Swing User's Guide

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Contents

1 INTRODUCTION

SWING is a VAX/VMS utility for displaying the graphic representation of the VMS directory structure on any terminal that can support the SMG routines - that is primarily the VT100, VT200 and VT300 series of terminals. SWING is designed to make life easy for a user who frequently performs file or directory operations within his or her directories.

SWING displays the top eight directory levels of the user's directory structure. If there are more than eight levels a diamond is displayed in the right-most column indicating that there are non-displayed directories.

If a foreign command is used to start SWING, *e.g.*

```
$ swing == "$my_disk:[my_software]swing"
```

then the user can specify optional parameters - the starting directories. These are the directory structures that the user wishes to display and manipulate. The specifications may be separated by commas or spaces. *e.g.*:

- `$ SWING`
- `$ SWING SYS$LOGIN`
- `$ SWING DUA1:[MY_DIR.STUFF],SYS$HELP,SYS$MANAGER`
- `$ SWING DUA1:[MY_DIR.STUFF] SYS$HELP SYS$MANAGER`

SWING has a two level help facility. Quick menus are available via the ? option. Standard VMS help is available via the H or HELP (LK201) option. A description of how to make use of these features is included in this file.

1.1 Disclaimer

If this software breaks you, your system or your system manager no-one but yourself is to blame.

With the exception of the file defragmenter option you can't do anything with this software that you couldn't do via normal DCL commands such as

- `$ set file /protection--...`
- `$ delete ...`
- `$ rename ...`
- `$ edit ...`

and so on.

1.2 Installation

Installation of SWING is simple. Set the protection on the image file to WORLD:EXECUTE and the protection on SWING.HLB to WORLD:READ.

SWING.HLB should then be placed in the same directory as SWING.EXE. If required, SWING.HLB can be placed in a directory specified by either SWING$HLP or in SYS$HELP.

1.3 Workstations

SWING supports workstations to a limited extent. On a workstation it is possible to have windows with up to 64 lines. This is set via

```
$ set term/page=64
```

SWING will support terminals of any size with the proviso that the terminal is set to at least 24 lines (the default for a VT100, VT200 ...).

2 GETTING GOING

Getting going with SWING is a painless exercise. Follow the steps below and you'll soon learn how to use the major features.

2.1 Seting Up Login

SWING needs a directory in which it can keep data files. The default directory is SYS$LOGIN, but the logical SWING$SAVE can be set to a different directory if desired. It is better to use SWING$SAVE than have your SYS$LOGIN directory cluttered with seemingly unintelligible files with weird filenames.

If your default device and directory were MY_DISK:[MY_DEVICE], create a new directory MY_DISK:[MY_DEVICE.SWSAVE] via the DCL command

```
$ create/dir MY_DISK:[MY_DEVICE.SWSAVE]
```

Then put the following line in you login.com file:

```
$ define/process SWING$SAVE MY_DISK:[MY_DEVICE.SWSAVE]
```

Remember to change MY_DISK and MY_DEVICE to your actual default device and directory.

Now you should set up a foreign command to invoke SWING unless this has already been done for you. To do this, you should find out the device and directory location of the executable SWING.EXE. For this example it is assumed that SWING.EXE is found in SYS_TOOLS:[GOOD_ONES] on your system.

Put the following line in your login.com so that whenever you log in you'll be able to start SWING:

```
$ SW*ING == "$SYS_TOOLS:[GOOD_ONES]SWING"
```

Now you've done the hard work. Just invoke login.com (`@sys$login:login`) and you'll be able to invoke SWING by typing:

```
$ SW <Return>
```

or SWI, SWIN or SWING.

2.2 Using SWING

Start swing via the foreign command you just set up, i.e.

```
$ SWING <Return>
```

and SWING will start up. First of all SWING will create a key_definitions file in SWING$SAVE (or SYS$LOGIN if you decided not to define SWING$SAVE). Then SWING will search your directory structure, make a record of it in SWING$SAVE, and display you structure on the screen. You'll immediately see the difference between SWING and DCL - your directory structure is shown in 1980s' fashion for the first time! You are now using the DIRECTORY MANAGER.

