The Ultimate Atari Desktop

by

Manfred Lippert

Another quality product from ATARI WORKSHOP

USER DOCUMENTATION

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Atari Workshop, PO Box 3768, Bracknell, Berkshire RG42 7YL United Kingdom

Telephone: +44 1344 890008 Facsimile: +44 1344 890009

Web: http://www.atari-workshop.co.uk

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by
Manfred Lippert
English translation by Joe Connor/TransAction
Revised and extended by Dennis Vermeire,
Derryck Croker and Peter West/DDP

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Postfach 102646
69016 Heidelberg
Germany
Telephone: +49 (0)6221/300002
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English language distribution:

ATARI
WORKSHOP

PO Box 3768
Bracknell RG42 7YL
United Kingdom
Telephone: +44 (0)1344 890008
http://www.atari-workshop.co.uk

2 Basics

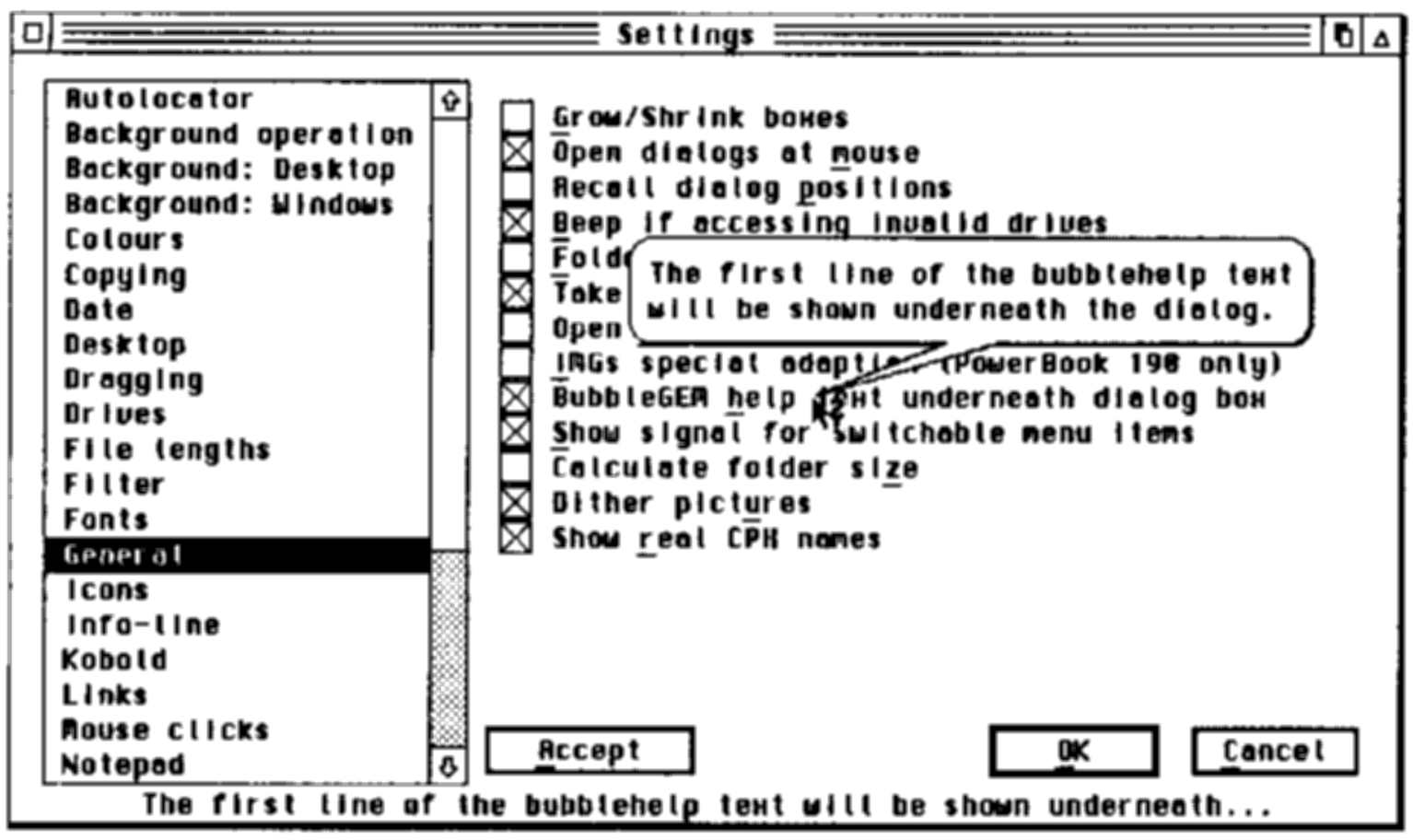
2.1 Introduction to jinnee

jinnee is the **user** interface of choice for use with the MagiC operating system published by Application Systems Heidelberg (ASH). jinnee offers many functions which we believe you'll find make working with your computer more enjoyable. jinnee combines the best features of other Atari desktops with features from the Macintosh Finder and Windows 95 desktops to offer Atari enthusiasts the best desktop ever!

These instructions are designed to form a detailed description of all the menu items and dialog boxes. We recommend you read through them completely at least once and suggest re-reading them after using jinnee for several weeks you'll be amazed at what you pick up the second time around.

After this, constant references to the printed manual should no longer be necessary, as jinnee offers context sensitive help in both BubbleGEM and ST-Guide hypertext formats.

If BubbleGEM is installed on your system, right-clicking the mouse over any dialog option displays a compact help speech bubble containing the relevant information for that option.



Every dialog box can optionally display a help line, taken from the BubbleGEM help, across its bottom edge, although the text may be truncated if there's not enough room in the dialog. The help text changes as the mouse is moved over objects in the dialog box and provides an easy way to see which items have bubble help texts available. For short entries it also offers an alternative to BubbleGEM help.

If ST-Guide is installed on the system, pressing the **Help** key or selecting

Special > Context help... (this is a shorthand way of writing "The 'Context help...' entry in the 'Special' drop-down menu") displays context sensitive help from the jinnee hypertext where available.

2.1.1 Configuring jinnee

In jinnee almost everything is configurable which makes it hard to describe all the possibilities. This documentation describes the default settings first, followed by the other available options, which should help avoid confusion. Using the BubbleGEM help in conjunction with the hypertext is a useful way to solve problems.

Note that, as usual, a "click" or "double-click" without further qualification means one or two short presses of the *left* mouse button; a right-click is always described as such.

Many of jinnee's dialogs contain editable fields for specifying various files that are used by some of its functions. Although you can type in the filename manually (complete with path), it is usually easier to double-click on the field to bring up a file selector which you can use to locate the desired file and path quickly and easily.

2.1.2 jinnee functions

Here's just a taster of what jinnee offers:

- Icons for files, folders and programs on the desktop.
- Drag&Drop.
- Launching up to 50 programs via keyboard shortcuts.
- Output of directories via GEMDOS or NVDI.
- Fast file copy, format, delete and move, optionally using Kobold.
- Automatic window size handling.
- Mac-OS8-style spring-loaded folders .
- Hierarchial folder display in text mode.
- Copying of file lists via menus like Windows95.
- Notepad for Post-it style desktop notes.
- Recoverable wastebin.
- Much, much more...

2.1.3 System requirements

jinnee runs on all Atari and compatible computers with at least 1Mb main memory at resolutions from 640x200 pixels (ST-medium) or higher. A hard disk of some kind is indispensable as floppies have insufficient storage capacity to hold all the files in the jinnee package, and are in any case too slow for some functions (such as the recoverable wastebin).

For optimum performance use jinnee as the desktop for the MagiC pre-emptive multitasking operating system: MagiC for Atari computers, MagiC Mac for Apple Macintosh and MagiC PC for Windows 95/NT.

jinnee also works without MagiC so long as WDIALOG.PRG (included in the jinnee distribution) is installed in your AUTO folder.

Important!

Your operating system must support colour icons in order to be able to use them all MagiC versions support colour icons.

2.1.4 Installation

The installation of jinnee couldn't be easier GEMSetup takes over all the hard work!

First of all, ensure you installation disks are write-protected. Then make one safety backup copy of each disk. Remember that jinnee is commercial software, so you may not pass copies to anyone else, whether before or after registration.

Insert Disk 1 in your floppy drive, open it by clicking on the **Floppy A** icon and double-click on **SETUP.APP**; you will be presented with a registration dialog. Enter the serial number that will be found on your disk, and your (and if appropriate your company's) name and address. (The **Demo only** button has no function with jinnee).

After clicking on **OK** a second dialog appears. Here you should first of all choose the language you require (presumably **English**) in the popup at bottom left. Then double-click on the editable field just above to bring up the file selector to set the path to where you want jinnee installed. If you only specify the root directory of a drive, you will be asked whether the installation should be to a jinnee folder (or you can rename it) on the destination drive.

The popup at the top allows you to choose which parts of jinnee should be installed. Normally you will choose the **Standard** installation. But you can also customize installation to suit your requirements:

In the central part of the dialog there are three checkboxes, one for each of the main groups: The **Basic** jinnee package, the **Plug-Ins** and **Extra** programs. Clicking on the right-facing triangle next to each checkbox pops open a list of further choices that allows you to select what you want installed in even greater detail. An item is selected/deselected by clicking on the checkbox. A cross in the box ensures that this item will be installed. Note that some entries are linked, i.e. they cannot be installed without one or more of the others. If you de/activate one of these entries then the other linked ones will be de/activated as well.

When you have made your selections, click on **Setup** and in a few minutes you will find the appropriate files transferred to your hard disk. You will be prompted to change floppy disks when necessary (on a Mac the first disk will even be ejected automatically!).

The installer is quite intelligent and when running under MagiC or MinT reads the "Home" dir and "Magic.inf" files, so it knows the destination paths of the different files it has to install/update; if a path is not found, you will be asked for it. When running in plain TOS, you have to set the paths before starting the installation: Click on the **Options** button and then **Files & folders** to bring up a dialog where each path may be set manually. If you already have ST-Guide installed on your system, the installer will automatically put the HYP and REF files in the folder/path that you have set in the STGUIDE.INF file.

When the installation is complete, the README.TXT will be displayed. Please take time to read it it may contain information that was not available at the time the handbook and hypertext were completed.

After jinnee has been successfully installed copy BUBBLE and KEYWATCH from the EXTRAS folder to your auto-starting applications folder, typically a START folder in the path:

C:\GEMSYS\MAGIC\

And that's it! You can now reboot your computer and explore all the many facilities that jinnee offers.

2.1.5 jinnee and MagiC, MagiC Mac, MagiC PC

Under MagiC an additional box in the setup dialog asks if you would like to install jinnee as the desktop for MagiC. If your answer is **Yes** then the file C:\MAGX.INF will have an entry such as

```
#_SHL C:\JINNEE\JINNEE.APP
```

inserted in it. (In fact the path in which you have installed jinnee will be entered in place of C:\JINNEE\).

2.1.6 jinnee as an AV-Server

In order for programs to communicate with jinnee via the AV-protocol, which offers many benefits, the AVSERVER environmental variable must be set. To do this manually, using an ASCII text editor, add the following entry on the line following the #_SHL entry in MAGX.INF:

```
#_ENV AVSERVER=JINNEE
```

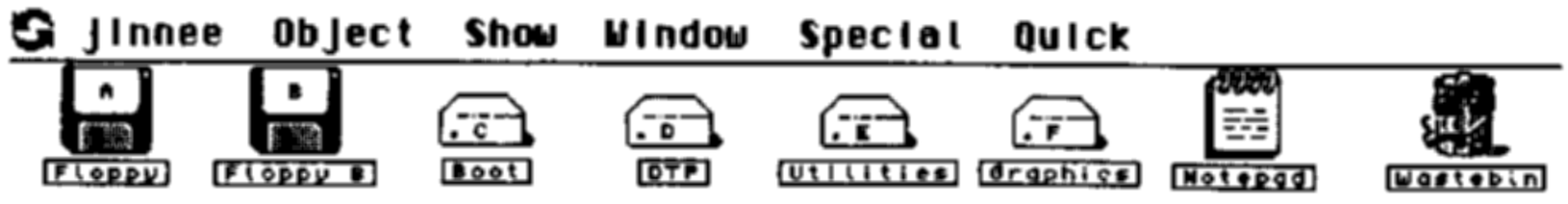
The SETUP program also offers the option to perform this task automatically.

2.2 Using jinnee

2.2.1 Standard desktop icons

Icons represent objects such as a device (in this text this term normally means a hard disk partition or a floppy drive), file, wastebin and so on. The first time jinnee is launched the desktop displays icons for each device, a notepad and the wastebin.

Icons can be selected using the mouse, moved around the desktop or between directories, and opened by double-clicking on them. Icons can be removed from the desktop by simply dragging them to the wastebin. Don't worry, the original files and folders are not deleted, just the icon. Files and folders can only be deleted from desktop windows.



If you have accidently removed a device icon or want to ensure the drive icons on the desktop match the devices available, select the **Find drives** entry in the **Object** menu, which will create icons for any devices missing from the desktop.

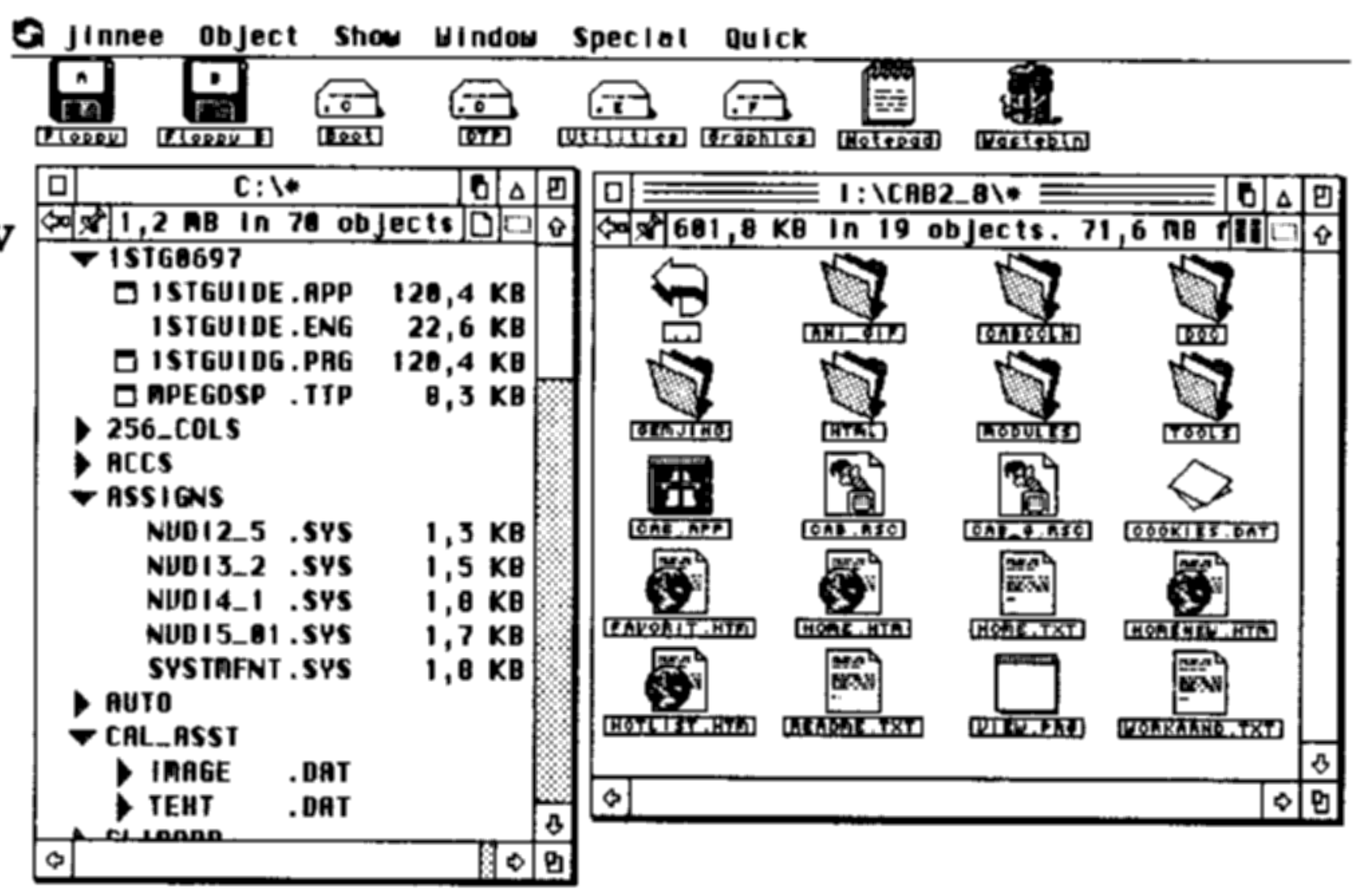
To assign icons to files or folders select the **Icon manager...** option in the **Special** menu. This launches **JIcons**, a separate program, which takes care of icon handling.

You will find more about this in section **3.6.4 Icon manager.**

2.2.2 Drive contents window display

Double-clicking on any drive icon opens a window to display its contents.

The info-line below the window title shows the number of objects contained in the window as well as the space they occupy on the drive. In addition the remaining free space on the drive is shown.



If only part of the info-line is visible it can be scrolled in real-time using a click-hold-drag action. On releasing the mouse button the info-line displays the left-most text again.

If any object/s inside the window are selected, the info-line displays the total number of objects selected along with the remaining free space the contents of folders are not taken into account.

In addition to the usual window gadgets several additional buttons have been added to the info-line:

 This button closes the window immediately. This avoids tedious stepping up through the directory tree when displaying the contents of deeply nested folders. The button appears only if **Window closer closes immediately** is *not* switched on in **Special > Settings... > Window**.

 This button switches to the directory level above the present one, or closes the window if you are already in the root directory of the drive. The button appears only if Window closer closes immediately is **not**switched on in Special > Settings... > Window.

 With this button you can pin down certain window settings to the current path, i.e. as soon as the path is entered the window will open again with exactly the same preferred settings. See **3.5.6 PIn...** for further details.

 This button adapts the window size to its contents to make them all visible without scrolling, where possible. The **Adapt** option in the **Window** menu performs the same function.

 and  Directories can be displayed as text or icons; both have advantages and disadvantages. For example, in text mode hundreds of files can be displayed along with their file size and date-stamps whereas in icon mode it's easy to display an overview of device contents and pick out individual objects. These buttons switch between these two modes.

Each of these info-line buttons can be individually displayed or hidden in the **Special > Settings... > Info-line** dialog.

The window contents can be navigated item by item (icon or text) using the cursor keys; holding down the **[Shift]** key moves the cursor a page at a time. The **[ClrHome]** key moves the cursor to the start and **[Shift]** + **[ClrHome]** moves the cursor to the end.

If the **Cursor keys move selection** option is active (crossed) in the **Special > Settings... > Autolocator** dialog you always have to press the **[Control]** key as well during scrolling, as the normal cursor keys move the cursor, i.e. the selection, to the next object and, if multiple objects are selected, deselects the others. If this option is inactive, the cursor keys behave like window scroll arrows and multiple object selections are retained; to temporarily switch to the opposite behaviour hold down the **[Control]** key during scrolling.

The typeface used for various objects can be freely selected. When using the

text display mode, jinnee, in addition to the filename, can also display the file **Length, Date, Time** and **File attributes**, as well as switch between **Multiple-** or **Single-column** display.

Selecting the relevant menu entries toggles their action a tick shows those that are active.

The various text window display options can all be selected in the **Show** menu (see section **3.4 The Show menu**).

Selections made with no window open on the desktop become the default for windows opened subsequently, though any window can be altered to suit your preferences once it has been opened.

2.2.3 Hierarchical folder display

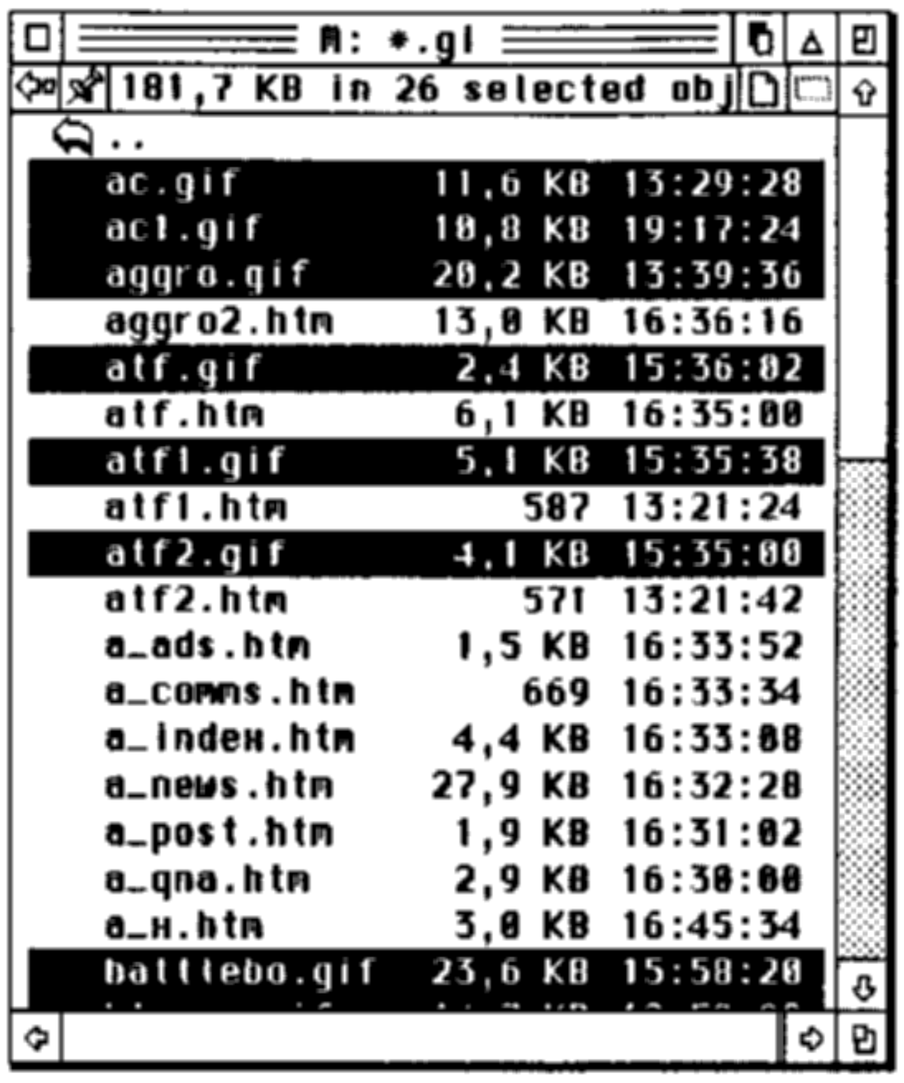
This feature, borrowed from the Mac Finder and only usable in the text mode, displays small triangles (or other user-definable mini-icons) to the left of each folder. These can be used to navigate subdirectories. Click on any right-facing triangle (or whatever mini-icon you have chosen to represent a closed folder) to pop open the folder, which will display its contents in the same window, indented below the folder name; at the same time the mini-icon changes to one denoting an open folder (by default a downward-pointing triangle). A click on this mini-icon closes the folder and hides its contents again.

Alternatively, the folders may be popped open with **[Control]** + **[Cursor-right]** and closed again with **[Control]** + **[Cursor-left]**; this process is made easier if **Cursor keys move selection** is switched on in **Special > Settings... > Autolocator**.

This function makes it easy to see what is contained in various sub-directories, and also to copy or move files in one window between different directory levels (nested folders).

To move/copy files via Drag&Drop to a popped open folder you must select the destination folder to drop the files onto using the cursor. Releasing the cursor over the entries in the destination folder does not work.

2.2.4 Autolocator



After successfully isolating the desired object pressing the **[Return]** key will launch a program, or open a folder or file. If the **'Return' acts only on first selected object** option in **Special > Settings... > Autolocator** is deselected (uncrossed) multiple objects can be opened furthermore, these objects remain selected after they have been opened and the window can still be scrolled.

Hit the **[Space bar]** to immediately clear the Autolocator entry ready to try again. Wildcards ("?" and "*") are supported, but note that the Autolocator matches objects with look-ahead it treats the entered string as if "*" was appended at its end unless it is terminated with a semicolon (" ;").

The semicolon ";" character can be used in the Autolocator to quickly locate an exact file match, ignoring objects with similar, but longer, filenames. Here's a couple of examples:

Inputting "*.TXT" may find, for instance: "TARGET.TXT", "AND_THIS.TXT3", "AND_EVEN.TXT.1" .

"*.TXT;" skips the .TXT3 and the .TXT.1 entries and only selects: TARGET.TXT.

Here's another example:

"FOLDER" may find: "FOLDER", "FOLDER_OTHER", "other folder", "FOLDER.BAK", "FOLDER2", "folder.mk2.BAK".

"FOLDER;" skips everything that has something after "FOLDER" and only selects: "FOLDER".

2.2.5 Window configuration

Selecting or deselecting **As Icons** in the **Show** menu switches between icon or text display mode (this can be done also by the buttons in the info-line as

described in section 2.2.2 **Drive contents window display**).

The typefaces used to display the icon or window text can be selected in the **Special > Settings... > Fonts** dialog. Clicking on each box containing the font name and size brings up the font-selector where replacement typefaces and sizes can be chosen.

When displaying windows containing dozens of objects it is sometimes useful to use the **Mask** option in the **Show** menu to hide unwanted objects so that they do not appear in the window. For example if you're looking for a program to launch you could enter a mask "*.PRG".

Refer to 3.4.2 **Mask...** for more information.

Objects are displayed in windows in a particular order depending on the settings in the **Show** menu. Files can be displayed sorted **By name, By type, By size, By date , Unsorted** or **Backwards** sorted as desired.

2.2.6 Window size management

Most desktops open windows to fixed sizes irrespective of the contents or the available space on the desktop. This typically means the window has to be manually resized or scrolled to view the contents. The **Adapt** option in the Window menu sizes the window to the smallest possible size which displays the entire contents. If the **Automatic adaptation** option in the **Show** menu is active (ticked) then on opening every window is automatically sized to suit its contents.

2.2.7 Long filenames

From MagiC 5 onwards, long filenames are supported on the Atari platform without additional software (MagiC Mac and MagiC PC have always supported long filenames). Naturally jinnee also supports long filenames, and adjusts the width of directory windows automatically to display the longest object entry.

Important!

Please remember many older programs do not support long filenames and this can lead to problems.

2.2.8 Launching GEM programs

GEM programs have file extenders "PRG" or "APP" and normally include

dialog boxes and a menu bar as their user interface. GEM programs can be launched from the desktop using the mouse by double left-clicking on the icon or text. In the **Special > Settings... > Mouse clicks** dialog you can arrange for the double-click to be simulated by another mouse action such as a single right-click, or a key combination.

As many desk accessories (extender "ACC") also run as GEM programs, you can launch them in jinnee like a normal program, or install them subsequently in the menu. Incidentally, deactivated desktop accessories, typically renamed with "ACX" file extenders, can also be launched from the desktop.

MagiC versions up to 4 run desktop accessories as normal GEM programs, which means they are not installed in the left-most menu alongside the desktop accessories installed at boot time.

With MagiC from version 4 onwards desk accessories are no longer launched as a program, but can be installed as accessories at any time; they will appear in the left-most menu with the other desk accessories and can be launched from there. If you select an accessory entry in the menu while holding down the [Control] key, then under MagiC the accessory will be unloaded again. (Note that this does not work with some accessories that hook deeply into the operating system, such as Harlekin, for instance unloading these will cause the computer to crash soon afterwards, necessitating a re-boot.)

Another way to launch programs involves dragging and dropping icons (or filenames in text display mode) onto each other usually referred to as a Drag&Drop action. For example, if you Drag&Drop a text file onto a text editor object (icon or filename), the editor will be launched displaying the file ready for editing. Behind the scenes jinnee passes the filename to the text editor as a parameter, which works so long as the application supports parameter passing most modern GEM programs do, so try it out for yourself.

You can learn more about starting programs and parameter passing in section **4.24 Special > Settings... > Program start.**

Programs can be launched using a keyboard combination specified in the **Applications** dialog accessed from the **Special** menu. Selected object/s in the currently topped (active) window are passed to the application so long as the **Pass selected objects** option in the **Applications** dialog is active.

Under MagiC it's also possible to Drag&Drop additional files onto the icons of currently running applications which support the AV-protocol VA_START

command which happily includes most modern GEM applications.
If you would like to be asked before parameters are passed, disallow parameter passing or set other program start options as follows:
To set global program start options refer to: **4.24 Special > Settings... > Program start.**

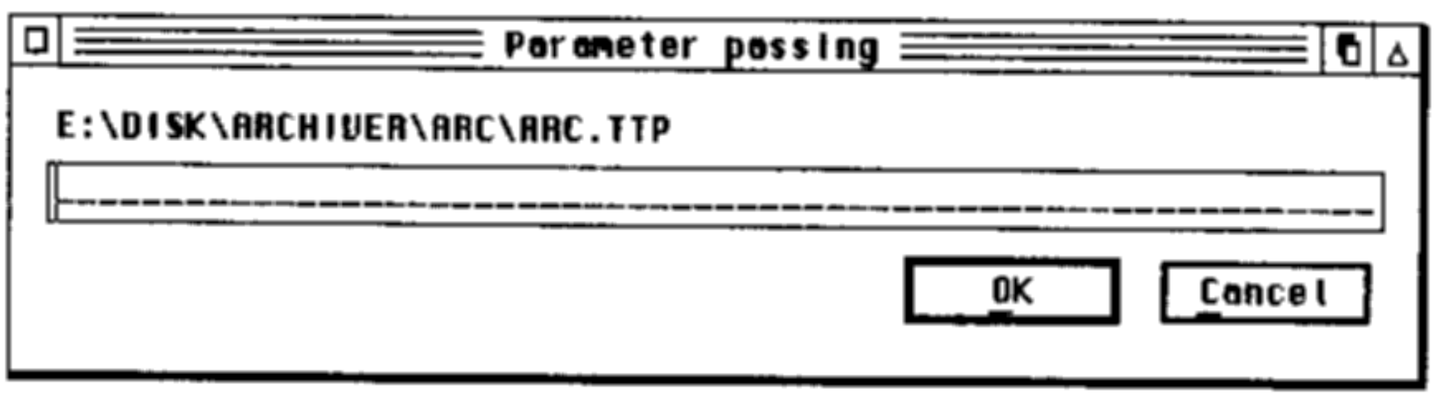
For application-specific start options refer to: **3.6.3 Special > Applications....**

2.2.9 Launching Mac programs

Under MagiC Mac you can launch Mac programs directly from jinnee. To do this the drives from which you wish to start Mac programs have to be entered in the **Mac programs on:** line of **Special > Settings... > Programs.**
Mac programs will be recognised on the corresponding installed drives and you can start them just like GEM programs with a double-click. jinnee then automatically switches over to the Mac-OS side and starts the program.

2.2.10 Launching TOS programs

Programs with the file extender "TOS" or "TTP" are TOS programs. Unlike GEM programs, which can output a combination of text and graphical objects, TOS programs only support input/output of text. TOS programs can be launched like GEM programs and in some cases can also be passed parameters. (Note that the TOS extender is also used for self-extracting archives where there is no input, nor any output to the screen while they are unpacking apart from possible error messages).
TOS programs are commonly used to convert files from one format to another and therefore expect the filename(s) to be passed as parameters. Such programs are typically the "TTP" (TOS Takes Parameters) variant.



On launching a TTP program jinnee displays this dialog box where parameters can be entered into the editable field.

The parameters entered into the editable field are passed to the program by jinnee. If you click on the command line the file selector will be displayed

and can be used to select a file which will be passed to the program.

TTP programs launched by Drag&Dropping are automatically passed parameters without user interaction unless the **Open TTP dialog box in Drag&Drop operations** option is active (crossed) in **Special > Settings... > General.**

2.2.11 Command line variables

jinnee mixes any command line variables with the additional parameters (objects) to create the final command line passed to the program. Without the command line the parameters are passed directly. Apart from this, parameters only play a role if they are referred to by variables.

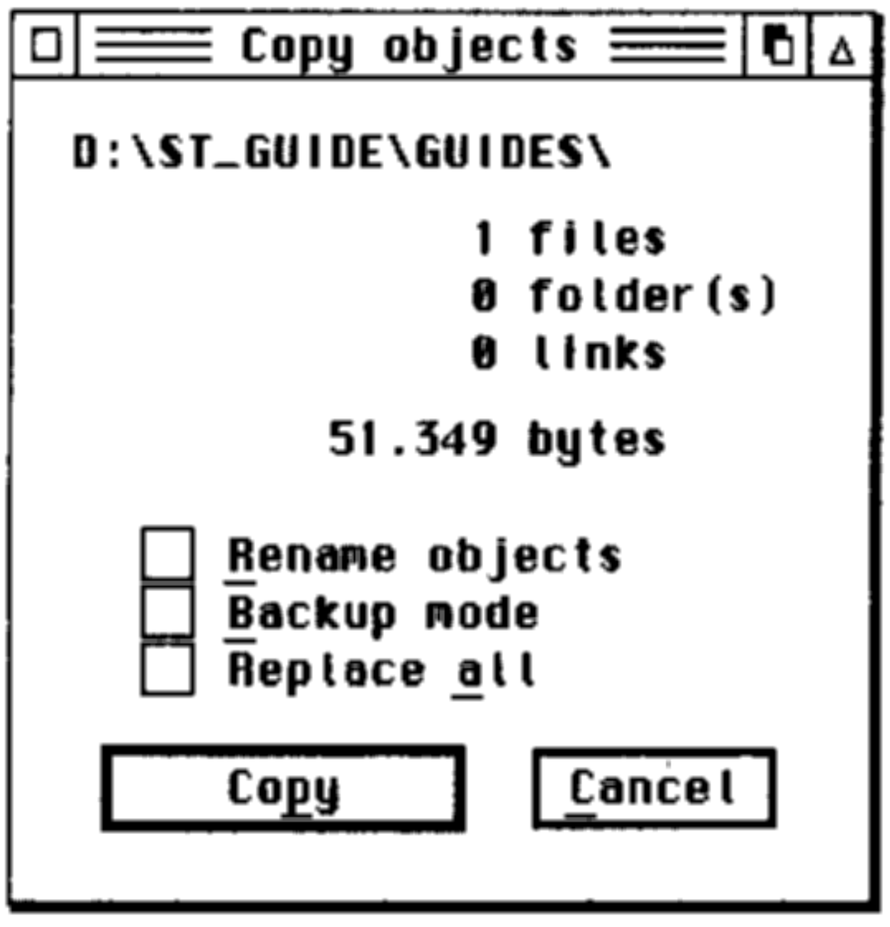
Some example variables are listed in the jinnee hypertext.

