

■ TITLE OF PROGRAM TO WHICH THIS APPLIES

DBE.EXE Directory Backup Extension PROGRAM VERSION 4.40

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■ AGAIN

... KEYS: A

Find AGAIN (next file) with the same name. Use 'F' to start FIND.

See: FIND

■ ASSOCIATE

... KEYS: AltA

Associates files in one location with files by the same name in a second location. Two scopes are prompted for; the first being that for the extent of the first location. After the prompt for the choice of the second location (made with the **SelectLevel** function) is issued and the choice made, the prompt to choose the scope of the second location appears. DBE then links the files into one associated list for each file in the first location and turns on display of **Associated** files in the window opposite.

To clear the **Associated** list, press AltA and then Esc.

The **slash** text key ('/') toggles synchronized display in both panes of the **Associated** files on and off.

The **Enter** key navigates from one **Associated** file to the next file with which it, in particular, is associated with, changing to the Level containing that file, except when the file is a **Selected/Queued** file and navigation to the **Selected/Queued** List is made instead, or source/target links exist between two files and the jump follows one of these links. The **Next** option ('N') will find ANY file by the same name which is on the global list ANYWHERE; not just an **Associated** file.

while the **AssocShow** feature is on, the opposite pane will be empty across from files in the current pane for which no **Associated** files existed within the **Associated** scope, or source or target links exist for a given file. Files linked as copy source files appear in a different color in the opposite window as a file name, rather than a normal file list entry.

**Associated** files are not processed by the **GO** procedure, but are ignored until their **Associated** status is cleared.

**Associated** files are marked by a 'block' character ('■') in the filename. The color of the block is:

BLUE	File is the Associated list head entry
MAGENTA	File is Associated To the list head entry
GREEN	File is on the Selected list.

If a successful copy operation is performed (using 'P' or 'C') on an **Associated** file, the block changes to an '.' character and the color is then gray (and the file is marked ■OK■ ).

#### ■ **AutoScan**

... KEYS: =CtrlA

Press '=' to reach the **Disk Status** display, where toggling of the **AutoScan** feature on/off is accomplished by pressing CtrlA.

When on, the current level is automatically read the first time it is selected, without the necessity of pressing a key to initiate the disk scan. This does not cause directories to be re-read once the first read has taken place.

#### ■ **BACKUP**

... KEYS: B =B

The 'B' key toggles the **COPY** tag and the **BACKUP** status flag on and off. Press '=' and then 'B' to set the **BackupDir** location and the type of subdirectory naming used (a constant name, the start time, or the **GO** time).

The **MakeDir** flag should be turned off, for most purposes, when files are to be backed up using **SubScope** or when **StartTime** or **GoTime** backup target paths are in use.

#### ■ **BUFFER**

... KEYS: AltB

Buffering of files in the location specified by **BufferDir** is initiated for a particular **Scope** (which is prompted for) by pressing AltB. This pre-buffering is independent of the buffering done during the **GO** loop which you initiate in response to the prompts for Source or Target disks (as, for instance, when you have only one disk drive in use), and which will **MOVE** files into the buffer when they are tagged for a **MOVE** from the source disk to the target disk.

Buffered files may be copied to their targets without requiring that the source disk be present in the disk drive.

Saving a **DBSYSCON.FIG** file preserves the status information and buffer name of each file so that multiple copies of files having the same name/path can be temporarily stored in the buffer (MS-Windows LongFilenames are stored in the buffer in a special file which you should ignore). Not saving a **.FIG** file on exit from **DBE** may be a problem if a **MOVE** into the buffer without allowing **DBE** to restore the file to the source disk on exit takes place, because the file may be left in the buffer with a pseudonym instead of its original name.

#### ■ **BufferDir**

... KEYS: =U

Press '=' and then 'U' to set the name of the buffer directory. It is advisable not to change this once you have set it, and to make sure that the disk drive to which it refers contains a non-removable disk. If you intend to use multiple buffer directories, you will need to keep separate matched sets of **DBCONFIG.CFG** and **DBSYSCON.FIG** files; and don't look to the author or the documentation for advice or instructions on how to get away with it, because the procedure is not recommended.

#### ■ **ClearReadOnly**

... KEYS: =R

Press '=' and then 'R' to toggle the **ClrRdOnly** flag on and off. When on, the target files will not have their **READONLY** attribute set, as files copied from a CD-ROM disk normally do.

## ■ COMMENTS

... KEYS: **CtrlX =C**

When using **CtrlX** to exit from **DBE**, you may add comments pertaining to the configuration you are saving, which are then stored in the **DBSYSICON** file (or whatever you choose to name it).

These comments can be read at startup if you drag and drop the **.FIG** file onto the **DBE** icon, and this gives you a chance to quit without loading the file if it's the wrong one. While running **DBE**, press '=' and then 'C' to view the comments for the currently loaded **DBSYSICON**, if there is one.

## ■ COMPARE

... KEYS: **AltC AltV V**

When a **COMP** tagged file is verified, the **COMP** tag is left unchanged if no target file was found to compare the source file with. When a comparison is made either the **DIFF** tag will be set by **DBE** and the view position field of both source and target files set at the offset from the beginnings of the files where the first mismatch was found, or a bright green triangle pointing to the right will appear next to the tag region of the source filename display, indicating that the files are identical.

During a **Copy** operation, if the '?' key is pressed to cause a comparison of two files and the files are different, the 'V' option to view both files in synchronized scrolling mode will open both files at the point where the first difference was found.

The **AltV** key initiates a **GO** processing cycle which differs from the 'G' **GO** option only in that each file copied is compared with the target copy immediately afterward in order to verify that the copy was made correctly.

The **V** key starts immediate verification of a file with its target, and if no target is defined you are prompted to specify one.

## ■ COPY

... KEYS: **C Ins**

If you have not set a target to copy to (the disk, directory, and/or filename) for the file, the **SetTarget** prompt will appear, and you must then choose the copy target (or press **ESC** to cancel the copy). If a target has already been set for the file, copying will only begin immediately in the **GO** loop because a 'C' keypress is always followed by the prompt for a target.

