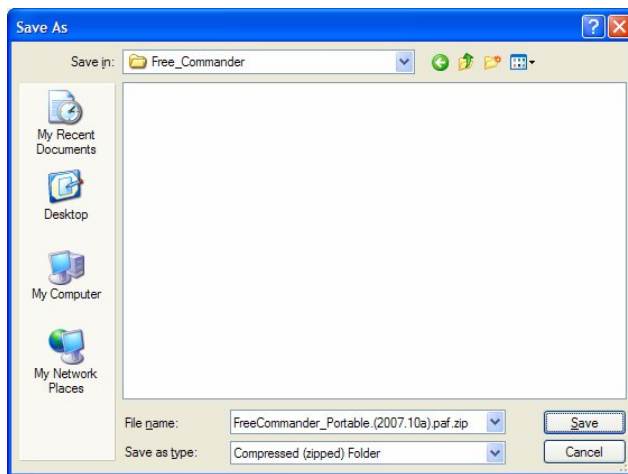
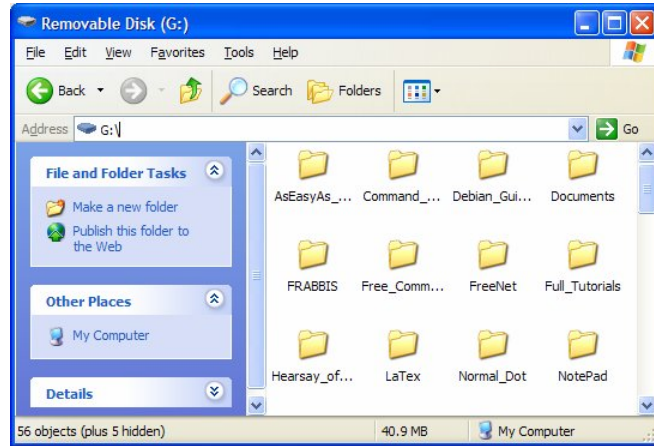


Installing and Running FC from «FreeCommander Portable».

Introduction. FCPortable is an excellent way to set up a file-manager to flash stick: FC leaves nothing behind on any host PC. – Yet the quirks of the unZipper that's already on the PC when FC is downloaded might baffle people during the install. And beginners may not be too familiar with Windows' own file-manager – which does play a role when installing FC and to run it also.

1. Plug in your flash after booting Windows. — A message appears: Windows has detected it. Right-click on the Windows START button and tap o or click Open to run Explorer. Navigate to the flash by clicking on the DN-arrow at the upper right. Go down to the flash drive and click on it. Note the assigned drive-letter.



2. Make a new directory on the flash-drive «Free_Commander» (click TASKS at the left of the current Explorer window: del, type [ENT]). Right-click on the icon for the new directory (folder) and tap letter «o» or click on OPEN.

3. Download FCPortable (SAVE). Click down-arrow at SaveIN slot; arrow to the flash-letter [ENT]; click Free_Commander; click OPEN at lower-right; click SAVE and go back to Explorer. Double-click on

the downloaded zipfile. (— If double-clicking does nothing, delete zipfile and download again. — Repeat this step 3.)

4. Double-click on the now appearing file FreeCommanderPortable...paf.exe . — Pick RUN if a window appears asking about what to do with the zip-file.

5. It asks for language. Pick one, and OK. — Click to agree to license terms.

6. The next install window asks to confirm that the installation directory shall be the one highlighted in dark blue: \FreeCommanderPortable. You will want slightly to modify what is highlighted there in the following way. —

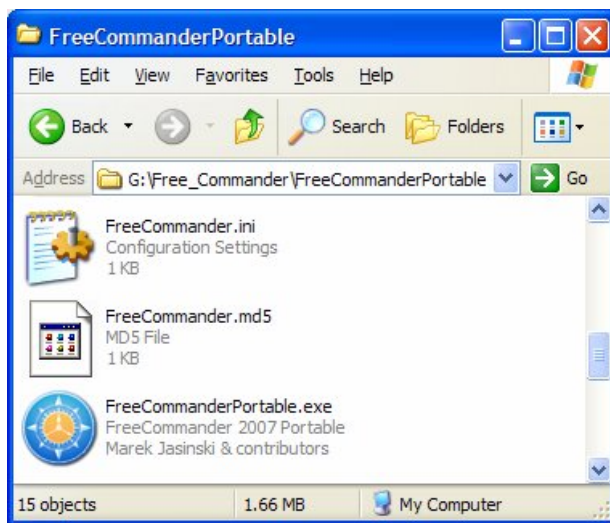
(a) Press the HOME key on the keyboard to get to the beginning of the line.