2.2.12 File copying

To copy a file simply Drag&Drop the file icon (or name in text mode) on the destination folder. It's possible to drag icons (or names) between windows to copy files to other paths. Folders and drives/partitions can also be dragged just like files. Check out the possibilities offered by jinnee spring-folders which make it easy to copy files to subdirectories. More details in section **2.3 Spring-folders.**

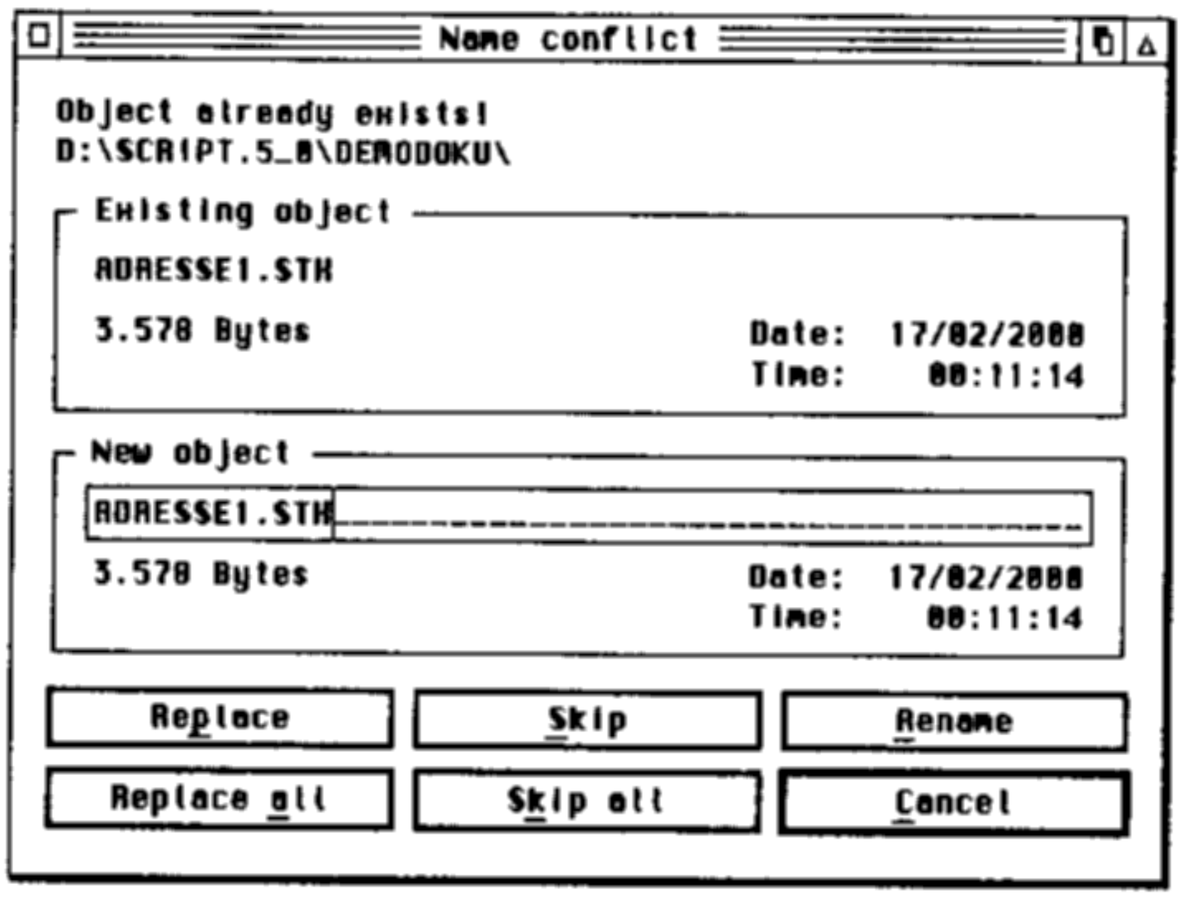
Before jinnee starts the actual copying process, a dialog box appears which details the number and size (in bytes) of files/folders to be copied along with other copy options which affect the way the copy operation is carried out.

A growing bar makes it easy to monitor the progress of the operation.



If a file of the same name is already present in the destination directory, the following dialog appears and offers various options to resolve the conflict:

This dialog appears if the destination path contains a file/folder with the same name as one being copied.



Rename

Enter a replacement name in the **New object** editable field and then select this button to rename individual files as they are copied to their destination. When copying several files at a time, or folders, you will have to enter a replacement name each time a conflict arises, or select one of the other options.

Replace

Select this option to overwrite a file in the destination path which has an identical name to the file being copied.

Skip

Select this option to skip over a file for which an identical file exists in the destination path (meaning that the file is *not* copied).

Skip all

No files with matching names will be copied to the destination.

Replace all

Select this option to overwrite all files in the destination path which have identical names to any of the files being copied without asking permission to overwrite each individual file.

When folder name conflicts are encountered, entire folders are not actually replaced; instead jinnee simply copies files from the source folder to the destination folder.

2.2.13 File moving

Often it is more convenient to move files/folders in a single operation instead of carrying out separate copy and delete actions. To move files hold down the **[Control]** key during Drag&Drop operations.

2.2.14 File copying with renaming

To rename files/folders during copy operations hold down the **[Alternate]** key. See also **2.2.15 Symbolic links.**

2.2.15 Symbolic links

Instead of moving a folder or file to another directory, you can leave it in place and create a symbolic link to it. A symbolic link (also called an "alias") is similar to a short file containing just a pointer to the original file or folder with its path, and so occupies minimum space on the disk. Its name will appear in italics in the destination directory window, both in text and in icon mode.

When a symbolic link is accessed (be it as a file or as a portion of a path) its destination will be read internally and its filename replaced with the real file. So clicking on a symbolic link object or using it in Drag&Drop operations gives the same result as if it had been applied to the original file entry.

Symbolic links are created when files are moved holding down the **[Shift]** + **[Alternate]** or **[Shift]** + **[Control]** key combinations.

If the **Create links with 'Alternate'** option in the **Special > Settings... > Copying** dialog is active (crossed) then only the **[Alternate]** key needs to be held down. However, with this option active, file copying with renaming using the **[Alternate]** key is no longer possible.

Symbolic links may be deleted by dragging the italicised entry to the wastebin (the file itself will not be deleted, just the link). Note that if the original object is deleted, or moved subsequently without setting up a new symbolic link, the link is no longer valid and is shown greyed out; such links may be cleared off the disk by dragging them to the 'real' wastebin.

2.2.16 File deletion

Files and folders are deleted by dragging them to the wastebin or by selecting the objects followed by the **Delete...** option in the **Object** menu. Before deletion begins a confirmation dialog is displayed.

If the confirmation dialog becomes annoying it can be turned off in the

Special > Settings... > Copying dialog.

Important!

With the confirmation dialogs turned off it's easy to accidentally delete important files/folders and it is not the recommended setting for beginners!

2.2.17 Recoverable wastebin

One way of avoiding accidentally deleting files/folders is to use a recoverable wastebin, from which they can be rescued and copied back to their original (or other) destination again if required. In that case, using the delete function no longer really deletes the files/folders; instead they are moved to a drive or folder where they collect until finally deleted or recovered. Because the files/folders are not actually deleted they still occupy hard disk space until the recoverable wastebin is emptied, which really clears the files off the disk once this happens they can no longer be restored, of course.

The path to the drive or folder used as the recoverable wastebin is set in the **Wastebin** edit field of **Special > Settings... > Paths**. By default the **Delete...** option in the **Object** menu (or **[Control]** + **[Delete]** keyboard shortcut) deletes the selected files/folders off the disk, but if the **Use with 'Delete...' menu item** option is active (crossed) in the **Paths** dialog then files/folders are moved to the recoverable wastebin instead.

After setting up a recoverable wastebin, use the Icon manager... from the Special menu to assign a suitable icon to the drive/folder and then place it on your desktop.

If **Show real wastebin** is active in the **Paths** dialog box then the normal, non-recoverable wastebin icon will also be shown on the desktop, so you can really delete files immediately by dragging them onto this icon.

2.2.18 KOBOLD

KOBOLD is a file copying program published by Application Systems Heidelberg. With suitable options set in **Special > Settings... > Kobold** jinnee can divert copy/move/delete operations directly to Kobold, which is usually faster than the desktop functions if many files are involved.

2.2.19 Special copy options

It is possible to simultaneously copy/move/delete files/folders from multiple windows or pass them as parameters to an application. Normal Drag&Drop operations affect the selected object/s in a single window. However if the **[Shift]** key is held down all selected objects in all windows will be affected.

2.2.20 Copying à la Windows

jinnee, like Windows95, can copy files between windows using the clipboard. First object names (not the actual object/s) are copied to the clipboard using **[Control] + [C]** or the **Copy** option in the **Object** menu. These objects can then be copied into any window using **[Control] + [V]** or the **Insert** option in the **Object** menu. The object names are stored in the clipboard using SCRAP.TXT. This file may well be overwritten if you use the clipboard with another application before copying the objects, in which case the copy operation will fail.

2.2.21 File display

The application/s used by jinnee to display files is set in the **Special > Applications...** dialog. The default viewer is the second entry and defaults to MGVIEW which is supplied with MagiC.

If a file is launched with the **[Alternate]** key held down this viewer is used to display it even if a specific application is installed to handle this filetype. If a file is launched and no application has been installed to display it the default viewer is used.

Additionally every installed application supports a number of file masks. If a matching file mask to display a file is found, this will be used in preference to the default viewer.

2.2.22 File/folder Icons on the desktop

You can drag files and folders from a directory window to the desktop where they will appear as icons irrespective of the original using a text or icon display. This is useful to provide access to the object even when the window has been closed. For example, if you drag an executable program from a

window to the desktop, its icon stays there after you let go of the mouse button, and remains accessible even after closing the window. A double-click (or other button combination set up in **Special > Settings... > Desktop**) on the icon launches the corresponding program.

The object can also be copied by dragging the desktop icon to the destination icon or window. In a similar way file/folder icons can also be placed on the desktop.

To remove icons from the desktop simply drag them to the wastebin. The original object will not be deleted!

Programs on the desktop can also be launched by dragging icons or filenames onto them. Refer to **2.2.8 Launching GEM programs** for more details.

To retain the icon layout on the desktop for use in future jinnee sessions use the **Save desktop...** option from the **Special** menu.

To locate the original directory for any desktop icon double- or right-click the mouse on the icon while holding down the **[Alternate]** key.

2.2.23 Object groups

No special provision for object groups is included in jinnee because the same functionality can be provided using symbolic links. To create a pseudo object group create a folder then create aliases of the desired objects by holding down the **[Shift]** + **[Alternate]** key combination when dragging the objects to the folder.

Important!

Under MagiC PC aliases only function when using drive containers.

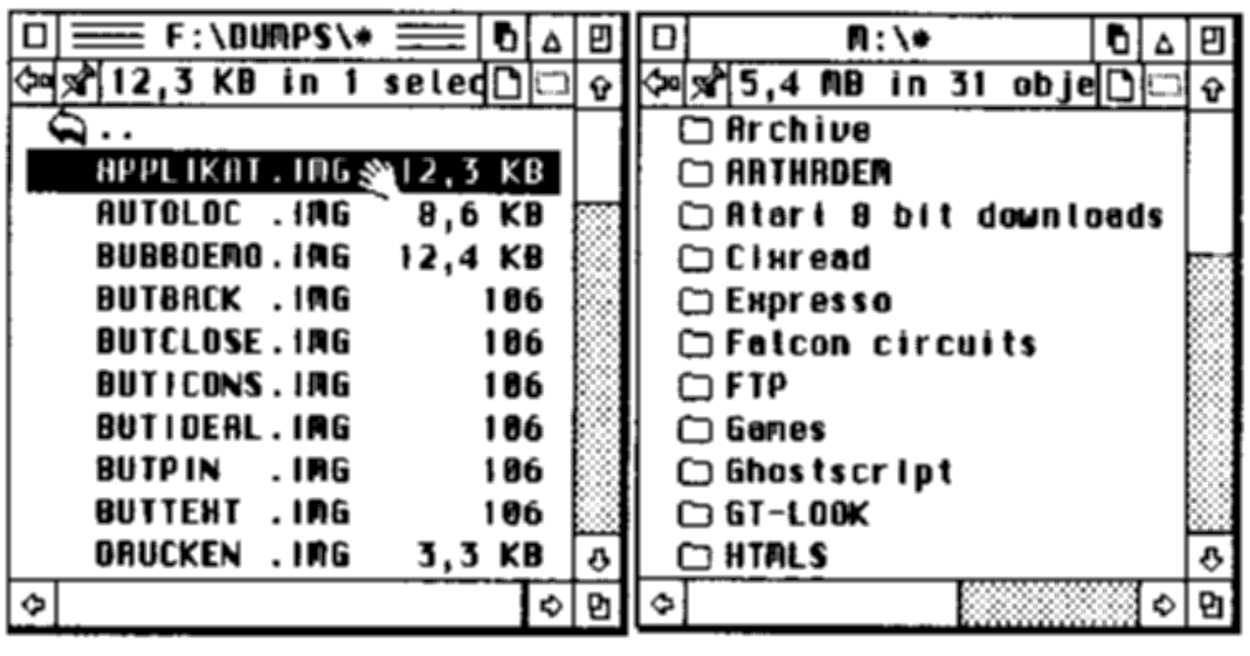
2.3 Spring-folders

Most of us organise our files into folders inside nested folders because this makes them easy to locate and manage. This hierarchical structure means data files are often located in different subdirectories inside different folders, often on different drives. The disadvantage of this structure is that in order to move files between subdirectories from the desktop requires repeated opening and closing of folders to locate the desired files. jinnee offers a solution, borrowed from Mac-OS8, called spring-folders, which

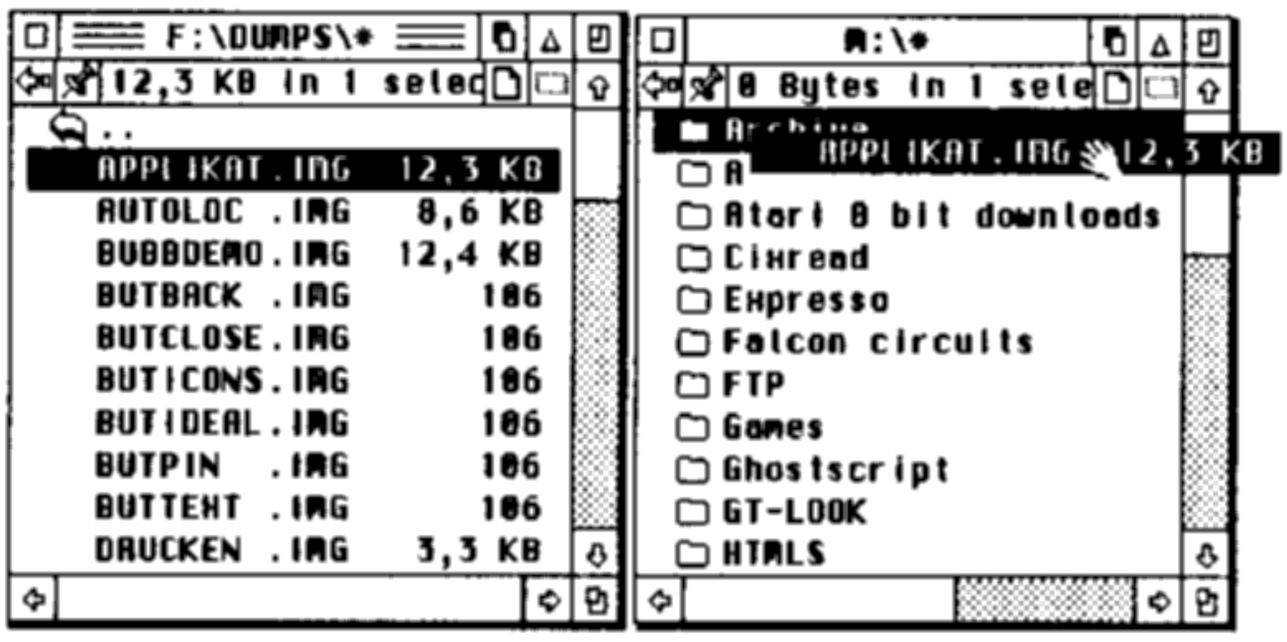
makes it possible to open subdirectories in a single mouse drag action!

Spring-folders are switched on by entering a value other than "0" for **Folders spring open after: x ms** at the bottom of the **Special > Settings... > Dragging** dialog, where you can also choose whether folders should open as popups (with text listings only) or, by activating the **Spring folder with real windows** option, as real directory windows (with icons or text entries). Once activated, dragging and holding an object over drives/folders will open windows to the drive/folder under the mouse cursor after the set time delay in milliseconds has elapsed.

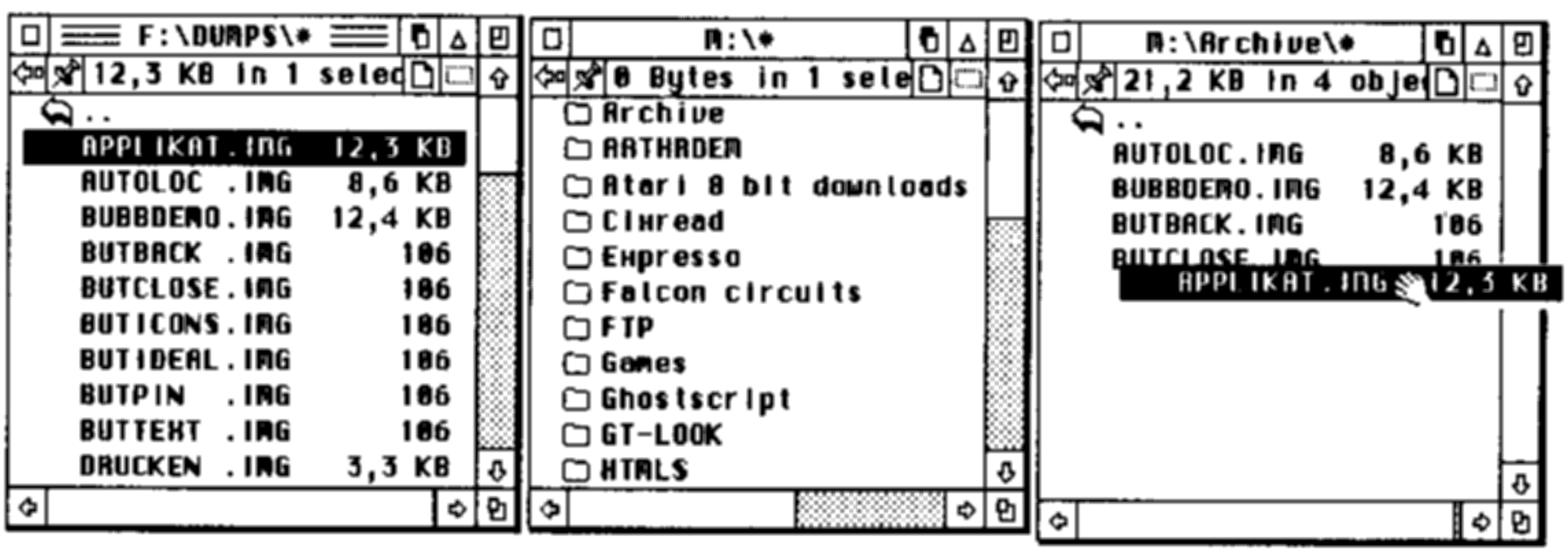
In the first illustration, the file APPLIKAT.IMG is dragged to the right window.



In the second illustration the mouse pauses over the "Archive" folder until a window opens.



The third illustration shows the opened Archive folder; if the folder contains other folders these can also be opened by pausing over them with the mouse until the target folder is reached, at which point releasing the mouse button starts the copy process.



If you find the automatic opening of folders disconcerting you can alternatively enter "**0 ms**" in the **Dragging** dialog which disables the auto opening option, but you can still continue to use spring-folders: After moving your selection over the destination folder so that it is selected, press any key, for example the **[Space bar]**, to open the folder.

After the copy operation has been completed any windows opened by the spring-folder action automatically close themselves again. If during a spring-folder drag action you would like a window to remain open, press the **[Tab]** key. Alternatively, the window opened last (the "destination" window) can always remain open by activating **Keep destination window open** in the above-named dialog box.

To abort the process press both mouse buttons or the **[Esc]** key useful for single button mouse users.

If you inadvertently open a folder, you can travel back up the directory tree to the parent folder by dragging over the ".." symbol, or move the mouse outside the destination window and pause until the window closes itself again.

In addition to folders in windows, the drag action can also use any folder or drive icon on the desktop.

If the destination window does not display its entire contents, move the mouse near the window border and jinnee will scroll automatically.

2.4 Notepad functions

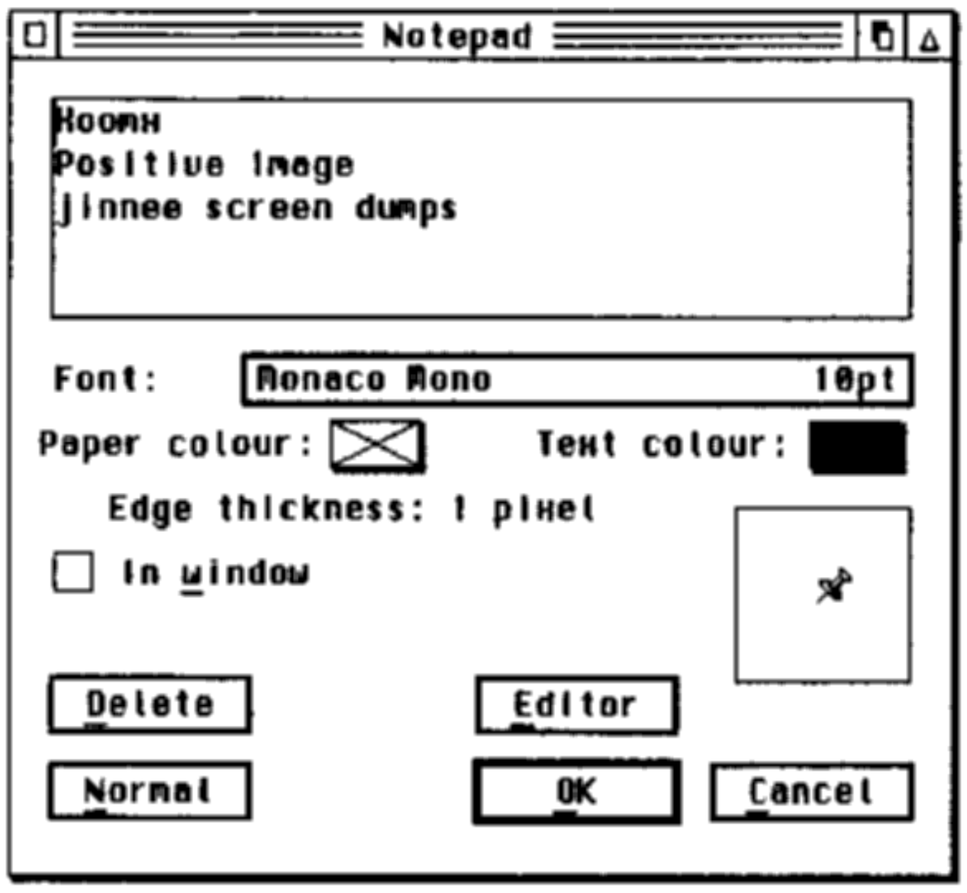
If you find your monitor and desktop covered in small sticky fluorescent notelets here's an environmentally friendly alternative. Using the notepad you can place reminder notes directly on your desktop, which offers other advantages:

- You can select any colour from the available palette
- They won't fly away when you open the door!

Now to the practical part: A desktop note is created by selecting the **Special > Notepad...** menu entry or, if the **Notepad Icon on desktop** option is active (crossed) in **Special > Settings... > Notepad**, by double-clicking on the desktop notepad icon.

If you have the EDITOBJC.SLB shared library installed, you can enter lots of

text in the upper area of the dialog box and the editable field automatically scrolls. Without EDITOBJC.SLB installed, up to five 40 character lines of text can be entered. If you need to enter more text you can use an external editor that is able to communicate with jinnee via the OLGA-protocol. More on this ability later...



Important!

EDITOBJC.SLB should only be used from MagiC 6 onwards because the MagiC 5.20 release unfortunately contains a minor error.

The dialog also lets you choose how the desktop note should look:

Font: This popup can be used to select the desired typeface which is to be used in the desktop notes.

Paper colour: This popup displays a palette from which the colour of the note "paper" background can be selected. The small white crossed box in the palette has a special function: It attempts to automatically select the nearest available colour in the active palette to the "real" pale yellow.

Text colour: This popup selects the text colour.

Edge thickness: This editable field sets the border thickness in pixels.

In window

Active (crossed): Notes are displayed on the desktop in true GEM windows rather than directly on the desktop, which allows them to be topped (i.e. placed "in front" of other windows).

Inactive: Notes are displayed directly on the desktop.

Map pin: The map pin can be dragged within its window to indicate which part of the note is pinned in position. This plays a role if the note text is changed later so that the size of the note itself changes as well. For example, adding text to a note pinned in the middle causes the note to grow in all four directions. Adding text to a note pinned in the top left corner causes the note to expand to the right and downwards.

Delete: The corresponding desktop note is deleted. This button is naturally not selectable until a note has been created.

Normal: This button save the current settings as the default settings which will be used for all subsequent desktop notes. The default settings are also changed if you exit the dialog without entering any text via the **OK** button. To permanently save the settings the desktop must still be saved.

OK: This button closes the dialog and updates the current note.

Cancel: This button closes the dialog without changing the current note. The content and position of desktop notes are immediately stored automatically (in a file called JINNEE.NOT), so you do not need to save any additional parameters before switching off the computer.

Editor: This button can be used to edit notes via an external text editor. This offers more flexible text entry and the convenience of a familiar working environment instead of the Notepad dialog.

To use this feature under a multitasking OS we recommend OLGA be installed, in which case the application opened depends on the file extender set in the OLGA-extension option in the **Special > Settings... > Notepad** dialog.

jinnee communicates with OLGA via the OLGA-manager. Using OLGA offers the advantage that notes on the desktop are updated immediately on saving the text in the text editor.

If OLGA is not installed, jinnee's default editor as installed in the **Special > Applications...** dialog is used instead, and changes to notes take effect after exiting the text editor.

Once created the desktop notes can be dragged in real-time using the mouse which makes it easy to see exactly where the note text ends up. If the note is released over a free area of the desktop the note is simply moved to the new position.

If the note is dragged onto a window or another application, jinnee attempts to communicate with this application via the Drag&Drop protocol. Normally this results in the note being inserted into the document.

Dragging a note onto a folder or into a jinnee directory window causes jinnee to save the note as an ASCII file called JNOTE.TXT.

Desktop notes can also be merged via Drag&Drop by dragging one note atop another. In the **Special > Settings... > Notepad** dialog you can restrict this to occur only when the [Shift] key is pressed by activating the **Merge notes with 'Shift'** checkbox.

Desktop notes dragged to the clipboard (normally C:\CLIPBRD\) are saved in the clipboard in a file called SCRAP.TXT, which can be pasted into other applications using the standard **[Control]** + **[V]** keyboard shortcut.

Drag&Drop operations also work in the opposite direction with other applications which support the Drag&Drop protocol. For example, Drag&Dropping a URL onto the jinnee desktop from CAB creates a note containing the URL.

To edit existing notes, double-click on the desired note and it will appear in the upper area of the Notepad dialog ready to edit.

To delete a note either drag it to the wastebin, or hold down the **[Control]** + **[Alternate]** keys and double-click on the note to be deleted.

Holding down **[Control]** when double-clicking on a note sends the text immediately to the installed OLGA text editor.

Note tags: For advanced users: The individual lines in the notes can be assigned different settings for, say, font and colour. This can be achieved directly in the text with the following "tags" , but be careful not to change their syntax:

- #F <font>: Use new font; <font> is ID or name
- #P <pt>: Use new font size; <pt> is size in points
- #C <color>: Use new text colour; <color> is index
  -1=pale yellow
- #Cent: Centre text lines
- #Left: Left-justify text lines

Tags are only recognised at the beginning of lines and must be placed on a line of their own. The tag entries are valid for all following lines. Exactly how tags are handled can be configured in the **Special > Settings... > Notepad** dialog.

2.5 Extra programs with jinnee

The jinnee distribution includes several optional extra programs in the EXTRAS folder. The installation of these programs is described in the accompanying documentation. One or two are standard desk accessories or GTP programs, but most will need copying to your auto-starting applications folder, from which they will be installed after rebooting the system.

Under MagiC the exact path of the auto-starting applications folder is specified in the editable ASCII file MAGX.INF, next to the #_APP-entry. By default it is:

C:\GEMSYS\MAGIC\START\

2.5.1 MENU3D

3-dimensional look to menus and sub-menus.

After launching MENU3D.PRG all menu bars and sub-menus adopt the 3D-look, where the operating system supports this feature.

This program is not required with MagiC 6 or later.

2.5.2 SYSSOUNDS

Window shading sound effect and different system ping.

SysSound only works if the XBIOS sound routines of the Falcon are available, otherwise this utility has no effect. It also works under MagiC Mac if the MSND.PRG/MACSOUND.PRG utility is installed, because this emulates the necessary routines.

SYSSOUND.PRG installs three system sounds one for the operating system Ping! and two for the MagiC window shading feature. To install SysSound, just copy the program together with the three sound sample files (PING.SMP, SHADE.SMP and UNSHADE.SMP) into the MAGIC\START folder. The samples have to be in 8-bit mono and play at 25KHz. If a sample is missing the corresponding routine will not be installed, which means you can leave out the ping or, if you're not running MagiC, the window shading samples.

2.5.3 POPFOLD

Older jinnee versions were accompanied by a program called "Pop Fold" that, when run, made double-clicks on the desktop display a popup menu showing all available drives and desktop objects. This could then be used to navigate the directory tree (opening drives, folders and launching applications). This program is no longer required by jinnee itself from version 2.0 onwards, as the popups are incorporated in it (though it may be needed by other programs that make use of its functions).

2.5.4 KeyWatch

Offers application-independent keyboard shortcuts.

After launching KEYWATCH.PRG, it monitors keyboard input for the **[Control]** + **[Alternate]** + **[key]** combinations and interprets these to launch applications installed in jinnee for these shortcuts even when jinnee is not the current foreground application.

For example, with CAB (the popular HTML browser) installed as an application under jinnee with the QuickStart key combination **[Control]** + **[Alternate]** + **[C]**, CAB can be launched at any time even if another application is topped.

3 The jinnee menus

3.1 The drop down menus

Most of the menu entries have keyboard shortcuts that allow menu items to be accessed by pressing a combination of keys instead of clicking on them. The ^ character represents the **[Control]** key and the upward-facing arrow the **[Shift]** key.

jinnee: Contains important copyright and version number details.

Object: Includes all file operations and output options.

Show: Configures how window contents are displayed.

Window: Operations which affect window display.

Special: Configures the jinnee user interface and sets global user options.

Quick: Offers a menu where applications can be included for easy access.

3.2 The "jinnee" menu

3.2.1 About jinnee...

The **About** dialog contains the version number, your registration details and the jinnee copyright information.

3.3 The "Object" menu

3.3.1 New object... ^N

Use this menu option to create a new object in the path of the topped window. A dialog appears where the name of the file or folder to be created can be entered.

3.3.2 Open ^O

This menu option opens the selected object/s in the top window. If no object is highlighted, any selected object/s on the desktop are opened instead.

The **Open** option has the same effect as double-clicking on an object. Multiple objects can be opened and, under MagiC, multiple programs can also be launched.

3.3.3 Information... ^I

A dialog displays detailed information about each selected drive, folder or file in the toped window. If no objects are selected in the top window a summary for that drive or partition is displayed instead. If no directory windows are open but desktop object/s are selected, information for each desktop object is displayed in turn.

The "Information" display for drives and folders includes **Details** and **Overview** buttons. The **Details** button causes jinnee to ascertain the total bytes, number of files, folders and links. This information is optional because it can take some time to calculate and if you just want to rename a folder this information is not required. The **Overview** button displays the total bytes, number of files, folders and links. Although this button is available for single objects, it only provides additional information if two or more objects are selected.

Folder Information:

A dialog displays detailed information about the selected folder/s in windows, including the folder name which is editable as well as date and time entries. By default these display the time/date-stamps the folder was last modified, but you can choose three different options from the popup (note that it depends on the file system in use whether this information is provided correctly):

- **Created Date/Time:** When the folder was created.
- **Modified Date/Time:** When the folder was last modified.
- **Accessed Date/Time:** When the folder was last accessed.

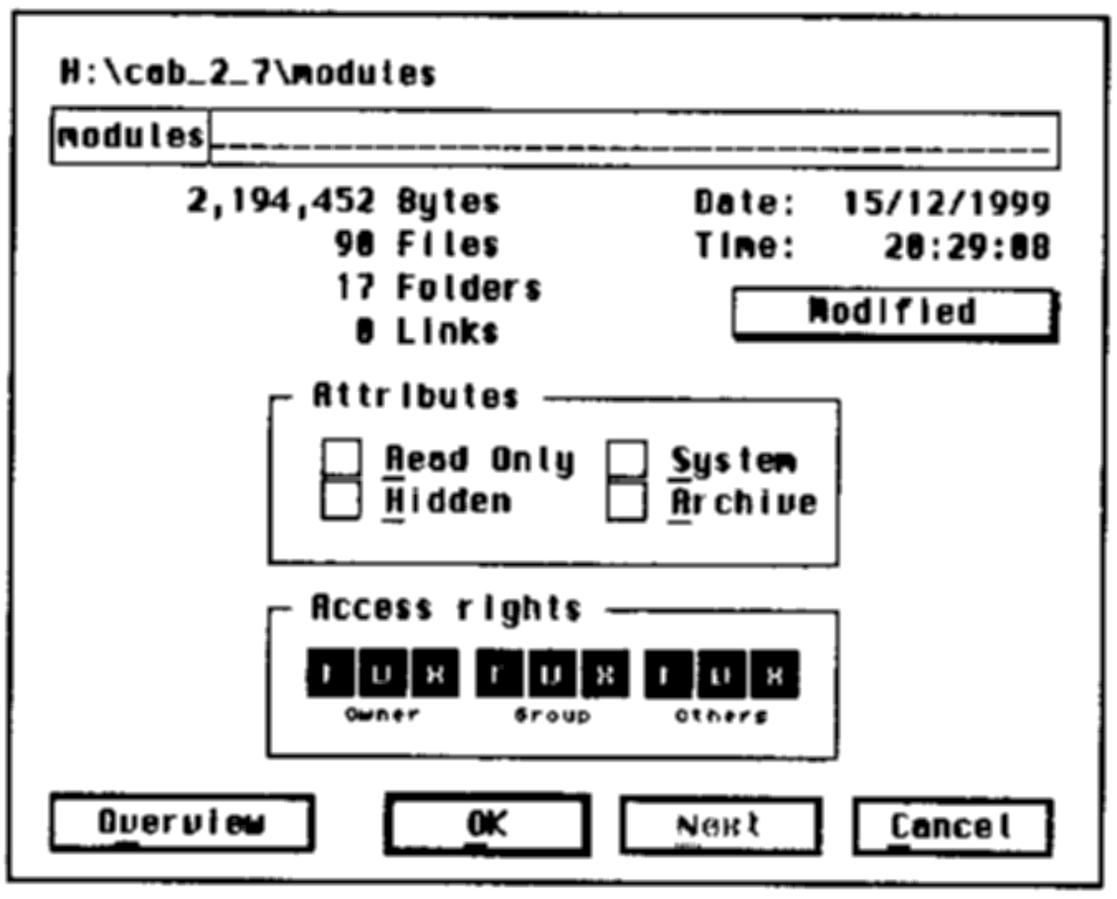
In addition, folder attributes and access rights are displayed. Whether these can be altered will again depend on the file system in use.

Details and **Overview** buttons are also provided. Select the **Details** button and jinnee ascertains the total bytes, number of files, subdirectories and links

contained inside the selected folder. This information is optional because it can take some time to calculate and if you just want to rename a folder this information is not required. The **Overview** button displays the total bytes, number of files, folders and links of the selected objects in a separate dialog. Although this button is available when a single folder is selected, it only provides additional information if two or more objects are selected.

File information:

A dialog displays detailed information about the selected file/s including the filename which is editable as well as date and time entries, for which you can choose three different modes from the popup (note that it depends on the file system in use whether this information is provided correctly):



- **Created Date/Time:** When the file was created.
- **Modified Date/Time:** When the file was last modified.
- **Accessed Date/Time:** When the file was last accessed.

