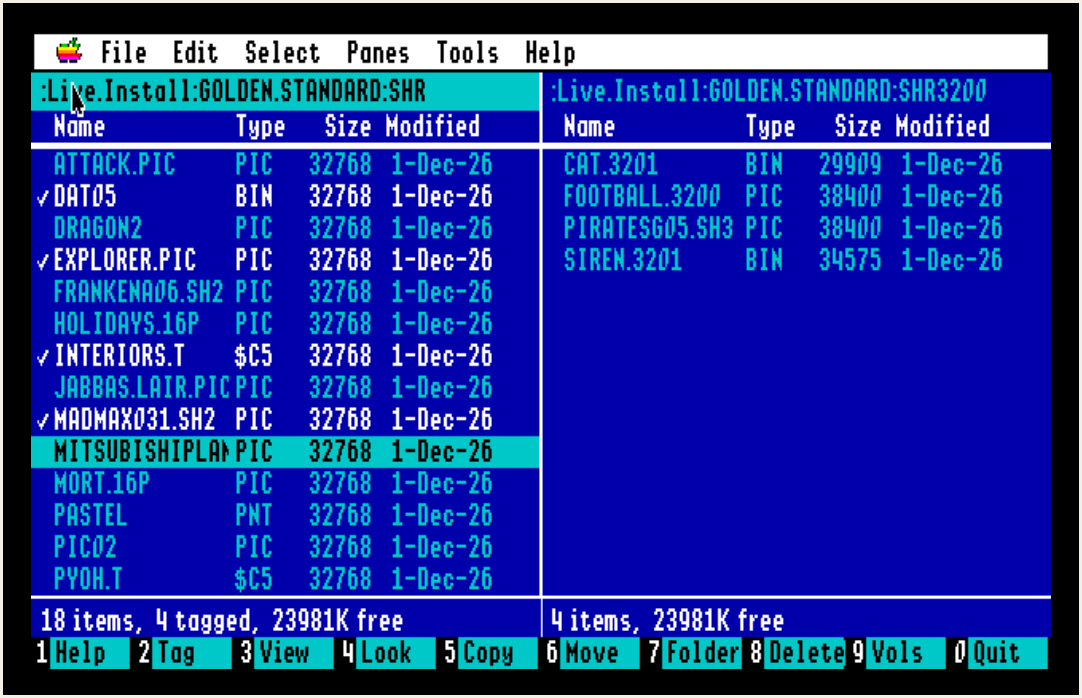
GS Commander

User's Guide



For the Apple IIgs

GS Commander User's Guide

Version 1.2.3

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The kinds of files GS Commander knows come from CiderPress II's file type table (Apache License 2.0, © faddenSoft) and the a2infinitum apple2-filetypes list (MIT). The Help menu's list of file types is RetroBrowse's. Its picture loaders come from MegaconvertGS.

This guide is set in Apple Garamond, as Apple's own guides of the time were. The screen pictures were taken from GS Commander running on an Apple IIgs in the MAME emulator.

The homepage: portwally.github.io/GSCommander

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Preface

About This Guide

GS Commander is a file manager for the Apple IIgs. It shows two folders side by side and lets you copy, move, rename and delete files with a single key. It can also look inside nearly any file before you open it: pictures, sounds, songs, BASIC programs, word processor documents, disk images and archives.

This guide shows you how. Chapter 1 gets GS Commander running. Chapters 2 and 3 cover the everyday work of moving around and handling files; read those first. The chapters after them each take one thing GS Commander can do, so you can read them as you need them. The appendixes list every key and every kind of file GS Commander can show.

What you should know

You should know how to use your Apple IIgs: how to start it with System 6, how to use the mouse, choose from a menu and click a button in a dialog box. If you don't, see the guides that came with your computer.

Conventions in this guide

Keys you press are shown like this: Return, Tab, Space. The numbers in the key bar are the number keys on your keyboard: 5 means the 5 key. When two keys are joined by a hyphen, as in Apple-F, hold down the first while you press the second. The Apple key is the one marked with the Apple symbol and ⌘, beside the Space bar.

Menu commands are named with their menu: “choose Find from the File menu.”

By the way
Important
Notes like this one, in the margin, tell you something useful that you can do without.

Text marked like this tells you something you should know to get the result you want.

Warning

Text marked like this warns you of something that can lose your work.



Chapter 1

Getting Started

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What you need

- An Apple IIgs with 1.25 megabytes (MB) of memory or more
- System 6 (GS/OS) on a startup disk: a 3.5-inch disk or a hard disk

GS Commander also runs in an Apple IIgs emulator such as MAME. Everything in this guide works the same there.

Getting the program disk

GS Commander comes as *GSCommander.po*, an image of an 800K 3.5-inch disk. Download it from the GS Commander homepage. To use it on a real Apple IIgs, write it to a 3.5-inch disk with a disk-copying program, or copy the file onto your hard disk and open it there with a disk-image utility. In an emulator, put the image in the emulator's 3.5-inch drive.

The disk holds four things: the program *GSCommander*, a *ReadMe* file with a short list of its keys, the font *IBMKLONE.12* for the IBM PC look (Chapter 2), and an *Icons* folder, which gives the program its icon in the Finder.

By the way

To keep GS Commander on your hard disk, copy the program, the font and the Icons folder into a folder there.

Starting GS Commander

1. Start your Apple IIgs with System 6.
2. In the Finder, open the disk or the folder that holds GS Commander.
3. Double-click the GSCommander icon.

The GS Commander screen appears, with your startup disk in both panes.

The screen

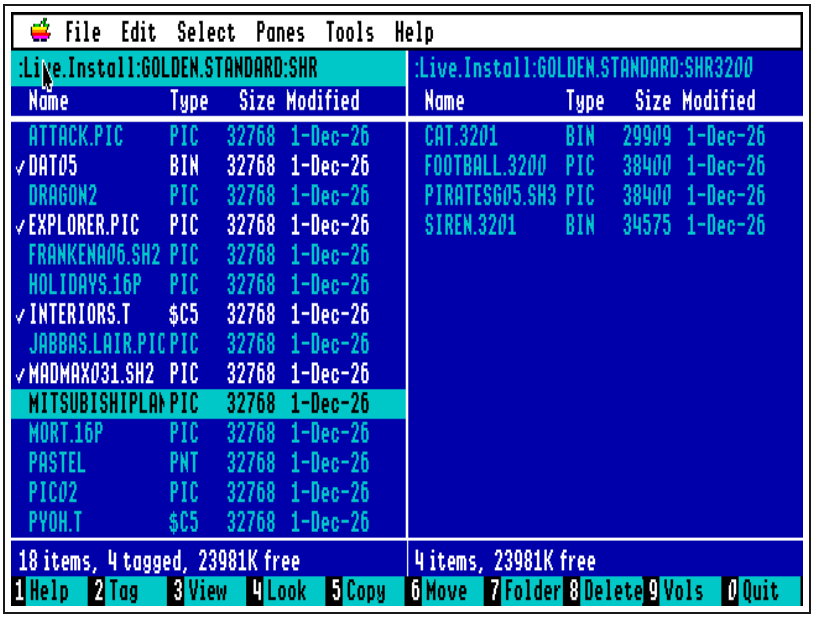


Figure 1-1 The GS Commander screen: two folders, the key bar along the bottom

Across the top is the menu bar, with the Apple, File, Edit, Select, Panes, Tools and Help menus. Below it are the two **panes**. Each shows one folder:

- At the top of each pane is its **path**: the volume and the folders you opened to get there. The path of the **active** pane, the one you are working in, is shown in cyan.
- Below the path are four columns: each item's name, its type, its size and the date it was last changed. Folders show *<DIR>* for their type.
- One item in the active pane is highlighted by the **bar**. Most commands act on the item under the bar.
- At the bottom of each pane is its **info line**: how many items the folder holds, how many of them are tagged, and how much room is free on the disk.

Along the very bottom of the screen is the **key bar**. It names what each of the ten number keys does: 1 Help, 2 Tag, 3 View, 4 Look, 5 Copy, 6 Move, 7 Folder, 8 Delete, 9 Volumes and 0 Quit. You can press the key or click its name.

Getting help

Press 1, or choose Keyboard Shortcuts from the Help menu, for a list of every key, Apple-key command and mouse action. Press ↓ and ↑ to scroll it a line, → and ← (or click Next and Previous) a page. Press Return or Escape, or click Done, to put it away.

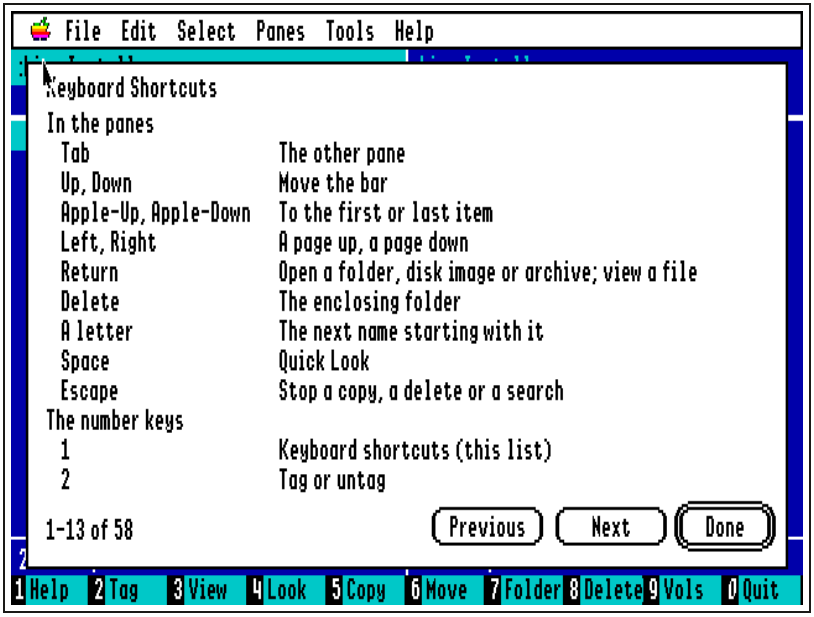


Figure 1-2 Keyboard Shortcuts

Choose File Types from the Help menu for every file type and aux type GS Commander's list knows: its number, its three-letter name and what it is. Type to narrow the list down: a name (*PIC*), a word (*sound*), or $ and a number, a type (*$C1*) or an aux type (*$8006*).