(b) Type «N:\Free_Commander» (no quotes) in front of what is already there. Substitute for N the letter that Windows has assigned to the flash-drive. The line now reads «N:\Free_Commander\FreeCommanderPortable».

(c) Double-check the line for correctness. When satisfied, click INSTALL.

7. Click FINISH for «Completing Setup Wizard.» The installer will disappear. The Explorer file-manager should be visible which you had opened in step (1).
8. Click on the green-and-white BACK arrow at the upper left of Explorer or do the same thing by holding down [left-]ALT and tapping on arrow-left. The title reads N:\Free_Commander. You will see a yellow icon for the directory named «FreeCommanderPortable,» and you will see a second icon with a zipper on it.
9. You might as well let the zipfile stay in the N:\Free_Commander directory (M-Soft calls directories by «folders»). Letting it stay here reminds you where the zipfile of the next version of FC will go. N:\Free_Commander is also a good place to keep a spare copy of your custom-tweaked INI file for a next version (more later on this INI). Keep here also any .txt- or .doc files you might make that pertain to FreeCommander. The present HowTo is conveniently kept here.
10. In the «Explorer» file-manager window you are now looking at — M-Soft calls its browser by «Explorer» also — the title of the window will (step 8) read N:\Free_Commander, and its contents include the zipfile (step 9) and a folder icon (step 8), along with this HowTo-file if you do copy it here now or later on. We will shortly write what's called a «batch» file to make it still easier to launch FreeCommander from any Windows PC into which you may plug your flash drive. For now, we will run FC from where we are to test out the install. If you have never used any file manager but M-Soft's «Explorer», you will soon see how FC will replace it, and without tampering with M-Soft's version or the Windows OS.

To run FC, right-click on the FreeCommanderPortable folder and click on OPEN or tap the letter-key «o». The address now reads N:\...FreeCommanderPortable. Note an EXE «FreeCommanderPortable».



Double-[left] click on it, and watch FC pop up. By default the left pane is cued up to C:, the right pane to the flash. Click on maximize (the middle button) at the upper right, or else resize FC by hovering the mouse at an edge, holding down mouse-left and dragging. — Now that we know the program runs, we'll go fetch a HELP file and do configs later.

11. Installation of HELP file. — If you press F1 or click on «Help», you will get «Help file not found, Open the download page?» For the moment, pick NO. We do want the help-file, but let's ALT+TAB to Explorer for now. Its address (path)

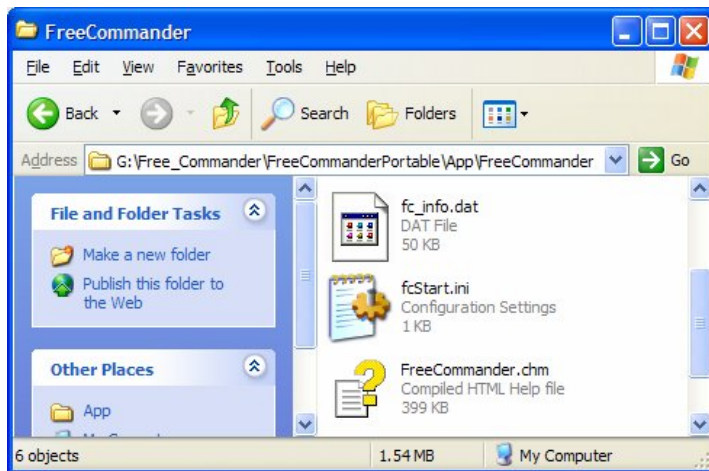
remains N:\Free_Commander\FreeCommanderPortable. Right-click on the APP folder and OPEN. Right-click the FreeCommander folder and OPEN. You will see stuff you don't have to pay attention to except for this: HERE is where HELP goes; we have come here SO THAT we'll be sure it goes here when we download. Write down the path, or come back here later, so you know where HELP belongs: N:\Free_Commander\FreeCommanderPortable\App\FreeCommander.

Keep this Explorer-window where it is, and go back to FC itself (ALT+TAB, or click inside of FC). Press F1 again, and pick YES for download. Look about halfway down the web-page for «Help file – please unpack ... » and click on it.

