amigaguide

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amigaguide

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1.2 amigaguide.library/--background--

```
PURPOSE
    The amigaguide.library provides a means whereby developers
    can easily add on-line help abilities to their applications.
```

1.3 amigaguide.library/--rexxhost--

```
HOST INTERFACE
    amigaguide.library provides an ARexx function host interface that
    enables ARexx programs to take advantage of the features of
    AmigaGuide.  The functions provided by the interface are directly
    related to the functions described herein, with the differences
    mostly being in the way they are called.
```

```
    The function host library vector is located at offset -30 from
    the library. This is the value you provide to ARexx in the
    AddLib() function call.

FUNCTIONS
    ShowNode (PUBSCREEN,DATABASE,NODE,LINE,XREF)

    LoadXRef (NAME)

    GetXRef (NODE)
```

1.4 amigaguide.library/AddAmigaGuideHostA

```
NAME
    AddAmigaGuideHostA - Add a dynamic node host.            (V34)

SYNOPSIS
    handle = AddAmigaGuideHostA (hook, name, attrs);
    d0                           a0    d0    a1

    AMIGAGUIDEHOST AddAmigaGuideHostA (struct Hook *, STRPTR,
                                       struct TagItem *);

FUNCTION
    This function adds a callback hook to the dynamic node list.

    A dynamic node allows an application to incorporate context-
    sensitive or live project data within their help system.

INPUTS
    hook - The callback hook.
    name - Name of the AmigaGuideHost database that you are adding.
        The name must be unique.
    attrs - Additional attributes.  None are defined at this time.

RETURNS
    Returns NULL if unable to add the dynamic node host, otherwise
    returns a pointer to a handle that will eventually be passed
    to RemoveAmigaGuideHost() to remove the dynamic node host from
    the list.

NOTES
    When AmigaGuide attempts to resolve a LINK command, it performs
    the following sequence of events.

       Splits the name into a path, a database and a node (only
         the node is required).
       Opens the database.
       Performs the following searches until the node is found:
         Search the local database.
         Search the local cross reference list.
         Search the local dynamic node host.
         Search the global help file (system help).
         Search the global cross reference list.
```

```
          Search the global dynamic node hosts.

   SEE ALSO
      RemoveAmigaGuideHostA()

   EXAMPLE

      /* Hook dispatcher */
      ULONG __asm hookEntry(
            register __a0 struct Hook *h,
            register __a2 VOID *obj,
            register __a1 VOID *msg)
      {
          /* Pass the parameters on the stack */
          return ((h->h_SubEntry)(h, obj, msg));
      }

      ULONG __saveds
      dispatchAmigaGuideHost (struct Hook *h, STRPTR db, Msg msg)
      {
          struct opNodeIO *onm = (struct opNodeIO *) msg;
          ULONG retval = 0;

          switch (msg->MethodID)
          {
              /* Does this node belong to you? */
              case HM_FINDNODE:
                  {
                      struct opFindHost *ofh = (struct opFindHost *) msg;

                      kprintf("Find [%s] in %sn", ofh->ofh_Node, db);

                      /* Return TRUE to indicate that it's your node,
                       * otherwise return FALSE. */
                      retval = TRUE;
                  }
                  break;

              /* Open a node. */
              case HM_OPENNODE:
                  kprintf("Open [%s] in %sn", onm->onm_Node, db);

                  /* Provide the contents of the node */
                  onm->onm_DocBuffer = TEMP_NODE;
                  onm->onm_BuffLen   = strlen(TEMP_NODE);

                  /* Indicate that we were able to open the node */
                  retval = TRUE;
                  break;

              /* Close a node, that has no users. */
              case HM_CLOSENODE:
                  kprintf("Close [%s] in %sn", onm->onm_Node, db);

                  /* Indicate that we were able to close the node */
                  retval = TRUE;
                  break;
```

```
            /* Free any extra memory */
            case HM_EXPUNGE:
                kprintf("Expunge [%s]n", db);
                break;

            default:
                kprintf("Unknown method %ldn", msg->MethodID);
                break;
        }

        return (retval);
    }

main(int argc, char **argv)
{
    struct Hook hook;
    AMIGAGUIDEHOST hh;

    /* Open the library */
    if (AmigaGuideBase = OpenLibrary("amigaguide.library", 33))
    {
        /* Initialize the hook */
        hook.h_Entry    = hookEntry;
        hook.h_SubEntry = dispatchAmigaGuideHost;

        /* Add the AmigaGuideHost to the system */
        if (hh = AddAmigaGuideHost(&hook, "ExampleHost", NULL))
        {
            /* Wait until we're told to quit */
            Wait(SIGBREAKF_CTRL_C);

            /* Try removing the host */
            while (RemoveAmigaGuideHost(hh, NULL) > 0)
            {
                /* Wait a while */
                Delay(5);
            }
        }

        /* close the library */
        CloseLibrary(AmigaGuideBase);
    }
}
```