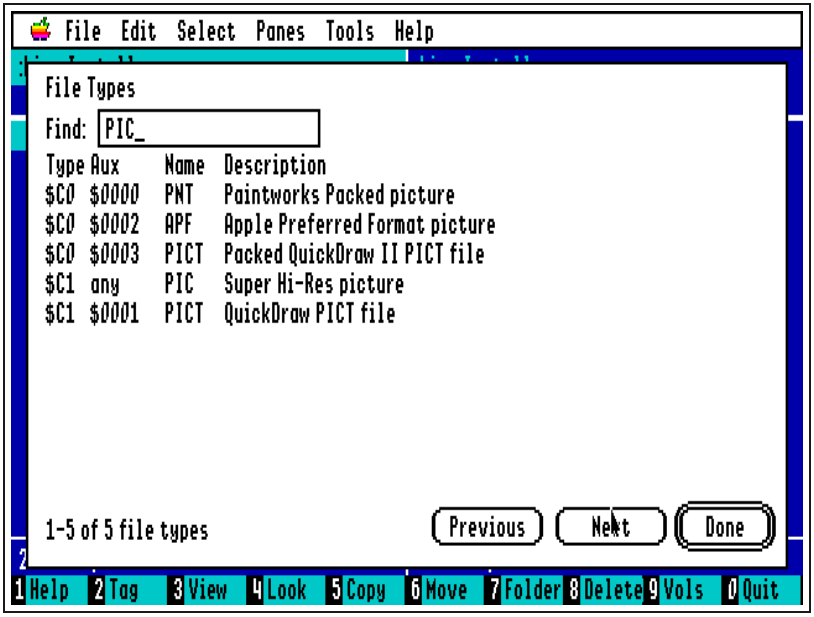


Figure 1-3 File Types: "pic" typed in

To find out what a file is, move the bar to it and press ?, or choose What Is This File? from the Help menu. File Types opens with the file's type typed in, so every kind of that type is listed, with the file's own among them.

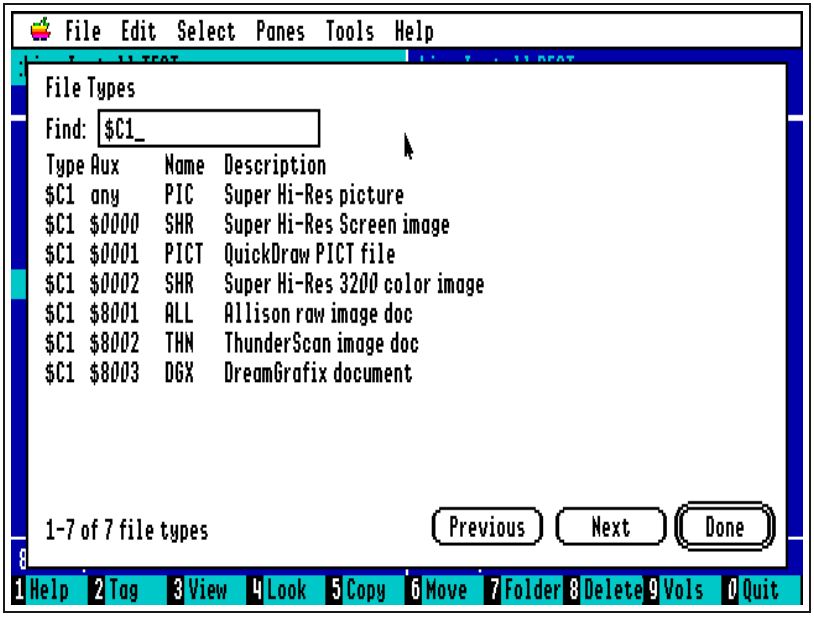


Figure 1-4 What Is This File? on a Super Hi-Res picture

Quitting

Press 0, or choose Quit from the File menu (Apple-Q). You return to the Finder.



Chapter 2

Moving Around

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The two panes

Each pane shows one folder. You work in the **active** pane, the one whose path is cyan; the other pane is where things go when you copy or move them. So before you copy, set up the two panes: the files in one, the folder they should go to in the other.

Press Tab to make the other pane the active one. Clicking in a pane makes it active too.

Moving the bar

↑ ↓	Move the bar up or down one item.
Apple-↑ Apple-↓	Move the bar to the first or the last item.

← →	Move a page up or a page down.
A letter	Move to the next item whose name starts with that letter. Press it again for the one after.

By the way

Typing a letter is the fastest way through a big folder: press S a few times to step through all the names that start with S.

Opening folders

Move the bar to a folder and press Return to open it in the pane. To go back to the folder that holds it, the **enclosing folder**, press Delete. When you are at the top of a disk, Delete takes you to the list of volumes. A double click on a pane's path, at its top, does the same.

Volumes

Press 9, or choose Volumes from the Panes menu (Apple-L), to see every disk that is connected: 3.5-inch disks, hard disks, RAM disks. Each shows its size and free space, and a bar at the end of the row shows how full it is. Move the bar to one and press Return to open it.

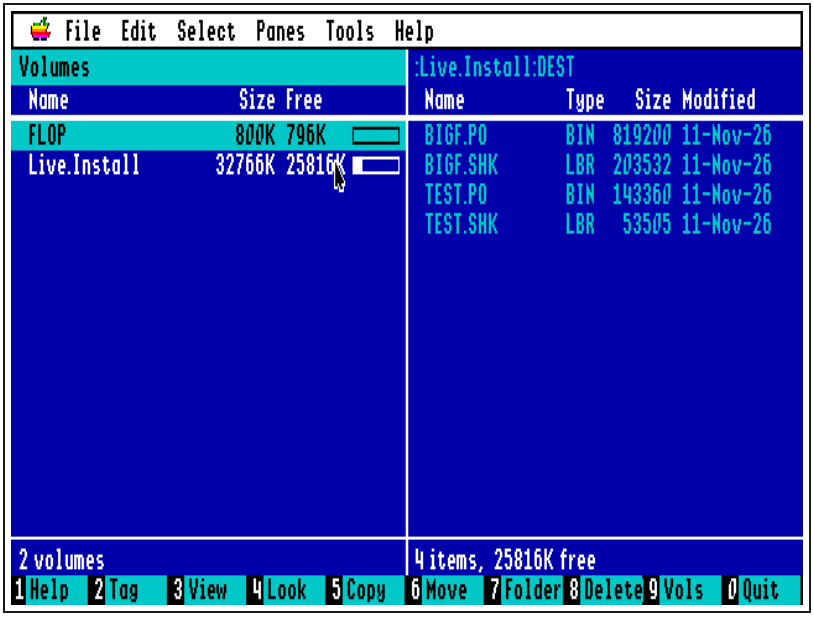


Figure 2-1 The volumes: a 3.5-inch disk and a hard disk, and how full each is

The Panes menu

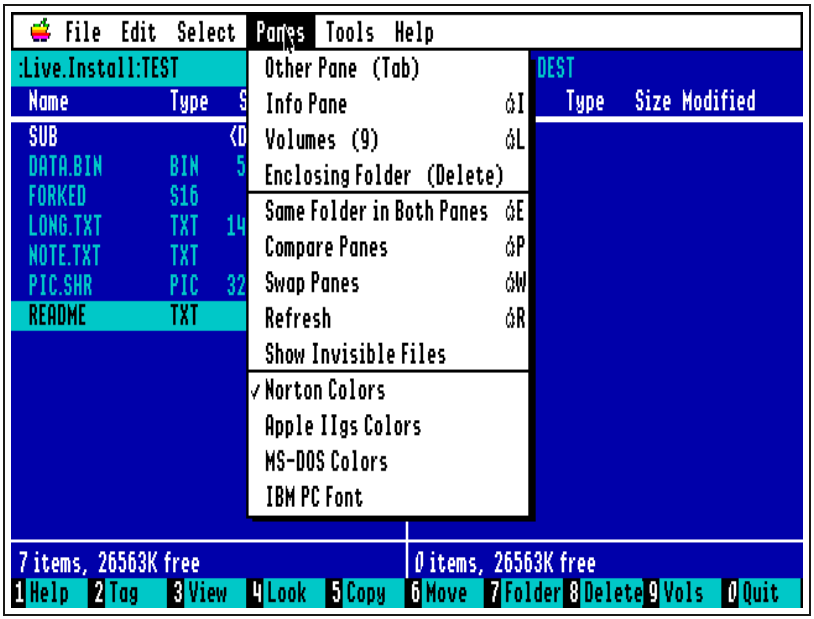


Figure 2-2 The Panes menu

Other Pane	Makes the other pane active, like Tab.
Info Pane	Shows everything about the item under the bar in the other pane (Apple-I). See Chapter 10.
Volumes	Shows the list of volumes, like 9.
Enclosing Folder	Goes up one folder, like Delete.
Same Folder in Both Panes	Opens the active pane's folder in the other pane too (Apple-E).
Compare Panes	Tags the files that differ between the two panes (Apple-P). See Chapter 3.
Swap Panes	Exchanges the two panes' folders (Apple-W).
Refresh	Reads both folders again, to show changes made elsewhere (Apple-R).

Show Invisible Files	Shows the files that are marked invisible, or hides them again.
Norton Colors, **Apple IIgs Colors**, **MS-DOS Colors**	The panes' colors. See "Colors and fonts" below.
IBM PC Font	Shows the panes in an IBM PC font, or in the system font again.

Colors and fonts

GS Commander starts out in the blue and cyan of the Norton Commander. Choose another look from the Panes menu; a check mark shows the one in use:

- **Norton Colors:** blue panes, files in cyan, folders in white, a cyan bar.
- **Apple IIgs Colors:** white panes like the Finder's, files in black, folders in blue, a black bar.
- **MS-DOS Colors:** a black screen, files in gray, folders in white, a gray bar.

Choose **IBM PC Font** to show the panes, Quick Look and the boxes in IBM Klone, a font like the IBM PC's; choose it again for the system font. Tagged items are marked with an arrow in it. The font is the file *IBMKLONE.12* next to GS Commander on its disk; keep it there when you copy GS Commander to your hard disk. The menus stay in the system font.

GS Commander remembers your choice in a file named *GSC.Prefs* next to it, and starts that way the next time.

