UIS III

Universal Item
Selector

Universal™ Item Selector III

Directory:

D:\LEREDAC3.NB\IMAGES*.*

[Format] [Folder]

PC3 IMG PI3 GEM *

Selection:

BROWSER .PC3	9773	24.04	8Z:B3 pm	
CASCMENU.PC3	13188	20.03	12:00 pm	
CATCREAT.PC3	3090	04.04	10:19 am	
CFGCRETD.IMG	585	13.18	11:40 an	
CFGCRETD.PC3	Z141	Z3.04	11:59 am	
CHARSIZE.PC3	1936	04.04	18:28 am	
CHARULER.PC3	Z588	81.85	04:35 pm	
CLICHER .PC3	69ZB	Z7.B3	01:31 pm	
CLICHERZ.PC3	6918	20.03	12:33 pm	
CODCONUZ.PC3	9421	27.03	01:28 pa	
CODECONU.PC3	11Z39	27.03	B1:Z8 pa	
CORRCONS.PC3	8973	Z9.B4	82:28 pa	

| OK | [Find] |

| Cancel   A

Move   B
         C

| Rena   0

         T
◊ √ |Delete   F
              G

Full Utility Functions: Anytime-Anywhere

* Format Disks * Copy, Move, Rename, Files and Folders * Print Directories/Files * Create Folders * Find Files Anywhere * Set File Paths To Your Taste * Three Directory View Options * Set File Attributes (Lock, Hide, etc) * Access To Any Drive * Group File Functions * Display Available RAM and Disk Capacity

Universal Item Selector
Version 3.3
SUPPLEMENTAL DOCUMENTATION FOR V3.3

Version 3.3 of the Universal Item Selector has quite a few improvements over older versions and is now more compatible and versitile.

• First, UIS is now compatible with *Atari's* Mega STe and TT series of computers. Because the TT supports such a wide array of screen sizes (requiring wide arrays of memory), the UIS "Show Text" routine will not use anything over 80x25 characters for its text display.

• Second, UIS is now compatible with *CodeHeadSoftware's* CodeKeys and more software that do "funny" things with the keyboard.

• Third, UIS now supports devices from A: to Z: (for MetaDOS and OS-M users) with up to three columns of drive buttons.

• Fourth, UIS can call *Double Click Software's* DC SHOW modules. To use any of the modules (you must have DC SHOWER or the DC SHOW routines included with DC DESKTOP installed), [left mouse button down] drag a filename to the "P" button in the lower left hand corner of the UIS window (or use the keyboard command to call UIS's SHOW-PRINT function), and select "Show" from the alert box. DC SHOW??? will be called and process your file choice.

NOTE: If you are in the middle of a memory intensive program, there may not be enough RAM left for a DC SHOW module to work properly (e.g., if there isn't 32K of RAM available, you probably won't be able to view a picture using DCSHOWPIC). If this is the case, DC SHOW will pass control back to UIS and the built-in UIS text show routine will take over - which will give you a lot of garbage if you wanted to look at a picture, or to unARC an ARCed file.

• and last, UIS 3.3 supports *Atari's* Cookie Jar protocol. If you know how to look for cookies, UIS's cookie is the string "UIS3" followed by a longword pointer to a block of UIS variables. We will release our variable usage in the future as needed.

NEW   FEATURES

* You can vertically resize the UIS dialog to the maximum height of

your monitor's screen. | Left mouse button] click just inside the lower right-hand corner of the UIS dialog and resize (it works just like resizing a GEM window)

Right/leftclickhereto = call the pop-up menu
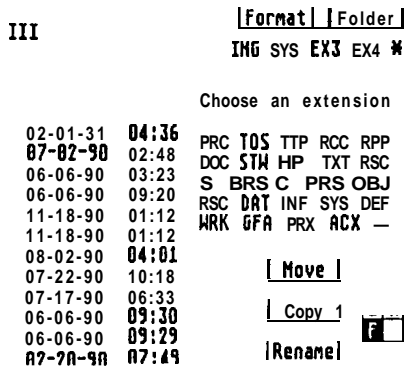
|Format| |Folder|

GFA RS? S   DOC *

In ST High resolution, this gives you two more lines in your directory window, in ST color resolutions, one more line, but in Moniterm resolution, you can have over a dozen more lines of filenames displayed at one time!

02:53 pm
62:48 pn
02:48 pn
02:48 pn
02:45 pn

Selection:

LAN2SEN2.GFA

OK

02:43 pn
02:42 pn
02:30 pn
04:28 pn
04:28 pn
04:28 pn

Your new size can be saved by clicking on UIS's "Save Defaults" button.

| Cancel | A D
              8 H
| Hove | C
             0 J
| Copy | E N
             F

* UIS now gives you access to 28 user-definable filename extensions.

IE

[Delete]

Click here to r<
size the dialog
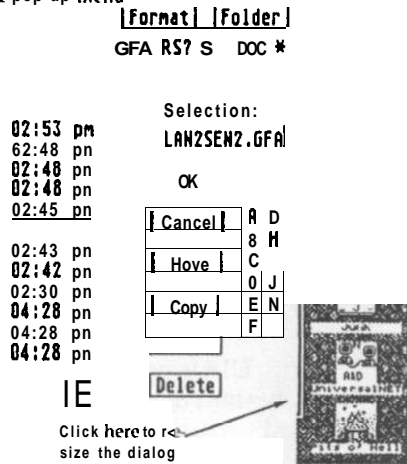
You have the four user-definable extensions UIS III has always had, plus now you can [right mouse button down] [left mouse click] on the left most extension to call up a pop-up menu. In the menu, you can pick from 24 extensions (click on the — in the lower right hand corner to exit from the menu without having selected any extension).

III

|Format| |Folder|

IMG SYS EX3 EX4 *

Choose an extension

02-01-31 04:36
07-02-90 02:48
06-06-90 03:23
06-06-90 09:20
11-18-90 01:12
11-18-90 01:12
08-02-90 04:01
07-22-90 10:18
07-17-90 06:33
06-06-90 09:30
06-06-90 09:29
07-20-90 07:49

PRC TOS TTP RCC RPP
DOC STW HP TXT RSC
S BRS C PRS OBJ
RSC DAT INF SYS DEF
WRK GFA PRX ACX —

| Move |

| Copy | F

|Rename|

To replace one of these extensions to one you want, [left mouse button down] drag a filename from the UIS window or from the UIS selection line to the left most extension, and then release the mouse button. The pop-up menu will appear and ask you which extension you want to replace. Select the extension with a [left mouse click].

The extensions can be saved by clicking on UIS's "Save Defaults" button.

* You no longer have to drag filenames to the COPY, MOVE, RENAME and DELETE buttons - you now can select a file(s) and [left mouse button] click on the COPY, MOVE, RENAME and DELETE buttons. Or you can select your file(s) and use the keyboard command to COPY, MOVE, RENAME and DELETE. Keyboard com-

2

mands???

• UIS now has Keyboard commands for most file operations.

|up arrow| and [down arrowl scrolls the directory window a line at a time.

[shift up arrowl and [shift down arrow) scrolls the directory window a page at a time.

|clr home| goes to the top of the directory window.

[shift clr home] goes to the bottom of the directory window.

[control up arrow] and [control down arrow] move the FILE CUR-SOR up and down the window. When the file cursor reaches the top or bottom of the window, the directory will scroll one line. As the file cursor passes over a filename, the filename will be entered into the selection line as if you had [left mouse button] clicked on the filename. Note: Every time you call UIS III, the file cursor will reset to the top entry in the directory window.

[control return] will, when the file cursor is over a folder name, se-lect and open the folder.

[control esc] will back out of the current folder.

[control undo] will - when not in the middle of a file operation - force a CANCEL (UIS will act as if you had pressed the CANCEL button with the mouse, and will exit back to the calling application).

[shift control up] and [shift control down| will group select (and un-group select) the file currently under the file cursor.

[alternate A] through [alternate Z] will change the current drive UIS is displaying.

|control p] will - with one file selected, call UIS's PRINT/SHOW function.

[control \] will - with one or more files selected, or with a filename in the selection line, call UIS's MULTIPLE FILE ATTRIBUTE CHANGE dialog.

[control ?| will - with one or more files selected, or with a filename in the selection line, call UIS's ITEM INFORMATION dialog.

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[control c] will - with one or more files selected, or with a filename in the selection line - call TJIS's COPY function.

[control m] will - with one or more files selected, or with a filename in the selection line - call UIS's MOVE function.

[control r] will - with one file selected (not in a multiple file selection mode), or with a filename in the selection line - call UIS's RENAME function.

and finally,

[control x] will - with one or more files selected, or with a filename in the selection line - call UIS's DELETE function.

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FOR SUPPORT QUESTIONS OR FUTURE UPGRADES:

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Read This First

Before you can begin to use UIS III, you will need to install it with your name and serial number.

