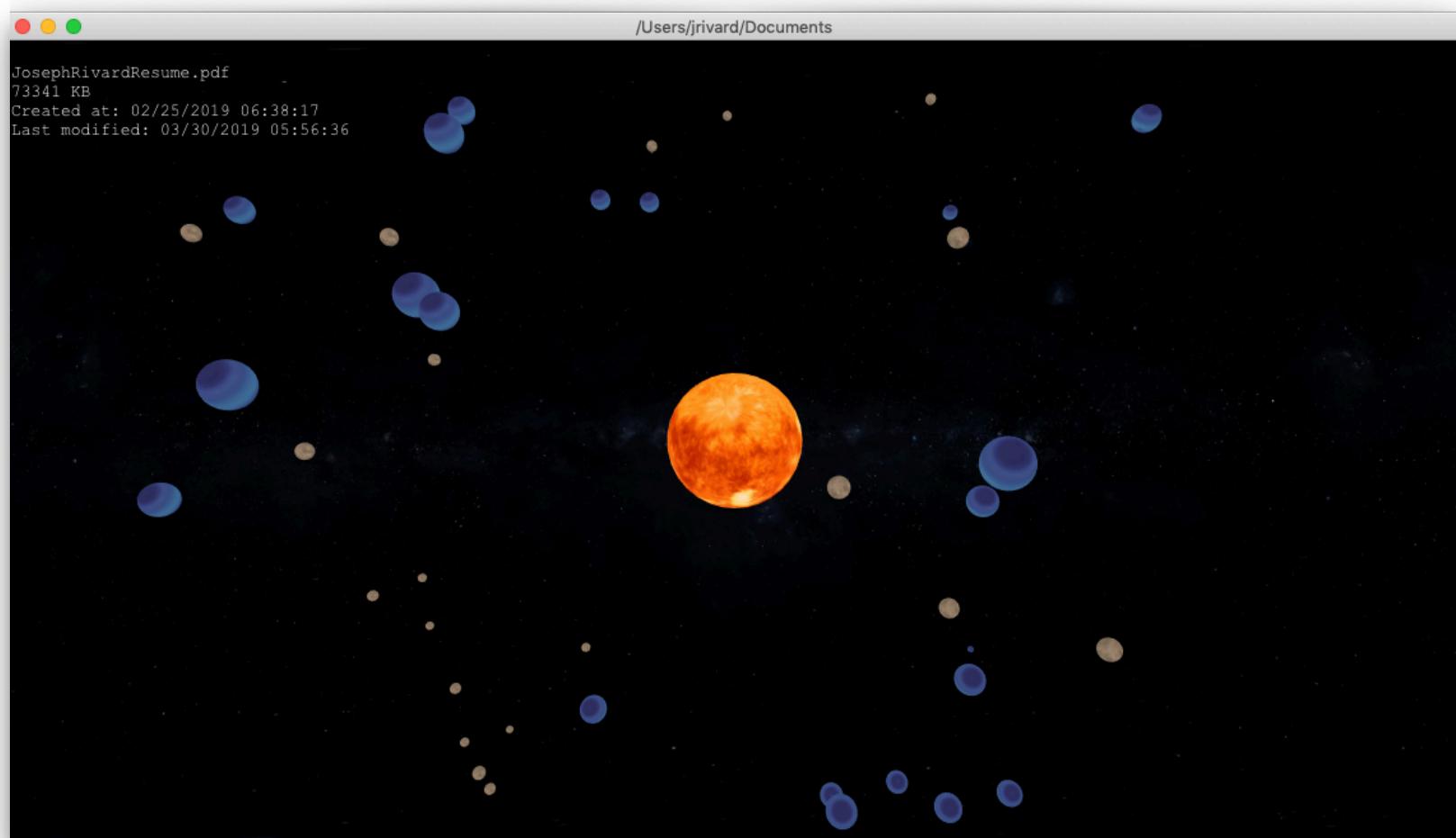


# Space Explorer



A modern, visual file manager

Joseph Rivard

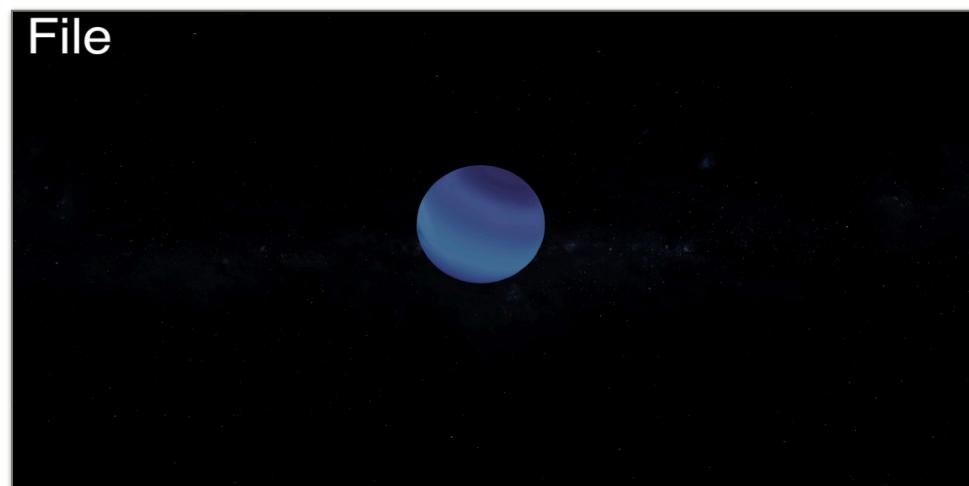
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# Introduction

Space Explorer is a modern, visual file manager. This is akin to Windows File Explorer or MacOS Finder where you can view, create, and edit files and folders. Unlike File Explorer or Finder, Space Explorer presents your files in a 3D world, giving you a new perspective on how to navigate and manage.

The premise is simple. Files will appear as the planet Neptune and folders as the planet Mercury (pictures below for reference in case you forgot your astronomy).



In a directory with multiple files and folder; there will be many Neptunes and Mercurys, with various sizes depending on the size of the file / folder. The bigger

the size, the bigger the planet. There could also be the case where you have no files or folders so you have no planets.

At the center of every directory is the Sun. The planets are randomly organized around the Sun and every time you visit a directory, you will get a new distribution. The purpose of the Sun will be explored in the **Navigation** section.