See: **MOVE**, **DELETE**, **GO**, **PROCESS**

## ■ <CTOM>

... KEYS: **ShiftMinus**

Hold down one of the **Shift** keys and press the **Minus** key on the **numeric keypad** (or press '=' and then the **Minus** key) to toggle the **Clear Targets On Minus** feature on and off, displaying the state it has been set to by pressing this key.

When **<CTOM>** is on, the keypad **Minus** key not only clears any tag the file has but also clears any target assigned to the file. When off, only the tag is cleared.

## ■ DBCONFIG

The `DBCONFIG.CFG` file contains setup information including the settings on the `DiskStatus` page and the states of the `<STOI>`, `<CTOM>`, and `<SLTOP>` flags.

## ■ `DBSYSCONFIG`

... KEYS: `CtrlX AltX`

The `DBSYSCON.FIG` files are created when you exit `DBE` with `CtrlX` or `AltX`, or when files are buffered and you choose not to delete them from the buffer when you exit the program. They save the lists of Disks, Levels, Targets, and Files, including all file status information, as well as the links to any `Selected List` active and the jump points you have set.

If you start `DBE` by including the name of one of these files (you can rename them if desired) on the command line (or by drag-and-drop of the file icon onto the `DBE` icon), you can pick up where you left off when you exited from `DBE` and saved the `SYSCONFIG` file.

See: `COMMENTS`, `RECORD`

## ■ `DELETE`

... KEYS: `D Del`

To copy a file first and then delete the original, use the `'M'` key for immediate moving of the file, or use the `Ins` and `Del` keys to toggle the tag states to `MOV` if moving the file is to be deferred until you execute a `Go` or `Process` command.

Multiple deletions are carried out by the `GO` loop. To delete a single file, press `'D'` and then `Del`.

Note that the `Bksp` and `CtrlBksp` keys, which cut files from the memory list, do not carry out or cause any form of file deletion (except when removing a file from the buffer because it is no longer needed there; i.e., you have decided to cut the entry from the memory list).

## ■ `DIFFtag`

... KEYS: `AltC V OD`

`DIFF` tags cannot be set manually by the user, but are set automatically by `DBE` when two files being compared are different. Files which are the same are indicated by a green triangle to the right of the tag/attribute area.

`AltC` sets the `COMP` tag for the compare. Files for which a file on the target was not found to compare with will still be `COMP` tagged after the comparison is attempted.

The `DIFF` tags may be changed to `COPY` tags using the `OD` (Options `DIFF->COPY`) feature, or they may be selected with the `CtrlV <DIFFtag>` qualifier and tagged in conjunction with the select operation.

## ■ `DirScope`

... KEYS: `SP`

The `SelectScope` prompt `'P'` choice for `PATH` includes the current file and all others in the same directory in the scope of whatever operation is to be carried out.

## ■ `DISK`

... KEYS: `|`

Press the `'|'` key (or `'='` followed by `PgDn`) to reach the `SelectDisk` window. Here, you can use `▲` or `▼` to select a disk (or type in its number) and `◀` or `▶` to load its current directory into the left or right file list window (or

you can press **F7**, **F8**, or **Enter** to load one).

This window shows the disk space usage and the projected space which will probably be used once files tagged and with targets have been copied to their destinations.

See: **TOTALS**

## ■ **DiskID**

... KEYS: **OS**

**DBE** uses a **DiskID** file to uniquely identify disks for the purpose of record-keeping from one session to another and also during one session as disks are inserted and removed from the disk drives during scan, copy, and other disk operations.

These files have names of the form **IDxxxxxx.DSK**, where the 'xxxxxx' is an alphanumeric 6-character sequence of uppercase letters and numbers generated by reading the system clock and converting the packed 32-bit time to a six-character radix-36 string representation whenever a unique disk identifier is needed.

**DBE** is not designed to tag or copy these **DiskID** files; but the **Options.Set** feature will remove them and create a new one if desired. (Why you would need to do this is a moot question; but possibly if you decide to erase a disk to be used for completely different purposes you might write a new **DiskID** to avoid confusing it with the earlier information saved about the disk in a **DBSYS.CON.FIG** file.) Actually, **MS-Windows** may force you to reset **DiskID** timestamps twice a year after the time zone changes because of a network volume problem causing the timestamps of files to be misreported (and **Microsoft** shows no sign of fixing this problem in any respect in which it is doing a good job of screwing up the operation of any of my software).

## ■ **DiskScope**

... KEYS: **SD**

For any disk or diskette having a **DiskID**, **DiskScope** refers to the root directory of the disk and all subdirectories in its directory tree along with all files which they contain.

## ■ **DISPLAY**

... KEYS: **\*** / **Enter** **QV** **L**

Press '**L**' to list the display modes for **DBE**'s lists, which include the **Selected**, **Associated**, **Queue**, **File/Target**, **Level**, **Disk**, **Target**, and **Jump** lists.

The **Enter** key only changes the list display mode when the current file has a special link to some file. Such links exist when the file is on the **Selected List** or the **Queue**, when it has been **Associated** with other files by the same name, or when a copy operation has been completed and links between the source and target file have been set.

The **\*** key toggles viewing of the **Selected List** on and off (if there is one) in the current window. The **/** key toggles viewing of **Associated** or source and target linked files in the opposite window on and off.

The **QV QueueView** mode dispenses with the **Select** list and replaces it with the **Queue** temporarily (until you start selecting files again).

## ■ **DRIVES** Check

... KEYS: **O\**

The Options '**\**' suboption opens the **DRIVES** check window which simplifies

finding drives associated with memory list Disk entries in the event that the drive letters have been reassigned by Windows. This is available when the processing loop determines that a copy source or target is not located at the drive it was previously associated with by the most recent scan of that disk. **DBE** could have been designed to just check all of the available drives and update the disk entries' drive letters, but it wasn't. What IF Windows subsequently changes those assignments back again to what they were before? Where would that leave you? So you check them 'on the fly', and odds are that works out fine. That's what this option is for.

#### ■ **DOSdir**

... KEYS: **=D**

Press '=' for the **Disk Status** display, and then 'D' to set the current **DOS** default directory.

**DOSdir** is the 'default' or 'working' directory from which you issue the command to start **DBE**. You may change this using '=D' while **DBE** is running, and when you exit from **DBE** you will exit 'into' this directory. (If it does not exist when you enter the new **DOSdir** name, it will be created.)

