

AGW

COLLABORATORS

	<i>TITLE :</i> AGW		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 8, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AGW	1
1.1	Welcome to AGW Documentation	1
1.2	Introduction to AmigaGuide Writer	1
1.3	AGW Feature List	2
1.4	Using AGW	2
1.5	Gadgets Commands	3
1.6	Menu Explanation	3
1.7	Project Menu	3
1.8	Nodes Menu	4
1.9	Search Menu	4
1.10	Loading AmigaGuide Files	4
1.11	Selecting a link	4
1.12	Testing AmigaGuide Links	5
1.13	Distribution and ShareWare Information	5
1.14	Suggestion Box	5
1.15	AmigaGuide DATABASE Command	5
1.16	AmigaGuide TITLE Command	6
1.17	AmigaGuide NEXT Command	6
1.18	AmigaGuide PREV Command	6
1.19	Width Command	6
1.20	Height Command	6
1.21	WordWrap Command	7
1.22	AmigaGuide NODE Command	7
1.23	AmigaGuide ENDNODE command	7
1.24	AmigaGuide TOC Command	7
1.25	AmigaGuide LINK Command	7
1.26	AmigaGuide ALINK Command	8
1.27	AmigaGuide RX Command	8
1.28	AmigaGuide RXS Command	8
1.29	AmigaGuide SYSTEM Command	8
1.30	AmigaGuide QUIT Command	8
1.31	Textual Commands	8
1.32	Disclaimer Information	9

Chapter 1

AGW

1.1 Welcome to AGW Documentation

```
AmigaGuide Writer (AGW) V1.03
```

```
=====
```

```
Introduction
Features
Using AmigaGuide Writer
Distribution
Registering
```

```
Suggestions
```

```
DISCLAIMER
```

```
AmigaGuide Documentation produced using AmigaGuide Writer (of course)
```

1.2 Introduction to AmigaGuide Writer

AmigaGuide Writer (AGW) is a program that allows you to create quickly and easily AmigaGuide format files from a text file. AGW (currently) does not allow you to edit the text, rather you create the text in any text editor. (I use and recommend SkoEd by me :-) and then import the text into AGW as a Node.

Currently AGW supports the following AmigaGuide commands :

```
DATABASE
WIDTH
HEIGHT
WORDWRAP
NODE
TITLE
NEXT
PREV
ENDNODE
```

TOC
LINK
ALINK
RX
RXS
SYSTEM
QUIT
Textual Changes

More commands will be added in the future.

What AGW is NOT :

An AmigaGuide viewer
A Text Editor
Complete (Not yet anyway :-)

1.3 AGW Feature List

AGW has the following features :

- » Allows Creation of AmigaGuide Files simply and easily
- » Reads/Writes AmigaGuide files
- » Converts AmigaGuide files to Text
- » Simple GUI interface
- » Create/Delete/Modify LINK/ALINK/RX/RXS/SYSTEM commands
- » Modify Node information
- » Modify File information

1.4 Using AGW

AGW is designed for Wb2.0 and Wb3.0 systems only (Upgrade to Wb2.0 you will not regret it)

In order to create an AmigaGuide document you must first create a text file that contains the information that you wish to present. It is generally better if the text is organised in such a way as to make sense if read from front to back. (for those people who do not have an AmigaGuide viewer)

1. Copy the text to the Clipboard or save as a file.
 2. In AGW Import from the Clipboard or File. This will create an AmigaGuide document with one node.
 3. Split the document into several nodes by clicking on the line where you want to split the node and selecting the SPLIT gadget. A requester will appear asking you to give node information. Remember Nodes must have unique names and the first Node must be called MAIN.
 5. When you have finished splitting up the document go back through
-

each section and create links.

- a) Highlight the word to make into a link.
- b) Select the link type from the cycle gadget.
- c) Select the CONNECT gadget.
- d) From the list select the node to connect to.

6. Repeat 5 until finished.

7. Give the database a name using File Info.

8. Select Save/Save As from the menu and you are done.

Menus
Gadgets
Loading AmigaGuide Files
Testing Links

1.5 Gadgets Commands

The following is a list of Gadget commands (from left to right)

Connect	- This gadget allows you to create a new link. The type of link is dependant upon the Link Type gadget
Delete	- This gadget will delete the current link
Modify	- This gadget allows a link to be changed
Link Type	- This cycle gadget sets the type of links you are creating
<<	- This gadget will go back 1 Node (in sequential order)
>>	- This gadget will go forward 1 Node (in sequential order)
T	- This gadget will follow the TOC Links
N	- This gadget will follow the NEXT Links
P	- This gadget will follow the PREV Links
Split	- This gadget will split the current Node into two nodes

1.6 Menu Explanation

The following is a list of Menu commands.

Project Menu
Nodes Menu
Search Menu

1.7 Project Menu

Open	- To load in a new AmigaGuide Database.
Save	- To save the current loaded Database.
Save As	- To save the current loaded Database under a new name.
Save As Text	- To save the database as a text file.

