ErrorMsg.readme

COLLABORATORS			
	TITLE : ErrorMsg.readme		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
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Chapter 1

ErrorMsg.readme

1.1 Informations about errormsg.library

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Object: errormsg.library
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Version: 1.0
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Date: Saturday, February 19th, 1994
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Author: Frédéric Delacroix
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Status: Freeware
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1.2 Distribution and disclaimer

In this package, you will find version 1.0 of the errormsg.library.
I distribute it as a FREEWARE product, meaning that anybody is allowed to
copy and spread it as long as the following conditions are met:

  – All files remain unchanged. If you have comments to add, do it
in a separate file and make sure it is clear I'm not responsible for those.
Archiving is of course permitted.

  – All files are distributed together. This includes the library
file itself, the glue code, include files, the autodoc files, all files in
the ErrorCom and WhatError directories, all icons, the installation script

and this file.

   - You do not make commercial usage of this library without a
written permission from myself. My address can be found at the end of this
document.

   - If you are the author of a shareware, freeware, giftware,
charityware, etc..., you are allowed to distribute the file named
errormsg.library along with all the catalogs and the installation script.

   - All programs using errormsg.library have a statement in their
documentation file, saying that errormsg.library is Copyright 1994 Frédéric
Delacroix.

   Errormsg.library is freeware, but it remains copyrighted by me.
This is not public domain! Collections like Fish's AmigaLib disks, CAM
disks are allowed to include errormsg.library in their libraries.

   ErrorCom is FreeWare and cannot be spread independently of
errormsg.library. WhatError and its source are public domain, you can do
whatever you want with them.

   Of course, I do not make any guarantee of any kind on the correct
working of the library or associated programs. You use it entirely at your
own risk, as although I did a lot of bug-trapping, I cannot be sure there
are no more left.

1.3   Installation of the library

   errormsg.library is a runtime library. For it to work correctly,
it must be located in the directory that is assigned to LIBS: (usually the
Libs directory of your boot disk). As an alternative, you could also use a
program like LoadLibrary for a non-definitive installation.

   As errormsg.library is localized, you must copy a few catalog files
into your LOCALE:Catalogs/<language> directory if you want it to be able to
run in a different language than english.

   All the above is accomplished by the provided installation script.
Double-click the icon, and follow the instructions.

1.4   Introduction

   All developpers know how boring it is to include in their programs
messages telling the user what went wrong on an error. This is a long and
tiresome task for the programmer, who would prefer to do more interesting
things.
   Moreover, including error messages in the executable often
dramatically increases the size of the files, and these messages are often
in english only. So the idea of a shared library that would provide all
localized error messages the system could deliver was born. This is exacly
what errormsg.library is. It includes a function to simply get a pointer

on the message to display, and functions to display it.

   In   errormsg.library,   error   messages   are   identified by a
system/subsystem id (to be able to from know who the message is) and the
Code itself.   Most of the functions provide tags to alter the behaviour of
the library. Check the autodoc file for more information.

1.5   The include files

   I have written the standard include files _lib.i, .i and .h for the
library, plus others for the prototypes and pragmas, basing myself on those
created by Nico François for his reqtools.library. I have not been able to
test them, so if you can find any bugs, correct the files and send them to
me so I can include the good ones in the next release.
   Include files for pascal, oberon, or whatever are also welcome.

1.6   The glue code

   The glue code.   Well, all I have been able to do is write the
source code for the stub routines, as I do not have any tool to make
suitable libraries for a C compiler. I suggest someone assembles them into
a link library and sends them to me, so I can release them with the next
version. Proper credits will of course be given... Thanks!

Note: once again, I took the glue source for reqtools as a reference,
thanks to Nico François, author of this wonderful library.

1.7   ErrorCom and WhatError

   In   the   directory ErrorCom, you will find a program named
-surprise,surprise- ErrorCom (version 1.03, takes in account the very big
bug in CreateNewProc()'s autodoc (NP_FreeSeglist defaults to FALSE !!)). It
is a commodity that will enable you to see all messages known by
errormsg.library, by entering the system and subsystem codes, and the error
code in a (nice) gadtools interface. You will also be able to see the
effects of DisplayErrorMsgA() and AlertErrorMsg(). Just run the program
for a demonstration.
   ErrorCom recognize two keywords, that can be entered either on the
command line for the CLI, or as tooltypes from the Workbench (note: CLI
requires quotes around the hotkey description, Workbench does not like
them).   They are CXPRI and SHOWWINKEY, respectively to set the commodities
broker priority among the broker list, and to set the hotkey that will be
used as show/hide shortcut. The default for the hotkey is "lcommand lshift
`", the default priority is 0.
   ErrorCom is also a localized program, you will need to copy the
required catalog files on your system disk. you can use the provided
script.

   WhatError is a simple CLI command that enables you to display on
the standard output stream (ie the CLI window) an error message with the

SYSTEM,CODE and SUBSYSTEM arguments.   The source for this command is
provided.

1.8 How to translate errormsg.library

   Errormsg.library and ErrorCom are fully localized, meaning that,
provided that locale.library is available, and so are the catalog files,
they can be made to run in your language.
   However, I do not know any language other than english and french
(I forgot almost all my scholl spanish). So if you want a catalog for your
language, you will have to translate the strings yourself.

   To do this, just fill in the blanks in the catalog translation
files (those files that end with .ct) with the translated of the strings
that are in comment. Then send me the resulting file. If all goes well,
you will soon receive the compiled catalog. This is valid for either
errormsg.library or ErrorCom.

   Translations for the doc files or installation scripts are also
welcome.

Ooops. Almost forgot: in the translation file for ErrorCom, the gadget
labels are expected to begin with the keyboard shortcut letter in upper
case (it is not displayed), and the character to be underlined must be
preceeded by a "_". For the gadget named "Message", provide "\x01" as the
first character (disables the keyboard shortcut).

1.9 Contact me...

   I can be contacted for whatever by mail at:

   Frédéric Delacroix
   5 rue d'Artres
   59269 QUERENAING, FRANCE.

   I greet all my friends.