1. From the desktop, insert your UIS III master disk into drive A (WRITE ENABLED).

2. Double click on the drive A icon to show a directory of this disk.

3. You will see a file named INST_UIS.PRG. Double click on this program.

4. When it is loaded you will see a dialog box with two lines for entry. The first line is for your name, the second line for your program serial number.

5. After you have entered your name in the space provided, press the down arrow key and enter the serial number that is printed on the UIS III disk label.

6. When you have verified your information to be correct, you may click on the Install button at the bottom of the dialog box. Doing so will license the software to you and will also install your name with the correct serial number to the master program and allow it to be used.

7. When you next look at the directory of your program disk you will note that you now have a UIS_III.PRG file. This file may now be copied to your AUTO folder and will install in your system automatically upon bootup.

8. If you wish to have a small accessory installed that also calls UIS.III, then add the file "CALL_UIS.ACC" to your root directory of your boot drive or disk.

Universal Item Selector III

Universal Item Selector III **(v3.1)** is a copyrighted product of:

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Version Number

Once Universal Item Selector III is installed, a banner which shows the copyrite message, version number, name of licensee and serial number, will be displayed on the screen each time the program is run.

Manual

This manual is up to date for v 3.1 of Universal Item Selector III. Any updates to the manual, if any, will be found in a text file named Read_Me on the accompanying UIS III disk.

User Support

Should you encounter any problems using this software please contact:

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1. Overview

Universal Item Selector III (UIS III) is a replacement for the Atari ST's built-in GEM 'file selector'. The standard file selector is an Atari ST operating system function that most GEM programs, including accessories, use in order to allow you to select a directory path or file to access.

UIS III replaces and improves on all of the functions of this standard file selector while adding several new features and utilities of its own. Once UIS III is installed, programs that call the standard GEM file selector will instead bring up UIS III and you will have access to all of UIS Ill's many file manipulation functions and utilities from anywhere at anytime.

Files Included on the Disk

The following programs are found on the UIS III master disk:

INST_UIS.PRG - The installation program. *(You must run this before you can use UIS III).*

UIS_III.DAT - This file will be written to upon installation.

CALL_UIS.ACC - Optional desk accessory used to invoke UIS.III from the desktop of from within any GEM program.

RAM_DISK FOLDER - You will find an additional shareware program called SI RAM within this folder, along with documentation to use it.

2. Installation of UIS III

IMPORTANT! UIS III is not copy protected, but before you can use the program you MUST register and validate your copy. Here's how:

> 1. Insert the UIS III Master Disk into drive "A" and boot your system (Be sure that the write protect tab is set to "WRITE ENABLE").

> 2. Open the directory window for drive "A".

> 3. Double-Click on "INST_UIS.PRG".

> 4. Follow the prompts.

When completed, this procedure will modify your personal copy of the actual "UIS_III.PRG" and make it functional. Now each time that UIS III is run you will see your name and program registration number displayed on the welcoming banner. You will not have to repeat this installation procedure again. Once UISJII.PRG has been validated it can be easily copied to other floppy disks for your personal backup or to a hard disk.

REMEMBER: YOU MUST RUN "INST UIS.PRG" BEFORE YOU CAN USE UIS III.

The UISJII.PRG program is to be located in the AUTO folder in the root directory of your boot disk (e.g., for systems with floppy drives only, the path will be A:\AUTO\UISJII.PRG and for systems with a hard disk it will usually be C:\AUTO\UISJII.PRG).

If an AUTO folder already exists in the root directory, simply copy UISJII.PRG from the UIS III master disk into it. If you do not have an AUTO folder you will have to create one. Here's how: Drop down the "File" menu from the desktop and [Left-Click] on "New Folder" and enter the name AUTO (without any extension), then [Left-Click] on [OK] or press [Return].

Installation of UIS

The CALL_UIS.ACC desktop accessory program should be copied to the root directory (NOT the AUTO folder) of your boot disk (e.g., for systems with floppy drives only, the path will be A:\CALL_UIS.ACC and for systems with a hard disk it will usually be C:\CALL_UIS.ACC). Once installed it will show as "Universal III" under the "Desk" menu from the desktop or within a GEM program.

NOTE: We strongly recommend that you use the accessory as it gives you the ability to manipulate files anywhere at any time. Without it you lose some flexibility.

You do not have to install or user the UIS III desk accessory to enjoy the benefits of UIS III if you only want to use UIS III from WITHIN a GEM application (i.e., word processor, database, spreadsheet, etc.). If you have installed UIS_III.PRG in your AUTO folder, the application will automatically use UIS III instead of the standard file selector. If you choose NOT to install the CALL_UIS.ACC accessory, you will limit your use of UIS III within applications and will absolutely not be able to use ANY of UIS Ill's many file manipulation and formatting features from the desktop.

3. New Features

The following section is a quick explanation of the new features of UIS III for those already familiar with the operation of earlier versions of UIS. New users should refer to the complete reference section.

• **BUILT_IN** DEFAULT CONFIGURATION ABILITY - UIS III no longer requires an external configuration program to change or set up default settings. Now settings can be changed either temporarily or made defaults at any time. To access the options and change them, [Left-Click] on the words "Universal Item Selector III" at the top left of the UIS III main window. Temporary changes to these settings may be made at any time without affecting your default settings by a [Left-Click] on the [Exit] button. They may be made as defaults by a [Left-Click] on [Save defaults] button.

• NEW LASSO FUNCTIONS ~ UIS III now uses a lasso function that can lasso above or below the starting location (i.e., you can lasso from the bottom of the display upwards as well as from the top downward). Also, when using the lasso and the mouse pointer is moved to the extreme top or bottom of the directory window, the display will scroll in the appropriate direction, thus allowing you to lasso more than just the currently displayed files.

• CLICK/SELECT USING THE RIGHT+LEFT MOUSE BUTTONS - A new feature of UIS III is the ability to hold the right mouse button down [Right-Hold] while clicking the left mouse button [Left-Click] to select files for group operation. This produces the same results as

NOTE: Single clicking within the edges of the directory window causes the directory to be re-read from the current path If this occurs, any previously selected files/folders will be de-selected. If you decide that you don't want your current selections you may [Shift][Left-Click] to de-select individual files/folders, or just single-click on the left side of the directory window to force a re-read of the directory, thereby cancelling all selections

holding down the shift key while clicking with the left mouse button [Shift][Left-Click].

To perform an operation with your group selections, you must grab any one of the files or folders that are part of the highlighted group (grabbing and dragging a file or folder that is not part of the selected group will only perform a single file operation). when you have properly grabbed one of the highlighted group of files, you will see multiple file outlines, one for each of the grouped items currently shown in the directory window (those of the group not currently shown in the directory window are still included in the group operation).

NOTE: The [Undo] feature will **NOT** recover any deleted/renamed files, but will only abort any further action on remaining files.

• NEW "UNDO" FUNCTION - UIS III will now display a message that says "Press 'Undo' to cancel" during many of its operations (such as deletions, renames, moves, copies). Pressing [Undo] during an operation will bring up an alert that asks you to confirm the cancel of the remainder of the operation.

• RESET OR COLD BOOT YOUR COMPUTER FROM THE KEYBOARD - UIS III allows to affect either a warm boot (pressing the Reset button) or a cold boot (same as turning the power switch off and on) directly from the keyboard. To warm boot (Reset), hold down the [Control] and [Alternate] keys and then press [Delete]. To cold boot, hold down the [Control] and [Alternate] and [Left Shift] keys and press [Delete].

Warm Boot: [Control-Alternate][Delete]

Cold Boot: [Control-Alternate-Left Shift][Delete]

• NEW DIRECTORY LINE DISPLAY - During many UIS III operations, the current file being operated on is displayed in the "Directory:" line at the top of the UIS III window while the words

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"Now doing... are displayed above this in inverted text.

• IGNORE CURRENT CONFLICTS - In UIS III, an extra button appears in the Name Conflict dialog box. It is labelled [Ignore current conflicts]. Clicking on this button will force UIS III to ignore all further name conflicts (i.e., to go ahead and copy the new file(s) onto the old) for the duration of the current operation. This feature is useful for times when you may be copying a large group of files, and any name conflicts are of no consequence. Thus, after the first one, the rest will be copied over with no more Name Conflict dialog boxes to slow down the process.

• FASTER FOLDER RENAME WITH TOS 1.4 - If you have TOS 1.4 installed in your computer, then folder rename is quite fast. TOS 1.4 has the ability to rename a folder directly (earlier versions of TOS do not). UIS III will be aware that TOS 1.4 is installed in the system, and will use this new function to rename a folder, resulting in a much faster operation.