A box pops up: click SAVE. Don't do anything else for now: the HELP files would go to the wrong folder IF you just clicked on Save again. For the correct folder, click icon=FreeCommanderPortable and then (lower right) OPEN; then click APP icon and (again) OPEN; and click icon=FreeCommander (finally) and then OPEN. Now we ARE cued up to where we should be: NOW it is okay to click on SAVE. ALT+TAB or otherwise go back to Explorer. What got downloaded is a chm.ZIP.

— Which we unzip as follows: we already have the Explorer file-manager set to where the zip-file was just now downloaded. Voilà! — There it is. Double left-click on the zipfile. Explorer will change to show the FreeCommander.chm file (icon and yellow question-mark). — At left, click on «Folder Tasks» for «Extract all files.» A Wizard appears. Click NEXT. The Wizard (it is not FC's fault!) wants to extract the zipfile to an additional sub-directory IT «wishes» to create (WE don't want it to do that). Lop off the end part which names the sub-directory it wishes for: tap the END key to get to the far right; then BACKSPACE, carefully, until you get to the backslash (leave the backslash). If you make a mistake or backspace too far, just cancel (no NEXT) and start over from «Tasks - Extract.» Otherwise, NEXT. Uncheck SHOW and click FINISH, which exits from the Wizard.

In the Explorer window where you had just now done «Extract,» click on the green|white back-arrow at upper left. What matters in any case is winding up with the «compiled HTML» FreeCommander.chm in N:\...\App\FreeCommander.



12. Go back to the running FreeCommander program and press F1. HELP files now appear. Whenever the HELP files are in topmost focus on the desktop, exit from HELP by ALT+F4, without worrying that you might exit also from FC. Let's do some initial configuration of FC now that we've assembled all of its parts.

The first thing we suggest is to go to the Extras=>Settings

menu: by mouse (or tap ALT, tap x, tap s) and arrow-down to START PROGRAM. We suggest «Windows TEMP folder» instead of TEMP on the flash-stick. — The less reading-and-writing any program does to a stick, the better for the longevity of the stick.

On this same START PROGRAM, we suggest changing the default for the left panel from %SYSTEMDRIVE% to the same setting as the right panel. You may be taking your flash-drive to a number of sites: if you are doing a demo of FreeCommander to a boss or employee, it may be better for now to view only what is on the memory-stick itself. If you agree, then click inside the Right Panel slot, press the HOME key on the keyboard to get to the left, hold down Shift and tap the END key (then lift hands) and do a CTRL+C to copy the

contents (hold down CTRL, tap C, lift) to the clipboard. Now click inside the right edge of the slot above, hold down Shift and tap HOME (lift) and press DELETE. Now do a CTRL+V to copy. %FcSrcDrive% will appear in both.

Also under START PROGRAM at the top you will see «Config File.» The default setting is fine, though not explained correctly: it sounds like the INI file for your custom-settings goes into the folder where the EXE is located that we had clicked on to run FC (10); but that doesn't happen, which is OK. It is located in the \Data\settings SUB-folder BENEATH where FreeCommanderPortable.EXE is. The authors of FreeCommander have put a little file «settings_readme.txt» into that subdirectory which tells us just that, so all is forgiven. (You'll find there also an ini.default file, in case you ever want to return to the original settings.)

We're done with settings for now. Click on OK at bottom of START PROGRAM.

The left pane of FC still displays the system-drive (usually C:\). FC will cue up change(s) the next time you run FC. Change the left-drive now by hand if you want to: do ALT+F1 and use the left|right arrows to move to the desired drive [ENT]. (Changes by hand won't override the START PROGRAM configs you did.)

13. Do ALT+F4 to quit from FC for the time being. Go to or click on Explorer. The address shows where we had extracted HELP to. Click once, and once again, on the green|white back-arrow (or [left-]ALT+LEFT twice). Explorer will now be back at folder N:\Free_Commander\FreeCommanderPortable where the EXE is found which we had clicked on to run FC. We are of course able to launch FC at any time from here by clicking like we did before on the EXE in this very folder. (We may wind up using Explorer mainly to launch the more fully-featured FC.)

But it is a bit of extra work to drill down every time in Explorer from the letter-colon of the flash drive, just so we can get at the EXE and click on it: first into the Free_Commander folder and then into the FreeCommanderPortable folder. If we write a «bat» file to do that drilling-down for us, all we have to do is right-click on the Windows START button and get to the flash-drive letter. We'll put the bat-file where we can find it right away in that FIRST window-ful; and we'll name it by «Activate_Free_C.bat» so that it's on the top of alphabetical order.