    BUGS
        When a dynamic node host is first added it will receive a
        HM_FINDNODE message with an onm_Node of "Main". The
        AGA_HelpGroup attribute will always be zero for this
        particular message.

1.5 amigaguide.library/AmigaGuideSignal

    NAME
        AmigaGuideSignal – Obtain aysnc AmigaGuide signal.   (V34)

```
SYNOPSIS
    signal = AmigaGuideSignal ( handle );
    d0                              a0

    ULONG AmigaGuideSignal (AMIGAGUIDECONTEXT);

FUNCTION
    This function returns the signal bit to Wait on for AmigaGuideMsg's
    for a particular AmigaGuide database.

INPUTS
    handle  - Handle to a AmigaGuide system.

EXAMPLE
    ULONG sigw, sigh;
    AMIGAGUIDECONTEXT handle;

    /* get the signal bit to wait on for a AmigaGuide message */
    sigh = AmigaGuideSignal(handle);

    /* add the signal bit into the total signals to wait on */
    sigw |= sigh;

RETURNS
    signal  - Signal bit to Wait on.

SEE ALSO
    OpenAmigaGuideAsyncA(), GetAmigaGuideMsg(), ReplyAmigaGuideMsg()
```

1.6   amigaguide.library/CloseAmigaGuide

```
NAME
    CloseAmigaGuide - Close a AmigaGuide client.            (V34)

SYNOPSIS
    CloseAmigaGuide (handle);
                    a0

    VOID CloseAmigaGuide (AMIGAGUIDECONTEXT);

FUNCTION
    Closes a synchronous, or asynchronous, AmigaGuide client.

    This function will also close all windows that were opened for
    the client.

INPUTS
    handle - Handle to an AmigaGuide client.

SEE ALSO
    OpenAmigaGuideA(), OpenAmigaGuideAsyncA()
```

1.7   amigaguide.library/GetAmigaGuideAttr

```
NAME
    GetAmigaGuideAttr – Get an AmigaGuide attribute.        (V34)

SYNOPSIS
    retval = GetAmigaGuideAttr (tag, handle, storage);
    d0                          d0   a0      a1

    LONG GetAmigaGuideAttr (Tag, AMIGAGUIDECONTEXT, ULONG *);

FUNCTION
    This function is used to obtain attributes from AmigaGuide.

INPUTS
    tag – Attribute to obtain.
    handle – Handle to an AmigaGuide system.
    storage – Pointer to appropriate storage for the answer.

TAGS
    AGA_Path (BPTR) – Pointer to the current path used by
        AmigaGuide.

    AGA_XRefList (struct List *) – Pointer to the current
        cross reference list.

RETURNS

SEE ALSO
    SetAmigaGuideAttrsA()
```

