

# **iX-Guide.xml**

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**COLLABORATORS**

	<i>TITLE :</i> iX-Guide.xml		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## iX-Guide.xml

### 1.1 Welcome to iX-Guide 0.6d

logoimages/agreplace.saff  
h y p e r t e x t   s y s t e m

dotAuthor & CopyrightdotChangesdotFuturedot  
images/hypo.iff

NEW !!! - AREXX DEMO ->  
Click here  
iX-Guide program

dotIntroduction- What is this ?  
dotUsage- How to use this program?  
dotRequirements- What hardware/software do I need ?  
dotAG compatibility- Is this AmigaGuide compatible ?  
dotPreferences- Can I change the iX-Guide appearance ?  
dotBugs & Problems- Any bugs ?  
dotRestrictions- Something doesn't work yet ?

Other documentation

File formats

images/doc.iffSAFF 11- Simple Animation File Format V11  
images/doc.iffIXML 1.0- iX Markup Language V1.0  
images/doc.iffiX Datatypes- iX Datatypes guide

### 1.2 Author & Copyright information

logoAuthor & Copyright

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iX-Guide  
is (C)opyright 1996,1997 by Ioannes & T.T.T.  
iX-Guide is FREeware

Programming team  
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Special thanks to:  
Goran Mitrovic-for many ideas and support  
Kasper B. Graversen-for userinfo support idea

I also want to thank all of you who sent me e-mail for your  
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in any way you like but always include all  
parts of iX-Guide in archive

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NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY  
OR RESPONSIBILITY IS ASSUMED.

## 1.3 Changes

logoChanges

dotiX-Guide 0.6d (28.02.1997)

Fixed problem with freezing keyboard and mouse if clicking  
to much into virtual gadget.  
Scrollers moved into virtual gadget (this is for possible  
frames support in future).  
implemented AREXX interface with some graphics commands  
new tag - RECT for reserving rectangle area inside document  
to be used for arexx programs drawings.  
new tag - REXX for launching arexx programs when document is loaded.  
Userinfo utility support. With new USERINFO tag you can specify  
your userinfo string. When database is loaded, the new button appears in About  
requester. If you click on it, iX-Guide will load user information.  
window refresh is faster now  
the keyboard control is configurable via prefs  
changed Image Loader - iX-Guide should work on CyberGfx fine.  
improved animation player - it also supports animation.datatype  
now, so in .saff files you can use instead of FILE keyword, ANIM keyword  
to specify any animation file format supported by datatypes.  
it is possible to open iX-Guide on custom screen now.  
fixed some Enforcer hits

print function implemented  
other mostly internal changes

dotiX-Guide 0.5d (18.01.1997)

First public release.

## 1.4 Future

logoFuture

Here is the small list of some things I plan to do:

Functions of some menu items

Multiwindow

Program optimization

Bug cleaning

Maybe some new IXML tags

Tab/Shift-Tab cycling

Multiline objects improvement

I can't remember now what else but sure there's a lot of work

## 1.5 Introduction

logoIntroduction

The idea of iX-Guide was to give user nice and attractive documents with lots of multimedia elements but at the same time a minimal hardware and software requirements. I don't know if I succeeded in that minimal requirements because iX-Guide can sometimes eat a lot of memory and also it can be slow with large, complicated documents but that is normal when you are working with lots of graphics. And if you compare requirements with requirements of HTML browsers then it's not so bad.

iX-Guide is IXML ( iX Markup Language )

viewer. IXML is actually the extension of AmigaGuide

hypertext markup language. Since it is based on AmigaGuide, IXML

is compatible with old AmigaGuide documents.

I also added to iX-Guide new feature which makes iX-Guide

universal viewer. That new feature is iX Datatype system

which makes it possible to view other file formats with iX-Guide like HTML

for example. Inside iX-Guide stays IXML viewer, datatypes are

used just to translate other format to IXML.

IXML has many new tags for better document's look.

Just to mention some of them : Inline images (which can be transparent),

background images (or color), inline animations, text & image alignment,

text coloring, multiple fonts etc.

Ok, this is some general information about iX-Guide. Push retrace

button to go back to main page or see GUI help if

you don't know where is the retrace button.