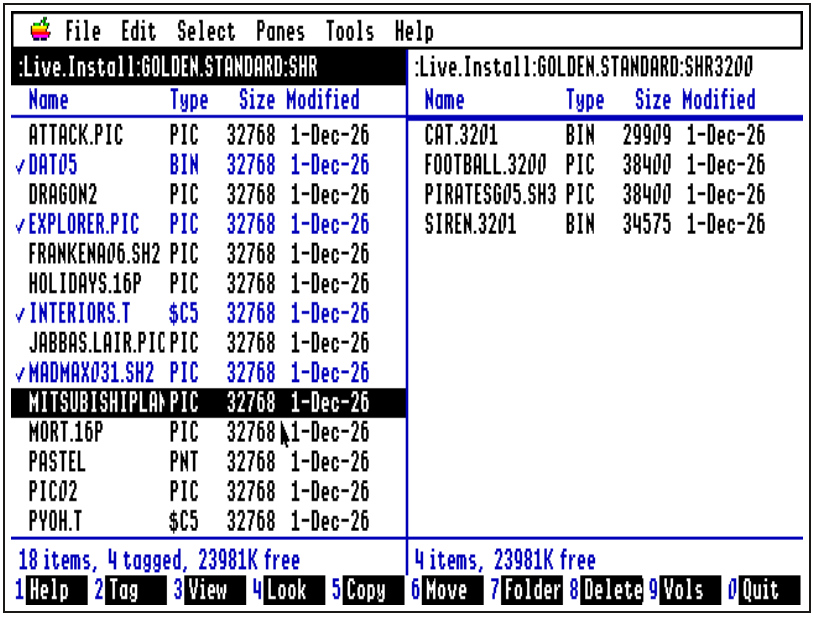


Figure 2-3 Apple IIgs Colors

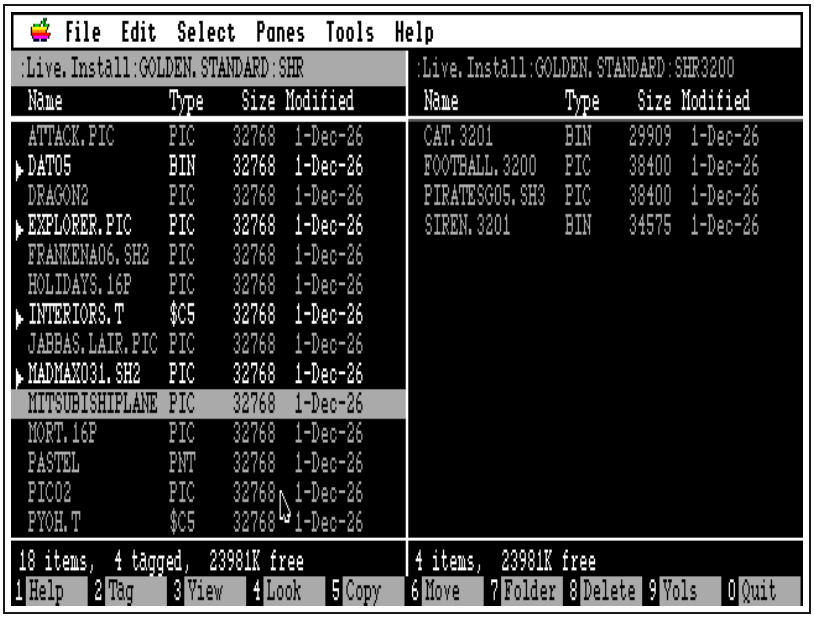


Figure 2-4 MS-DOS Colors with the IBM PC Font

Big folders

A pane shows up to 744 items. If a folder holds more, the info line says so; the items after the 744th are not shown.



Chapter 3

Working With Files

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One item or many

Copy, Move and Delete work on the **tagged** items in the active pane. When nothing is tagged, they work on the item under the bar. So to copy one file, just move the bar to it; to copy several, tag them first.

Tagging

Press 2 to tag the item under the bar. A check mark appears beside it, and the bar moves on to the next item, so you can tag a row of files by pressing 2 again and

again. Press 2 on a tagged item to untag it. The info line counts the tagged items.

2	Tag or untag the item under the bar.
Apple-A	Tag all the items (Tag All).
Apple-U	Untag all the items (Untag All).
+	Tag the files whose names match a pattern.
-	Untag the files whose names match a pattern.
*	Invert the tags: tagged files become untagged and the others tagged.

The same commands are in the Select menu.

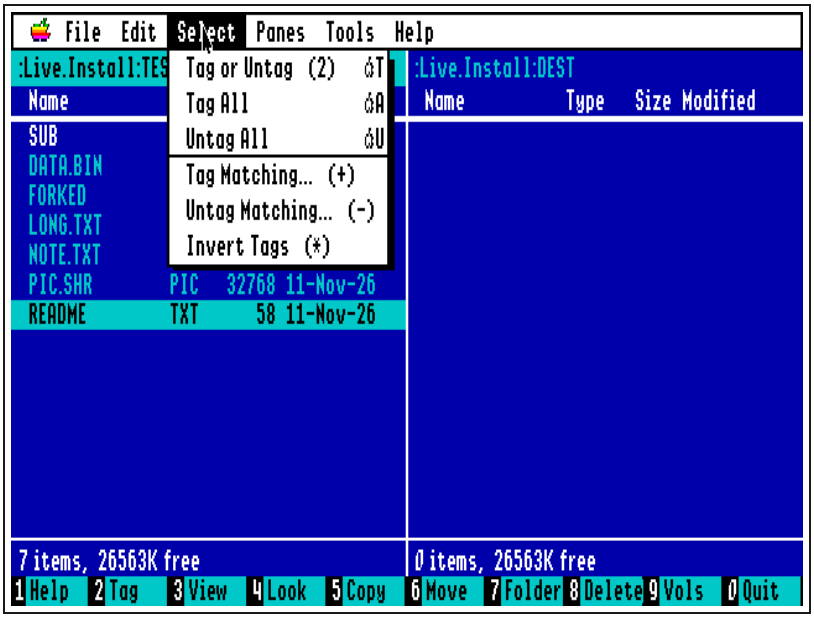


Figure 3-1 The Select menu

Tagging by name

Press + and type a **pattern**. In a pattern, * stands for any characters and ? for any one character. **.TXT* tags every name that ends in .TXT; *CH?* tags CH1 and CH2 but not CH10. Capitals and small letters are the same.

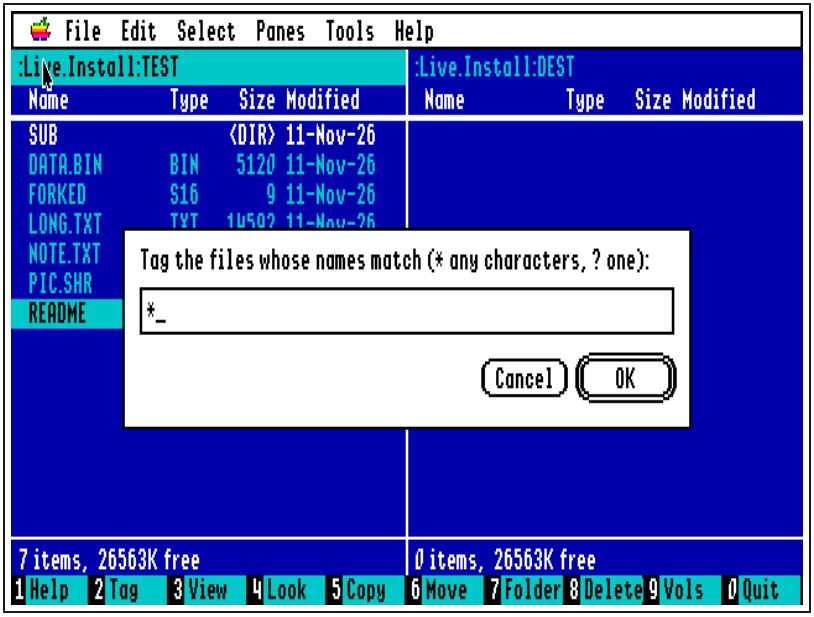


Figure 3-2 Tag Matching asks for a pattern

Copying

1. Open the folder you want to copy *to* in one pane.
2. Press Tab and open the folder with the files in the other pane.
3. Tag the files, or move the bar to the one file.
4. Press 5, then click Copy or press Return.

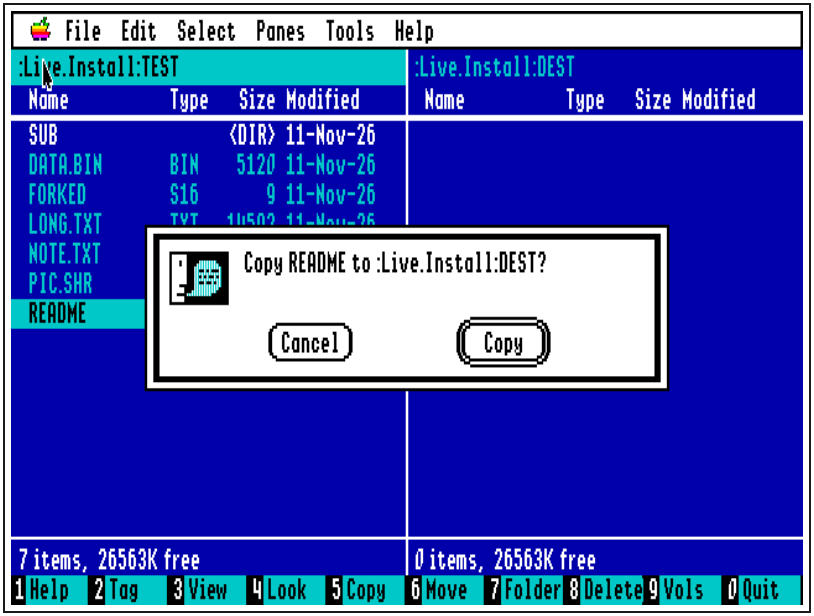


Figure 3-3 Copy asks before it starts

A folder is copied with everything in it. Every file keeps its file type, aux type, dates and resource fork. A box shows how far the copy has got.

By the way

Press Escape to stop a long copy. GS Commander finishes the file it is copying and stops before the next.

Moving and renaming

Press 6. GS Commander offers the place in the other pane; you can change it to a new name or a path:

- Type a plain name to **rename** the item in its own folder.
- Type a path that starts with a colon, such as *:Work:Letters*, to **move** it there.

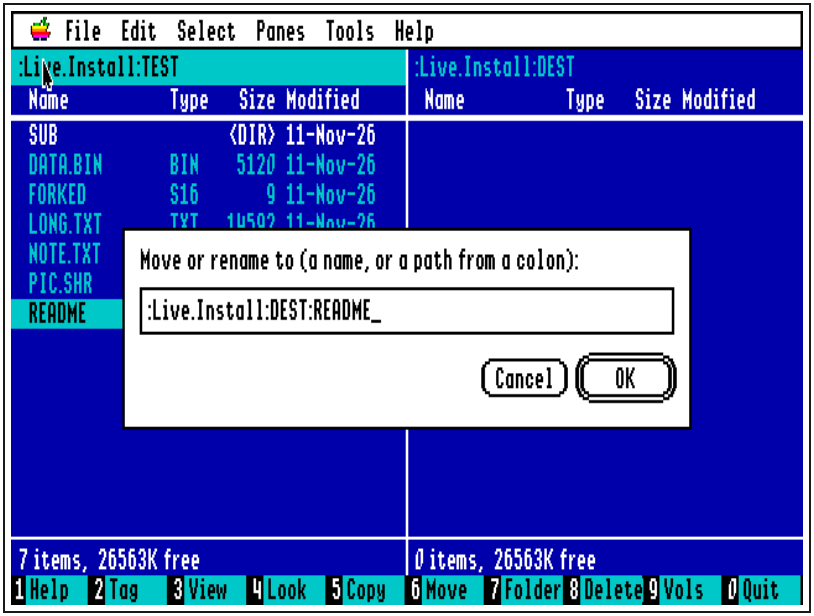


Figure 3-4 Move or Rename offers the other pane's folder

On one disk, items are moved at once. To another disk, they are copied and then deleted from where they were.

Renaming many at once

Tag the items and choose Rename Tagged from the Tools menu (Apple-G). Type a **pattern** for the new names:

*	The old name.
#	A number, counting from 1 in the pane's order. *##* gives two digits (01, 02…), *###* three.
>	The old names after it in capitals.
<	The old names after it in small letters.

Everything else is put in as it is. *PIC.##* names the files PIC.01, PIC.02 and so on; *OLD.** puts OLD. in front of every name; *<** writes every name in small letters. Without tags, Rename Tagged renames the item under the bar.