This location is one of the **DBSYSICON.FIG** locations supported as a selectable default on exit or at startup.

#### ■ **DROP**

... KEYS: **Bksp CtrlBksp**

The **Bksp** key cuts the current file from the list while in one of the file view modes. In the **SelectLevel** view mode, it cuts an entire directory from the memory list along with all of its subdirectories (or an entire disk, for that matter).

To cut files selectively from the list in groups, press **CtrlBksp**. The **SetScope** and **SelectFiles** prompts will then both appear, and you can set both the scope over which the file drop operation is to occur and the select qualifiers used to determine which files you want to include in the group to be dropped. These qualifiers are as described under the **Select** topic.

See: **Select**, **Delete**, **Unselect**

#### ■ **ENABLE**

... KEYS: **E OR**

**Copied** files can be enabled again for copying, either individually (if the **Copied** status flag is set for the file) by pressing 'E', or in groups (with optional setting of a new target) by the **Options.ReEnable** feature).

This does not require re-reading a disk to reset the file statuses (such as with **CtrlR**). Also, the 'C' key can cause file copying to begin without having to re-enable it.

#### ■ **EXEdir**

This is the location of **DBE.EXE**, and intended to be the same, so that you can always locate **DBSYSICON.FIG** if it is stored using the **EXEdir** location.

#### ■ **EXIT**

... KEYS: **Esc AltX CtrlX**

**Esc** exits just about everything when **DBE** is running. When you exit **DBE** with **ESC**, no **DBSYSICON.FIG** file is saved (except when not doing so might lead to files being lost which have been **MOVED** into the buffer, and **DBE**

prompts you to save the configuration or allow it to restore the **MOVED** files to their source disks).

**AltX** saves the **DBSYSCON.FIG** file in the current **DBE** directory (**EXEdir**). **CtrlX** gives you a few choices as to where to save it and what to name it, and also allows you to add comments or a record name to the file.

#### ■ FileScope

... KEYS: **SF**

This scope refers to only the current file indicated by the position of the selection bar.

#### ■ FILESET

... KEYS: **O**Ctrl**I** **O**I **O**F **O**W

The uppercase word FILESET is the declaration, on line one of a text file containing only filenames following line one, that **DBE** is to regard the file as a **Fileset**, and read it in, scanning the disk(s) for the files named there, and adding entries for them to the memory list if they are found on the disk, optionally tagging them for **Compare** or **Copy** and/or setting a target for them.

**DBE** will also write **Fileset** files with optional tags or a target. Both the Input and Write operations are initiated from the '**O**' Options menu. Three input modes are supported:

<b>CtrlI</b>	Add files to the <b>selected List</b>
<b>'I'</b>	Do not add them to the <b>Selected List</b>
<b>'F'</b>	<b>Clear</b> directories from the memory list before scanning them

The current file indicated by the position of the selection bar is opened and read when you use the **Input Fileset** option, and other files named in that file are then added to the memory list.

See: **WRITE Fileset**

#### ■ FIND

... KEYS: **F**

Press '**F**' to find a file anywhere on the memory list, and press '**A**' to find again using the same filename specification. A list box with previous search specs appears when you press '**F**'. Use **▼▲** or the number keys to select one of these, or '**E**' to edit a new filespec.

#### ■ FIXED MEMORY

... KEYS: **=F**

Press '**=**' to access the **Status** display, and then '**F**' to change the number of items of each type (Disk, Level, Entry, or Target) for which memory is set aside, either currently or by default at startup. Values are shown as **X:mmm:nnn** where **X** is the item indicator (**D**, **L**, **E**, or **T**), **mmm** is the number of reserved items, and **nnn** is the number of items currently allocated from the memory pool but unused. Lowering **mmm** raises **nnn**, but raising **mmm** does not do anything but allocate more memory from the pool (if possible). The **nnn** unused entries can be re-used at any time, but in some situations the value of **nnn** may be zero and **DBE** might request, if the memory pool is too low, that you approve using a reserved item (this is likely to occur when you have run out of memory during a disk scan and are attempting to set a new target for file copying). The reserved lists exist so that you may, at your convenience, adopt a practice of setting aside at least a few reserved memory blocks when **DBE** starts up so that there will probably be enough free after the memory pool is empty to allow you to continue with whatever you're doing (without having to trim the list, exit from **DBE** to write a **.FIG** file, and restart so that the memory pool once again has space which can be allocated for any item type).



## ■ GlobalScope

... KEYS: SG

Global scope includes all files from all disks and directories, anywhere on the memory list. 'S' followed by 'G' enables selecting globally.

## ■ GO

... KEYS: G AltV P

Files which are tagged and within the scope prompted for when you press 'G' will be processed in the order in which they appear on the memory list EXCEPT when Queue Start mode is on, or when AltG is pressed to start the GoByTarget mode which looks for files destined to be copied to a particular target disk drive and the disk you place in that drive.

AltV starts the GO loop with the verify flag set so that every copy operation is followed by a comparison of the original file with the copy (This is done independently of the optional DOS sector-verify operation, which only verifies that individual sectors of data are being correctly written to a disk.).

See: Process, COMP, GO (Alternate)

## ■ GO (Alternate) Replace/Target Modes

... KEYS: AltG

when AltG and then 'T' is pressed to begin TargetMode processing, you are asked to identify the disk drive to use, and you then can insert the target disks in any order you like, with copying of all source files destined for that disk commencing when you press a key to continue copying. The smoothest operation will result when you have already buffered the source files and do not need to switch disks in the drive to read them into the buffer.

when AltG and then 'R' is pressed to begin ReplaceMode processing, you are prompted for the scope over which files tagged for replacement are to be searched for. DBE then traverses the list over that scope and finds all REP-tagged files having an active link to a source file which was set during the previous copy to the file as target. The source file then becomes the current entry to be processed after being automatically tagged for COPY and its target set to the directory containing the REP-tagged file. The copy is then carried out and the next REP-tagged file is then found.

See: BUFFER, REPLACE

## ■ HELP

... KEYS: F1 H AltH AltK

F1 either switches the view to 1 file per line or, if that is already the view state, produces the main key summary. The 'H' key produces the short key summary, and if ◀ ▶ ▲ ▼ or 'H' are pressed then, displays each of the keyboard diagram help summaries in turn.

