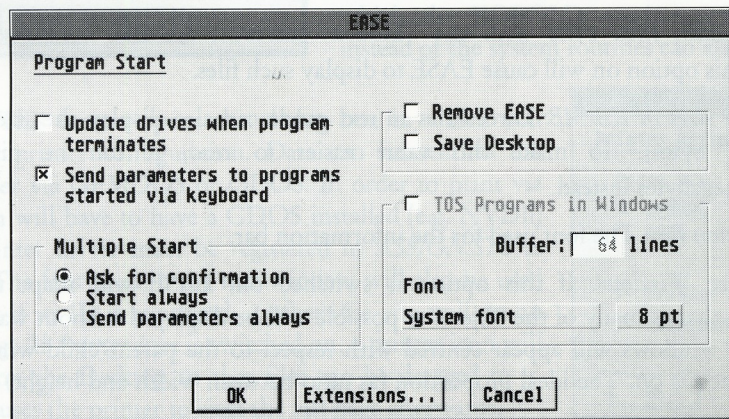
- *Default Configuration:* This button opens a dialog box in which you can define how directory windows will appear if this information is undefined:

To the right of *Sort by* is a popup menu with the same options as those at the bottom of the *Contents* menu. If *Text Mode* is switched on, the font used and the extra information can be defined (see the section about the *Contents menu*). The minimum number of files above which they will be displayed as text can be written into the *minimum* field.



Program Start

This dialog box is used for setting the parameters which are used when programs are launched:



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- *Update drives when program terminates:* This determines whether the *update drives* routine is called whenever programs terminate. For instance, a RAM disk installation program would then cause a drive icon to appear on the desktop automatically. This setting also causes EASE to search for drives whenever it is *started*.

- *Send parameters when started via keyboard:* This ensures that neither the path of the active window nor that of any selected objects on the desktop will be sent to a program started via the keyboard. See *Options/Applications* for more details.

- *Remove EASE:* Switching this on causes EASE to be removed from memory every time an application is started. This is especially useful if your system doesn't have much memory to spare. EASE will be restarted when the application terminates (*START.PRG* must be in the EASE folder!). If you are running EASE under MagiC, all programs will be started in single mode i.e. all other applications will be "frozen".

- *Save Desktop:* This is a sub-option of the above. If you want the EASE Desktop to appear exactly as it did before it was removed from memory, you will of course have to update the EASE configuration file so that, when EASE is restarted, its original appearance can be restored. Switching this option on will update the *.INF* file every time a program is started.

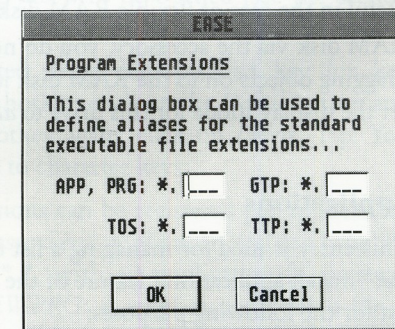
- *TOS Programs in windows:* Switching this on causes the text output of TOS programs to be redirected to windows. See the section *TOS Programs in Windows*.

- *Buffer:* Defines the maximum number of lines of text output by a TOS program which will remain in the window after the TOS program has finished.

- *Font:* The font used for text written into windows by TOS programs.

- *Extensions:* This opens a dialog box in which you can set further extensions used by EASE to recognize executable files, i.e. programs.

This is in effect an "alias" feature for the standard extensions. If you define e.g. *.PRX as an executable, you will have to deregister this extension in the dialog box opened via *Options/Applications*.



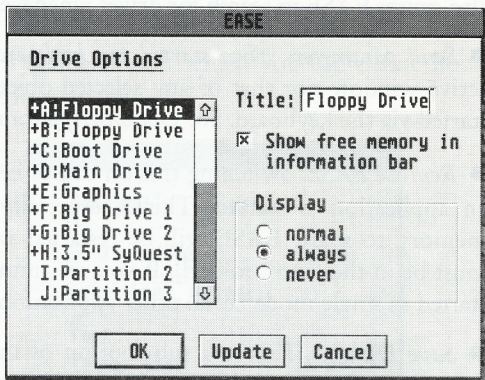
2. EASE Menus

Drives

Clicking on this entry will open a dialog box which is used for setting drive parameters:

- *Title*: The user defined name for the drive selected in the list.

- *Show free memory in Information bar*: This option is only available if *CHANGES.PRG* has been started (e.g. from the *AUTO* folder). If this is switched on, information about the (selected) objects in the window will appear in the information bar. If the drive is write-protected, a small padlock symbol will appear to the left of the bar.



- *Display*: Controls the rules by which drive icons will appear on the desktop. There are three choices:

- *normal*: Only when the drive exists i.e. is registered by TOS
- *always*: If a drive does not exist it will be shown greyed and cannot be opened. Otherwise this is the same as *normal*.
- *never*: The drive will not appear even if it exists.