The dialog also shows the file attributes:

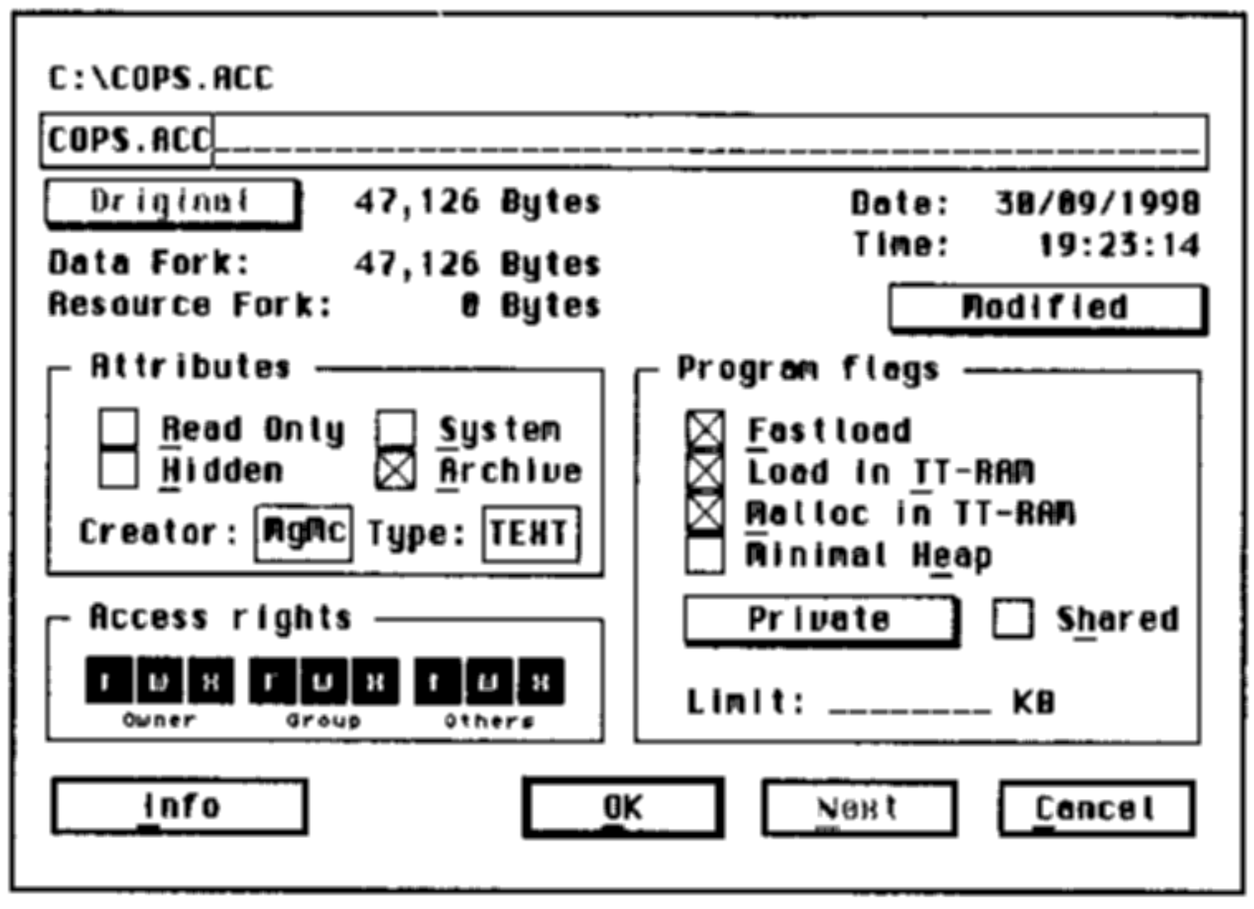
- **Read only**
- **Hidden**
- **Archive**
- **System**

and these may be set (box crossed) and cleared as desired.

Under MagiC Mac the **Creator** and **Type** can be edited as well, but only change these if you know what you're doing!

In addition, with suitable file systems the access rights of files can be displayed and manipulated; such file systems exist at present almost exclusively for MiNT. Set attributes are shown as selected (in inverse video). Clicking on a field to deselect it clears the corresponding bit.

Executable files can have their program flags and fastload bits modified, which determine how memory is used when launching programs:



Fastload: If this option is active (crossed) programs are loaded into memory faster. Almost all modern programs support this feature, so only disable it if you encounter problems.

Load in TTRAM: If this option is active (crossed) programs are loaded into the fast TT memory, where available.

Malloc in TTRAM: If this option is active (crossed) the memory allocation for programs is satisfied from fast TT memory, where available.

Minimal heap: This sets a given bit which is required, for instance, for development of Shared Libraries for MagiC 6. You should not set this bit for normal applications.

The following flags/options are only of interest to users of systems running MiNT:

- **Private**
- **Global**
- **Super**
- **Read only**
- **Shared option**

The **Limit** option can be used to reserve a fixed amount of memory for (mostly older) programs which try to grab the entire available memory when started, such as First Word Plus, Adimens, Signum!2, STAD, and so on.

An **Info** button is also provided which displays the total bytes, number of files, folder and links of the selected objects. Although this button is available when a single file is selected, it only provides additional information if two or more objects are selected.

Desktop icon information:

An icon normally has a text (its title) surrounded by a small box (the icon "flag" or "banner") below its image for identification. This text is usually the filename, but can be edited by selecting (highlighting) the object, then using the **Object>Information...** menu entry and entering the desired text on the **Title** line in the resulting dialog box. Some users prefer to remove the icon title text completely and naturally jinnee allows this: Simply press the **[Esc]** key to clear the edit line.

The icon title can be altered in various ways:

Font: The font used to display the icon title can be freely selected in **Special > Settings... > Fonts.** Vector fonts are supported.

Colour: The colour used to display the icon title can be selected from the available palette in the **Banner colour** popup in **Special > Settings... > Icons,** or alternatively the text can be displayed on a transparent background by selecting the small crossed square from the top left corner of the palette.

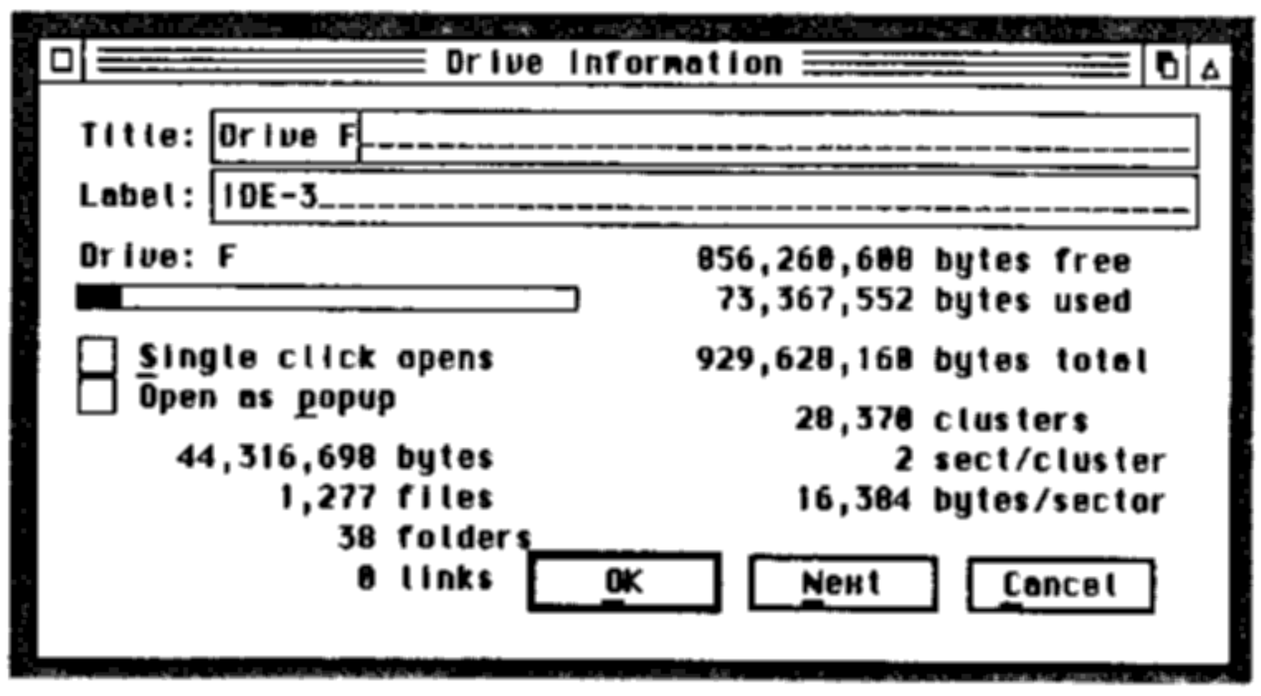
Size: The point size used to display the icon title can be freely selected in **Special > Settings... > Fonts.**

Frame: The size of the frame surrounding the icon title, along with an option to display the frame outline, can be specified in **Special > Settings... > Icons.**

The **Desktop Info** dialog also includes a **Single click opens** checkbox option enabling each desktop object to be opened with a single click, and **Open as popup** that makes drives and folder contents appear in a popup in place of a directory window; by holding down the **[Control]** key you can switch to the alternative display when opening.

Drive Information:

A dialog displays information about the selected device (drive or partition) including its icon **Title** and volume **Label**, which can both be edited or cleared as desired.



Select the **Detail** button and jinnee ascertains the total bytes, number of files, folders and links. This information is optional because it can take some time to calculate and if you just want to check how much remaining free space a drive has this information is not required.

If no drive icon is selected but a directory window is open, the drive dialog shows the information for the top window in this case the icon title cannot be edited because it's a window.

3.3.4 Copy ^C

Select this menu entry to copy the selected object/s in the top window to the clipboard. Object/s can be pasted into any destination directory using the **Object > Insert** menu entry.

Important!

The object names and not the objects themselves are copied to the clipboard to a file called SCRAP.TXT. If another application uses the clipboard **Copy/Move/Insert** options before you paste selected objects to their destination, the object names will be overwritten. The object information is stored in SCRAP.TXT as pure text, such as, say:

C:\JINNEE\DEFAULTS\

C:\JINNEE\JINNEE.APP

As editable ASCII these entries can be manually edited or pasted into applications using the standard clipboard functions.

3.3.5 Merge [Shift]^C

This menu entry works much like Copy, except that the paths and filenames will be appended to an existing list in the clipboard i.e. the previous SCRAP.TXT will not be deleted.

3.3.6 Insert ^V

Copies object/s previously stored in the clipboard using **Object > Copy** or **Object > Merge** (or placed there by another application) to the top window.

3.3.7 Delete... ^DEL

Deletes the selected object/s from the top window. If a path has been set for a recoverable wastebin under **Special > Settings... > Paths** and its **Use with 'Delete...' menu item** option is active (crossed), the object/s are moved to the recoverable wastebin instead of being permanently deleted. To permanently delete object/s in the recoverable wastebin select the **Special > Empty wastebin** menu option.

3.3.8 Select all ^A

All objects in the top window are selected. If no window is open all desktop objects are selected instead. A click in the window or on the desktop respectively deselects them once more.

3.3.9 Find... ^F

This menu entry calls a user-defined external search utility program. By default MGSEARCH, bundled with MagiC, is installed. Recommended external programs include:

- FINDER by Holger Weets
- SUJI by Daniel Höpfl

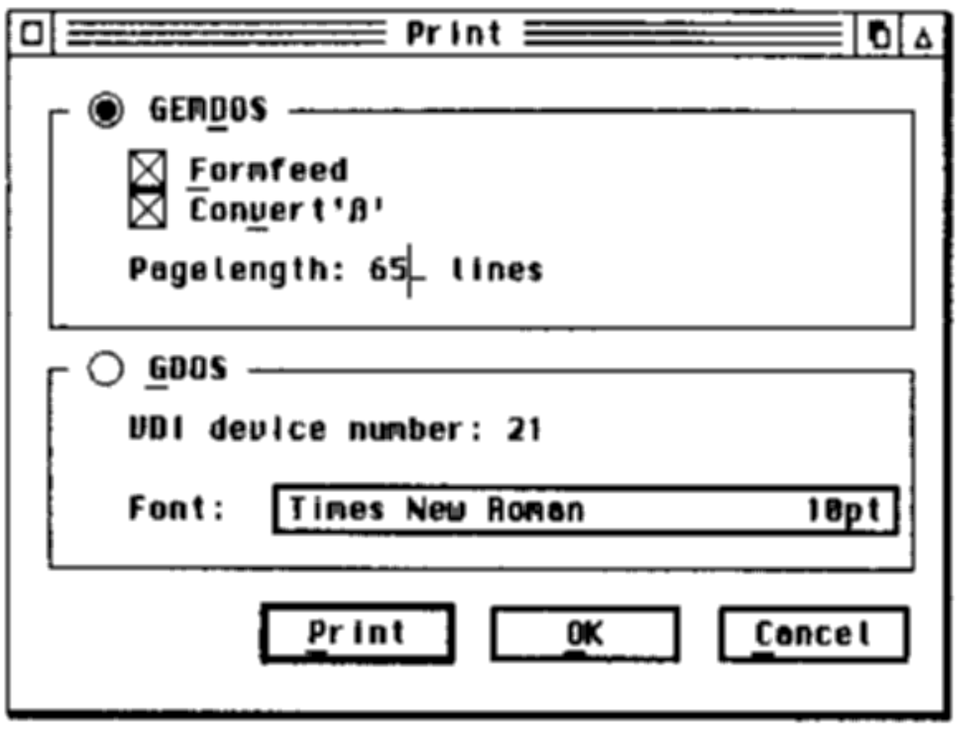
Searching begins on the selected drive, or the topped window. The search program can be specified in the **Special > Applications...** dialog: It's the third entry (Finder).

Important!

Unless you are using the standard TOS 8+3 character file system, "*.*" will no longer display all objects instead only files with at least one "." in its filename will be displayed; this means that something like README would not be found. So if you wish to find all files under systems supporting long filenames you have to input "*" instead, and for finding all files that start with "Image" you have to input "Image*" .

3.3.10 Print... ^P

Prints the contents of the top window, or all selected objects.



The filenames and path are passed. In the **Print** dialog you have the choice to output via **GEMDOS** or **GDOS** (NVDI).

GEMDOS

Characters are passed as ASCII codes to the printer. The following options are available:

Form feed: If this option is active (crossed) the printer will eject the last sheet after it is printed.

Convert ß characters: Unless this option is active (crossed) the "ß" characters in the Atari ASCII character set are likely to be substituted by a different character on output. This is because most fonts are designed for use on other platforms and have a different layout for characters above ASCII 127. Activating this option causes jinnee to substitute Atari "ß" characters so they appear as "ß" s on the printed output. This option is obviously of interest to anyone handling German text.

Page length in lines: Enter the number of lines in the editable field that will fit on a given page-size with your printer (this may have to be established by trial the first time you use it).

GDOS

If GDOS (NVDI) output is selected the page is passed to the specified GDOS device by entering its VDI device number in the editable field.

To check which device drivers are assigned to which VDI device numbers take a look at your ASSIGN.SYS in an ASCII text editor. ASSIGN.SYS normally resides in the root directory of your boot partition.

Font: Click on the large button to bring up the font selector, in which you can select the font to be used for output. Vector fonts are supported where available.

Print: Select **Print** to commence output.

OK: Exits the dialog and saves the settings without printing.

Cancel: Exits the dialog without printing or saving any changes.

3.3.11 Eject media ^Y

Select this option and jinnee tries, in the following order until successful, to:

- Eject the media from any selected drive/s.
- If no drives are selected, eject the medium from the drive to which the topped window belongs.
- Eject the disk from drive A: (this works only if supported by the hardware, e.g. under MagiC Mac).

3.3.12 Find drives

Searches for all drives/partitions that the operating system recognises and mounts icons for each drive on the desktop. Icons for any devices which are no longer mounted or recognised by the operating system are removed. Exceptions can be configured in **Special > Settings... > Drives.**

Note: When **Always show new drives** is activated in that **Drives** dialog, this menu entry will usually no longer need to be used.

3.3.13 Format...

Select this menu entry to format floppy disks. The MagiC utility MGFORMAT is called by default, which includes an option to clear a previously formatted disk which is much faster than re-formatting. Alternatively any other suitable utility can be configured to handle formatting operations in the **Special > Applications...** dialog. The fourth entry (Formatter) is devoted to format operations.

3.3.14 Quit ^Q

Select this option to exit jinnee. If jinnee is installed as the desktop under MagiC then jinnee will be immediately restarted.

3.3.15 Shutdown [ALT]+[SHIFT] Q

Select this option to close down the operating system and cleanly exit all running programs. This option should avoid any data loss which could occur if the computer is simply switched off. For a more detailed explanation of the shutdown procedure refer to the MagiC documentation. Selecting this option under MagiC Mac exits to the Mac Finder. Selecting this option under MagiC PC exits to the Windows desktop.

Under **Special > Settings... > Program start** you can choose whether or when the current jinnee settings are saved automatically.

MagiC's SHUTDOWN.PRG is used by default, though if you would prefer to use a suitable alternative program this can be configured in **Special > Settings... > Paths.**

3.4 The Show menu

If no window is open, any settings made in this menu are used as the default settings for any windows opened subsequently. Note that subdirectories will retain the settings of their parent directory if they are opened in the same window (i.e. when in the **Settings > Window** dialog you haven't activated **Open folders in a new window;** if this has been activated, holding down the **[Alternate]** key while opening a folder temporarily forces the opposite behaviour).

If a window is already opened, any settings made in this menu affect this window only other windows are not affected.

3.4.1 As Icons ^B

This menu entry toggles the display of the current directory window between icon and text display.

3.4.2 Mask... ^X

Masks provide a useful way to select which files are displayed in directory windows. For example, masks can be used to display all files beginning with "Sig" or all files with the "TXT" file extender.

To set a mask select **Show > Mask...** and the **Mask** dialog box appears.

There are several alternative options available:

- Enter a mask directly into the editable field.
- Single-click on the **Predefined mask** popup to select from any pre-defined masks; the selection made will be displayed in the editable field.
- Double-click on the popup menu, or hold down one of the modifier keys **[Shift]**, **[Control]** or **[Alternate]** while single-clicking on it; this will bring up a list showing all available file-types in the currently topped directory window. Any selection made from this will be displayed in the editable field.

Masks in the editable field can be added to the popup for future use by single-clicking on the **Predefined mask** popup and then selecting a free - **Set mask** - slot.

Entries can be removed from the popup menu by holding down the **[Control]** key and clicking on the entry to be removed.

Using the **Special > Save desktop...** option stores the pre-defined mask details for future use.

3.4.3 Filter [SHIFT]^F

This menu entry toggles the filter for the top directory window. If the filter is active, any objects specified in the **Special > Settings... > Filter** dialog are not displayed. In practice this option is primarily of interest to users of MagiC Mac and MagiC PC who allow MagiC to read Mac or PC directories directly. For example, under MagiC Mac files such as the Desktop DB or Appleshare PDS , and similarly under MagiC PC FINDER.DAT can can be filtered out.

If any files have been filtered out in an opened directory, this will be indicated by a small filter icon in the shape of a funnel in the info-line.

3.4.4 Hide [SHIFT]+[BACKSP]

Select this option to hide all non-selected objects in a window from display. This is particularly useful for large directories to ensure that individual

marked files are not separated by those of no interest, but are shown all of a piece one below the other. To restore hidden objects so they become visible again press the **[Esc]** key to re-read the directory, or activate **Hide** once more (either all or no files must be selected, which is automatically the case after the first application of the function).

3.4.5 Deselect folders ^.

This function deselects all currently selected folders in the topped directory window. This can be useful when one wants to select a given file with the autolocator, for instance, but there is unfortunately a folder with the same name or same starting characters in the same directory. Press **[Control]** + **[Point]** and the folder will be deselected.

The five items in the next section of the menu may be used in any desired combination. When switched on, a tick appears to the left of the menu entry.

3.4.6 Length ^L

Where the directory windows are displayed as text, this option additionally displays the file sizes after the filenames. A repeat selection switches the length display off again.

If **Special > Settings... > General** has the **Calculate folder size** checkbox active (crossed), the sizes of folders will also be shown; as this may take some time to calculate with large folders, it is best left switched off unless this information is required specifically.

3.4.7 Time ^Z

Where the directory windows are displayed as text, this option additionally displays the timestamp the time files were created or last modified. A repeat selection switches it off again.

3.4.8 Date ^D

Where the directory windows are displayed as text, this option additionally displays the date files were created. A repeat selection switches it off again.

3.4.9 Attributes ^R

Displays the file (and possibly folder) attributes, which have the following meanings:

a: Archive bit set

r: Read only

h: Hidden

s: System file

A repeat selection switches the attribute display off again.

3.4.10 Access rights ^J

The access right of a file or a folder are divided into three parts: “Owner”, “Group” and “Others” . The corresponding access rights depend on which user is currently active and who the file “belongs” to. To make the identification of the owner possible, it is obviously necessary to have a corresponding log-in mechanism and a suitable file system. Currently this is the case only on systems based on MiNT.The actual access rights are then further subdivided into “readable”, writable and “executable”.

With this menu entry the access rights can be displayed in text-mode directory windows. The whole thing is shown in the form **rwxrwxrwx**.The first three characters represent the rights of the owner, the next three characters the rights of the group and the last three characters the rights for all other users. Bits that are not set are identified by a hyphen “-” character.

The access rights can be altered in the **File Information** dialog or via the **Context menu**.

3.4.11 Automatic adaptation ^S

If this menu option is active (ticked) windows are automatically sized to suit their contents. Thus the desktop will not be covered unnecessarily by large white empty areas of directory windows which conceal other windows and the desktop. Nor will directories be opened as mini-windows where you can only see a couple of entries of, say, the five files present.

The factors taken into consideration are configured in **Special > Settings... > Window placement.**

3.4.12 Locate Intelligently

If this menu option is active (ticked) intelligent location algorithms are used to position windows on the desktop. The factors taken into consideration are configured in **Special > Settings... > Window placement**.

All the entries in the next portion of the menu have a tick in front of them when active, and with the exception of **Backwards** they are alternatives (selecting one deactivates the current setting). Any folders are always shown before files.

3.4.13 Single column

Where text display in directory windows is active, and the directory window is big enough, this option toggles between single- and multi-column display.

3.4.14 Unsorted ^1

This menu entry displays any folders followed by files in directory windows sorted in the "physical" order they were copied to that directory (though in this and the following five menu entries any folders are always shown before the files). This command is especially useful for checking the actual running order of files in the AUTO folder.

3.4.15 By name ^2

Displays any folders followed by files in directory windows sorted in alphabetical order by name.

3.4.16 By type ^3

Displays any folders followed by files in directory windows sorted by filetype, i.e. by folder/file extender.

3.4.17 By length ^4

If the **Calculate folder** size checkbox is active in **Special > Settings... > General**, this

menu option displays any folders, followed by files, in a directory window sorted by their size, so that the longest folder and file appears at the end of their part of the list. When this checkbox is not active, the folders will appear sorted in alphabetical order, followed by the files in size order.

3.4.18 By date ^5

Displays any folders followed by files in directory windows sorted by file date. The most recently created files are displayed at the start of the list. Files with the same date are additionally sorted by time.

3.4.19 Backwards ^6

When active (ticked) this menu option reverses the order folders followed by files are displayed in directory windows when sorted by any of the above criteria. This option is useful, for example, to display files **By date** in reverse order so the oldest files appear at the start of the directory listing.

3.5 The Window menu

3.5.1 Close ^U

Closes the topped window.

3.5.2 Close all [SHIFT]^U

Closes all windows.

3.5.3 Cycle windows ^W

This menu entry is useful to top windows in the background, especially if the window is completely obscured and cannot be directly clicked on. Repeated selection tops (brings to the foreground) each window in turn. Additionally holding down the **[Shift]** key reverses the order in which windows are topped.

The **Include AV client windows when cycling** option in the **Special > Settings... > Window**

dialog determines whether windows of other AV-aware applications are included when cycling windows.

3.5.4 Duplicate [SHIFT]^D

Creates and displays a copy of the top window, so both windows display the same directory.

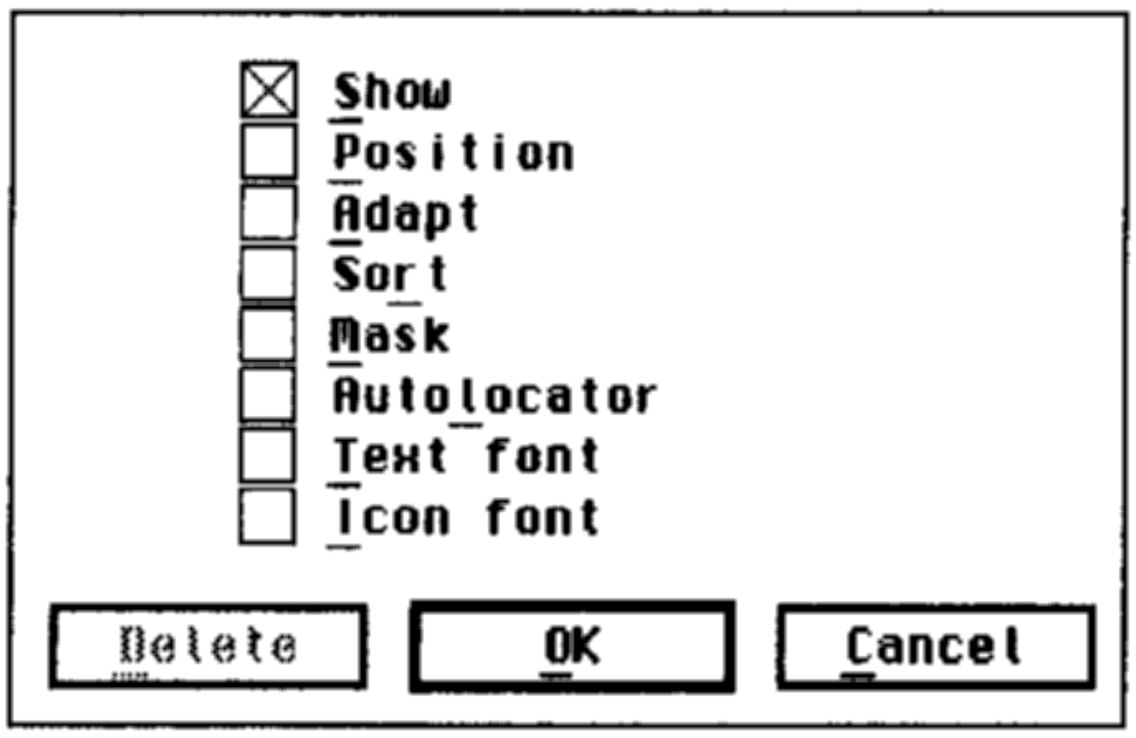
3.5.5 Adapt

The size of the top window is adjusted to display its contents.

3.5.6 Pin...

The **Pin window** dialog appears offering a selection of options which can be used to "pin" the window display irrespective of the global window settings. The settings for each fixed window are saved to a JINNEE.PIN file stored in the corresponding window directory, meaning that as soon as you return to the path the window will open with exactly the same settings.

The following options are available:



- **Show:** The settings of the menu entries **As Icons, Length, Time, Date, Attributes** and **Single column** will be saved.
- **Position:** Window position and scrolling will be saved.
- **Adapt:** The setting of **Automatic adaptation** will be saved.
- **Sort:** The set sort order will be saved.
- **Mask:** The currently displayed mask will be saved.
- **Autolocator:** Autolocator input will be saved.
- **Text font:** The font for the text mode display will be saved.
- **Icon font:** The font for the icon mode display will be saved.

If there is already an assignment for the current path that is no longer

wanted, it can be removed with the **Delete** button.

This dialog can also be displayed by clicking on the "Pin" icon in the window info-line, where displayed. Refer to **4.16 Special > Settings... > Info-line** for more details.

3.5.7 Folders size [SHIFT]^G

Establishes the space occupied by each folder displayed in the current directory window. This happens in parallel in a thread, i.e. while the sizes are being established you can continue working normally in jinnee. To use this function, the system must support MiNT threads.

This menu entry is inactive (greyed out) if **Length** is not switched on in the **Show** menu.

3.6 The Special menu

3.6.1 Context help... [HELP]

Selecting this menu entry or pressing the **[Help]** key displays ST-Guide loaded with the appropriate help page referring to what you were doing when you pressed the **[Help]** key this is called "context sensitive help".

For context sensitive help to function correctly ST-Guide must be installed and the file JINNEE.HYP must reside in the default ST-Guide hypertext folder usually a folder called GUIDES located on the root directory of the boot partition, though other locations can be specified for it in the "PATHS=" entry of ST-GUIDE.INF.

3.6.2 Settings... ^E

This menu entry displays the **Settings** dialog which can be used to configure almost every aspect of jinnee.

With a little experimentation you should be able to configure jinnee to suit your requirements. Options are grouped together to make them easier to find but don't give up if you can't find a particular setting immediately it's probably in there somewhere!

The left hand side of the dialog features a scrolling list in which you can select a function group that you would like to configure. Clicking on an item in the list brings up a suitable dialog for the group, where you can make the desired settings.

Because the **Settings** dialog box contains individual sub-dialogs, alterations are handled slightly differently to normal dialogs. Alterations are not only accepted by exiting the dialog via the **OK** button (which closes the dialog box, as usual) but also on switching between sub-dialogs. To undo any changes you must exit the dialog via the **Cancel** button without changing between sub-dialogs.

Select the Accept button to update changes immediately without leaving the Settings dialog the cursor changes to display a "thumbs up"g, confirming the changes have been adopted.

The individual setting and detailed explanations can be found in section **4 jinnee-configuration.**

3.6.3 Applications... ^T

This menu entry displays the Installed applications dialog which contains a list of **installed applications**. If a currently installed application is highlighted when selecting this menu entry then the corresponding entry in the list is automatically displayed. If an application which is not installed is highlighted an alert is displayed offering an option to install the application.

The first five entries have special significance as **Standard applications:**

1. **Text editor ("Editor"):** Used to edit text files. If a file is opened while the **[Control]** key is held down it will be displayed in the text editor.

2. **File viewer ("Viewer"):** Used to display all files for which there is no installed application. If a file is opened while the **[Alternate]** key is held down it will be displayed in the file viewer.

3. **File search program ("Finder"):** Normally the MagiC MGSEARCH utility is installed and can be used to search for files via the **Object > Find...** menu option. You should either open a directory window or select a drive beforehand to tell MGSEARCH where it should look for the file(s),

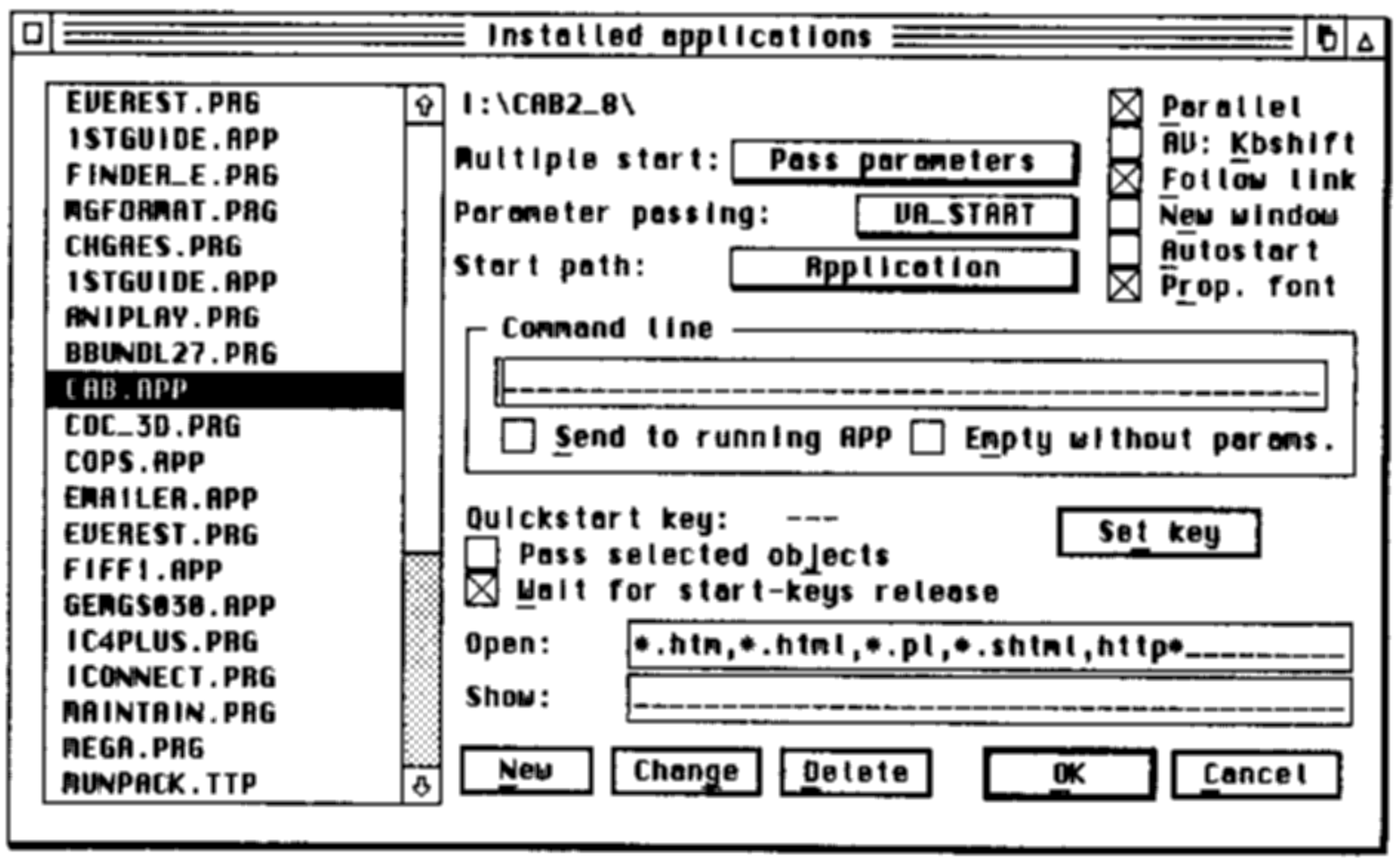
otherwise it will only search the first partition i.e. normally C:.

4. **Disk formatting program ("Formatter"):** Normally the MagiC MGFORMAT utility is installed and can be used to format and erase disks via the **Object > Format...** menu option.

5. **Resolution changing program ("ChangeRes"):** Normally the MagiC CHGRES program is installed and can be accessed via the **Special > Change resolution...** menu option.

Furthermore the following settings are available:

- Automatic launching of programs after starting jinnee.
- Key assignment to launch programs using specific key combinations.
- Assignment of file extenders to applications. On starting a file for which a file extender has been assigned jinnee launches the program and passes the filename as a parameter to the program.
- Command line assignment. For each installed program a command line can be assigned and passed to the program every time it is started.



The other options in the **Installed applications** dialog follow, starting with three popup menus:

Multiple start: This popup allows you to determine how jinnee proceeds if a program is already running. The options are:

Never: The same program is prevented from starting twice.

Ask: Displays an alert beforestarting the same program twice.

Pass parameters: In the case of a file launched from the desktop being installed for a program already running, its parameters will be passed to the running program rather then starting the same program again.

Start: The program can be started as many times as desired.

Parameter passing: This popup determines how parameters are handled if **Pass parameters** is the selected **Multiple start** popup menu option. Parameters can be passed via:

VA_START or

Drag&Drop.

None switches off parameter passing.

Start path: This popup determines which directory is set on starting this program. The choice is between the start directory of the:

Application,

First parameter or

Top window.

A series of five checkboxes follow:

Parallel

Active (crossed): Programs are started in parallel, commonly called multitasking.

Inactive: The installed program is started in Single-mode which may be required to run some, mostly older, programs such as Signum!2 or STAD.

Should you also wish to restrict the amount of memory used by the program (some tend to grab all available!) then you have to select (highlight) the program in the directory window, use **Object > Information...** to display the File information dialog and enter a value in its **Limit** field.

AV: Kbshift

Active (crossed): jinnee evaluates the key modifiers: **[Shift]**, **[Control]** and **[Alternate]** when the installed application is started via the AV-protocol.

Inactive: jinnee does not evaluate the key modifiers.

Follow link

If this option is active (crossed) all symbolic links before starting the program are cancelled and the path of the original is used instead. This is important when starting a program via a symbolic link where its RSC, INF or other required files are not located in that particular directory and you don't want to create extra links.

New window

Active (crossed): On exiting the program all open directory windows are updated. This is useful, for example, when using archive tools because the extracted files are immediately displayed without the need to refresh the window manually using the **[Esc]** key.

Inactive: Windows are not updated automatically.

Autostart

Active (crossed): The program is loaded automatically on starting jinnee.

Prop. font

Active (crossed): The application is displayed using a proportional system font. This option is only selectable if this feature is supported by the system.

Command line

This editable field is used to pass parameters (variables, place holders etc.) to the program when started.

For more details refer to the online help file.

