



**A REFRESHING COLLECTION  
OF UTILITIES DESIGNED  
EXCLUSIVELY FOR  
APPLE IIGS SYSTEM 6**



**LABS**

# Six Pack™

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## Contents

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1.	<i>About Six Pack</i> .....	1
2.	<i>Alarm Clock</i> .....	6
3.	<i>CDEV Alias</i> .....	8
4.	<i>CPU &amp; Memory Use</i> .....	11
5.	<i>Crypt</i> .....	13
6.	<i>File Compare</i> .....	16
7.	<i>FilePeeker</i> .....	18
8.	<i>HotKeys</i> .....	20
9.	<i>IR &amp; OpenSesame</i> .....	21
10.	<i>MoreInfo</i> .....	26
11.	<i>Print Catalog</i> .....	30
12.	<i>SelectIcons</i> .....	34
13.	<i>SuperDataPath</i> .....	39
14.	<i>Workset</i> .....	44
	Appendix: File & Auxiliary Types .....	49

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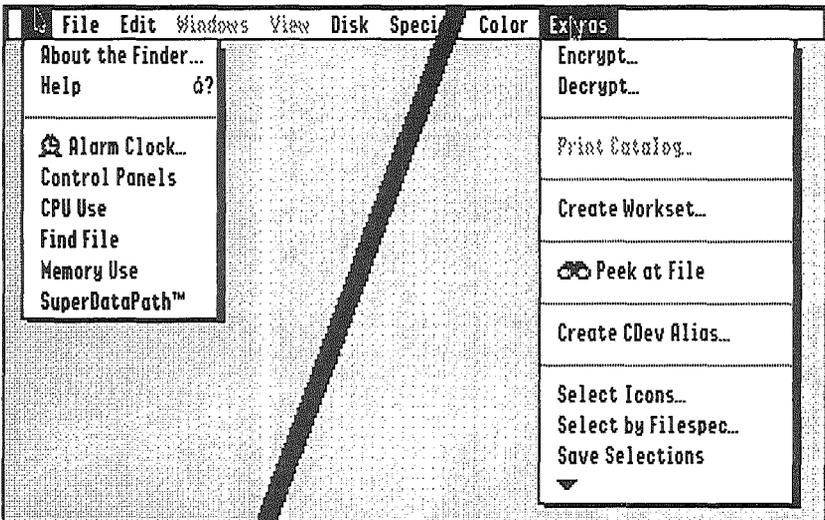
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**A TURNIP CURES ELVIS.**



## What is Six Pack?

Six Pack is a collection of fifteen accessory programs for Apple IIGS System 6. Most of these programs are *Finder Extras*, although a few are *New Desk Accessories (NDAs)*. The programs are completely independent—you can install one, some, or all of them. (Some of them work *with* certain other programs in the system, but that's optional.)



▲ The IIGS Finder: The  (Desk Accessory) Menu & the Extras menu

## Finder Extras & New Desk Accessories

A *Finder Extra* is a program that adds features to the System 6 Finder. The Finder is usually the first program you use when you start up your computer—it's the program that displays your disks and their contents and allows you to copy and rename files and launch application programs. Most Finder Extras add one or more menu items to the Finder's Extras menu. (If you've never seen the Extras menu, it's probably because you don't have any Finder Extras.)

A *New Desk Accessory* is a program that appears on your IIGS's  menu. New Desk Accessories (or NDAs) are available in any IIGS Desktop program—virtually any program that has a multicolored  in the menu bar—including, but not limited to, the Finder. The System 6 Control Panel is an NDA, as are the Puzzle and Calculator.

## Six Pack Components

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Six Pack includes ten *Finder Extras*:

MoreInfo	PrintCatalog	FileCompare
HotKeys	Crypt	PrintCatalog
SelectIcons	FilePeeker	IR
CDEV Alias	WorkSet	

It also includes five *New Desk Accessories*:

Alarm Clock	OpenSesame	SuperDataPath
CPU Use	Memory Use	

## Six Pack Requirements

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Six Pack requires Apple IIGS System Software 6.0, a hard drive, and at least two megabytes of RAM. (With the minimal two megabyte configuration, you may not be able to use all of Six Pack's functions at once, or you may have to do without some parts of System 6. We recommend at least three megabytes of RAM if you want to run a complete version of System 6 and all the Six Pack programs.)

## What You Should Know

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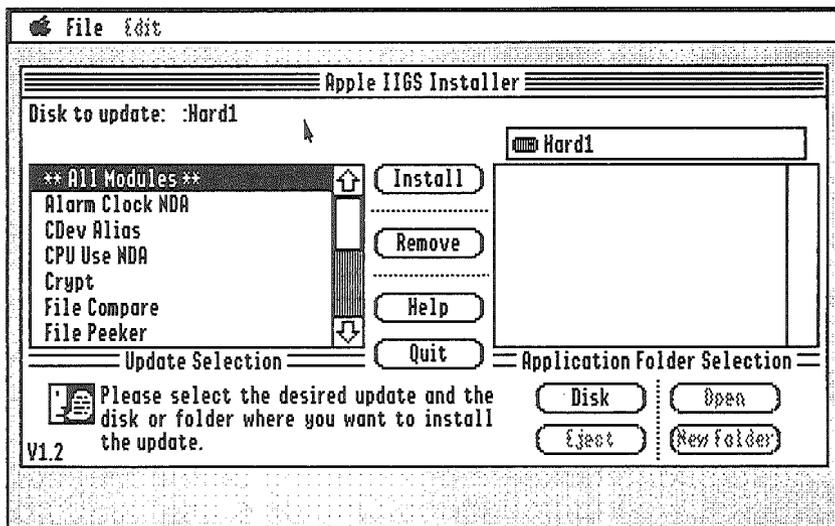
We assume you're familiar with basic Finder operations and the way standard IIGS programs work. In particular, you need to know about:

- Selecting and opening icons in the Finder
- Selecting more than one icon by shift-clicking
- The differences between application, document, and folder icons
- How to do the usual things to icons (copy, move, delete, rename)
- How dialogs, Standard File, checkboxes, radio buttons, line-edit fields, pull-down menus, and pop-up menus work

If you're not familiar with these and other common IIGS features, we suggest a reference book like the one that came with your IIGS, Apple's System Software user manuals, or *The System 6 Book* from Quality Computers.

## Installing Six Pack

Before you install any components of Six Pack, you may want to skim through the rest of this manual and decide which programs you want to install. (The first paragraph of each section describes what the program described in that section does.) Or, if you have enough memory, you may want to install *all* of the Six Pack programs—you can always remove or disable the ones you don't use later.



### ▲ Installing Six Pack using the Apple IIGS Installer

Six Pack uses the standard Apple IIGS Installer to install its programs on your hard drive. If you installed System 6 yourself, you probably have used this program already. If your hard drive came with System 6 already installed, you may not be familiar with the Installer. Don't worry—it's simple. Here's how to do it:

1. Start up your IIGS from your hard drive, just as you usually do. Wait until the Finder appears.
  - If you don't usually start up into the Finder, but instead use another program selector—such as *Salvation Supreme*, *ProSel*, or *Universe Master*—you'll need to launch the Finder from your usual program selector. Check your program selector's manual for information on how to do this. Don't continue until you're in the Finder.
2. When the Finder appears, insert the Six Pack disk. The Finder will read the disk and display a window containing the Installer icon.

3. Double-click the Installer icon to launch the Installer.
4. The Installer screen will appear. There's a lot of stuff on the Installer screen, but for now you can ignore everything but the scrolling list on the left side of the screen. This list contains all the Six Pack components.
5. Select the programs you want to install. To select a single item, just click it. To select more than one item, click the first item normally, then hold down the ⌘ key and click the additional items. (The ⌘ key tells the Installer to install the item you click in addition to the ones you've already selected. Clicking without the ⌘ key tells the Installer to install only the item you click.)
  - *For your convenience, there's also an All Modules item, which installs all of the Six Pack modules onto your hard drive. If you select that item, there's no need to select the individual modules listed below it.*
6. Once you've selected the modules you want to install, click the "Install" button in the middle of the screen. The installation process will begin.
7. Click the Installer's "Quit" button. The Installer will tell you that you need to restart. Click the "Restart" button.
8. The Six Pack modules you requested are now installed and should be available when the Finder reappears. Congratulations!

## Customizing Installation

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When you install Six Pack on your hard drive, the Installer puts all the Six Pack NDAs into your System Folder in a folder called Desk.Accts. It puts all the Finder Extras into your System Folder in a folder called FinderExtras. (The exception is IR. If you install IR, it is placed in the System.Setup folder.)

This installation means that NDAs will always be in memory once you've started your system (since they can be used in any IIGS program), but Finder Extras will only use memory when you're in the Finder (since only the Finder can use them). This gives you the maximum amount of free memory when you aren't in the Finder, but it means that the Finder has to reload the Extras from your hard drive whenever you quit a program, which can take several seconds.

If you have plenty of memory (four megabytes of RAM or more), you can move the Finder Extras from the FinderExtras folder to the System.Setup folder. (You can do this just by dragging the files from

one window to another in the Finder.) If you do this, the Finder Extras will always be in memory, and returning to the Finder after running another program will be quite a bit faster. (If you want, you can keep some Finder Extras in FinderExtras and some in System.Setup.)

We've also included a Finder Extra called IR which allows you to load Finder Extras and NDAs *after* you've started up your computer. Install IR and move the other Six Pack files to some other folder. You'll then be able to install any of the Six Pack files by double-clicking them in the Finder. That way, you can start up with *no* Six Pack modules and install only the ones you need, when you need them. (See the section on IR in this manual for more information on this program.)

If you decide you don't want to use one of the Six Pack modules you've installed, there's no need to delete it. Instead, find the file you want to disable (in the FinderExtras, System.Setup, or Desk.Accts folders), click it once, choose "Get Info" from the File menu, click the "Inactive" checkbox, and close the Info window. Then restart your system. The IIGS completely ignores Finder Extras and NDAs you've disabled this way; they don't take up any memory and they don't slow down your startup. (Of course, you can also drag a module to the Trash to remove it permanently if you need the disk space.)

We also suggest taking a look at Signature from Q Labs. Besides the screen blanker, desktop painter, and sound chooser, which are nifty all by themselves, there's also a Control Panel called Boot Master, which will allow you to activate and deactivate Six Pack modules from one master control panel and let you save "snapshots" of your configuration for later use.

## Using The Modules

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The rest of this manual is dedicated to the Six Pack modules themselves. There's a section for each module. Read the instructions in any order you like, but please do read them. Not only will you find the answers to questions you may have about using the programs, but you'll learn about features you might never have noticed if you hadn't read the manual.

If you have a question that isn't answered by the manual, or if you can't get one of the programs to work the way it's described, call our Technical Support department at (313) 774-7740. They're open from 10 AM to 6:30 PM Monday-Friday (closed noon to 1 PM daily).

