

AmigaDOS command procedures:

07/25/21

One can initiate extraction of a file by double clicking on an .lha file. That action opens a CLI to allow you to type a command. Move the cursor to the front of the file name and type "lha x filename" without the double quotes.

It is best to do this action in the location where you want the file extracted to.

I have begun to extract the file in the same folder I want the program to reside. This means creating a new folder ahead of moving the .lha file there.

You can direct the command (from inside the CLI window) to extract the file to a specific location, but I don't know how yet.

CON = Console. A display or input/output device. It accepts typed input and displays the output.

NIL = A dummy device. Prevents output from displaying on screen

.info files = every operational file and directory has a .info file associated with it.

.info files can contain graphics and position data, default tool types, or tool type info.

It is best practice to use "-" or "_" between words when creating a file name.

I have chosen to use "_" when creating a directory and "-" when naming a file with more than one word in the name.

To specify a file or a directory, you must type a complete path,

Ex: Volume or Device name:Directories and subdirectories/filename

Directory and file names can be up to 30 characters.

AmigaDOS is case indifferent

Screen X is a little app that displays chip, fast ram, and time,

IN THE SHELL:

If you want to change the current directory, just type the name of the directory that you want to be in after the prompt.

If you want to go back one level in the directory, use a forward slash “/”

If you are deep in the directory, say 3 levels, and want to get back to the main directory, use 3 forward slashes. “///”

To change to a device, use the name followed by “:”

If in a large directory viewing the contents, the space bar pauses the output display printout. Return starts the scroll again.

If having trouble getting to a directory, use “CD” then the directory name

I got a little app that plays audio files called “EbMuse”. It is handy. I added the tool type to the Tools Directory. Can be invoked through the shell, but must name the complete path to the filename you want to play if the file is not in the same place as EbMuse.

EX: System:> EbMuse CDH2:Audio_Files/AudioByte.iff

AmigaDOS: if the program that you are trying to start requests a floppy or a disk to be inserted, the program needs to be told where the program resides. This is accomplished by an ASSIGN statement added to the startup file, or the user-startup file.

EX: System:> Assign Program name: Directory where it lives/Program name

ASSIGN Poing: System:Games/Poing