Send to running APP

Active (crossed): Use the command line also while sending parameters via the AV-protocol if the program is already running and the **Multiple start: Pass parameters** option is selected.

Empty without params.

Active (crossed): The keyed in command line is only observed if parameters are also present, for example if files are Drag&Dropped onto the program icon or text object.

Inactive: An empty command line is passed to the program.

The next five dialog entries only appear for applications other than the five "standard" applications listed at the start of this section:

Quickstart key

Displays the keyboard combination which can be used to start the program. Select the Set key button to enter a Quickstart key combination. A dialog appears that invites you to enter the desired key/key combination. The **[Shift]**, **[Control]** and **[Alternate]** keys are supported. The **Differentiate 'Shift' keys** checkbox allows you to make a different assignment for the left and right **[Shift]** keys.

A mouse click clears an existing key assignment.

Important!

The Quickstart keys only work if the **Special > Quick-keys** menu option is active (ticked).

Pass selected objects

Active (crossed): Any selected objects are passed as parameters if a program is started using a Quickstart key combination.

Wait for start-keys release

Active (crossed): When using a quickstart key, the application is launched only when the modifier key is released.

Inactive: The application is launched immediately the quickstart key or combination is pressed.

Open

This editable text field is used to specify which files the program supports. Double-clicking on any of the specified filetypes from the desktop will start the program with the selected file passed as a parameter.

Normally entries consist of file extenders, for example: *.GIF,*.IMG,*.TIF etc. but it's also possible to enter more complex filemasks as desired, i.e. to also install programs for filenames starting with a given string etc.

Important!

Do not leave spaces between individual entries and use the comma "," character as a separator between multiple entries.

If a file extender is installed for more than one application, a popup appears when a matching file is clicked on from which the desired application can be selected.

Show

This editable field can be used to specify a program to display given filetypes. Double-clicking on a file that has the relevant extender from the desktop with the **[Alternate]** key held down displays the file in the installed application instead of the default installed "Viewer" program.

Across the bottom of the dialog is a row of five buttons:

New

Select this button to install a new program. The file selector appears in which you can choose the desired file. Alternatively a new program can be installed by highlighting the file in a desktop directory window or on the desktop and selecting the **Special > Applications...** menu entry; clicking on Yes in the confirmation dialog brings up the **Installed applications** dialog where you can select the desired options.

Change

The file selector is displayed ready to select a new application to adopt the current settings.

Delete: The selected application is removed from the list of installed applications.

OK: The dialog is closed and any changes made are retained.

Cancel: The dialog is closed and any changes made for the currently selected application are lost.

Installed applications are listed alphabetically beneath the first five default entries.

3.6.4 Icon manager... [SHIFT]^I

This menu entry is used to select which icons jinnee displays for the various devices, folders and files and these details are stored in a configuration file specified in the **Special > Settings... > Paths** dialog **Icons** editable field, ICONS.INF by default.

As soon as the menu entry is selected, jicons.prg starts up and three windows are displayed:

- **Entry**
- **Icons**
- **Mini-Icons**

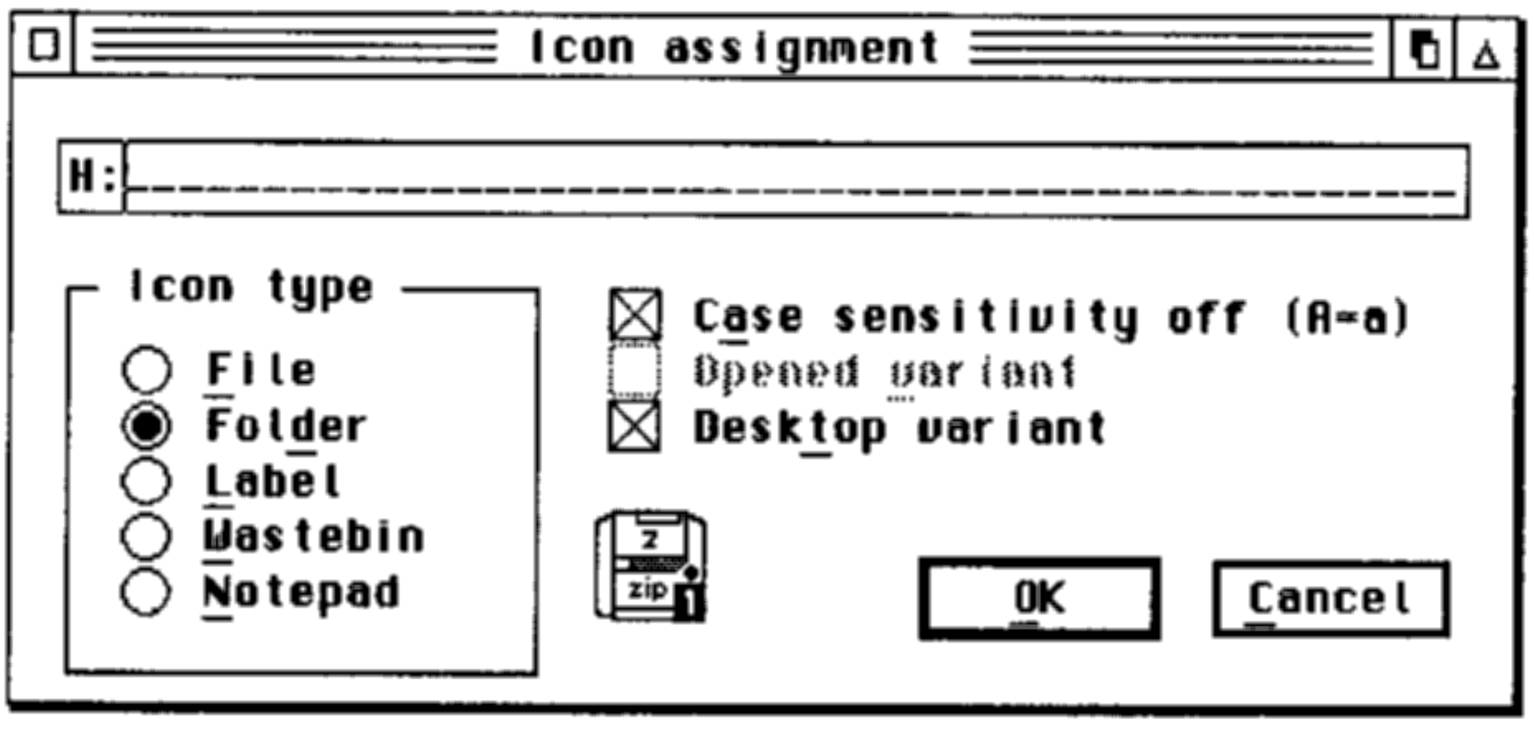
The **Mini-Icons** window displays all available mini-icons which are placed in front of objects when viewing directory windows in text mode.

The **Icons** window displays all available icons which are used to display desktop objects and in windows when viewed in icon mode.

The main **Entry** window contains a list of all the current icon assignments.

A new list entry can be added by double-clicking on any icon or mini-icon in any of the three windows, or by selecting the **Entry > New entry** menu item.

Drives are assigned as folders, with the device "name" being followed by a colon ":" character. Drive icons are only displayed on the desktop, so naturally the **Desktop variant** checkbox must be active (crossed).



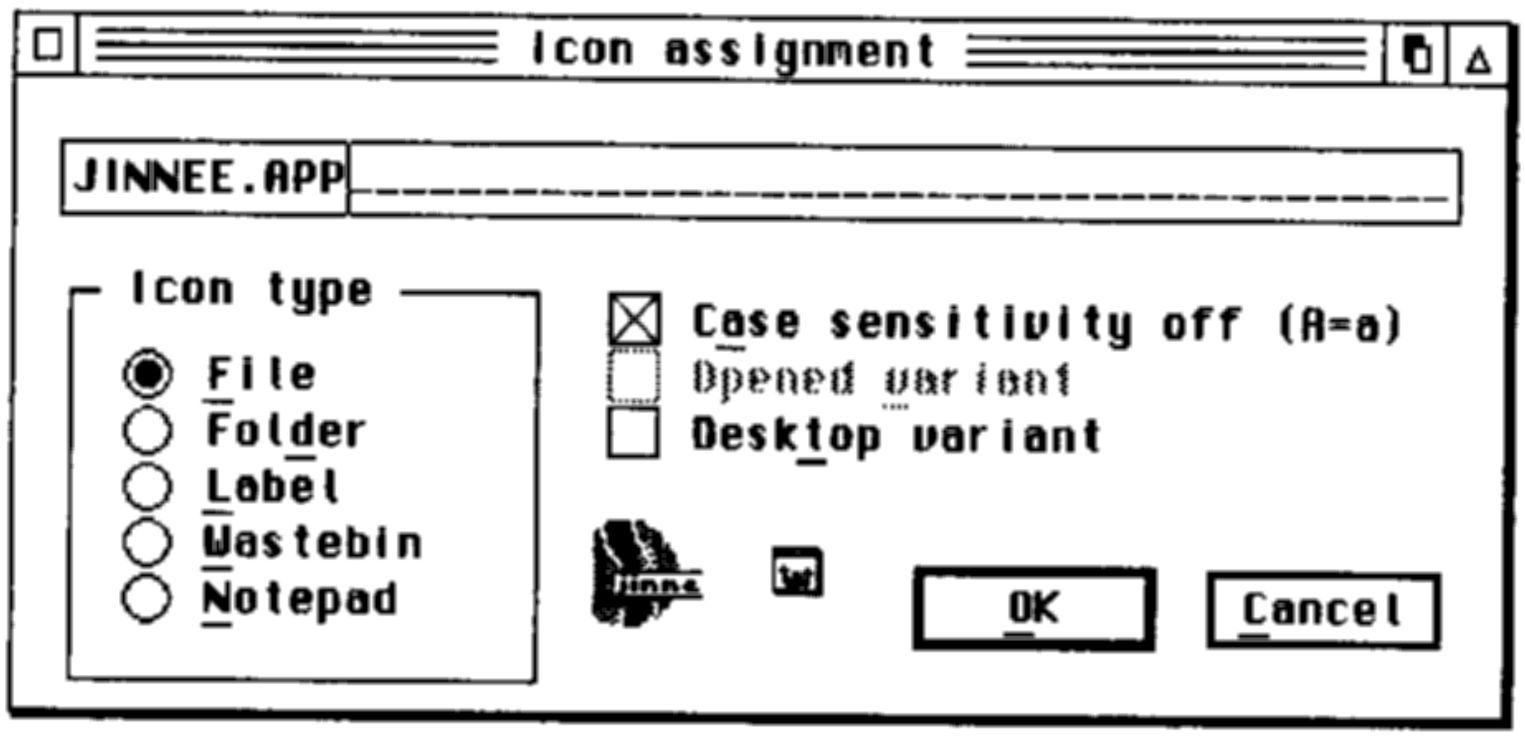
Make sure that the entry does not follow a wildcard entry ("*", "?") specific devices must be listed before the "?:" entry otherwise they will be ignored.

Individual items in the **Entries** window can be re-ordered easily with Drag&Drop operations. Simply click and drag on any entry to move it to a new position. If the window border is reached the window contents automatically scroll in the appropriate direction.

Icons are assigned to specific files using file masks, which may include wild cards. To do this double-click on any icon in any window and enter the desired file mask/s into the editable field.

Do not leave spaces between individual entries and use the comma , character as a separator between multiple entries.

The **Label** entry is intended for removable media, for instance. If you specify here the medium's name then the selected icon will be used automatically for this medium.



An existing entry can be edited by double-clicking on it, or deleted by highlighting the line and then using the **Entry > Delete** menu item or by pressing the **[Delete]** or **[Backspace]** key.

Existing entries can also be duplicated using the **Entry > Duplicate** menu option, or by holding the **[Shift]** key down and dragging any line to a new position.

The icon displayed for an existing entry can be changed by dragging a new icon from the **Icons** window onto the relevant line.

If you previously used a desktop which saves its folder and file icons in RSC file format, you can also use these icons with jinnee by copying the RSC file to the ICONS folder inside the JINNEE folder.

If you prefer to store your icons elsewhere, select the **INF-file > Locate RSC directory** menu entry and then set the desired path with the file selector.

jicons offers the following search functions:

Search for icon entry:

Double-click on any icon in one of the icon windows while holding a modifier key pressed down (**[Control]**, **[Alternate]** or **[Shift]**), and jicons will automatically jump to display the first entry for that icon already selected

in the **Entry** window list. If several entries are assigned, repeat the search action to find further entries.

Search for Icon entry by name:

As text is entered it is displayed in the info-line of the **Entry** window and jicons automatically selects the first icon entry containing the entered text. Pressing **[Tab]** moves between all matching entries, where more than one matching entry exists. Press **[Esc]** to clear the entered text.

If jicons finds an error in the INF file or in the associated RSC files, then besides displaying a brief warning alert it writes more details of the cause of the error to a file. This file will have the same name as the INF file but with the extender ERR.

The icons may be contained in various RSC files. In the **Icons** and **Mini-Icons** windows this is indicated by twin divider lines that include the name of the file. A double-click on one of the subdivided areas starts the RSC editor (perhaps Resource Master or Interface) that has been installed in jinnee as an application for RSC, in which you can edit (alter) the icons.

Note: It is best to leave the supplied RSCs unchanged and to use your own RSC files to add new icons, or to store any that have been altered. That way you can ensure that these new icons are not overwritten when the next jinnee update is installed.

3.6.5 Change resolution...

Providing you are working under MagiC, this menu entry permits you to change the current screeen resolution. Normally the program CHGRES.PRG will be started that allows simple ways of choosing between available resolutions, although it is possible to specify a different program (if available) in the **Special > Applications...** dialog.

3.6.6 Kobold ^K

If Kobold is installed, this menu entry provides a convenient way to toggle between Kobold and jinnee's normal copy operations.

3.6.7 Backup mode ^M

This menu entry offers the option to skip over files in the destination directory with the same filename and same or newer date-stamp during copy operations. When active (crossed) only files which have changed are copied, which can speed backup operations considerably.

Important!

Make sure the system time and date are set correctly before activating this option!

3.6.8 Quick-keys [SHIFT]^S

This menu entry provides a convenient way to toggle on/off the Quick-key keyboard shortcuts for launching applications. This is useful if you have installed applications assigned to single keyboard characters (i.e. used without a **[Shift]**, **[Control]** or **[Alternate]** modifier key) but want to continue using the Autolocator function.

This menu entry affects both shortcuts assigned to installed applications and to programs installed in the **Special > Settings... > Quick-keys** dialog.

3.6.9 Load desktop...

This menu entry can be used to load a jinnee configuration file at any time, using the file selector to locate the relevant file. On loading, the current desktop configuration is replaced and so all active settings are lost.

3.6.10 Save desktop...

jinnee saves the current configuration. The file selector is displayed and can be used to specify the path and name of the configuration file, JINNEE.INF by default.

If you regularly work in more than one resolution or colour depth you can configure jinnee to load different configuration files for each resolution automatically on starting. This works by saving a configuration file with a specific filename as follows:

- **x** for the horizontal resolution in pixels
- **y** for the vertical resolution in pixels
- **p** for the colour depth (number of bitplanes).

On starting, jinnee looks for configuration files in a fixed priority order as follows:

- A file in the format "xy.Ip"
- File in the format "xy.INF"
- File in the format "JINNEE.Ip"
- File in the format "JINNEE.INF"

Here's a few examples:

- 640x400 resolution (ST-high) in two colours (1 bitplane): 640400.I1
- 640x200 resolution (ST-medium) in four colours (2 bitplanes): 640200.I2
- 640x480 resolution in 16 colours (4 bitplanes): 640480.I4
- 1024x768 resolution in 256 colours (8 bitplanes): 1024768.I8
- 800x600 resolution in 32k (TrueColor) colours (16 bitplanes): 800600.I16
- 640x480 resolution in 16.7 million colours (24 bitplanes): 640480.I24

3.6.11 Notepad... [SHIFT]^N

Displays the Notepad dialog ready to enter a desktop note, which can then be placed on the desktop. Refer to **2.4 Notepad functions** for more details.

3.6.12 Empty wastebin

This menu entry will permanently delete the contents of a recoverable wastebin that was configured in **Special > Settings... > Paths.**

3.6.13 GEMScript... ^G

jinnee is an application-independent GEMScript server. Select this menu entry to begin such a recording. All operations in other applications that are record-capable will be recorded, and subsequently can be replayed as desired.

For more information about the GEMScript protocol refer to the **Atari**

GEMSCRIPT-protocol documentation (Freeware).

jinnee can be controlled in various ways using GEMScript commands (refer to **JIN_GSCR.TXT**), but is currently not record-capable.

If you're interested in controlling applications using GEMScript take a look at **Scripter**, programmed by Holger Weets, and available from Atari Workshop.

3.7 The Quick menu

This menu is initially empty until user-configured. The menu may contain:

- A list of programs which can be started directly by selecting the corresponding menu entry.

- Files or folders that can be opened by selecting their menu entry.

Entries are added to the **Quick** menu using the **Special > Settings... > Quick-keys** dialog. Each entry includes a checkbox at far right which, when active (crossed), includes the object in the **Quick** menu.

4 jinnee configuration

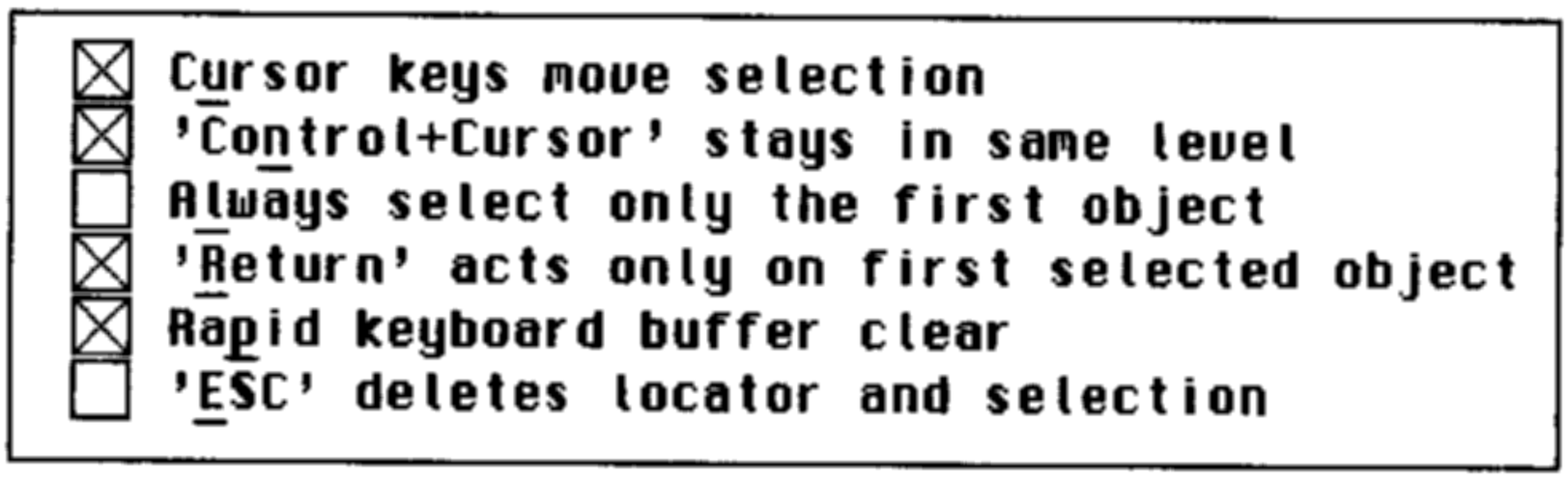
Here follow the details of all the settings for each entry listed in the **Special > Settings...** dialog.

With checkboxes, an option is activated by clicking on it, or using the keyboard shortcut (underlined letter together with **[Alternate]**) so that it carries a cross. Where there is no separate description for the inactive (uncrossed) state, it will be the opposite of the active one.

The round radio buttons allow only one alternative to be selected from the group. Popups, too, permit only one of the available options to be chosen.

For clarity, the illustrations in the following pages only show the relevant part of the sub-dialogs that apply to each function, instead of the complete **Special>Settings...** dialog.

4.1 Settings... > Autolocator



Cursor keys move selection

Active (crossed): The cursor keys move the selection cursor around windows highlighting one object at a time as it travels; if more than one object has been selected then the cursor will move to the object adjacent to the first one and the remaining objects will be deselected.

Inactive: The cursor keys behave like window scroll arrows and multiple object selections are retained; to temporarily switch to the opposite behaviour hold down the **[Control]** key during scrolling.

'Control+Cursor' stays in same level

Active (crossed): In a window that includes popped open folders, jinnee tries to remain at the same directory level on which the cursor is located. This only functions for popped open folders and if the **Cursor keys move** selection option is active (crossed). The aim is to prevent branching

deeper into the directory tree if the adjacent item is at a lower level the cursor will skip over it to the next item at the same level.

Always select the first object

Active (crossed): Only the first object which matches the search string is selected.

Inactive: All matching objects are selected.

'Return' acts only on first selected object

Active (crossed): If more than one object is selected only the first will be opened.

Inactive: All selected objects will be opened.

Important!

The **Object > Open** menu entry always opens all selected objects this setting is ignored.

Rapid keyboard buffer clear

Active (crossed): In most cases this option prevents the "cursor overrun" problem, which causes the cursor to continue scrolling after letting go of the key. If setting this option causes unwanted side effects disable it.

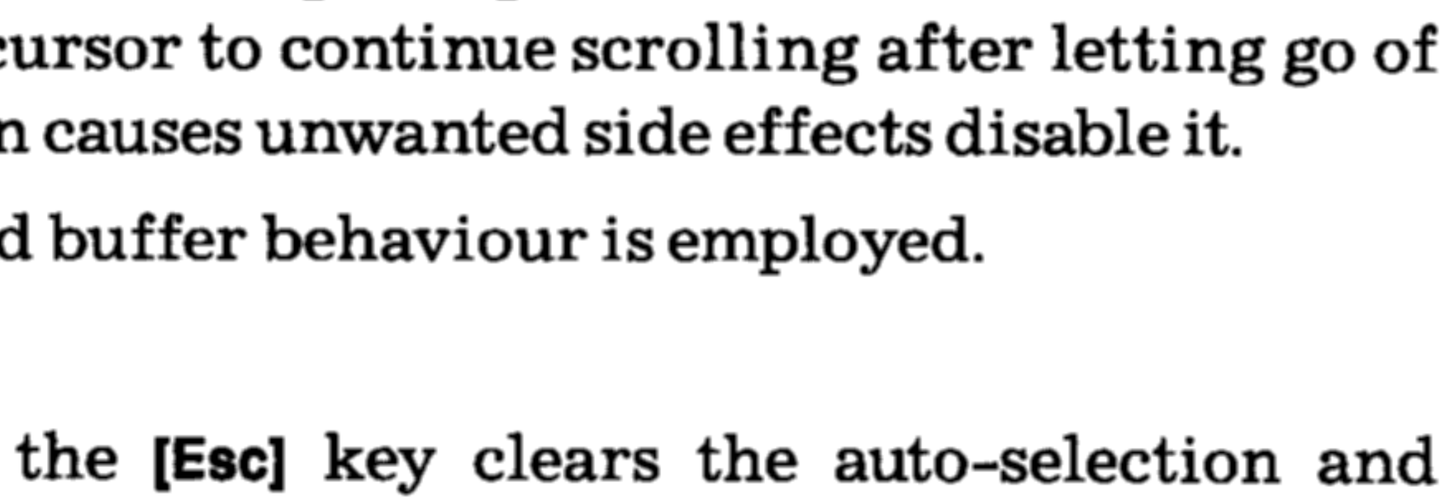
Inactive: Standard keyboard buffer behaviour is employed.

'Esc' deletes locator and selection

Active (crossed): Pressing the **[Esc]** key clears the auto-selection and re-reads the directory at the same time.

Inactive: The **[Esc]** key behaves normally it re-reads the directory while the auto-selection entry can be cleared with the **[Space bar]**.

4.2 Settings... > Background operation



This dialog contains all the settings which affect how jinnee handles background operations:

Background windows remain active

Active (crossed): Background windows react to mouse-clicks in the same way as in a topped window.

Inactive: Background windows can be operated in the background using the right mouse button.

Single-click in background operations

One of the following options can be selected to detemine how a single mouse click on a background window is handled:

Execute in the background

The window remains in the background, any object clicked on is selected.

Top window

A single click on a background tops the corresponding window, any object clicked on is not selected.

Top window and execute

A single click on a background tops the corresponding window, any object clicked on is selected.

Deselect in background

Active (crossed): Clicking on a clear part of a background window containing any selected object/s deselects everything and then tops the window.

Inactive: The background window is topped and the object/s remain selected. A second click in the now topped window deselects everything.

Top window with right mouse button

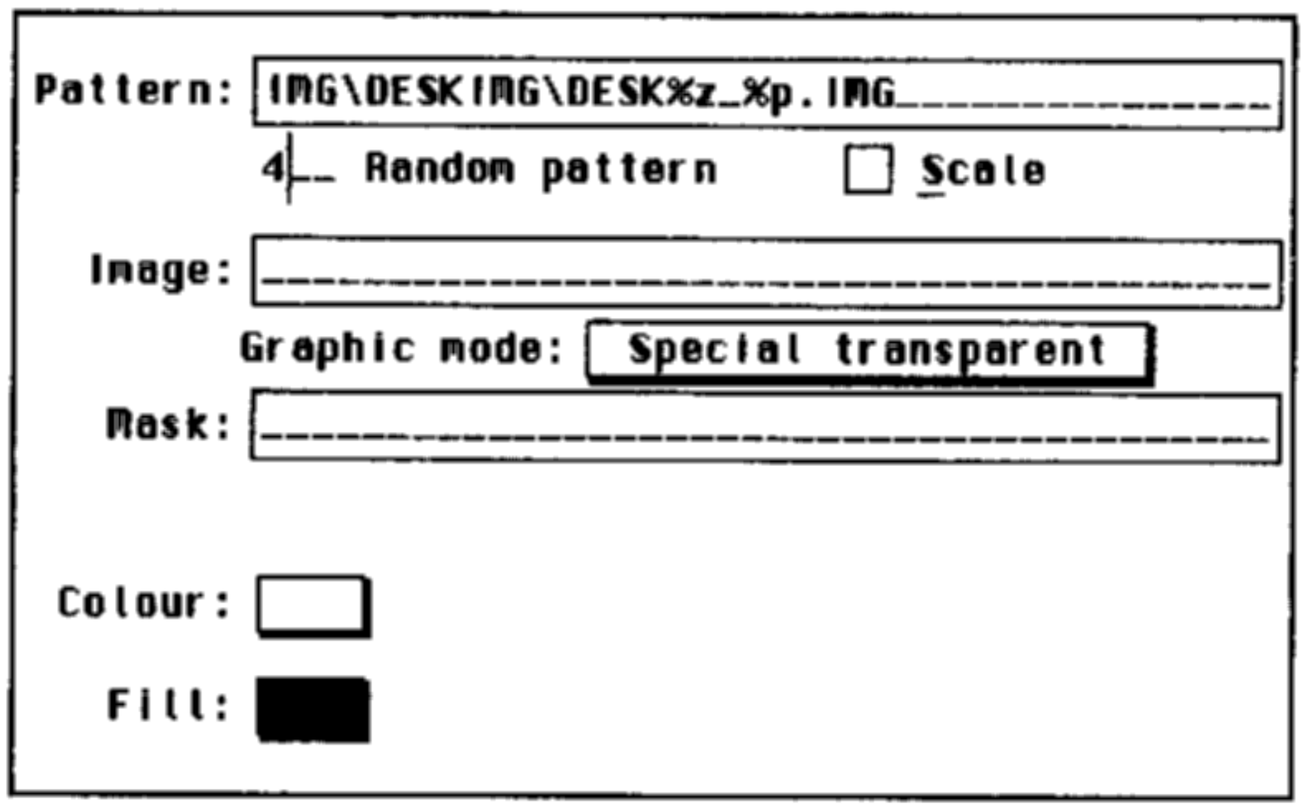
Active (crossed): A right mouse click anywhere on a background window tops it. In this case, provided **Background windows remain active** is switched on (crossed), a right mouse click is not interpreted in the way selected in **Special > Settings... > Mouse clicks** (though if this should be off, any right mouse button actions are carried out in the background).

Inactive: A right mouse click in a background window is interpreted as whatever has been selected in **Special > Settings... > Mouse clicks.**

4.3 Settings... > Background: Desktop

You can customise your desktop background with combinations of the following options:

- **Pattern:** An image tiled to fill the desktop.
- **Image:** An image can be placed centrally on the desktop.
- **Colour:** A colour from the available palette fills the desktop.
- **Fill:** A fill pattern from the fill popup is applied to the desktop.



Pattern

In this editable field an image, in IMG format, can be selected manually or with the file selector, which is to fill the entire desktop background. Images smaller than the screen resolution are "tiled" so they fill the screen.

If you have a selection of background images and would like jinnee to randomly select between them you must rename the files according to the following manner:

If you have, say, three tiling patterns for 256-colour resolution (in IMG format), then rename those three individual files to DESK1_8.IMG, DESK2_8.IMG, and DESK3_8.IMG and in the **Pattern** editable field enter the pathname plus DESK%z_%p.IMG. Here %z is a placeholder for a random number used for selecting the pattern and %p for the number of bitplanes the image contains:

- 1 bitplane: Mono resolutions (ST-high)
- 2 bitplanes: 4-colour resolutions (ST-medium)
- 4 bitplanes: 16-colour resolutions (ST-low)
- 8 bitplanes: 256-colour resolutions

x Random pattern

To inform jinnee how many images it can choose from, enter the number of images available into this editable field. If you enter a number higher than

the number of available images, jinnee may randomly select a number for which no pattern image is available, in which case a plain white desktop is displayed.

Scale

This option is only selectable if NVDI v5 or later is installed.

Active (crossed): The desktop background image will be scaled to fill the screen.

Inactive: The image is displayed at its original size without scaling.

Image

In this editable field you can select manually, or via the file selector, an additional desktop image in IMG format that will be displayed centred over any tiled **Pattern**.

Graphic mode

This popup controls how the two sets of pixels from the centred **Image** and the **Pattern** background interact with each other. A number of alternatives are offered of logical ways to combine the individual pixels of the source "S" (the centred image) and its mapping onto those of the tiled pattern background destination "D".

The exact appearance of the combined image depends on the selection made in the popup ("!" represents "not"):

- **White**
- **S and D**
- **S and !D**
- **Opaque**
- **!S and D**
- **Invisible**
- **S xor D**
- **Transparent**
- **!(S or D)**
- **!(S xor D)**
- **Invert**
- **S or !D**

- **Inverse**
- **Inverse transp.**
- **!(S and D)**
- **Black**

The effects of the various combinations are difficult to describe just try them out for yourself!

Mask

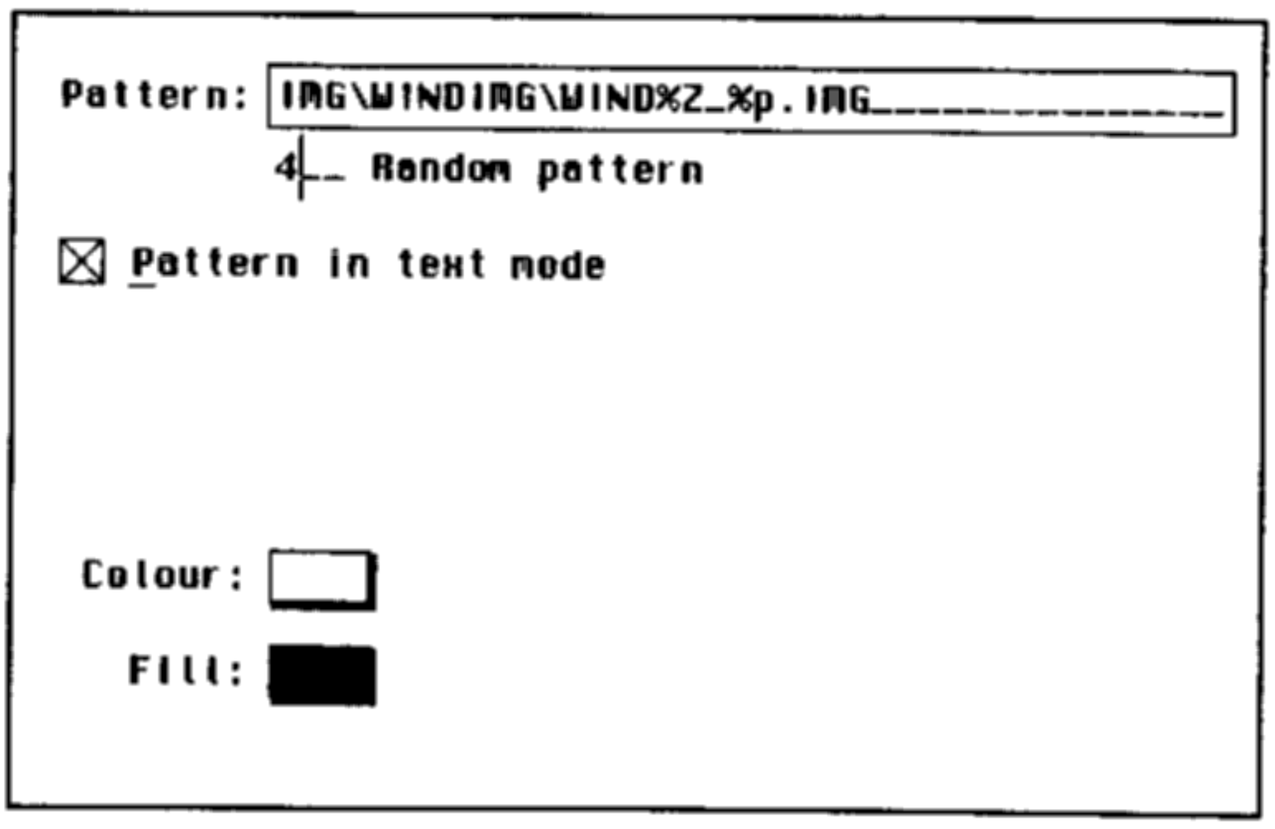
In this editable field a monochrome image, in IMG format, can be selected manually, or via the file selector, for use as a mask for the centred image. If a monochrome IMG format **Mask** image and the centred desktop **Image** have both been loaded, the desktop image will be masked by the mask image: For each pixel set in the mask the background is removed (other areas of the image remain intact) and the desktop image is drawn over it.

Normally when using a mask you should choose **Special transparent** for the **Graphic mode**, which makes jinnee automatically use the correct mode to lay the picture transparently over the masked-out area with both palette and Hi/TrueColor pictures.

If you prefer a simple colour and/or patterned desktop, or you need to save memory, the **Colour** and **Fill** popups can be used to configure an attractive desktop background. The choice is yours. The number of colours that the popup makes available naturally depends on the current screen resolution; with monochrome there is only black or white.

4.4 Settings... > Background: Windows

Directory windows can be underlaid with a **Pattern** (optionally a randomly selected image), background **Colour** or **Fill** pattern. Be careful to select a combination which leaves the filenames readable! Refer to **Pattern** in **4.3 Special > Settings... > Background: Desktop** for more details.