14. Launch FreeCommander once again by double left-click on the EXE, as we did before (step 10) and as mentioned in step 13. Tapping the TAB key toggles between the left and right panes (or panels) of the program. Tab over to one or the other pane where the letter:colon designation indicates your flash stick. If the drive listing at the top of the pane reads anything but «N:\», the pane is not cued up where we want to be: hold down [left-] CTRL and tap HOME (lift): the listing for the pane now reads «N:\» (root directory of N: drive). — It is here, at the topmost location (root) of the flash-drive, where the batfile will go.

To bring up a text editor – the default is Notepad – hold down SHIFT and tap F4. A small window asks for the name of the file we are about to create — type in «Activate_Free_C.bat» (without the quotes) and then either (1) TAB over to OK and press ENTER, or (2) click on OK. A blank Notepad screen will appear. — A «text editor» is like a word processor but without special formatting. — In the editor we will type in the commands listed below (or more easily, copy them by CTRL+C and paste into e.g. NotePad by CTRL+V); save to the flash; and exit.

15. The second version with error message does not work on Win98 or before.

```
@echo off
cd Free_Commander\FreeCommanderPortable
start FreeCommanderPortable.exe
exit
```

The long version tells if the EXE isn't where we expect it to be from this HowTo:

```
@echo off
if exist %cd%\Free_Commander\FreeCommanderPortable\FreeCommanderPortable.exe goto go
echo.
echo Error somewhere! Look for where FreeCommanderPortable.exe is.
echo.
echo Please press the space bar when you wish to end this bat-file.
echo.
pause > nul & exit
:go
cd Free_Commander\FreeCommanderPortable & start FreeCommanderPortable.exe & exit
```

When we save the batfile (in Notepad: tap ALT, tap f, tap s), we know it will be written to N:\ on the flash; that will happen because be brought up Notepad (SHIFT+F4) from one or the other pane of FC whose heading is N:\. After we save and we exit (in Notepad: tap ALT, tap f, tap x), «Activate_Free_C.bat» will appear listed among items in the pane N:\ from where we had done SHIFT+F4.



```
Activate_Free_C.bat - Notepad
File Edit Format View Help
@echo off
if exist %cd%\free_commander\FreeCommanderPortable\FreeCommanderPortable.exe goto go
echo.
echo Error somewhere! Look for where FreeCommanderPortable.exe is.
echo.
echo Please press the space bar when you wish to end this bat-file.
echo.
pause > nul & exit
:go
cd Free_Commander\FreeCommanderPortable & start FreeCommanderPortable.exe & exit
```

Let's test out the batfile. Quit (exit) from FC by ALT+F4. The Explorer display from which we had launched FC in step (14) should come into view (unless you have other unrelated windows up) when FC disappears (quits). — Its heading (address) will be as we left it: N:\Free_Commander\FreeCommanderPortable.

Click inside the address-slot (or do CTRL+F4, then ESC) and tap HOME; then arrow-right to just past the first 3 characters (N:\); hold down SHIFT, tap END (lift); press DELETE and then ENTER. Near the top see «Activate_Free_C.bat», with a gear-icon. Double left-click on the icon to run FC directly from this, the TOPMOST window-ful of the N: drive in the M-Soft Explorer file-manager.

16. Let's do a task in FC and back up (copy) our INI file to N:\Free_Commander. (The INI file preserves the changes we've made so far to FC.) Convention has it in the history of Commander-type file managers to take the left pane as source (the source i.e. of WHAT e.g. we want to copy, move, etc.), and the right pane as target (WHERE i.e. we want to copy or move TO, etc.). TAB to the left pane if you aren't already there. – Recall that TAB toggles between the two panes. — Press TAB a few times to see again how it works – when ready, TAB to left pane.

If the address (heading) for the left pane does not read N:\ or N:\something, do an ALT+F1 (see step 12, last paragraph) and arrow-left or -right to N [ENT].

Arrow to the Free_Commander folder [ENT], then to FreeCommanderPortable [ENT], arrow to DATA [ENT] and (finally) to SETTINGS [ENT]. Now arrow to the FreeCommander.ini file. — So much for setting up the left pane («source»).

TAB to the other pane and (likewise) to N-drive, and to N:\Free_Commander. So much for setting up the right pane («target»). Now TAB again to left pane.