## What It Does

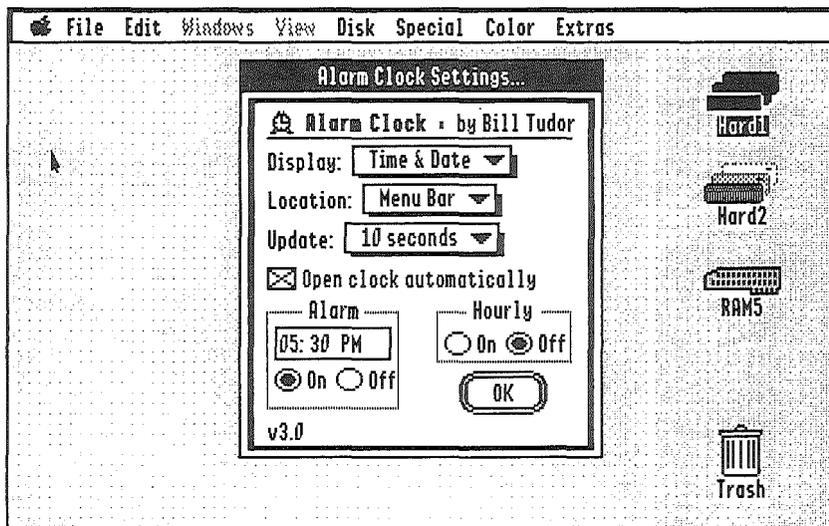
The Alarm Clock displays the current date and time (or just the time) in the menu bar of IIGS programs, including the Finder, AppleWorks GS, HyperStudio, Platinum Paint, and dozens of other programs.

The Alarm Clock also includes:

- *Clock display in menu bar or in separate window*
- *Automatic opening of clock when a program is launched*
- *Adjustable alarm and optional hourly chime*
- *No interrupts or tool patches for maximum compatibility*

## How To Use It

When Alarm Clock is installed, you'll notice the time and date in the upper right hand corner of your screen (on the menu bar) or in a window. (If you don't see the time and date, make sure Alarm Clock is installed properly, restart, and check again.)



▲ *Alarm Clock Settings*

To adjust the clock settings, select Alarm Clock from the  menu. You can change the following settings:

*Display*            Select "Time & Date" or "Time Only" from the pop-up menu.

*Location*            Select "Menu Bar" or "Window" by choosing the appropriate option from this pop-up menu. (Some programs have long menu bars that don't leave room for the clock, or run in the 320-pixel graphics mode. The "Window" option is useful in these situations.)

*Update*              Choose how frequently to update the time display: once every ten seconds, once every five seconds, or every second.

- *The update rate is approximate because Alarm Clock doesn't use interrupts. (Interrupts would allow more regular updating of the clock but could cause compatibility problems.) We suggest the 10 second update rate. You probably spend enough time waiting for your computer without making it update the clock every second.*

*Hourly*              Turn the hourly chime (a beep on the hour) on and off with these two radio buttons.

*Alarm*                Turn the alarm on and off using the radio buttons. To set the alarm time, click on the hour, the minute, or the AM/PM symbol. Click the tiny arrows that appear to the right of the time to change the selected portion of the time. You can also use the Up and Down arrow keys or just type the desired time.

*Open clock automatically*    Alarm Clock is an NDA, and NDAs are usually closed when you quit an application. This checkbox, when activated, keeps Alarm Clock activated in all your IIGS Desktop applications.

When you're finished setting the options, click the "OK" button.

You can select a sound for the alarm and hourly chime if you have the System 6 Sound control panel installed. Just pull up the Sound control panel, select "Attention" from the Event pop-up menu, then select the desired sound from the Sound pop-up menu. (If you don't choose a sound, or if you don't have the Sound control panel installed, you'll get the standard but boring IIGS "bonk.") We suggest a nice bell sound if you have one.

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## What It Does

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The IIGS Control Panel is pretty simple to use—just open it from the  menu, then find the control panel you want to use and double-click it. But if you find yourself using certain control panels a lot, this two-step process can become tedious. The CDEV Alias Finder Extra lets you cut out the middleman and open any frequently-used control panel directly from the  menu without first opening the Control Panel itself.

If you use a network, you'll probably want to add the AppleShare and Net Printer control panels to your  menu. If you have more than one printer attached to your computer, the DC Printer control panel is a prime candidate. Other frequently-accessed control panels, like Phantasm, Pointless, and Express are also good choices. In short, if you use a certain control panel frequently, adding it to your  menu can save you time.

- *The program's name, CDEV Alias, bears a little explanation. A CDEV (see-dev) is a Control Panel Device—or, under System 6, just a control panel.—one of those little windows that lets you change one aspect of your system's operation. (The terms "CDEV" and "control panel" are equivalent under System 6.) "Alias" is a Macintosh term which refers to a file that's in two places at the same time, without actually having two copies of the file. CDEV Alias lets your CDEVs appear in the Control Panel and the  menu at the same time.*

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## Requirements

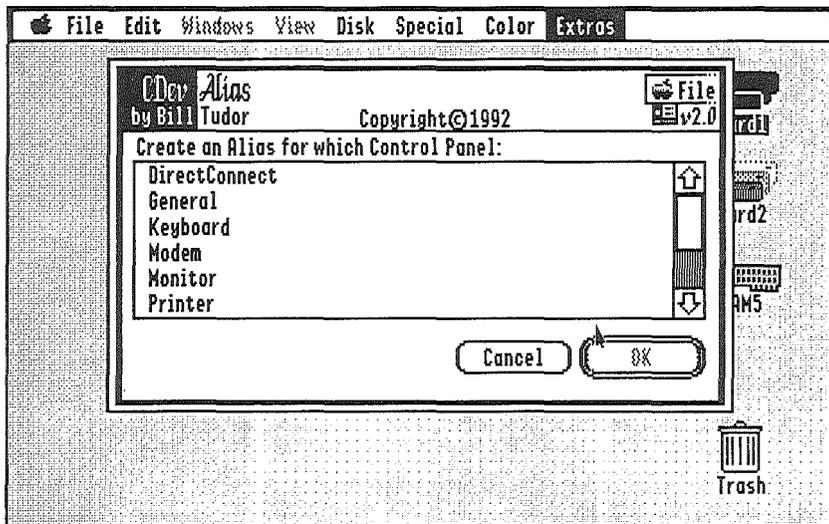
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CDEV Alias requires that the Control Panels NDA be installed and active. You might think that if you add all your Control Panels to the  menu, you'd have no need for the Control Panels NDA. Not so! CDEV Alias works by asking the Control Panels NDA to open the control panel you created an alias of. If the Control Panels NDA isn't there, it doesn't work—it can't.

We also recommend that you install IR. If IR is installed, you'll be able to start using your aliases right away. If IR isn't installed, you'll have to restart your computer before you see the aliases under the  menu.

## How To Use It

To add a CDEV Alias to your  menu, simply select "Create CDEV Alias..." from the Finder's Extras menu. (If "Create CDEV Alias..." isn't on the Finder's Extras menu, make sure it's properly installed, restart, and try again.)



### ▲ Adding a CDEV to the menu using "Create CDEV Alias..."

A dialog will appear listing all the CDEVs (control panels) installed in your System folder. CDEVs which already have aliases or which aren't active are excluded from the list.

Just click the CDEV you want to create an alias for, then click the "OK" button. If IR is installed, your alias will immediately be added to the  menu and that control panel will be opened to confirm your choice. Otherwise, you'll have to restart to see the CDEV under the  menu.

To use the alias, just select it from the  menu like any New Desk Accessory (NDA). The CDEV will appear on your screen without the intermediate step of opening the Control Panels NDA.

The alias that appears in your  is actually a small NDA whose only job is to tell the Control Panel NDA to open the control panel. To delete the alias, just open the Desk.Accs folder on your hard drive (inside the System folder) and drag the appropriate NDA to the trash. If you delete an aliased control panel from the CDEVs folder, you'll need to delete the alias from the Desk.Accs folder separately.

## Error Messages

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If you open a control panel via its alias in the  menu, then attempt to open the same control panel again from the Control Panels NDA, without closing the control panel first, you'll get an error message. This error message comes from the Control Panels NDA and is just that program's way of expressing its surprise that the control panel you requested is already open. (It's not used to other programs opening CDEVs behind its back.) The error message is not fatal; just press Return and ignore it.

If you do things the other way (open a control panel with the Control Panels NDA then try to open again it via its alias in the  menu) you don't get an error message. Nothing happens.

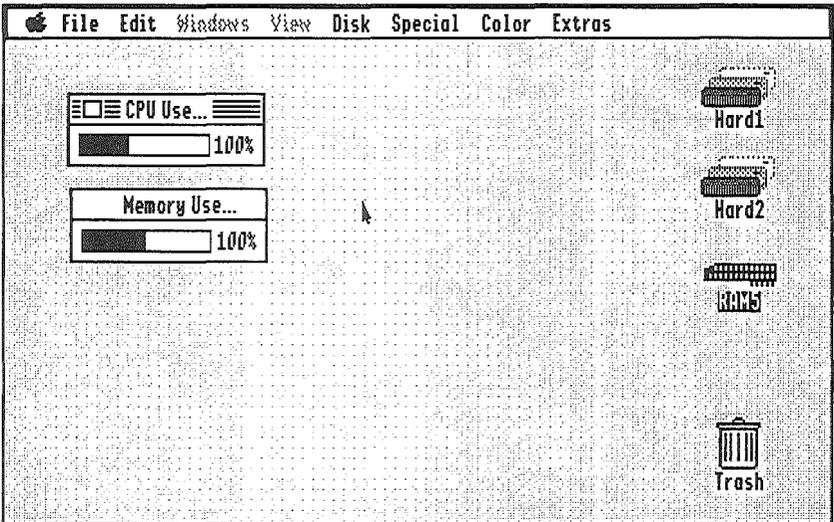
# CPU & Memory Use 4

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## What They Do

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CPU Use and Memory Use are two simple New Desk Accessories (NDAs) for graphically displaying how much of your system's resources are in use at any time. Both have a small red thermometer, which is updated every half-second or so as long as the NDA is open.



### ▲ CPU Use & Memory Use desk accessories

These measurements aren't exact; they're more like the fuel gauge on your car—it doesn't tell you how many gallons of gas you have left, just whether your tank is close to empty. They can help you know when it's time to add an accelerator or more memory.

## How To Use Them

---

Just select "CPU Use" or "Memory Use" from the Apple menu. If you can't find them on your Apple menu, double-check your installation, restart, and try again. A small window with a red "thermometer" bar graph will appear. To close the window, click the small box at the upper left corner of the window, or choose "Close" from the File menu.

CPU Use shows that some of your computer's computing power is being used all the time. It may be mystifying to see that the Finder uses about half the computer's capabilities just sitting there. That's because the Finder is constantly checking your 3.5" drives to see if you've inserted or ejected a disk. You don't usually notice because the Finder stops this activity when you ask it to do something.