2.3 Directory Manager

Try the cursor keys. You will find that you can move around your structure as easily as you can edit a file. Good-bye SET DEFAULT. Try typing T, B, N (or press NEXT SCREEN), P (or press PREVIOUS SCREEN) as you wish - see how you move around the structure.

Although this part of the manual will not describe all the features of SWING, we'll run through a few of them here. Move to your top directory (that's where we started all this). Type F. The display changes...

2.4 File Manager

You are now in the FILE MANAGER - you now see all the files in your top directory.

You can also navigate around the FILE MANAGER with up-arrow, down-arrow, T, B, N (or NEXT SCREEN), P (or PREVIOUS SCREEN) as you wish - see how you move around the file list.

You can change the format of the directory information on display by using the left- and right-arrows or typing in directly the format you desire - in the range 0 to 9.

Now we'll leave the FILE MANAGER and return to the DIRECTORY MANAGER by typing Q (for quit).

2.5 Another Directory Structure

You can see more than just your own directory structure - you can add directory structures for other users in your group to the display. The way to do this is by typing I (or INSERT HERE) to insert another structure. You'll be prompted for a directory specification. If you're in group USERS and you want to see Brian's structure, you must enter his directory specification, *e.g.* USERS:[BRIAN]. If you're not sure what it is, ask him. You now have two structures on display. You can move between them as you wish. A quick inter-structure hop can be made by moving to the left-most column and pressing the up- and down-arrow keys to move up and down the display.

Unless Brian has protected his directories to deny you access to them, you can invoke the FILE MANAGER in any of his directories. When you've had enough of Brian's structure, you can remove it from your display. To do this, move to any directory in his structure. Press the REMOVE key (also above the cursor keys) (or type k). You'll be prompted to check that you wish to remove this structure from the display - type Y, and the structure will disappear. You'll be back in your own directories.

2.6 Defining An Editor

You can edit files with SWING when you're in the FILE MANAGER. Before you do so it's best to define the editor you wish to use. It's not essential that you define your editor first, as SWING will prompt you for the name of the editor you wish to use if you haven't defined an editor.

Type `^D` (Control-D). The USER-OPTIONS window appears. A few lines down there is an entry for the editor that will be invoked whenever you decide to edit a file. Use the down-arrow key to move to this line, and press the SPACE BAR. You'll now be prompted for the editor you prefer. If you prefer EDT enter EDT, if you prefer TPU enter TPU.

Now type E to return to the DIRECTORY MANAGER. You're now ready to edit you first file with SWING.

Select the FILE MANAGER in the directory containing the file you wish to edit. move the cursor so that it appears by the file you wish to edit, type E and you'll be in the editor. Exit from the editor as you would do normally.

2.7 Customising Keys

You can define the keys F6 - F20 and ALL the keys on the application keypad as you wish.

Here we will define F11 to perform a SHOW USERS.

Type `^D` (Control-D). The USER-OPTIONS window appears. Move down the window, and you'll come to the entry "func. key F11". Press the **SPACE BAR**, and enter

```
$ SHOW USERS !<Return>.
```

The ! is explained later in this manual. Then type `E` to leave the USER-OPTIONS. Press verb+F11+, and you'll be prompted to confirm a SHOW USERS command. Type verb+Y+, and you'll see that a new window appears in which your SHOW USERS command executes.

2.8 The Directory Stack

SWING maintains a stack of directories as they are 'visited'. A directory is said to be 'visited' when the FILE MANAGER is invoked in that directory. It is possible to cycle through these directories in both the DIRECTORY MANAGER and the FILE MANAGER using the SELECT (LK201) and FIND (LK201) keys, thus reducing keystrokes to move between your favourite directories.

