NAME

filemgr – a GUI-based file management application

SYNOPSIS

filemgr [**–C**] [**–a**] [**–c**] [**–d** *directory*] [**–i** *secs*] [**–M**] [**–name** *app-name*] [**–r**] [**–v**] [**–?**]

DESCRIPTION

filemgr is a file management program that lets you navigate through directories and manipulate files. **filemgr** lets you find, create, copy, move, link, open, and print files using a graphical user interface (GUI). You can also change file properties, create new directories, and view multiple directories at the same time.

OPTIONS

In addition to the generic tool arguments described in **xview**(7), **filemgr** can accept the following options:

–a This will force **filemgr** to check both folder and file modification times. By default, **filemgr** only checks the folder modification times. Be careful, as this option will severely affect performance.

–C This will start **filemgr** without using the Classing Engine to try to determine what each file type is. This means the only three types of file icons will be displayed: the generic document, folder and application icons.

–c This will force **filemgr** to display file pane items by columns, rather than by rows.

–d *directory*
This will start **filemgr** in the given *directory*.

–i *secs* This will set the timer to check on folder and/or file modification times every *secs* seconds.

–M Just display using the foreground and background colors only, even on a color screen.

–name *app-name*
This option instructs **filemgr** to use resources associated with *app-name* in your **$HOME/.desksetfdefaults** file instead of using resources for **filemgr.** This lets you run multiple **filemgrs** at the same time with different attributes. *app-name* should not contain ‘‘.’’ or ‘‘*’’ characters.

–r This will force **filemgr** to display file pane items by rows, rather than by columns (default).

–v, **–ver**, **–version**
Any of these options will display the current version number of **filemgr**.

–? This will display a partial list of command line options which can be passed to **filemgr**. For additional generic options which can be passed to **filemgr**, type "**man xview -?**". Note that **csh**(1) shell users will have to enter a backslash ("\") in front of the "**?**" to avoid having their shell expand the regular expresion.

RESOURCES

On startup, **filemgr** will use the following X resources which are stored in **$HOME/.desksetdefaults.** Note these resource names will be prepended with **deskset.filemgr.**

Resource: applicationColor
Values: Color name string or hexadecimal color specification string
Description The color of the default application icon.

Resource: autoShowCD
Values: True, False (True)
Description If set to true, when a CD is inserted, then filemgr will display it's contents in a new window.

Resource: autoSortOnUpdate
Values: True, False (False)
Description If set to true, when a file is added or deleted in a directory being viewed by filemgr, the contents are automatically resorted (based on the current sort type). This means it is impossible to retain any positional information. This is similar to the way that previous versions of filemgr worked and may be the preference of some users.

Resource: cacheSize
Values: 0-100000000 (1500000)
Description Determines the limit (in bytes) for the garbage collection run by the **fmgc**(1) program (started by **filemgr**). **fmgc** will continue to prune the **~/.fm** hierarchy until this limit is reached.

Resource: cdromContentMatch
Values: True, False (True)
Description Determines whether the Classing Engine will do matching by contents for CDROM files. Matching by contents is a slow operation because of the speed of CDROM devices.

Resource: classingEngineBufferSize
Values: 0-32768 (512)
Description Denotes how many bytes are read from each file, and passed onto the Classing Engine to try to determine it's file type.

Resource: confirmDelete
Values: True, False (True)
Description When true, sends deleted files to the wastebasket. Otherwise, files are deleted normally as if you had run a **rm**(1) command.

Resource: confirmDeleteFolder
Values: True, False (True)
Description When true, the user will be prompted whenever they try to delete a folder (and therefore it's contents) to the Wastebasket. Setting this resource to false disables this prompt.

Resource: confirmDestroyFolder
Values: True, False (True)
Description When true, the user will be prompted whenever they try to destroy a folder (and therefore it's contents). This could be either the Destroy option from the Wastebasket, or if they have set their Edit menu item to destroy (from the general property panel). Setting this resource to false disables this prompt.

Resource: confirmQuit
Values: True, False (True)
Description When true, the user will be prompted when they select the "Quit File Manager" option from the File button menu, to ask if they really want to do this. Setting this resource to false disables this prompt.

Resource: documentColor
Values: Color name string or hexadecimal color specification string
Description The color of the default application icon.

Resource: fileCheckInterval
Values: 0-9999 (5)
Description The amount of time (in seconds) between checks on the various monitored file systems to see if changes have occured.

Resource: filenameNoChars
Values: 0-255 (255)
Description The maximum number of characters to display in a filename. Note this is based on the average width of characters, so when using proportional fonts the number of characters displayed will vary.

Resource: filterScript
Values: regular expression (NULL)
Description A regular expression describing which files you wish to view. The default is empty, which indicates all files should be displayed.

Resource: floppyContentMatch
Values: True, False (True)
Description Determines whether the Classing Engine will do matching by contents for floppy disk files. Matching by contents is a slow operation because of the speed of floppy disk devices.