AltH opens the main DBX.DOC file for viewing, and AltK opens the DBE.DOC topical summaries file for viewing. DBR.EXE indexes these files and will allow menu-style selection from the index of topics, so if you need to look up a topic, use program DBR to view the help information.

## ■ Ignore

... KEYS: I

when the Ignore status flag is set for a file, a red asterisk appears next



to the tag area, indicating that the **Go** loop is to pass over the file and not perform any operation on it.

You can toggle this flag on and off by pressing '**I**'. If, during processing, you choose to skip the current file and do not wish to have it come up for processing during further **Go** operations you perform, **DBE** will set the **Ignore** flag if you indicate that it should do so.

#### ■ IgnoreCase

... KEYS: **AltI**

when **AltF** has enabled editing of a search string to be found in files, **AltI** toggles the uppercase flag on and off. When on, both the file data and the search string are compared as uppercase characters, so that the search is not case-sensitive (an upward-pointing arrow appears next to the search string on line one of the display if this flag is on).

If the string search is inactive, toggling this flag with **AltI** turns it on again.

See: **SEARCH**

#### ■ INPUT Fileset

... KEYS: **CtrlI OI OF**

Press **O** for **Options**; then **CtrlI**, '**I**', or '**F**' to choose the input mode. The currently selected file will be interpreted as a **Fileset** file if the **FILESET** declaration begins the file.

See: **FILESET**, **WRITE Fileset**

#### ■ JUMP

... KEYS: **J JH 0 1..9 < > , .**

Pressing **JH** sets a jump point at the current file. Press **0** or **JL** to display the list of jump points already set. Use **0** if you want to replace one of the jump points with the location of the current entry. Press **1..9** to jump to a particular jump point.

The **< > ,** and **.** keys do not utilize jump points, but **<** and **>** jump to the previous and next tagged file, and the **comma** and **period** keys jump over the 'barrier' which exists at the ends of a directory list for the **◀ ▶ ▲ ▼** keys, which stop at the ends of a directory list, so that **,** and **.** look for the next (or previous) non-empty directory and make that one current.

Pressing '**J**' brings up the **JUMP** menu, which offers the following:

<b>P</b> PREV	<b>N</b> NEXT	<b>T</b> TARGET	<b>D</b> DEST	<b>R</b> RETURN	<b>C</b> COPIED	<b>S</b> SOURCE
<b>H</b> HERE	<b>L</b> LIST	<b>N</b> NEXT	<b>P</b> PREV	<b>B</b> BACKUP	<b>I</b> IGNORED	

The locations jumped to are as follows:

- P** The previous jump point in the jump list
- N** The next jump point in the jump list
- T** The currently defined target
- D** The target set for the current file, if any
- R** The most recent valid file entry the selection bar was resting on, if any
- C** The next **COPIED** file (these have an **OK** tag)
- S** The **SOURCE** file from which the file was copied (if a source link exists)
  
- X** The next Target directory
- V** The previous Target directory
- K** The backup directory
- I** The next file set to be Ignored

## ■ KeepTimes

... KEYS: =K

Press '=' for the disk status display, and then 'K' to toggle this flag on and off. Normally, this flag should be left on so that copies of files have the same date and time as the originals. This flag is available to suit those who prefer system-wide backup disks to contain files having the date and time at which the backup copies were made.

## ■ KEYBOARD

... KEYS: H (Help)

Press H repeatedly (or H and then ◀ and ▶) to cycle through the diagrams of keyboard key functions. Press AltK to open this file (DBE.DOC) for viewing.

## ■ LEVELS

... KEYS: \ Shift5 CtrlF4

The SelectLevel window opens when the Backslash ('\') key, the CtrlF4 key, or one of the Shift keys and the '5' key on the numeric keypad are pressed; and it also opens when switching between Levels using CtrlLeftArrow or CtrlRightArrow reaches the beginning or end of the memory list.

This window is opened automatically in certain situations when you are expected to choose a Level and then press Enter (or '\') to select it. These are as follows:

(1) When you are defining a target and press 'S' to indicate that you wish to select a target directory from the list or to create a new target directory at some location. This may be while processing a group of files some of which may have no target already set.

(2) When you are performing a file Associate operation and are expected to identify the parent level to search (possibly including its subdirectories) for files associated by name with those in the current scope.

This Level List view mode has a number of keys which perform predefined actions. There is an alphanumeric 'typer-finder' which allows you to start typing in part of a directory name (but not an LFN) and press '/' to hop to the next match (if any). The Tab key hops from one target level to the next. The period and comma keys act like the up/down cursor keys, and the left/right cursor keys scroll while displaying in the opposite window the file lists for each of the levels as you reach them (and the MS-Windows LFN for the level, below, also). The ^\ key toggles 'IGNORE' status on/off for the currently selected level. When DBCONFIG.TXT contains an IGNORE entry for a level, this is the only way to change it without editing DBCONFIG.TXT.

The keys which immediately exit this window include those mentioned above which open it; but there are others. These include the following, which select a Level and then exit under special conditions as explained below:

Shift7 F7 Left window becomes active, and displays the level selected  
Shift8 A new directory name is prompted for and then scanned  
Shift9 F8 Right window becomes active, and displays the level selected

CtrlR F5 ; A DirScope scan begins  
AltR F6 ; A SubScope scan begins  
          ; A DirScope ReadTree scan begins  
CtrlT " A SubScope ReadTree scan begins  
F4 A SubScope ScanSel scan begins

## ■ LIST

... KEYS: L

Pressing 'L' brings up the LIST menu, which offers the following:

LIST:  
NORMAL FILE/TARG TARG LEV SEL DSK JMP ASSOC

N Returns to normal file viewing (1..3 files per line)  
F Display files along with their targets  
T Show the list of currently defined targets  
L Open the SelectLevel window to list the Levels  
S Turn on viewing of the Selected list  
D Display the list of disks for selection  
J Show the list of jump points  
A Turn on viewing of Associated files (or source/target) opposite

#### ■ LONG FILENAMES

... KEYS: OL

This reissues the prompt whether to rename copied files to the source long filename. This also governs whether DBE allows long filename entry when defining targets or copying, moving, and renaming files.