SELECT moves you to the directory 'visited' prior to the currently displayed directory, FIND moves you to the directory you 'visited' prior to the currently displayed directory (i.e. undoes the last SELECT).

The directory you are in goes to the top of the stack when you perform any operation in the FILE MANAGER other than SELECT or FIND.

A directory disappears from the stack either when the FILE MANAGER detects that there are no files in the directory or when a more recently accessed directory pushes this directory off the stack.

Thus the stack is ordered with the most recently used directories at the top.

Pressing SELECT when at the bottom of the stack takes you to the top of the stack, similarly pressing FIND when at the top of the stack takes you to the bottom of the stack.

The stack is not saved between invocations of SWING.

2.9 Now Read the Manual

You're under way. Now read the rest of this manual, trying the commands as they are described. I hope you find SWING a labour-saving utility.

Don't forget the ? quick menus and the help file which is invoked by typing H.

3 GENERAL INFORMATION

Commands are invoked by entering the single keystroke associated with the command. Some of the commands use the LK201 keyboard keys found above the 'arrow keys' on the LK201 keyboard. Typical examples are PREV SCREEN and NEXT SCREEN.

3.1 User Definable Keys

Enter `^D`

This will display the USER-OPTIONS window.

The user is able to define:

1. The initial display format when the FILE MANAGER is invoked for the first time.
2. The default printer queue for files printed via SWING.
3. The default batch queue for files submitted by SWING.
4. The editor used by SWING when editing files.
5. The LK201 function keys F7 through F20 (top of the keyboard) and all the keys on the LK201 numeric keypad (right-hand side).

To change an entry in the USER-OPTIONS window move the cursor opposite the entry to be changed and press the SPACE-BAR. The entry being changed is highlighted. When the next definition is complete press `<Return>`. The original value can be restored by using the R option.

When a user-definable key is entered in the FILE MANAGER the name of the current file will be added to the command to be executed. If this is not desirable for the specific command (*e.g.* the key has been defined as SHOW USERS, and no filename is required) the definition of the key should terminate with an ! (exclamation mark).

No file name is added when a user-definable key is entered in the DIRECTORY MANAGER. The ! and caret should not be used with the editor or queue definitions.

Normally, the user will be prompted to confirm that the command is to be processed. If this extra confirmation is not felt necessary a ^ can be appended to the key definition. When a key defined in this manner is pressed the command will execute IMMEDIATELY. So be careful with this option.

The settings are saved in either

`SYS$LOGIN:SWING_SETTINGS.INITIAL` or
`SWING\SAVE:SWING_SETTINGS.INITIAL` if SWING$SAVE is defined.

3.2 Logical Names

The following logical names are used by SWING

SWING$SAVE - see also SWING SAVE_FILE. This specifies the destination for the files created by SWING.

SWING$HLP - see also SWING COMMANDS HELP. This specifies an alternate location for the help file.

3.3 Moving Around

The user may move around the displayed directory structure using

- the four 'arrow keys'
- `^J` to move up,
- `^K` to move down,
- `^H` to move left,
- `^L` to move right,
- N,n or NEXT SCREEN to advance by one screen,
- P,p or PREV SCREEN to move back by one screen,
- T,t to move to Top of the current structure, or if already at the top then to the top of the previous structure (if there is one),
- B,b to move to Bottom of the current structure, or if already at the bottom then to the bottom of the next structure (if there is one)

SELECT (LK201) and FIND (LK201) can be used to move around an internally held stack of 'visited' directories. A directory becomes' visisted' when the user invokes the FILE MANAGER in this directory. SELECT moves forward, FIND backward.

3.4 Panic

PANIC - Control-C or Control-Y gets you out of SWING in a hurry, saving the current directory structure if necessary as it does so.

3.5 Quick Menus

Enter ?

Quick menus are available throughout SWING whenever the top line of the display shows a ?. The user can select the required option directly from this menu.