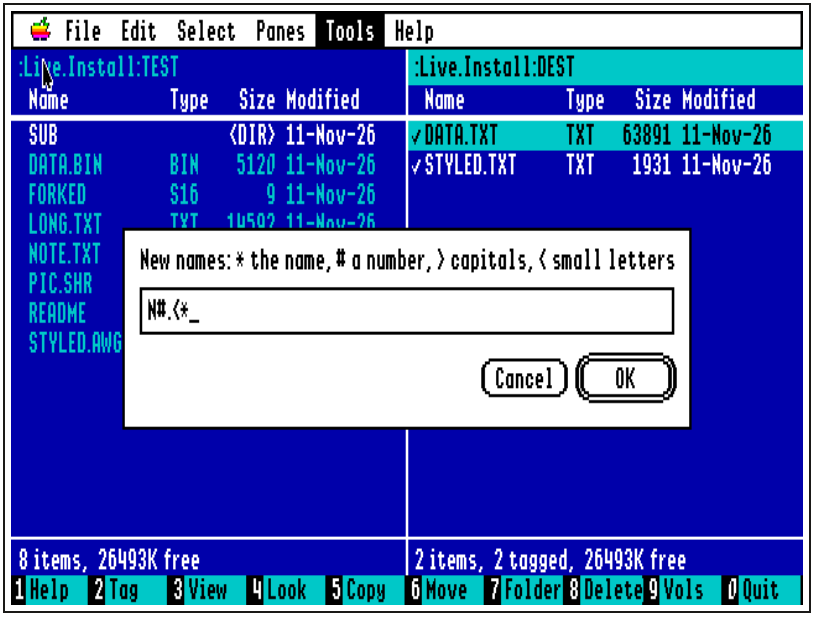


Figure 3-5 Rename Tagged: N#.<* makes N1.data.txt, N2.styled.txt

The Tools menu

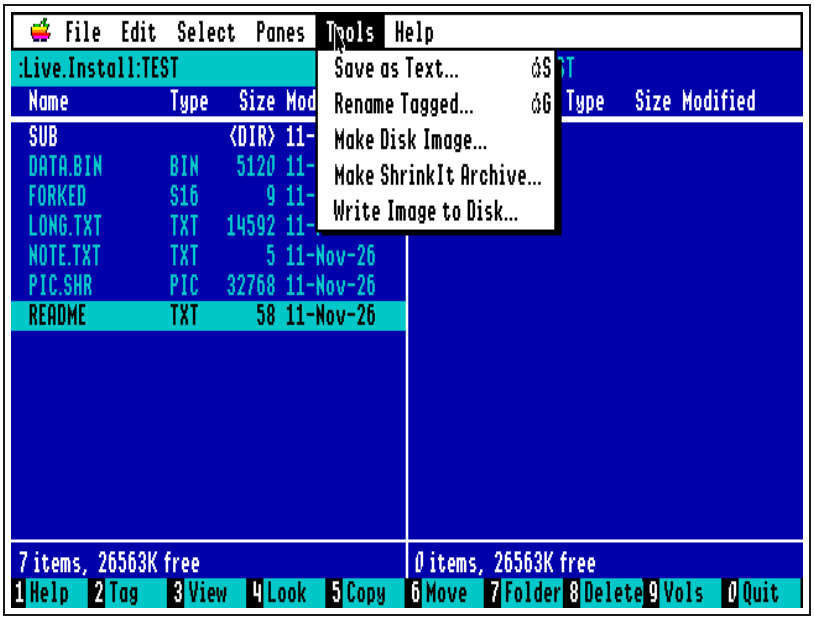


Figure 3-6 The Tools menu

Save as Text	Saves files as text files in the other pane (Apple-S). See Chapter 7.
Rename Tagged	Renames the tagged items by a pattern (Apple-G).
Make Disk Image	Makes a disk image of the folder under the bar. See Chapter 8.
Make ShrinkIt Archive	Makes a ShrinkIt archive of the folder under the bar. See Chapter 8.
Write Image to Disk	Writes a disk image onto a disk. See Chapter 8.

Making a new folder

Press 7, type the folder's name and press Return. The new folder appears in the active pane.

Duplicating

Choose Duplicate from the File menu (Apple-K) to make a copy in the same folder. For one item GS Commander asks for the copy's name and offers *NAME.COPY*; for tagged items each copy is named *NAME.COPY*, or *NAME.COPY2* and on when that name is taken.

Deleting

Press 8, then click Delete. A folder is deleted with everything in it.

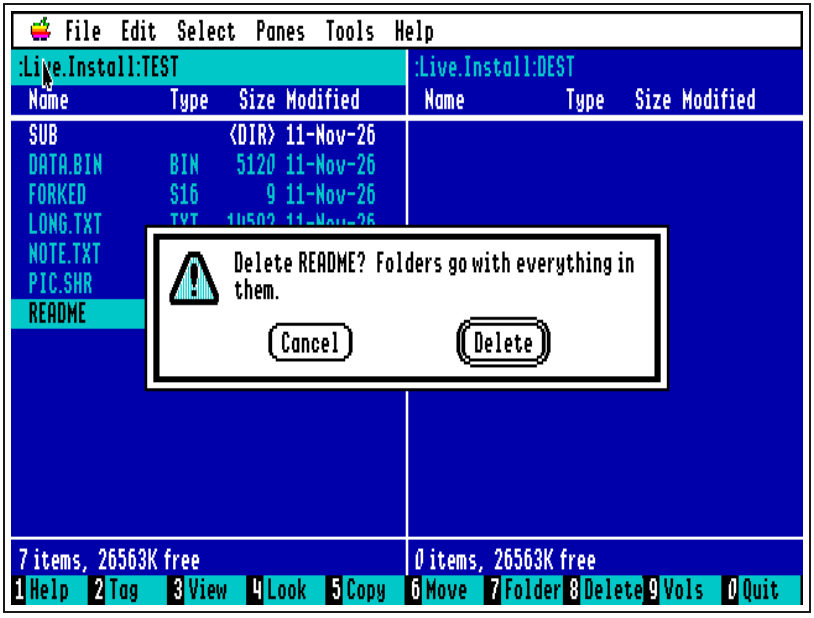


Figure 3-7 Delete asks first

Warning

Deleting can't be undone. GS Commander has no Trash: what you delete is gone from the disk.

Comparing two folders

Open two folders, one in each pane, and choose Compare Panes from the Panes menu (Apple-P). GS Commander tags the files that are only in one of the panes, and the files that are in both but with another size or date. To bring a backup up to date, compare it with the original, then copy the tagged files across.

Folder sizes

The Size column shows nothing for folders, because counting everything in a big folder takes time. To see how much a folder holds, move the bar to it, or tag several, and choose Folder Sizes from the File menu (Apple-J). The size appears in the Size column. Quick Look shows a folder's total too.



Chapter 4

Looking Inside Files

In This Chapter

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Quick Look

Move the bar to any item and press Space. A window opens with what the item is, its kind, size, dates and access, and below that what is in it: the text of a document, the listing of a program, the names in a folder, or a picture, a sound or a song.

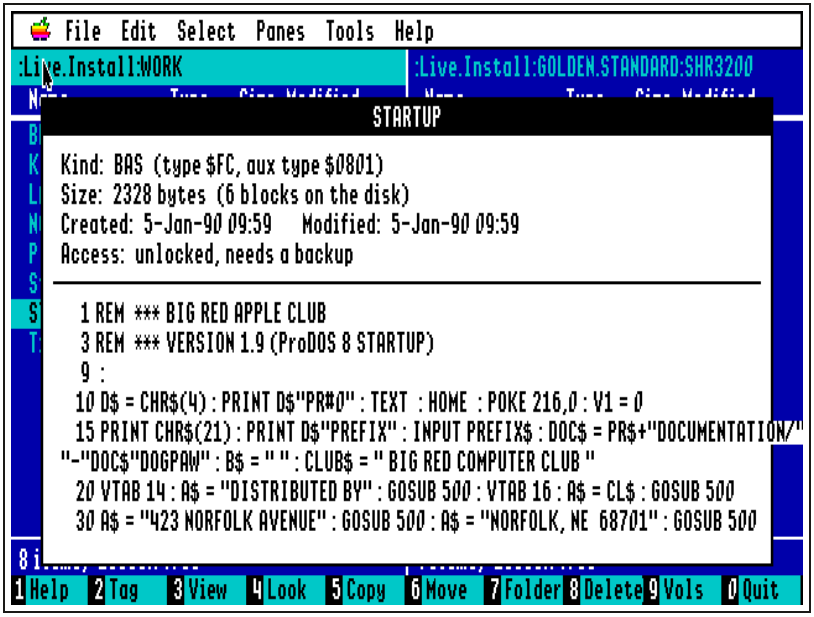


Figure 4-1 Quick Look on an Applesoft BASIC program

A word processor document that GS Commander can show in its own fonts (Chapter 7) shows its first page that way in Quick Look too.



Figure 4-2 Quick Look on an AppleWorks GS document

With Quick Look open, press ↑ or ↓ to move on to the item above or below; the window follows. That way you can leaf through a whole disk of files you don't know. Press Return to open the item, and Space or Escape to close the window.

GS Commander knows 448 kinds of files by their file type and aux type, so Quick Look can tell you what a file is even when it can't show what is in it. Files it can't read as text are shown in hexadecimal.

The viewer

Press 3 to see a file on the whole screen, a page at a time.

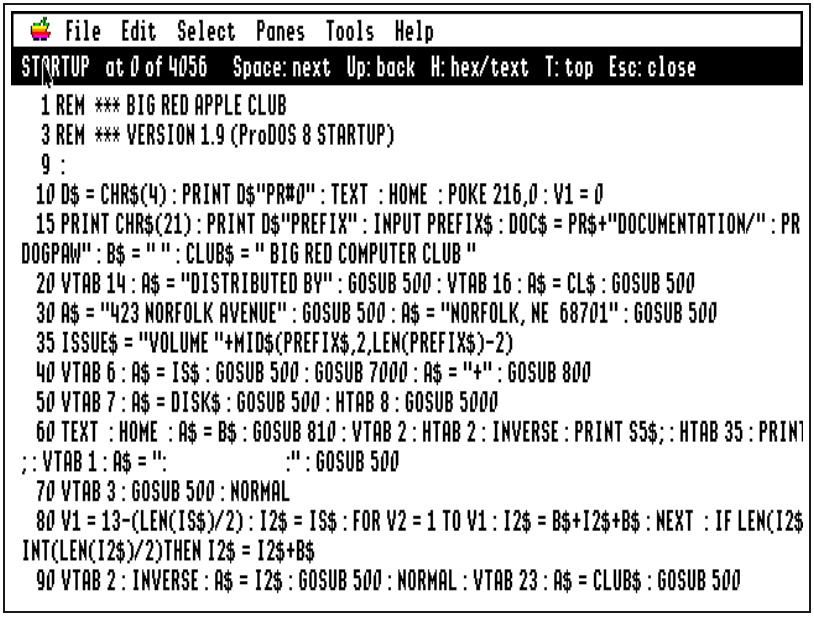


Figure 4-3 The viewer shows the same text on the whole screen

Space or ↓	The next page.
↑	The page before.
T	Back to the top.
H	Switch between text and hexadecimal.
Escape	Close the viewer.