If you quit the dialog box with OK, the *Display settings* will not have an immediate effect, therefore the following button has been included:

- *Update*: The same as OK except that drives will be searched for.

If an object is dragged on to a greyed drive, EASE will test whether the drive exists. This is useful in the case of flexible RAM disks controlled by an accessory. If you enable a disabled RAM disk via the accessory, you do not want to have to call *Options/Update Drives* before dragging objects on to the RAM disk icon, although it is still greyed. Of course you should set the display mode for this drive to *always*.

Applications

This entry is used for managing a list of applications and is in effect an extended version of the “install application” feature of the standard Atari desktop. Programs are included in the list for the following purposes:

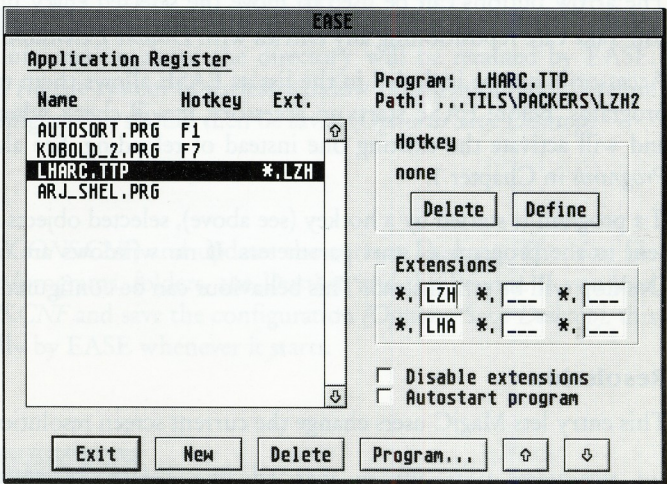
- Starting programs automatically directly after EASE.

2. EASE Menus

- Defining hotkeys for programs. They can then be started via the keyboard.
- Associating programs to files according to their extensions. Such programs can then be started by double-clicking a file with the appropriate extension – the file name will be sent to the program as parameter.
- Defining standard start-parameters for programs. See the dialog box *Program Information* (in the section *File/Information*) and also *Parameter Expansion* later in this manual.

Clicking on *Options/Applications* will open the following dialog box:

To the left is a list of all currently registered applications. If a program was already selected in the Desktop, this will appear at the end of the list. If an application in the list or a hyphen (meaning “unspecified application”) is selected you can then define the following:



- Name, path and start-parameters: If the selected entry was unspecified, clicking on the *Program* button will open the File Selector so that the program name and path can be defined, otherwise the *Program Information* dialog box will be opened (see the section *File/Information*).
- Hotkey: Programs with hotkeys can be started using the specified key (or key combination) directly from the desktop. To define a hotkey, click on the *Define* button and press the desired key (combination). To delete a hotkey again, click on *Delete*. Tip: You should use the function keys F1 to F10 in preference to character keys.
- Associated extensions. A maximum of six extensions can be registered per application. Double-clicking on such a file will then start the associated application and send the file name as a start parameter. Take care associating *.* with an application (e.g. viewer program)! Assuming you associate *.* to *GEMVIEW.PRG*: as soon as you open a file – even a program(!), *GEMVIEW* will be started. You will have to exclude certain extensions first, and this is reason for the *Disable extensions* switch. Because EASE looks through the

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list sequentially, **PRG*, **TOS*, **TTP*, **GTP*, **APP* and **ACC* should be disabled at the top of the list so that EASE will start them immediately and not look for any associated programs. The average user should select the topmost entry in the list, activate the *New* button, switch on *Disable extensions* and then enter all the extensions for executable files. Any seasoned experts out there are of course welcome to associate programs with each other!

- Define programs as autostart applications: When the *Autostart Program* switch is on, this program will be automatically started immediately after EASE. Autostart programs are loaded in the order in which they appear in the list.

The arrow buttons can be used to move the selected entry upwards or downwards in the list. Take care repositioning any entries with *Disable Extensions* on.

Accessories can be included in the list as EASE allows them to be started as normal GEM programs. Before EASE starts an accessory, it will check whether it is already in memory and will activate the existing one instead of reloading. See also the section *Starting GEM Programs* in Chapter 1.

If a program is started by a hotkey (see above), selected objects in the active window will be sent to the program as start parameters. If no windows are open, selected objects on the Desktop will be sent instead. This behaviour can be configured via *Options/Program Start*.

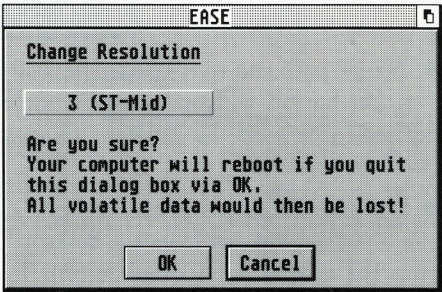
Resolution

This entry lets MagiC users change the current screen resolution.