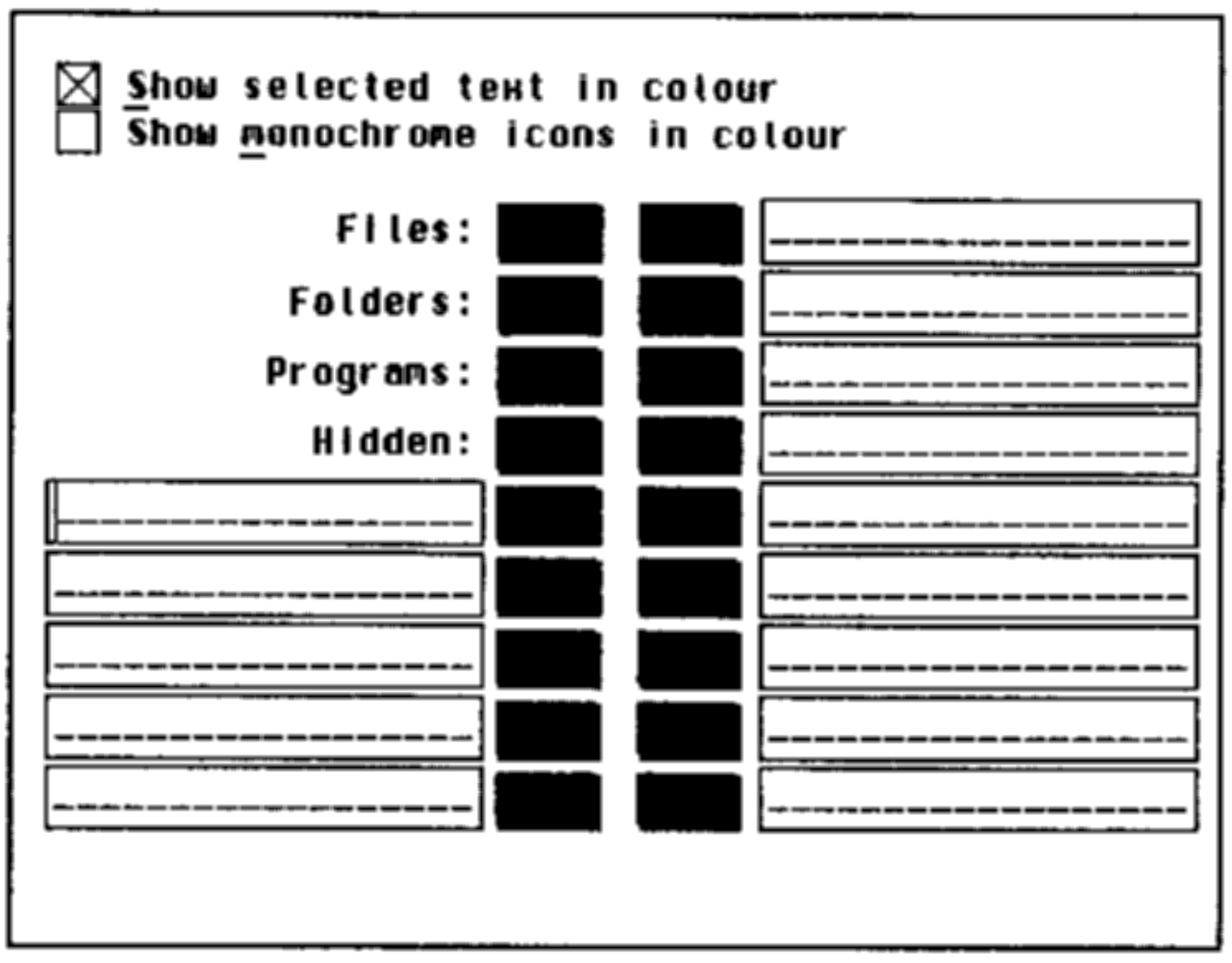
Pattern in text mode

Active (crossed): Text and icon windows display a background **Pattern** image.

Inactive: Icon windows display a background **Pattern** image, text windows display a background dependent upon the settings in the **Colour** and **Fill** popups.

4.5 Settings... > Colours

The settings available in this dialog are only useful in colour screen resolutions.



Show selected text in colour

Active (crossed): When coloured text objects are selected they retain that colour in their selected state.

Inactive: Selected text objects are displayed as white text on a black background.

Show monochrome icons in colour

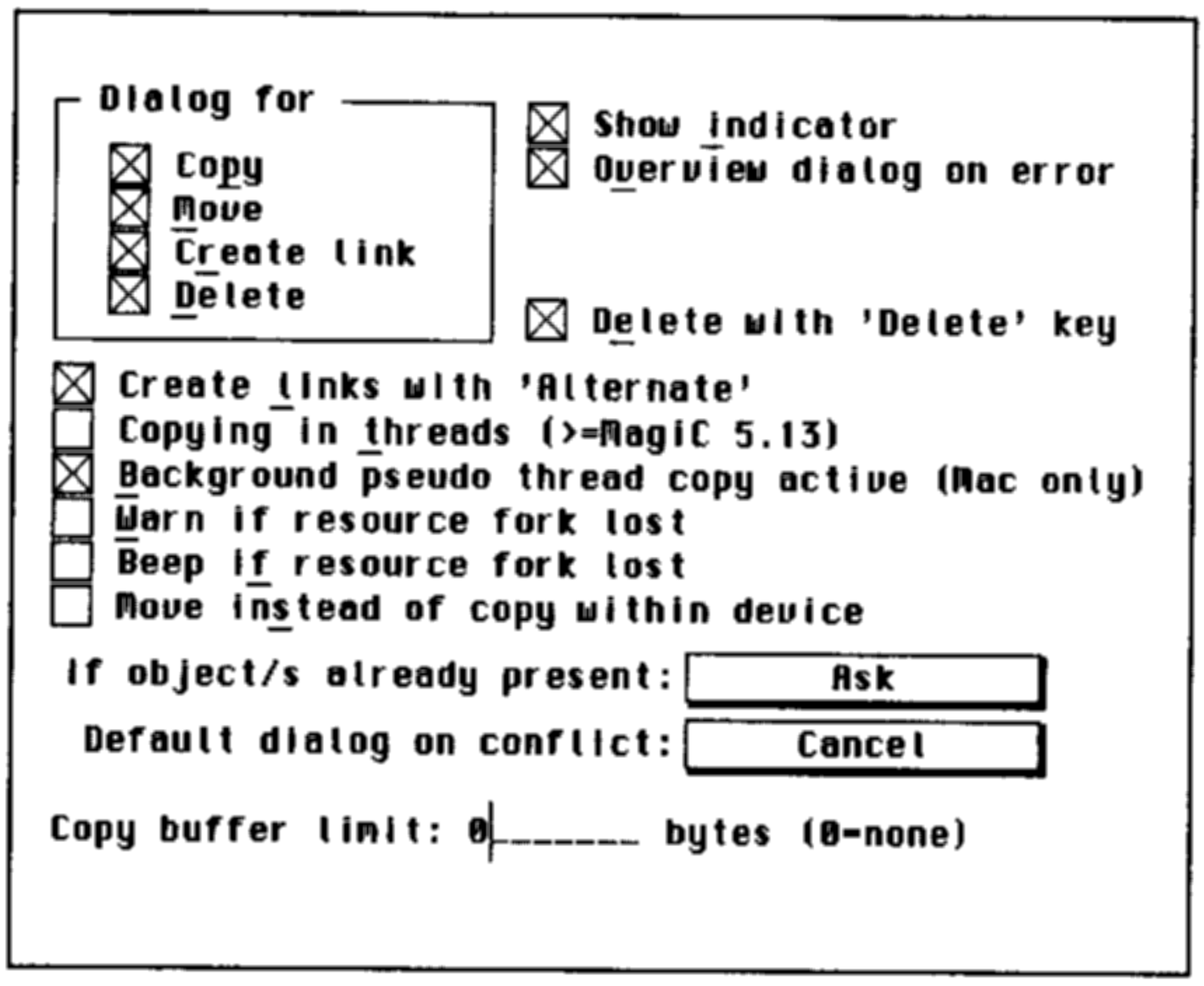
Active (crossed): Monochrome icons are displayed using the current text colour.

Inactive: The icons are displayed in black and white.

Specific colours can be assigned to display **Files, Folder, Programs** and **Hidden** objects in their respective windows and popups, which makes it easy to spot executable programs, folders and hidden objects.

Furthermore there are fourteen additional slots which each include an editable file mask field where colours can be assigned to specific objects as desired.

4.6 Settings... > Copying



This dialog includes all the settings which control jinnee's internal file operations.

The **Dialog for** frame contains the following options which, when active (crossed) display the jinnee **Copy** dialog before starting the following operations:

- **Copy**
- **Move**
- **Create link**
- **Delete**

Show Indicator

Active (crossed): If one or more of the individual checkboxes in the **Dialog for** frame at the top of this dialog are inactive, this option automatically displays a progress dialog during all file operations which is identical to the **Copying** dialog except there are no buttons to select.

Inactive: The progress dialog is displayed only for the functions set in the **Dialog for** checkboxes.

Overview dialog on error

Active (crossed): If an error occurs during a file operation a dialog offering further information to help track down the problem is displayed. This dialog can be closed using the **[Return]** / **[Enter]** keys or the Closer icon.

Inactive: No error dialog is displayed.

Delete with 'Delete' key

Active (crossed): Selected object/s can be deleted by pressing the **[Delete]** key on its own.

Inactive: Selected objects are deleted via the **Delete...** menu entry or via the **[Control]** + **[Delete]** keyboard shortcut.

Create links with 'Alternate'

Active (crossed): Symbolic links are created if the **[Alternate]** key is held down during copying operations. The downside is you lose the ability to rename files on-the-fly.

Inactive: Links can be created by holding down the **[Alternate]** + **[Shift]** or **[Control]** + **[Shift]** key combinations. Files can be renamed on-the-fly.

Copying in threads (>=MagIC 5.13)

Active (crossed): Copy operations are started in parallel.

Important! This feature only works properly with MagiC versions since 5.13. Earlier versions should not use this option either upgrade or disable this option.

Inactive: Normal copy operations are used.

Background pseudo thread copy active (Mac only)

Active (crossed): On Macintoshes, jinnee uses its own internal routines which perform file operations in parallel just like threads. These routines also currently have minor limitations:

Under MagiC Mac and working with real Mac files, these routines attempt to copy the resource fork along with the file itself but the MagiC Mac file system sometimes prevents this. For example folders and links sometimes lose their icons.

Inactive: Normal copy operations are used.

Warn if resource fork lost

Active (crossed): If jinnee attempts to copy a resource fork and encounters an error (because the destination file system does not support resource forks) an alert is displayed.

Inactive: No warning is displayed if jinnee encounters an error attempting to copy a resource fork.

Beep if resource fork lost

Active (crossed): If jinnee attempts to copy a resource fork and encounters an error (because the destination file system does not support resource forks) a warning "ping" is sounded.

Inactive: No warning "ping" is sounded if jinnee encounters an error

attempting to copy a resource fork.

Move instead of copy within device

Active (crossed): Files dragged within a device (drive) are moved instead of copied.

Inactive: Files are copied normally.

If object/s already present

If existing objects are encountered during copy operations jinee responds according to the selection from this popup menu, which offers the following options:

- **Ask:** A conflict dialog opens where you can make further choices as described below.
- **Skip:** Conflicting file/s are not copied.
- **Replace:** Overwrites existing file/s with the copy without further queries.

Default button on conflict

If existing objects are encountered during copy operations and **Ask** is selected in the **If object/s already present** popup, jinee displays a file conflict dialog which includes options to resolve the conflict.

The default button, which can be selected via the **[Return] / [Enter]** keys, can be chosen in this popup, which offers the following options:

- **Rename:** Be sure to enter the new name in the editable field before activating this!
- **Cancel:** Breaks off the copy operation.
- **Skip:** Does not copy the conflicting file.
- **Skip all:** Does not copy any conflicting files, without further queries.
- **Replace:** Overwrites the existing file with the copy having the same name.
- **Replace all:** Replaces all existing files with conflicting names without further queries.

Copy buffer limit

A limit in bytes for the copy buffer can be entered so, during copy

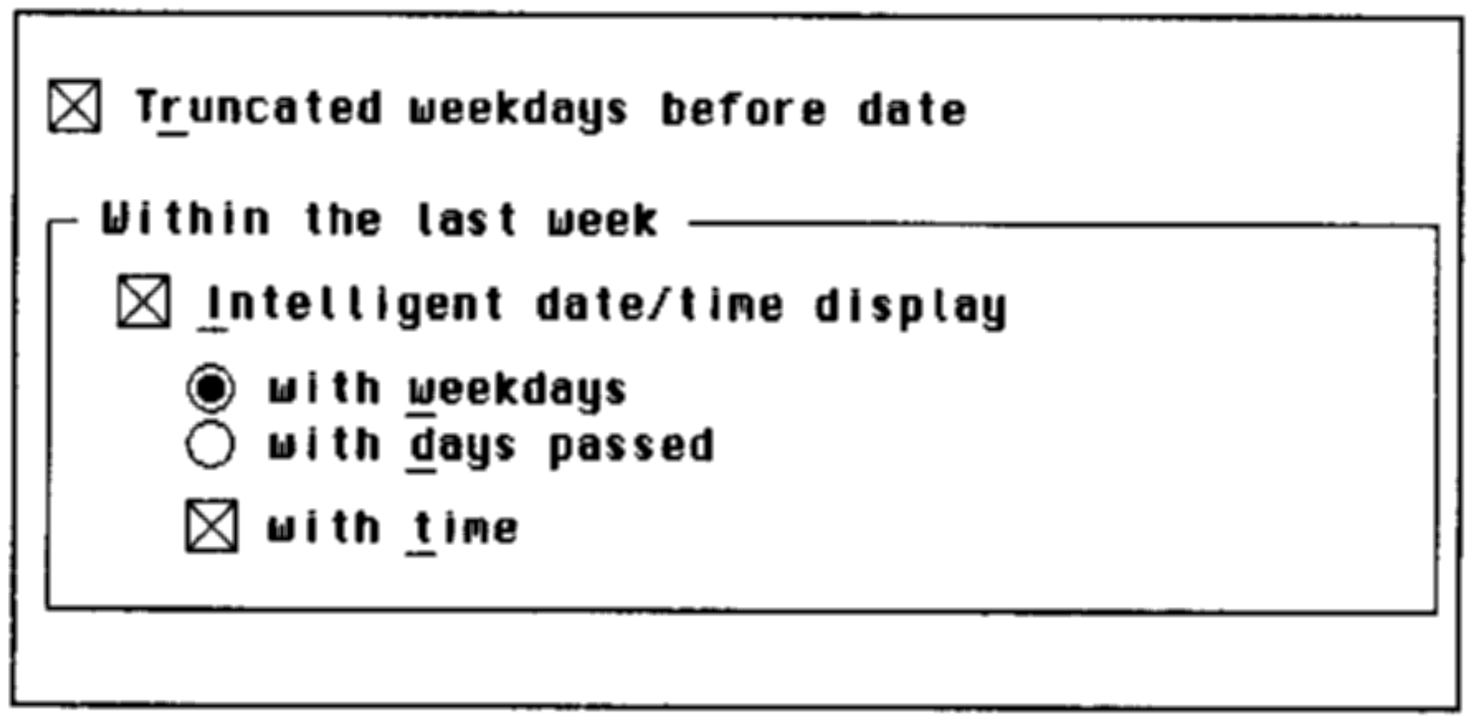
operations, there is still memory available for other programs.

Enter "0" for no limit, in which case jinnee can use all available free memory.

Setting a limit is particularly desirable where background DMA (Direct Memory Access) is not active because programs are frozen during disk access. With large files, even with parallel processing using **Copying in threads** active, your work flow may well be disrupted. Setting a limit for the copy buffer forces jinnee to copy large files in smaller chunks, which means programs are not frozen out.

Select a copy buffer limit which is divisible by 1024. For example 16384 (16Kb), 32768 (32Kb), 65536 (64Kb) and so on.

4.7 Settings... > Date



Truncated weekdays before date

Active (crossed): When viewing text windows with the **Show > Date** option active (ticked), the day of the week is displayed before the file date, abbreviated to two characters **(Mo, Tu, We, Th, Fr, Sa, Su)**.

Inactive: The date is displayed normally.

Within the last week

For objects which have been changed in the last week extra options are available if **Intelligent date/time display** is active (crossed):

with weekdays:

The following strings are used:

- **Today**
- **Yesterday**
- **Tomorrow**
- **Monday**

- **Tuesday**
- **Wednesday**
- **Thursday**
- **Frlday**
- **Saturday**
- **Sunday**

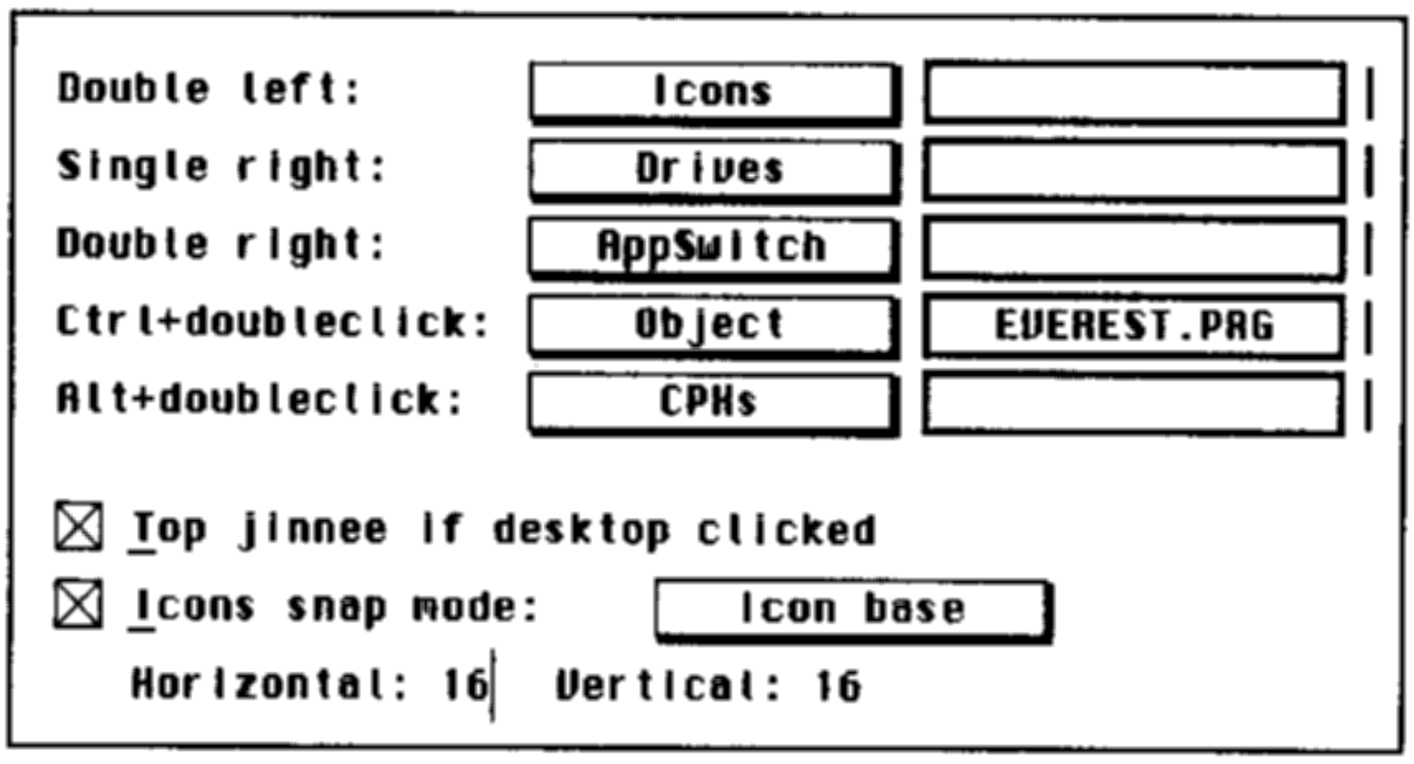
with days passed:

The number of days since the object was last changed is displayed.

with time:

The time the file was created/last modified is displayed following the day even if the **Show > Time** menu option is inactive (unticked).

4.8 Settings... > Desktop



Actions can be assigned to five different mouse + keyboard combinations on the jinnee desktop. Note that you can assign more general mouse clicking actions in **Special > Settings... > Mouse clicks** that apply not just on the desktop but everywhere. But the desktop offers some further options which may be set in this dialog.

Each mouse + keyboard combination includes a popup menu offering the following entries for actions to be performed when they are used:

Nothing

No special action is assigned to this.

Context

Calls up the context menu.

Icons

A popup is displayed with entries for each icon installed on the desktop.

Drives

A popup is displayed listing all available drives.

AppSwitch

A popup is displayed listing all running applications, allowing you to switch to a different running program.

CPXs

A popup is displayed showing all active control panel CPXs.

FolderPop

The contents of a given folder will be displayed as a popup. The desired folder has to be specified via the file selector that appears when the empty box to the right of this popup is clicked on. To remove an entry without choosing another, enter a space in the filename field.

Object

Select this entry to assign the mouse + keyboard combination to an object. To assign the object click on the empty box to the right of the popup menu and select the desired object using the file selector. To remove an assigned entry altogether, enter a space in the filename field.

When the mouse-clicks for the **Icons** and **Drives** options are used on the desktop, they display popup menus which include arrow characters that can be followed to display further sub-popup menus and navigate the entire file system. Drives and directories are displayed in bold characters with individual objects displayed in normal text.

Selecting a drive or directory entry opens a jinnee desktop window to display its contents. Programs and other executable objects can be launched by simply selecting their entry. Selecting a file for which an application is installed prompts jinnee to run the installed application to open the file. If no application or viewer is installed jinnee displays the file in the default file viewer.

Top jinnee if desktop clicked

Active (crossed): A left mouse-click anywhere on the jinnee desktop will make jinnee the active or "topped" application. The jinnee menu bar will be displayed and any open directory windows will be displayed in the foreground.

Inactive: Single mouse clicks on the jinnee background are ignored.

Icons snap mode

Active (crossed): Icons are snapped onto a pre-defined **Horizontal** and **Vertical**

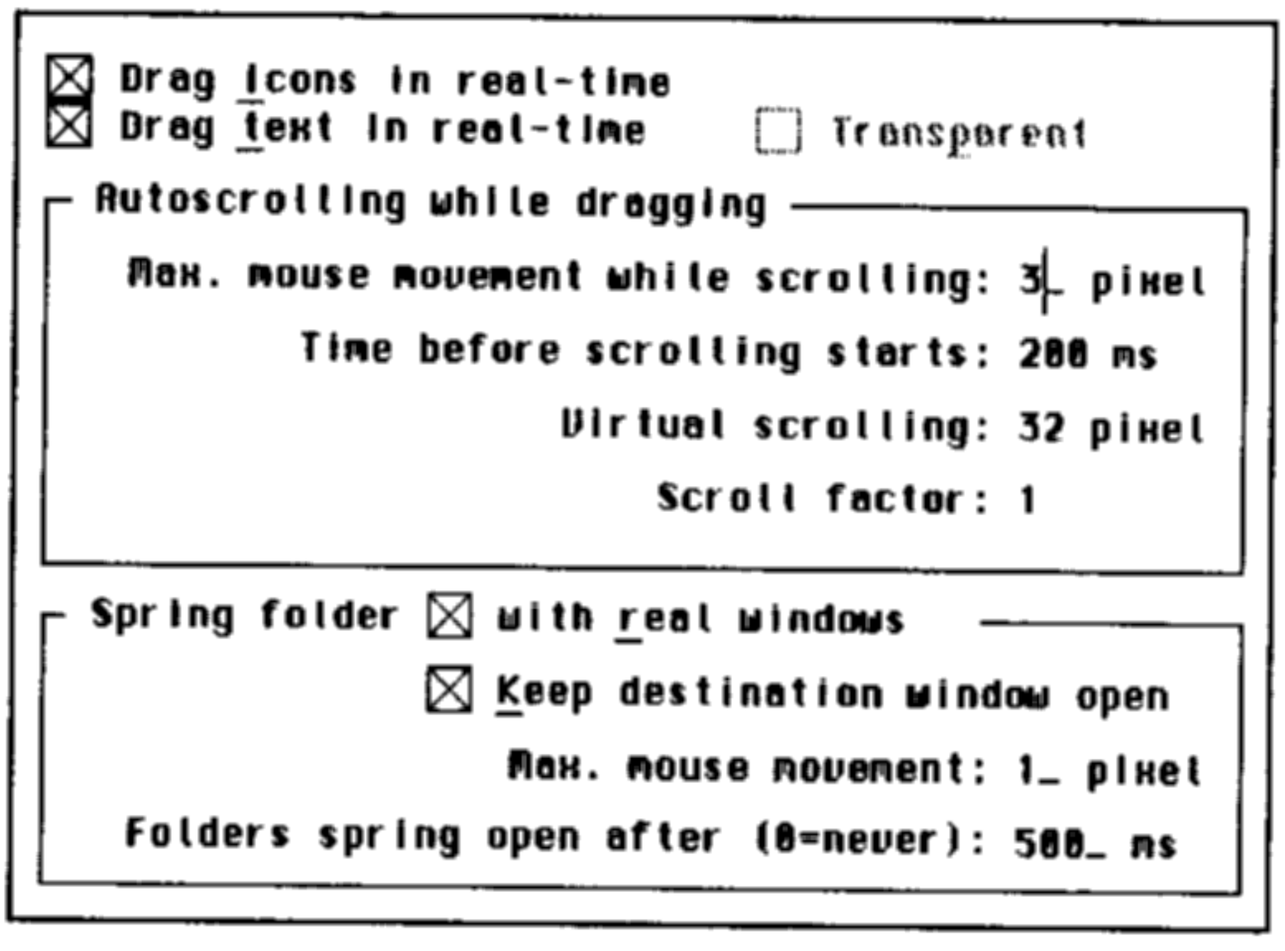
grid defined in pixels. If the **Horizontal** and **Vertical** settings are both set to "1" this option has no effect.

Inactive: Icons can be freely positioned on the desktop.

The positioning of icons relative to the grid can be selected from the popup menu which offers the following options for reference points:

- **Corner** of the screen
- **Centre** of the screen
- **Icon corner** of nearest icon
- **Icon centre** of nearest icon
- **Icon base** of nearest icon

4.9 Settings... > Dragging



Drag Icons in real-time

Active (crossed): During Drag&Drop actions icons are moved in real-time with the cursor.

Inactive: An outline of the icon is moved instead. Owners of slower machines may find real-time display jerky or unacceptably slow.

Drag text in real-time

Active (crossed): During Drag&Drop actions text is moved in real-time with the cursor. The **Transparent** option offers a choice beween solid or transparent text display during dragging, if the operating system permits this.

Inactive: An outline of the text is moved instead. Owners of slower machines may find real-time display jerky or unacceptably slow.

Autoscrolling while dragging

During Drag&Drop actions jinnee directory windows auto-scroll as the

mouse cursor hits the window border to display hidden areas of the window. The following options offer precise control over auto-scrolling:

- **Max. mouse movement while scrolling: x pixel** determines how far the mouse may be moved before scrolling becomes active. With very fast movements scrolling will not take place.
- **Time before scrolling starts: x ms** sets the scrolling delay after the window border is reached.
- **Virtual scrolling: x pixels** sets the border around the working part of a window within which scrolling is to be activated.
- **Scroll factor** is the factor by which the scrolling speed is to be accelerated.

Spring folder with real windows

Active (crossed): Spring-folder behaviour is active.

Inactive: Popups open in place of real windows, which also allow you to reach a drag destination at a lower directory level.

Keep destination window open

Active (crossed): The last-used spring window is left open after a drag action.

Inactive: Windows behave normally.

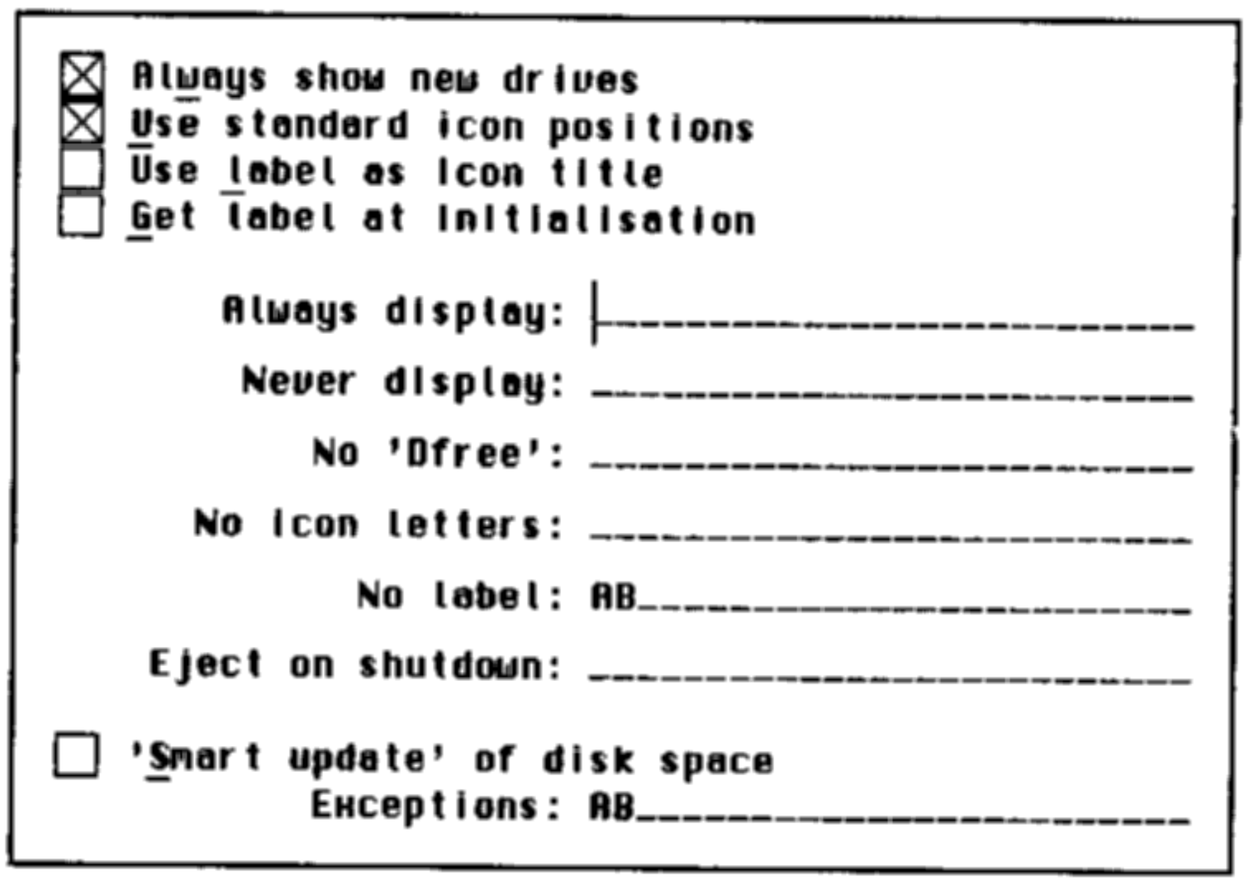
Max. mouse movement x pixel

Sets how many pixels the mouse may be moved before dragging becomes active. On fast movement a folder will not be opened.

Folders spring open after x ms

The time in milliseconds before a folder (or drive) under the mouse cursor springs opens can be set here. If "**0**" is entered folders do not automatically spring open but, when selected, can still be opened by pressing a user-definable key.

4.10 Settings... > Drives



Always show new drives

Active (crossed): New devices (drive partitions) installed on the system will be automatically mounted and appear on the desktop.

Inactive: New devices do not appear on the desktop automatically.

Use standard icon positions

Active (crossed): jinnee remembers the position of the device icons, the wastebin and notepad.

Inactive: jinnee automatically determines a sensible place to position new device icons.

Use label as icon title

Active (crossed): If the system can ascertain the drive label it is used for the icon title.

Inactive: The title of the device is set via the **Object > Information...** dialog.

Get label at initialisation

Active (crossed): jinnee ascertains the individual drive labels on starting or when using the **Object > Find drives** menu entry.

There follow six editable fields in which you can enter drive letters, normally without separators (such as spaces or commas):

Always display:

The letters for drives which should always appear on the desktop can be entered, even when the devices are not available, such as CD-ROMs and removable media.

Never display:

The letters for drives that are to be suppressed so they never appear on the desktop can be entered here.

No 'Dfree'

The free space is not ascertained for any drives entered here. (For example the MagiC virtual drive U:).

No Icon letters

No drive letter will be displayed for any device entered here. For example, if you have a particularly nice icon for a ZIP drive you may prefer that the display not be spoilt by an unsightly drive letter.

No label

No label will be ascertained for any devices entered here, for example floppy drive A:

Eject on shutdown

Removable media devices entered here are ejected on shutdown. This includes, for example, ZIP and SyQuest drives, and the floppy disk when using jinnee on a Mac under MagiC Mac.

'Smart update' of disk space

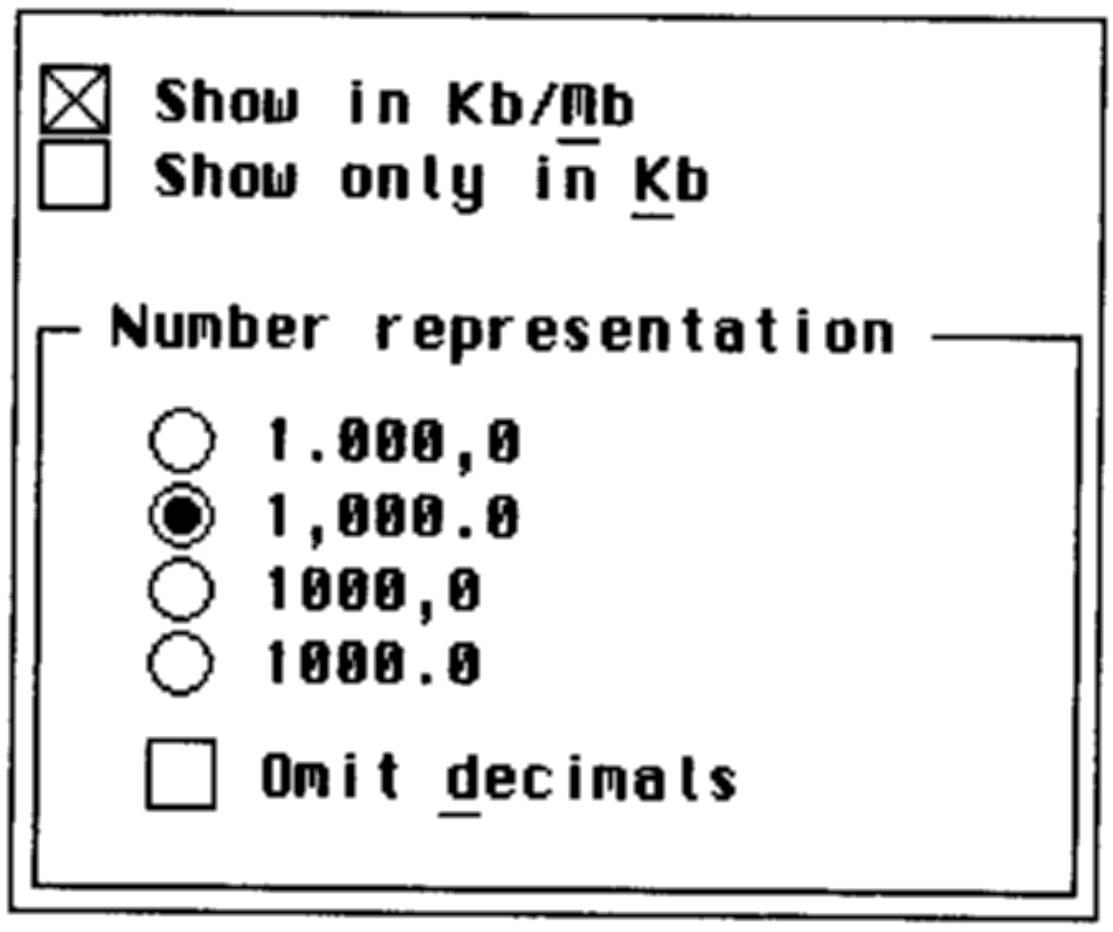
Active (crossed): The free disk space of all shared pseudo-drives is calculated at the same time when any changes are made to the files on them. Pseudo-drives are used with some emulators (such as MagiC Mac, say) where there may be folders representing Atari drive partitions on a common higher-level device of the parent system. Under MagiC Mac you can create several GEMDOS drives as folders on the same Mac volume, for instance.

Inactive: There is no attempt made to obtain the free disk space on shared pseudo-drives.

Exceptions

For smart updating the system has to obtain information about all installed drives at intervals, which can lead to problems such as awkward delays or warning messages if no medium is present in an interchangeable device such as a floppy drive. Entering such problematic drives which are never a part of a shared physical drive in the editable field stops them from being included in smart updating.