- *CPU Use works by asking the System Software to update the thermometer every half-second, then measuring how much time actually passes between updates. (The busier the system is, the less frequent the updates will be.) Thus, the thermometer doesn't tell you how busy the computer is right this second; it tells you how busy it was in the last second or two. Some actions—such as inserting a 3.5" disk—may cause the CPU Use thermometer to "freeze" for a moment because the computer is busy with another task.*

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## What It Does

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Crypt allows you to encrypt document files so the data will become unreadable to anyone but yourself and those who know the key—the “password”—you used to encrypt the file. Naturally, you can later decrypt the file to read it.

Crypt's encryption algorithm is not designed to thwart foreign spies—or domestic ones, for that matter. But it's quite effective for providing basic security for your data; it'd take a pretty bright hacker to decrypt a file based solely on an inspection of the encrypted file.

- *Crypt doesn't encrypt the existing file. Instead, a new file is created containing the encrypted contents of the original file. You can delete the original yourself after creating the encrypted file if you like. Decryption works the same way—the encrypted file is left intact, and a new file is created containing the decrypted data.*

If you plan to exchange encrypted files with someone else, the other person will also need a copy of Crypt. Please remember that it is a violation of copyright law to simply give a copy of Crypt to another person; they should purchase their own copy of Six Pack.

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## How To Use It

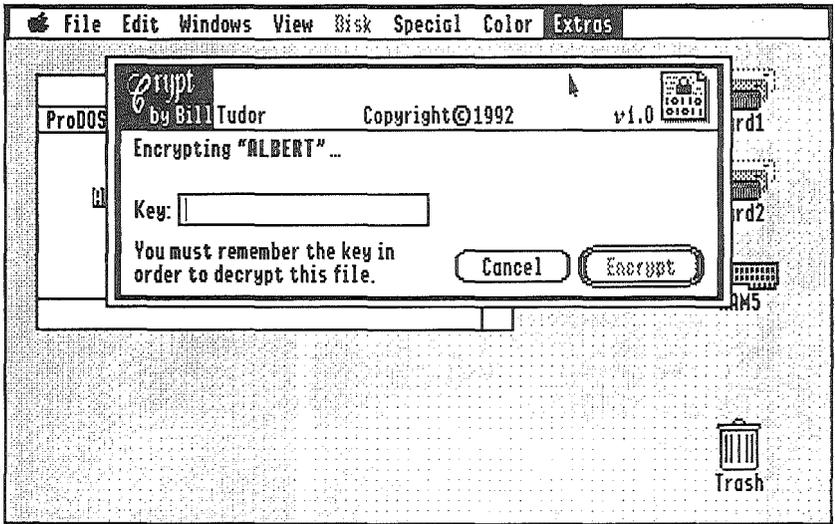
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### Encrypting a File

Click the file (or files) you want to encrypt. (You can't encrypt folders, though you can encrypt all the individual *files* in a folder.)

Select “Encrypt...” from the Finder's Extras menu. (If you don't see “Encrypt...” on the Extras menu, check your installation, restart, and try again. If “Encrypt...” is there but is dimmed, select one or more document icons and check again.)

The Encrypt dialog will appear. Enter a key up to twenty characters long and press Return or click the “Encrypt” button. Now a Standard File Save dialog will appear; name the encrypted version of the file and press Return or click Save. (You may also place the encrypted file in a different folder via the Save dialog.)



### ▲ *Encrypting a file with Crypt*

If you have selected more than one file, the Encrypt dialog will reappear to allow you to specify the key for the next file. (Crypt remembers the key you used to encrypt the last file in this batch, making it easy to encrypt a batch of files with the same key. Just press Return to accept the default key in this case.)

### **Decrypting a File**

Decrypting files works just like encrypting them. Click the encrypted file or files and select "Decrypt..." from the Extras menu. (If you don't see "Decrypt..." on the Extras menu, check your installation, restart, and try again. If "Decrypt..." is there but is dimmed, select one or more encrypted files and check again.)

The Decrypt dialog will appear. Enter the key that was used to encrypt the file and press Return or click "Decrypt." If you entered the wrong key, Crypt will tell you so. A Standard File Save dialog will appear; enter the name for the decrypted file. (You can also place the file in a different folder via the Save dialog.)

If you selected more than one encrypted file, the Decrypt dialog will keep reappearing until you've decrypted all the files.

## Choosing a Key

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Choose a good key which will provide maximum security for your encrypted file. Stringent security will be more of a priority for some people than for others; some of these suggestions may be overkill depending on your situation. There's no reason for a whole cloak-and-dagger routine if you're just protecting your recipe file, but if you're encrypting the source code for a hot new program you've developed, you may want to consider some of these precautions.

- Don't choose an obvious key, like your name, the file's name, your birthdate, your phone number, or your social security number. The key should ideally be something that only you (and other people you give the key to) will know about. It shouldn't be something that can be guessed from public knowledge about you.
- Don't use short words or simple patterns of letters (like "abcd"). The longer the key, the more difficult it will be to crack. Use at least ten characters—fifteen to twenty whenever possible.
- Don't use only letters in your key. Beef up your security with numbers and special characters.
- Don't use completely random keys. True, the most secure keys are totally random strings of characters—gibberish. However, it's virtually impossible to remember them without writing them down. If you write down your key, then you have to take extra precautions to make sure no one has access to it. In most cases a few easily-remembered (if nonsensical) English words with a few numbers and symbols thrown in are sufficient.
- Change keys frequently to ensure that even if someone does learn your key, it won't be good for very long.
- If you're exchanging encrypted files with another person, you'll need to agree on a key, and you'll need some way to keep each other informed of changes in the key. The best way to do that is in person. If that's not possible, sending hints like "the key is the name of my favorite band" (which the other person might know is "Tangerine Dream") can be useful.
- The MoreInfo Finder Extra can help enhance your security by making your files invisible and disabling their read access. Use MoreInfo to re-enable their read-access so you can read them. (Anyone can see the files by unchecking "Hide invisible files" in the Finder's Preferences dialog, but they might not even look for something that doesn't appear to be there.)

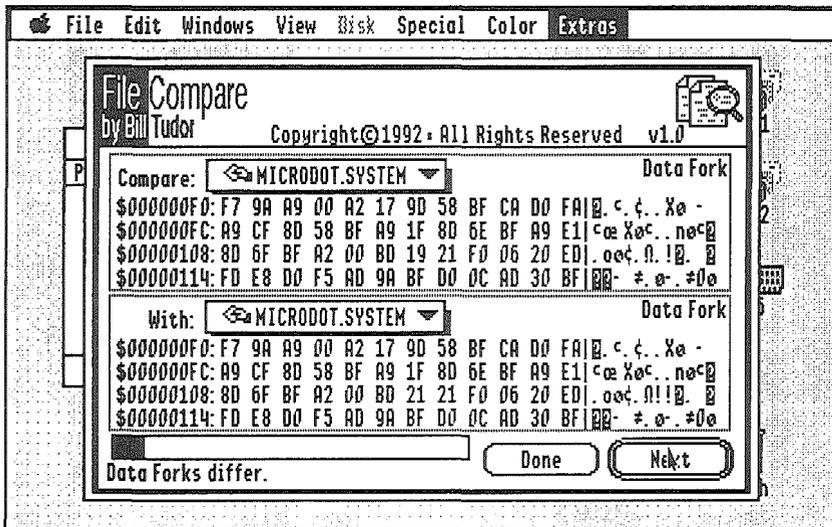
## What It Does

File Compare provides a simple way to check for the differences between two files. Use it to find out which of two identically-named files contains the information you need, or to see exactly where those AppleWorks patches you applied ended up.

## How To Use It

First, select the files you want to compare if they're in the same window. (You can't compare folders, only programs and documents.) If the two files are not in the same window, select one of them—or none at all; there's a way to select files from within File Compare.

Now select "Compare Files..." from the Finder's Extras menu. (If "Compare Files..." isn't on your Extras menu, check your installation, restart, and try again.) The File Compare dialog will appear.



▲ The "File Compare" dialog

The names of the files you selected should appear next to the words "Compare" and "With." (If you selected one—or no—files, one or both of these items will say "Choose..." Click the word "Choose" and a Standard File Open dialog will appear to allow you to select the file.)

Use the checkboxes at the lower right of the dialog to select what parts of the file you want to compare: its file information, its resource fork, and/or its data fork. Then click the "Compare" button.

When File Compare detects a difference in the two files, the offending parts of the two files will be displayed in a split-screen hex/ASCII view. The information that differs will be displayed in red.

Click "Next" to look for the next difference, or "Done" to move on to the next part of the file (for example, if you're comparing the files' data forks, clicking "Done" will move on to compare the files' resource forks.)

- *Resource forks are a relatively recent development in the IIGS world. They provide a convenient place for programmers to store data needed by a program without having to use a separate file. Some data files also include a resource fork.*

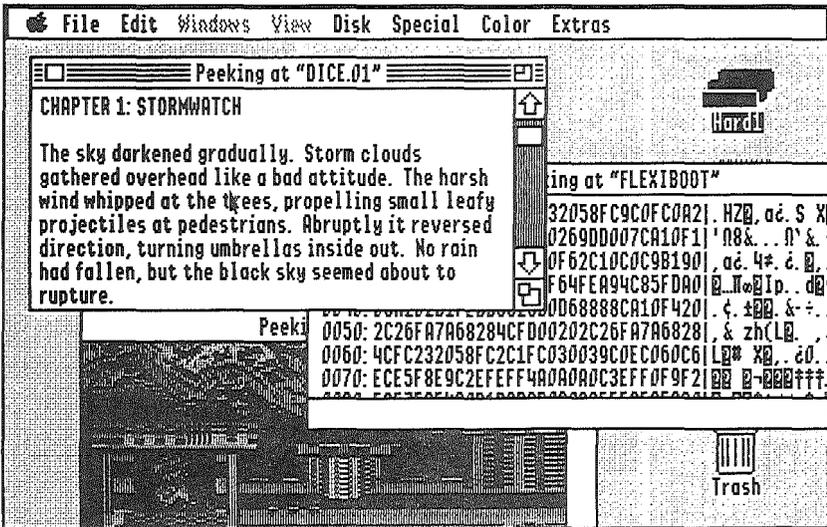
See the MoreInfo chapter for more about the file information displayed by File Compare.

## What It Does

FilePeeker gives you a quick way to “peek” at the contents of virtually any kind of file: text and word processing files, Applesoft programs, graphics files, icon files, font files, sound files—even ShrinkIt archives.

FilePeeker is not designed to give you an in-depth, complete view of the contents of a file. Instead—as its name implies—it lets you “peek” inside a file to see if it contains the information you think it does. This can be invaluable, for example, when you have a dozen graphics files with names like “Image.001.”

So when peeking at a word processing file, you’ll see the text of the file, but without the formatting you’d see if you opened the file in the word processor that created it. (If the file is lengthy you might not see all of it.) When peeking at a graphics file, you’ll see the picture itself, but it won’t have the same colors as it would in the paint program you drew it in. You should still be able to get a good idea of what the document is, though.



▲ FilePeeker Windows—Graphics, text, and hex/ASCII views

## How To Use It

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To peek inside a file, simply click the file's icon (or icons—FilePeeker can open multiple files at once). Then select "Peek at File" from the Finder's Extras menu. If "Peek at File" isn't on the Extras menu, double-check your installation, restart, and try again.