Resource: folderColor
Values Color name string or hexadecimal color specification string
Description The color of the default folder icon.

Resource: followSymbolicLinks

Values: True, False (False)
Description When false, filemgr doesn't follow symbolic links when changing directories. Note that prior to Solaris 2.3, the automounter used a symbolic link when automounting directories. Setting this resource to true will not correctly monitor such automounted directories.

Resource: iconDirectionVertical
Values: True, False (False)
Description When false, displays files row-by-column. Otherwise, displays files column-by-row.

Resource: iconListStyle
Values: int (0)
Description Saves the state of the "List Options" toggles on the Customize View popup. This is not very human readable and should be changed in the future.

Resource: loadDirectoryState
Values: True, False (True)
Description When false, directory state information for each directory will not be read from or written to the users **~/.fm** directory.

Resource: loadIconPositions
Values: True, False (True)
Description When false, icon positional information for each directory will not be read from or written to the users **~/.fm** directory. Setting this resource to true, overrides the loadDirectoryState resource.

Resource: maxGotoMenuEntries
Values: 1-500 (10)
Description The maximum number of entries that will be displayed in the Goto button menu.

Resource: newFolderName
Values: String (NewFolder)
Description The initial name given to newly created folders.

Resource: newWindowOnDirectoryOpen
Values: True, False (False)
Description Whether a new popup sub-folder pane is created when a folder is opened.

Resource: otherEditor
Values: UNIX command (**shelltool sh -c "sleep 3 ; vi $FILE"**)
Description The open method the user wishes to use for opening files. Note this

should provide its own window or be started in a shelltool to work correctly. The sleep command is added so the window's dimensions will be set when the editor starts.

Resource: printScript
Values: UNIX command (**cat $FILE | mp -lo | lp**)
Description The print method the user wishes to use for printing files.

Resource: shellToolName
Values: UNIX command (**cmdtool**)
Description The type of tty window to use when running the Custom Command's UNIX Shell menu option.

Resource: showHidden
Values: True, False (False)
Description When True, displays hidden files, i.e. dot files.

Resource: sortCaseSensitive
Values: True, False (False)
Description When True, sorting by name is a case sensitive operation with filenames in uppercase appearing first.

Resource: sortType
Values: Name, Type, Size, Date (Name)
Description Saves the state of the "Sort By" toggles on the Customize View popup.

Resource: treeClosed
Values: True, False (True)
Description When True, start the folder view window in iconic mode.

Resource: treeDirectionVertical
Values: True, False (False)
Description Determines the orientation of the folder view.

Resource: treeHeight
Values: 0-"Height of Screen" (18 lines)
Description Saves the height of the open folder view window (in pixels).

Resource: treeIconXPosition
Values: 0-"Width of Screen" (0)
Description Saves the X location of the folder view window icon (in pixels).

Resource: treeIconYPosition
Values: 0-"Height of Screen" (0)
Description Saves the Y location of the folder view window icon (in pixels).

Resource:	treePaneGap
Values:	48-320 (96)
Description	Gap between one level of icons in the folder view, and the next. Adjusting this value is a means of condensing the amount of space the folder view uses.
Resource:	treeView
Values:	True, False (False)
Description	When True, display the folder view window on startup.
Resource:	treeWidth
Values:	0-"Width of Screen" (40 characters)
Description	Saves the width of the open folder view window (in pixels).
Resource:	treeWindowXPosition
Values:	0-"Width of Screen" (0)
Description	Saves the X location of the open folder view window (in pixels).
Resource:	treeWindowYPosition
Values:	0-"Height of Screen" (0)
Description	Saves the Y location of the open folder view window (in pixels).
Resource:	useCache
Values:	True, False (True)
Description	When False, filemgr will not read or write directory cache information into the users **~/.fm** hierarchy.
Resource:	useClassingEngine
Values:	True, False (True)
Description	When False, the Classing Engine is not used to try to determine what each file type is. This means the only three types of file icon will be displayed; the generic document, folder and application icons.
Resource:	useTextedit
Values:	True, False (True)
Description	When True, use the texteditor to open files. Otherwise, use the user defined open method described above under "otherEditor".
Resource:	viewType
Values:	Icon, List, Content (Icon)
Description	Saves the state of the "Display Mode" toggles on the Customize View popup.
Resource:	wastebasketClosed
Values:	True, False (True)

Description When True, start the wastebasket in iconic mode.

Resource: wastebasketHeight
Values: 0-"Height of Screen" (18 lines)
Description Saves the height of the open wastebasket (in pixels).

Resource: wastebasketIconXPosition
Values: 0-"Width of Screen" (0)
Description Saves the X location of the wastebasket icon (in pixels).

Resource: wastebasketIconYPosition
Values: 0-"Height of Screen" (0)
Description Saves the Y location of the wastebasket icon (in pixels).

Resource: wastebasketWidth
Values: 0-"Width of Screen" (40 characters)
Description Saves the width of the open wastebasket (in pixels).