• NEW FILE DISPLAY OPTIONS - (also see "DIRECTORY VIEWING OPTIONS", below) UIS III now gives you three different width options and two font sizes with which to view the files in your directory. The first width is labelled (12), which is similar to the standard Atari file selector (and earlier versions of UIS) with only the twelve filenames visible in the directory window. The second is labelled (12W) and shows complete information about twelve files from left to right in the directory window including Name, Size, Date and Time. The third, labelled (36), allows the display of 36 filenames in the directory window (3 columns x 12 rows).

In addition to the above options, the size of the font may be set to [Large] or [Small]. The Large size is the standard font size you see in dialog boxes. The small size is only 6 pixels tall and may be difficult to read, especially on colour monitors. Screen re-draws will also be somewhat slower than with the standard Large font. On colour monitors, the Small font displays 64 filenames (4 columns x 16 rows). On monochrome monitors, the Small font displays 128 filenames (4 columns x 32 rows). This font size feature is available with all three width options (12, 12W and 36) but is really only useful when used with the [36] option.

These options, along with others, are accessed by a [Left-Click] on the words "Universal Item Selector III" at the top of the UIS window. You may set any of these three options as your default setting, or you can temporarily change to any of them at any time.

• DIRECTORY VIEWING OPTIONS (SIZE, DATE & TIME) -- When in the [12] or [36] mode of UIS III, it is now easy to immediately and directly view the file Size, Date or Time information. This is accomplished with a Left-Click] on the left or right arrows at the bottom of the directory window. For example: One click on the right arrow will show you the Size of the file, the second click will display the Date and the third will show the Time. Clicking the left arrow will cycle through in the opposite direction (i.e. Time... Date... Size... then back to Filename..). In addition, a double-click on the left arrow will jump directly to the Name listing and on the right arrow to the Time listing so you don't need to cycle through the four directory viewing options. The current mode of viewing is shown in the space between the arrows (i.e. Name, Size, Date, Time).

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• AVAILABLE RAM DISPLAY-- UIS III allows you to view the currently available RAM of your system at any time. To display the available RAM, click and hold the Left Mouse Button [Left-Hold] on the bar between the left/right arrows at the bottom of the directory window (i.e., where the words Name, Size, Date or Time are displayed). The size of available RAM in the system will be shown in place of the word as long as the mouse button is held down. When you release the button, the previously displayed word will return.

• FORCED FLOPPY RE-READ - Due to a design flaw in the ST's operating system, it will sometimes fail to recognize that a floppy disk has been changed (e.g., you insert a new floppy but fail to get the directory of the new floppy). To alleviate this, you may [Right-Hold] and [Left-Click] on the [A] or [B] floppy button. This will force the ST to do a complete re-read of the floppy.

• NEW FEATURE OF THE [?] BUTTON- If you drag a group of files/folders to the question mark button [?] to find out their storage requirements, these files no longer become de-selected, as in UIS III.

NOTE: Remember that if your printer has a buffer it will continue to print the file even though you have terminated the printout.

• NEW FUNCTIONS OF THE [P] BUTTON- You may now get a partial directory printout. Simply Click/Select or Lasso those files and/or folders you want on the directory listing and [Left-Click] on the [P] button at the lower left of the directory window. Only those files which are selected will then be sent to the directory listing.

When you drag a single file (1 only) to the [P] button. You will be asked whether the file is to be [Print]ed or [Show]n to the screen. This is an

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unformatted printout of the file, similar to the desktop printout. However, all control codes (those that a word processor may insert in the text) are converted to spaces. Only the codes below ASCII 32 are converted (except LF, FF, HT, CR). You may terminate file printing by pressing [Q], [Control-C], [Esc] or [Undo].

NOTE: [Touch] may be clicked on or Off. That is, if Touch is highlighted, then the file's date/time stamp will be updated to the current system date/time. The Read/Write, Read-Only and Show/Hide buttons work somewhat differently. If you only wanted to Touch the files, but you clicked on Read/Write, then that file attribute WILL be changed, one way or the other The only way one of these other two attributes will be left TOTALLY UNCHANGED is if both buttons that change that attribute are NOT highlighted If you accidentally click on one of these buttons, but do not want to change that attribute, then you will need to [Cancel] and start over

• NEW FUNCTION OF THE (TICK) BUTTON - When you drag file(s) or folder(s) to the (tick) button at the lower right of the directory window, five buttons will be available for selection. They are labelled [Read/Write], [Read-Only], [Show], [Hide] and [Touch]. You will notice that none of the buttons are highlighted (selected) when you first open this window. If you do not click on any of the buttons, then that attribute is left unchanged. For instance, if you were to drag a group of files to change their Show/Hide attributes, you could leave the Read/Write and Touch attributes unchanged by not clicking on those buttons. If half the group you dragged were set to read-only, and the other half weren't, then after the operation the Read/Write attribute of the files would be unchanged.

• NEW SEARCH MASK - You may drag a file from the directory window or the "Selection:" line to the shaded bar at the top of the Directory Window. This dragged filename will then become the search mask for the directory.

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• NEW WILDCARD FUNCTION OF "SELEC-TION:" LINE - When there is a filename shown in the "Selection:" line, you can change its filename or extension to a "*" by double-clicking on the filename or extension on the "Selection:" line. This may be handy when you want to operate on some files that have the same name, but different extender or visa versa. As in earlier versions of UIS, if you click on the word "Selection:" itself, a "*.*" will appear in the selection line for full wildcard operations.

• PRINTOUT CONTROLS ~ You may now set Form Feed [FF] and Left Margin Indent [Indent] printer parameters from within UIS III. These functions are available from the options window accessed by [Left-Click] on the words "Universal Item Selector III" at the top left of the window.

If the [FF] button is selected (highlighted) then a form feed will be sent to the printer after a printout from UIS III (either a directory or a file printout). If the [Indent] button is selected a four space left indent will be sent to the printer to move each line of the printout away from the left edge of the paper.

• MOVABLE UIS WINDOW - You can now move UIS III around on the screen, if you don't like where it is. Just [Left-Hold] the left mouse button on the words "Universal Item Selector III". You will get an outline of UIS III that you may move to any position on the screen (but not off). When in wide mode (or on a low res screen), you can't move it very far. However, this mode is quite handy for owners of Moni-term screens, where the resolution is 1280x960 where even the wide UIS III box seems small. If UIS III was not able to save its background (no

memory left), then the UIS III box is copied to the new location. Don't worry about the 'other' UIS III box left over. When the screen is re-drawn this will go away.

NOTE: QuickPaths are saved to a buffer and will be lost when you turn off or reset your system, unless they are saved as part of the UIS defaults from the Options menu (see CONFIGURATION section, above).

• NEW "QUICKPATH" FEATURE - UIS III now has the ability to remember 10 file paths (QuickPaths) of your choice. There are two ways to store and use a QuickPath - with your mouse or with the keyboard.

• Mouse Method - To use the mouse method, [Left-Click] your way to the desired folder that contains the file, then [Left-Click] on the words "Directory:" above the Directory Window. The QuickPath list will appear with lines numbered 1 - 0 (these numbers correspond to the function keys [F1] - [F10]), and the word "cancel". To store a QuickPath, [Right-Hold][Left-Click] on one of the numbers. To use a QuickPath, [Left-Click] on "Directory:" and then [Left-Click] on the line with the desired path from the QuickPath list. To exit QuickPath without selecting a path, [Left-Click] on the word "Cancel" at the bottom of the list.

• Keyboard Method -- To use the keyboard method, set up the "Directory:" line to the path you want saved. You may use the mouse for this as shown above, by typing the path directly into the "Directory:" Line or use the wildcard features of the "Select:" Line. To store the selected path to a QuickPath function key, hold the [Control] and [Alternate] keys down, then press one of the ten function keys to store it under. To restore this path, press the function key you stored it under. The path will be put back in the Directory line. Once a QuickPath has been stored you may retrieve it using either the mouse or the related function key.

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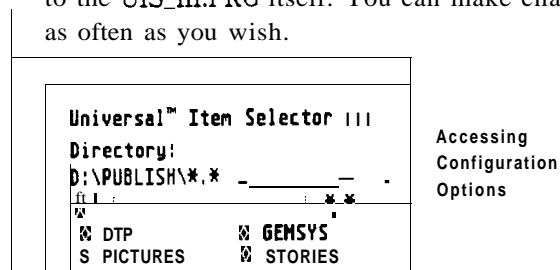
4. Operating Instructions

UIS III is a system utility, not an application program such as a word processor. There is neither a typical way to use nor an obvious way to explain its functions. We will instead, cover the various aspects of the programs and let you decide when, where and how to use UIS III. A little practice with the many features will acquaint you with the operations and you'll find that UIS III will soon become second nature to you.