## 1.6 Usage

logoUsage

I think iX-Guide is very simple to use but anyway here is the small description of GUI elements and keyboard usage.

iX-Guide window

iX-Guide window can be resized and every time it is resized, iX-Guide rebuilds document to match the current dimensions.

At the window title bar you can see something like this:

```
[ 1/iX-Guide.xml ] - Usage
```

Number <1> indicates number of this window. <iX-Guide.xml> is the name of current database. It is the name specified with @DATABASE tag.

<Usage> is the title of currently displayed node. That name is given by @NODE or @TITLE tag.

At the top of window there are panel buttons.

When running on screen with non-proportional resolution (e.g. 640x256) iX-Guide uses halve height images for panel buttons, otherwise it uses normal proportional images.

Panel buttons also have keyboard shortcuts. Below them is the biggest part of the window, a scrollable area with displayed document in it. It is called virtual gadget. You can control scrolling and input of virtual gadget with mouse or keyboard.

At the bottom of window there are three gadgets. Starting from the left there is a load gadget which shows loading of document or database or something else. ↔

While the database is loading (building index) the numbers represent bytes but while ↔

building document the numbers are some internal iX-Guide units (entries).

The second gadget is the image cache gadget which shows the current image cache usage (this cache is in FAST RAM if available). Images that are in this cache are not currently displayed. Numbers represent current and maximum cache size in Kbytes. Third gadget is the status gadget which displays iX-Guide version if nothing is happening, otherwise it shows what iX-Guide is currently doing.

Also, many functions are available from menus

## 1.7 Requirements

logoRequirements

AmigaOS 3.0+

1 Meg of RAM

appropriate picture datatypes (IFF,GIF,JFIF...)

020+ recommended

reqtools.library V37

## 1.8 AmigaGuide compatibility

logoAmigaGuide compatibility

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NOTE : Some tags not listed below are supported but not yet implemented. They will be available in future releases. AmigaGuide tags which are not supported by IXML:

Global & Node tags

DNODE-dynamic node (For iX-Guide same as @NODE)  
 ONOPEN-arexx script to execute when document is opened  
 ONCLOSE-arexx script to execute when document is closed  
 SMARTWRAP-better wordwrapping algorithm (like @IXF in IXML)

Attribute tags

ALINK-open link in new window  
 RXS-execute an arexx string file  
 BODY-restore default formatting for normal body text  
 LINDENT-specify an indent in spaces for the body of paragraph  
 PARD-default paragraph settings  
 PARI-indent in spaces for the first line of paragraph  
 PLAIN-turns off all style attributes  
 SETTABS-specify a series of tab stops in spaces  
 TAB-Outputs a real tab character

## 1.9 Preferences

logoiX-Guide prefs

On startup iX-Guide reads an ascii file "ixg.prefs" which must be in the same drawer as iX-Guide program. If file wasn't found iX-Guide uses the default settings. For any keyword that wasn't found iX-Guide uses default values. You can edit that file with any text editor. The file is built up of lines. Semicolon ( ; ) is used for comment. Everything in the line after that character will be ignored. Every line has the following structure:  
 <KEYWORD> <ATTRIBUTE 1> [ATTRIBUTE 2] [ATTRIBUTE 3] ...

Keywords

Fonts

FONT0, FONT1, ... , FONT6

- Specify fonts and font sizes to be used for F0-F6 font tag attributes. These fonts can be proportional or fixed width. First attr. is font name with .font extension and second is font size

FWFONT0, FWFONT1, ... , FWFONT6

- Specify fonts and font sizes to be used for X0-X6 font tag attributes. These fonts should be fixed width. First attr. is font name with .font extension and second is font size

DEFF

- Specify font name and font size to be used for DEFF font tag attribute. This font should be fixed width. If database doesn't have @IXF global tag which usually means it is old AmigaGuide database this font is used like default font. First attr. is font name with .font extension and second is font size ↵

**IXFONT**

- Specify font name and font size to be used for IX font tag attribute. If database has @IXF global tag which usually means it is IXML database this font is used like default font. First attr. is font name with .font extension and second is font size

Button design

**IBBORTYPE**

- Type of border around image button. Attribute can be none (no border), single (border depth is 1 pixel), or double (border depth is 2 pixels).