If you click on the popup, the following menu is opened:

- 1 (standard)
- 2 (ST-Low)
- 3 (ST-Mid)
- 4 (ST-High)
- 5
- 6 (TT-Mid)
- 7
- 8 (TT-High)
- 9 (TT-Low)
- 10

This is a list containing the standard Atari resolutions (1,2,3,4,6,8,9). The TT resolutions are of course reserved for TT owners and should not be selected on STs. The numbers 5, 7 and 10 may also contain special resolutions if your system includes a graphic board and the driver uses one or more of these IDs (e.g. NVDI/ET4000). Note that changing the resolution will reset the computer, so you should save any volatile data first.



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Update Drives

Searches for all drives/partitions which actually exist. Each connected drive will then have a corresponding icon. Icons of non-existent drives will be removed from the Desktop. As already explained under Drives, even greyed drive icons can be forced to accept objects being dragged on to them. Conversely, drives can be hidden although they exist (see *Options/Drives*).

Update Paths

This entry is only enabled if the option *Path-dependent* appearance in *Options/Windows* is switched on. If a folder has been deleted from within an application, EASE will not be informed and thus obsolete information about the directory will be retained by EASE. Clicking on *Update Paths* will rid the system of useless window information and therefore save on memory. The new configuration should then be saved (*Options/Save Desktop*).

Load Icons

Loads an icon file (generally *ICONS.CNF*) and updates the current Desktop. The icon file contains icons for drives, files/programs, folders, the Dustbin and the Printer. If you load an icon file other than *ICONS.CNF* and save the configuration (*Options/Save Desktop*), this file will be loaded automatically by EASE whenever it starts.

Edit Icons

The icon file which is currently loaded will be sent as the start parameter to *ICONCONS.PR*G so that it can be edited. *ICONCONS.PR*G must be in the EASE directory. After saving the edited icon file and terminating *ICONCONS*, the icon file will be reloaded by EASE so that any changes are adopted in the Desktop.

Load Desktop

Loads a desktop configuration file from disk (generally *EASExx.INF* where “xx” denotes the number of colour planes). The current settings are then lost, being replaced by those defined in the newly loaded desktop configuration file.

Save Desktop

Saves the current desktop configuration to an **.INF* file. If you want to build up a library of desktop configurations (e.g. for several screen resolutions), you should save these under

2. EASE Menus

names other than the standard *EASExx.INF* which is loaded by default every time EASE is started. EASE searches for its configuration file according to the current screen resolution first. An example:

06400400.I01 means 640x400 in monochrome, 12800960.I04 means 1280x960 in 16 colours, etc.

Four numerals (with leading zeros if necessary) denote the number of pixels. Two of these are concatenated so as to describe the X and Y values. The extension consists of an "I" followed by the number of bit-planes (01 = mono, 04 = 16 colours, 08 = 256 colours etc.). If EASE fails to find a file whose name corresponds to the current resolution when it starts, it will load the standard *EASExx.INF* by default.

The "Programs" Menu

New Program

This feature lets you install a list of programs whose names will appear in the *Programs* menu and which can then be started from there. To remove a program from the list, hold down the *Control* key while selecting the required entry in the list. To open the program information dialog box, hold down *Shift* and select a program from the list. This also lets you give the program a descriptive title which can contain lower case letters.

Special Features

General

- A single right click has the same effect as a double left click.
- Objects can be moved via *Control* as in the standard Atari desktop. Although the confirmation dialog box reads "Move", the switches at the bottom are set such that the object(s) are moved and not simply copied.
- *Alternate+A* to *Alternate+P* selects the corresponding drive
- *Shift*+double-click on a program: Wait for a keypress after the program terminates. This is not active under multitasking environments.
- *Undo* in dialog boxes: Quit the box without changes.
- *Alternate* while copying or deleting forces EASE to set the *Rename Objects* switch.
- *Alternate* while opening a file: Prevents the file name from being sent as start parameter for a program.

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In the Active Window

- *Undo* or *Backspace*: To parent directory or close window if root
- *Esc*: Force media change i.e. reread directory
- *Cursor keys*: Scroll
- *Control* + *Closer*: To root directory
- *Control* + *EASE-Closer*: Iconise window
- *Alternate* + *Closer*: New window for parent
- *Shift*+*Alternate* + drive-letter: Switch drive for active window
- Right-click in information bar: Select window font
- *Alternate* + double-click on a folder: New window for child
- *Control* plus double-click on a folder: Ignore path information (if appearance is path-dependent)
- *Control*+*Delete*: Delete all selected objects
- *Alternate*+*Fuller*: Fuller for all open windows
- *Alternate* plus *Auto-size* button: Resize all windows
- *Shift* while dragging objects: Drag selected objects in other windows too
- *Control* plus double-click on a desktop file icon: Open the directory where the file is to be found

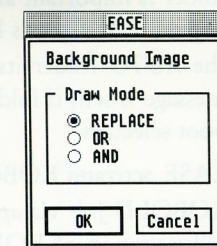
Menu Programs

- *Control* while selecting a program from the *Programs* menu removes it from the list
- *Shift* while selecting a program from the *Programs* menu opens the *Program Information* dialog box.