UIS Ill's functions can be divided into three general categories:

1. *UIS Configuration Options*
2. *File Manipulation Functions*
3. *Selecting Drive / Directory Paths*
4. *Utilities*

UIS Configuration Options

These options are accessed by a [Left-Click] on the words "Universal Item Selector III" at the top left of the UIS Directory Window screen. From the Options Window you can easily set and change options that control the way UIS interacts with you and your system. Any changes can be temporary or saved as defaults to the UIS_III.PRG itself. You can make changes as often as you wish.

```
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Directory:
D:\PUBLISH\*.*  _____  __   -
ft |   :                  * *
|                              .
 DTP            GEMSYS
S PICTURES      STORIES
```

Accessing
Configuration
Options

Universal Item Selector III

Universal™ Ite| Universal **Item** Selector III   rmat| |Folder|
Directory: v. 3.1 **Copyright** © **1989** by   DOC EX3 8AK *
C:*.*_____   Application & Design **Software**

                   <u>Sort By:</u>   **Name**   <u>Date</u>   Selection:
※ 630FONTS | None | Type
※ AUTO
※ SNAPS   Show Hidden: Yes   OK _ |Find|
8 TEXTS
※ TOOL   Copies date: New   Cancel1   [J]
※ TOOLS
S TOOLS   UIS width: | 12 | | 12W | Hove 1
※ TOOLS
S UIS_FLDR   Font size: ■Large■ | Smal]   Copy
※ WORDPLUS
                 Print cntrl: FF   Indent   Rename|
    8_COLD ,R
                 |Save defaults| | Exit | Delete1

UIS Configuration Options

N O T E : No matter what sort option you select from within UIS, the actual physical order of the files on your disk is NEVER CHANGED. The sort options only affect how they are displayed in the UIS Directory Window. When you view a directory from the desktop in the standard way by opening up a drive icon, the files will be sorted as indicated in your DESK TOP .INF file when you booted the system, no matter what sort option you have selected from within UIS III, even if saved as the UIS default

• SORT BY - You may view files in the UIS Directory Window sorted by [Name], [Date] (time/date stamp), [Size], [Type] (three character filename extension) or [None]. The first four sorts are identical to the standard desktop file viewing options. The [None] sort will show you the actual physical order of the files as they exist on your disk(s).

• SHOW HIDDEN -- This function works globally in conjunction with one of the settings that are set with the FILE ATTRIBUTES function (see [tick] in the UTILITIES section, below). If you select [Yes], then files set with hidden file attributes will show up in the UIS Directory Window as grey or light type. They will not, however, be visible in normal desktop directory windows. If [No] is selected, then hidden files will not show up in even the UIS Directory Window.

• COPIES DATE - Normally when you copy (or move) a file from one disk or directory to another, the operating system resets the time/ date stamp of the file to the current system

time/date. UIS allows you to take control of this attribute. If you set the option to [Same], the file will retain its original time/date. If you set the option to [New], the time/date will be reset to the current system clock setting.

• UIS WIDTH ⁻⁻ (also see DIRECTORY VIEW-ING OPTIONS in the UTILITIES section, below) UIS III now gives you three different width options and two font sizes with which to view the files in your directory. The first width is labelled [12], which is similar to the standard Atari file selector (and earlier versions of UIS) with only twelve filenames visible in the directory window. The second is labelled [12W]and shows complete information about twelve files from left to right in the directory window including Name, Size, Date and Time. The Third, labelled [36], allows the display of 36 filenames in the directory window (3 columns x 12 rows).

• FONT SIZE - In addition to the above options, the size of the directory display font may be set to [Large] or [Small]. The Large size is the standard font size you see in dialog boxes. The small size is only 6 pixels tall and may be difficult to read on some monitors. Directory Window re-draws will also be somewhat slower than with the standard Large font. On colour monitors in the 36 Wide mode, the Small font displays 64 filenames (4 columns x 16 rows). On monochrome monitors, the Small font displays 128 filenames (4 columns x 32 rows). This font size feature is available with all three width options (12, 12W and 36) but is really most useful when used with the [36] option.

• PRINT CNTRL - These two options control the printing function of UIS III (see [P] in UTILITIES section, below). If the [FF] button is selected a Form Feed will be sent to the printer after a printout from within UIS III (either a directory or a file printout). If the [Indent] button is selected a four space left indent will be sent to the printer to move each line of the printout away from the left edge of the paper.

• SAVE DEFAULTS - [Left-Click] on the [Save defaults] button to write current settings to the UISJII.PRG file. They will then be in effect every time you run your system, but remember that you can change them at any time either temporarily or as new defaults.

• EXIT - To leave the UIS Options Window and return the UIS Directory Window, [Left-Click] on the [Exit] button. Any temporary changes that you have made to the options will now be in effect until you either change them again or reboot your system, at which time your default setting will be restored.

File Manipulation Functions

The Directory Window screen is the main screen of UIS III, and most everyday file functions are accessed from this window. The two rows of buttons and the "Selection:" line to the right of the directory listing allow you to easily perform file handling functions such as opening files from within applications or file manipulations such as [Move], [Copy], [Rename] and [Delete] the [Find] function will be covered under UTILITIES, below). You may select files either singly or in groups directly from the Directory Window or you may use a special feature of the "Selection:" line (see WILDCARD SELECTION, below).

The Directory Window listing may be scrolled up or down a screen at a time with a [Left-Click] on the shaded area of the move bar at the right side between the up/down arrows. A continuous up/down scroll is available by a [Left-Hold] on the up/down arrows. A [Double-Click] on the

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Universal™ Item Selector III |Format| |Folder|

Directory: DOC PI3 DTP DOC BAK *
D:\PUBLISH\GEMSYS*.*

                        .   Selection:

H2CT10 ,FNT   H2CT24   FNT   H2CTH26 .FNT   ├─
H3ARBL11 FNT   H3CT12   BAK   H3CT12 .FNT   ├──
H3CTI12 ,FNT   H3DB12   FNT   H3DERB11.FNT   OK
H3HAD11 FNT   H3HAD16   FNT   H3HARR14.FNT
H3MONS12,FNT ✓ H3UNRM16 FNT ✓ H3UNRM20.FNT |Cancel|
L2CT10   FMT   L2CT12   BAK   L2CT12 .FNT
L2CT24 ,FNT   L2CTH26   FNT   L2CTI12 .FNT | Hove |
LPARBL11 FHT   LPDB07   FNT   LPDB10 .FNT
LPDB12 ,FHT ✓ LPDB14   FNT   LPDB18 .FNT | Copy |
LPDERB11,FNT   LPDL18C   FNT   LPDL18C .FNT
LPHAD11 ,FNT   LPHAD16   FNT   LPHARR14.FNT |Rename|
LPMONS12 FNT   LPRK18UN FNT   LPSS87UN.FNT
                                                 |Delete|
P ◇   Hane

Scrolling the Directory Window

Universal Item Selector III

up/down arrows will jump the Directory Window to the Top/Bottom respectively (if there are 12 or fewer files in the directory no scrolling can take place and no shaded area will be displayed).

• LASSO FUNCTION AND SELECTING MULTIPLE FILES - UIS III uses a lasso function that can lasso above or below the starting location (i.e., you can lasso from the bottom of the display upward as well as from the top downward). Also, while using the lasso and the mouse pointer is moved to the extreme top or bottom of the Directory Window, the display will scroll in the appropriate direction, thus allowing you to lasso more than just the currently displayed files.

A new feature of UIS III is the ability to hold the right mouse button down [Right-Hold] while clicking the left mouse button [Left-Click] to select files for group operation. This produces the same results as holding down the [Shift] key and clicking with the left mouse button [Shift][Left-Click].

Universal™ Item Selector III |Format| |Folder|

Directory: * PI3 DOC PRE BAK *
D:\PUBLISH*.*

	240640	
DTP	GEMSYS	GEMSYS .DFS
PICTURES	S STORIES	WIDTHS
BOX .DTP	DEFAULT .STY	FONTWID .APP
PUBLISH	PUBLISH	PUBLISH
PUBLISH .SLV	PUBLISH STR	PUBLISH
PUB.DOCS.HLP	PUB_DRAW.HLP	PUB-FR .OVL
PUB_FRAM.HLP	PUB-IE .OVL	PUB-IB .OVL
PUB_IT	PUB_KYBD.HLP	PUB_PAGE.HLP
PUB_PARA.HLP	PUB_PICT.HLP	
PUB_TEXT.HLP	PUB_TX .OVL	ROMAN .STY

Selection:

PUB-IT .OVL

| OK | |Find|

|Cancel| A
         B
| Move | C
         D
| Copy | E
         F

|Rename|

Name |Delete|

Selecting Multiple Files

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To perform an operation with your group selections, you must grab [Left-Hold] any one of the files/folders that are part of the highlighted group (grabbing and dragging a file or folder that is not part of the selected group will only perform a single file operation). When you have properly grabbed one of the highlighted group of files, you will see multiple file outlines, one for each of the grouped items currently shown in the directory window (those of the group not currently shown in the directory window are still included in the group operation).