**TBBORTYPE**

- Type of border around text button. For attributes see IBBORTYPE keyword above.

**IBBORCOL**

- Specify colors of border around image button. Four numeric attributes are required : first number is pen number to use for drawing shine inner edge of border, second number is pen number to use for drawing shadow inner edge, third is for shine outer edge and fourth for shadow outer edge. If border type is single only inner edges are drawn.

**TBBORCOL**

- Specify colors of border around text button. For attributes se IBBORCOL keyword ← above.

**TBTFG**

- Pen number to use for text foreground of text button. Attribute is pen number.

**TBTBG**

- Pen number to use for text background of text button. Attribute is pen number.

**TBJAM2**

- Jam 2 colors when writing text of text button. Attribute can be yes or no. If 'yes', background color (TBTBG) will be used when writing text. If 'no', document background will shine through parts of button.

**TBSTYLE**

- Style of text button text. Attribute is one number. Number 0 is normal style, 1 is underlined, 2 is bold, 4 is italic.

If you want e.g. bold and italic the number would be 5 (1+4).

**IBBORCOL-S, TBBORCOL-S, TBTFG-S, TBTBG-S**

- Same as IBBORCOL, TBBORCOL, TBTFG and TBTBG but for selected button. (See above).

**Paths****XXRPATH**

- Specify path of drawer to store .x (guide index) files in.

**IMGPATH**

- Specify path of drawer with system images.

**MODPATH**

- Specify path of drawer with .ixm (iXG module) executables.

**DTPATH**

- Specify path of drawer with .ixdt (iX Datatype) libraries.

**RXPATH**

- Specify path of drawer with .rexx programs

**UIPATH**

- Specify path of drawer where your userinfo utility is installed.

**Keyboard****LSCROLLSMALL, RSCROLLSMALL, USROLLSMALL, DSCROLLSMALL**

- specify the keys to be used for scrolling of virtual gadget for small amount (Left/Right/Up/Down). Default keys are cursor keys.

**LSCROLLBIG, RSCROLLBIG, USROLLBIG, DSCROLLBIG**

- specify the keys to be used for scrolling of virtual gadget for bigger amount. Default keys are ALT + cursor keys.

LSCROLLPAGE, RSCROLLPAGE, USROLLPAGE, DSCROLLPAGE

- specify the keys to be used for scrolling of virtual gadget for one page left/right/up/down.

Default keys are SHIFT + cursor keys.

LSCROLLTOTAL, RSCROLLTOTAL, USROLLTOTAL, DSCROLLTOTAL

- specify the keys to be used for scrolling of virtual gadget at extreme left/right/top/bottom of document.

Default keys are CTRL + cursor keys.

INDEX, CONTENTS, RETRACE, FORWARD, BROWSEL, BROWSER, HELP

- specify the keys to be used for going to index page, for going to contents page, for going one page backward in history list, for going one page forward in history list (NOTE: this is not yet available), for going to previous node, for going to next node, for going to help page.

Miscellaneous

DEFVS

- Default vertical spacing between document lines. Attribute is number of pixels to use for vertical spacing.

ICSIZE

- Upper limit of FAST image cache (this cache is in fast ram if available and all images that are loaded but not displayed are in this cache).

Attribute is upper limit in bytes.

RBSIZE

- Upper limit of retrace buffer. This buffer is used for document history (only document name, line position etc.). Attribute is upper limit in bytes.

SCROLLBS

- Amount of scroll when scrolling with ALT + CURSOR KEYS. The attribute is amount in pixels.

SCROLLSS

- Amount of scroll when scrolling with CURSOR KEYS. The attribute is amount in pixels.

SCROLLAS

- Amount of scroll when scrolling with arrows in the right bottom corner of window. The attribute is amount in pixels.

XINXXR

- Put .x (guide index) files in one drawer (specified with XXRPATH keyword)?

Attribute can be yes or no. If 'yes', iX-Guide will use

one drawer (XXR) for .x files. Otherwise, .x files will be in their documents' drawer.