# Navigation

When first launching the application, you will be loaded into your home directory. You can see your current location by looking at the title bar of the Space Explorer window, as seen below.



You can control the camera by using left click, scroll wheel, and right click. Left click will rotate the screen, right click will pan the screen, and the scroll wheel will zoom in/out.

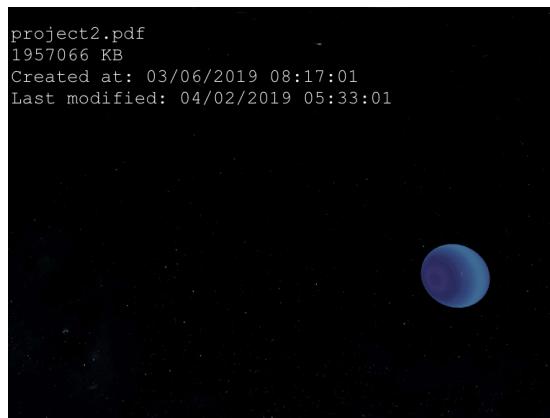
To move deeper into a directory, you can double click on a folder object (Mercury). A new scene will appear with the folders and files of the directory you have advanced into as well as the title bar updating to reflect that.



To move back to the previous directory, that is what the Sun will be used for. Double clicking the sun as you would Mercury will take you to the previous directory, acting as a back button.

When a file (Neptune) is double clicked, it obviously can't go deeper into it, as it's not a folder. Instead it will open up in the default application that you have set.

As you may notice from just looking at the screenshots, just looking at the planets give no indication as to what folder/file they are. To see which folder/file a planet represents, simply right click on it. This will overlay a menu in the top left of the screen with the name and some statistics of the file/folder, as seen below.