4.11 Settings... > File lengths



Show In Kb/Mb

Active (crossed): File lengths in text-mode directory windows are displayed in Kilobytes and Megabytes (to one decimal place, as long as **Omit decimals** is not active) with a Kb or Mb suffix. For example, a file 1087374 bytes long would be shown as 1.0 Mb (or 1,0 Mb, depending on the **Number representation** chosen see below).

Inactive: File lengths are displayed normally, with their full lengths in bytes.

The "Information" dialogs are not affected by this setting.

Show only In Kb

Active (crossed): All file lengths in directory windows are displayed in Kb (to one decimal place as long as **Omit decimals** is not active), even if they are larger than 1 Mb. For example, a file 1087374 bytes long would be shown as 1061.9 Kb (or 1061,9 Kb).

Again, the "Information" dialogs are not affected by this setting.

Number representation

The radio-buttons in this frame permits adapting the way that numerical values are displayed. Some countries (much of central Europe and some others) use a decimal comma where the English-speaking countries use a decimal point.

This setting effects the file lengths displayed in directory windows as well as in the "Information" dialogs.

For clarity one can also choose to have a separator after thousands (and millions) in directory windows, which will be the opposite to the decimal marker (the "Information" dialogs always use the chosen separator but it cannot be switched off in them).

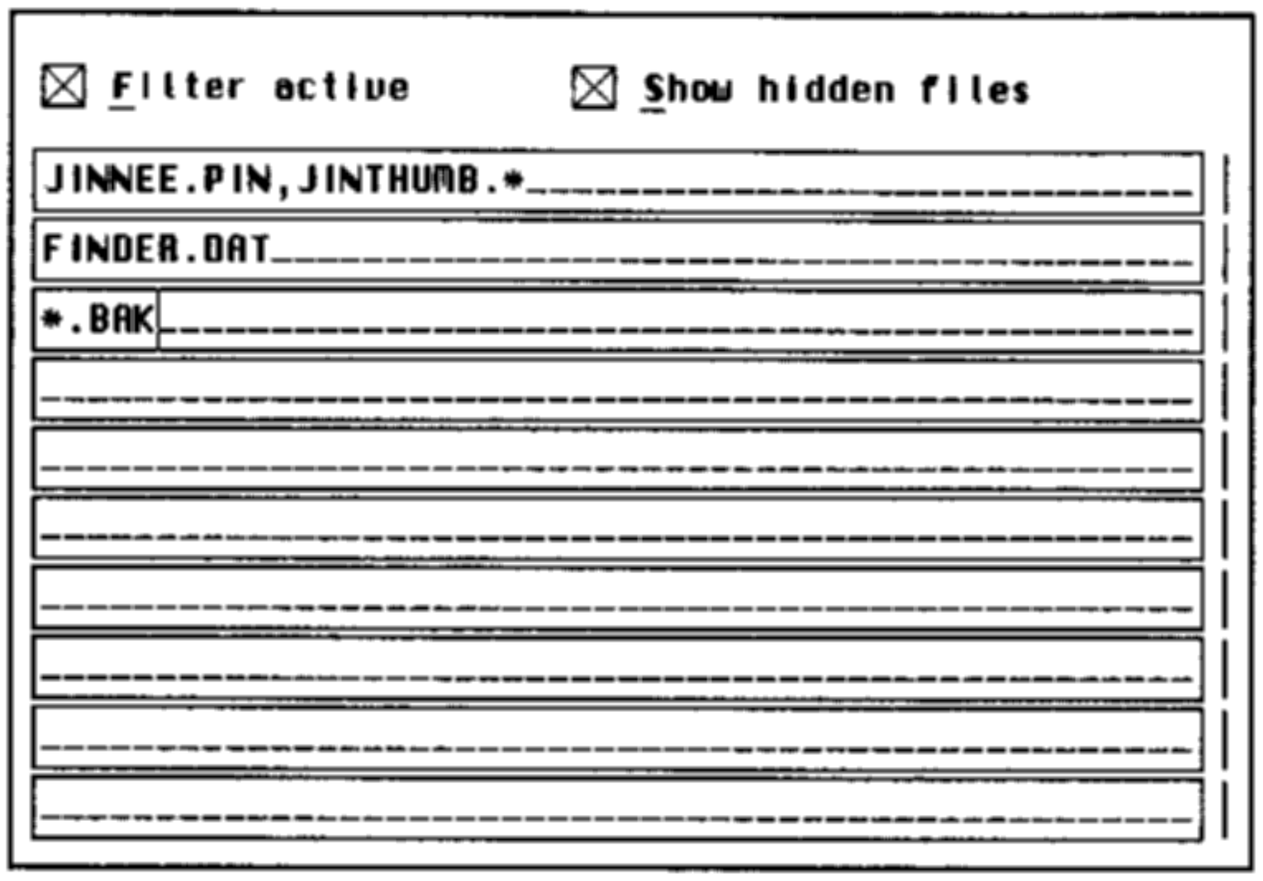
Omit decimals

Active: All file lengths shown in Kb or Mb are rounded down to the

next-lowest kilobyte or megabyte. For example, a file 1061.9 Kb long would be shown as 1061 Kb, or, if **Show in Kb/Mb** is active, as 1 MB.

Inactive: Tenths of kilobytes (or megabytes) after a decimal point/comma are displayed.

4.12 Settings... > Filter



Here object filters can be specified which determine whether objects are displayed in directory windows or not.

Filter active

Active (crossed): The filter is active, so that objects matching the masks entered below in the ten editable fields will not be displayed. This can be useful to hide files like FINDER.DAT which is automatically added to floppy disks by the Mac-OS running MagiC Mac. This makes it easier to count and de/select objects without having to worry about irrelevant objects.

Inactive: The filter is not active, all objects are displayed.

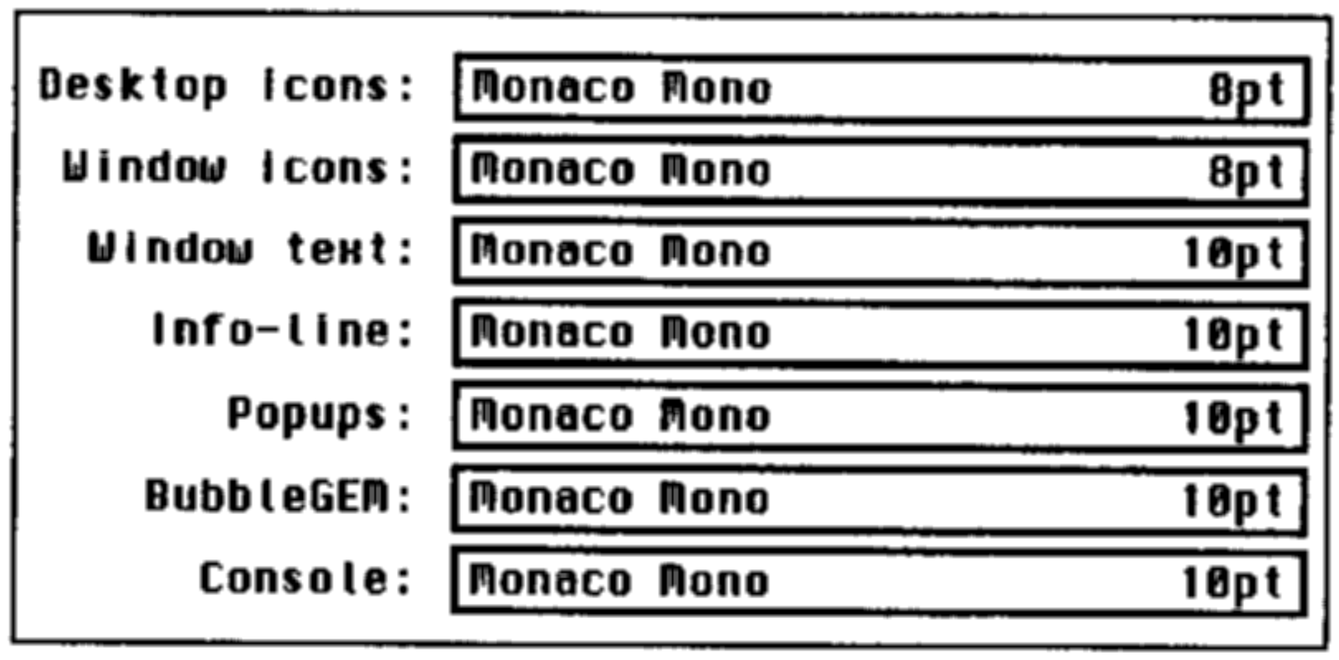
Show hidden files

Active (crossed): All objects, or all unfiltered objects when **Filter active** is switched on, are displayed.

Inactive: No objects which have their **hidden** attribute set are displayed.

4.13 Settings... > Fonts

This dialog is used to configure which fonts are used within jinnee for various purposes. Clicking on any of the boxes brings up the font selector where you can select the style and size from from a list of the fonts installed on the system, both proportional and non-proportional. The following options are available:



Desktop Icons:

The font used for the icon text labels on the desktop.

Window Icons:

The font used for the icon text labels in directory windows. Please note the icon spacing is font dependent so the smaller the
font the closer adjacent icons appear and as a consequence more icons can be displayed in any given window size. However, too close a spacing may make "rubber band" selection of multiple files difficult.

Window text:

The font used for the text-mode entries in directory windows. Please note the object spacing is font dependent so the smaller the font the closer adjacent entries appear and as a consequence more objects can be displayed in any given window size. However, too close a spacing may make rubber band selection of multiple files difficult.

Info-line

The font used to display the information line across the top of each directory window.

Popups

The font used by jinnee to display its popup desktop navigation menus.

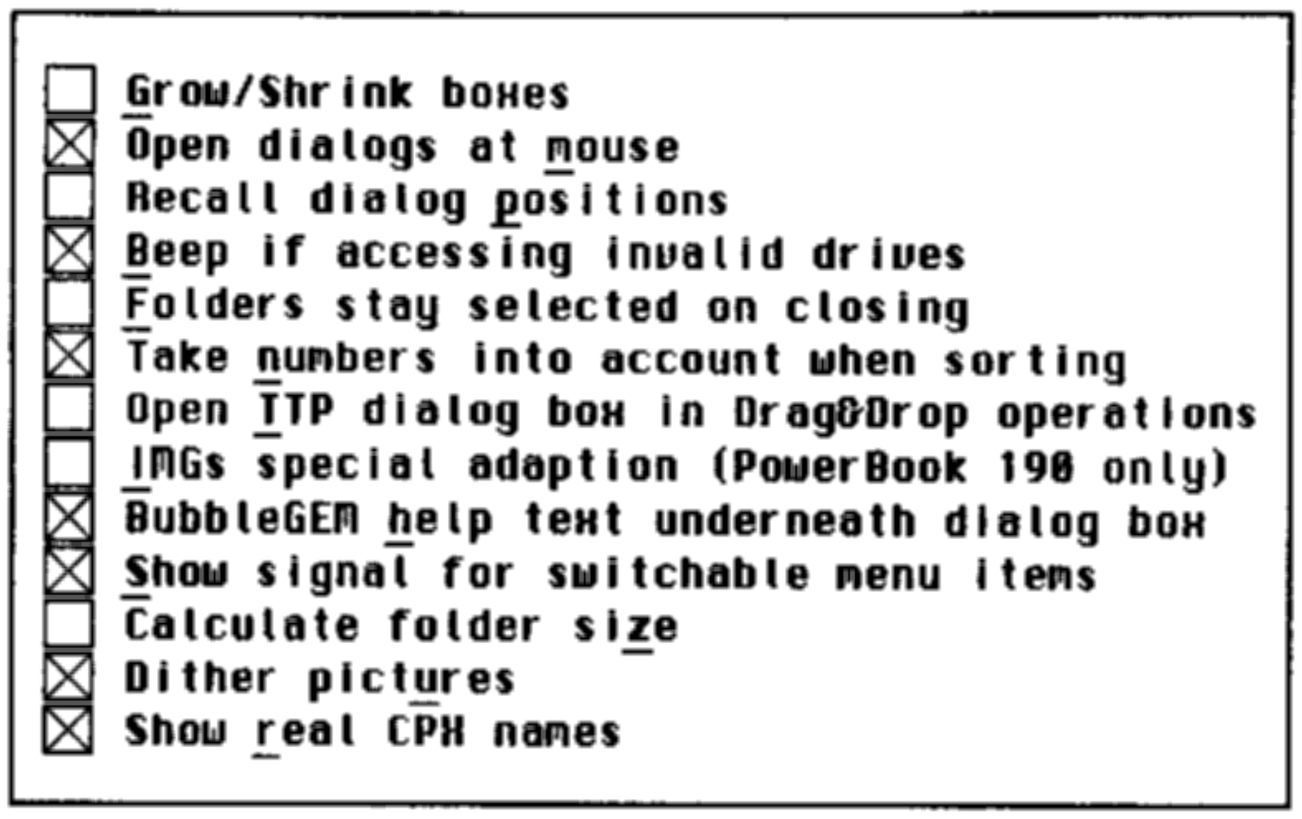
BubbleGEM

The font used by the BubbleGEM utility (BUBBLE.APP) to display help bubbles. Proportional fonts only work with BubbleGEM Release 4 and higher. This does not affect the single-line help text dispayed at the bottom of dialog boxes, which will always be in the system font as used in the dialogs etc.

Console

The font used by the Console utility (VT52.PRG etc) the selected font can be specified via the AV-protocol.

4.14 Settings... > General



Grow/Shrink boxes

Active (crossed): Grow/Shrink boxes, which look like growing ghost images of windows, are displayed when opening/closing objects.

Inactive: No Grow/Shrink boxes are displayed.

Open dialogs at mouse

Active (crossed): Dialog boxes are opened at the current mouse position, which is especially useful when using large screen monitors.

Inactive: Dialogs are displayed centrally, unless other options apply.

Recall dialog positions

Active (crossed): Every dialog is opened at its previously displayed position.

Inactive: Dialogs are displayed centrally, unless other options apply.

Beep if accessing invalid drives

Active (crossed): The system ping is sounded on attempting to open an invalid device.

Inactive: An alert is displayed on attempting to open an invalid device.

Folders stay selected on closing

Active (crossed): On closing a folder to display its parent directory the folder remains highlighted, making it easy to locate without resorting to scroll bars or the Autolocator.

Inactive: No folder is highlighted on closing a folder.

Take numbers into account when sorting

Active (crossed): Digits in filenames are handled as numbers. For example, when sorting a series of image files IMAGE10 will be listed after IMAGE9 instead of after IMAGE1 and before IMAGE2. Many programs do not

handle digits in filenames correctly or predictably.

Inactive: Digits are handled as characters, so that the sort order of the above example would be IMAGE1, IMAGE10, IMAGE2, ... IMAGE 9.

Open TTP dialog box in Drag&Drop operations

Active (crossed): The command line entry dialog is displayed during Drag&Drop operations ideal for entering different parameters each time a TTP program is started.

Inactive: TTP programs are started without displaying the command line entry dialog.

IMGs special adaption

Active (crossed): Any 16-colour images will be converted even if the screen is displaying only 16 colours (or grey levels) which, depending on the IMG, may look better. This option is of particular interest on Mac Powerbook 190 and some Duo models.

Inactive: IMGs are handled normally.

BubbleGEM help text underneath dialog box

Active (crossed): One line of the BubbleGEM help text is displayed across the lower edge of each dialog, provided BUBBLE.ACC or similar has been installed on the system. The text changes to show help for the option on which the mouse pointer rests mainly to indicate which elements have help texts available. Text longer than the dialog width is truncated use a right-click to bring up a BubbleGEM bubble instead!

Inactive: No help text is displayed underneath the dialog box, but a right-click still brings up the bubbles.

Show signal for switchable menu items

Active (crossed): When toggling the **Kobold**, **Backup mode** and **Quick-keys** options in the **Special** drop down menu using their keyboard shortcuts, a confirmation status message is displayed centrally on screen momentarily. Other keyboard shortcuts do not provide visual feedback.

Inactive: No visual feedback is displayed.

Calculate folder size

Active (crossed): When opening directory windows jinnee calculates the

size of folders automatically in the background, so that you do not have to trigger this manually via the **Window > Folder** size menu entry. This button should be deactivated if it causes a noticeable slowdown of the system.

Dither pictures

Active (crossed): From NVDI 5 onwards background images are dithered if necessary to fit the current colour palette.

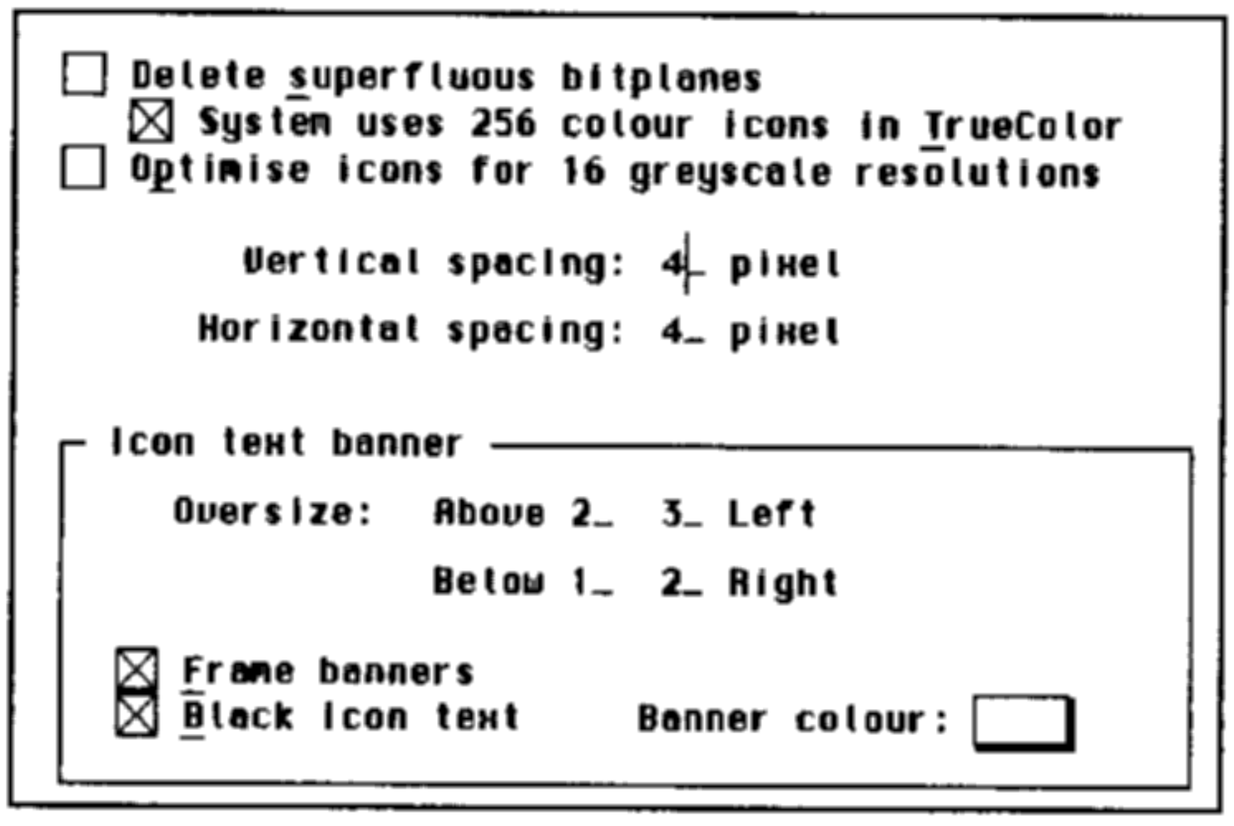
Inactive: Images will be displayed with similar colours. Again this only works from NVDI 5 onwards. Otherwise the image palette has to match the system palette (JINNEE.PAL) in use.

Show real CPX names

Active (crossed): The full, real CPX names will be shown when the CPX directory is displayed in text mode.

Inactive: The filenames plus extender will be displayed.

4.15 Settings... > Icons



Delete superfluous bitplanes

Active (crossed): On loading icons only the icon information for the current screen depth is loaded, which saves memory.

System uses 256 colour icons in TrueColor

Active (crossed): If you work in TrueColor or HiColor screen depths (more than 8 bitplanes) activate this option to enable the system to use the 256 colour icons.

Inactive: At best, icons will not be displayed correctly, at worst the desktop will be unusable.

Optimise icons for 16 greyscale resolutions

Active (crossed): Icons are optimised for display in 16 greyscale resolutions which is useful for Apple Powerbook/Duo and a few other users.

Inactive: Icons are displayed normally.

The horizontal and **vertical spacing** between icons in directory windows can be set using the Vertical spacing and **Horizontal spacing** editable fields. Note that too close a spacing may make "rubber band" selection of multiple files difficult.

The **Icon text banner** is the underlying banner/box over which the icon text is laid. You can choose how this is to be displayed:

Oversize:

Extra pixels can be added **Above, Left, Below** and to the **Right** to enlarge the icon text banner around the text.

Frame banners

Active (crossed): Frames are drawn around each icon text banner.

Inactive: Icons are displayed normally.

Black icon text

Active (crossed): Icon text is displayed in black irrespective of the colours assigned to the icons in **Special > Settings... > Colours.**

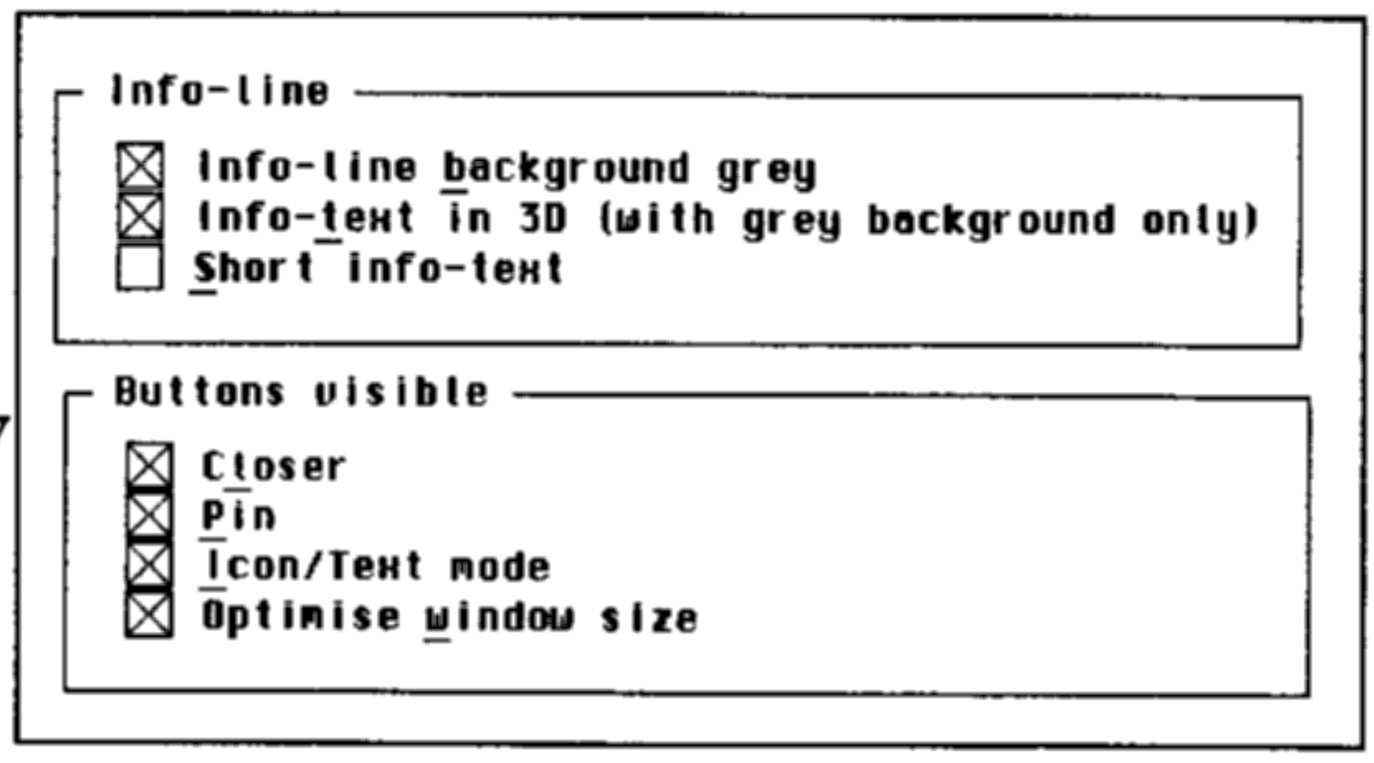
Banner colour

A popup menu is used to set the icon text banner colour. Note the crossed white box which selects transparent icon text banners.

4.16 Settings... > Info-line

Info-line

This dialog includes all the settings which affect the display of the window info-line the line immediately beneath the window title bar.



Info-line background grey

Active (crossed): The window info-line is displayed with a grey background field. This only works with screen resolutions of 16 colours or more.

Inactive: The window info-line is displayed with a white background.

Info-text in 3D (with grey background only)

Active (crossed): Window info-line text is displayed in 3D, if the **Info-line background grey** option is active as well. This too only works with screen resolutions of 16 colours or more.

Inactive: Window info-line text is displayed normally.

Short info-text

Active (crossed): Replaces "xxx bytes in yyy objects. zzz bytes free." with "xxx / yyy / zzz free.".

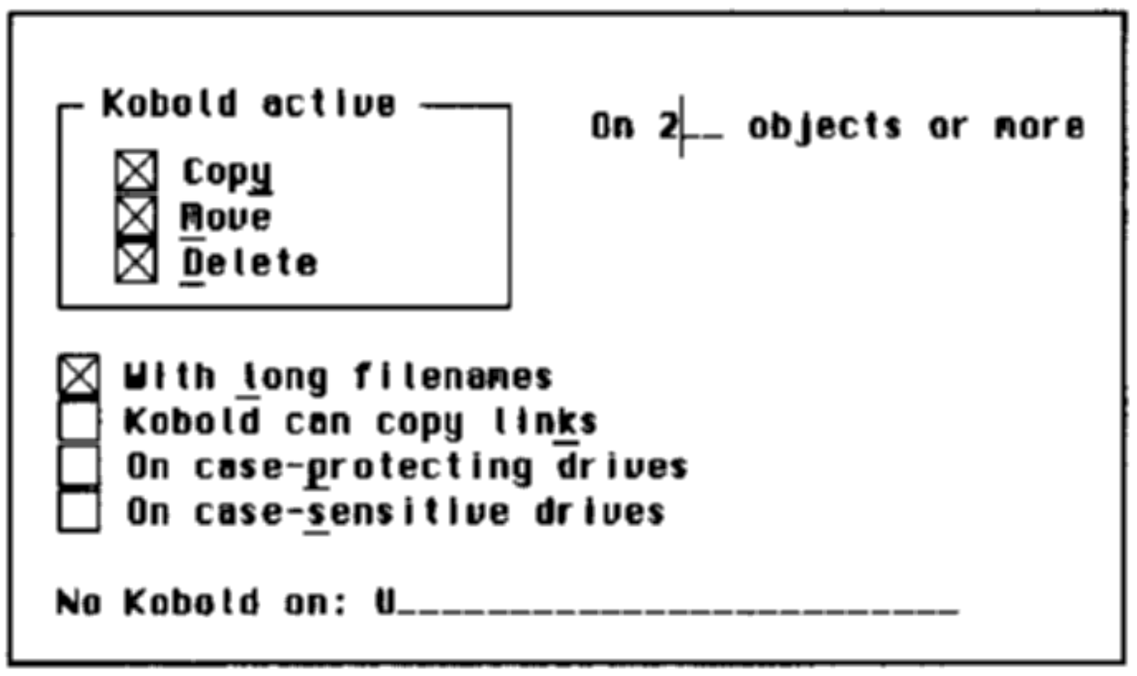
Inactive: Shows "xxx bytes in yyy objects. zzz bytes free.".

Buttons visible

The following icons can optionally be displayed in the info-bar:

- **Closer**
- **Pin** (see **3.5.6 Pin...** for more details)
- **Icon/text mode**
- **Optimise window size**

4.17 Settings... > Kobold



Kobold users can use this dialog to control how Kobold behaves. To do this Kobold must be correctly entered in the **Special > Settings... > Paths** dialog.

Kobold can be configured to take over **Copy**, **Move** and **Delete** operations by activating the relevant checkboxes.

Furthermore, there's a **On x objects or more** option to specify a dividing line below which Kobold will not be used. Kobold is generally most beneficial for bulk file operations.

It should be noted that jinnee attempts to execute Move operations at one go. With modern systems, this usually works when files are moved within the same physical drive or partition by simply amending the directories. If you have an early version of Kobold (<2.5) it may be much quicker to use jinnee

and it's worth considering turning Kobold off for Move operations. With Copy and Delete, on the other hand, Kobold's speed can not be beaten. Kobold from v2.5 onwards uses a similar procedure and so there is little point turning Move off with the later versions.

With long filenames

Active (crossed): Kobold is used to handle long filenames.

Inactive: Long filenames are handled by jinnee's internal routines. Please note older Kobold versions (before v3.5) do not support long filenames.

Kobold can copy links

Active (crossed): Kobold is used to copy symbolic links.

Inactive: Symbolic links are handled by jinnee's internal routines.

Important!

Kobold only supports symbolic links from Kobold v3.5.

If multiple objects are selected which include long filenames or symbolic links and Kobold has been disabled for these filetypes, Kobold is used to copy the other files before automatically handing over to jinnee's internal routines to complete the operation.

On case-protecting drives

Active (crossed): Kobold is used to copy files on case-protecting devices which support upper and lower case filenames but do not differentiate between them. For example VFAT, Mac-HFS and so on.

Inactive: Internal jinnee routines are used to copy files on case-protecting drives.

On case-sensitive drives

Active (crossed): Kobold is used to copy files on case-sensitive devices which support upper and lower case filenames and differentiate between them.

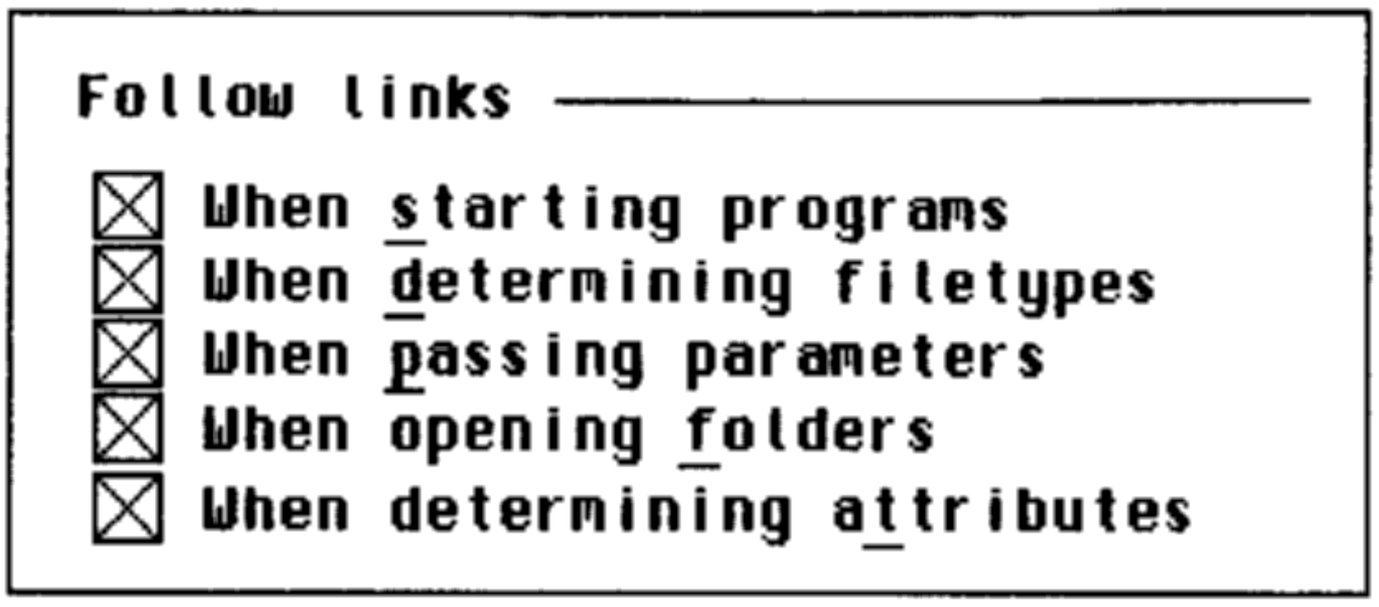
Inactive: Internal jinnee routines are used to copy files on case-sensitive devices.

No Kobold on x

Drive letters can be entered into the editable field and Kobold will not be used on these devices. Kobold cannot copy to the MagiC virtual drive U: so

MagiC users should at least enter "U" here.

4.18 Settings... > Links



This dialog includes all the settings which affect how symbolic links are handled by jinnee.

When starting programs

Active (crossed): The original program, not the alias, is started. This offers the advantage that files associated with the program (such as RSCs and INFs etc.) can be found without requiring their own symbolic links.

Individual applications can also be configured via the **Special > Applications...** dialog.

Inactive: The alias is started.

When determining filetypes

Active (crossed): For filenames linked to programs the file extender (PRG/APP etc) can be omitted and the file will still be recognised as an executable program.

When passing parameters

Active (crossed): The original file is passed as a parameter instead of the symbolic link.

Inactive: The symbolic link is passed as a parameter.

When opening folders

Agctive (crossed): Opening a folder link branches to the original folder.

When determining attributes

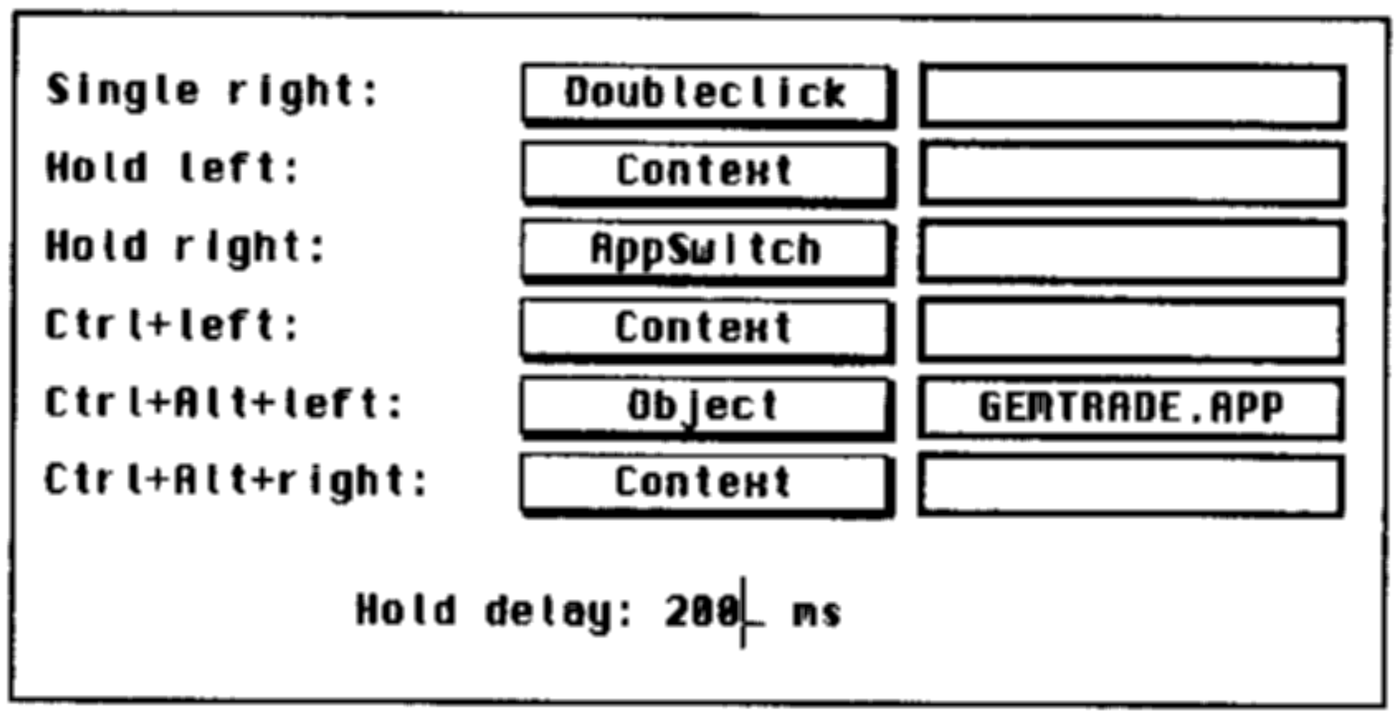
Active (crossed): The attributes of the original file instead of the link are displayed.