3.6 Save File

SWING only searches the directory structure if a save file cannot be found. SWING looks

- first in SWING$SAVE:
- second in the top directory of the structure being examined,
- third in SYS$LOGIN:.

If no save file is found SWING searches the directory structure and creates a save file, attempting to store the save file as above. SWING automatically attempts to purge old save files. All save file names end in SWSVE.DAT.

It is recommended that you make use of SWING$SAVE, as this way you can keep all the files created by SWING in one place.

3.7 Snapshots

Enter *

Throughout SWING a snapshot of the screen may be taken. The resulting file is written to SWING$SAVE if this is defined, if not it is written to SYS$LOGIN.

Since the special characters used to draw lines cannot always be displayed in a file, the device-independent characters (+,-,—) are used to draw lines.

3.8 Version

Enter `V` or `v`

Entering `V` causes the current version of SWING to be displayed on the bottom line of the display.

4 DIRECTORY MANAGER

4.1 Broadcast Messages

Enter `O` or `o` (Old Broadcast Messages)

BROADCAST MESSAGES are trapped by SWING and displayed in a separate window. This window can be recalled at any time if required. Broadcast messages are issued when new mail is received (for example). This window is automatically displayed when there are outstanding messages and the user is in the directory manager or file manager and is also currently being prompted for input.

4.2 Change File Ownership

Enter `~`

This option allows the user to change the ownership of the files contained in the selected directories. Sub-directories are also changed. The user is able specify the new file owner.

4.3 Change File Protection

Enter `@`

This option allows the user to change the protection on the files contained in the selected directories. Sub-directories are also changed. The user is able specify the new file protection, being initially prompted with the current default file protection.

4.4 Create

Enter `C` or `c`

Create allows the user to create a new sub-directory. The user is prompted for the new directory name. It is not possible to create more than eight directory levels.

The name of the directory must be valid. Invalid names are automatically rejected by SWING.

4.5 DCL

Enter `$`

DCL spawns a sub-process in the user's current directory (as shown by the main SWING display). All symbols are inherited from the parent process, however the DCL tables will be taken from SYS$SYSTEM, hence any additions made to the DCL tables will not be present in this sub-process.

LOGOUT when finished.

4.6 Defragmentation

Enter `%`

Defragmentation allows the user to defragment the files in a directory structure. The directories that will be (potentially) defragmented are displayed with a different rendition. The user is twice prompted to confirm that the directories selected and their contents are to be defragmented.

The contents of the the files that are processed will be made as contiguous as possible. No header information (other than the pointers in the header) will be changed.

The file fragmentation is shown in the FILE MANAGER via directory format 8. If pointers is greater than 1 then the file is unnecessarily fragmented, and potentially degrading the system performance when accessed.

4.7 Delete

Enter `D` or `d`

Delete allows the user to delete a directory structure. The directories that will be (potentially) deleted are displayed with a different rendition. The user is twice prompted to confirm that the directories selected and their contents are to be deleted.

This command may not be entered from the top (root) directory.

SWING will only delete files that the user could otherwise delete via the DCL commands SET PROTECTION and DELETE.

4.8 Directory Statistics

Enter `!`

SWING can display statistics relating to the contents of files in a series of directories. The statistical information available is

option A Count of the blocks allocated to files in a directory.

option U Count of the blocks used by files in a directory.

option C Count of the number of files in a directory.

option M Maximum file-size of the files in a directory.

option I Fragmentation index for a directory. This is the ration of fragments to files. A ratio of 1.0 is perfect - only one fragment per file.

A grand statistical total can be shown by using **option G**. This information is shown at the bottom of the screen.

The statistics can be updated via **option S**. This is necessary after new files have been added to directories, for example.

The statistical display can be printed via the **option L**. The statistics are grouped together with the directory name.

4.9 Edit New File

Enter `^E`

This allows the user to edit a new file.