By the way

H shows any file's bytes in hexadecimal, even one GS Commander can read as text.

What Quick Look and the viewer can show is described in the next three chapters: pictures, sounds and songs, and documents and programs.

Chapter 5

Pictures

In This Chapter

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The formats 34
Fonts and icons 36

Looking at a picture

Press Space or 3 on a picture and it fills the screen. Press any key to go back to the panes. In Quick Look, ↑ and ↓ go on to the next picture in the folder, like a slide show.



Figure 5-1 Super Hi-Res pictures on the whole screen

The formats

GS Commander shows every picture format MegaconvertGS can load:

- **Apple II:** HiRes, Double HiRes and LoRes pictures.
- **Apple IIgs:** Super Hi-Res screens, packed pictures, Apple Preferred format, PaintWorks, DreamGrafix and 3200-color pictures.
- **Other computers:** Atari ST, Amiga IFF, Commodore 64, MacPaint and PICT, PC BMP, PCX and IMG, TIFF, PNG, GIF, JPEG and more.

Pictures from other computers with more colors than the screen can show are reduced to 16 colors and fitted to the screen.

3200-color pictures

A "3200 color" picture has a color table of its own for every line of the screen. GS Commander shows it with the 16 tables the screen has, each made from the colors its lines use most: up to 256 colors at once.



Figure 5-2 A 3200-color picture, shown with 256 colors

! Important

Big pictures take a while. A MacPaint page or a large JPEG can need half a minute on an Apple IIgs at normal speed.

Fonts and icons

Quick Look draws some files instead of reading them: IIgs fonts show sample lines in the font, Finder icon files show each icon with its name, and Apple II HiRes fonts show their characters.



Chapter 6

Sounds and Songs

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Playing a MOD 39

Playing a sound

Press Space on a sound file. It plays at once, on the Apple IIgs's own Ensoniq sound chip, while Quick Look shows its sample rate, its length and its waveform. Press any key to stop it. A file can hold several sounds; press ← and → to go to the others.

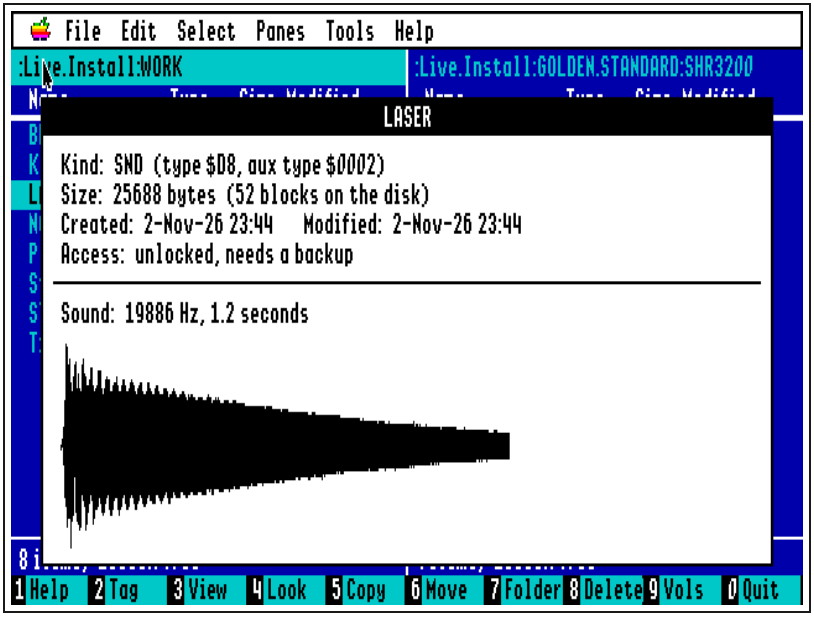


Figure 6-1 A sound plays, and its waveform is drawn

GS Commander plays these sampled sounds:

- Sound files ($D8), and sounds in resource forks (rSoundSample resources)
- HyperStudio and Sound Shop sounds
- ASIF instruments
- Audio IFF and AIFF-C files, 8 or 16 bits (the first channel)

A big sound starts at once and loads while it plays. A sound bigger than the free memory plays its beginning.

Playing a song

SoundSmith songs, and the songs NoiseTracker GS writes, play the way SoundSmith itself plays them: fourteen tracks, with their arpeggio, volume and tempo effects. A song plays round and round until you press a key.

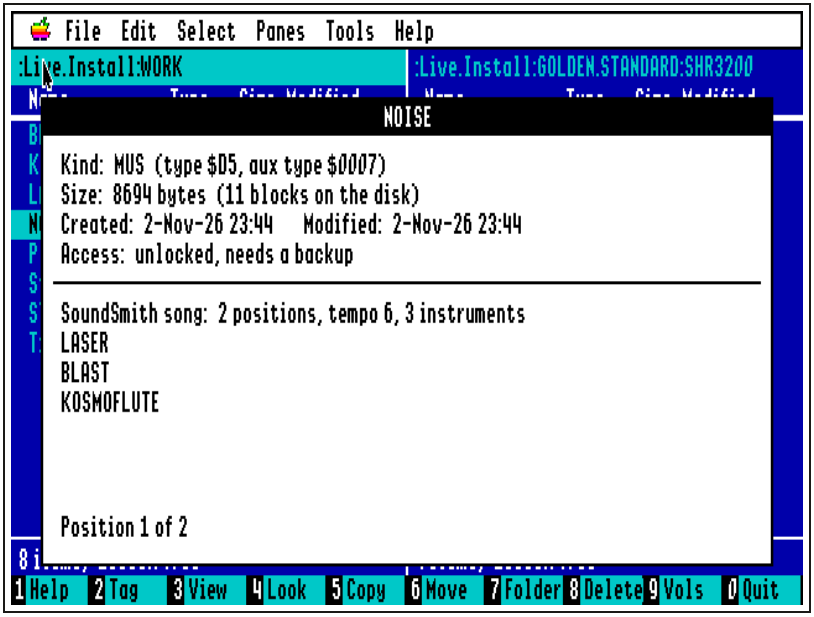


Figure 6-2 A SoundSmith song, with its instruments

A song needs its instruments. GS Commander looks for them in the song's wave bank, the file beside the song named like it (*NAME.W*, *NAME.D* or *NAME.DOC*), or else in the ASIF instrument files the song names, in its folder. Quick Look lists the instruments and says which it could not find.

Playing a MOD

MOD songs come from the trackers of the Amiga and the PC, such as ProTracker. GS Commander plays the common kinds, with 4, 6 or 8 channels, whatever their file type, because it knows them by what is in them: a MOD copied from another computer as a BIN file plays as well as one typed $D5. Quick Look shows the song's title, its positions, channels and samples, and the samples' names.

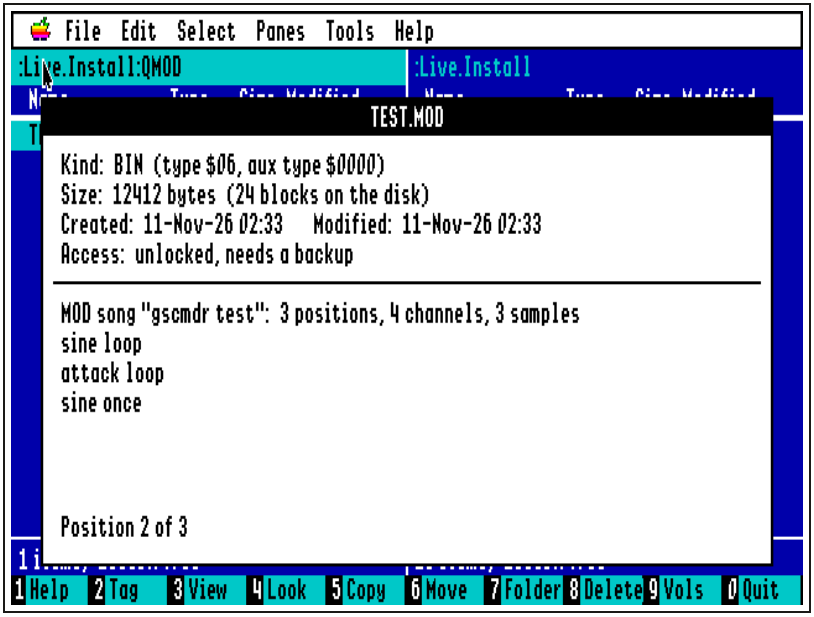


Figure 6-3 A MOD song from the Amiga

The samples go into the Ensoniq's own 64K of memory. When they are bigger than that, they are all shortened alike, which takes a little of their sharpness. The common effects play: arpeggio, slides up and down, slides to a note, vibrato, volume changes, speed and tempo, jumps and breaks. A few rare ones are left out.

By the way

A big MOD takes a few seconds before it plays: its samples are made ready for the Ensoniq first.

Important

All of a MOD's channels play together on one channel, because the Apple IIgs plays only one without a stereo card.



Chapter 7

Documents and Programs

In This Chapter

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Programs 44
Resource forks 45

Documents

Quick Look and the viewer show the text of these documents, without their pictures. Long paragraphs are wrapped to fit the window. Some of them they show in their own fonts and styles, as described below.

- AppleWorks word processor, data base and spreadsheet files
- AppleWorks GS word processor documents, Teach documents and other IIgs text
- MultiScribe and BeagleWrite documents, and their GS versions
- GraphicWriter 1.x and GraphicWriter III documents
- Plain text and random-access text files

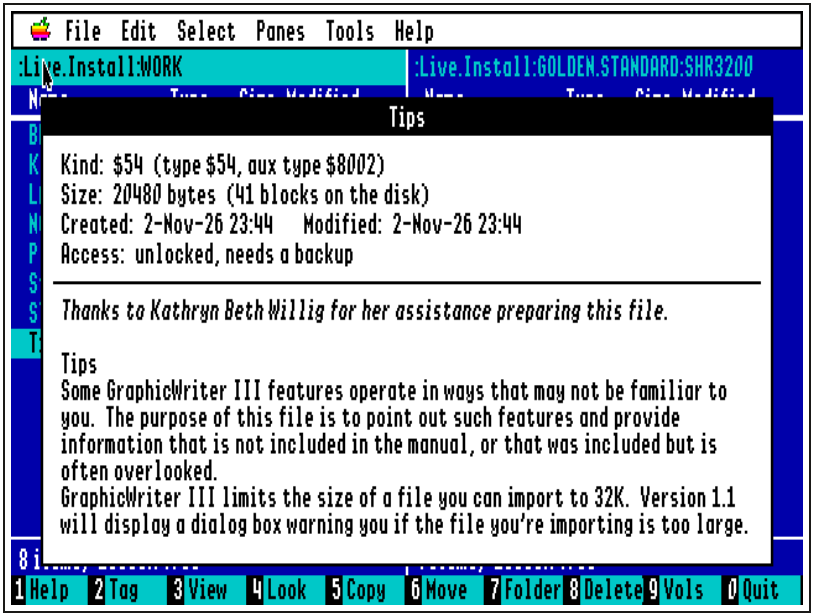


Figure 7-1 A GraphicWriter III document in Quick Look, in its fonts

The viewer (3) shows these documents as they were written, and Quick Look shows their first page the same way:

- **AppleWorks GS and Teach:** in their own fonts and sizes, bold, italic, underlined, outlined and shadowed, superscript and subscript, in color, their paragraphs centred or aligned right as the document has them.
- **AppleWorks (the Apple II one):** in Courier, bold, underlined, superscript and subscript, centred and aligned right.
- **GraphicWriter III:** each block of text in its font, size and style.