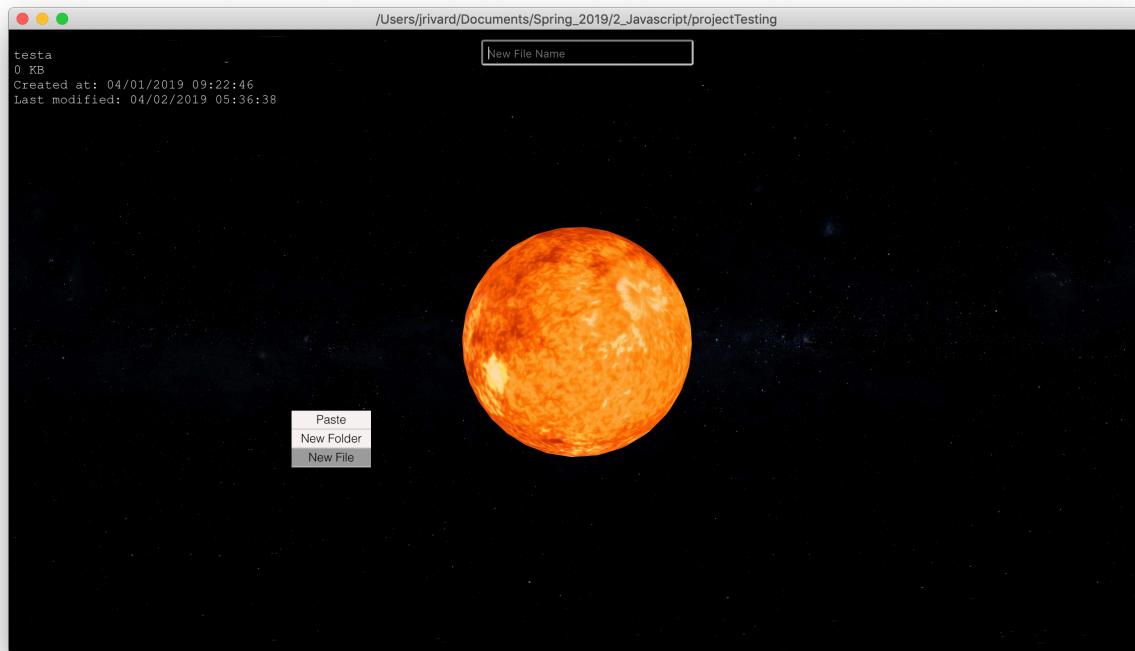


# Creation

Space Explorer supports the creation of both new empty files and folders. The process for both is quite similar, outline below.

## Files

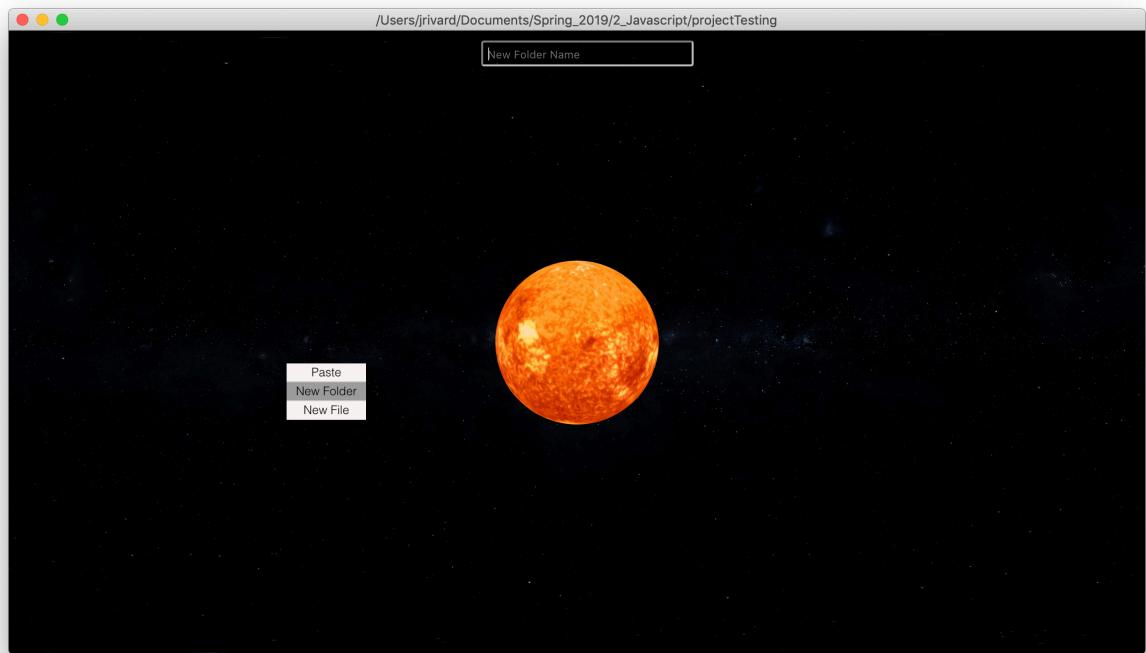
For files, right click anywhere that doesn't contain a planet or the Sun. A menu should pop up with three options: Paste, New Folder, New File. Left click on New File and a text-entry box will popup in the top center of the screen.