Background Image

If a GEM image called *EASE.IMG* (in monochrome) is in the EASE directory when it starts, this will be loaded and displayed as background. Holding down the *Alternate* key and double-clicking the background opens a small dialog box in which the logic used to combine the image and the standard background can be manipulated.

This dialog box can also be called via *Options/Miscellaneous/Image*.



2. EASE Menus

As already mentioned, users of different standard resolutions should use different names for the background image:

ST-medium	<i>EASE02.IMG</i>	(4 colours)
ST-high	<i>EASE.IMG</i>	(2 colours)
TT-medium	<i>EASE04.IMG</i>	(16 colours)
TT-high	<i>EASE.IMG</i>	(2 colours)

If you have a graphics board or a Falcon, simply use the numbers of colour planes in the name e.g. *EASE08.IMG* is 256 colour mode.

Parameter Expansion

EASE lets you define standard start parameters for any programs. Even if you drag a file on to a program whose start parameters are predefined (see *Objects on the Desktop*) there is a way to “embed” the file name into the string which is sent to the program. The characters 0 to 9 prefixed with a percentage character (%) signify variable parameters (cf DOS batches).

For instance, if a standard parameter for a packer program is set to *EXTRACT %0*, the program will receive *EXTRACT TEST.ARC* if the file *TEST.ARC* is dragged on to it.

EASE and KOBOLD

Instead of being left to the slow GEMDOS routines, copying, moving and deleting objects can be carried out by the fast file copier KOBOLD. If you own KOBOLD version 2.0 or higher, its disk formatting routines can also be called from the Desktop if KOBOLD is installed as an accessory or if *KOBOLD__2.PRG* is in the EASE folder. How you can tell EASE to call KOBOLD is explained in the first chapter under *Copying, Moving and Deleting*.

KOBOLD optimises the order of files before it writes them to the medium, which could cause problems if for instance *AUTO* folders are copied. The order of files in the *AUTO* folder is important and should not be changed automatically. Whenever an *AUTO* folder is copied, EASE sends KOBOLD a message telling it not to sort the files. This only works if the *AUTO* folder itself is one of the dragged icons (and not a subdirectory). The same message is sent if folders called *ACCS* or *DESKTOP* are copied, which is useful for users of boot selectors.

EASE activates KOBOLD by sending it a pointer to a null terminated string containing a KOBOLD Job via *appl__write()* (see Chapter 5 in the KOBOLD manual). If you have an older version of KOBOLD (below 2.0) and are copying within a single drive, make sure

2. EASE Menus

that you don't try to copy more data than will fit into memory. It is not dangerous – you will get an error message.

When EASE starts it looks for *AUTO.KBB* or *AUTO.KBJ* in the EASE folder, reads the file into memory and sends it to KOBOLD!

EASE and MagiC

You should note the following points if you want to run EASE as standard shell under MagiC (formerly “Mag!X”):

- EASE must be registered in *MAGX.INF* by including the following line:
#__SHL C:\EASE\EASE.PRG

assuming that *EASE.PRG* is in that path. Only then is it possible to start programs in single mode from within EASE.

- The option *TOS Programs in Windows* (via *Options/Program Start*) should be switched off. MagiC has its own VT52 windows which allow TOS programs to run in parallel!
- If you start programs in single mode, EASE will be removed from memory and loaded again when the program terminates. If you want to store/restore the current desktop configuration whenever a single-mode program is run, you should activate *Save Desktop* via *Options/Program Start*.

3. ICONCONS

What is ICONCONS?

ICONCONS is an icon manager and editor used for defining the appearance of drives, folders and files used in the EASE Desktop.

ICONCONS can read and write to a single file, either as a standard resource file (*RSC) or in the OPAQUE format which allows association of file names and icons.

The icon editor can create monochrome or colour icons with up to 256 colours. Mask generation can be automated.

The "IconCons" Menu

Icon Constructor

This displays information about the ICONCONS version number, date and copyright.