The text is wrapped to the width of the window. The fonts come from the Fonts folder of your System; a font that isn't there is shown in Geneva. While a page is up, the screen's colors are the document's: its first two text colors are shown as they are, others as the nearest mix the screen can make. Press Space for the next page, ↑ for the one before, T for the first, and H for the plain text (and from there the hexadecimal).

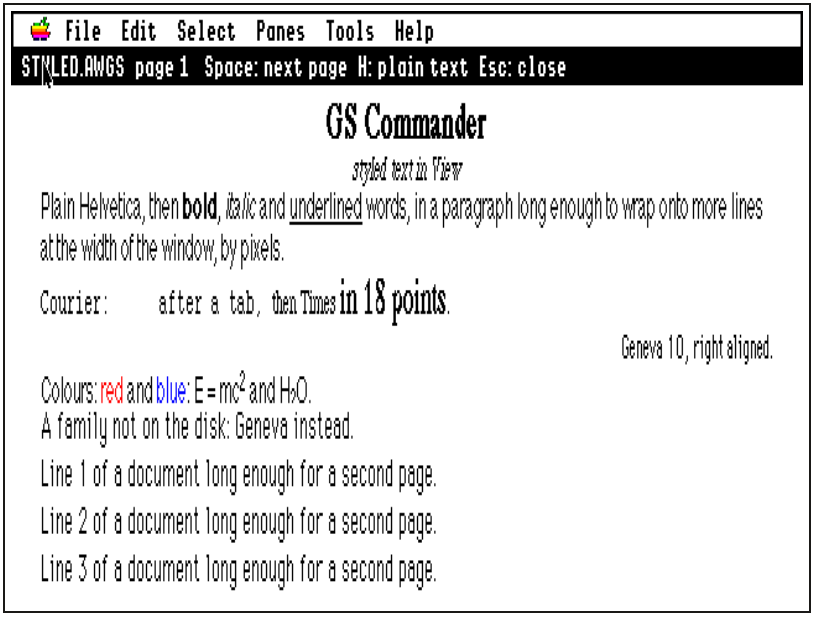


Figure 7-2 An AppleWorks GS document in its own fonts and colors

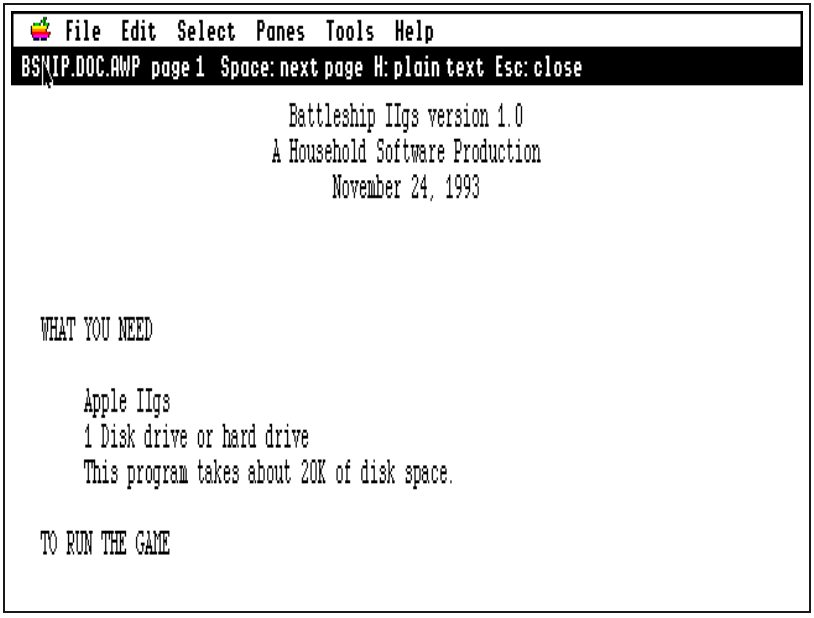


Figure 7-3 An AppleWorks document, centred title and all

Saving as text

To use a document's text on another computer, or in a program that can't read its kind, tag the files and choose Save as Text from the Tools menu (Apple-S). Each is saved in the other pane's folder as a text file (TXT), named after it with .TXT at the end: what you would see in Quick Look, the text of a document, the listing of a program, the disassembly of code. Files with nothing GS Commander can make text of, plain text files among them, are left out, and GS Commander says so.

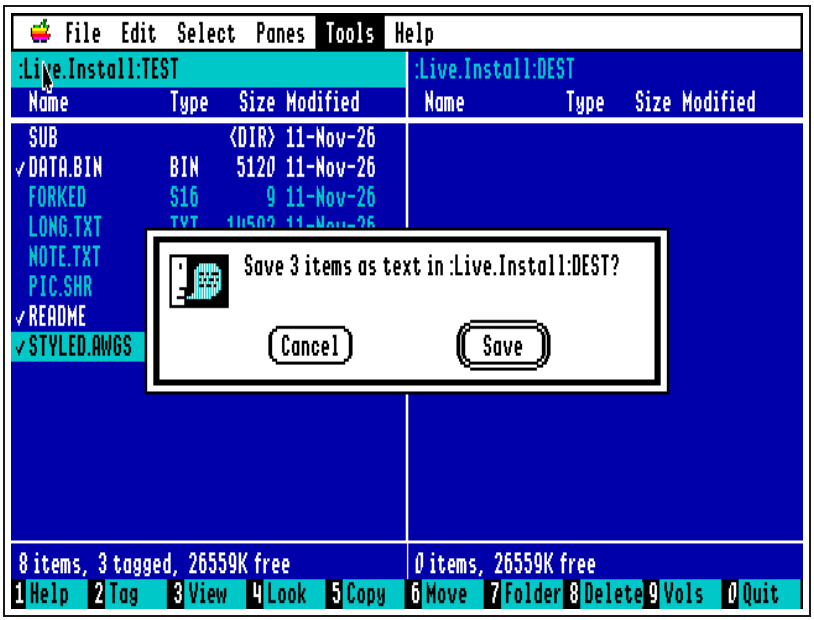


Figure 7-4 Save as Text asks before it starts

Programs

- **BASIC:** Applesoft, Integer and Business BASIC programs are listed as BASIC lists them.
- **Assembler source:** Merlin and S-C Assembler files are shown in columns.
- **Pascal:** Apple Pascal text and code files.
- **IIgs programs:** S16 and EXE applications, desk accessories, tools and drivers are shown as their segments, with the code disassembled as 65816. Calls to the Toolbox, GS/OS and ProDOS are named.

- **Apple II programs:** BIN, SYS and CMD files are disassembled as 6502 code, with the known addresses named.

Resource forks

For a file with a resource fork, Quick Look also lists the resources in it, by type and ID.



Chapter 8

Disk Images and Archives

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Taking files out 47

Making a disk image or an archive 48

Writing an image onto a disk 49

Opening one like a folder

Move the bar to a disk image or an archive and press Return. You are inside it, as if it were a folder; folders in it open the same way. Press Delete to step back out. GS Commander recognizes these files by what is in them, not by their names.

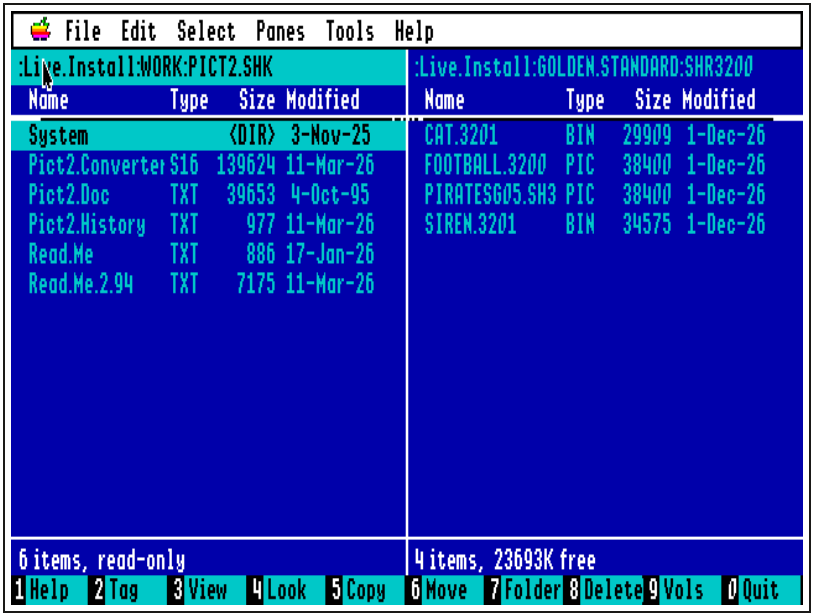


Figure 8-1 Inside a ShrinkIt archive

- **Disk images:** .PO, .HDV, .2MG, and .DSK and .DO images with a ProDOS volume in them.
- **DOS 3.3 disks:** .DSK and .DO images (and .PO and .2MG ones). Their files come out as ProDOS files: Applesoft, Integer BASIC, binary files with their address, and text.
- **ShrinkIt archives:** .SHK, and .BXY (ShrinkIt in Binary II), compressed or not, with folders and resource forks. A disk in a ShrinkIt archive (.SDK) comes out as a .PO disk image, which you can open in turn.
- **Binary II archives:** .BNY.
- **ZIP archives.** ZIP files have no ProDOS file types, so GS Commander gives each file one by its name's extension: .TXT is text, .SHK a ShrinkIt archive, and so on. Files it can't place become BIN files.

Taking files out

Disk images and archives are read-only: you can't change what is in them. To take files out, tag them and press 5; they are copied to the other pane's folder with

their file types, dates and resource forks. Quick Look and the viewer work inside too.

Some names are not allowed on a ProDOS disk, such as names with spaces from a DOS 3.3 disk or long names from a Macintosh. GS Commander makes them legal on the way out: *MY LETTER, PART 2!* becomes *MY.LETTER..PART*. GS Commander unpacks files through a folder named *GSC.Temp* on your startup disk.

! Important

A file in a ZIP archive is unpacked in memory, so a file bigger than the free memory can't be copied out. Unpacking is slow on the Apple IIgs: a big compressed file can take a minute.

Making a disk image or an archive

Move the bar to a folder, open the folder the new file should go in in the other pane, and choose Make Disk Image or Make ShrinkIt Archive from the Tools menu.