- | | |
|-----------|--|
| File Info | - To allow modification of global Database and file information. |
| About | - The obligatory about requester :-) |
| Quit | - To Exit AGW :-(|

1.8 Nodes Menu

- | | |
|--------------------|---|
| Import (Clipboard) | - To import text from the clipboard into a new node. |
| Import (File) | - To import text from a file into a new node. |
| Top | - To move to the first node in the database. |
| Bottom | - To move to the last node in the database. |
| Next | - To move to the next sequential node. |
| Prev | - To move to the prev sequential node. |
| Split | - To split a node at the line specified using the mouse. |
| Join | - To join the current node to the next node. |
| Delete | - To delete the current node. (Carefull) |
| Info | - To allow modification of various Node information such as : |

Name
Title
TOC
NEXT
PREV

1.9 Search Menu

Find - This will find text and replace it with a link.

1.10 Loading AmigaGuide Files

You can load AmigaGuide files using Load (Surprise) but I make the following caveat. AGW should have no problems loading files that it creates. However files created by other means may load but some AmigaGuide information may be discarded. (As I said earlier AGW is not an AmigaGuide viewer)

1.11 Selecting a link

Links can be selected by clicking once with the mouse pointer on the link you want.

When using MODIFY and DELETE remember to select the link you want to work with.

1.12 Testing AmigaGuide Links

A link can be tested by double clicking it.
TOC links can be tested using the TOC gadget.
NEXT links can be tested using the NEXT gadget.
PREV links can be tested using the PREV gadget.

Dynamic links, System links and Arexx links cannot be tested.

1.13 Distribution and ShareWare Information

AGW is Shareware and you may distribute the unregistered versions as long as only a minimal fee is charged and the intent is not to make a profit. Support the Shareware concept.

To register AGW send \$A15 to :

D.L McPaul
P.O Box 2830
Canberra City
ACT
Australia 2601

For your money you will receive :

The latest version of AGW
Information about updates

Please do not send Personal cheques as they can be impossible to cash.

1.14 Suggestion Box

If you have and Suggestions for AmigaGuide Writer then send them in. I may include them in the next release and I may even send you a copy of the new version :-)

I can be contacted via E-Mail using dlmcpaul@capcon.apana.org.au
or write to me at the address given.

1.15 AmigaGuide DATABASE Command

DATABASE <Name>

This command must be present at the start of all AmigaGuide files and defines the name of the database.

It can be set from within AGW using the File Info command.

1.16 AmigaGuide TITLE Command

TITLE <Name>

This command gives a node a specific title rather than the default which is the node name.

It can be set from within AGW using the File Info command.

1.17 AmigaGuide NEXT Command

NEXT <Node>

This command determines the next node to go to when using the Browse> command in Amigaguide.

This information can be set using the Node Info command.

1.18 AmigaGuide PREV Command

PREV <Node>

This command determines the next node to go to when using the Browse< command in Amigaguide.

This information can be set using the Node Info command.

1.19 Width Command

WIDTH <Size>

This command determines the maximum width of text lines. Currently AGW will read/write this command and allow you to set it but does not use it.

It can be set from withing AGW using the File Info command.

1.20 Height Command

HEIGHT <Size>

This command determines the maximum number of lines of text to display in a window. AGW will read/write this command and allow you to set it but does not use it. (I think it is also broken under Wb3.0)

It can be set from withing AGW using the File Info command.

1.21 WordWrap Command

WORDWRAP

This command tells AmigaGuide to perform wordwrapping on lines that are greater than WIDTH.

It can be set from within AGW using the File Info command.

1.22 AmigaGuide NODE Command

NODE <Name> <Title>

This marks the beginning of a node.

<Name> is the node name.

<Title> is the title to be displayed instead of the Node Name.

This information can be set using the Node Info command.

1.23 AmigaGuide ENDNODE command

ENDNODE

This marks the end of a node. Text between Node and EndNode is displayed by AmigaGuide viewers and AGW.

1.24 AmigaGuide TOC Command

TOC <Node Name>

Table of Contents command. This points to the Node to go to when the Contents button is hit.

This field can be set using the Node Info command.

1.25 AmigaGuide LINK Command

LINK

This links a word to a node with optional line numbering.

1.26 AmigaGuide ALINK Command

ALINK

Same as LINK except the node information is shown in a new window.

This command is currently broken using Wb3.0 AmigaGuide.

1.27 AmigaGuide RX Command

RX

Execute the Arexx command given.

1.28 AmigaGuide RXS Command

RXS

Execute the Arexx string given.

1.29 AmigaGuide SYSTEM Command

SYSTEM

Execute the SYSTEM command given.

1.30 AmigaGuide QUIT Command

QUIT

Quit from AmigaGuide. Currently broken under Wb3.0?

1.31 Textual Commands

Textual Commands

@{b} Turn on Bold
@{i} Turn on Italics
@{u} Turn on Underline
@{ub} Turn off Bold
@{ui} Turn off Italics
@{uu} Turn off Underline

Currently these commands are read and written but are not settable.

1.32 Disclaimer Information

THIS PROGRAM IS PROVIDED ON AN "AS IS" BASIS, NO WARRANTIES ARE MADE, EITHER EXPRESSED OR IMPLIED. IN NO EVENT WILL I, DAVID MCPAUL, BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING FROM ANY USE OR MISUSE OF THIS PROGRAM. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THIS PROGRAM IS ASSUMED BY YOU.

AMIGA is a registered trademark of Commodore-Amiga, Inc.