Enter the name you want for the file and hit enter, a new planet Neptune will be made for this file.

## Folders

For folders, right click anywhere that doesn't contain a planet or the Sun. A menu should pop up with three options: Paste, New Folder, New File. Left click on New Folder and a text-entry box will popup in the top center of the screen.

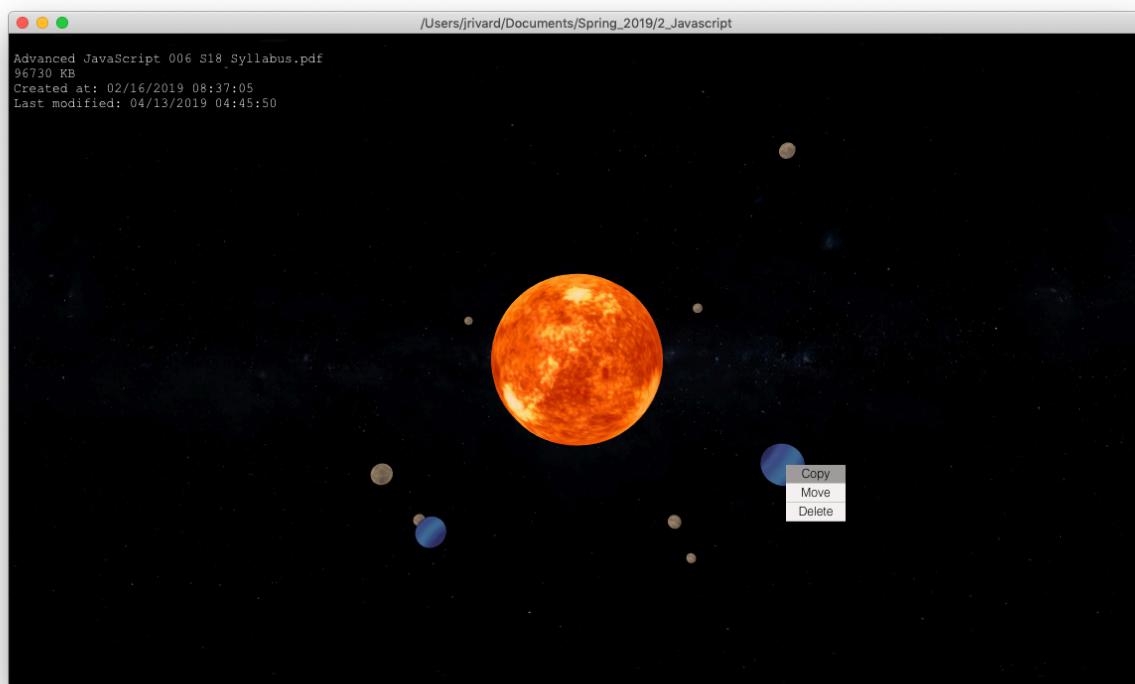


Enter the name you want for the folder and hit enter, a new planet Mercury will be made for this folder.