- **Make Disk Image** makes *NAME.PO*, a ProDOS disk image named after the folder, with everything in the folder on it: 140K if it fits on a 5.25-inch disk, 800K if it fits on a 3.5-inch disk, and as big as it needs to be if not. A disk image can hold 51 items at its top, like a real disk.
- **Make ShrinkIt Archive** makes *NAME.SHK*, with the folder and everything in it, folders and resource forks too. The files are stored as they are, not compressed: the archive is as big as the files, and ShrinkIt and every program that reads ShrinkIt archives can open it.

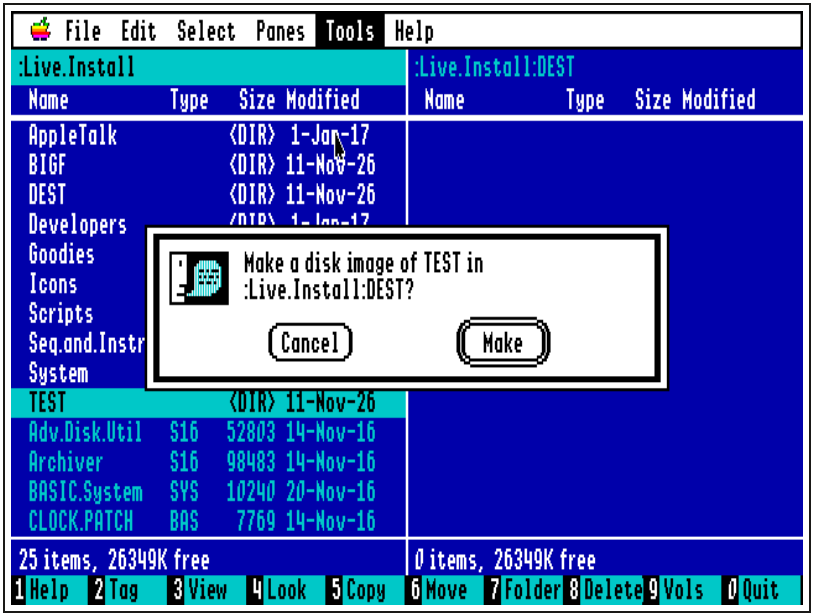


Figure 8-2 Make Disk Image asks before it starts

Every file keeps its file type, aux type, dates, access and resource fork. You can open the new image or archive in GS Commander at once, to see what is in it.

Writing an image onto a disk

To make a real disk from a disk image:

1. Put a disk in the drive. It must have a volume on it, so it shows in the list of volumes; format it in the Finder first if it is new.
2. In one pane, press 9 and move the bar to that disk.
3. In the other pane, move the bar to the disk image: a .PO or .HDV image the size of the disk (140K for a 5.25-inch disk, 800K for a 3.5-inch disk).
4. Choose Write Image to Disk from the Tools menu, and click Write.

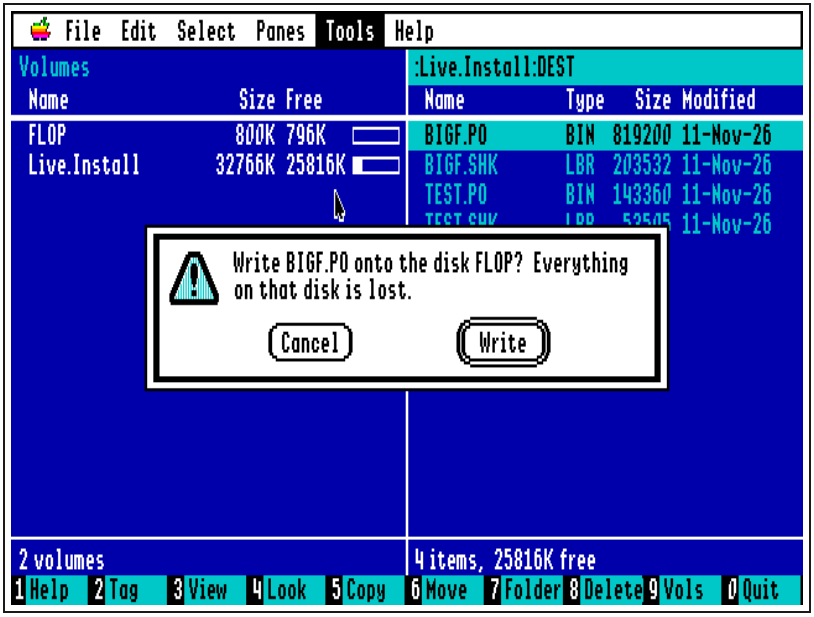


Figure 8-3 Write Image to Disk asks first

Warning

Writing an image replaces everything on the disk, and can't be undone. GS Commander won't write onto the disk it started from, or onto the disk the image is on.



Chapter 9

Finding Files

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Working with what you found 53

Finding by name

1. Open the folder to search in the active pane. To search a whole disk, open its top folder.
2. Choose Find from the File menu (Apple-F).
3. Type a pattern and press Return. As in Tag Matching, * stands for any characters and ? for one.

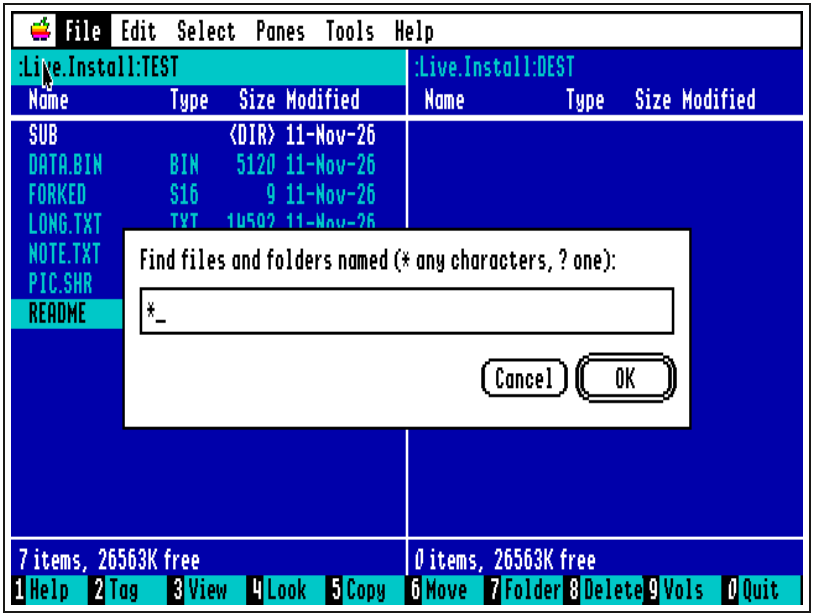


Figure 9-1 Find asks for a pattern

Then GS Commander asks for **words** the files must have in them. Press Return to find every file and folder with a matching name; or type a word or a few, and only the files with them in their text are found, wherever they are in the file. Capitals and small letters are the same, so *second* finds "Second" too, and so is the text of AppleWorks and other Apple II programs.

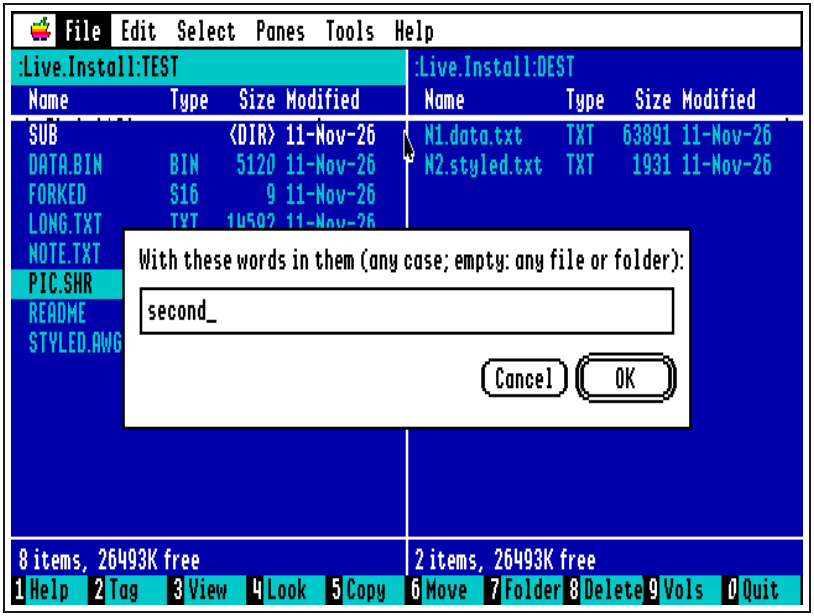


Figure 9-2 Find asks for the words in the files

GS Commander looks through the folder and every folder in it. Press Escape to stop a long search.

Working with what you found

The files and folders found appear in the pane, each with its path from the folder you searched, such as *LETTERS:1986:JUNE*.

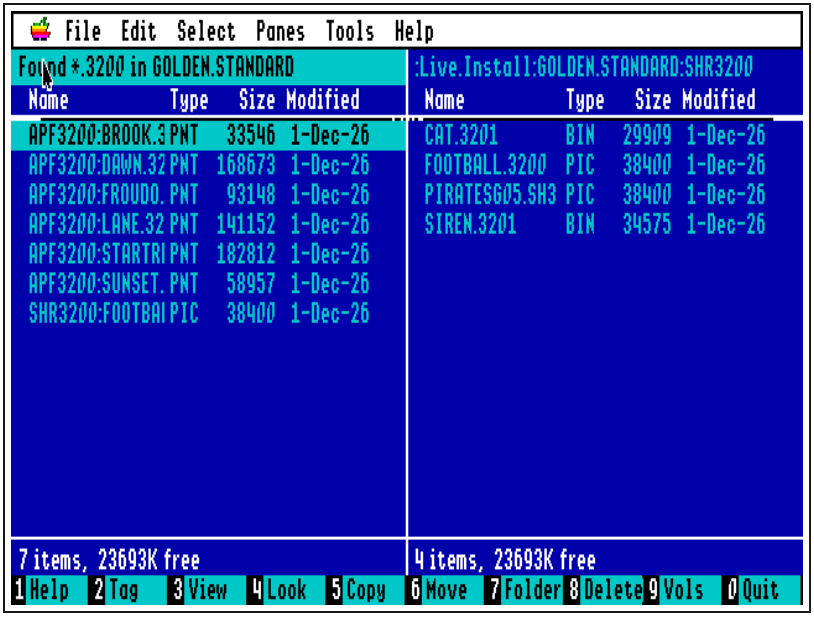


Figure 9-3 Every *.3200 file in the GOLDEN.STANDARD folder

You can work with them as with any folder's items: Quick Look, View, Copy, Move, Delete, tags and the Info pane all work. Press Return to go to an item in its own folder, with the bar on it (on a folder, you go into it). Press Delete to return to the folder you searched.