Double-check that the heading for the left pane is correct and that the cursor is on the INI-file (and not on the ini.default file), and double-check the right pane.

Note that the cursor for where you are now (left side) needs to be on the file you want to copy (the INI) — while (TAB temporarily over to the right pane for a moment) the cursor for the right pane can be ANYWHERE in the list as long as the HEADING reads «N:\Free_Commander» — move the cursor up ▲ and down ▼ freely right now, just to see for yourself (when ready, tap TAB to go back left).

Press F5 to copy the INI from the left-pane location to the right pane location.

Look to the right and see it there. — Doing this backup is a good idea so we can always (if we want to) go back to an earlier INI. — Now let's automate this task. Which means (you guessed it) we'll write a .bat file («batch» file). TAB over to the right to N:\Free_Commander and open a text editor (as before: step 14) by SHIFT+F4. The file-name we type in reads: INI_Bak.bat (TAB to OK, and ENT).

```
@echo off & set herenow=%cd% & cd\  
if "%cd%"=="C:\" echo INI_Bak not designed to run from drive C: .  
if "%cd%"=="C:\" goto more  
rem This batfile runs only from flash-stick.  
::  
set drive=%cd% & cd %herenow%  
if not exist INI_Bak.bat goto whoops  
:: INI_Bak is designed to run from its own directory.  
echo %cd% > echo_CD.txt  
find /c /i "Free_Commander" echo_CD.txt > nul  
set test=%errorlevel% & del echo_CD.txt > nul  
:: > nul keeps batfile from talking out loud on-screen.  
if %test%==0 goto run  
:whoops  
echo INI_Bak.bat runs only at %drive%Free_Commander.  
:more  
echo.  
echo Tap space bar to quit the current INI_Bak .  
pause > nul & goto end  
:run  
if exist FreeCommander.inx del FreeCommander.inx > nul  
if exist FreeCommander.ink ren FreeCommander.ink *.inx > nul  
if exist FreeCommander.ini ren FreeCommander.ini *.ink > nul  
:: Max 3 levels deep of INI backup in Free_Commander folder.  
cd FreeCommanderPortable\Data\settings  
:: The working copy of INI stays here in SETTINGS subfolder.  
copy FreeCommander.ini %herenow% > nul  
:end  
set test= & set drive= & set herenow=  
:: Erase temporary environment variables created above.  
::  
exit
```

If you wish, you may add the following explanatory text directly into the batch file. The double-colons at the start of each line are the same as REMs but faster. Copy or type the following text ahead of the 1st line above or after the last line.

```
:: Run this batfile to back up FC's INI file to the folder  
:: N:\Free_Commander, where N = assigned flashdrive letter.  
:: Inside FC, scroll to INI_Bak.bat, and press the ENT key.  
:: To work, it must live in and be run from Free_Commander.
```

Save the file as before (step 15) and exit from the text editor. Notice now at the right-hand pane (which is where we were before we called up the editor) that INI_Bak.bat is displayed among the list of files. Let's run it — like this:

Scroll down to our new INI_Bak.bat (which for beginners means: move the cursor down to rest on top of the entry for the file). To run it, press ENTER.

We now see that the automation-routine which is our new .bat has renamed to a .INK file the .INI which we'd copied here by hand (so to speak!). The bat-file (a batch of commands IN a file line by line) has copied the working INI file to N:\Free_Commander. The latest copy-by-bat keeps the .INI 3-letter extension.

If you were to run it again, the INK gets renamed to an INX; the INI to an INK: to make room, that is, for the latest copy-over-to-here of the FC INI file. The working edition of INI meanwhile stays by default in its own dedicated subfolder. The bat-file gives i.e. 3 levels deep of back-up (INI, INK, INX) for FC's INI file.

The Free_Commander folder is a good place to keep a small handful of backups, because FC does not look in N:\Free_Commander for the INI it actually runs on.

But it is a good place for another reason: it isn't a folder which will be affected by an upgrade to the next version of FC — except, of course, that the old Zip-File (we keep it here as reminder: step 9) will be overwritten with the new one. If (when the time comes to upgrade) you make sure that your INI is backed up, then all the work you put into customizing FreeCommander is nicely preserved.