Universal™ Item Selector III |Format| |Folder|

Directory: P I3 DOC PRG BAK *
D:\PUBLISH*.*

                    283776   Selection:

8 DTP   GEMSYS   8 GEMSYS   .DFS   PUB_DRAW.HLP
8 PICTURES   8 STORIES   8 WIDTHS
   BOX   .DTP DEFAULT .STY FONTWID .APP   OK   Find
   PUBLISH   PUBLISH .HYP PUBLISH .RSC
   PUBLISH   i PUBLISH .STR PUBLISH |Cancel| A
   PUB_DOCS.HLP PUB_ORGM.HLP PUB_FR .OVL   B
   PUB_FRM .HLP PUB_IE .OVL PUB_TC |_Move_| C
   PUB_IT .OVL PUB_KYBD.HLP PUB_PAGE.HLP
   PUB_PARA.HLP PUB_DIC .HLP PUB_STYL.HLP |_Copy_|
   PUB.TEXT.HLP PUB_TX .OVL ROMAN   .STY   Fi
                                                    |Rename|

P | ◇   Name |Delete|

                    Grabbing multiple files

Selecting Drive / Directory Paths

• DRIVE PATH - The current Drive/Directory Path is always shown directly above the Directory Window on the line under the words "Directory:". The row of buttons at the far right side of the window is the "Vertical Drive Bar" and reflects the installed drives on your system. UIS will display all existing and installed drives including ram disks.

To change to another drive, simply [Left-Click] on the desired drive ([A], IB], [C]...[P]). The new drive will be accessed, the path will show on the "Directory:" line and the directory listing for the new drive will be displayed in the Directory Window.

• DIRECTORY/SUBDIRECTORY PATH - To change to a subdirectory (folder) simply [Left-Click] on the desired folder name within the UIS Directory Window. The new path will be displayed on the "Directory:" line and the subdirectory listing will be displayed in the Directory Window.

• There are two ways to return to a "higher" folder directory:

   1. [Left-Click] in the "CLOSE BOX" at the left edge of the "FILEMASK AREA" to step back through the folders.

   2. [Double-Click] on the folder name on the path displayed on the "Directory:" Line.

• There are two ways to jump directly to the "root directory":

   1. [Double-Click] on the drive ID letter on the "Vertical Drive Bar" at the right side of the Directory Window.

2. [Double-Click] on the drive ID letter displayed in the path on the "Directory: Line (e.g., on the letter "E" in the path "E:\ ALPHA\BETA\GAMMA*.*").

• QUICKPATH FUNCTION - UIS III has the ability to remember 10 file paths (QuickPaths) of your choice. There are two ways to store and use a QuickPath - with your mouse or with the keyboard. To exit [Left-Click] on "Cancel" at the bottom of the window.

• Mouse **Method--** To use the mouse method, [Left-Click] your way to the desired folder that contains the file, then [Left-Click] on the words "Directory:" above the Directory Window. The QuickPath list will appear with lines numbered 1 - 0 (these numbers correspond to the function keys [F1] - [F10]). and the word "Cancel". To store a QuickPath, [Right-Hold][Left-Click] on one of the numbers. To use a QuickPath, [Left-Click] on "Directory:" and then [Left-Click] on the line with the desired path from the QuickPath list. To exit QuickPath without selecting a path, [Left-Click] on the word "Cancel" at the bottom of the list.

• Keyboard Method — To use the keyboard method, set up the "Directory:" line to the path you want saved. You may use the mouse for this as shown above, by typing the path directly into the "Directory:" Line or use the wildcard features of the "Select:" Line. To store the selected path to a QuickPath function key, hold the [Control] and [Alternate] keys down, then press one of the ten function keys to store it under. To restore this path, press the function key you stored it under. The path will be put back in the Directory line. Once a QuickPath has been

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```
Universal™ Item Selector III              |Format| |Folder|
Directory:                            *   PI3 DOC PRO BAK *
D:\*.*
                         *.*                 Selection:
   ick a path:
    D:\PUBLISH\*.*
    E:\CALAMUS\FONTS\*.*
    C:\TOOLS.GEN\SUPERBT.5_5\*.*         |   OK   |  Find

                                         |Cancel|    I
                                                     B
                                         | Hove |    C