Chapter 10

The Info Pane

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Finding a kind 56

Everything about a file

Choose Info Pane from the Panes menu (Apple-I). The other pane shows everything about the item under the bar, and follows the bar as you move it:

- what kind of file it is, from its file type and aux type
- its file type and aux type
- the sizes of its data fork and resource fork, and the blocks it takes on the disk
- how it is stored, and its creation and modification dates
- its access: whether it can be read, written, renamed or deleted

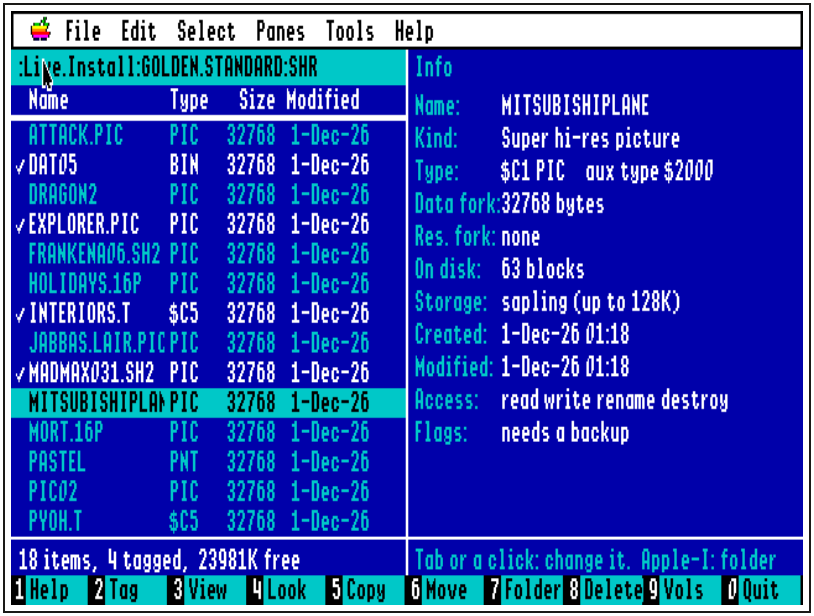


Figure 10-1 The Info pane on a Super Hi-Res picture

Changing the type

Press Tab, or click in the Info pane, to change the file type or aux type, or to lock the file or make it invisible. Press Apple-I again to see the folder in the pane once more.

Finding a kind

You don't need to know the numbers. In the Get Info box, press Tab until the bar is on *Find a kind*, and type:

- a word from the kind's name, such as *song*, *picture* or *sound*;
- a type's three letters, such as *MUS* or *TXT*;
- or *$* and its number, such as *$D5*.

Some files have no kind of their own on the Apple IIgs, such as music from the Amiga and the PC. For them, type *MOD*, *TRACKER*, *XM* or *S3M*, and the music kinds ($D5) are listed first; type *WAV*, *SAMPLE* or *AUDIO* for the sound kinds ($D8).

The kinds that match are listed below, with their file type, aux type and name. Press ↑ and ↓ to choose one and Return to fill in its type and aux type, or click it. Then press Return again, or click OK, to save.

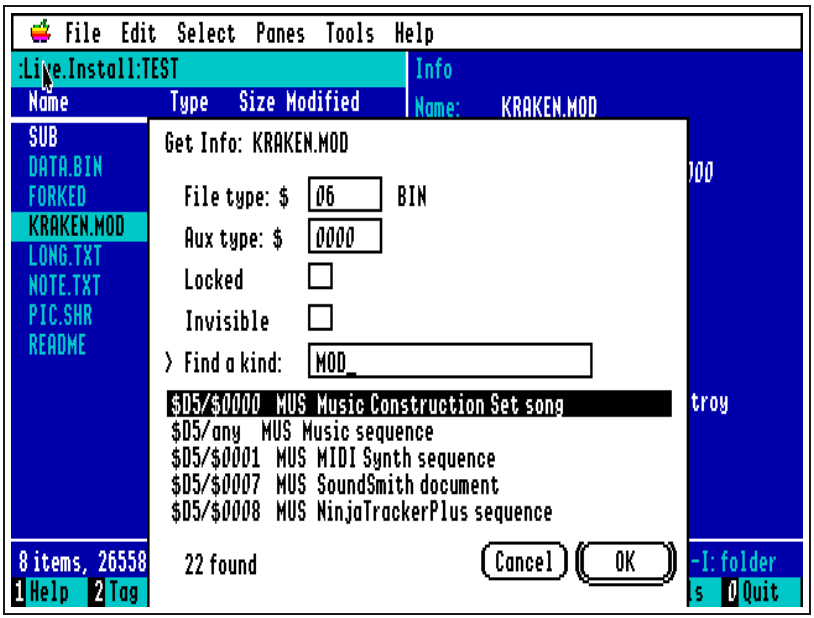


Figure 10-2 "MOD" lists the music kinds first

By the way
Warning
A kind whose aux type can be anything leaves the Aux type field as it is.

A program may not be able to open a file whose type you changed. Write down the old type and aux type first, so you can put them back.

Chapter 11

Using the Mouse

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Clicking

Click	Puts the bar on an item, and makes its pane active.
Double-click	Opens the item, like Return.
Double-click the path	Goes up a folder, like Delete; at the top of a disk, to the list of volumes.
Apple-click	Tags the item, or untags it.
Shift-click	Tags every item from the bar to the one you click. Items you tagged before stay tagged.
Click in the key bar	Does what the key does.

Dragging

Press the mouse button on an item and move the mouse: an outline follows the pointer. If the item is tagged, all the tagged items go with it.

- Let go on the other pane to copy the items into that pane's folder.

- Let go on a folder or a volume in either pane to copy them into it. The folder is highlighted while the pointer is over it.
- Hold down Option to **move** them instead. GS Commander asks first.

A drag copies at once, without asking. Out of a disk image or archive, items are always copied.

The menus

Every command is also in a menu, with its key or Apple-key shortcut beside it.

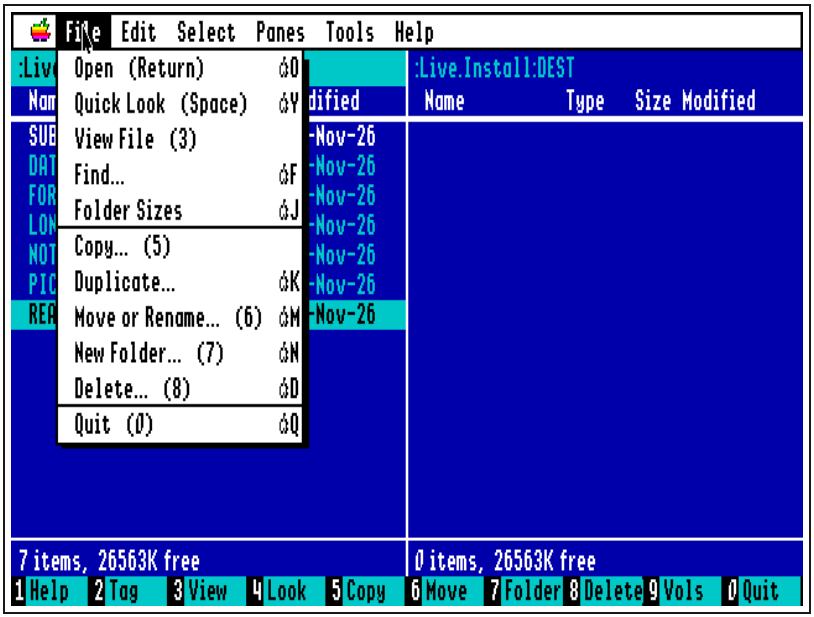


Figure 11-1 The File menu

Appendix A

Keyboard Reference

In the panes

Tab	The other pane
↑ ↓	Move the bar
Apple-↑ Apple-↓	To the first or last item
← →	A page up, a page down
Return	Open a folder, volume, disk image or archive; view a file
Delete	The enclosing folder
A letter	The next name starting with it
Space	Quick Look
Escape	Stop a copy, a delete or a search

The number keys

1	Keyboard shortcuts
2	Tag or untag
3	View

4	Quick Look
5	Copy
6	Move or rename
7	New folder
8	Delete
9	Volumes
0	Quit
+ - *	Tag matching, untag matching, invert tags
?	What is this file?

Apple-key commands

Apple-A	Tag All	Apple-N	New Folder
Apple-D	Delete	Apple-O	Open
Apple-E	Same Folder in Both Panes	Apple-P	Compare Panes
Apple-F	Find	Apple-Q	Quit
Apple-G	Rename Tagged	Apple-R	Refresh
Apple-I	Info Pane	Apple-S	Save as Text
Apple-J	Folder Sizes	Apple-T	Tag or Untag
Apple-K	Duplicate	Apple-U	Untag All
Apple-L	Volumes	Apple-W	Swap Panes
Apple-M	Move or Rename	Apple-Y	Quick Look

In Quick Look and the viewer

↑ ↓	Quick Look: the item above or below. The viewer: a page up or down.

Space	Quick Look: close. The viewer: the next page.
T	The viewer: the top
H	Text or hexadecimal
← →	Sounds: the other sounds in a file
Escape	Close



Appendix B

Files GS Commander Can Show

Kind	Shown as
Super Hi-Res, packed, Apple Preferred, PaintWorks, DreamGrafix, 3200-color pictures	The picture
HiRes, Double HiRes and LoRes pictures	The picture
Atari ST, Amiga IFF, Commodore 64, MacPaint, PICT, BMP, PCX, IMG, TIFF, PNG, GIF, JPEG and more	The picture, in 16 colors
IIgs fonts, Finder icons, HiRes fonts	Drawn
Sampled sounds, rSoundSample resources, HyperStudio and Sound Shop sounds, ASIF instruments, Audio IFF, AIFF-C	Played, with the waveform
SoundSmith and NoiseTracker GS songs	Played, with the instruments
MOD songs (ProTracker and other trackers, 4 to 8 channels)	Played, with the samples' names
Applesoft, Integer and Business BASIC	A listing
Merlin and S-C Assembler source	Text in columns
AppleWorks GS, Teach, AppleWorks word processor, GraphicWriter III	In their own fonts and styles
AppleWorks data base and spreadsheet	Text

MultiScribe, BeagleWrite, GraphicWriter 1.x	Text
Apple Pascal text and code	Text
S16, EXE, NDA, CDA, tools, drivers	Segments, 65816 code
BIN, SYS, CMD	6502 code
Resource forks	A list of the resources
Disk images, DOS 3.3 disks, ShrinkIt, Binary II, ZIP	Opened like folders
Anything else	Text or hexadecimal



Appendix C

Hints and Limits

If something doesn't work

A picture takes a long time	Big pictures from other computers need time to decode and reduce. Wait, or press a key to go back.
A song plays without some instruments	Put the song's wave bank or instrument files in the same folder as the song. Quick Look lists the ones it could not find.
A ZIP file won't copy out	It is too big to unpack in the free memory. Close desk accessories, or unpack it on another computer.
A folder seems to be missing files	Choose Refresh from the Panes menu. If the folder holds more than 744 items, the rest are not shown. Invisible files show only with Show Invisible Files.
A name changed when it was copied out	The name was not allowed on a ProDOS disk, so GS Commander made it legal.

Limits

- A pane shows up to 744 items.
- Disk images and archives can be read, but not changed. New ones can be made from a folder: ProDOS disk images, and ShrinkIt archives with their files not compressed.

- Documents are shown without their pictures; MultiScribe and GraphicWriter 1.x documents as text, without their styles.
- Find looks for words in the files in folders, not in disk images and archives.
- 3200-color pictures are shown with up to 256 colors.

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