#### ■ MakeDirs

... KEYS: =M

Press '=' for the disk status display, and then 'M' to toggle this flag. Normally, this flag should be left off; but during backups it may be more convenient to leave this flag on if you require the full source path (minus the drive name) to be included as part of the backup file name appended to the backup directory name.

#### ■ MOVE

... KEYS: M Ins+Del [Plus]

The MOVE tag calls for deletion of the source file once the file copy has completed successfully. The SrcCDel flag is set after the original file has been deleted. Be careful when buffering files tagged for a MOVE operation, because you should make it a habit to either save the DBSYS.CON.FIG file on exit from DBE or plan to have the source disk ready for DBE to copy the buffered file back onto it in the event you exit the program without completing the move of the file from the buffer to its target disk.

See: SrcCDel, BufCDel, COPY, DELETE

#### ■ NEXT

... KEYS: N

Press 'N' to jump to the next file on the memory list having the same name as the current file.

#### ■ OPTIONS

... KEYS: O

Press 'O' to show the Options list:

OPTIONS: D DIFF -> COPY R RE-ENABLE COPY C CLEAR ALL S SET ID  
AI I INPUT FILESET W WRITE FILESET L LONG FILENAMES \ DRIVES

**D** Changes **DIFF** tags to **COPY** tags for those files which you select  
**R** Re-enables copying in the **GO** loop for those files which you select  
**C** Clears all tags for entries within the scope you select  
**S** Sets the **diskID** for a disk or diskette, replacing the old one.  
**\** Opens the **DRIVES** check window so you can check or verify drive letters  
**L** Allows you to turn DBE's long filename functions on and off  
**I** Reads the current file as a **FILESET** file  
**AI** Reads the current file as a **FILESET** file; adds files to **Selected** list  
**F** Reads the current file as a **FILESET** file; clears levels before scanning  
**W** Writes a **FILESET** file with optional tag/target

See: **FILESET**, **COMPARE**

## ■ **PathScope** (**DirScope**)

... KEYS: **SP**

For any disk or diskette having a **DiskID**, **PathScope** refers to a particular directory of the disk along with all files which it contains.

See: **SubsScope**, **DiskScope**

## ■ **PROCESS** / **Process**

... KEYS: **P**

The **Process** flag is set when a **COPY**, **COMP**, **MOVE**, or **DEL** tag is set for a file, to indicate to the processing loop that the file is a candidate for processing.

The '**P**' key causes one file at a time to be processed, starting with the first candidate which can be found if the selection bar is not resting on a tagged file. The selection bar then moves to the next candidate for processing.

See: **GO**

## ■ **PROCESSING**

This refers to the carrying out of an operation on a file. Those operations which **DBE** performs include the following:

Copying  
Moving  
Deleting  
Buffering  
Comparing  
Viewing

The processing order may be affected by the **Scope** over which a **GO** is executed. Any **Associated** files are not included in a **GO**. The **Selected** list **Scope** restricts the **GO** to those files which are on the list, and processing is carried out in the order in which they appear on that list. **DirScope** and **SubsScope** cause the **GO** to process the files in the order in which they appear in their Levels, with the Levels processed in the order in which they appear on the Level list (which is fixed, and cannot be rearranged, although disks are added to the list in the order in which they are read). The **Queue** will govern the scope and processing order of a **GO** if **QueueStart** mode is turned on before the **GO** is initiated, and the queued files will be processed in the numerical order of their **processing numbers**.

Adding files selectively in the order desired is only one method of arranging the order in which files on a list will be processed. The built-in sorting by **Name**, **Extension**, **Size**, **Time**, or **Processing Number** can be applied to all three file lists (Level, Selected, and Queue). Manual repositioning of files by first selecting them and then dropping them from the Selected list (using the '**\_**' key) wherever desired in their home Levels

can also rearrange files within the Levels to which they belong. **Queue** entries' numbers can be changed by pressing '**q**' and then typing in the new number, if **QEnable** mode is on. (Ambiguities or duplicate numbers should be eliminated by using the '**QR**' **Queue Renum** feature after making such changes.) Tagging and untagging when **QEnable** is active operates similarly to toggling on and off the Selected List when it comes to reordering the **Queue**. And, the **Selected List** (or groups of tagged files) can be added to the **Queue** at any time (using the '**QA**' **Queue Add** feature) to build it up in stages in a particular ordering.

If these list orderings don't fit your needs, remember that it is also possible to save the **DBSYS.CON.FIG** file with all three of these types of ordering recorded in its data records; so that you might use multiple **.FIG** files to save the processing lists you want to use, and then drag-and-drop these files onto **DBE**, and execute a separate **GO** in multiple **DBE** sessions as required. (Rename the **DBSYS.CON.FIG** files if you want. The **.FIG** file extension isn't mandatory, either.)

## ■ **QUEUE OPTIONS**

... KEYS: **Q q**

Uppercase **Q** toggles a file on and off the **Queue**; lowercase causes the menu to appear:

QUEUE: **R**enum **ReL**ink **C**lear **A**dd **E**nable **S**tart **V**iew **G**O

**QS** toggles between **QStart** and **QStop**. When **QStart** is turned on, the next **GO** begins at the current entry set after **QS** is pressed, and only **Queued** files are processed.

**QE** enables display of **Process numbers** outside of the **QueueView** display (if **ScrollLock** is on or '**?**' is pressed twice). It also causes the **Insert** key to add and remove files to or from the **Queue** as their tag states change.

**Q** followed by typing in a number and pressing **Enter** sets the **Process number** of the current file to the value typed in (or the largest value that can be contiguous with the range of numbers given files so far).

**QR** and **QL** operate similarly, except that **QL** should be used after you change one or more processing numbers as just described.

**QA** adds files to the **Queue** from two sources; either the **Selected List**, which is then inactive, or a chosen **Scope** (File, Path, Subs, etc.).

**QV** and **Enter** both toggle the display of **Queued** files on and off. Note that **QR** is automatically activated before the **QV** display is turned on.

**QC** eliminates the **Queue**. **Selecting** a file starts a new **Selected List**, which is active until you press **Enter** while on a **Queued** file or you press **QV** or add files to the **Queue**.