The user may define the default editor as per the EDIT option.

4.10 Help

Enter `H`, `h`

Help allows the user access to this information. The full VAX help features are available.

4.11 Import

Enter `<`

Import is like copy, except that the user is able to specify a full DECENT file specification for the file to be copied into the current directory, *e.g.*

BILBO"GANDALF WIZARD"::DUA1:[SYS_MANAGER]SAM_GAMSHEE.EXE
.

The percentage file transfer is displayed while the transfer is in progress.

The percentage file transfer is displayed while the transfer is in progress to bolster the confidence of the user.

4.12 Insert Structure

Enter `I`, `i` or `INSERT HERE` (LK201)

The user can add another structure to the display. The user is prompted for the device and directory specification of the structure to be added. There is no restriction to the number of structures that may be displayed at the same time.

Each structure may only be displayed once.

4.13 Key Definitions

Enter `^D`

This will display the USER-OPTIONS window.

The user is able to define:

1. The initial display format when the FILE MANAGER is invoked for the first time.
2. The default printer queue for files printed via SWING.
3. The default batch queue for files submitted by SWING.
4. The editor used by SWING when editing files.
5. The LK201 function keys F7 through F20 (top of the keyboard) and all the keys on the LK201 numeric keypad (right-hand side).

To change an entry in the USER-OPTIONS window move the cursor opposite the entry to be changed and press the SPACE-BAR. The entry being changed is highlighted. When the next definition is complete press `<Return>`. The original value can be restored by using the R option.

When a user-definable key is entered in the FILE MANAGER the name of the current file will be added to the command to be executed. If this is not desirable for the specific command (*e.g.* the key has been defined as SHOW USERS, and no filename is required) the definition of the key should terminate with an ! (exclamation mark).

No file name is added when a user-definable key is entered in the DIRECTORY MANAGER. The ! and caret should not be used with the editor or queue definitions.

Normally, the user will be prompted to confirm that the command is to be processed. If this extra confirmation is not felt necessary a ^ can be appended to the key definition. When a key defined in this manner is pressed the command will execute IMMEDIATELY. So be careful with this option.

The settings are saved in either

`SYS$LOGIN:SWING_SETTINGS.INITIAL`

or

`SWING$SAVE:SWING_SETTINGS.INITIAL`

if SWING$SAVE is defined.

4.14 Locate File

Enter `L`

This allows the user to find a file based on a partial file specification. The current structure is searched from the current directory downwards. When a match has been found the user is prompted for further action - for example it is possible to enter the file manager, find the next file or quit from this option.

The option is designed to make finding of files as painless as possible.

4.15 Menu

Enter `?`

A quick one page menu is displayed. The user may make a selection from this menu if required or press <Return> if no option is desired.

4.16 Move

Enter M or m

Move allows the user to move part of a directory structure to a new parent directory. Move initiates the move operation by asking the user to move to the a new parent directory. When `ENTER` is pressed the move takes place. Both the new parent and the directory being moved can have other sub-directories attached to them as well. While moving to the new parent directory the operation can be cancelled by entering any key other than those used for moving around or ENTER.

4.17 Purge

Enter `U` or `u`

Purge allows the user to purge the current directory and all sub-directories.

4.18 Quit

Enter `Q`, q, `^Z`, `^C`, `^Y`

Quit allows the user to exit from SWING. The save file is updated if changes have been made to the directory structure.

4.19 Quota

Enter `&`

This will show the current device usage - device size, space used, and free space in megabytes. Additionally the user's quota on that device is displayed.

4.20 Print Display

Enter `^G`

This creates a file in SYS$LOGIN:SWING_LISTING_FILE containing the current structure(s) on display.

The files may subsequently be printed via the list files option in the file manager.

4.21 Refresh Screen

Enter `^W` or `^R`

Refreshes the screen.

