

Hyper 1.19b

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COLLABORATORS

	<i>TITLE :</i> Hyper 1.19b		
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Chapter 1

Hyper 1.19b

1.1 Hyper v1.19b - © RBF Software 94

What is it good for ?

Hyper shows Packed docs that are written in AmigaGuide® format.
Hyper needs AmigaOS >=2.x [U2 \8-(] & a lot of your chipmemory ...

Copyright
Startup
First Aid
The Window
New
Thanx

1.2 Copyright Info

From this version 1.19b HYPER is a copyrighted program.
This version 1.19b has been released as Shareware, (copyrights retained),
it may not be used within other shareware or commercial programs/disks,
without first obtaining a licence from RBF Software.
You have full permission to use this program within any PD releases,
ie, disks released and denoted as public domain where no more than a
small charge is being made for disk duplication/postage only.

If you wish to use Hyper within a sharware program you must send £5.00
to the following address, stating your intention and the title of
the program/disk that it is being included on, along with release date.

If you wish to use Hyper within a commercial program,
ie, a fully copyrighted release, then you must apply for a licence.

The address to apply for your chosen licence is:

RBF Software. (Hyper)

169,Dale Valley Road, Hollybrook,

Southampton. SO16 6QX England.

This and many other progs are available on the OctaMED User BBS
+44 (0)1703 703446

1.3 Getting started

Put Hyper in the SYS:Utilities drawer and assign "HYPER:" to your docs-drawer.

Hyper can be called from the CLI by typing:

```
Hyper [<FILENAME>] [DOC/K <chapter>] [SCREEN/K <publicscreen>]
[PRT/K] [X/K/N <n>] [Y/K/N <n>] [W=WIDTH/K/N <n>] [H=HEIGHT/K/N <n>]
[G=GADS/T ON|OFF] [F=FONT/K <name>.font<n>] [S=SLEEP/S] [Q=QUIT/S]
```

FILENAME	If you don't supply a filename to read in, Hyper will open the asl-requester first. If the directory containing the hyper-docs is assigned as "HYPER:" this one is the default. Supplied filenames are searched first in the cyourrent directory, then in "HYPER:" and there also with the suffixes ".hyper" and ".guide" appended. Hyper also reads files packed with PowerPacker (© Nico Francois), but don't append ".pp" !
DOC	If no chapter is given or if it is not found in the document, the "main" node is shown as the first page. Exceptions are possible when using ToolTypes.
SCREEN	If you know the name of a public screen, you want Hyper to appear on, supply that name (in strokes if it contains spaces). Hyper looks for the colors defined via the SA_Pens tag of the foreign screen. If your program opens that screen, try to arrange them in a goodlooking 3D-style to make hyper look fine. By default the window will appear on the Workbench.
PRT	Will send the printout as ascii to the provided file. (default is "PRT:")
X, Y	Window positions preferred to start with (default 0, 0).
WIDTH HEIGHT	Window dimensions preferred to start with (default 640x200). -1 will use the screen's maximum values.
GADS	Choose whether you want (ON) the gadgets (default is OFF). The shortcuts are always supported. With the shortcut <shift-g> you may toggle the gadget's state later also (try that now ;-).
FONT	Specify the font and its size to render the text as a string formatted like this: "pearl.font8". Proportional fonts are supported, but tabs are uncontrolled.
SLEEP	This option will make Hyper stay in the background until it is

called via its ARexx-Port. There is also an menuitem added to the Workbench-Tools-Menu. Use SLEEP in the startup-sequence if you have enough memory: "run >nil: <nil: Hyper S".

QUIT This will force a running instance of Hyper to quit immediately.

Of course the window is an AppWindow, so drag&drop the icons of the file you want to read into the Hyper Window and on it goes.

On Workbenchit behaves completely normal: just doubleclick its icon. You may shift-select the first project to work with.

1.4 Icons & Tooltypes

Tooltypes supported are the same as the commandline parameters.