# File And Folder Movement / Modification

## Copying and Pasting a File

The process for this is very similar to what you would find in your type file manager. You first locate the file you want to copy. Once you have found it, right click it and a menu with three options will appear. The option we are concerned with right now is ‘Copy.’ Click it, and there won’t appear to be any visual changes to the screen, but know that it has been copied. Then navigate to the directory you wish to paste this file to. Once that is done, right click anywhere that is not a planet/Sun, and click on the ‘Paste’ option. This will create a new Neptune containing the file you copied!

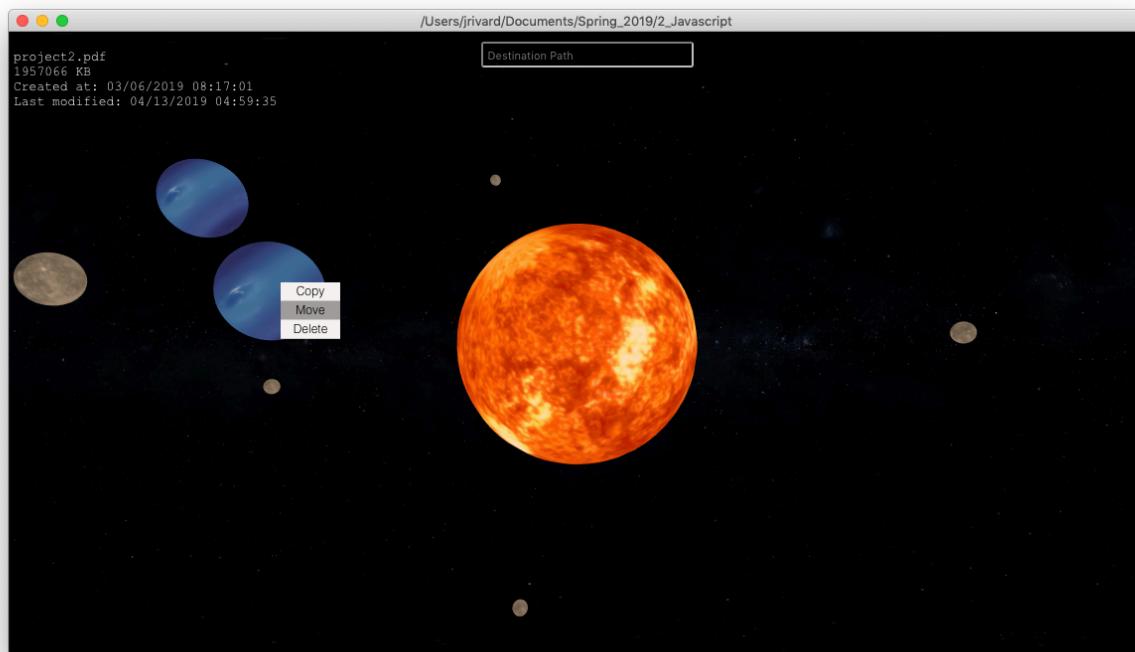


## Moving a File

Moving a file is similar to copy and pasting it, however it will remove it from the directory the file originally resided in. To do this, you also need to know the absolute path of where you would like to move the file. For example, to move to my Documents, I would need to know my Documents reside at

`/Users/jrivard/Documents`

to move the file to that location. Once you know the path of where you would like to move the file, as before, right click on the file you want to move and select ‘Move’ from the menu options. This will prompt a popup text box for you to type in the absolute path. Type it in, press ‘Enter’ on the keyboard and your file will have moved (if the path existed, otherwise nothing will happen)!



## Deleting a File/Folder

This is the last option in the popup menu when selecting a file. Choosing it will delete the file from the current directory. Like many File Managers handle deletion, it isn’t really gone. It will instead move the file to a ‘TempTrash’ directory in case you accidentally deleted it. This directory will be found in your home directory and is created for you if it does not already exist. This works exactly the

same for folders as well, but keep in mind you will lose the contents of the folder as they are not preserved when moving to the trash.

## Hidden Extra Feature

Other than just having space as your only textures, press `ctrl-l` to scroll through textures and see what else there is! Here are some example