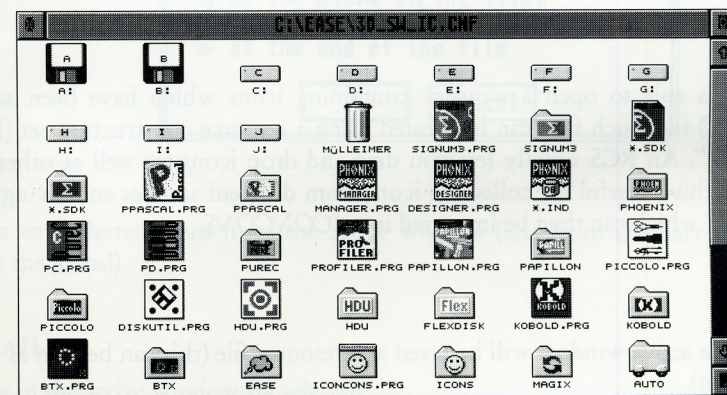
The "File" Menu

New

Opens an empty window which you can use to create a new icon file.

Open

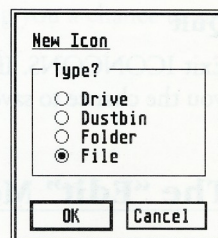
Loads an icon file. After selection, a window will be opened displaying all the icons contained in the file. Icons can then be double-clicked and edited.



The "Icon" Menu

New

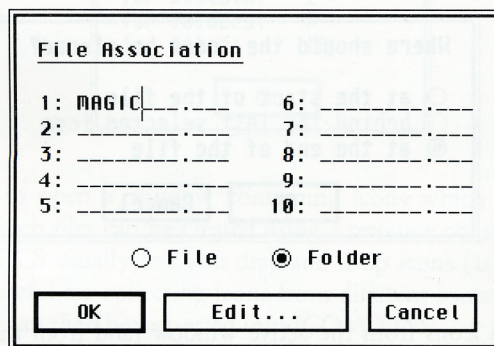
This dialog box lets you set the type of icon that will be created. EASE reacts to icons according to their type, so you should make sure that the icon you want to create and its type are consistent! Clicking on OK creates a standard icon which you can then edit via double-click. Before you save the file, make sure that the *.* and *.PRG icons are the last ones in the file, i.e. no other named icons appear below them.



Open

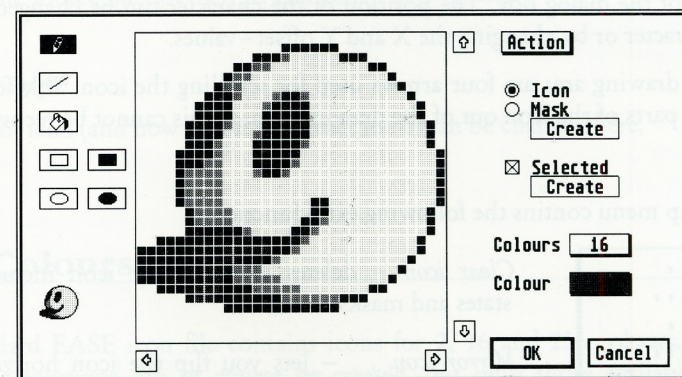
To edit an icon, either double-click it or select it and click on *Open* in the *Icon* menu. If the icon's type is either "Folder" or "File", the following dialog box will be opened in which you can specify up to ten file names to be associated with this icon.

Wildcards (* = any number of characters, ? = a single character) are supported, but stars cannot be mixed with specified characters e.g. entries such as *A*.** or **.C** are not allowed. Note that the icon file will be evaluated sequentially (left to right, top to bottom) by EASE. If for instance you specify **.D??* for one icon and then *README.DOC* for another further on in the file, only the first icon will be used for *.DOC* files, even for *README.DOC*! The order of icons can be changed later by dragging them to new positions.



The type of icon (i.e. how EASE will react to it) can be changed between file and folder using the radio buttons. Note that the appearance of the icon does not change!

The *Edit Icon* button calls the integrated icon editor:



The centre of the dialog box shows a magnified view of the icon. This is the drawing area. To the left are several drawing tools which should be fairly self explanatory. The active colour can be selected by clicking on the *Colour* popup menu next to the OK button. The actual number of colours depends upon the state of the *Icon with... colours* popup menu.

Each icon has a normal and selected version – ICONCONS lets you create icons where the selected version is not simply an inversion or darkened version of the normal state. For instance, you could create a floppy disk icon where the shutter opens when the icon is selected, a printer icon where text appears on the sheet of paper etc. The radio buttons *Normal* and *Selected* toggle between these two states. You can create the standard selected state automatically by clicking on the *Create* button.

The "Mask" of an icon defines the area, usually its silhouette, which will be drawn in "replace" mode. ICONCONS lets you define two masks, one each for the normal and selected states. To draw a mask, choose either *normal* or *selected* first and then click on the *mask* radio button. You now only have the choice of drawing in black (the mask itself) or white.