FilePeeker opens a window for each file's contents—you can open as many windows as you want, up to the limit of available memory. (Sound files are the exception—they're just played, and no window is opened.) The first eight to sixteen kilobytes of the file (depending on the file's type) is displayed. The windows can be moved, resized, and even left open while you work with other windows.

FilePeeker knows the format of the following kinds of files and displays them appropriately:

Text files (TXT)	Binary II files
Source code (SRC)	NuFX (ShrinkIt) files
Teach documents	NuFX in Binary II (BXY) files
AppleWorks WP	Applesoft BASIC programs
AppleWorks GS WP	Word Search Game Puzzles
File Type Descriptor	Packed IIGS Graphics
IIGS Icon files	Apple Preferred (APF) IIGS Graphics
IIGS Font files	Unpacked IIGS Graphics
WorkSet documents	Sound Resource file (rSound)

If you peek at other types of files, FilePeeker displays a hex/ASCII view of the first 256 bytes or so of the file's contents.

- *You can override FilePeeker's default display of files and force it to display a hex/ASCII view of any file by holding down the Option key as you select "Peek at File." You can force FilePeeker to display the contents of any file as text by holding down the Shift key as you select "Peek at File."*

In addition to the "Peek at File" option, which works with any type of file, FilePeeker will automatically peek into icon, font, rSound, and File Type Descriptor files when you double-click them. (If you have set up an application to open these types of files—for example, a sound, icon, or font editor—via a custom icon, FilePeeker will not override those links. You can still peek at these files using the "Peek at File" option on the Extras menu.)

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## What It Does

Although the Apple IIGS Finder includes keyboard equivalents for many of its menu options, many features *don't* include keyboard equivalents. HotKeys adds these functions to your numeric keypad and, on extended keyboards, to the F-keys at the top of the keyboard. Best of all, you decide which keys perform which functions!

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## How To Use It

### The Pre-defined HotKeys

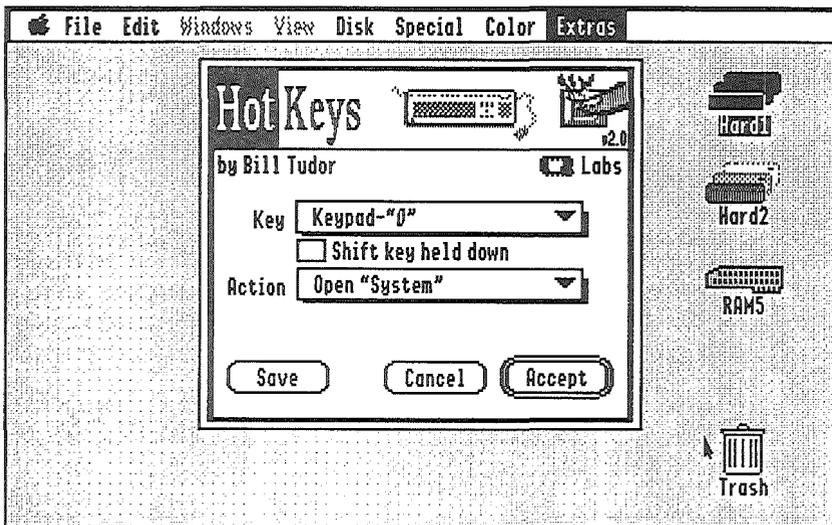
HotKeys comes with several useful functions already defined. You can start using these keys right away. (All keys are numeric keypad keys, not main keyboard keys.) If these keys don't seem to work, check your installation, restart, and try again.

0	Opens the System folder on the boot disk
1	Opens the System.Setup folder on the boot disk
2	Opens the Desk.Accs folder on the boot disk
3	Opens the CDevs folder on the boot disk
4	Opens the Icons folder on the boot disk
5	Opens the Fonts folder on the boot disk
6	Opens the Sounds folder on the boot disk
7	Sets the window view to "by Icon"
8	Sets the window view to "by Small Icon"
9	Sets the window view to "by Name"
+	Sets the window view to "by Size"
-	Sets the window view to "by Date"
*	Stacks Windows
/	Closes All Windows
=	Opens the Finder "About" window
.	Quits the finder (to previous application)
shift-/	Closes rear windows (all but front)
shift-1	Ejects 1st 3.5" disk
shift-2	Ejects 2nd 3.5" disk

- *These keys work only when the Finder is "in front." If a desk accessory or some other non-Finder window (such as a File Peeker window) is in front, the HotKeys keypresses may be ignored. Additionally, HotKeys is inactive when you're renaming an icon or filling in a dialog.*

## Redefining HotKeys

To reconfigure HotKeys to your preferences, select "HotKeys..." from the Finder's Extras menu. If "HotKeys..." isn't on the Extras menu, check your installation and try again.



### ▲ Configuring HotKeys

The HotKeys dialog will appear. Click the mouse to go past the "About" information.

To assign a HotKeys action to a particular key, first select the key from the Key pop-up menu. You can select any of the keys on the numeric keypad, plus function keys F5-F12 if you have an extended keyboard. (F1-F4 are usually used for Undo, Cut, Copy, and Paste operations.) You can assign different actions to a key and its shifted equivalent; use the "Shift key held down" checkbox to tell HotKeys which variation, shifted or unshifted, you are defining.

- *The Finder uses Enter and Shift-Enter as Return-key equivalents when you have an icon selected (to allow you to rename the icons). For this reason, we suggest you leave both Enter and Shift-Enter unassigned.*

The Action pop-up menu displays the function currently assigned to the HotKey you selected, or "Not Assigned" if the key is unassigned. Select the desired action (or "Not Assigned") from the Action pop-up menu. This assigns the chosen action to the selected HotKey.

Available actions include:

Launch Application	Open Folder	Open System Folder
Open System.Setup	Open Desk.Accs	Open CDEVs Folder
Open Sounds Folder	Open Fonts Folder	Open Icons Folder
Open "About" Window	Open Trash	Open Clipboard
Stack Windows	Close All Windows	Close Rear Windows
Validate	Verify	Clean Up
Clean Up By Name	Finder Preferences	Restart Computer
Quit Finder	Shutdown	Eject 3.5" Disk 1
Eject 3.5" Disk 2	View by Icon	View by Small Icon
View by Name	View by Date	View by Size
View by Kind		

- *If you assign "Open Folder" to a HotKey, you'll be presented with a Standard File dialog. Move into the folder you want the HotKey to open and click the "Accept" button. If you assign "Launch Application" to a HotKey, use the Standard File dialog to select the application you want to launch.*

Once you've assigned the HotKeys the way you want them, click the "Save" button to save them permanently, or the "Accept" button to use them only until you restart the computer.

- *Once you have used the "Save" button, the "About" screen you see when you first open HotKeys will go away. You can view it again by clicking the top part of the "HotKeys" dialog.*

## What They Do

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IR lets you install Desk Accessories (New and Classic), Finder Extras, inits, and drivers "on the fly." That is, you don't need to keep these items inside your System Folder so they load at startup; you can load them as you need them with the Finder. That way, they don't require any memory until you actually use them.

IR also provides a way for other programs to "call" it and tell it to do things. This allows the CDEV Alias program to automatically install the alias it just created, for example.

We've also included a separate New Desk Accessory (NDA) called OpenSesame, which allows you to install all the things IR can install from within any program, not just the Finder. (Actually, OpenSesame works with any Finder Extra which can open things, not just IR.)

- *IR was written by Matt Deatherage and is © 1992 Apple Computer. It was licensed for distribution with Six Pack.*

*IR stands for "init restarter" because the original version only worked with inits. It's pronounced "ear" like the Spanish verb for "to go."*

## How To Use It

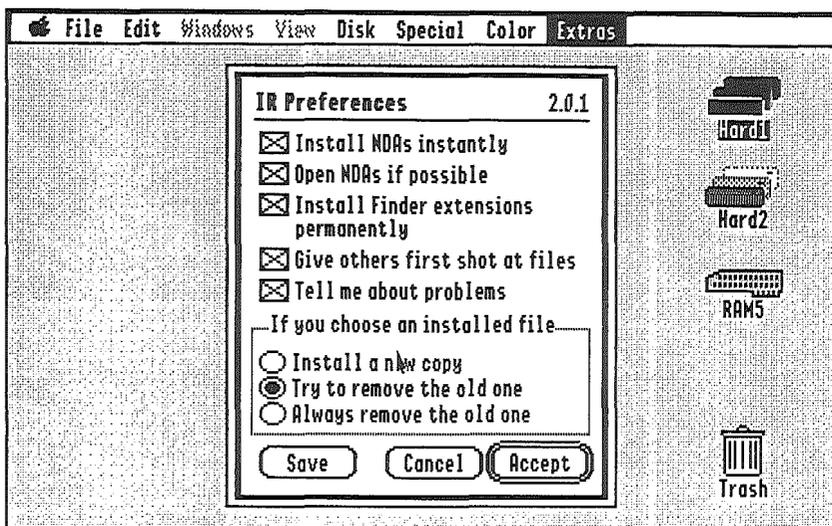
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### Installing System Files with IR

When IR is installed, you can install a Desk Accessory, init, Finder Extra, or driver by simply double-clicking it. If this action yields the "Application can't be found" message, IR may not be properly installed. Check your installation, restart, and try again.

Having IR in your System folder means that you don't have to keep infrequently-used system elements (particularly desk accessories) in your System folder all the time. Lots of desk accessories means less memory for your programs and longer boot times. Even though these DAs don't appear in your  menu, you can double-click the NDA's icon in the Finder and they'll open like magic, and appear in your  menu until you restart.

The same trick works with drivers. If you rarely use 5.25" disks, you can move your 5.25" driver out of the System folder. Then double-click it whenever you want to use it in a Finder session—voilà, your 5.25" drives appear. Even inits—like Apple's GSbug debugging utility and the System 6 Special Aids—can be installed with IR.



### ▲ *Configuring IR*

#### **IR Preferences**

To change the way IR works, select "IR Preferences..." from the Extras menu. (If you can't find "IR Preferences..." on your Extras menu, check the installation, restart, and try again.) You can change these preferences:

*Install NDAs Instantly* Tells IR to install NDAs in the 🍏 menu as soon as you double-click them. (If this item is unchecked, the 🍏 menu isn't updated until you launch another application.)

*Open NDAs If Possible* Tells IR to automatically open NDAs as soon as they're installed. (If this item is unchecked, the NDA is only installed in the 🍏 menu.)

*Install Finder Extensions Permanently* Tells IR to install Finder Extras for the remainder of the session (until you restart). (If this item is unchecked, Finder extensions go away when you leave the Finder.)

### *Give Others First Shot At Files*

Tells IR to allow other applications and Finder Extras to try to open the files before IR does. (This is designed to allow future extension of IR by other programs.)

*Tell Me About Problems* Tells IR to report problems it encounters while trying to install a system file.