## ■ **Queue Enable**

... KEYS: **QE**

When **QEnable** mode is on, a magenta ♦ appears in parentheses at the start of line one of the display except when the file status is shown there, when the current file's queue processing number may be shown in brackets there.

## ■ **RANGE**

This is usually the range over which a disk scan is performed (although the **select** option uses the term '**File Select Range**' to refer to the selection

scope). Pressing 'R' produces the following prompt:

■ SCAN RANGE SELECTION ■

RANGE: C CURRENT T TREE R ROOT F FILESPEC S SUBS D DRIVE V VOLUME

Range as used here is actually a composite effect of the file specification and the control over the loop which finds files and directories. The TREE, DRIVE, VOLUME, and SUBS scans iterate the search of single directory paths until all of the directories found have been searched, but the other scans read a single directory and do not search the directories found there. The filespec governs, for all scans but the TREE scan, the names of files which are searched for and added to the list. The DRIVE scan may, in the case of large disk volumes, be substituted by the ROOT scan if the scan is initiated by the AutoScan feature.

■ READ

... KEYS: R CtrlR ; : ' " F5 F6 ^F5 ^F6

This allows a disk scan to find files. Generally, the punctuation keys do not prompt for a filespec but use the current one, which can be edited before a disk scan if you use 'R', F5, or F6 to start the scan. The ' and " keys only look for directories, 'fleshing out' the directory tree; and the : and ; keys find files by specification. Pressing Shift leads to a Subs Scope scan; i.e., for the : and " keys. AltF6 will remove stubs from the list while scanning. If you only want a minimal level list that holds files you have read onto the list, use these keys for further scans, because it trims empty level stubs from the list during a search.

■ RENAME

... KEYS: K

Pressing 'K' opens the filename edit box where you can change the name of a disk file. Press Esc if you decide not to commit the change to disk, because exiting using the ▲ and ▼ arrow keys or Enter automatically does so. The prompts differ depending on whether you have LongFileNames enabled; and turning off this option is the only way you can rename a file using a short 8.3 filename (otherwise, the long filename is written using the whatever characters you type in, whether that constitutes a proper 8.3 filename or not).

■ REPLACE

... KEYS: X AltGR

Pressing 'X' toggles the replace tag; and pressing AltG followed by 'R' starts the GO loop in ReplaceMode, which processes only files tagged to be replaced for which an active source link (a bright green color of the -><- tag symbol indicating this) exists. The '/' key, which toggles viewing of Associated files on and off, also toggles viewing of active source files along with them.

■ SAVE

... KEYS: CtrlX AltX

AltX exits DBE without prompting where to, or to what filename, save the configuration, and always writes DBSYS.CON.FIG to the same directory as the DBE program which is currently running is in.

To write a file with a different name or to choose where it is to be written and, optionally, to include comments or a record name in the file, use CtrlX to exit.

When restarting DBE, if CapsLock, ScrollLock, or NumLock are on, the prompt to select the configuration to load will appear; otherwise, whichever is the most recent one selected will be loaded unless you have exited with

a different one being saved (or NONE). If the one you need does not load automatically without one of these toggle keys being on, restart with one of them turned on and then select or enter the filename when the prompt appears. To start with a fileset instead of a configuration, use the command "DBE /" to locate your \*.DBE fileset files.

#### ■ SCAN

... KEYS: ; : ' " R F5 F6 CtrlR ^F5 ^F6

See: RANGE, READ

#### ■ SCOPE

This generally refers to the scope of a file operation. The Go, Associate, Buffer, Select, Drop, and SetTarget operations can all be activated with a Scope prompted for. The file Select prompt for Scope is as follows:

##### ■ FILE SELECT RANGE SELECTION ■

SCOPE: File ^Selected Path Disk Subs Window Volume Global

If you are going to select files from the memory list to be added to the Selected list, if you choose to add files from within the selected scope, the list will be empty unless you start the Select option with CtrlS (which adds to the existing Selected list).

Note that if you are using the Queue, starting a selection process will put the Queue 'on the back burner' and the list-handling and display routines will service the selected list until you activate the Queue display or perform a list operation on it (which means that at that point you lose the Selected list if you are not adding it to the Queue).

See: Queue

#### ■ SEARCH (FIND STRING) SETUP

... KEYS: AltF AltI

This is a disk scan which searches files for a character string. If the string is found, it qualifies the file for the pending operation, which may include the following:

1) An entry for the file may be added to the memory list if there isn't already one.

2) The entry for the file will be added to the Selected List.

Press AltF to enter the search string and initialize the search tables for the scan to follow, which you choose by pressing one of the disk scan keys (F5, F6, ^F5, ^F6, RC, RS, ';', ':', etc.). Press AltI to toggle case sensitivity and re-enable the last scan search.

For files already on the memory list, both the Select and Unselect searches allow the disk scan search as an additional qualifier. To add <StrSel> to the Selector set and enter the search string, press 'F' when in the File Select procedure.

See: IgnoreCase

#### ■ SELECT

... KEYS: S CtrlS -

CtrlS adds to the Selected list; 'S' starts a new one; and '-' (above the text area of the keyboard, not on the keypad) toggles the current file on and off the Selected list.



See: **SCOPE**, **UNSELECT**

#### ■ **<SLTOI>**

... KEYS: **ShiftIns =Ins**

"Set Last Target On Ins" governs the operation of the keypad **Insert** key. In addition to toggling the **COPY** tag, when **SLTOI** is **Auto** this key will toggle the current file's target on and off, and when **SLTOI** is **Prompt** this key will cause a prompt for the target to be defined regardless of whether the tag is being turned on or off. Pressing **Shift** and **Ins** allows you to set this flag to **Off**, **On**, **Auto**, **Prompt**, or **Toggle**. (The **Toggle** state is currently unused, in versions up to 4.40 of **DBE**.) You can also press '=' followed by **Ins** to change this setting.