4.22 Remove Structure

Enter `K`, `k` or `REMOVE` (LK201)

This option allows the user to remove the current structure from the display.

There must be at least two structures on display, otherwise an error message will be displayed - if there's only one structure then it can't be removed.

4.23 Rename

Enter `R` or `r`

Rename allows the user to change the name of a directory.

4.24 Return to Mark

Enter `\`, `]`, `}`, or `)`

The user can return to a marked directory with `\`, `]`, `}`, or `)` *e.g.*:

- `\` returns to the directory marked by `/`
- `]` returns to the directory marked by `[`
- `)` returns to the directory marked by `(`
- `}` returns to the directory marked by `{`

4.25 Search - Reconstruct Displayed Structure

SEARCH researches the directory structure, builds a new save file and updates the display accordingly. It is necessary to use this feature if the directory structure has been changed other than by SWING. (*e.g.* via BACKUP)

If there are more than one structure on display then the user is prompted to research either all structures or just the current structure.

4.26 Set Mark

Enter `/`, `[`, `{` or `(`.

The user can mark a directory with `/`, `[`, `{` or `(`. Each of these four keys marks an individual directory, so up to four directories may be marked at any one time.

It is possible to return to the respective marked directory with `\`, `]`, `}`, or `)`

4.27 Where

Enter `W` or `w`

WHERE switches on or off the display of the current default device and directory on top of the display.

5 FILE MANAGER

Enter F or f, (^F to see ONLY the directory files via the FILE_MANAGER)

FILES allows the user to manipulate the files in the selected directory. Only non-directory files are shown.

If the user entered ^F a subset of the FILE MANGER functionality is invoked. Only the sub-directories are displayed. This option is included to allow the user to obtain directory information for the sub-directories.

SWING reads the list of files in a directory by actually opening the directory file. This approach has been taken to improve the performance in situations where there may be many thousands of files in a directory.

SWING allows the use of the = key (EQUALS) to specify a search criteria for files in the file manager. This key may be used in both the directory manager and the file manager. When = is pressed SWING prompts for the search specification the response to which is a file specification (name.type) including wildcards as required. This specification becomes the basis of the search by the file manager when building up lists of files. This is similar to the DCL command DIR *.C (for example).

This operation may also be performed in the directory manager as an alternative to entering F or f to invoke the file manager.

Any version number specified is ignored.

e.g. of responses are *.c, *.h, *.exe, test.* etc..

5.1 Broadcast Messages

Enter O or o (Old Broadcast Messages)

BROADCAST MESSAGES are trapped by SWING and displayed in a separate window. This window can be recalled at any time if required. Broadcast messages are issued when new mail is received (for example). This window is automatically displayed when there are outstanding messages and the user is in the directory manager or file manager and is also currently being prompted for input.

5.2 Change File Ownership

Enter ~

This option allows the user to change the ownership of the selected files and / or directories as desired. The user is able specify the new file owner.

5.3 Change File Protection

Enter `@`

This option allows the user to change the protection on the selected files and / or directories as desired. The user is able specify the new file protection.

5.4 Copy

Enter `C` or `c`

Copy allows the selected files to be copied to a new directory, which may be the current directory, in which case duplicate copies of these files are made. This option ensures that the new file always has the higher version number in the situation where a file with the same name and version number already exists.

Additionally, files are copied in reverse order to ensure that lower versions of the same file are copied before higher versions, and hence these higher versions still have the higher version number.

If desired the user can enter the EXPORT option by typing > instead of `<Return>` when selecting the destination directory. Copy is thus being used as a way of specifying the destination directory for EXPORT prior to actually entering export. This can be very useful when copying files into a directory for which the user must specify a user name and password.

5.5 DCL

Enter `$`

DCL spawns a sub-process in the user's current directory (as shown by the main SWING display). All symbols are inherited from the parent process, however the DCL tables will be taken from SYS$SYSTEM, hence any additions made to the DCL tables will not be present in this sub-process.