### *If You Choose An Installed File...*

Tells IR how to handle installation of system files that are already installed. If "Install a new copy" is selected, IR leaves the old version in memory. If "Try to remove the old one" is selected, IR will ask the old version to go away before installing the new version. (Some system files won't or can't go away. In that case you'll have two versions in memory.) If "Always remove the old one" is selected, IR will refuse to load the new version if the old one can't or won't go away.

Clicking "Accept" uses the preferences until you restart; clicking "Save" saves the preferences to disk for future use as well.

## **Using the OpenSesame NDA**

To use the OpenSesame New Desk Accessory (NDA), select it from the  menu from any IIGS Desktop program. (If OpenSesame isn't on the  menu, check your installation, restart, and try again.) A Standard File Open dialog will appear. Select the file (NDA, CDA, Finder Extra, driver, or init) you want to open and click "Open" or press Return.

The OpenSesame NDA works by sending a message around to all installed Finder Extras asking them if they can open the file. In this case, since you're opening a system file, IR opens the file. (If you have the EasyMount Finder Extra that came with System 6 installed, you can open server alias files with OpenSesame. If you have FilePeeker installed, OpenSesame can also peek at font, icon, file type descriptor, and rSound files.)

- *For OpenSesame to work properly in any program except the Finder, the Finder Extras it talks to must be installed in the System.Setup folder inside your System folder. Otherwise the Finder Extras will go away when you leave the Finder, and they won't be around to respond to OpenSesame's request. IR is installed in System.Setup by default; if you want to use File Peeker or EasyMount with OpenSesame, drag them to the System.Setup folder and restart.*

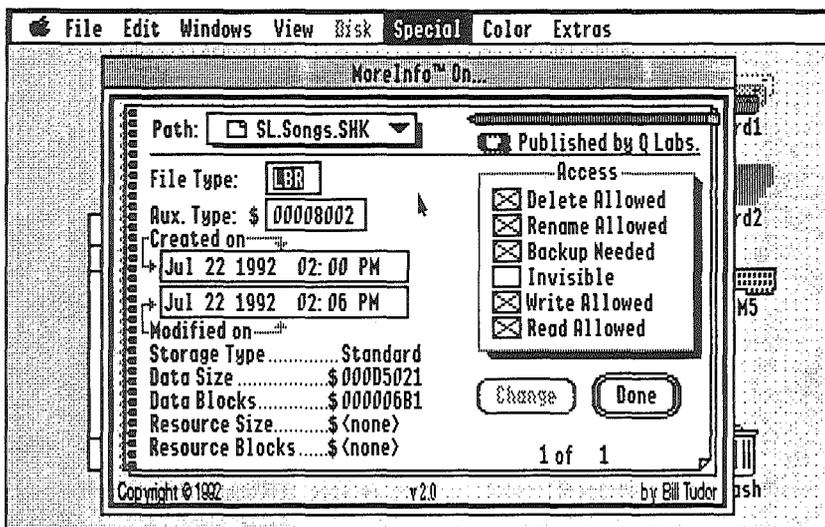
## What It Does

You're probably familiar with the Finder's "Icon Info" command. It displays information about the selected icon—its type, its size, its location, and so on—in a window. MoreInfo enhances the Finder to allow you to actually change this information. Additionally, MoreInfo provides menu-based shortcuts for common changes you might want to make to a file's information—to quickly lock or unlock files, or enable or disable system files.

## How To Use It

### Getting MoreInfo

To activate MoreInfo, first select the icon(s) you want info on, then select "Icon Info" from the Finder's Special menu *while holding down the Shift key*, or press ⌘-Shift-I (If you don't hold down the Shift key, you'll get the Finder's regular Icon Info window.) The MoreInfo dialog will appear. If it doesn't, check your installation, restart, and try again.



▲ The MoreInfo dialog

The MoreInfo dialog contains the following information. It's pretty much the same information you'd get from the regular "Icon Info" command, except it's all on one screen in a slightly different format.

*Path* This pop-up menu displays the icon's complete path, starting with the icon's name and listing all the directories it's inside below it. (Choosing an item from this menu accomplishes nothing; it's strictly for informational purposes.)

*File Type* A three-letter code representing the file's type as it would appear in BASIC and many other 8-bit programs. (If the type is not recognized by MoreInfo, it will be displayed in hexadecimal preceded by a dollar sign.)

*Aux. Type* Eight hexadecimal digits showing the file's GS/OS auxiliary type. (ProDOS uses only the last 4 digits.)

- *For many kinds of files, the auxtype holds important information about the file's contents. For example, a BIN file's auxtype tells BASIC what memory location the file was originally saved from. Some sound files store the sound's playback rate here. For some other types of files, the auxtype is used to divide a general type of file (e.g., graphics) into specific formats (e.g., Apple Preferred). For more information on file types and auxtypes, see the Appendix.*

*Created On* The file's creation date and time

*Modified on* The file's modification date and time

- *Some programs (such as AppleWorks) save files by creating a new temporary file, then deleting the old file. Since the program is essentially creating a new file whenever you save, the file's creation date will only reflect when you last saved it. Other programs overwrite the file's existing data when you save; these programs faithfully maintain the date the file was originally created.*

*Storage Type* The file's GS/OS storage type. On ProDOS disks, storage types can be:

<i>Standard</i>	The file has no resource fork
<i>Extended</i>	The file has a resource fork
<i>Volume</i>	The icon is a volume (disk)
<i>Folder</i>	The icon is a folder (subdirectory)

*Data Size* The length of the file's data fork in bytes

*Data Blocks* The length of the file's data fork in disk blocks

*Res. Size* The length of the file's resource fork in bytes

*Res. Blocks* The length of the file's resource fork in disk blocks

- *Resource forks are a relatively recent development in the IIGS world. They provide a convenient place for programmers to store data needed by a program without having to use a separate file. Some data files also include a resource fork.*

Access

GS/OS file access flags:

<i>Delete Allowed</i>	file can be deleted
<i>Rename Allowed</i>	file can be renamed
<i>Backup Needed</i>	file has changed since last backup
<i>Invisible</i>	to the Finder and most other programs
<i>Write Allowed</i>	file can be written to
<i>Read Allowed</i>	file can be read from

If you selected more than one icon before activating MoreInfo, you'll see one or two small green arrows in the lower right corner of the MoreInfo window. Click the right-pointing arrow to see info on the next icon in your selection; click the left-pointing arrow to see info on the previous icon. (If you are currently viewing the first file or last icon's info, one of the arrows will be missing.)

When you're done viewing info, click the "Done" button.

### Changing An Icon's Info

You can modify an icon's Type, Aux. Type, Created on, Modified on, and Access information with MoreInfo. Just click the icon and activate MoreInfo as usual (hold down Shift while selecting "Icon Info" from the Special menu, or press ⌘-Shift-I).

The File Type line-edit field accepts three-letter filetype codes—BAS, BIN, TXT, and so on—as well as hexadecimal codes preceded by a \$ symbol (\$F1, \$00).

- *Changing a file's type only changes what the computer expects to find in the file. It doesn't magically transform one kind of file into another—you can't turn a BASIC program into machine language by changing its type from BAS to BIN, for example. Most of the time you won't need to change a file's type.*

The auxiliary type line-edit field accepts eight hexadecimal digits. Remember, ProDOS only stores (and uses) the last four.

- *For many kinds of files, the auxtype holds important information about the file's contents. For example, a BIN file's auxtype tells BASIC what memory location the file was originally saved from. Some sound files store the sound's playback rate here. For some other types of files, the auxtype is used to divide a general type of file (e.g., graphics) into specific formats (e.g., Apple Preferred).*

You can change a file's creation or modification date or time with the date and time fields. These fields work just like the Time control panel's date and time fields. Click a part of the date or time, and small arrows appear at the right of the field. Click these arrows to adjust the date or time. Or use the Up and Down arrow keys on the keyboard, or simply type the desired new value. You can also use Tab to move from one part of the date or time to the next.

Access information can be changed by clicking the checkboxes.

When you've made your changes to a file, click the "Change" button. MoreInfo will attempt to make your changes, then read the file's info back in and display it so you can see what changes didn't "stick." (For example, you can't change a folder's filetype from DIR; you can't change locked files at all; you can't grant only rename permission to files stored on Macintosh disks because the Macintosh disk format doesn't have such a flag—and so on.)

When you're done with MoreInfo, click "Done."

### Using MoreInfo Shortcuts

MoreInfo adds eight new commands to the Finder's Extras menu for quickly manipulating the information of the selected icon(s). These commands are:

<i>Lock</i>	Locks the selected icons, forbidding renaming, deleting, and writing
<i>Unlock</i>	Unlocks the selected icons, allowing renaming, deleting, and writing
<i>Hide</i>	Makes the selected icons invisible to the Finder and most other programs
<i>Unhide</i>	Makes the selected icons visible to the Finder and most other programs

- *To see files you've made invisible (as well as other invisible files used by GS/OS and the Finder), select "Preferences..." from the Finder's Special menu. In the Finder Preferences dialog, uncheck the "Hide invisible files" checkbox, then click the "Accept" button.*

<i>Activate</i>	Makes the selected system files active so they are loaded at startup
<i>Deactivate</i>	Makes the selected system files inactive so they are not loaded at startup

- *Only inits (TIFs and PIFs), Finder Extras, Desk Accessories (NDAs and CDAs), drivers, CDEVs (control panels), FSTs (file system translators), and icon files can be activated or deactivated.*

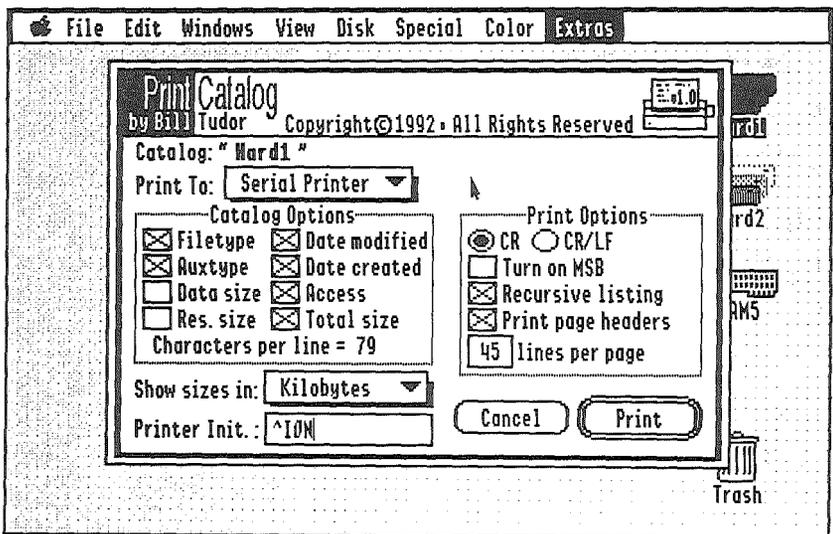
## What It Does

Print Catalog is a Finder Extra that prints an “old-fashioned” listing of the contents of a window on your printer (or your screen). Such listings are extremely useful for archival purposes. Print Catalog lets you decide what information you’d like to see in the printout.