                                         | Copy |    0
                                                     E
   Cancel                                |Rename|    F
   PI ◇                    Name          | Delete|
```

The QuickPath List

stored you may retrieve it using either the mouse or the related function key.

• LOAD FILE INTO APPLICATION - When UIS III is called by an application (such as a word processor) to open or load a file, simply [Double-Click] on the desired filename (i.e., MYFILE.DOC), or [Left-Click] on the filename and then [Left-Click] on the [OK] button or press [Return]. To abort the operation [Left-Click] on [Cancel].

• FILE MANIPULATION (MOVE/COPY/ RENAME/DELETE) - [Move] will copy the folder(s) or file(s) to the destination and then DELETE the originals. [Copy] will copy the folder(s) or file(s) to the new destination and leave the originals intact. [Rename] allows you to assign a new filename and/or extension to a file or folder. [Delete] totally removes the folder(s) or file(s) from the disk.

To perform any of the above File Manipulations, simply [Left-Hold] (DO NOT [Left-Click]) on the desired file or group of files. The filename(s)

will become highlighted (inverted) and a dotted outline will appear around the filename(s). Continue to hold the left button down while dragging the dotted outline to the desired button ([Move] /[Copy] /[Rename] /[Delete]). When you have successfully done this the target button (i.e., [Copy]) will highlight. Release the left mouse button and the procedure will begin.

Depending upon which of the actions you selected, one of three things will occur:

• **IF** YOU SELECTED [MOVE] or [COPY] - If you dragged the file(s) to either the [Move] or [Copy] buttons, the word "Directory:" above the pathname line will change to read "Destination:". Use the drive selection and subdirectory buttons or a QuickPath selection as described above to direct the file(s) or folder(s) to the proper destination. Once the "Destination:" pathname is correct, [Left-Click] on [OK] or press [Return] to proceed. The word "Destination:" will temporarily change to an inverted "Now Doing..." to indicate the action is under-
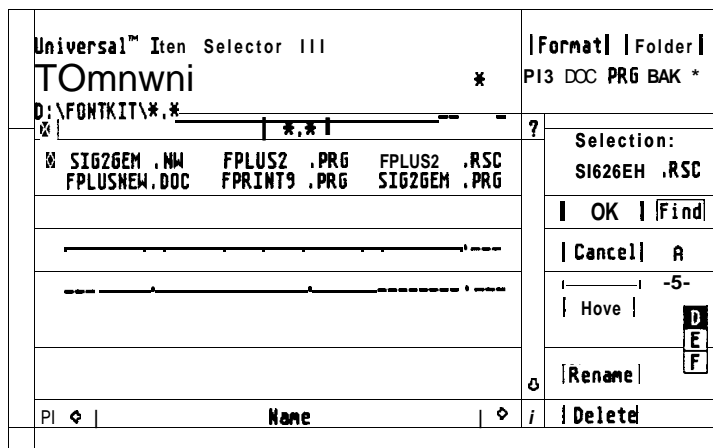
• **SPECIAL COPY/MOVE NOTE:** *Copying or moving a folder to its current path* can be disastrous and should *NO T* be *attempted!* Additionally, copying a folder to a subfolder of itself is also not allowed, and UIS III tries to stop such attempts. The reason that folders may not be copied or moved to within themselves is because a folder, in its entirety, cannot exist within itself.

Copying a file

way and a dialog box will open and show a "countdown" of the activity.

To abort the action, press [Undo]. Select [Continue] from the dialog box if you want the activity to proceed as before or [Cancel] to interrupt the process. Be aware that [Undo] will only affect files that have not already been acted upon.

• NAME CONFLICT - If there is a "name conflict" (i.e., a file with the same name and extension already exists in the destination path, then a dialog box will open showing the conflicted files. You have five options in this dialog box:

1. You may assign a new name to the file that is being copied/moved. To do this, simply press [Esc] to clear the "Conflict Name:" line and type in a new unique filename.

2. You may abort the entire operation with a [Left-Click] on [Cancel].

3. You may allow the copy/move operation to continue (i.e., write the new file OVER the old one) with a [Left-Click] on [OK].

4. You may pass by just this one conflict (i.e., do not copy/move the source file and leave the target file untouched) with a [Left-Click] on [Skip]. You will have this option available at any subsequent conflicts.

5. You may allow this and all other conflicts during this operation to proceed without further prompting (i.e., all conflicted source files will over-write all target files) with a [Left-click] on [Ignore current conflicts].

Universal" **Iten** Selector III |Format| |Folder|

✻ PI3 DOC PRO BAK ✻

D:\PUBLISH\PUBLISH.APP_____

                                          Selection:

   PUBLISH A   FILE OPERATION **NAME** CONFLICT   PUBLISH .APP

               Current **Name:** PUBLISH .APP | OK | |Find|
               Conflict Nane: PUBLISH .APP

            |Cancel | | OK | | Skip | |Cancel| |A|

           | Ignore current conflicts   Move

                                    |Renane

   PI ◊   Nane |Delete|

File Operation Name Conflict

• IF YOU SELECTED [Rename] - If you dragged the outline to the [Rename] button, the "Selection:" copy to the right of the Directory Window will change to "New Name:". The filename that you want to change will be displayed on the file selection line with a vertical cursor resting at the right edge. You may edit this name or type in a new filename and extension on this line. [Left-Click] on [OK] to activate the Rename operation.
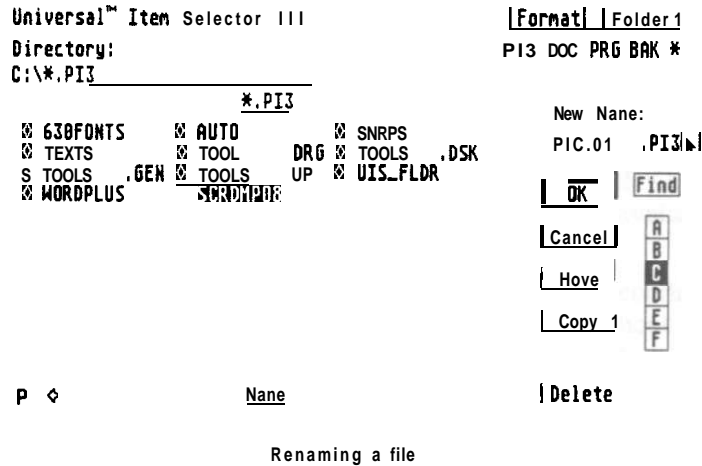
• RENAME FILES WITH WILDCARDS - This is a special function of UIS III and will not normally be found in any operating system. This Rename function allows you to change the extension of files to a new one. For instance, the .ACC extension of accessories may be changed to .ACX if you don't want them to be loaded on powerup.

To use this function, enter an asterisk (*) for the 8 character filename. For the extension, enter the extension of the files you wish to change (e.g., "*.ACC"). Drag the entered Wildcard

name to the [Rename] button. The "Selection:" line will change to "New Name:". Enter the new extension, leaving the asterisk in the 8 character part of the filename (e.g., "*.ACX"). [Left-Click] on [OK] or press [Return] and the files that match the wildcard criteria will be renamed.

UIS III also allows you to wildcard rename the filename part and leave the extension unchanged. Simply type in the filename (up to 8 characters) to search for, and an asterisk (*) for the extension (e.g., "STATUS.*"). Drag this to the [Rename] button. Then type in the new filename, and an asterisk for the extension (e.g., "OLD_STAT.*"). All files that match the wildcard criteria will be renamed. In the above example, all files named "STATUS", with any extensions would be renamed (e.g., "STATUS.TXT" and "STATUS.DAT" would be renamed "OLD_STAT.TXT" and "OLD_STAT.DAT" respectively).

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Universal™ Item Selector III	|Format| |Folder 1
Directory:	PI3 DOC PRG BAK *
C:*.PI3	

*.PI3

⊠ 630FONTS	⊠ AUTO		⊠ SNRPS	
⊠ TEXTS	⊠ TOOL	DRG	⊠ TOOLS	.DSK
S TOOLS .GEN	⊠ TOOLS	UP	⊠ UIS_FLDR	
⊠ WORDPLUS	SCRDMPDE			

New Name:

PIC.01 .PI3

| OK | | Find |

| Cancel |

| Hove |

| Copy 1 |

A
B
C
D
E
F

P ◇   Nane | Delete

Renaming a file

• **SPECIAL DELETION NOTE:** *There is NO WAY TO RECOVER a deleted file* or *folder once you start the process. So use caution!* UIS III will always alert you with a dialog box and allow you to abort the delete operation before you start and you can interrupt a multiple file deletion mid-stream by pressing [Undo]. Any already deleted files will be lost but the remaining ones will be safe.

• **IF YOU** SELECTED [Delete] -- If you dragged the outline to the [Delete] button, a dialog box will appear asking you to confirm this action. [Left-Click] on [Cancel] to abort the deletion or on [OK] to delete the selected folder(s) or file(s).

• SEARCH MASK - The "Search Mask" function allows you to control which files are shown in the UIS Display Window. The default Search Mask is a "*.*" (or all files in the selected path). To change the mask you may drag a file from the directory window or the "Selection:" line to the shaded bar (the Search Mask) at the top of the Directory Window". This dragged filename will then become the search mask for the directory. This procedure combined with the wildcard function (described below) allows you to change the mask totally from the mouse, so no typing is necessary.

Universal™ Item Selector III |Format| |Folder|

Directory: DOC PI3 DTP DOC BAK *

C:*.DOC_____

                    *.DOC |?| Selection:
    630FONTS   OOOOOOOO.DOC
    AUTO   0 Folders
    SNAPS   1 Files |_OK_| |Find|
    TEXTS   Are you sure you want to
    TOOL   perform this delete? Click   Cancel|
    TOOLS   on Cancel to abort.
    TOOLS   Hove|
    TOOLS | Cancel | | OK |
    UIS_FLDR |_Copy_|
    WORDPLUS   06-04-85 09:21 pn
    00000000.DOC   142 06--22-•90 |Rename|
    1STWORD .DOC   603 11-28•85 09:55 pn

PI ◇

Deleting a file

• WILDCARD SELECTION - A special function of UIS makes it easy to use wildcard selections. A [Left-Click] on the words "Selection:" will produce a "*.*" wildcard on the Selection Line. At this point you can edit the line using the keyboard to enter characters as well as the standard wildcard symbols (*, ?).

In addition, when there is a filename shown in the "Selection:" line, you can change just its filename or extension to "*" by double-clicking on the filename or extension on the "Selection:" line. This may be handy when you want to change the File Mask to show only certain files that have the same name, but different extension or visa versa.

```
Universal™ Iten Selector III                    |Format| |Folder|
Directory:                              DOC PIS DTP DOC BAK *
C:\*.*_____

                                                   Selectio
 ⊠ 638FONTS      AUTO          SNAPS
 ⊠ TEXTS         TOOL    .ORG  TOOLS    .DSK
 ⊠ TOOLS  .GEN   TOOLS   .WP   UIS.FLDR
 1 WORDPLUS      00000008.DOC  0_COLD   ,PRG        OK
   1STWORD .DOC  1ST-DRVR.PRG  1ST-PRNT.DOT
   1ST_PRNT.PRG  1ST_WORD.PRG  1ST_WORD.RSC       |Cancel|
   ABC_3B  .DOC  ADVERTX1.DOC  ADVERTXT.DOC
   AD-REVS .DOC  ARTICLE .DOC  ATTP18LS.FNT       | Move |
   BAK_PAGE.DOC  BOOKSHOP.DOC  BOOK_ERR.DOC
   BOUNCE1 .DOC  BOUNCED .DOC  CALAMUS  .INF      | Copy |
   COUR12  .FNT  DAVID   .DOC  DAWSON   .DOC
   DESKTOP .INF  DRAWING .INF  FILESPY  .TTP      |Rename|