17. Up to this point we've worked on only one file at a time; we put the cursor on the file (step 16) and used F5 to copy. One advantage to a Commander-type file manager is being able to select any number of files from the same folder for copying (or moving, and so on). Imagine the source pane, for example (#16), cued up to the folder on the hard-drive where we keep «.doc» files. The target pane is cued up to the flash-drive where FC is installed and running. We have a wonderful opportunity — AS WE COPY to flash — to create ON the flash-drive a more carefully thought-out folder-layout than we might have (at the moment) even on our own hard-drive. On the flash we can namely create, via FC, any directories we want and name them however we want — by means of the F7.

Whereas on the hard-drive, all our .doc-files might be in a single place: on the flash we have the opportunity easily to put them into mnemonically-named and self-created folder-compartments – which make the .doc-files easier to find and keep track of. In any case, we'd like to do at least a handful of copy-operations ALL AT ONE TIME, over to the flash-drive; and maybe several or even lots of handfuls. — Here is where the classic «Commander» file-manager truly shines.

Tap ALT, tap x, tap s — or click on Extras, Settings. Scroll down to (or click on) «DOS Prompt.» Check the first two boxes (if they are not checked) by clicking inside the boxes or (easier) clicking on their titles. The third box we un-check: «Close shell window...» Now click below the Dos Prompt slot: Function Key Bar. Check «Function ... Visible» (icons optional). TAB to OK [ENTER] or click on OK.

To replicate a classic Commander feature: tap ALT, tap x and tap s (or click Extras, Settings) and scroll to or click SELECT ITEMS. In the «NC-mode» box, leave check marks in «Select ... Mode» and «Go ... spacebar,» and click OK.

From even pre-Windows Dos – MSDos wasn't or isn't the only Dos – and from Unix (including BSD and Linux today), the classic Commander makes use of the space bar to «mark» files for copying and moving (etc). Marking means making an as-you-go list, on-the-fly (a SET of files), of what it is you'd like to copy or move (etc). — Let's create four disposable files and work with them inside FC. –

Get to one pane or the other of FC which is cued up to the flashDrive letter, and arrow to N:\Free_Commander [ENT] (N=flash-letter on your system). CTRL+D invokes a DOS window (hold down CTRL, tap d, lift). Type the commands given below to create the first three of a total of four files we'll work with as demos. A flashing cursor shows where you type, preceded by N:\Free_Commander> .

```
echo frabbis1 > frabbis1.txt [ENTER]
echo frabbis2 > frabbis2.txt [ENTER]
echo frabbis3 > frabbis3.txt [ENTER]
exit [ENTER]
```

exit leaves DOS, window vanishes. — Now if we had only one file to create, we could just as well click in the Command-Line slot (below the left pane) and type in ONE command which includes exit. Please type for our last of 4 files in total:

```
echo goldie > goldilocks.txt & exit [ENTER]
```

Scroll to (=put cursor on) frabbis1.txt and execute CTRL+Q (FreeCommander's «Quick View»). View the text, such as it is, in the opposite pane. — CTRL+Q bails out of Quick View (do CTRL+Q again). Arrow down to frabbis2.txt (same).

TAB over to the other pane and cue up the flash-drive letter (if not already) by (as before) ALT+F1 (if the left pane), or ALT+F2 (if the right pane): then arrow left or right to the flash-drive letter N: [ENTER]. If heading doesn't read N:\, do [left-]CTRL+HOME. F7 makes a new directory: type FRABBIS, TAB to OK [ENT]. The cursor proceeds on its own (very nice!) to the FRABBIS folder-name [ENT]. (Pressing [ENTER] when the cursor is atop a folder-name [directory] opens it.)

There is of course nothing there, except two little dots: press ENT and you will be back at N:\ with the cursor on FRABBIS. If you did that, press ENTER again.

The heading reads N:\FRABBIS. – TAB to the other pane, N:\Free_Commander, where we find (of course) our three frabbis files. – Scroll to any of them and tap the SPACE bar. You have just MARKED a frabbis file. Notice that after marking it, the cursor moves down by itself to the slot below. Un-mark that file by scrolling up and tapping SPACE again (and cursor moves down). Go now to frabbis1.txt and mark it (and the other frabbisses) by successive SPACE-bar taps. The three of them constitute a marked set. – Nothing IN files (in case you wondered) ever gets marked or modified — the marking takes place inside of FreeCommander.