1.8   amigaguide.library/GetAmigaGuideMsg

```
NAME
    GetAmigaGuideMsg – Receive async AmigaGuide message.    (V34)

SYNOPSIS
    msg = GetAmigaGuideMsg (handle);
    d0                      a0

    struct AmigaGuideMsg *GetAmigaGuideMsg (AMIGAGUIDECONTEXT);

FUNCTION
    This function returns a SIPC message from the AmigaGuide system,
    if there is a message available.

INPUTS
    handle – Handle to a AmigaGuide system.

EXAMPLE

    AMIGAGUIDECONTEXT handle;
    struct AmigaGuideMsg *agm;
```

```
        /* get a AmigaGuide message */
        while (agm = GetAmigaGuideMsg(handle))
        {
            /* process the event */
            switch (agm->agm_Type)
            {
                case ToolCmdReplyID:    /* a command has completed */
                    if (agm->agm_Pri_Ret)
                    {
                        /* An error occurred, the reason is in agm_Sec_Ret.
                         * The command string is in agm_Data
                         */
                    }
                    break;

                case ToolStatusID:      /* status message */
                    if (agm->agm_Pri_Ret)
                    {
                        /* an error occurred, the reason is in agm_Sec_Ret */
                    }
                    break;

                default:
                    break;
            }

            /* reply to the AmigaGuide message */
            ReplyAmigaGuideMsg(agm);
        }

    RETURNS
        msg     - Pointer to a SIPC message or NULL if no message was
                  available.

    SEE ALSO
        OpenAmigaGuideAsyncA(), AmigaGuideSignal(), ReplyAmigaGuideMsg()
```

1.9 amigaguide.library/GetAmigaGuideString

```
    NAME
        GetAmigaGuideString - Get an AmigaGuide string.
                                                            (V34)
    SYNOPSIS
        txt = GetAmigaGuideString (id);
        d0                         d0

        STRPTR GetAmigaGuideString (ULONG);

    FUNCTION
        This function is used to obtain a localized string given the
        ID.

    INPUTS
        ID -- Valid AmigaGuide string id.
```

```
RETURNS
    A pointer to the string.   NULL for an invalid string.

SEE ALSO
```

1.10   amigaguide.library/LockAmigaGuideBase

```
NAME
    LockAmigaGuideBase - Lock an AmigaGuide client.          (V34)

SYNOPSIS
    key = LockAmigaGuideBase (AMIGAGUIDECONTEXT handle);
                                a0

    LONG LockAmigaGuideBase (AMIGAGUIDECONTEXT);

FUNCTION
    This function is used to lock the AmigaGuide context handle
    while working with data obtained with the the
    GetAmigaGuideAttr() function.

INPUTS
    handle - AMIGAGUIDECONTEXT handle obtained with
        OpenAmigaGuideAsync().

RETURNS
    Returns a key to pass to UnlockAmigaGuideBase().

SEE ALSO
    UnlockAmigaGuideBase()
```

1.11   amigaguide.library/OpenAmigaGuideA

```
NAME
    OpenAmigaGuideA - Open a synchronous AmigaGuide database.

SYNOPSIS
    handle = OpenAmigaGuideA (nag, attrs);
    d0                        a0    a1

    AMIGAGUIDECONTEXT OpenAmigaGuideA (struct NewAmigaGuide *,
                                     struct TagItem *);

    handle = OpenAmigaGuide (nag, tag1, ...);

    AMIGAGUIDECONTEXT OpenAmigaGuide (struct NewAmigaGuide *,
                                     Tag tag1, ...);

FUNCTION
    Opens a AmigaGuide database, complete with the first viewing
    window, for synchronous activity.
```

Before you call OpenAmigaGuide(), you must initialize a NewAmigaGuide
structure. NewAmigaGuide is a structure that contains all the
information needed to open a database. The NewAmigaGuide structure
must be retained until the call returns.

The function will not return until the user closes all the
windows.