See: **<CTOM>**, **<SLTOP>**, **COPY**

#### ■ **<SLTOP>**

... KEYS: **ShiftPlus =Plus**

"Set Last Target On Plus" governs the operation of the keypad **Plus** key. Normally it tags the current file and advances the selection bar. It also can set a target or prompt for one, and this **<SLTOP>** flag governs whether it will do that. Pressing **Shift** and **Plus** allows you to set this flag to **Off**, **On**, **Auto**, **Prompt**, or **Toggle**. (The **<SLTOP>=Toggle** state is currently unused, in versions up to 4.3 of **DBE**.) You can also press '=+' to change this setting.

See: **<CTOM>**, **<SLTOI>**, **COPY**, **MOVE**

#### ■ **STATUS**

... KEYS: **=**

Pressing '=' allows you to set the following flag states after pressing '**R**', **CtrlA**, '**A**', '**M**', or '**K**':

##### FLAG NAME

<b>R</b>	CLEAR READONLY BITS	<b>clearReadOnly</b>
<b>^A</b>	AUTOMATIC DISK SCAN	<b>AutoScan</b>
<b>A</b>	TURN OFF ARCHIVE BIT	<b>TurnOffArch</b>
<b>M</b>	MAKE DIRECTORIES	<b>MakeDirs</b>
<b>K</b>	KEEP SAME FILE TIME	<b>KeepTimes</b>

The current directories used for **Backup** and the **Buffer**, as well as the current **DOS** and **Target** directories, can be set here also:

<b>B</b>	BACKUP	
<b>D</b>	DOS	
<b>T</b>	TARGET	
<b>U</b>	BUFFER	<- This directory should be left as is, once you set it to a valid permanent directory on a fixed disk.

The **FreeMemory** option is not currently supported (in versions up to 4.4 of **DBE**). The number of bytes of memory occupied by entries which have been removed from one of the lists (**Disk**, **Level**, or **File**) are also shown. If you cut files from the list, for instance, the number following "**F**:" will be nonzero until you scan the disk again to read more files onto the list, when it will become zero again if all of this 'free' memory is used for files read into the list. **DBE** builds beginning 04-11-11 incorporate a fixed memory settings option, which at least for the time being replaces the unsupported **FreeMemory** option. These settings can be changed by pressing '**F**' followed by '**D**', '**L**', '**E**' or '**T**'. See the **FIXED MEMORY** item for details.

If a **.FIG** file is loaded, you can press **C** to read any comment block in its header which you previously entered while saving that configuration file (by pressing **^X** to exit from **DBE**).

See: **DBSYSICON.FIG**, **BUFFER**, **BufferDir**, **FIXED MEMORY**

## ■ TAGS

... KEYS: **AltC Ins B Del Plus X**

KEY	TAG TYPE	SYMBOL
<b>AltC</b>	Compare tag	<b>COMP</b>
<b>Ins</b>	Copy tag	<b>COPY</b>
<b>Del</b>	Delete tag	<b>ΔDEL</b>
<b>B</b>	Backup tag	<b>COPY</b> <- a '»' symbol replaces the '.' in the filename
<b>X</b>	Replace tag	<b>-&gt;&lt;-</b>
	Difference	<b>DIFF</b> <- tag is set automatically; not by a keystroke

For file processing, a tag must be set, at minimum; targets are prompted for if not already set.

See: **BACKUP**, **COMPARE**, **COPY**, **DELETE**, **DIFFtag**, **REPLACE**

## ■ TARGdir

... KEYS: **=T**

## ■ TARGET

... KEYS: **T t**

Capital and lowercase '**t**' act differently. '**T**' allows you to choose to set targets for certain files, as follows:

<b>B</b> BOTH	<b>U</b> UNTAGGED	<b>T</b> TAGGED
<b>A</b> ANY	<b>N</b> NO TARGET	<b>W</b> WITH TARGETS

That is, you can set them for tagged files, untagged files, or both; and you can also specify that files having targets, not having targets, or any files, are included in this operation.

## ■ TOTALS

... KEYS: **=**

Memory totals are on this display, reached by pressing '**=**'. If you then press **PgDn** (or press just '**|**'), the **Disk Totals** display appears.

See: **DISK**

## ■ UNSELECT

... KEYS: **U CtrlU - \_**

The '**-**' key toggles files on and off the **selected** list. **U** or **CtrlU** removes them from this list if they meet the selection qualifications you choose. The **\_** key drops entries from the **selected** list into their home level at the location of the currently selected entry in that level.

See: **SELECT**

## ■ VERIFY

... KEYS: **AltV V**

Single files can be automatically **COMP** tagged and compared with a target by pressing 'V'. To start the **GO** processing loop and have all files checked after copying is completed, use the **AltV** key (no **COMP** tags are needed to have these checks performed).

See: **COMPARE**, **DIFFtag**

#### ■ **VIEW**

... KEYS: { } `

The file viewer is started from the main loop with these three keys. The braces load the left (top) or right (bottom) windows, and the **reverse quote** loads whatever window is in use, initially in full-screen mode.

#### ■ **WINDOW**

... KEYS: **Tab F9 F10 [ ]**

These five keys set the current window, but it can also be set when exiting from the **SelectLevel** or **SelectDisk** options.

#### ■ **WRITE DBSYSCON.FIG**

... KEYS: **AltX CtrlX**

See: **SAVE**

#### ■ **WRITE Fileset**

... KEYS: **OW**

Pressing **OW** brings up the **write FILESET** prompt, "FILESET:" and a prompt, "FILESET NAME:", for the output file name. This would usually be a filename with a .DBE extension (if you want "**DBE /**" to find them at startup). After you enter a filename, the next prompt, the following options can be chosen:

TAG: **COPY VERIFY TARGET** ← **OK** NAME DESTINATION LongFileNames: Y

Here you may press **Enter** to continue, **C** or **V** to add **COPY** or **COMP** to the **FILESET** directive, **N** to re-edit the filename, **D** to select the directory portion of the filename, **L** to toggle the choice of whether to write long filenames to the **FILESET** file, or **T** to add **TARGET** and a target path to the directive before continuing. If you press **T**, the **Set Targets** prompt appears, and when you press **Enter**, the prompt

#### ■ **FILESET SELECTION RANGE** ■

SCOPE: **File** ^Selected **Path** **Disk** **Subs** **Window** **Volume** **Global**

appears, and you may select the scope over which files will qualify for inclusion in the FILELIST file. Then the **Select** prompt is issued, which allows you to qualify the selection search for the files within the scope you chose:

SELECT: **TAG ATTR \* ALL CRNT EDIT** ◀ **NAME.\*** ▶ **\*.EXT** **DATE** **SIZE** ◀ **OK**  
SPEC: **\*,\***  
<ANY FILE>

(Although you normally may use the TAG suboption to set file tags, this is not used during the **WRITE FILESET** procedure.)