The conventional set-up in the classic-Commander tradition reads «source» at the left-hand pane, and «target» at the right-hand pane; so let's duplicate that set-up for ourselves, like this: execute CTRL+U (hold down CTRL, tap «u», lift): which switches panels («panes») left to right, and right to left. If you'd already had N:\Free_Commander at the left and N:\FRABBIS at the right, you've been following classic usage all along: but do CTRL+U anyway, and then once again. It is a nice feature that our three frabbis files STAY marked after we do CTRL+U.

Note that after you do a CTRL+U the cursor stays wherever it was to begin with, at the left or right. CTRL+U (in other words) is one way to make the other pane to the active pane. If you want to get the cursor, too, over to the opposite side (to where CTRL+U has moved everything else), press TAB. The currently active pane is the pane i.e. where up- and down arrow-keys cause the cursor to move.

In what follows then, we'll all have «N:\Free_Commander» on the left-hand side and «N:\FRABBIS» on the right. — MOVE the marked files frabbis1-frabbis3.txt from the source (left) to the target (right) by F6. To have FC ask before moving, press SHIFT+F6 (hold SHIFT, tap F6, let go of SHIFT: check: TAB to OK [ENT]).

FreeCommander's «SHIFT+» feature for ASK FIRST (confirm) will be defeated if you check (activate) the little box inside the ASK window of MOVE which reads «Overwrite without prompt» [here: prompt=ask]. The box is there because the underlying MOVE function is really a native Windows operating-system function. It's the Windows OS (not FC) that brings forward this (yes, it's odd) check-box.

Now this unwanted oddness is a small price to pay for the SEAMLESSNESS by which FC operates IN FACT — although it doesn't look like that at first glance.

By «seamlessness» I mean — FC DOES NOT OBTRUDE ITS OWN COMMAND-FUNCTIONS INTO THE WIN OS. – FC is transparent to the filesystem. – FC runs Win's OWN functions. So: TAB past the overwrite? to OK. (Likewise: if you have only C: on your hard disk and want a D: drive to store Windows doc-FILES etc., USE M-SOFT'S OWN (supplied) FDISK [despite its learning curve], not ANY 3d-party tools to create the D: «drive» (what Unix calls a hard-drive «partition»).

Because we have MOVEd them, the frabbis-files vanish from the left pane and appear in the right pane. – Everyday uses of MOVE include (1) Freeing up space on your hard-drive; (2) Keeping files with you on flash instead of on a computer at school or work; or (3) As the first stage of organizing files into folders YOU give names to: (a) Organize them all on flash, then copy [back] to hard-drive; (b) Backups are on flash [COPY back to hard-drive]; (c) Replicate on hard-drive your newly-created folder-layout from the flash. At any given session during the organizing-project, you can do as much or as little as you feel like at the time.

18. A powerful file-manager lets average users become power-users. Norton and even earlier Commanders for DOS and Unix were arguably the first serious file-managers for power users. A Commander lets a person see the directory-and-drive layout very clearly; and, in its classic versions, across a network too.

A Commander is a graphical interface that acts as a bridge or mediator between the DOS- or Unix command-line and the user. F5, for example, in a Commander is equivalent to typing the «copy» command; F7 to «md» (make directory).

Marking files is like typing their names after [typing] a command — it not only saves typing but avoids mis-typing. A Commander is also a wonderful way to learn the command-line (CLI). A classic Commander always includes a built-in command-line slot. And yet however excellent a Commander is, the command-line can sometimes serve as well or better, and for sys-admin work in particular. Our remaining .txt offers an example from the four we have created by «echo.»

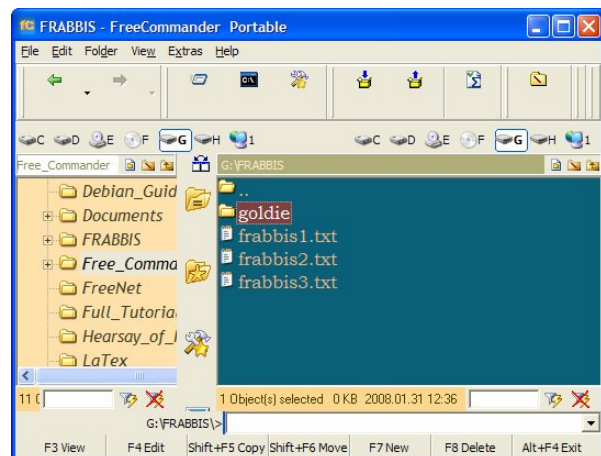
FreeCommander (any Commander) keeps the visual image before our eyes of WHERE we are working — WHILE we type a command (namely into the CLI slot below the left pane of FC). It is a command which carries out WHAT we want to do. Because a Commander's command-line prompt synchronizes with the panes that we're working with when we type into the prompt-slot (as our example will show), the command-line is said to be «integrated» with the Commander GUI.