To make things a little easier, ICONCONS lets you automate the creation of masks. Clicking on the lower *Create* button gives you three choices:

Standard: The perimeter of the icon is also the perimeter of the mask. The complete icon will be filled.

Border: Each pixel in the icon will be surrounded by four others (above, below, left, right).

3. ICONCONS

The effect of this algorithm is that lines in the mask are always thicker than those in the icon itself.

Both: This is a combination of the other two.

Drive icons also contain a character which can be seen in the actual size icon in the bottom lefthand corner of the dialog box. The position of the character can be changed either by dragging the character or by changing the X and Y offset-values.

Underneath the drawing area are four arrows used for scrolling the icon. Take care not to scroll important parts of the icon out of the drawing area, as this cannot be recovered!

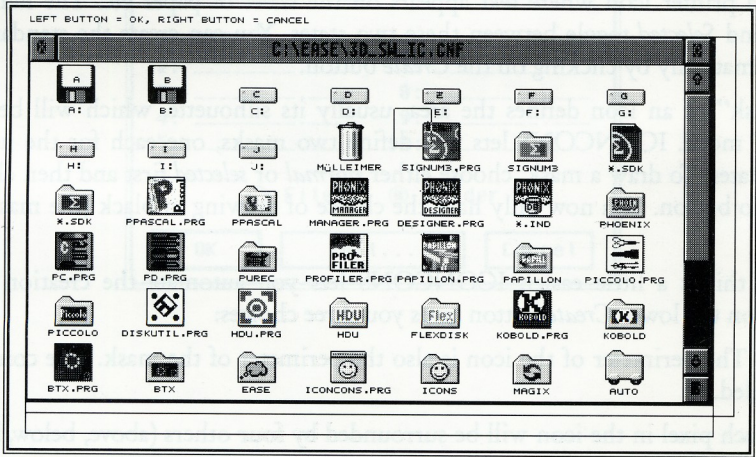
The *Action* popup menu contains the following extra functions:

- Clear icon...
- Mirror icon...
- Load image...
- Show image...
- Copy view
- Paste view
- Save HEX file

Clear icon – deletes the complete icon including both states and masks.

Mirror icon. . . – lets you flip the icon horizontally or vertically.

Load image – loads a GEM, STAD or screen image. If the number of colours in the image is more than the current resolution can handle, the image can't be loaded. If the number of colours only exceeds the number set in the *Colours* popup menu, you should change this value first. When the image is loaded, a window will open in which you can "grab" a 32x32 pixel area. Move the frame to the area you want and click on it or click right to cancel.



3. ICONCONS

Show image – restores the loaded image.

Copy view – copy the contents of the drawing area to a buffer.

Paste view – copy from the buffer to the drawing area.

Save hex file – save the icon as a "C" source file. The data is a byte array in hexadecimal format. The source file can then be embedded in programs.

Change Type

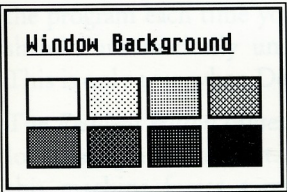
The type of icon (and how EASE will react to it!) can be changed here.

The "Colours" Menu

The standard EASE icon file contains icons for 2, 16 and 256 colours. Other icons for different resolutions can of course be created, but only those available in the current resolution will be displayed. This menu lets you select the resolution for the icons you want to display.

The "Extras" Menu

Background



This dialog box lets you set the background of the icon window so that you can see how the icons appear on different backgrounds (i.e in windows or on the Desktop).

Create Selected

Automatically creates "selected" versions of the currently selected icons (after confirmation).

4. The Bonus Programs

FLEXDISK 2.0

Introduction

This is a RAM disk utility of flexible size (under MagiC and EASE). It can be installed as GEM program or accessory and can optionally be *resident*, i.e. can survive a warm-start if your drive uses an AHDI driver.

FLEXDISK is generally used in conjunction with a particular program e.g. for reorganizing Phoenix data banks or as clipboard for temporary files. Even owners of hard disks can benefit from the speed of RAM disks, and they do not need to be cleared afterwards. Hard disks become slower the more you copy and delete files and thus have to be optimized and/or defragmented every once in a while. A write error on a hard disk can have drastic consequences – a ruined FAT is just about the worst that can happen to a computer. RAM disks don't have these drawbacks!

Flexdisk can be filled with data automatically via simple script files.

Installing Flexdisk

To install Flexdisk to a hard disk, copy flexdisk to the root directory of your boot partition (usually C:\). Create a new folder called "FLEXDISK" and copy *AUTO.FD*, *FLEXDISK.DRV* and *FLEXDISK.RSC* into it.

IMPORTANT: Flexdisk is made resident by starting the program *HD__INSTL.TOS* which modifies the boot sector. *HD__INSTL.TOS* should only be run if the hard disk uses an AHDI driver, otherwise important data on the disk could be lost!