INPUTS
    nag – Pointer to an instance of a NewAmigaGuide structure. That
        structure is initialized with the following data.

            nag_Lock
            Lock on the directory that the database is located in.
            Not needed if nag_Name contains the complete path name.

            nag_Name
            Name of the AmigaGuide database.

            nag_Screen
            Screen to open the viewing windows on, NULL for the
            Workbench screen.

            nag_PubScreen
            Pointer to the name of the public screen to open on.
            Must already be opened.

            nag_HostPort
            Name of the applications' ARexx port (currently not used).

            nag_ClientPort
            Base name to use for the databases' ARexx port.

            nag_Flags
            Used to specify the requirements of this database. The
            flags are defined in <libraries/amigaguide.h>.

            nag_Context
            NULL terminated array of context nodes, in the form of:

                    /* context array */
                    STRPTR context[] =
                    {
                        "MAIN",
                        "INTRO",
                        "GADGETS",
                        NULL
                    };

            The context array is not copied, but referenced,
            therefore must remain static throughout the useage of
            the AmigaGuide system. This array is only referenced
            when using the SetAmigaGuideContext() function.

            nag_Node
            Node to start at (does not work with OpenAmigaGuideAsync()).

```
                    nag_Line
                    Line to start at (does not work with OpenAmigaGuideAsync()).

                    nag_Extens
                    Used by V37 and beyond to pass additional arguments.

                    nag_Client
                    This is a private pointer, MUST be initialized to NULL.

          attrs - Additional attributes.

     TAGS
          AGA_HelpGroup (ULONG) -- Unique identifier used to identify the
              AmigaGuide help windows.  See OpenWindow() and GetUniqueID().

              Default for this tag is NULL.  Applicability is (I). (V39)

     EXAMPLE

          /* Short example showing synchronous AmigaGuide access */
          LONG ShowAmigaGuideFile (STRPTR name, STRPTR node, LONG line)
          {
              struct NewAmigaGuide nag = {NULL};
              AMIGAGUIDECONTEXT handle;
              LONG retval = 0L;

              /* Fill in the NewAmigaGuide structure */
              nag.nag_Name = name;
              nag.nag_Node = node;
              nag.nag_Line = line;

              /* Open the AmigaGuide client */
              if ( handle = OpenAmigaGuide(&nag, NULL))
              {
                  /* Close the AmigaGuide client */
                  CloseAmigaGuide(handle);
              }
              else
              {
                  /* Get the reason for failure */
                  retval = IoErr();
              }

              return (retval);
          }

     RETURNS
          handle - Handle to a AmigaGuide system.

     SEE ALSO
          OpenAmigaGuideAsyncA(), CloseAmigaGuide()
```

1.12 amigaguide.library/OpenAmigaGuideAsyncAamigaguide.library/OpenAmigaGuide

```
NAME
    OpenAmigaGuideAsyncA - Open an AmigaGuide database async (V34)

SYNOPSIS
    handle = OpenAmigaGuideAsyncA (nag, attrs);
    d0                                   a0    d0

    AMIGAGUIDECONTEXT OpenAmigaGuideAsyncA (struct NewAmigaGuide *,
                                            struct TagItem *);

    handle = OpenAmigaGuideAsync (nag, tag1, ...);

    AMIGAGUIDECONTEXT OpenAmigaGuideAsyncA (struct NewAmigaGuide *,
                                            Tag tag1, ...);

FUNCTION
    Opens an AmigaGuide database for ansynchronous use.

    The NewAmigaGuide structure, and its pointers, must stay valid until
    an ActiveToolID or ToolStatusID message is received by the calling
    process.

    This function actually spawns OpenAmigaGuide() as another process, so,
    for further documentation, refer to the OpenAmigaGuide() function.

INPUTS
    nag     - Pointer to a valid NewAmigaGuide structure.
              (see OpenAmigaGuide() for documentation on its useage).

    attrs   - Additional attributes.  See OpenAmigaGuideA().

RETURNS
    handle  - Handle to an AmigaGuide system.

SEE ALSO
    OpenAmigaGuideA(), CloseAmigaGuide()
```