Resource: wastebasketWindowXPosition
Values: 0-"Width of Screen" (0)
Description Saves the X location of the open wastebasket (in pixels).

Resource: wastebasketWindowYPosition
Values: 0-"Height of Screen" (0)
Description Saves the Y location of the open wastebasket (in pixels).

USAGE

filemgr operates via a set of pulldown menus from button stacks in a control panel. Most menu commands operate on the currently selected files. To select a file, click the SELECT mouse button on its icon. To select additional files, click with the ADJUST mouse button on additional files. The menu commands are described below.

File >

Open...
Opening a document will open the document in the appropriate application. Opening a folder will create a subfolder showing the items in that folder. Opening an application starts the application. This is the default action of a double–clicked file.

Open in Editor...
Opens the selected items using the users prefered editor. See *File Manager Properties* (below).

Create Folder
Creates an empty subfolder in the file pane.

Duplicate
Create a duplicate of each of the selected files.

Print One
Prints the selected items using their default print method. See *File*

Manager Properties below.

Print... Displays a command window which allows you to print your selected files with a print method you specify.

Find... Displays a command window which allows you to search for files within the specified folders.

Information...
This command window allows you to see and change the file attributes of the selected files.

Remote Copy...
Displays a command window which allows you to copy files to and from remote machines. You can make a reference to files on a remote machine by using the format *machine_name*:*file_name*. See **rcp**(1).

Custom Commands
Displays a menu containing custom commands you have created.

UNIX Shell...
Will bring up a command window where you can directly enter UNIX commands.

Format Disk...
Will display a command window allowing you to format a floppy diskette (in either DOS or Unix format).

Rename Disk...
Will display a command window allowing you to rename a floppy diskette.

Comments...
Displays a command window where you can send comments to the **filemgr** development team. These comments would be related to bugs, problems or inconsistencies found with the **filemgr** program.

Quit File Manager
Allows you to really quit the **filemgr** program and not just the current window.

View >

Open Folder View
Will show a hierarchical display of folders in a separate window.

Large Icon View
Displays file pane items as large icons in a positioned view.

Small Icon View
Displays file pane items as small icons in a positioned view.

Icon by Name
Displays file pane items as large icons sorted by name.

Icon by Type
Displays file pane items as large icons sorted by type and name.

List by Name
Displays file pane items as small icons, one per line, sorted by name.

List by Type
Displays file pane items as small icons, one per line, sorted by type and

name.

List by Size
Displays file pane items as small icons, one per line, sorted by size.

List by Date
Displays file pane items as small icons, one per line, sorted by date.

Cleanup Icons (or Selection)
Will move each file pane item to its nearest grid point. If one or more files are selected, then this operation only affects the selected files.

Edit >

Select All
Selects all files in the current folder.

Cut Places selected files on the clipboard for a pending move operation.

Copy Places selected files on the clipboard for a pending copy operation.

Link Places selected files on the clipboard for a pending link operation.

Paste Pastes files from clipboard into the current folder. Pasted files are linked, copied, or moved, depending on how they were first stored in the clipboard.

Delete (or Destroy)
Deletes selected files to the wastebasket. To have files destroyed without going to the wastebasket (and with no hope of recovery), select the "Destroy" option from the "Edit Menu item is" item on the "General Defaults" sheet in *File Manager Properties*.

Properties...
Displays a multi-level property sheet allowing you to customize the behavior of **filemgr.**

Goto > Used in conjunction with the destination entered on the goto line (located at the right of the goto button). To change directories, type the directory name on the goto line and then press *Goto*.
If nothing is entered on the Goto line, then the first folder displayed on the menu will be "Home", which will return you to your home folder. Next in the menu are two application specific entries for viewing the Folder View and the Waste Basket. If there are any floppies or CDs being viewed, they also have an entry in this section of the menu. Finally the menu displays the last folders you have visited. Selecting a folder causes that folder to be opened.

SEE ALSO

find(1), **fmgc**(1), **egrep**(1), **xview**(7), **binder**(1), **rcp**(1)
Solaris User's Guide
"About File Manager" in the Help Handbook available through the Help option on the Workspace menu.

FILES

$HOME/.fmcmd
This file contains the old user defined custom commands, which can be referenced by the ''Custom Commands'' menu. When these commands are written out again, they will be written to the **$HOME/.desksetdefaults** file.

$HOME/.desksetdefaults
This file saves the state of the DeskSet tools in X resource format. Do not edit this file by hand as changes will be lost when the Server writes to this file!

BUGS

Comments/formatting in the **$HOME/.desksetdefaults** file can be lost when the server saves the tool's state.

Choosing a custom command which requires input (such as **rm -i $FILE**) can cause **filemgr** to hang. Custom commands needs to be more robust.

Print methods, open methods, and custom commands depend on the **$FILE** variable being set properly. Failure to include **$FILE** will cause the executed command to behave improperly.