## How To Use It

### Open the Print Catalog Dialog

Select “Print Catalog...” from the Extras menu. (If “Print Catalog...” isn’t on the Extras menu, make sure it’s properly installed, restart, and try again. If it’s on the menu but dimmed, bring a Finder directory window—one that contains some files—to the front, and try again. For example, to print a catalog of the contents of a disk called Hard1, bring the “Hard1” window to the front, or open the window if it’s not already open.) The Print Catalog dialog will appear.



▲ The “Print Catalog” dialog

## Select a Printer

Below the folder name is a pop-up menu listing the output devices available on your system. On most systems, this menu will contain three items: "Serial Printer," the printer selected in the DC Printer control panel; "Console," the Apple IIGS's text screen; and "Disk File," a file you specify on a disk. (You'll be prompted with a Standard File Save dialog for the name of the disk file if you choose "Disk File.") If you have a parallel printer, you'll see "Parallel Printer" instead of "Serial Printer."

If your computer is on a network, you might also see "Network Printer." This printer selection works only if you have already downloaded the ImageWriter emulator to your chosen laser printer using the Net Printer control panel.

## Select the Catalog Options

After selecting your printer, check the settings of the Catalog Options. These options let you specify the information you want to see on your printout:

**Filetype**            Three-letter "old-style" filetype (e.g., BAS, BIN, TXT). If no three-letter code is known, the file's type is displayed as a two-digit hexadecimal code preceded by a \$ symbol.

- *For more information on filetypes, see the Appendix.*

**Auxtype**            GS/OS auxiliary file type. ProDOS files use only the last four digits.

- *For many kinds of files, the auxtype holds important information about the file's contents. For example, a BIN file's auxtype tells BASIC what memory location the file was originally saved from. Some sound files store the sound's playback rate here. For some other types of files, the auxtype is used to divide a general type of file (e.g., graphics) into specific formats (e.g., Apple Preferred). For more information on auxtypes, see the Appendix.*

**Data Size**            The size of the file's data fork in blocks or kilobytes

**Res. Size**            The size of the file's resource fork

**Total Size**          The total file size (data and resources)

- *Resource forks are a relatively recent development in the IIGS world. They provide a convenient place for programmers to store data needed by a program without having to use a separate file. Some data files also include a resource fork.*

Access                   GS/OS access flags in the following format:

- D   Destroy-enabled (file can be deleted)
- R   Rename-enabled (file can be renamed)
- B   Backup needed (file changed since last backup)
- I   File is invisible (to most programs)
- W   Write-enabled (file can be written to)
- R   Read-enabled (file can be read from)

- *Locking a file by clicking the "locked" checkbox in the file's Icon Info window turns the D, R, and W access flags off.*

Mod. Date            Date the file was last modified

Creation Date        Date the file was created

- *Some programs (such as AppleWorks) save files by creating a new temporary file, then deleting the old file. Since the program is essentially creating a new file whenever you save, the file's creation date will only reflect when you last saved it. Other programs overwrite the file's existing data when you save; these programs faithfully maintain the date the file was originally created.*

As you select your catalog options, keep an eye on the "Characters per line" indicator. Standard 10-character-per-inch printouts (the ImageWriter default) are limited to 79 characters. If you select more columns, you'll need to tell the printer to use compressed print; see the Print Options below.

### Select the Print Options

Enter a printer initialization string into the line-edit box at the lower left corner of the dialog box. If you're using an ImageWriter hooked up to a IIGS serial port, you needn't change this string. If you're using another printer or interface card, try the following strings; one of them should work:

^I80N            ^I255N            ^I0N            ^IN

- *The "^" symbol is used to enter control characters (^I in the example above means to send a Control-I character). Check your printer's manual for the codes you need to enter for special features (you can kick an ImageWriter into condensed printing mode with ^Q, for example). Many printer codes contain an Escape character—it can be entered as ^[.*

CR or CR/LF        End lines with a carriage return or a carriage return plus a linefeed character

- *If you get double-spaced lines, make sure this option is set to CR.. If everything prints on one line, make sure this option is set to CR/LF.*

*Turn On MSB* Forces the most significant bit of the characters to be turned on.

- *Leave the MSB turned off when printing to a disk file or to the screen. Leave it turned on when printing to an ImageWriter II. You may need to experiment for other printers.*

*Recursive List* Causes Print Catalog to list the contents of all folders in the window, and all folders in those folders, and so on. Files in folders will be indented one or more spaces as you move "deeper" into a nested folder, producing an easy-to-follow outline.

*Page Header* Causes Print Catalog to print a page header on each page. The header includes the page number, the name of the folder being cataloged, and a line labeling the columns that are being printed.

*Lines per Page* Enter the lines per page here. A normal 8.5" x 11" sheet has 66 lines. To cause Print Catalog to leave a margin at the bottom of each page, enter 45 here.

*Sizes* Print Catalog can report file sizes in either "K" (kilobytes) or disk blocks. Use this pop-up menu to indicate your preference.

- *A disk block is 512 bytes—half a kilobyte. Most people will find the "Kilobytes" setting more useful, since that's the way the Finder itself displays all file sizes.*

## **Begin Printing**

Once the options are set the way you want, click the "Print" button. If you selected a printer or some other character device, printing will begin. If you selected a disk file, a Standard File Save dialog will appear to allow you to name your catalog file and place it in any directory you like.

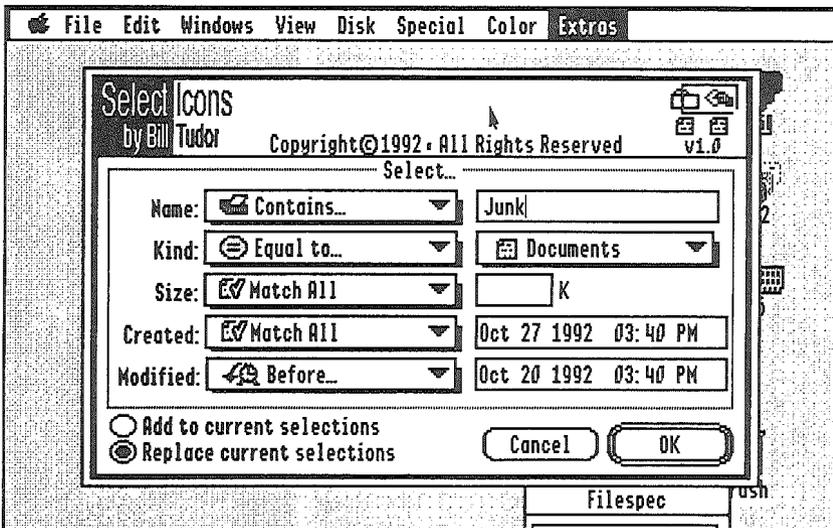
- *When printing a catalog to the Console, the IIGS's display will switch to the text screen so you can see the output. Pressing Escape or ⌘-Period will cancel the listing. Press any other key to pause the listing momentarily, then press any other key to resume. Press a key at the end of the listing to return to the Finder.*

## What It Does

Ever wished you could delete all the files that ended in ".SHK" from your disk (to get rid of all those ShrinkIt archives you downloaded via modem and unpacked already)—or move all the documents older than a week or so to a separate folder? *Without* scrolling through the window and selecting each icon individually?

SelectIcons will help. It lets you select files in the current window by specifying a partial name, a type of file, and a range of creation and modification dates. You can enter multiple criteria and select only the icons that match *all* your criteria.

SelectIcons can also "memorize" your selection (any group of highlighted icons) and then allow you to re-select exactly the same icons later.



▲ *The Select Icons dialog*

## How To Use It

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### Selecting Icons

Bring a Finder window to the front. SelectIcons only works when a Finder window (or the Desktop) containing selectable icons is in front. Choose "Select Icons..." from the Finder's Extras menu. (If "Select Icons..." isn't on your Extras menu, check your installation, restart, and try again. If it's on the menu, but dimmed, bring a Finder window to the front and try again.) The Select dialog will appear.

The Select dialog allows you to specify a number of criteria for selecting files. Each option is selected by a pop-up menu and a field. Each option is restrictive: for example, if you choose "Contains PRO" for the Name field and "Equal to Documents" from the "Kind" menu, you'll select only document icons whose name contains "PRO," *not* both document icons and other files whose names contain "PRO." (To do that, use the "Add to current selection" radio button. Its use is detailed below.)

When "Match All" is selected for an option, the option is ignored. For example, if you choose "Match All" for Name and enter "Budget" in the Name line-edit field, the name you typed is ignored and icons are selected regardless of their names. Choose an option besides "Match All" from the pop-up menu to cause the Name field to be used as a search option.

The pop-up menus are as follows:

<i>Name</i>	Match All	Matches icons regardless of name (Ignores contents of Name field)
	Contains	Matches if icon's name contains specified characters
	Does Not Contain	Matches if icon's name does not contain specified characters
	Equal To	Matches if icon's name is the same as specified name
	Not Equal To	Matches if icon's name is not the same as specified name
	Begins With	Matches if icon's name begins with specified characters
	Ends With	Matches if icon's name ends with specified characters

- *Enter a complete or partial file name in the line-edit field to the right of the Name pop-up menu. Letters match regardless of whether they are upper or lower case—"A" matches "a" and vice versa.*

<i>Kind</i>	Match All	Matches icons regardless of what kind of file they represent (ignores setting of pop-up menu to the right)
	Equal To	Matches only icons of the selected kind
	Not Equal To	Matches icons which are not of the selected kind

- *Choose the kind of icon (document, application, folder, or system file) you want to select from the pop-up menu to the right of the Kind pop-up menu.*

<i>Size</i>	Match All	Matches icons regardless of size (ignores contents of "K" field)
	Smaller Than	Matches icons smaller than the specified files
	About	Matches icons which are about the specified size (within 1K)
	Larger Than	Matches icons which are larger than the specified size

- *Enter a size (in kilobytes) in the "K" field to the right of the Size pop-up menu.*

<i>Created &amp; Modified</i>	Match All	Matches icons regardless of when they were created or modified
	Before	Matches icons created or modified on or before the specified date/time
	On	Matches icons created or modified on the specified date (time ignored)
	After	Matches icons created or modified on or after the specified date/time

- *Use the standard date/time fields to select a date and time for the Created and Modified options. (They work just like the date/time fields in the Time control panel.) Click the portion of the date or time you wish to modify, then use the small arrows that pop up at the right of the field to adjust the value. You can also use the up and down arrow keys or simply type a new value. The Tab key moves from one portion of the date/time to the next.*

*Some programs (such as AppleWorks) save files by creating a new temporary file, then deleting the old file. Since the program is essentially creating a new file whenever you save, the file's creation date will only reflect when you last saved it. Other programs overwrite the file's existing data when you save; these programs faithfully maintain the date the file was originally created.*

After setting your search criteria, select the appropriate "Add to current selection" or "Replace current selection" radio button at the bottom of the dialog.