Inactive: The attributes of the link are displayed.

4.19 Settings... > Mouse clicks

Actions can be assigned to six different mouse + keyboard combinations, no matter where the mouse cursor is positioned in jinnee. Note that in the **Special > Settings... > Desktop** dialog you can configure separately what is to happen with various types of clicks on the desktop.

Each mouse + keyboard combination includes a popup menu offering the following entries:



Nothing

No special action is assigned to this.

Doubleclick

The mouse click is interpreted as a double left-click.

Context

Calls up the context menu.

Icons

A popup is displayed with entries for each icon installed on the desktop.

Drives

A popup is displayed listing all available drives and partitions.

AppSwitch

A popup is displayed listing all running applications, allowing you to switch to a different running program.

CPXs

A popup is displayed showing all active control panel CPXs.

FolderPop

The contents of a given folder will be displayed as a popup. The desired folder has to be specified via the file selector that appears when the empty box to the right of this popup is clicked on. To remove an entry without choosing another, enter a space in the filename field.

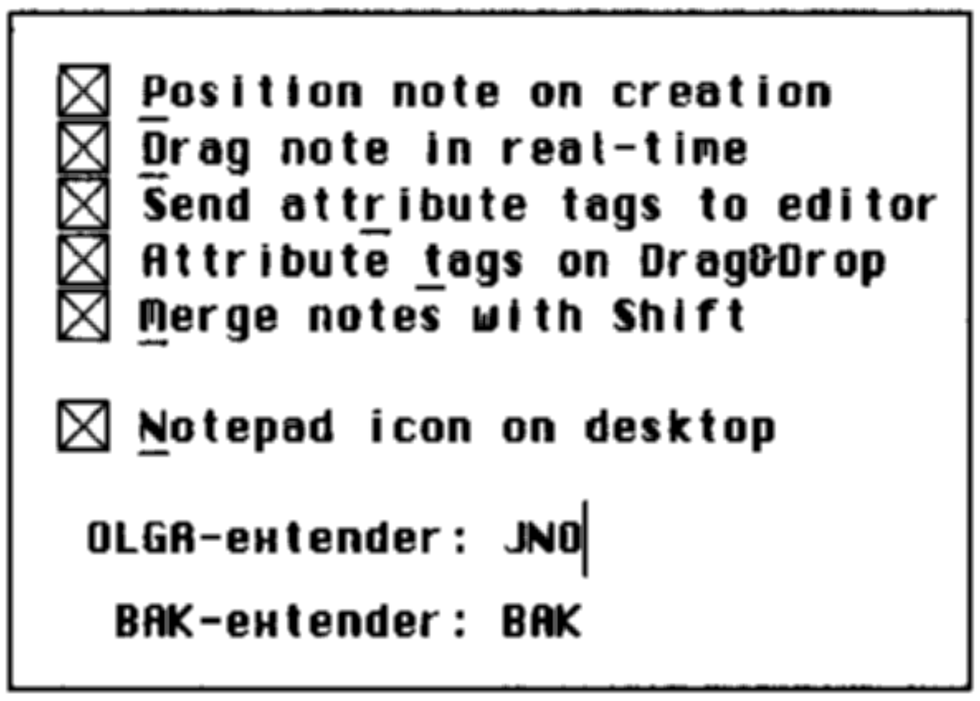
Object

Select this entry to assign the mouse + keyboard combination to open an object. To assign the object click on the empty box to the right of the popup menu and select the desired object using the file selector. To remove an assigned entry altogether, enter a space in the filename field.

Hold delay

With this editable field you can set the time after which a button held down without moving the mouse is interpreted as a "Hold". If the mouse is moved during this time interval then the action will be interpreted as "dragging". If the mouse button is released within the set time then it will be treated as a normal click.

4.20 Settings... > Notepad



Position note on creation

Active (crossed): On creation, desktop notes are positioned under the mouse cursor ready to place on the desktop.

Inactive: On creation notes are positioned centrally on screen.

Drag note in real-time

Active (crossed): On dragging a desktop note with the mouse the contents remain visible and move with the cursor in real-time.

Inactive: On dragging notes with the mouse a ghost outline representing the note frame is displayed. This option is useful on slower systems if real-time dragging is too jerky.

Send attribute tags to editor

Active (crossed): The note attribute tags are displayed when the note is edited using a text editor, where they can be edited directly.

Inactive: Just the plain text of the note note without the attribute tags is sent to the text editor.

Attribute tags on Drag&Drop

Active (crossed): The note attribute tags are passed to the target

application during Drag&Drop operations.

Inactive: Only the plain note text but not the attribute tags are passed to the target application.

Holding down the **[Shift]** key temporarily reverses the current setting.

Merge notes with 'Shift'

Active (crossed): Dragging notes onto each other with the [Shift] key held down merges the contents. Without the [Shift] key one note will simply cover the other, but they remain separate.

Inactive: The contents of notes are merged whether the [Shift] key is held down or not.

Notepad icon on desktop

Active (crossed): A notepad icon is installed on the desktop which provides a convenient way to create new notes.

Inactive: New notes can be created via the **Special > Notepad...** menu option.

OLGA-extender

If OLGA is installed under a multitasking OS, enter in this editable field the extender that is to be appended to the filename by the editor called by the **Editor** button in the **Notepad** dialog (see **2.4 Notepad functions**). Only extenders listed in the OLGA.INF file can be recognised.

BAK-extender

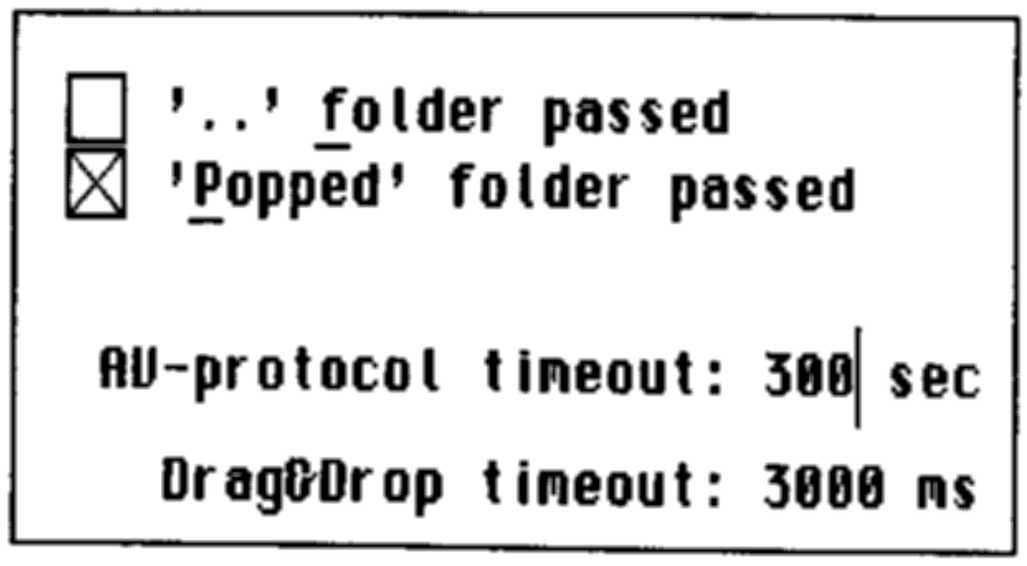
A file extender entered in this editable field is used by the internal jinnee note editor to save backup files. On note deletion the corresponding backup files are also deleted.

4.21 Settings... > Parameter passing

".." folder passed

Active (crossed): The parent directory "pseudo" folder entry is passed together with other parameters. Not all programs can cope with this parameter.

Inactive: The parent directory "pseudo" folder entry is not passedas a parameter.



'Popped' folder passed

Active: (crossed): If the parent directory of a selected object is popped open and selected, this is also passed as a parameter.

Inactive: The parent directory is not passed as a parameter.

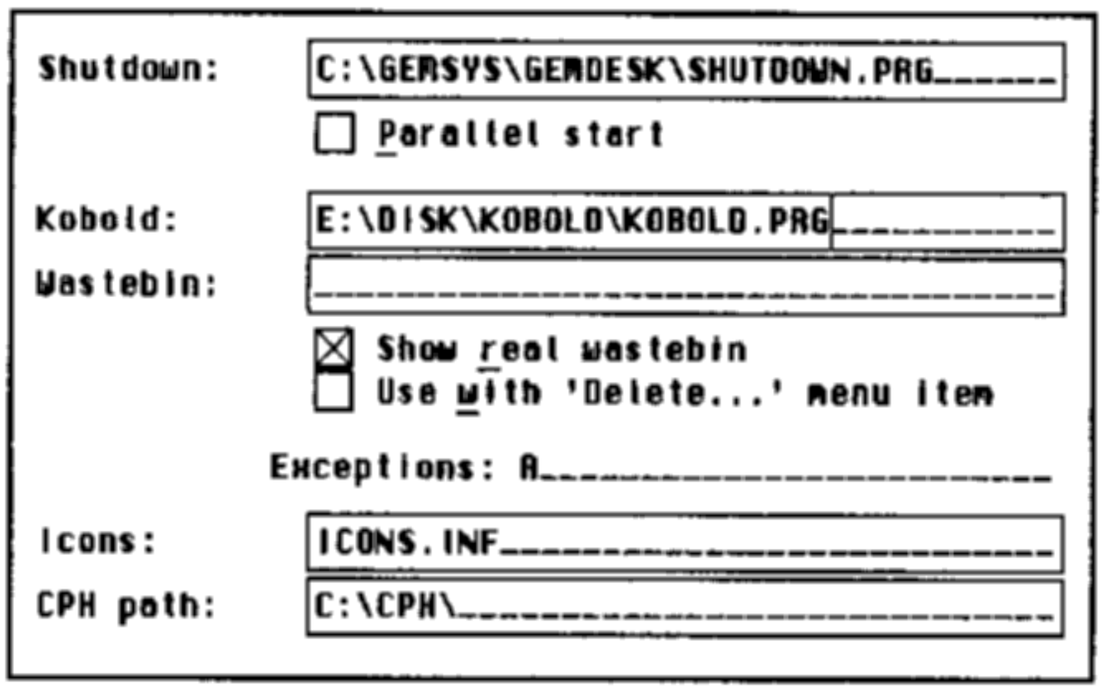
AV-protocol timeout

The timeout in seconds before a "forgotten" AV-protocol buffer is automatically released can be entered in the editable field.

Drag&Drop timeout

The timeout in milliseconds before a Drag&Drop attempt is aborted in the case the receiver has not replied can be entered in the editable field.

4.22 Settings... > Paths



This dialog contains all the most important jinnee related paths.

Shutdown

Enter your preferred program to be run when shutting down the computer into the editable field. This can be done by double-clicking on the field and using the file selector or by typing in the complete path. This is automatically preset to work with a standard MagiC setup:

C:\GEMSYS\GEMDESK\SHUTDOWN.PRG

If the $SDMASTER environmental variable is set and you would prefer jinnee to use this, leave the **Shutdown** editable field empty.

Parallel start

Active (crossed): The shutdown program is started in parallel, i.e. jinnee does not quit beforehand. This option should not be used under MagiC with the supplied SHUTDOWN.PRG.

Inactive: The shutdown utility is not started in parallel. Select this setting for running the SHUTDOWN.PRG supplied with MagiC.

Kobold

Enter the path to Kobold into the editable field using the file selector or manual entry.

Wastebin

If you want to install a recoverable wastebin which stores deleted files in a holding folder before final deletion, enter the path to the folder into the editable field using the file selector or manual entry.

After this objects dragged to the recoverable wastebin are moved to the holding folder and can be permanently deleted using the **Special > Empty wastebin** menu entry.

Show real wastebin

Active (crossed): The real, non-recoverable wastebin icon is also displayed on the desktop, and this can be used for deleting files immediately; once objects are dropped on this icon they cannot be recovered.

Inactive: Only the recoverable wastebin icon is displayed.

Use with 'Delete' menu item

Active (crossed): Files deleted using the **Object > Delete...** menu entry or the **[Control]** + **[Delete]** keyboard shortcut are moved to the recoverable wastebin.

Inactive: Files deleted using the **Object > Delete...** menu entry or the **[Control]** + **[Delete]** keyboard shortcut are deleted permanently.

Exceptions

Drive letters entered into the editable field will not move files to the recoverable wastebin. Files on these devices are deleted immediately. This is useful for slow devices such as floppy disks.

Icons

Enter the name of the file containing the assignment of jinnee's icons, normally ICONS.INF, into the editable field, using the file selector or manual entry. The icons can be configured via the **Special > Icon manager...** menu entry.

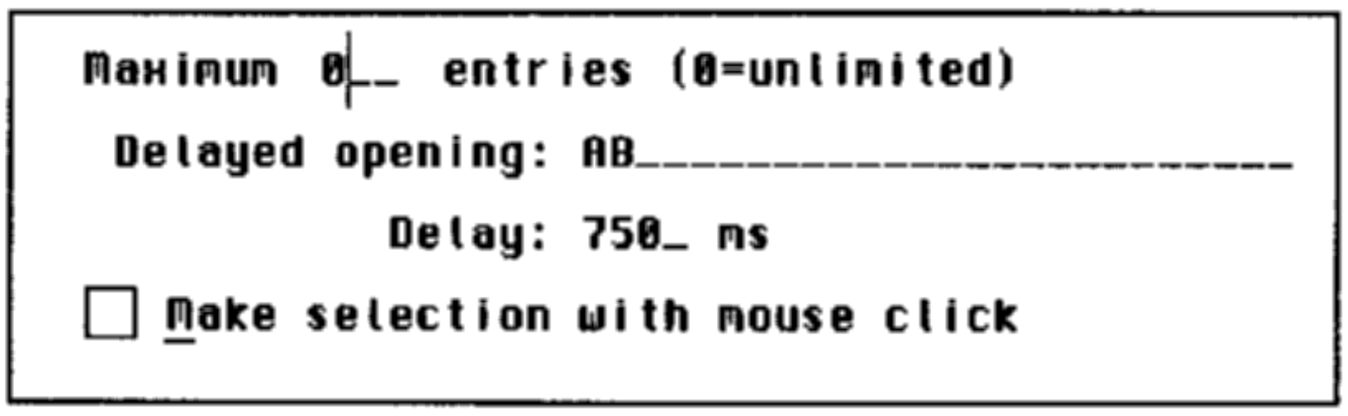
CPX path

So that jinnee can offer the installed control panel items in, say, context

menus on the desktop, the correct path to the CPXs has to be entered into the editable field, using the file selector or manual entry. Normally this will be C:\CPX\.

4.23 Settings... > Popups

This dialog contains options for configuring jinnee's directory window and desktop popups.



Maximum x entries

This editable field sets the largest number of visible entries, i.e. the maximum height of the popups (including any scrolling marks). If there are more entries in a popup than are visible, you can scroll with the up- and down-facing triangles. If you enter "0" then the popups may take up the whole height of the screen.

Delayed opening

In this editable field you should enter drive letters for all interchangeable media drives where it may take some time to check whether a medium has been inserted or not floppies in particular.

Delay: x ms

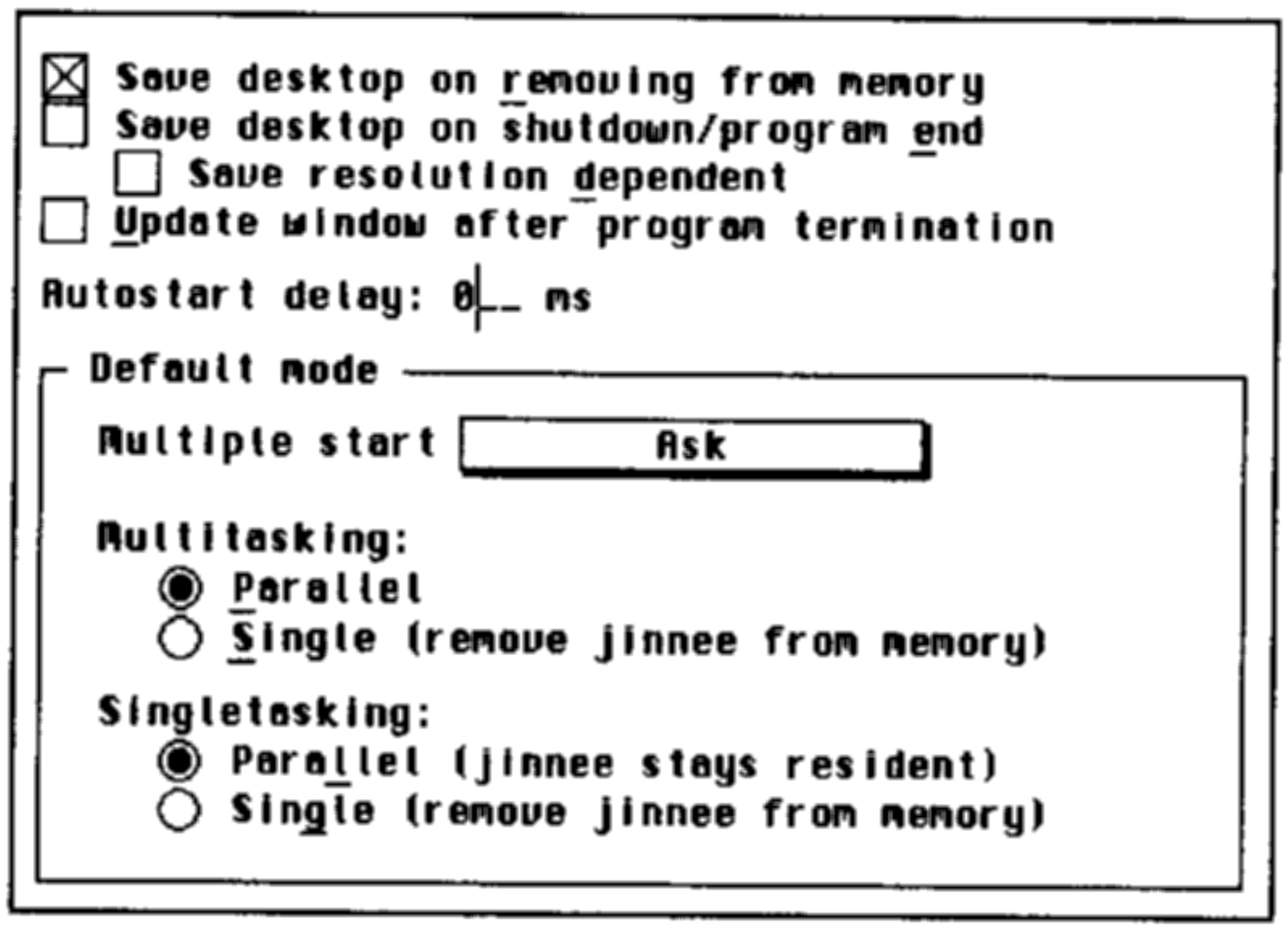
jinnee opens the sub-popups for the drives entered above only after the time in millisesonds entered in the editable field has elapsed. This prevents irritating drive access attempts to possibly unloaded drives if you "accidentally" brush the relevant entries with the mouse cursor.

Make selection with mouse click

Active (crossed): Selections from the popups are always made with a mouse click, even if the popup was called by holding down a mouse button. In that case you have to first release the mouse button and then make a selection with a new click on the popup entry.

Inactive: Releasing the mouse button with the cursor on a highlighted popup entry selects it immediately.

4.24 Settings... > Program start



Save desktop on removing from memory

Active (crossed): jinnee saves the current desktop setup in a temporary file if jinnee is unloaded from memory when launching a program, and will use these when jinnee is reloaded afterwards. The settings in JINNEE.INF are not overwritten.

Inactive: The desktop is not saved. On reloading jinnee the settings in JINNEE.INF are used.

Save desktop on shutdown/program end

Active (crossed): On exiting jinnee or shutting down the computer the current desktop is saved in a temporary INF file which is loaded the next time jinnee is launched.

Inactive: No temporary INF file is saved, jinnee loads JINNEE.INF on starting.

Save resolution dependent

Active (crossed): A resolution dependent temporary INF is saved with the bit-depth as part of the filename.

jinnee offers a choice between no window updates, global window updates or application dependent window updates.

Update window after program termination

Active (crossed): After any program ends jinnee updates all directories.

But you may prefer to leave this off, as activating **New window** for individual programs in the **Special > Applications...** dialog makes them update just their own directories when they terminate. For example, by their nature, archive handling programs usually create extra files and it's usually exactly these files you're interested in.

Inactive: jinnee does not automatically update directories but you can still manually update windows using the **[Esc]** key.

Autostart delay

The time delay, in milliseconds, between individual auto-start programs can be entered in the editable field. This can be useful if you're using any programs which take longer than normal to initialise and release memory.

The **Default mode** part of the dialog sets the default modes for launching programs under multitasking operating systems.

Multiple start

The multiple start popup configures how jinnee responds if you launch a program which is already running. The following options are available:

- **Never**

  Programs are only ever started once.

- **Ask**

  A dialog box is displayed asking whether a second copy of the program should be launched.

- **Pass parameters**

  Instead of launching a second copy, file parameters are passed to the running program which would normally load the file/s.

- **Start**

  Multiple copies of a program will be launched without asking.

The default jinnee behaviour under both **Multitasking** and **Singletasking** operating systems can be specified as either **Parallel** or **Single.**

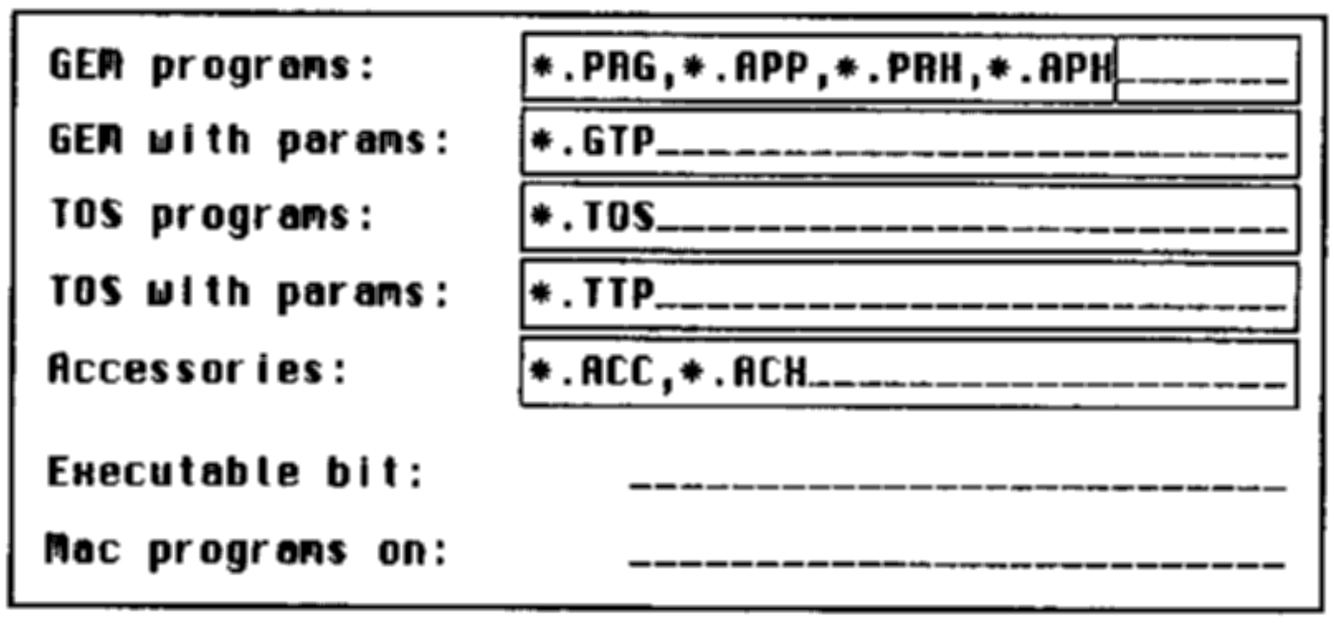
- **Parallel**

  jinnee remains memory resident as other programs are launched.

- **Single**

  jinnee is unloaded from memory before another program is launched, which is mainly useful if you need the extra memory occupied by jinnee.

4.25 Settings... > Programs



This dialog contains five editable fields which include the default file extenders for the different executable program types:

GEM programs: *.PRG, *.APP, *.PRX, *.APX

GEM with params: *.GTP

TOS programs: *.TOS

TOS with params: *.TTP

Accessories: *.ACC, *.ACX

These entries can be edited manually or via the file selector (at your own risk)!

Executable bit:

In this editable field you can enter drives for which the executable bit is to be evaluated. With this bit set for a file on the corresponding drive, the file will be recognised as an executable program, irrespective of the filename extender.

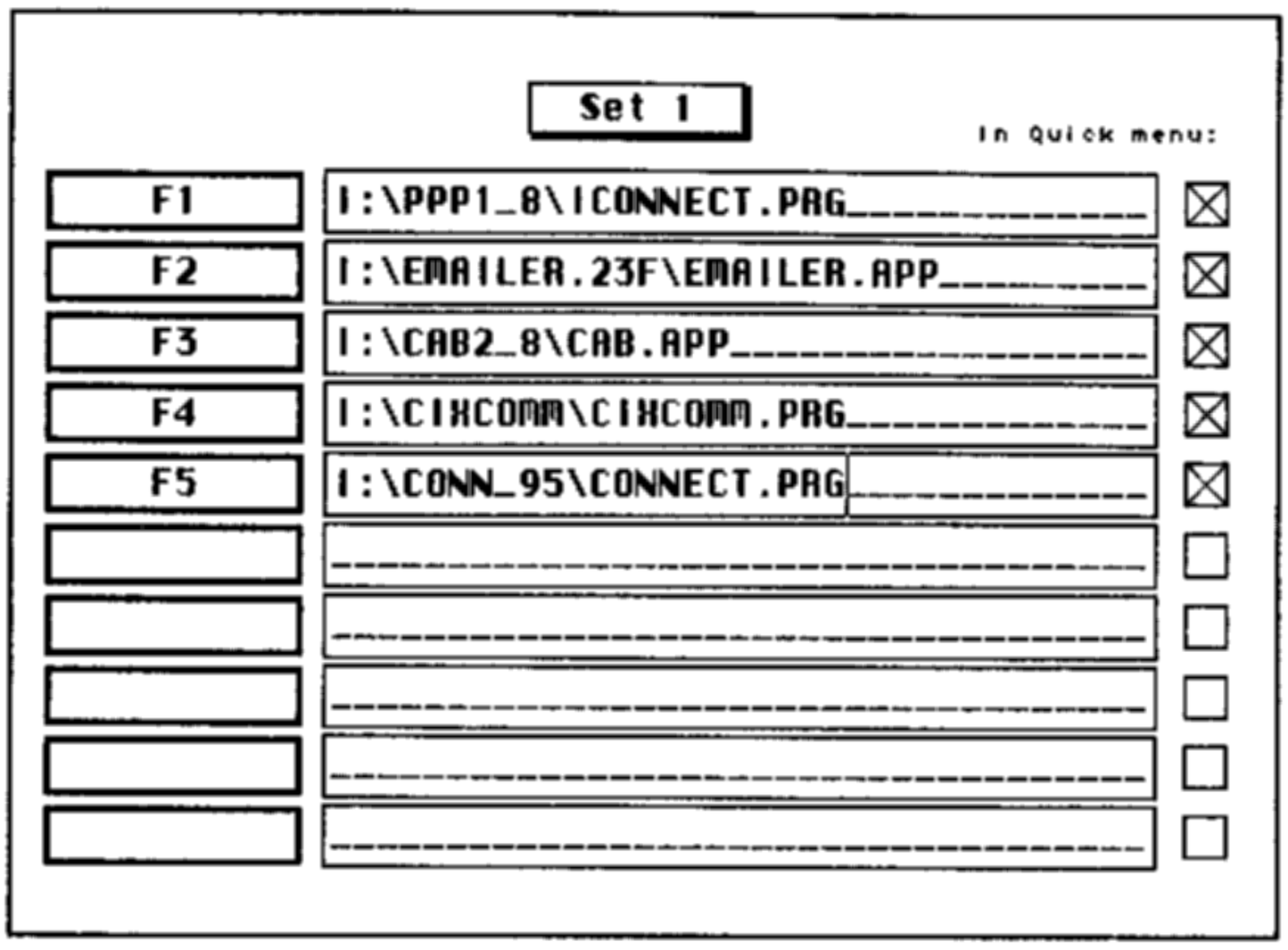
The executable bit is a part of the access rights, and can be set or cleared via the context menu or the "File information" dialog. The file system in use must support this feature explicitly.

This option is present as some file systems apprently have the executable bit set for all files (and have no means for clearing it).

Mac programs on:

Here you can enter drives from which you may wish to start Mac programs. Naturally this is only possible under MagiC Mac and has no effect on other systems. Reading the directories of the drives entered here is necessarily somewhat slower, hence you should only enter drives here from which you really really want to start Mac programs.

4.26 Settings... > Quick-keys



Here you can define up to five sets of ten program entries each that are to appear under the **Quick** menu entry and/or be launched with keyboard shortcuts. The popup menu at the top selects between the five available sets.

The programs are specified in the large editable fields in the middle of the dialog, either manually or by double-clicking on the field and using the file selector.

Clicking on the buttons down the left hand side lets you set the individual keyboard shortcut combinations for launching each program. A sub-dialog appears inviting you to press the desired key or key combination. If desired, you can assign both **Shift** keys independently by activating the **Differentiate 'Shift' keys** checkbox in the sub-dialog. In that case the shortcut will be shown in the button as a left- or right- instead of upward-facing arrow. A shortcut can be deleted by selecting it and clicking the mouse.

In Quick menu

A column of option boxes down the right hand side set whether the program is displayed in the Quick menu or not.

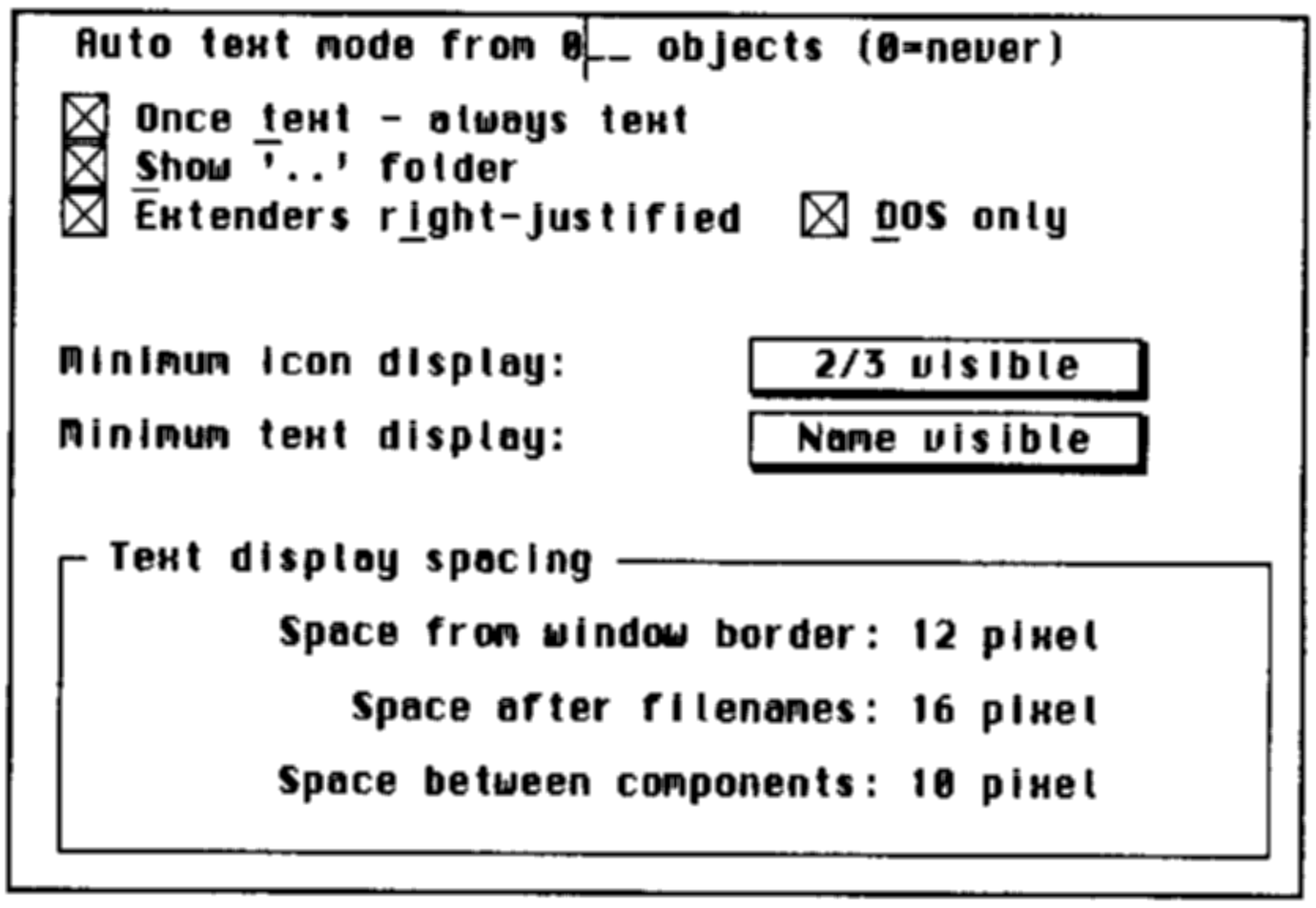
Active (crossed): An entry for the specified application appears in the Quick menu.

Inactive: No entry for the specified application is displayed in the Quick menu.

Important!

Quick-keys can be globally de/activated via the **Special > Quick-keys** menu entry.

4.27 Settings... > Show



Auto text mode from x objects

If a directory contains at least the number of objects specified in the editable field, jinnee automatically displays the directory in text mode.

- x=1: Directory windows are always displayed as text.
- x=0: The setting in **Show > As Icons** applies.

This setting is evaluated every time a directory is changed or re-read. Individual windows can be toggled between icon and text display using the window info-line icons or by toggling **Show > As Icons** in the menu.

Once text - always text

Active (crossed): If the **Auto text mode from x objects** option is active jinnee will not automatically switch back to icon display even if the number of objects falls below the preset threshold.

Inactive: This option is ignored.

Show ". ." folder

Active (crossed): Every subdirectory (but not the root directory) contains an extra folder icon representing the parent directory named ".". Clicking on this icon steps up the directory tree and has the same effect as clicking the Closer icon but offers the advantage that object/s can be moved or copied one level up the tree by dragging files to this object; the same applies using the spring-folder method via Drag&Drop.

Inactive: No parent directory icons are displayed.

Extensions right-justified

Active (crossed): In text mode, all file extenders the part of the filename from the dot (point/full stop) onwards are displayed right-justified.

DOS only

When this is inactive (uncrossed), this setting affects all drives, whether

they support long filenames or not; when it is active, only the drives gsupporting purely DOS-style 8+3 filenames have the extensions right-justified.

Inactive: The extenders are always closed up against the filename.

Minimum icon display

From the popup, select how much of an icon that may be obscured by the window border should remain visible before it is wrapped to the previous column.