This exercise turns off command history: tap ALT, x, s, d, uncheck history, OK.

Let's have a go at making a «goldie» (sub) folder «below» (inside) the FRABBIS folder, and moving goldilocks.txt there, next door to her chums — all from the FC command-line in a single operation. (In the lines below, # and following are comments only. Type or do what is in the left column.) The step-by-step reads:

(1) Put the left-panel cursor on goldilocks.txt. (2) Execute CTRL+SHIFT+SPACE [hold CTRL and SHIFT, tap SPACE]. This «hot-key» combo (short-cut) toggles between the cursor (on goldilocks) and the command-line slot located below the left panel. – Note that the left panel is (right now) the active panel, and that the prompt at the CLI slot reads «N:\Free_Commander\>» — which corresponds to the heading atop the left panel. – Do a few CTRL+SHIFT+SPACE to get the idea. When ready, get to the command-line. (3) Type the letters or press the [KEY]s:

```
md                #type md command
[TAB]             #go to right pane
[CTRL]+[SPACE]   #copy path to command-line
\goldie          #type \ and name of
                 #new subdirectory
[SPACE]&[SPACE]  #type space, ampersand,
                 #space
move             #type move command
[TAB]            #go to left pane
[CTRL]+[ENT]     #copy filename =
                 #goldilocks.txt
[TAB]           #go to right pane
[CTRL]+[SPACE]  #copy path to command-line
\goldie         #type \ and name of target subdir
[SPACE]&[SPACE]  #type space, ampersand, space
exit            #type exit command
[TAB]          #go to left pane
[ENTER]        #run commands above by pressing ENT.
```



Goldilocks.txt vanishes from the left pane. On the right, a goldie folder appears. TAB to right pane, arrow to goldie folder [ENTER] and see goldilocks.txt.

19. Once you have configured FreeCommander to look and behave the way you want it to, you will probably wish to disable «Auto save settings.» When enabled, this option records to the INI-file any and all changes you have made during your current session. – Tap ALT, tap x, tap s [or click eXtras, Settings]; the topmost menu is «General:» click on the title «Auto save settings» (or click inside its box) to make the check-mark disappear. Once this option is no longer checked (enabled), all settings which have been changed or added during your current session will not be saved automatically to INI — you save by invoking the menu «Extras => Save settings» (tap ALT, tap x, go down: Save Settings).

20. The present HowTo would double in length if we were to go into how pleased we are with the colors and settings and type faces we have selected.

The result is beyond our expectations for beauty and utility. – It is frankly gorgeous yet business-like. — FC is world-class and deserves our support.

21. Heresay has it that FC runs fine on Win 98SE, the classic Windows for the era of a Pentium II or III. I do hope that FC will always be able to run on 98SE in some version; widely available second-hand PCs deserve FreeCommander.

A classic Commander on current or vintage operating systems lets everybody who wants to do so work smart, smart, smart. These are the good old days.

22. With FreeCommander, Windows users in particular are able to take control of their computing life, and in a manner which is taken for granted among those who run Linux, BSD or other Unix or OS/2. The Commander culture is thriving across all platforms and even on DOS boxes, thanks to DosEMU and FreeDos.

23. Those who wish to look into the history and philosophy of the Commander may like to visit the SoftPanorama.org web site under /OFM/index.shtml, under /OFM/Paradigm/index.shtml or visit ScienceGateway.org/ODP/ (softpanorama).

Whenever «Can't I Just Click on Something?» falls away, we are able to find out what we can actually do today, Where we Want To Go, and not be Afraid to Ask.

Herzliche Glückwünsche allen Kommander- und FC-Benützern!

□

By the same author — (2006) — <http://www.capnkirby.com/Aptitude.html>

«Debian Package Management from the Perspective of a Total Newbie.»

Submitted by © Roger A. Jacobson 2008. All rights reserved. Alle Rechte vorbehalten der Übersetzung einschließlich. This document may be freely distributed without alteration of its contents — in keeping with the license agreement of FreeCommander. Reviewers may quote freely citing source.

Footnote: At work or school the system administrator may have enabled WindowsKey+E to open Explorer file manager — as alternative to right-click on START button.

«Others Kant, but Immanuel can.»