"Replace" is the default—if you already have icons selected, SelectIcons de-selects them and selects only the ones that match your criteria. If you select "Add," any icons you already have selected remain selected, and SelectIcons additionally selects any that match your criteria.

You can use "Add" to select files with multiple criteria at once: to select icons whose names contain either "Junk" or "Garbage," first select all the icons which contain "Junk" (with the "Replace" radio button activated), then select all the icons which contain "Garbage" (with the "Add" radio button selected).

When you're done setting your selection criteria, click "OK" and SelectIcons will select all the icons in the frontmost window which match your criteria.

### Selecting Icons by Filespec

"Filespec" is short for "File Specification." When you choose "Select by Filespec..." from the Finder's Extras menu, a small window appears to allow you to enter a file name. When you press Return, the icon with the name you typed is selected.

You can also select icons by a partial filename using the Filespec window. The "=" sign is a wildcard representing any characters. (You can also use "\*" if you prefer—it's equivalent.) It works like this:

PRO=	Selects all files with names beginning with "PRO"
=.SHK	Selects all files with names ending with ".SHK"
=WORK=	Selects all files with names containing "WORK"

The Filespec window can remain open while you use the Finder. Whenever you need to select an icon or a group of icons by name, simply bring the Filespec window to the front, type the comparison information, and press Return.

### Saving & Restoring Selections

SelectIcons can also remember which icons are currently selected and re-select them later. The "Save Selections" item on the Extras menu causes SelectIcons to make a mental note of the currently selected icons. When you need to select the same icons again later, choose "Restore Selections" from the Extras menu and the icons will be selected again (the window the icons are in is opened or brought to the front if necessary).

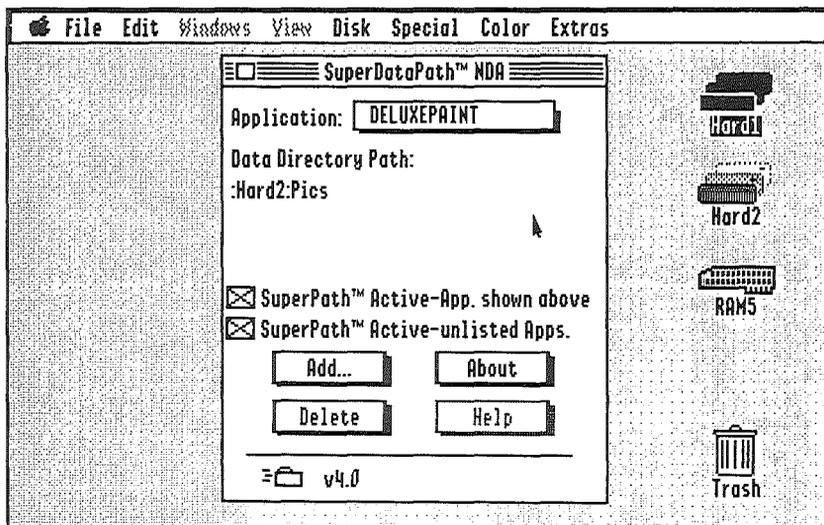
The save & restore functions can be useful if you're copying a group of files to a number of different disks. When you insert a new disk, the Finder selects that disk and forgets the icons you so painstakingly selected to copy. So right after you first select the icons you want to copy, just choose "Save Selections." Then, before each copy operation, choose "Restore Selections."

## What It Does

SuperDataPath is a New Desk Accessory (NDA) that provides an easy way to maneuver through your folders from inside the Standard File Open dialog. If you've ever experienced the frustration of trying to remember which folder you put that all-important document in, SuperDataPath (which we'll call SDP from here on out) will help.

SDP provides the following features:

- Allows you to assign a "default" data folder for applications you use frequently—the first time you open a file in that application, you're immediately in that folder
- Remembers the five folders you used most recently and lets you jump back to them instantly
- Lets you make a list of other folders you use frequently and jump to any of them instantly



▲ The SuperDataPath NDA window

## How To Use It

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### Linking a Folder to an Application

When a folder is linked to an application, SuperDataPath automatically displays that folder's contents the first time you use the application's "Open..." command, instead of leaving you in the application's folder. For example, you could tell Platinum Paint to look in your Graphics folder, or tell ShrinkIt GS to look in your Downloads folder.

- *SDP steps aside once you've opened your first file in a session. The next time you use "Open..." in the same application, the last folder you used will appear. SDP takes control again when you launch a different application and use its "Open..." option for the first time.*

To assign a default folder to an application, first choose the "Open..." command on the application's File menu. Using the Standard File Open dialog, move to the folder you want to assign to the application. (The name of the folder should appear at the top of the Standard File dialog.) Don't select a file. Instead, click "Cancel."

Now select SuperDataPath from the  menu. (If SuperDataPath isn't on your  menu, check your installation, restart, and try again.) Click the "Add" button. Make sure the application name and DataPath displayed in the dialog are the current application's name and the folder you just selected, then click the "OK" button. The folder will be added to SuperDataPath's pop-up menu and linked to the application.

To try out the new link, quit the application and re-launch it, then select "Open..." from its file menu. The contents of the folder you assigned should appear, without the need to use the Standard File dialog to select the folder.

- *This feature (linking a default folder to an application) is called DataPath. The pop-up menu feature (described below) is called SuperPath. Hence the program's name: SuperDataPath.*

### Removing or Changing a Link

To remove a link, select SuperDataPath from the  menu. (You don't need to be in the linked application.) Select the application from the Application pop-up menu, then click the "Delete" button.

To change an application's linked folder, first delete the link using the instructions in the previous paragraph, then re-link it following the instructions in the previous section. *It is very important to remember to delete the link first before adding a new one.*

If you simply add another link without deleting the original link, you'll add a *second* link between an application and a folder. SDP only uses the first link to determine the application's default folder; the other links merely appear in the SuperPath pop-up menu (see below). We suggest that you maintain only one link for each application and use the technique described in the next section to add folders to the SuperPath pop-up menu to minimize confusion about which folder is the application's default folder.

### Using the SDP Pop-Up Menu

SuperDataPath can add a pop-up menu to the Standard Open dialog. This pop-up menu contains the five most recently used folders and all the folders linked to applications using the procedure detailed above. (It can also contain other folders added as described in the next section.)

To enable this feature, first open the SuperDataPath NDA from the  menu. Select the application to which you'd like to add the SDP pop-up menu from the Application pop-up menu and make sure the "SuperPath Active—App. shown above" checkbox is checked.

You can also add the SDP Pop-Up menu to applications not linked to a default folder (and thus not listed in the Application menu in the SDP NDA) by checking the "SuperPath Active—Unlisted Apps." checkbox. If this box is unchecked, the pop-up menu will appear only in programs which appear in SDP's Application menu (and which have their "SuperPath Active—App. shown above" checkbox checked).

To use the SDP pop-up menu, select Open from the File menu as usual. Click the small folder icon in the upper right corner of the Standard File Open dialog and hold down the mouse button. Continue holding down the button while you select a folder from the list. (Remember, the list contains all the folders you linked to an application using the FastPath feature, plus the five folders you used most recently.) Release the mouse button after selecting the desired folder. The Open dialog instantly displays that folder's contents.

You'll notice that the pop-up menu displays the complete pathname of each folder. If you're not familiar with pathnames, they're pretty simple. They're a shorthand for the folders you have to open to get to a particular file. For example, if a path was :Q1:Util:ShrinkIt, that would mean that the folder was called ShrinkIt, and was inside another folder called Util, which was on the volume Q1. With a glance, you can distinguish between folders with the same name on different disks or in different folders.

- *The pop-up menu feature is called SuperPath (the linking feature is called DataPath). Thus the name of the program—SuperDataPath.*

## Adding Other Folders To The SDP Menu

If you want to add other folders to the SDP pop-up folder menu, but not link those folders to any application (for example, if you have graphics categorized into different folders and want quick access to these folders from inside any of your paint programs), that, too, can be accomplished.

Remember in the "Removing or Changing a Link" section we warned you to always change your links by first removing the existing link and then adding a new default folder for that application. We said that this was because additional folders linked to that application would show up in the pop-up menu, but that only the first one would be used for the DataPath feature.

The easiest way to add folders to the SDP pop-up menu without linking them to an application, then, is to link them to a dummy application—an application you never run and which doesn't even have an Open dialog. We've provided just such a dummy application called "None" on the Six Pack disk. (It's placed on your hard drive when you install SuperDataPath.)

- *We called it "None" so that when you use the Application pop-up menu in the SuperDataPath NDA, you see "Application: None." Which, actually, is true—the folder is not linked to a real application.*

*If you try to launch the None application, the Finder will tell you that an error \$1104 was encountered. That's because there's nothing in the file. Press Return to return to the Finder.*

You can link as many data folders as you like to the "None" program, and all of these folders will appear in the SDP pop-up menu. Here's how to do it.

First, open the SuperDataPath NDA from the  menu. (It doesn't matter what program you're in when you do this—the Finder is fine.) Then click the "Add" button. Now click the "New" button—*don't click "OK."* (If you click "OK" you'll add a link for the Finder, or whatever program you're in. Probably not what you wanted to do.)

After you click "New," a Standard File Open dialog will appear to allow you to select an application to link the new folder to. Select the dummy application "None" from the dialog and click "Open." Next, a Standard File Save dialog will appear; move inside the folder you want to add to the pop-up menu and click "Accept." (The folder's name should appear at the top of the dialog.) You can also create a new folder if you need to—type the name of the new folder into the line edit field, then click the "New Folder" button, then click "Accept."

Now the proper application and DataPath you just selected should appear in the dialog. Click "OK" to add the path.

Launch an application and try the SDP pop-up menu. You should see the folder you just added. Congratulations!

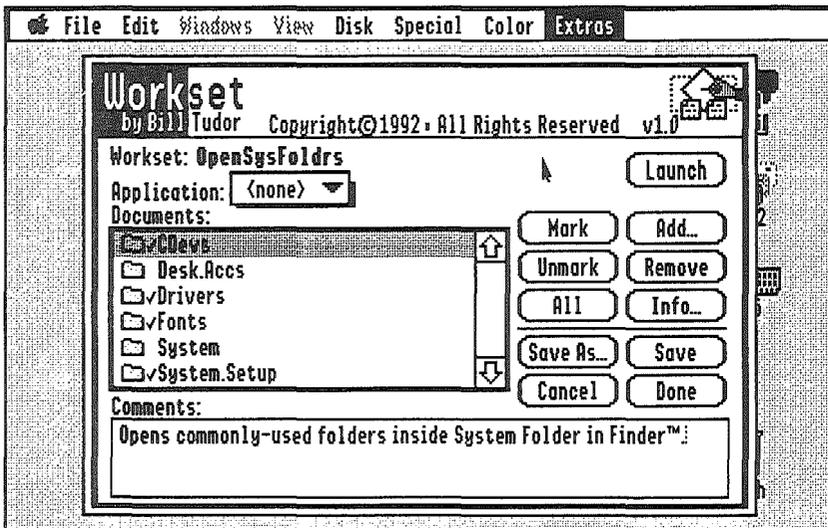
To delete the folder from the pop-up menu, open the SuperDataPath NDA. The Application pop-up menu may contain several "None" entries; select them one after another until the proper folder path appears under the "Data Directory Path." Then click "Delete."