 P ◊             Name              ◊ |✓| |Delete|
```

Using the Search Mask function

Utilities

• DIRECTORY VIEWING OPTIONS (SIZE, DATE & TIME) - When in the [12] or [36] mode of UIS III, it is now easy to immediately and directly view the file Size, Date or Time information. This is accomplished with a [Left-Click] on the left or right arrows at the bottom of the directory window.

For example: One click on the right arrow will show you the Size of the file, the second click will display the Date and the third will show the Time. Clicking the left arrow will cycle through in the opposite direction (i.e., Time... Date... Size... then back to Filename...). In addition, a [Double-Click] on the left arrow will jump directly to the Name listing and on the right arrow to the Time listing so you don't need to cycle through the four directory viewing options. The current mode of viewing is shown in the space between the arrows (i.e., Name, Size, Date, Time).

• AVAILABLE RAM DISPLAY ~ UIS III allows you to view the currently available RAM (memory) of your system at any time. To display the available RAM, click and hold the Left Mouse Button [Left-Hold] on the move bar between the left/right arrows at the bottom of the directory window (i.e., where the words Name, Size, Date or Time are displayed). The amount of available RAM in the system will be shown in place of the word as long as the mouse button is held down. When you release the button, the previously displayed word will return.

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• GROUPED TOTAL FILE SIZE DISPLAY --
No matter whether you are using the [Shift-Click], [Right-Hold][Left-click] or the "Lasso" method of selecting several files for a file manipulation function, the cumulative group file size will be displayed on the shaded "FILE MASK" area directly above the Directory Window (e.g., "*.*" may change to display something such as "155768" to signify that you have grouped files whose file sizes total that amount).

• CREATING A NEW FOLDER - To create a new folder, first set the "Directory:" Line to reflect the desired location. Then [Left-Click] on the [Folder] button at the top right side of the main UIS III screen. The "Selection:" line will change to "Folder Name:". Enter the name of the new folder, then [Left-Click] on [OK] or press [Return] (or you may abort the operation with a [Left-Click] on [Cancel]). The new folder will be created in the currently shown directory.

• FORMAT FLOPPY DISKS - To format a floppy disk, [Left-Click] on the [Format] button at the top of the UIS III main screen. A dialog box will appear from which you may select from the following formatting options:

  • Format floppy [A] [B] - Which drive to format.

  • Number of sides [1] [2] - Single or double sided formatting.

  • Sectors per track [9] [10] - 9 is standard, 10 gives more room on disk to store data.

  • Number of tracks [80] [81] [82] - 80 is standard, the others give more room on disk to store data.

• Twister format [OFF] [ON] - The Twister format may be set to OFF or ON. (This option provides faster disk reading capability but will only be available if you have TOS 1.2 or above installed in your system).

• Disk Label ⸺You may also enter a disk label name if you desire.

NOTE: TOS 1.4 on disk does not allow disk labels to be created, however TOS 1.4 in ROM does.

After these options are set to your satisfaction, [Left-Click] on [Format] to start the formatting process or [Exit] if you wish to cancel. The status bar near the bottom will show the formatting progress.

You may press [Undo] at any time to cancel the formatting process.

Upon completion, a dialog will appear showing the number of bytes available for use.

Universal Ite
Directory:
D:\PUBLISH*.*

DTP
PICTURES
BOX   .D'
PUBLISH .AI
PUBLISH .SI
PUB_DOCS.HI
PUB_FRAM.HI
PUB-IT   .0\
PUB_PARA.HI
PUB_TEXT.HI

P | ◊

Fornat floppy   █ A █ B █
Number of sides   1   1 *MM*
Sectors per track   █ 9 █ 10 |
Number of tracks   █80█ 81 | 82|
Twister fornat   █OFF█ ON |
Disk Label   └_____

| |

| FORMAT | EXIT

rmat| |Folder|
DTP DOC BAK *

Selection:

OK

|Cancel|

Move

Copy

Rename |

Delete|

Formatting Options

• [?] DISK/FOLDER/FILE STATUS FUNC-
TION - The question mark [?] in the upper right
corner of the Directory Window is used to find
out information about a drive, folder(s) or file(s).
The function provides different information
depending on how you use it.

NOTE: Normally,
when file sizes are
added together,
only the files actual
size is taken into
account When a
file is saved to
disk, however, it
requires multiples
of 1024 bytes for
storage. If a file is
1000 bytes long, it
will take 1024 bytes
of storage. If a file
is 1025 bytes long,
it will require 2048
bytes for storage
The function
described above
simply takes this
into account when
it adds up the file
lengths Also, it
adds up the size of
any folders it finds,
noting that for
each 32 files in a
folder, another
1024 bytes of
storage are
required.

1. If you [Left-Click] on this question mark [?]
from the root directory of a drive (i.e., from
path "C:*.*") a dialog box will appear
showing you information on the total number
of files in the drive, total bytes used, number
of folders, and bytes available on the entire
disk as well as the available RAM.

2. If you are in a folder (i.e, from path
"C:\AUTO*.*"), the information will include
number of files, number of folders, and bytes
used within the selected folder ONLY, but not
the entire disk. However, total bytes available
on the entire disk as well as available RAM
will be displayed as above. You may drag a
folder to the question mark [?] to get the
folder's status, instead of being in the folder
to get this information. Also, the actual bytes
used by the folder and its contents are
displayed in the information box.

3. If grouped files are dragged to the question
mark [?], UIS III will tell you how many
files/folders there are in the group, what the
size in bytes of all selected group files are,
and how many bytes will be needed on a
target disk if the files were copied there.

4. You may drag a single file to the question
mark [?] to get information about the file.
While in the information dialog, you may
rename the file, change the read/write status
flag and the hide/unhide status flag, and
"touch" the date (for more information on
attributes, see the section on File Attributes).

When done, [Left-Click] on [Cancel] to abort
or [OK] to make the changes.

Universal™ Iten Selector III |Format| |Folder|
Directory: PI3 PI3 DTP DOC BAK ✳
D:\PUBLISH\DTP\✳.✳

1   E L   Selection:

BLURB   B Folders   USERGRP .DTP
FEEDDFS   4 Files
FHT.CLIP   30016 Bytes used   OK |Find|
FONTKIT   32768 Bytes needed
FPPINLAY   [Cancel]   A
PUBLISH   B
REGISDVD   Hove   C
TESTCARD   r OK 1   Copy   D
                                                            E
USERGRP1.DTP   7324   03-09-90   pn |Rename| F
USERGRP2.DTP   7464   03-09-90   pn
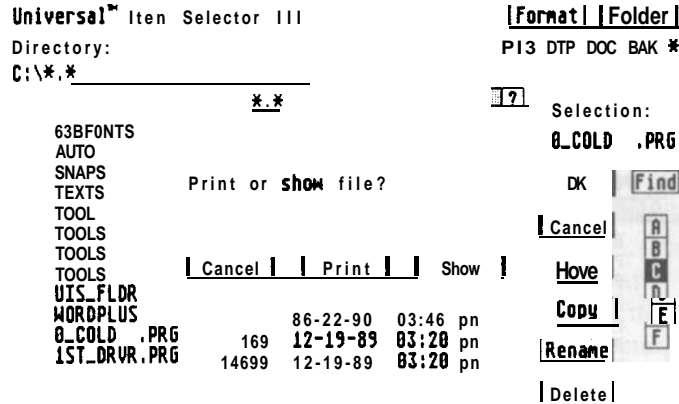USERGRP3.DTP   7736   03-09-90   pn |Delete|
P ◊
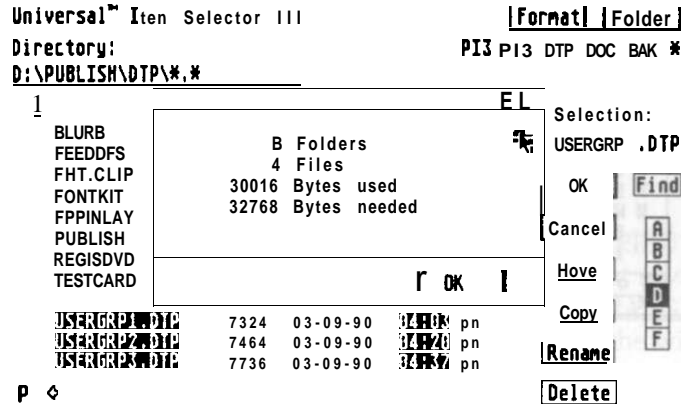
Dragging grouped files to the ?

• [P] THE PRINTING FUNCTIONS -- The [P]
in the lower left corner of the file window may
be clicked to get a printed directory listing of
the current path. All folders will be shown in
the printout but only the files that are currently
in the directory window will be printed. The
files are printed out in the same sorted order in
which they appear in the file window. You may
also get a partial directory printout. Simply
select the group of files/folders you want on the
directory listing and then [Left-Click] on the [P]
button. Only those files which were selected will
be sent to the printer.

NOTE: If your
printer has a buffer
it will continue to
print until it's buffer
is empty.

• FILE PRINT OR SHOW FUNCTION - You
may drag a single file (1 only) to the [P] button.
You may either [Print] to printer. [Show] to
screen, or [Cancel]. This is an unformatted
printout of the file. similar to the desktop
printout. Paging can be enabled by using the

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Universal Item Selector III