LOGOUT when finished.

5.6 Defragmentation

Enter %

Defragmentation allows the user to defragment the files in a directory structure. The directories that will be (potentially) defragmented are displayed with a different rendition. The user is twice prompted to confirm that the directories selected and their contents are to be defragmented.

The contents of the the files that are processed will be made as contiguous as possible. No header information (other than the pointers in the header) will be changed.

The file fragmentation is shown in the FILE MANAGER via directory format 8. If pointers is greater than 1 then the file is unnecessarily fragmented, and potentially degrading the system performance when accessed.

5.7 Delete

Enter `D` or `d`

Delete allows the user to delete the selected files. The user is prompted twice to confirm the intent to delete. *note*

SWING will only delete files that the user could otherwise delete via the DCL commands SET FILE /PROTECTION and DELETE.

5.8 Directory Format

There are ten (yes, ten!) different formats of directory information display within the file manager.

To select the desired format just press key 0 through key 9. The selected format is shown on the bottom right-hand side of the display.

Also, the left-arrow and right-arrow keys allow the user to cycle through the displays. (Just keep pressing left-arrow or right-arrow).

The display formats should be self-explanatory.

5.9 Edit a File

Enter `E` or `e`

Edit allows the user to edit the current file (indicated by the cursors).

The user may define the default editor via the key_definitions (`^D`) option. If the user selects EDT or TPU the activation of the editor will be much faster as SWING uses the EDT and TPU shareable libraries.

5.10 Edit New File

Enter `^E`

This allows the user to edit a new file.

The user may define the default editor as per the EDIT option.

5.10.1 EDT

This is DEC's EDT, invoked via the EDT$EDIT interface. SWING will use SYS$LOGIN:EDTINI.EDT as a startup file if accessible - for further information see "VAX/VMS Utility Routines Reference Manual, section EDT".

Set the default editor to EDT for the most efficient startup of EDT.

There is a problem with this approach - If the user is in a directory to which he doesn't have write access, the EDT editor will not start up. A solution is to define a key as "EDIT/EDT/READONLY". This problem only affects EDT.

5.10.2 Other

This is any other editor of the user's choice. For example, if the user has defined 'MG' to invoke MicroGnuEmacs, then it is necessary only to enter 'MG' as the required editor.

This will be somewhat slower than using EDT or TPU, as SWING will set up a sub-process in which to do the editing.

5.10.3 TPU

This is DEC's TPU, invoked via the TPU$TPU interface - for further information see "VAX/VMS Utility Routines Reference Manual, section TPU, subsection TPU$TPU".

5.11 Execute

Enter `X` or `x`

Execute allows the user to execute the current file either as a command file or as a executable (.EXE) file. Only files with the .EXE file type will be executed, *e.g.*,

```
$ run <filename>
```

others will be invoked, *e.g.*,

```
$ @ <filename>
```

5.12 Export

enter >

Export is like copy, except that the user is able to specify a full DECENT path for the selected files, *e.g.*

```
BILBO"GANDALF WIZARD"::DUA1:[SYS_MANAGER]
```

The percentage file transfer is displayed while the transfer is in progress to bolster the confidence of the user.

5.13 Help

Enter `H`, `h`

Help allows the user access to this information. The full VAX help features are available.

5.14 Import

Enter `<`

Import is like copy, except that the user is able to specify a full DECENT file specification for the file to be copied into the current directory, *e.g.*

```
BILBO"GANDALF WIZARD"::DUA1:[SYS_MANAGER]SAM_GAMSHEE.EXE .
```

The percentage file transfer is displayed while the transfer is in progress.

The percentage file transfer is displayed while the transfer is in progress to bolster the confidence of the user.

5.15 Key Definitions

Enter `^D`

This will display the USER-OPTIONS window.