1.13   amigaguide.library/RemoveAmigaGuideHostAamigaguide.library/RemoveAmigaG

```
NAME
    RemoveAmigaGuideHostA - Remove a dynamic node host.      (V34)

SYNOPSIS
    use = RemoveAmigaGuideHostA (key, attrs)
    d0                                a0    a1

    LONG RemoveAmigaGuideHostA (AMIGAGUIDEHOST, struct TagItem *);

    use = RemoveAmigaGuideHost (key, tag1, ...);

    LONG RemoveAmigaGuideHost (AMIGAGUIDEHOST, Tag, ...);

FUNCTION
    This function removes a dynamic node host, that was added by
```

```
    AddAmigaGuideHost(), from the system.

 INPUTS
    key - Key that was returned by AddAmigaGuideHost().

    attrs - Additional attributes.  None are defined at this time.

 RETURNS
    use - Number of outstanding clients of this database.  You
        can not exit until use==0.

 SEE ALSO
    AddAmigaGuideHostA()
```

1.14   amigaguide.library/ReplyAmigaGuideMsg

```
NAME
    ReplyAmigaGuideMsg - Reply to an AmigaGuide message.     (V34)

SYNOPSIS
    ReplyAmigaGuideMsg ( msg );
                         a0

    VOID ReplyAmigaGuideMsg (struct AmigaGuideMsg *msg);

FUNCTION
    This function is used to reply to an AmigaGuide SIPC message.

INPUTS
    msg - Pointer to a SIPC message returned by a previous call to
        GetAmigaGuideMsg().

SEE ALSO
    OpenAmigaGuideAsyncA(), AmigaGuideSignal(), GetAmigaGuideMsg()
```

1.15   amigaguide.library/SendAmigaGuideCmdA

```
NAME
    SendAmigaGuideCmdA - Send a command string to AmigaGuide (V34)

SYNOPSIS
    success = SendAmigaGuideCmdA (handle, cmd, attrs );
    d0                                   a0    d0   d1

    BOOL SendAmigaGuideCmdA (AMIGAGUIDECONTEXT, STRPTR, struct TagItem *);

    success = SendAmigaGuideCmd (handle, cmd, tag1, ...);

    BOOL SendAmigaGuideCmd (AMIGAGUIDECONTEXT, STRPTR, Tag);

FUNCTION
    This function sends a command string to an AmigaGuide system.  The
```

        command can consist of any valid AmigaGuide action command.

        The following are the currently valid action commands:

        ALINK <name> – Load the named node into a new window.

        LINK <name> – Load the named node.

        RX <macro> – Execute an ARexx macro.

        RXS <cmd> – Execute an ARexx string file. To display a picture,
            use 'ADDRESS COMMAND DISPLAY <picture name>', to
            display a text file 'ADDRESS COMMAND MORE <doc>'.

        CLOSE – Close the window (should only be used on windows
            that were started with ALINK).

        QUIT – Shutdown the current database.

    INPUTS
        handle – Handle to an AmigaGuide system.

        cmd – Command string.

        attrs – Future expansion, must be set to NULL for now.

    TAGS
        AGA_Context (ULONG) – Data is used as an index into nag_Context
            array. This is used to build and send a LINK command.

    EXAMPLE

        /* bring up help on a particular subject */
        SendAmigaGuideCmd(handle, "LINK MAIN", NULL);

    RETURNS
        Returns TRUE if the message was sent, otherwise returns FALSE.

    BUGS
        ALINK does not open a new window when using V39.

    SEE ALSO

1.16   amigaguide.library/SendAmigaGuideContextAamigaguide.library/SendAmigaGuid

    NAME
        SendAmigaGuideContextA – Align an AmigaGuide system on the context ID.
                                                                    (V34)
    SYNOPSIS
        success = SendAmigaGuideContextA (handle, attrs);
        d0   a0   d0