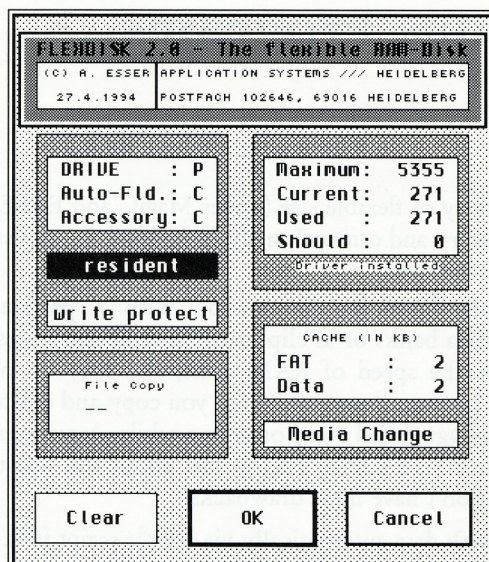
If Flexdisk is installed as a GEM program under a single-user TOS, you will have to start the program each time you want to change its size or other settings. Flexdisk expands and shrinks automatically under MagiC/EASE according to the amount of data contained. This is only true when Define is set to zero.

The *Resident* button causes the RAM disk to be come reset resident i.e. any data will not be lost during a warm start. Flexdisk cannot be made reset resident on a Falcon030 because this machine forces a resolution change during warm start, which Flexdisk does not survive.

Write protect can be used to prevent data either from being written to or deleted from the RAM disk.

The *Clear* button deletes all data from the RAM disk. You will be prompted to confirm the action.

4. The Bonus Programs



The GEMDOS Cache

Both TOS and MagiC allocate a 2048 byte buffer used as cache memory for rapid reading of directories and files. Flexdisk lets you change this value so that, if you have a *CACHExxx* file in the *AUTO* folder, you will not need it anymore. If *CACHExxx* is still booted and the setting in Flexdisk is smaller than the “xxx” value you will get a message “Unable to reduce the cache size!”.

Important: You should not change media if files on the current drive are still open (data bank).

Automatic Configuration

The file *AUTO.FD* will be read every time Flexdisk is loaded. Any other .FD files should also be in the same directory as the Flexdisk executable. These can be loaded to change the configuration and contents of Flexdisk at any time.

The *.FD files must adhere to the following syntax: If the first line starts with a semicolon, this line will be interpreted as being the flexdisk configuration. Configuration commands are delimited by spaces or underscores. Any other lines are used for copying data into the RAM disk. The original *AUTO.FD* contains the following configuration:

```
;KK F15 D15
```

This installs Flexdisk reset resident as drive K with a defined size of 0 (size adapts automatically to the data) and 15Kb FAT and data caches. The configuration commands are:

Gnnn Defined size of the RAM disk in Kb

Kx Drive ID used for the RAM disk

Bx Boot drive (e.g. where the *AUTO* folder is)

Ax Accessory drive (e.g. where *ACCs*, *DESKTOP.INF* or *MAGX.INF* are)

L Clear Flexdisk

R Resident (default)

NR Not resident

S Write-protect on

NS Write-protect off

Fnnn Size of FAT cache in Kb

Dnnn Size of data cache in Kb

M Force media-change

As already mentioned, any other lines in the file should contain copy commands. These are simply the names of files (including wildcards) to be copied into the RAM disk and the destination on the RAM disk, separated with a space. An example:

```
F:\PURE\WORK\*.C K:\PURE\WORK\
```

```
E:\PAPILLON\IMAGES\*.IMG K:\PICS\
```

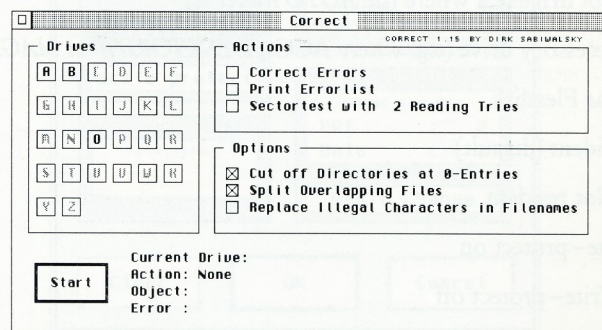
Non-existent folders will be created in the RAM disk. The time stamp is not changed during copy.

Important: *Show free memory* in information bar (via *Options/Drives*) in EASE should be switched off otherwise Flexdisk will not be able to attain its minimum size when all data has been deleted from it.

4. The Bonus Programs

CORRECT - Checking and Repairing the File System

CORRECT tracks down errors in the file structure of TOS floppy disks or partitions and repairs them. It can only operate on drives which are managed by the BIOS (e.g. hard disks). Network partitions, partitions managed by MetaDOS (e.g. CD ROM) and other non-BIOS file systems cannot be tested. Such partitions are also not selectable in CORRECT. It can also run as accessory if renamed *CORRECT.ACC*.