```
Universal™ Iten  Selector  III              |Fornat| |Folder|
Directory:                                  PI3 DTP DOC BAK *
C:\*.*
                        *.*              |?|   Selection:
   63BFONTS                                    8_COLD   .PRG
   AUTO
   SNAPS                                       DK   | |Find|
   TEXTS           Print or show file?
   TOOL                                       |Cancel|    |A|
   TOOLS                                                  |B|
   TOOLS                                       Hove   |   |C|
   TOOLS        | Cancel |  | Print |  | Show |          |D|
   UIS_FLDR                                    Copy   |   |E|
   WORDPLUS                 86-22-90  03:46 pn            |F|
   8_COLD  .PRG      169   12-19-89  03:20 pn |Rename|
   1ST_DRVR.PRG    14699   12-19-89  03:20 pn
                                              |Delete|
```

Printing a file

space bar. Line by line scrolling can be done with either the return key or left mouse button. Holding return or left mouse button will continuously scroll. You may cancel by pressing [Q], [Control C], [Esc], [Undo], or right mouse button.

• [tick] FILE ATTRIBUTES -- There are three file attributes that may be modified with UIS III. They are ''[Read/Write][Read-Only]'', ''[Show][Hide]'' and ''[Touch]''. They function as follows:

• [Read/Write][Read-Only] -- These buttons let you "Lock" [Read-Only] or "Unlock" [Read/Write] a file (or group of files). This provides the ability to protect or un-protect a file from being written over or deleted. "Locked" files will show in the UIS III Directory Window with a check mark [tick] next to the filename.

• [Show][Hide] - These buttons let you [Hide] or [Show] a file (or group of files). A "hidden" file will not "show" (or be

NOTE: This "check mark" feature may be used as a special file mark (i.e., if you are editing files with your word processor, as each file is completed it may be locked, thus the check mark will remind you that the file has been edited)

displayed) in normal directory listings from the desktop. You may control whether or not "hidden" files are displayed in the UIS Ill's Directory Window from the Options Window (see UIS CONFIGURATION section, above).

• [Touch] - This button lets you "update" the date/time stamp of a file (or group of files). [Touch]ing the file(s) will set the date/time stamp to the current system date/time.

If you are performing a group ATTRIBUTE CHANGE, a dialog box will open that says "MULTIPLE FILE ATTRIBUTE CHANGE". The "File Mask:" line will contain the wild card name or the name of the file that was dragged there, if it was a group or single file drag.

The only way of these other two attributes will be left TOTALLY unchanged, is if both buttons that change that attribute are NOT highlighted. If you accidentally click on one of these buttons, but do not want to change that attribute, then you will need to cancel and start over.

Universal™ Item Selector III |Format| |Folder|

Directory: DOC PI3 DTP DOC BAK *

D:\PUBLISH\GEMSYS*.*

```
                    *.*                         Selection:
H2CT10    FHT   H2CT24  .FNT   H2CTH26 .FNT
H3ARBL11  FHT   H3CT12  .BAK   H3CT12  .FNT
H3CTI12   FHT   H3DB12  .FNT   H3DERB11.FNT
H3HAD11   FHT   H3HAD16 .FNT   H3HARR14.FNT      OK ]  Find
H3MONS12  FHT √ H3UNRM16.FNT   H3UNRM20.FNT
L2CT10    FNT   L2CT12  .BAK   L2CT12  .FNT     |Cancel|
L2CT24    FHT   L2CTH26 .FNT   L2CTI12 .FNT
LPARBL11  FNT   LPDB07  .FNT   LPDB10  .FNT     | Hove
LPDB12    FHT √ LPDB14  .FNT   LPDB18  .FNT
LPDERB11  FNT   LPDL10C .FNT   LPDL18C .FNT     | Copy
LPHAD11   FNT   LPHAD16 .FNT   LPHARR14.FNT
LPMONS12  FHT   LPRK18UN.FNT   LPSS07UN.FNT     IRenane

P| ◇              Nane              ◇ |√| I Delete
```

"Locked" (Read-Only) files marked with a tick

• EXTRA NOTES ON [TICK] FILE ATTRI-
BUTES

• You may drag files OR folders to the [tick]
button. You CANNOT, however, change the
attributes of the folders themselves, but only
the CONTENTS of the folders. Dragging a
folder to the check mark, then selecting
[Read-Only], will set every file within the
folder to "Locked" or "read-only" status.

• There is a bug in the ST operating system
relating to the desktop. Here's what happens:
If a file attribute is set by UIS III to "hidden",
then it DOES NOT show up in a standard
desktop directory window - THIS IS
CORRECT. However if a file is both "hidden"
AND "locked" (set to "Read-Only")
then the file DOES show up in a standard
desktop directory window - THIS IS NOT
CORRECT. Unfortunately this bug cannot be
overcome by UIS. The upshot of this is that if
you do not want files to show up in the
standard desktop directory window, then you
must only set them to "hidden", not "hidden"
as well as "locked".

• [Touch] may be clicked on or off. That is, if
[Touch] is highlighted, the files date/time
stamp will be updated. The [Read/Write],
[Read-Only] and [Show][Hide] buttons work
slightly differently. If you only wanted to
[Touch] the files, but you clicked on
[Read/Write], then that file attribute WILL be
changed one way or the other.

• FIND OR SEARCH FUNCTION   You may
type a filename into the "Selection:" Line (with
wildcards, if desired), then [Left-Click] on the
[Find] button. A search will take place starting
within the current path and within any subfol-

ders and compared with the entered name until a match is made. If a file match is found, you have the option to move to that folder [Use], [Cancel] or find the [Next] occurrence. To search a whole drive, simply move to the root folder before you start the search.

• WARM BOOT OR COLD BOOT YOUR COMPUTER FROM THE KEYBOARD -- UIS III allows you to initiate either a warm boot (i.e., pressing the Reset button) or a cold boot (i.e., same as turning the power switch off and on) directly from the keyboard. To warm boot (Reset), hold down the [Control] and [Alternate] keys and then press [Delete]. To cold boot, hold down the [Control] and [Alternate] and [Left-Shift] keys and press [Delete].

Warm boot: [Control-Alternate][Delete]

Cold boot: [Control-Alternate-Left-Shift][Delete]

• QUICK EXTENSIONS - When you first run UIS III, the "Quick Extensions" are set to "EX1", "EX2", "EX3" and "EX4". You may change these to any extension of your choice and thereafter use them to easily change the "FILE MASK" to the desired extension. There are two ways to change the "Quick Extensions":

   1. Drag a filename with the desired extension from the Directory Window and release it on one of the "Quick Extensions".

   2. Type in an extension on the "Selection:" line and then drag it to one of the "Quick Extensions".

Thereafter, you can simply [Left-Click] on one of the "Quick Extensions" to send it to the "FILE MASK".

5. Other Nifty Stuff

NOTE: This is disabled when UIS III is called from some Timeworks programs (Publish ST in particular), because of problems these programs create for themselves. If there is not enough memory to save the background, then a normal redraw procedure will take place

These features have nothing to do with the functionality of UIS III, they just make life a little easier.

• VANISHING ACT - UIS III will save the screen behind itself if there is enough memory in the system (20k or so for narrow mode, 30k or so for wide mode). When the screen is saved like this, UIS III will go away very fast, without window redraw needed.

NOTE: Don't worry about the other UIS III box left over. When the screen is re-drawn this will go away.

• MOVIN' ON - You can move the UIS III main Directory Window screen if you don't like where it is. Just [Left-Hold] on the words "Universal Item Selector III" and you will get an outline of UIS III that you may move to any position on (but not off) the screen. In wide mode or on a low res screen with a standard monitor, you can't move it very far, but this feature is quite handy for owners of Moniterm screens with a resolution of 1280x960 where even the wide UIS III box seems small. If UIS III was not able to save its background (no memory left), then the UIS III box is copied to the new location.

6. Error Messages

Depending on the type of error that occurs in UIS III, you may get one of several different alert boxes. Some are automatically generated by the Atari's operating system (like the familiar "Drive A: is not responding..." alert that is received when trying to read an unformatted disk), and three are generated by the UIS III itself. These three error boxes deal with the following:

• Pathname Not Found - Somehow you have a pathname you are trying to copy that doesn't exist. *Try again.*

• Access Not Possible - This is a TOS "catchall" dialog for several different error types. For instance, you would get this error if you try to copy a file to a directory that contains a folder with the same name as the file. **Try again.**

• Disk Full Error - You tried to copy or move a file to a disk that is out of room. **Select another destination or delete unwanted files to free up space on the disk.**

Universal Item Selector III

7. Common UIS User Questions

• **What is a file selector?**

The file selector is a built in feature of the GEM operating system as used by Atari in the ST, and Mega lines of computers. The file selector is used by GEM programs to allow the user to choose a path and file to be used by the program. (Note: Some programs use their own, custom made file selector). After use, the file selector goes away (the screen is redrawn) and the selection of the user is directed to a destination. Once the user clicks on OK or Cancel, the file selector has nothing more to do with the selections.

• **Does UIS III bypass TOS to manipulate files?**

UIS is an interface. It allows the user to pick files and folders, then perform operations on them. However, the Atari TOS actually does the work. UIS ABSOLUTELY NEVER bypasses the operating system in order to perform a function. UIS NEVER reads files directly from the disk itself. UIS NEVER writes directly to the disk. If an error occurs for any reason while using UIS to copy or delete a file, then that same error would have occurred if you had used the Atari GEM Desktop to perform the same operation. UIS only uses TOS functions.

• **Can you run a program from UIS III?**

NO! UIS III is a replacement file selector, not a replacement Desktop.

❏ **I ran UIS_III.PRG, it gave me a sign-on message, then went away. What went wrong?**

Read your manual. UIS is not an application but a system enhancement. When you run UIS_III.PRG from the desktop, it installs itself, then returns control to the Desktop. Once installed, you only see UIS when a program (or the provided accessory) asks for the file selector.

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