        BOOL SendAmigaGuideContextA (AMIGAGUIDECONTEXT, struct TagItem *);

        success = SendAmigaGuideContext (handle, tag1, ...);

```
                BOOL SendAmigaGuideContext (AMIGAGUIDECONTEXT, Tag, ...);

        FUNCTION
                This function is used to send a message to an AmigaGuide system to
                align it on the current context ID.

                This function effectively does a:

                        SendAmigaGuideCmd(handle 'LINK ContextArray[contextID]', NULL);

        INPUTS
                handle - Handle to an AmigaGuide system.
                future - Future expansion, must be set to NULL for now.

        EXAMPLE

                struct IntuiMessage *imsg;

                ...

                case RAWKEY:
                    switch (imsg->Code)
                    {
                        case 95:
                            /* bring up help on a particular subject */
                            SendAmigaGuideContext(handle, NULL);
                            break;
                        ...
                    }
                    break;

                ...

        RETURNS
                success - Returns TRUE if the message was sent, otherwise returns
                    FALSE.

        SEE ALSO
                SetAmigaGuideContextA(), SendAmigaGuideCmdA()
```

1.17   amigaguide.library/SetAmigaGuideAttrsA

```
  NAME
        SetAmigaGuideAttrsA - Set an AmigaGuide attribute.        (V34)

  SYNOPSIS
        retval = SetAmigaGuideAttrsA (handle, attrs);
        d0                                a0        a1

        LONG SetAmigaGuideAttrsA (AMIGAGUIDECONTEXT, struct TagItem *);

        retval = SetAmigaGuideAttrs (handle, tag1, ...);

        LONG SetAmigaGuideAttrs (AMIGAGUIDECONTEXT, Tag, ...);
```

```
FUNCTION
    This function is used to set AmigaGuide attributes.

INPUTS
    handle  - Pointer to an AmigaGuide handle.

    attrs   - Attribute pairs to set.

TAGS
    AGA_Activate (BOOL) - AmigaGuide activates the window when
        it receives a LINK command.  This tag allows the
        application developer to turn that feature off and on.

SEE ALSO
    GetAmigaGuideAttr()
```

1.18 amigaguide.library/SetAmigaGuideContextAamigaguide.library/SetAmigaGuideCo

```
NAME
    SetAmigaGuideContextA - Set the context ID for an AmigaGuide system.
                                                          (V34)
SYNOPSIS
    success = SetAmigaGuideContextA ( handle, context, attrs );
    d0                                a0       d0       d1

    BOOL SetAmigaGuideContextA (AMIGAGUIDECONTEXT, ULONG, struct TagItem *
    );

    success = SetAmigaGuideContext (handle, context, tag1, ...);

    BOOL SetAmigaGuideContext (AMIGAGUIDECONTEXT, ULONG, Tag, ...);

FUNCTION
    This function, and the SendAmigaGuideContext() function, are used to
    provide a simple way to display a node based on a numeric value,
    instead of having to build up a slightly more complex command
    string.

INPUTS
    handle  - Handle to an AmigaGuide system.

    context - Index value of the desired node to display.

    future  - Future expansion, must be set to NULL for now.

EXAMPLE

    /* sample context table */
    STRPTR ContextArray[] =
    {
        "MAIN",
        "FILEREQ",
        "PRINT",
        "ABOUT",
```

```
        NULL
    };

    /* quickie defines */
    #define HELP_MAIN       0
    #define HELP_FILEREQ    1
    #define HELP_PRINT      2
    #define HELP_ABOUT      3


    ...


    struct NewAmigaGuide nag = {NULL};

    /* initialize the context table */
    nag.nag_Context = ContextArray;


    ...


    /* bring up help on a particular subject */
    SetAmigaGuideContext(handle, HELP_ABOUT, NULL);
```

```
RETURNS
    success – Returns TRUE if a valid context ID was passed,
        otherwise returns FALSE.

SEE ALSO
    SendAmigaGuideContextA(), SendAmigaGuideCmdA()
```

1.19   amigaguide.library/UnlockAmigaGuideBaseamigaguide.library/UnlockAmigaGuid

```
NAME
    UnlockAmigaGuideBase – Unlock an AmigaGuide client.     (V34)

SYNOPSIS
    UnlockAmigaGuideBase (key);
                          d0

    VOID UnlockAmigaGuideBase (LONG);

FUNCTION
    This function is used to release a lock obtained with
    LockAmigaGuideBase().

INPUTS
    key – Value returned by LockAmigaGuideBase().

SEE ALSO
    LockAmigaGuideBase().
```