They are recognized in the following order:

- a) the icon of the program Hyper itself sets the default values
- b) those are overridden by the commandline parameters
- c) and/or by the tooltypes of the project's icon, if that is picked on the Workbench or if the project is specified in the commandline with its complete path. Easy, isn't it ?

e.g. set the tooltype "DOC=gadgets" in the icon of the project "hyper.hyper" and each time you select that text from the aslrequester or click that icon or drag&drop it or type in the cli "Hyper HYPER:hyper.hyper" or send that string as a message to Hyper's ARexxport the chapter gadgets of the document will be shown. That's it.

If you want to run Hyper automatically using the sys:wbstartup directory, add the Tooltypes "SLEEP" and "DONOTWAIT".

1.5 Compatibility with 'AmigaGuide®'

See the chapter about the AmigaGuide®-Textformat for general informations.

'AmigaGuide®' is a shared library that Hyper cannot emulate. Instead I've implemented an ARexx-Port.

Some new extra-functions are only available via keyboard:

"shift-g"	Gadgets on/off
"shift-f"	New font
"shift-p"	print chapter
"ctrl-p"	print the whole document
	incl. pagenumbering and contents-generating
	layout is settable with sys:prefs/printer

If the nodes have an extra name, Hyper presents it as a headline on top of the page. The windowtitle is taken from the @Database-name or the filename.

Hyper ignores the @height information.

If the @width is -1 or 255 Hyper will center each chapter corresponding to its real width.

If the chapter contains links, they will look like gadgets.

Click with the left mousebutton on those keywords to jump into the associated chapters - that's the interactivity...

Hyper also supports links to nodes inside other docs and it reminds the way back as the previous page of the new docs first shown page, accessible from that by <p>, <backspace> or <right mousebutton> (see shortcuts).

Make sure that the document, you want to read does not call for "AmigaGuide@" via its icon's default tool !!! This would crash the machine, sorry.

Make sure that the document, you want to read is a correct "AmigaGuide@"-database!!! Any syntax-errors might crash the machine, sorry. (If Hyper slows down extremely and/or behaves strangely - first check, whether the document to read contains any nonclosed braces ({...}) or contains not supported keywords! - don't blame me :-)).

1.6 The AmigaGuide®-Textformat

The first line must! look like this:

```
@@database "Name of Document"
```

reach the strange char (on german keyboard) via <alt-2>.

Commentlines start with

```
@@remark      or with
@@rem         or with
##           or with
#@@          or with
@@@
```

The text is arranged in chapters that start with the line

```
@@node ChapterName "Headline of this chapter"
```

and end with this one:

```
@@endnode
```

The first chapter must! have "Main" as its ChapterName:

```
@@node Main "First Chapter"
```

Introduction etc...

```
@@endnode
```

The windowtitle can be controlled inside each node like this:

```
@@Title "Window Title"
```

Inbetween there may appear the jump-marks. These are the highlighted words leading to other chapters:

```
@Click here
```

Notice the braces, the brackets and the keyword "link". The jump will open the linked chapter - so each name may occur only once in a document.

<n> is an optional linenumber indicating the line to be shown on top of the page.

you may jump into another document also:

```
@New Text
```

will open "Hyper:document2.hyper" and show the called chapter "ChapterName".

Moving back- and forward inside a document is controllable with the keywords

```
@@Next ChapterName
```

```
@@Prev ChapterName
```

```
@@Toc ChapterName
```

Hyper also uses them to increase indentation on the "Auto-Index" page.

You may use Hyper to start system or ARexx programs:

```
@Comand Text
```

```
@ARexx Comand
```

```
@ARexx Script
```

Notice the braces, the brackets and the keywords "system", "rx", "rxs".

The calls are performed using SystemTags(). The called commands and "rexmast" and "rx" should be in C:

Also there are textattributes possible: until further notice Hyper recognizes

```
@
@
to embed bold characters.
```

```
@
@
```


to embed underlined characters.

@

@

to embed italic characters.

Of course diverse combinations are possible.

@

@

will set the text (fg) and its background (bg) to the specified color, where xxx can be one of:

detail	compatible intuition rendering pens
block	compatible intuition rendering pens
text	text on background
shine	bright edge on 3d objects
shadow	dark edge on 3d objects
fill	active-window/selected-gadget fill
filltext	text over fillpen
background	always color 0
highlight	special color text, on background
new for OS3.x :	
bardetail	text/detail in screen-bar/menus
barblock	screen-bar/menus fill
bartrim	trim under screen-bar