The following choices are available:

- **Fully visible**
- **1/2 visible**
- **2/3 visible**
- **3/4 visible**
- **4/5 visible**

Minimum text display

From the popup, select how much of the file or folder names that may be obscured by the window border should remain visible before the line is wrapped to the previous column. The following choices are available:

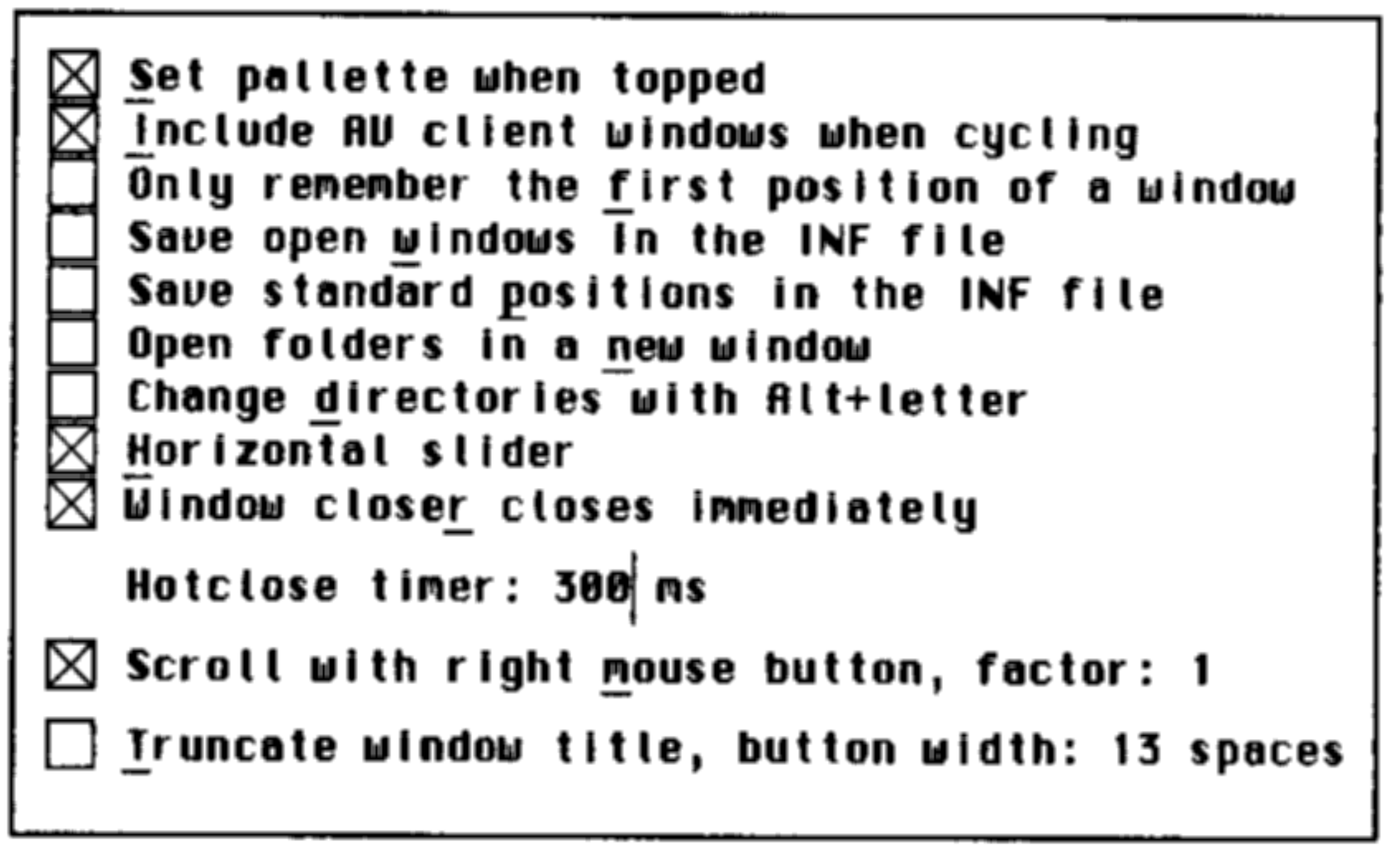
- **Fully visible**
- **Name visible**
- **1/2 visible**
- **2/3 visible**
- **3/4 visible**
- **4/5 visible**

Text display spacing

The following settings set the distance, in pixels, between the individual window objects and the window border. The smaller the spacing the more difficult it becomes to select objects especially using the rubber band selection method. The following choices are available:

- **Space from window border**
- **Space after filenames**
- **Space between components**

4.28 Settings... > Window



Set palette when topped

Active (crossed): When a jinnee directory window is topped the jinnee colour palette, as defined by JINNEE.PAL, is installed. If JINNEE.PAL is not available the palette installed on starting jinnee is used.

Inactive: The colour palette is not changed when a window is topped.

Include AV client windows when cycling

Active (crossed): When cycling through windows using the **Window > Cycle windows** menu option the windows of AV client applications that support global window cycling are taken into account.

Inactive: Only jinnee windows are cycled.

Only remember the first position of a window

Active (crossed): The position at which a window is opened for the first time is stored. If it is subsequently re-sized and then closed and re-opened, it will be opened at its original position.

Inactive: jinnee maintains standard positions for windows established through the window number . Window 1 has a certain position, window 2 a different position and so on... As windows are closed their positions are automatically taken over. To adopt new window positions:

- Deactivate the **Only remember the first position of a window** option.
- Place windows in the desired positions.
- Close all the windows
- Activate the **Only remember the first position of a window** option.

This function has no effect if Intelligent location is active in **Special > Settings... > Window placement** because jinnee searches for a suitable place to display each window on-the-fly.

Save open windows in the INF file

Active (crossed): On starting jinnee windows will be opened at the exact

positions they were displayed at the time the INF file was saved.

Inactive: Window positions are not saved in the INF file, so no directory windows will be open when jinnee is started.

Save standard positions in the INF file

Active (crossed): The standard window positions are saved in the INF file.

Inactive: The standard window positions are not saved in the INF file.

Open folders in a new window

Active (crossed): On opening a folder a new directory window is always opened while the old one remains on screen (standard Mac behaviour).

Inactive: On opening a folder the same window will be used, automatically replacing its parent directory.

Holding down the **[Alternate]** key temporarily forces the opposite behaviour, so when the checkbox is active the directory will open in the same window and when it is off a new window will open with the directory.

This function also works when closing folders for moving back up the directory tree to the parent directory.

Change directories with Alt+letter

Active (crossed): **[Alternate]** + **[Letter]** displays the corresponding drive directory in the currently topped drive window.

Inactive: **[Alternate]** + **[Letter]** opens a corresponding drive directory in a new window. Holding down the **[Shift]** key as well temporarily forces the opposite behaviour.

Horizontal slider

Active (crossed): Newly opened windows will have a horizontal slider at the bottom with which their contents may be scrolled sideways.

Inactive: Newly opened windows will not have a horizontal slider. This is sensible, particularly with smaller screens, as jinnee always optimises the width of directory windows and by omitting the bottom slider wins a little more space for the window contents.

Window closer closes immediately

Active (crossed): Clicking on the Closer icon closes the window immediately.

Inactive: Clicking on the Closer icon displays the parent directory.

The optional alternative Closer icon in the window info-line will adopt the opposite behaviour to this setting, changing to a left-facing arrow. When this checkbox is switched off, the info-line icon looks like a slightly enlarged Closer and while the window's Closer now moves up the tree, its appearance does not change.

The parent directory can also be displayed by clicking on the optional .. icon or by using the **[Undo]**, **[Control]** + **[Backspace]** or **[Control]** + **[H]** key combinations.

Hotclose timer: x ms

A left-click and hold action (instead of the usual click and release) over the Closer icon causes jinnee to automatically step up the directory tree level by level at the time interval entered into the editable field (0 to 999 milliseconds). The path displayed in the window title line at the moment the mouse button is released will open the corresponding directory window.

Scroll with right mouse button, factor: x

Active: A right mouse click and hold initially outside a directory window, with the cursor then moved into the window (while the button remains down) displays the hand icon, which can be used to drag the directory window contents in real-time to look at the whole directory without using the scroll bars. The speed of movement can be controlled by entering a **factor** (1 to 9) for the distance the contents move for a given mouse movement the higher the factor the faster the scrolling.

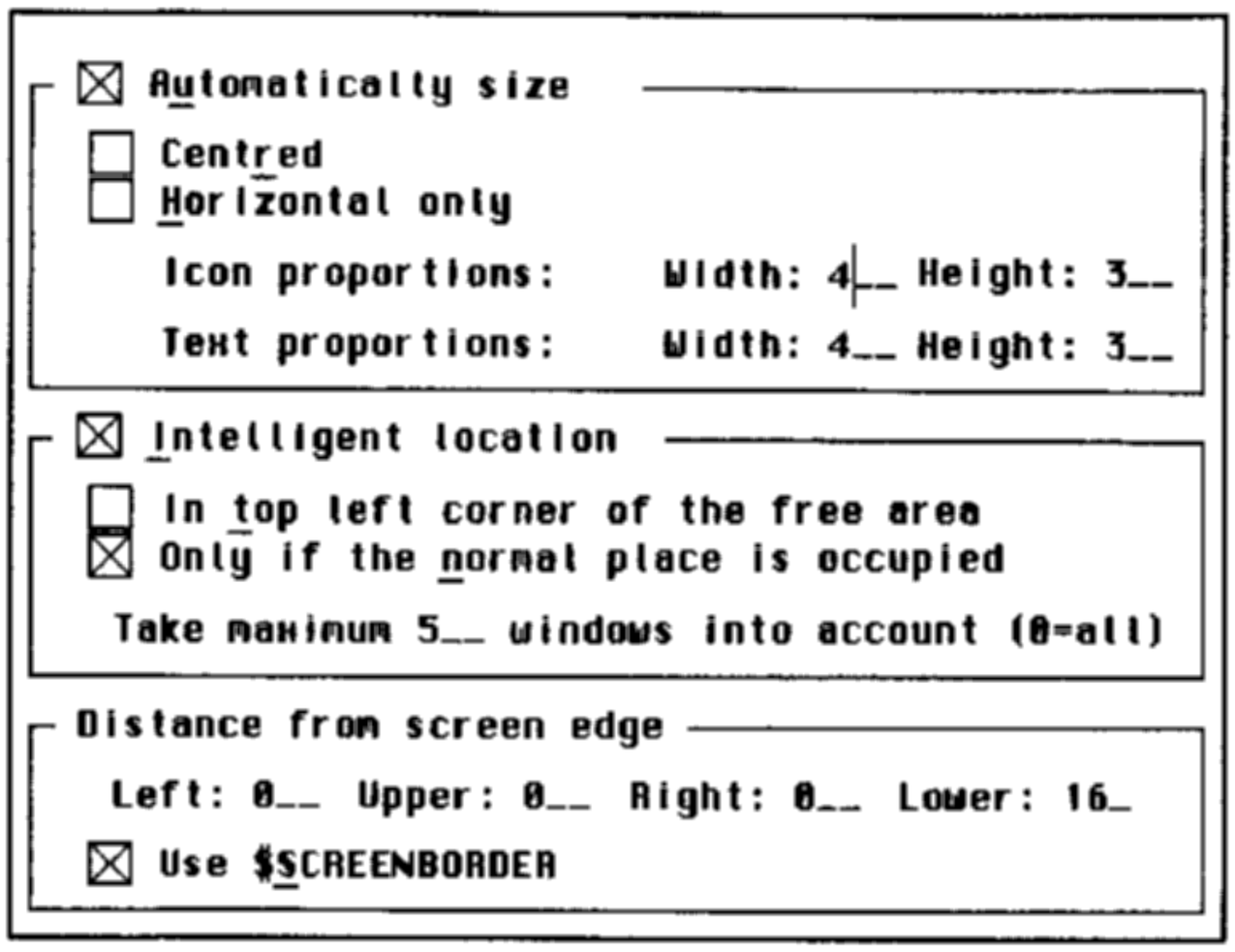
Inactive: Normal right mouse click behaviour. You can still scroll through the whole directory with the window's scroll bars.

Truncate window title, button width: x spaces

Active (crossed): Paths which are too long to fit in the window path line are shortened in the middle, using ".." characters to indicate where the path has been abbreviated. The **Button width** editable field sets the width (in characters) of the window path line which is to be omitted. This may need altering if the screen resolution is changed.

Inactive: Paths which are too long to fit in the window path line are cut off at their end.

4.29 Settings... > Window placement



Automatically size

Active (crossed): Windows are automatically sized, taking only enough space to display the files as necessary, but with sufficient files always visible.

Inactive: Windows are opened at their previous position and size, depending on other settings.

Centred

Active (crossed): jinnee calculates the new window position from the centre of the window.

Inactive: jinnee calculates the new window position from the top left corner.

Horizontal only

Active (crossed): jinnee only adjusts the width of windows, leaving the window height unchanged.

Inactive: jinnee adjusts both the width and height of windows.

Icon proportions

The **Width** and **Height** settings determine the width/height ratio of opened icon windows.

Text proportions

The **Width** and **Height** settings determine the width/height ratio of opened text windows.

Intelligent location

Active (crossed): jinnee attempts, wherever possible, to open new windows so they do not overlap an existing open window.

Inactive: Windows are opened at their previous size and position.

This behaviour may be modified still further:

In top left corner of the free area

Active (crossed): jinnee opens new windows at the top left corner of any free area available.

Inactive: jinnee opens new windows in the centre of any free area available.

Only if the normal place is occupied

Active (crossed): If the normal window position is occupied jinnee intelligently re-positions the window in free space.

Inactive: Windows are opened at their normal position.

Take maximum x windows into account (0=all)

This editable field sets how many windows are taken into account when calculating window positions. For example, a setting of 5 takes into account the positions of the first five windows but ignores any other open windows. Enter 0 to take all windows into account.

Distance from screen edge

Here the distance from the **Left, Upper, Right** and **Lower** edge of the screen, in pixels, in which windows will not be placed can be freely defined. This makes it easy to ensure windows are not opened over your desktop icons or open over an installed start- or application-bar and so on.

When **Use $SCREENBORDER** is active, instead of the values in the editable fields the area left clear will depend on the value stored in the environmetal variable of the same name (its format is similar to the above pixel values for left,top,right,bottom).

The environment variable can be set in various ways. In MAGX.INF use an entry such as:

```
#_ENV SCREENBORDER=0,40,0,30
```

which gives no spacing at left and right, 40 pixels at the top and 30 at the bottom.

5 jinnee's context menus

jinnee now offers context menus, which can be assigned to one or more mouse-click options in the **Special > Settings... > Mouse clicks** dialog. A context menu always contains entries offering available and relevant actions "in the current context" (at the mouse position). Furthermore, jinnee's context menus can have additional functions added at any time with so-called "plugins".

Often the context menu offers the quickest and simplest way to perform a given action.

All context menu entries made available by jinnee are listed below together with brief explanations. The character "=>" denotes that the corresponding entry opens a further sub-popup.

Open

Opens the selected object(s).

Edit note

This appears only for notepads and permits their contents to be modified.

Show

Opens the selected objects with the installed display program ("Viewer").

Edit

Opens the selected objects with the installed editor.

Show original

For links and desktop objects this displays the original object directory.

New object

Creates a new folder or new (empty) file in folders or windows.

Information

Shows the relevant information for the selected (highlighted) objects or the directory window clicked on.

Contents =>

With folders or directory windows this opens further sub-popups with which you can "move down" the directory tree and select objects from lower level folders without having to open a directory window for them.

Step up =>

With this entry you can move up to the next higher level in the folder hierarchy. Holding down the **[Alternate]** key opens a new window for this.

Icons =>

This only appears on the desktop and opens a sub-popup with selectable entries representing all icons present on the desktop.

Drives =>

This only appears on the desktop and opens a sub-popup with selectable entries representing all available drives.

Applications =>

This also only appears on the desktop and opens a sub-popup showing all currently running applications.

Accessories =>

Opens a sub-popup offering all installed accessories for selection. MenuBar.prg or A-MAN.PRG has to be installed on the system to make this work.

CPXs =>

Opens a sub-popup that permits calling any of the installed control panel items. If you select the CPXs entry itself then the CPX folder will be opened on screen.

Copy

This acts the same way as the **Copy** menu entry on selected (highlighted) objects. In addition you can copy the contents of desktop notes to the clipboard.

Merge

Similar to **Copy** but the data is appended to the existing clipboard contents rather than overwriting SCRAP.TXT.

To the wastebin

Moves the selected (highlighted) object(s) or dekstop note to the recoverable wastebin folder.

Delete

Deletes the selected (highlighted) object(s) or desktop note.

Delete Icon

Removes the selected icon from the desktop (no files will be deleted).

Insert

In folder and directory windows this entry works in the same way as the **Insert** menu entry. Invoked from the desktop a new desktop note will be created into which the clipboard contents will be inserted. Invoked from a note the clipboard contents will be appended to the existing note text.

Move

Moves previously highlighted objects to the position clicked on (in folder or directory windows).

Create link

Creates links at the position clicked on to all previously highlighted objects.

New note

Opens the **Notepad** dialog to create a new note on the desktop.

Select all

Selects all objects in the window or on the desktop.

Empty

Clears the recoverable wastebin folder or the clipboard.

Eject

Ejects the medium from the highlighted drive(s), if this is possible.

Attributes =>

This permits the file attributes of all highlighted files to be altered. The current status is indicated with a tick. If some of the files in a selected group or folder have different attributes, then the corresponding entries will be enclosed in square brackets; the tick will be set if the majority of objects have this option set.

Access rights

Permits alteration of the access rights for all selected files.

Program flags =>

Permits alteration of the program flags for executable programs.

Activate

Activates files that have been deactivated by suitably renaming their extender. Can be applied to files with PRX, APX, GTX, ACX, TOX, TTX or CPZ extenders.

Deactivate

Deactivates files by renaming their extender. Can be applied to files with PRG, APP, GTP, ACC, TOS, TTP or CPX extenders.

Uppercase

Converts the name of all selected (highlighted) objects to capitals.

Lowercase

Converts the name of all selected (highlighted) objects to lower case.

Capitalise

"Capitalises" the name of all selected (highlighted) objects, i.e. the first letter will be in capitals, the rest in lower case.

Show =>

Permits changing what is shown in directory windows, as well as the order the objects are sorted in.

New notepad

Creates a new notepad icon on the desktop at the position clicked on.

New wastebin

Creates a new wastebin icon on the desktop at the position clicked on.

Switch to Mac OS

Under MagiC Mac this switches over to the Mac-OS side.

Shutdown

Executes the shutdown procedure.

Plugins =>

This opens a sub-popup offering all installed plugins suitable for currently highlighted objects for selection. The context menu can be extended with such plugins by any desired amount. The plugins must be placed in the folder JPLUGINS\CONTEXT\ in the jinnee directory (or $HOME).

6 Context menu plugins

This section is primarily of interest to programmers. It explains how you can extend jinnee with your own context menu plugins.

jinnee looks for the plugins in the folder JPLUGINS\CONTEXT\. Both of these folders are normally in the same directory as jinnee, but can also be created in, say, $HOME.

You can add new plugins to the CONTEXT folder at any time. It is not necesary to quit and re-start jinnee they will be available immediately.

Plugins can be used currently only with "directory objects" , i.e. files, folders and drives. They cannot be used with desktop notes, for instance.

Plugins can be any type of file. If they are programs, they will simply be launched, if they are normal files they will be "opened" in other words passed to the program installed for them. This permits scripts, for instance, to be used as plugins.

When a plug-in is selected, all highlighted objects are passed to it via the command line.

There are measures to ensure that a plug-in only offers selections for suitable objects:

jinnee looks in the plug-in file for the magic value "JCtxtPlg". If it is not found then the plug-in will simply appear always. If it is found, then the magic value is followed by a list of key/value pairs. As it is pure ASCII data the whole thing can be used in scripts too (comments are always possible). The individual key/value pairs are separated by the pipe character "|". If the key takes a value then the value is separated from the key by the equality character = "="

Important:

It is imperative that "End" is entered as the last key to terminate the list.

The following keys are available at present (they are not case sensitive):

Group

Sets the group-ID of the plug-in. All plugins of the same group are collected together and displayed separated from other groups.

Nameg

Sets the name of the plug-in as it is to appear in the popup. Default is the filename.

File

0 or 1. Determines whether the plug-in can be used for files. Default: 1

Folder

Ditto for folders. Default: 1

FileLink

Ditto for file links. Default: 1

FolderLink

Ditto for folder links. Default: 1

Drive

Ditto for drives. Default: 1

Directory

Ditto for directory windows. Default: 1

Desktop

Ditto for the desktop. Default: 1

DeskIcon

Ditto for desktop icons. Default: 1

Program

Files have to be executable programs. Default: 0

Scrap

Has to be applied to the clipboard folder. Default: 0

Trash

Has to be applied to the recoverable wastebin folder. Default: 0

One

Has to be applied when only one object is selected (highlighted). Default: 0

Match

Here you can specify a mask to restrict the files that the plug-in may act on.

End

Terminates the list.

7 Miscellaneous features

7.1 Keyboard layout and shortcuts

- **[Control]** during **Copy** operations moves files instead of copying them.
- **[Alternate]** + **[Drive letter]** opens the directory window to the corresponding drive partition in a new window.
- **[Shift]** + **[Alternate]** + **[Drive letter]** opens the directory window for the corresponding drive partition in the currently topped directory window.
- **[Alternate]** during **Copy** operations enables object/s to be renamed on-the-fly, unless **[Alternate]** has been configured to create links.
- **[Shift]** + **[Alternate]** or **[Shift]** + **[Control]** during cursor drag operations creates a symbolic link.
- **[Alternate]** + double-click on desktop file icons opens a window to the path where the original file is located.
- **[Alternate]** + double-click on a symbolic link follows the link.
- **[Alternate]** on opening a file sends it to the file viewer instead.
- **[Control]** on opening a file sends it to the editor.
- **[Control]** + **[Alternate]** + double-click on a file opens the directory to the application installed for that filetype.
- **[Shift]**-clicking to start a program switches between single and parallel mode.
- **[Undo]**, **[Control]** + **[H]** or **[Control]** + **[Backspace]** displays the parent directory or closes the directory window.
- **[Esc]** re-reads the directory displayed in the top window.
- **[Esc]** during drag operations aborts the operation. This is valid for all drag operations. For example, dragging icons or desktop notes. Two-button mouse users can alternatively press both mouse buttons to abort drag operations.
- **[Tab]** during drag operations fixes a directory window opened during spring-folder navigation so it doesn't close again. This can be applied repeatedly to fix any desired window/s.

- **[Cursor]** keys scroll. If the **Cursor keys move selection** option in **Special > Settings... > Autolocator** is active the **[Control]** key must be held down to achieve the same result.
- **[Shift]** + **[cursor]** keys moves through directories a window-full at a time.
- **[Cursor right/left]** keys open/close folders in **Single column** text display mode only.
- **[ClrHome]** skips display to the directory origin.
- **[Shift]** + **[ClrHome]** skips display to the directory end.
- **[Control]** + Closer icon closes the window.
- **[Alternate]** + Closer icon display parent directory in new window.
- **[Alternate]** + double-click on a folder/s opens new windows to display the content/s.
- **[Control]** + double-click on a folder opens a popup showing the contents of this folder.
- **[Control]** + **[Delete]** deletes the selected objects.
- **[Shift]** during drag operations can be used to drag along objects selected in other windows. This makes it possible to drag all selected objects from all windows to a program, which receives all the filenames as parameters.
- **[Space]** or **[Esc]**: Clear Autolocator entry or selection refer to **4.1 Special > Settings... > Autolocator** for more details.

7.2 Jinnee and KOBOLD

jinnee can automatically hand over **Copy**, **Move** and **Delete** file operations to KOBOLD. To do this KOBOLD must be correctly installed and configured in the **Special > Settings... > Paths** dialog.

KOBOLD can also be used as a desktop accessory but the path must still be entered in the **Paths** dialog.

7.3 Jinnee and MagiC

For optimal co-operation when running jinnee under MagiC please observe the following points (normally these are handled automatically during installation):

- In the MagiC configuration file MAGX.INF jinnee should be installed as the Desktop (Shell). For example, assuming jinnee is installed on drive C in a folder called JINNEE:

  #_SHL C:\JINNEE\JINNEE.APP

  Only when jinnee is installed like this can programs be started in **Single** mode.

- It's also just as important to install jinnee as the AV-Server. Directly under the #_SHL line entry add the following line using an ASCII text editor:

  #_ENV AVSERVER=JINNEE

- If you have disabled the **Parallel** option for any installed applications in the **Special > Applications...** dialog you should activate the **Save desktop on removing from memory** option in the **Special > Settings... > Program start** dialog if you wish to retain the same desktop layout when jinnee is re-loaded. Unless this option is active the desktop is re-loaded with its default settings.

- To launch an application in **Single** mode from a directory window hold down the **[Shift]** key. This works without having to install the application beforehand.

7.4 Jinnee without MagiC

You must install the enclosed WDIALOG utility in your AUTO folder. For more details refer to the documentation accompanying WDIALOG.

7.5 Jinnee and scrolling mice under MagiC Mac

Under MagiC Mac, jinnee from version 2.5 onwards supports mice with a so-called scrolling wheel. You can buy many mice that have such a wheel, particularly for newer Macs with a USB port. So that the scrolling wheel can be used for MagiC programs as well, you have to proceed as follows:

The USB driver has to be set on the Mac side so that when using the scrolling wheel with MagiC Mac active it simulates the key-presses **[Apple] + [Cursor-up]** and **[Apple] + [Cursor down]** respectively. The whole arrangement has been tested with the "USB Overdrive" control panel which is universally usable with all possible USB mice and joysticks (http://www.usboverdrive.com/). In

this, use the button **New** to create a new setup specially for MagiC Mac in the left area of the "USB Overdrive" window; then select in this case for **Wheel Up** the setting **Keystroke Command up** and for **Wheel Down** the setting **Keystroke Command down**. It is impossible to tell or guarantee here how and if this is also possible with other mouse drivers.

If everything has been set correctly, then all vertical sliders in all MagiC windows can be serviced with the mouse's scrolling-wheel.

jinnee then "filters" the keypresses **[Apple]** + **[Cursor]** and translates these into corresponding window messages that are then sent to the relevant program.

8 File matching

File matching makes it easy to select groups of filenames. Placeholders or so-called "wildcards" are used to select the desired files with the minimum of effort.

A well known example from the DOS era is *.*, which selects all files on standard TOS/DOS 8+3 file systems. Another example is *.TXT which finds all files with the TXT file extender.

Important!

Because jinnee also runs on non-TOS/DOS 8+3 file systems, Unix style file matching is supported. Therefore "*" is used to select all files instead of "*.*" which will only find files which explicitly include a . character in their filename, so it would miss README, for instance.

These file matching principles apply equally to the Autolocator, file masks, for installing files (**Open** in the **Applications** dialog), icon colour display, the filter, and icon assignments used in jicons.

The following rules apply for evaluating the matching assignments:

? any single character

* any character string (or nothing)

[...] any single character from within the brackets. For example [ACD] selects all files which start with A, C or D.

[!...] not any of the characters within the brackets.

! an exclamation mark at the start of a file match inverts its logic. For example !*.TXT selects all files whose extender is *not* TXT.

Multiple file matches can be entered using the comma "," or pipe symbol "|" as separators (not space characters!) and these are effectively logical OR operations. For example "*.C,*.H" selects all files and folders with a "C" file extender OR an "H" file extender.

Alternatively logical AND operations are possible using the ampersand & character. For example: "*.TXT&!NOTHIS1.TXT" selects all .TXT files apart from NOTHIS1.TXT.

You should note that slightly different rules apply to the Autolocator, which is "front-loaded", which means jinnee internally appends a "*" to the individual matching masks separated by commas, pipes or ampersands. If you really want to set the end of an individual match, then you have to use a semicolon ";" for OR and a plus "+" for AND operations. The last (or only) matching mask has to be terminated with a semicolon ";" in order to suppress the front-loading.

As there is no bracketing and OR and AND are not evaluated completely from left to right, the mixed use of OR and AND is pointless. Therefore the only meaningful use of AND is in connection with the NOT operator "!" to exclude files from a match, as shown in the above example.

9 jinnee icons

Here a few words about icon-integration in jinnee.

jinnee can use icons in two separate ways:

1. Normal Icons:

These are described in an INF file, normally ICONS.INF, that includes a reference to a folder which contains the RSC file holding the icon data, normally an ICONS folder inside the JINNEE folder.

The INF file also stores the information that determines which objects display which icons. The INF file to be used can be set in the **Special > Settings... > Paths** dialog.

The INF file can be configured using the "jicons" utility program accessed via the Special > Icon manager... menu entry.

To add new icons simply copy the desired RSC file to the ICONS folder to

which the active INF file refers and the icons will be available for assignment immediately.

2. Thumbnail-icons:

If jinnee finds a file named JINTHUMB.RSC in a directory, the icons it contains are used purely for the objects in that directory, and the icons are only loaded into memory if a window to that path is open. For example, this is useful for folders containing lots of images, where a small preview of each image can be created.

Please note that these icons are *not* assigned via an INF file. The assignment is therefore made directly via the icon banners in the RSC file.

Mini-Icons:

jinnee supports normal and mini-icons. Mini-icons may be up to 16x16 pixels maximum and must be located in the final tree in the RSC file.

Under GEM the icon width must always be divisible by 16, so jinnee assumes that the real width of the mini-icons is always the same as their height otherwise the width would always have to be 16 pixels. Mini-icons are also assumed to be square. If a mini-icon is drawn too wide this can lead to redraw errors. For example, a 12 pixel high mini-icon can only contain set (visible) pixels in the first 12 columns.

10 Questions and Answers

How can I retain my INF file from EASE?

Unfortunately you cannot. You could take a snapshot image of your Ease desktop, then load this into jinnee as a background image and use it as a template over which you can arrange your jinnee icons in the original Ease positions.

How do I install a program for a particular filetype?

Highlight the desired program then select **Special > Applications...** followed by Yes when asked if the application should be installed. In the application list you should now enter the file extender to open this application, for example "*.TXT".

How do I create a clipboard icon on the desktop?

Open a directory window to drive C: and drag the CLIPBRD folder onto the desktop. Close all the directory windows then highlight the CLIPBRD folder icon and select **Object > Information...** and assign the name Clipboard to the icon.

How do I create a recoverable wastebin icon on the desktop?

Create a folder on any drive to store trashed files, TRASH for example. Set this folder in **Special > Settings... > Paths** as the path to the wastebin. Now select **Special > Icon manager...**, select a suitable icon and double-click on it to display a dialog where you can enter the name of the folder, TRASH in our example, and set **Folder** as the filetype. You can optionally specify that the icon will appear only on the desktop in this form. Exit the dialog via the **OK** button and from the desktop drag the TRASH folder from the directory window onto the desktop.

How can I start a program using the keyboard?

Highlight the desired program then select **Special > Applications...** followed by Yes when asked if the application should be installed. Click on the Set key button to the right of the **Quickstart-key** entry then press the desired key combination.

Alternatively the program can be entered into the **Special > Settings... > Quick-keys** dialog and the desired key combination typed in after selecting the button to the left of the relevant program entry.

Automatic floppy disk formatting using Kobold

First program or record a suitable formatting job in Kobold. In **Special > Applications...** install Kobold as the default formatter program. To do this double-click on the formatter entry (set to MGFORMAT.PRG by default), select Kobold using the file selector, then enter the format job into the command line. Now selecting **Object > Format...** will start the Kobold job.

How do I start a program in Single-mode?

To start programs in Single-mode from directory windows hold down the **[Shift]** key on launching. If a particular program should always be started in Single-mode select (highlight) the program and in the **Special > Applications...** dialog, disable the **Parallel** option.

How do I set a memory limit?

To limit the amount of memory a program can reserve for its own use select (highlight) the program and in the **Object>Information...** dialog enter the maximum memory in the **Limit** editable field. The program will be patched using the MagiC LIMITMEM.TTP utility.

Important!

Please note this procedure will not work with most programs that have been packed by something like the popular PFXPAK packer; this creates smaller executable programs to save storage space, which self-unpack on execution. Most packed programs can be unpacked to their original state with a suitable utility such as LHARC (LZHSHELL.APP) or the PFX_UNPACK function in 2-in-1 for PFXPAKed programs. The Signum!2-freshup program files are one example of PFXPAKing.

11 History

Jinnee v2.5 dated 05.09.00

- Support for access rights and of executable bits with suitable file systems.
- Some new or improved Packers plugins in the context menu.
- Simultaneous development in several languages (currently German, English and French).
- New function **Deselect folders**.
- The Delete function can now handle write-protected files.
- Program-independent support for mice with scrolling-wheel under MagiC Mac.

  (See: **"7.5 Jinnee and scrolling mice under MagiC Mac"**)
- More flexible settings for the file length display.
- New GEMScript-commands to install, deinstall and interrogate programs by remote control.
- In the **Notepad** dialog you can now use **[Control] + [U]** and **[Control] + [W]**.
- Folders can now also be popped shut with **[Cursor-left]** when any object is selected in the popped-open folder.

- Innumerable further small corrections, supplements and bug fixes...

jInnee v2.01 dated 22.03.99

- Smart update configurable.
- Bugfixes for popup scrolling, smart update and when converting command lines.

jInnee v2.0 dated 15.03.99

- Context menus with plugins offering many new options.
- Flexible popups. Folders and drives on the desktop may be opened directly as popups.
- Various freely assignable mouse-click options, which can be different for "holding" and "dragging".
- More desktop click popups.
- Starting of Mac programs directly from jinnee.
- Display of available space on drives under MagiC Mac and MagiC PC improved.
- "Real" names can be shown for control panel items (*.CPX).
- The destination window for spring-folders can be held open.
- The "real" (more risky) wastebin icon can be removed from the desktop.
- You can place several wastebins and notepads on the desktop.
- New **Merge** menu entry.
- Horizontal sliders can be switched off.
- When creating desktop notes via GEMScript you can pass their position on the desktop.
- Better looking and many new icons.
- Icon RSC files can be edited directly from within jicons. For this the editor installed in jinnee for *.RSC files will be launched.
- Clearer arrangement of the icons in jicons.
- Various small bugfixes and improvements, such as of desktop notes, construction of command lines, opening of windows via the AV-protocol, colour icons on Falcons, work-around for the menu-line bug etc.

jInnee v1.11 dated 01.10.98

- Calculation of folder size.
- Bugfixes, improvements, many minor things, larger internal rearrangements.
- jicons: If errors arise, a more detailed error description is written to an ERR file.
- Mani-Tuuls published.

jInnee v1.1 dated 26.05.98

- Icon-concept completely re-worked. The addition of new icons is now considerably easier.
- jicons improved and the search function improved.
- Considerably improved notepad: No more size limitations, OLGA, Drag&Drop, notes in GEM windows and so on.
- Support for NVDI 5:
  - Transparent dragging from icons and notepad.
  - Automatic adjustment of any background image to the current colour depth and palette.
  - Scaling of desktop background images to full screensize.
- MagiC 6 proportional system font support.
- Smart date/time display.
- Windows can be pinned .
- Filter symbol.
- Optional browser-conforming Backdrop button.
- Automatic media-eject on shutdown possible.
- Automatic renaming in the wastebin folder.
- Definable executable programs.
- Flipflop display on switching options via keyboard.
- All-iconify.
- Many other minor changes...

jInnee v1.02 dated 13.12.97

- Correct display of 256-colour icons in Hi/TrueColor resolutions from MagiC 5.20.
- Abbreviated help text across the bottom of dialogs can be switched off.
- Shortcuts can differentiate between right and left **[Shift]** keys.
- GEMScript support implemented.
- If the original file for a desktop icon has been moved this can now be located using the file selector.
- Falcon problems rectified.
- The context application can now be called with a single right mouse-click.
- Optional automatic move instead of copy for operations within a drive (like Mac-OS/Windows).
- Optional **Delete** menu entry now selectable via the **[Delete]** key.
- Mask dialog: A double-click on the popup menu displays the available file extenders in the current directory.
- Memory requirement to load 256-colour images in Hi/TrueColor modes significantly reduced.
- Number of entries in the **Quick** menu raised from 15 to 20.
- Various bugfixes and so on...

jinnee v1.01 dated 2.8.97

- On systems which do not support colour icons the colour icons are no longer loaded. A monochrome icon RSC file is included.
- Various bugs rectified: double-slash error in the file selector, **Pattern** for text display option, auto-start, copying in threads.
- Pressing the **[Tab]** key can be used to fix windows opened during spring-folder actions so they remain open.
- SysSound now functions on all Falcons.
- No more redraw errors with overlapping desktop icons.

jInnee v1.0 dated 22.7.97

- First German release version.