After starting CORRECT, a dialog window will open in which the drives and several options can be set. When *Start* is clicked on, the program tests the selected drives and corrects any faults it finds (assuming that *Correct Errors* has been switched on).

If *CHK_OFLS* is installed, only those drives which don't contain any opened files can be accessed. *CHK_OFLS* must be booted from the *AUTO* folder if you are not running MiNT/MultiTOS.

If *Print Errorlist* is switched on, CORRECT will send an explanation of each error to the printer. *Sector test* causes all sectors on the drives to be checked by reading them a number of times. Clusters which contain defective sectors will be marked as such in the file allocation table. If a defective cluster belongs to a file or subdirectory, the chain of clusters will not include this particular cluster. The default number of reads is 2, but this figure can be changed so that more reads are required to mark the cluster definitively as bad. Setting 1 here would be too optimistic – read errors occur now and again by chance without the drive actually being faulty.

CORRECT reports all errors it finds. After the first reported error, the user can tell CORRECT to repair all subsequent errors automatically (*correct all*) or to abort the test.

The Options switches:

- *Cut off Directories at 0 Entries*: GEMDOS stops searching in a subdirectory if it finds an entry whose file name starts with a null byte. If a sector belonging to a subdirectory has

been written with false data by mistake and there are more entries further on in the chain, these will be lost (as far as GEMDOS is concerned) if a null byte just happens to be in the wrong position in the faulty sector. Switching this option off will allow these references to be accessed again.

Important: Switching this option off can have devastating consequences: The data in the faulty sector will be considered valid directory entries. CORRECT will test all the supposed subdirectories, whose start clusters could point to somewhere in the middle of a file containing important data. This data is again interpreted by CORRECT as being valid directory entries, probably causing a massive number of errors!

- *Split Overlapping Files*: If the cluster chains of two files meet in the same area of the drive, the cluster pointer of one file pointing into the overlapping area will be set to zero and the length of the file will be fixed in the directory accordingly. Switching *Split Overlapping Files* on causes the overlapping area to be copied to an unused part of the drive, effectively separating the *siamese twin* files.

- *Replace Illegal Characters in Filenames*: Replaces characters which are not normally allowed in file names with underscores. This option will only become active in conjunction with other errors in the directory, thus making the directory readable. This option should be used with care because some file names (e.g. *MAG!X.RAM*) include special characters.

Error Handling

There are several different types of errors which can appear in the directories and FATs. If *Correct Errors* is switched on, all the errors listed in the table below are recognized by CORRECT and will be repaired in the described manner.

If errors have been repaired you should test the drive repeatedly until the drive is error free. Some errors may conceal others which can only be recognized and repaired if CORRECT is run again. Don't forget to backup your data before you let CORRECT repair a drive!

CORRECT recognizes and repairs the following errors:

- The reference to a start-cluster of a file or subdirectory is illegal i.e. points to cluster below 2 or to a defective or non-existent cluster.
 - The file or subdirectory is deleted because the reference to the corresponding data doesn't exist any more.
- The start-cluster of a file or subdirectory already points to another file or subdirectory.
 - The file or subdirectory is deleted. No data will be lost because it can still be accessed via the existing reference

4. The Bonus Programs

- The length entry of a file in the directory doesn't fit in the actual allocation in the FAT.
 - The length entry in the directory is adjusted to the actual length of the cluster chain
- The cluster chain of a subdirectory points to an area which is already used.
 - The chain is cut off at the position of the reference to the used area.
- The cluster chain of a file points to an area which is already used.
 - The chain is adjusted according to the status of the Split Overlapping Files switch (see above).
- The cluster chain of a file or subdirectory points to a non-existent area.
 - The chain is cut off at the position of the faulty reference.
- The cluster chain of a file or subdirectory points to a "bad cluster".
 - The chain is cut off at the position of the reference to the bad cluster.
- The cluster chain of a file or subdirectory is cyclic i.e. references itself.
 - The chain is cut off at the position of the cyclic reference.
- The cluster is marked as allocated, but does not belong to a file or subdirectory ("lost cluster").
 - The lost cluster is freed.
- A file name contains illegal characters.
 - The illegal characters are replaced by underscores (only if *Replace Illegal Characters in Filenames* is switched on and other errors are found in that directory).
- The first two entries in the subdirectory are not the standard self reference "." and parent reference "..".
 - CORRECT assumes that the reference to the subdirectory is wrong and therefore deletes it. The corresponding cluster chain will be preserved.
- The self reference "." and/or parent reference ".." are incorrect.
 - The Entries are adjusted to their correct values.

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PURCHASED 16 MARCH 1995 - SYSTEM SOLUTIONS

INSTALLED 15 APRIL 1995