## What It Does

Workset is a Finder Extension which allows you to store groups of related files into a single "workset" file, then open all the files in the group at once simply by double-clicking the "workset" file. For example, if you're managing your cash (or lack thereof) using AppleWorks GS, you might include your budget spreadsheet, your check register spreadsheet, and a database of all your creditors in a single work set called Budget.Stuff. Then you could double-click Budget.Stuff to launch AppleWorks GS and open your three budget files—in one fell swoop.

Most IIGS-specific application programs support opening multiple files in this way. (The ones that don't are obvious—for example, HyperCard GS can only open one stack at a time due to the way the program is designed.)

Workset is also useful for other purposes—including, but not limited to, mimicking the Macintosh's "alias" feature.



▲ *The Workset dialog*

## How To Use It

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### Creating A Workset

To create a workset, select "Create Workset..." from the Finder's Extras menu. (If "Create Workset..." isn't on the Extras menu, check your installation, restart, and try again.) The Workset dialog appears. (The dialog appears when you edit an existing workset—more later.)

*Application*     A pop-up menu to select the application which you want to use to open your documents. (If you leave this set to "None," Workset will tell the Finder to open the documents, if the Finder knows which application they "belong to.") Select "Choose..." from this menu to select an application. You can use this feature to open documents in programs other than the one that created them—as long as the program you chose can open the documents in the workset.

*Documents*     A list of the documents and folders in the workset. You can add a virtually unlimited number of files to the document list. This list also shows which are "marked" with a check mark and which are "unmarked." (Only marked documents are opened when you launch the application.)

*Comments*     You can enter notes to yourself in this field. Use it for reminders or any other purpose you can imagine.

*"Launch"*     This button launches the workset, launching the application specified with the documents you chose (or telling the Finder to open the documents if you didn't specify an application). When creating a new workset, you must save it before you can launch it.

*"Mark"*     This button marks the highlighted document. Marked documents and folders are opened when you double-click the workset file or use the "Launch" button.

*"Unmark"*     This button unmarks the highlighted document. Unmarked documents and folders are ignored when you double-click the workset or use the "Launch" button.

- You can also toggle a document's marked/unmarked status by double-clicking it in the Documents list.

- "Add"* This button adds a new document to the workset. A Standard File Open dialog appears. You can select multiple files and/or folders from this dialog using Shift-Click and ⌘-Click. New files are automatically marked.
- *It is not necessary for all of the documents in a workset to be in the same folder—or even on the same disk.*
- "Remove"* This button removes the highlighted document from the workset. (Usually you'll just want to unmark documents you don't want to use anymore; that way they're still handy in the workset if you want to open them again later.)
- "All"* Selects all documents. Handy for removing, marking, or unmarking all documents in one fell swoop.
- "Info"* This button displays some information on the highlighted document or folder, including a complete pathname and whether the document is "online" (that is, whether the disk it's on is in a drive).
- "Save/Save As"* These two buttons allow you to save a workset once you've configured it the way you want. "Save As" allows you to save the workset under a different name if you're editing an existing workset. "Save" simply saves the workset under its current name. (If the workset has never been saved, either button will present a Standard File Save dialog to allow you to name the file and place it in any folder you like.)
- "Done"* This button dismisses the Workset dialog. If you have made changes to the workset but haven't yet saved them, Workset will remind you to save your changes.
- "Cancel"* This button dismisses the Workset dialog. If you have made changes to the workset but haven't yet saved them, Workset does not ask if you want to save them.

## **Modifying a Workset**

Hold down the Option key while you double-click a workset file to re-open the Workset dialog. Add or remove any document files, choose a new application, or mark or unmark document files as necessary. Then click "Save" to save the modified workset. (Alternately, click "Launch" to launch the modified workset without saving it—this way, the changes you make are "one-time-only" changes.)

## Workset Ideas

The Workset concept is more even more flexible than it may first seem. Here are some ideas to get you started.

- Keep all of your most frequently-used AppleWorks GS files (from anywhere on your hard drive) in a single workset. Make them all unmarked (click "All" then "Unmark") and then save the workset. Now, whenever you want to use one or more of these documents, just double-click the Workset file while holding down the Option key. The Workset dialog will appear. Double-click the file(s) you want to open (this marks them), then click the "Launch" button. Because you did not save the workset after marking the files you wanted to use, you'll start with a clean slate the next time you Option-double-click.
- Same as above, except keep all your frequently-used folders in the workset. (Make sure the application is set to "none.") When you mark one or more of them and click "Launch," the Finder will open them for you automatically.
- If you have IR installed, list your unused drivers, DAs, control panels, and Finder extras in a workset. Then use the trick above to install any of them—mark them, then click "Launch" without saving the workset.
- Create a separate workset file for each of your applications (with no documents). Place all the worksets in one folder. Set the view of this folder to "By name" and make the window very narrow—just wide enough to see the names of the workset. Keep this window open all the time and you have a handy program launcher. Just double-click one of the workset files to launch an application.
- If you select an application for a workset (instead of leaving the application set to "none" and letting the Finder decide), and if you select a folder as one of the documents in the workset, that folder will become the application's default folder (much like the default folder SuperDataPath allows you to assign). The default folder in the workset will override any default folder you have set up with SuperDataPath, but only temporarily. Combine this tip with the trick above and you can create a workset file which, when Option-double-clicked, allows you to select (mark) the application's default folder before launching it.
- Create a workset with a single application, folder, or document for a simple way to emulate the Macintosh's "alias" capability. Just double-click this file in the Finder and the original—wherever it is—opens automatically. This lets you access the same file from several handy locations.

- Create a workset file with no application and your boot disk's System folder for a document. Drag the workset file out of the window it's in and onto the desktop. Now you have a handy alias of your System folder on the desktop—you don't have to open your boot disk's icon to get to it!

Workset is flexible enough to be helpful in a variety of situations. It can help keep you organized and provide shortcuts for accessing common applications, documents, and folders. You'll probably think of dozens more!

# Appendix

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Here are the three-letter filetypes defined in Apple's "About Apple II File Type Notes" tech note. (We have weeded out filetypes that you are unlikely to encounter these days on the Apple IIGS. Comments in italics are ours, not Apple's.) Three-letter filetypes are used by MoreInfo and PrintCatalog.

Apple II File Type Notes are published by Apple Computer, Inc. and detail the exact structures of many of these types of files. You can get these Notes from most user groups and online services or BBSs, or directly from the Apple Programmer's and Developer's Association.

Type	Hex	Description
8IC	\$2C	Apple II Interpreted Code
8LD	\$2D	Apple II Language Data
8OB	\$2B	Apple II Object Code
8SC	\$2A	Apple II Source Code
ADB	\$19	AppleWorks Data Base
ANI	\$C2	PaintWorks animation
ANM	\$5B	Animation file
ASP	\$1B	AppleWorks Spreadsheet
ATK	\$E2	AppleTalk data
AWP	\$1A	AppleWorks Word Processor
BAD	\$01	Bad blocks file
BAS	\$FC	Applesoft BASIC program
BDF	\$AD	Apple IIGS BASIC data
BIN	\$06	Binary <i>data or program code</i>
BIO	\$6B	PC Transporter BIOS
CDA	\$B9	Classic desk accessory
CDV	\$C7	Control panel device
CFG	\$5A	Configuration file
CMD	\$F0	BASIC command
COM	\$59	Communications file
DBM	\$D8	DB Master document
DIR	\$0F	Folder ( <i>subdirectory</i> )
DOC	\$BF	GS/OS Document
DRW	\$53	Drawing
DVR	\$BB	GS/OS Device Driver
DVU	\$5E	Development Utility
EDU	\$56	Educational data
ENT	\$5D	Game/entertainment document
EXE	\$B5	GS/OS shell application
FND	\$C9	Finder data

<u>Type</u>	<u>Hex</u>	<u>Description</u>
FON	\$C8	Font
FOT	\$08	Apple II packed graphics data
FST	\$BD	GS/OS File System Translator
FTD	\$42	File Type Descriptors
GDB	\$52	Apple IIGS Data Base
GDP	\$54	Apple IIGS Desktop Publishing document
GSB	\$AB	Apple IIGS BASIC program
GSS	\$51	Apple IIGS Spreadsheet
GWP	\$50	Apple IIGS Word Processor
HDV	\$6F	PC Transporter <i>hard drive</i> volume
HLP	\$58	Help file
HMD	\$55	Hypermedia document
ICN	\$CA	Icons
INS	\$D6	Instrument
INT	\$FA	Integer BASIC program ( <i>also Beagle Compiler</i> )
IVR	\$FB	Integer BASIC variables ( <i>also Beagle Compiler</i> )
LBR	\$E0	Archival library ( <i>ShrinkIt, Crypt, etc.</i> )
LDF	\$BC	Generic load file
LIB	\$82	Apple IIGS library file
MDI	\$D7	MIDI data
MUM	\$5C	Multimedia document
MUS	\$D5	Music sequence
NDA	\$B8	New desk accessory
OBJ	\$B1	Apple IIGS object code
OCR	\$41	OCR Data
OOG	\$C5	Object-oriented graphics
OS	\$F9	GS/OS system file
P8C	\$2E	ProDOS 8 Code Module
PAL	\$C3	PaintWorks palette
PAS	\$EF	Pascal area
PFS	\$16	PFS document
PIC	\$C1	Super-Hi-res picture
PIF	\$B6	Permanent initialization file
PNT	\$C0	Packed Super-Hi-res picture
PRE	\$6E	PC Transporter pre-boot
R16	\$EE	EDASM 816 relocatable file
REL	\$FE	Relocatable code
RTL	\$B4	GS/OS run-time library
S16	\$B3	GS/OS application
SCR	\$C6	Script
SND	\$D8	Sampled sound
SRC	\$B0	Apple IIGS source code
STN	\$57	Stationery
SYS	\$FF	ProDOS 8 application <i>or system file</i>
TDF	\$AC	Apple IIGS BASIC TDF
TDM	\$20	Desktop Manager document
TDR	\$6D	PC Transporter driver

<u>Type</u>	<u>Hex</u>	<u>Description</u>
TIF	\$B7	Temporary initialization file
TOL	\$BA	Apple IIGS Tool
TXT	\$04	ASCII text
UNK	\$00	Unknown filetype
VAR	\$FD	Applesoft BASIC variables
WP	\$A0	WordPerfect document

- *In many filetypes, the file's auxiliary type is used to distinguish between one type of document and another. For example, in the LBR filetype (\$E0), auxotype \$8002 means that the file is a NuFX (ShrinkIt) document. Auxotype \$800C means that the file is a Crypt encrypted file. Both would be displayed generically as LBR files in many programs. Graphics, sound, and many other "generic" filetypes are divided similarly.*

*Filetypes \$F1-\$F8 are user-definable types. Any program can use these filetypes for any purpose.*





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