When the FILESET file is input by the **OI/OF**, etc. options, you are prompted to press the drive letter for the source/target drive(s). This assumes that the disk may not be in the same drive it was in when **DBE** created the FILESET file.

NOTE: Using the **Filename** target type does not work with this option.

See: **INPUT**, **FILESET**

## ■ — DBE STATUS FLAGS —

BEabled BufCde1 Copied DestDef Written  
DisBuf Distarg FinBuf SrcCde1 Tried

### ■ BEabled

Buffering is enabled for the file

This status flag is set by DBE when you give the command to buffer a file, and signifies (to the GO loop) that buffering is enabled for the file and that construction of a buffer filename for the file is to be carried out and that the buffering status flags FinBuf, BufCde1, Written, DisBuf, and Distarg are to be checked at various stages during the copy or move of the file. These flags determine whether the file is copied to the buffer from the source or to the target from the buffer, as well as indicating whether the file has been MOVED into the buffer and the source copy deleted (which means that if the final copy from the buffer to the target is unsuccessful for any reason, DBE will attempt to restore the buffered file to the source disk should you decide to cancel the operation for some reason).

See: DBSYSCON

### ■ BufCde1

Copy of file has been deleted from the buffer

This file status indicator is set by DBE when a previously buffered file has been MOVED to its target and the buffered copy has been deleted.

### ■ Copied

File has been copied to its target

This file status flag is set for a source file when copying is complete; i.e., when the target file has been successfully written on the target disk. The tag displayed will also be changed from COPY or MOVE to ■OK■ and the file entry's Associated link set to the file entry created for the target file so that pressing Enter causes a jump from the source file entry to the target file entry, and vice versa.

### ■ DestDef

A destination (target) is defined for the file copy

This file status flag will be set by DBE once you have defined a target for a file. If it is not set, the GO loop will prompt you to choose a target at the time the file copy is ready to begin.

### ■ DisBuf

The destination is the buffer, at the time

This file status flag is set by DBE at the time it receives your command to buffer the file, and signifies (to the GO loop) that the destination of the copy or move is the buffer directory and not the eventual target location.

### ■ Distarg

The destination is the target, at the moment

This file status flag is set by DBE at the time the file is written into the buffer, and signifies (to the GO loop) that the copy or move is from the buffer directory to the target location.

### ■ FinBuf

The file is in the buffer

The **FinBuf** file status flag is set by **DBE** when a file is copied into the buffer directory as part of the file buffering procedure.

#### ■ **Found**

The source file was found when checked for

The **Found** status flag is set by **DBE** when the processing loop determines that the source file is available in the disk drive. If it cannot be found, this flag is cleared.

#### ■ **SrccDel**

The source file has been deleted (because moved)

#### ■ **Tried**

A copy/move operation was attempted, whether ok or not

#### ■ **Written**

The file has been written to the buffer

#### ■ — MISCELLANEOUS —

#### ■ **EXEdir**

--- DIRECTORY

This is the location of the **DBE.EXE** program file.

#### ■ **VLabel**

--- IDENTIFIER

This refers to a disk volume label created by the operating system when you use the DOS LABEL command (or the Properties dialog in MS-Windows).

#### ■ **DBCONFIG**

--- FILENAME

**DBCONFIG.CFG** is the configuration file containing text strings such as file names (the buffer location, filename search strings, etc.). If this file is not found at startup, **DBE** brings up the **STATUS** display so that you can set the **Buffer** directory and the flags (**AutoScan**, **<SLTOP>**, etc.).

**DBE** automatically saves this file on exit.

#### ■ **IDPATH**

--- DECLARATION

This is a declaration which you can place in the **DBCONFIG.TXT** file. When this declaration is followed by a fully qualified path (directory) name, disk scans involving the indicated drive (which should be a fixed disk) will look for (or write) the **DiskID** file in that location instead of in the root directory. This feature is used on network drives where the root directory may be ReadOnly, in order to allow **DBE** to recognize a location where it is permissible to write this disk identifier.

#### ■ **IGNORE**

--- DECLARATION

This is a declaration which you can place in the **DBCONFIG.TXT** file. When this declaration is followed by a fully qualified path (directory) name, disk scans involving the indicated drive will overpass the named

directory, not adding any of its files or subdirectories to the list. Usually you would define **IGNORE** statments for your Documents and Settings, Program Files, and windows or WINNT directories so that **DBE** will not search through them unless you remove the **IGNORE** status or search for specific files (i.e., NOT using a \*.\* wildcard search). Any other large directories or those containing files you never update are also good candidates for **IGNORE** declarations.

#### ■ **NONE**

--- NO DBSYSCONFIG

This is one of the startup and exit choices for locations to which to save the **DBSYSCON.FIG** file (or whatever you've currently chosen for a name for it). This choice is, no file is saved, and afterward, no file is loaded at startup.

See: **SAVE**

#### ■ **OCCUPIED**

--- NUMERIC

See: **PROJECTED**

#### ■ **PROJECTED**

--- NUMERIC

In the **Disk Status** list display, **PROJECTED** is the amount of space which will be in use by files on a disk after all scheduled deletions from that disk and copying to that disk have been completed (assuming no files on the target disk will be replaced).

The projected total will be larger than the actual total when files on the target disk are replaced during copying, because **DBE** does not allow you to elect to replace files prior to the **GO** operation. You are prompted during processing concerning this, and you may then decide, on a case-by-case basis if you choose, whether to replace files.

#### ■ **RECORD**

--- FIELD NAME

Exiting with **CtrlX** allows you to include a 58-character record identifier in the **.FIG** file saved. What you do with this field is your own business. **DBE** just ignores it, except for allowing you to edit it or displaying it when you press '=' to view the **STATUS** display or when you load a **.FIG** file on the command line at startup (or by drag-and-drop).

See: **COMMENTS**

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