The user is able to define:

1. The initial display format when the FILE MANAGER is invoked for the first time.
2. The default printer queue for files printed via SWING.
3. The default batch queue for files submitted by SWING.
4. The editor used by SWING when editing files.
5. The LK201 function keys F7 through F20 (top of the keyboard) and all the keys on the LK201 numeric keypad (right-hand side).

To change an entry in the USER-OPTIONS window move the cursor opposite the entry to be changed and press the SPACE-BAR. The entry being changed is highlighted. When the next definition is complete press `<Return>`. The original value can be restored by using the R option.

When a user-definable key is entered in the FILE MANAGER the name of the current file will be added to the command to be executed. If this is not desirable for the specific command (*e.g.* the key has been defined as SHOW USERS, and no filename is required) the definition of the key should terminate with an ! (exclamation mark).

No file name is added when a user-definable key is entered in the DIRECTORY MANAGER. The ! and caret should not be used with the editor or queue definitions.

Normally, the user will be prompted to confirm that the command is to be processed. If this extra confirmation is not felt necessary a ^ can be appended to the key definition. When a key defined in this manner is pressed the command will execute IMMEDIATELY. So be careful with this option.

The settings are saved in either

`SYS$LOGIN:SWING_SETTINGS.INITIAL`

or

`SWING$SAVE:SWING_SETTINGS.INITIAL`

if SWING$SAVE is defined.

5.16 List

Enter `L` or `l` par List allows the user to spool the selected files to the printer queue defined by the key_definitions option (`^D`).

The user may, if desired, change the printer queue for the duration of the current session.

5.17 Menu

Enter `?`

A quick one page menu is displayed. The user may make a selection from this menu if required or press `<Return>` if no option is desired.

5.18 Move

Enter `M` or `m`

Move allows the user to move the selected files to a new directory on the same device. The files are moved in such a way that the new file always has the higher version number in the situation where a file with the same name and version number already exists.

Files can only be moved on the same physical device.

5.19 Moving Around

The user may move around the displayed directory structure using

- the four 'arrow-keys',
- `^J` to move up,
- `^K` to move down,
- `^H` to move left,
- `^L` to move right,
- N,n or NEXT SCREEN to advance by one screen,
- P,p or PREV SCREEN to move back by one screen,
- T,t to move to Top of the current structure, or if already at the top then to the top of the previous structure (if there is one),
- B,b to move to Bottom of the current structure, or if already at the bottom then to the bottom of the next structure (if there is one)

SELECT (LK201) and FIND (LK201) can be used to move around an internally held stack of 'visited' directories. A directory becomes' visisted' when the user invokes the FILE MANAGER in this directory. SELECT moves forward, FIND backward.

5.20 Purge

Enter `U` or `u`

Purge allows the user to purge the current directory.

Sub-directories are not purged.

5.21 Quit

Enter `Q`, `q` or `^Z`

Quit will leave the file manager option and return to the directory managers

5.22 Quota

Enter `&`

This will show the current device usage - device size, space used, and free space in megabytes. Additionally the user's quota on that device is displayed.

5.23 Rename

Enter `R` or `r`

Rename allows the user to rename the selected files one at a time.

5.24 Refresh Screen

Enter `^W` or `^R`

Refreshes the screen.

5.25 Re - Search

Enter `F`, `f` or `=`

The files in the current directory are researched. The display is updated accordingly.

If = is entered, then a search specification can be entered,

e.g. *.C .

5.26 Select Files

The user selects / deselects files by pressing SPACE_BAR. The status of the file next to the cursor will be toggled between selected and deselected.

The user can select all the files via 'A', and deselect all files via 'Z' (zap).

Also the user can select files based on a (partial) file specification via '+', and deselect in a similar way via '-'.

At least one file must be selected for the Copy, Delete, Move, Rename and List options.

5.27 Submit

Enter `S` or `s`

Submit allows the user to submit the selected files to the batch queue defined by the key_definitions option (`^D`)

The user may, if desired, change the batch queue for the duration of the current session.