DELAYIL

- Load inlined images ? If attribute is 'no', images will be loaded, if 'yes', image loading will be delayed.

INITWD

- Initial window dimensions. Four attributes are required : First number is Left window position, second is Top window position, third is window Width and fourth is window Height.

AUTOSB

- Automatically save bookmarks on exit ?. If 'yes' bookmarks will be saved on exit, otherwise not.

ILUS

- Update document on every <ILUS> bytes of graphics loaded. Attribute is the number

which represents bytes. If you specify e.g ILUS 60000, document will be updated on every 60000 bytes of graphics loaded.

PLAYANIMS

---

- Play animations ? yes or no
- DRAWBG
- Draw background of document ? yes or no
- PROPWIDTH
- Specify the width of vertical scroller in pixels
- PROPHEIGHT
- Specify the height of horizontal scroller in pixels

## 1.10 Bugs & Problems

logoBugs & Problems

On this page I will mention some bugs and problems in iX-Guide I know. I probably know some more bugs but I can't remember now what were they.

Many bugs with multiline objects (alignement, borders...).  
 iXG is probably not very stable at low memory conditions.  
 If you specify somewhere in your document e.g. LINK to example#iXG, iX-Guide will jump to the correct line with 'iXG' string but when some image is loaded above that line, the position of document may be changed.  
 When starting iXG from CLI, if you specify NODE and/or LINE to jump to, iXG may not jump to node specified.

## 1.11 Restrictions

logoRestrictions of this version

This version of iX-Guide is just the demo so it has many things uncompleted and not yet implemented. Here is the list of some restrictions of this version.

Animation object cannot be a link and it cannot be inside multiline object.  
 RX, SYSTEM and similar tags are not yet implemented.  
 Some menu items do not work yet.  
 Also, some window buttons have no effect yet.  
 Tab/Shift-Tab cycling not yet implemented.  
 BODY tag for global text color, style etc. not yet implemented.  
 IB, UIB, WIDTH & HEIGHT tags not yet available.  
 No bookmarks yet.  
 etc.

## 1.12 Panel buttons

logoGUI / Panel buttons

Panel buttons are placed at the top of the window between window title bar and document area. These images are placed in a 'sysimg' drawer as a 'buttons. ← picture'.

You can change them by editing that picture in some paint program. Here are the descriptions of each button going from left to right:  
 dot

INFO - press this button to obtain some information about iX-Guide and current database.  
dot  
LOAD NEW FILE - This will open the file requester. Choose the appropriate file and press OK to load file or cancel to abort the action.  
dot  
OPEN NEW WINDOW - Not available  
dot  
INDEX - This will bring you the index document of current database if any.  
dot  
TABLE OF CONTENTS - Go to a 'table of contents' page if it exists for current document.  
dot  
RETRACE - Go back one page in history list.  
dot  
BROWSE BACKWARD - Go to the previous physical page or to the page specified with @PREV tag.  
dot  
BROWSE FORWARD - Go to the next physical page or to the page specified with @NEXT tag.  
dot  
HELP - Load the help page for this database if available.  
dot  
ADD BOOKMARK - Not available  
dot  
GO TO BOOKMARKS - Not available

## 1.13 Keyboard control

logoKeyboard control

NOTE: These are default settings ! You can change the keys by editing ixg.prefs file. [Click here to see available keywords.](#)  
dotDocument scrolling with keyboard  
CURSOR KEYS - up/down/left/right - scroll for a small amount. This amount can be changed in prefs file with SCROLLSS keyword.  
ALT + CURSOR KEYS - up/down/left/right - scroll for a bigger amount. This amount can be changed in prefs file with SCROLLBS keyword.  
SHIFT + CURSOR KEYS - scroll one page up/down/left/right.  
CTRL + CURSOR KEYS - go to the extreme up/down/left/right of the document  
dotPanel buttons shortcuts  
RIGHT AMIGA + I - INFO button.  
RIGHT AMIGA + L - LOAD NEW FILE button.  
RIGHT AMIGA + O - OPEN NEW WINDOW button.  
i - INDEX button.  
c - TABLE OF CONTENTS button.  
r - RETRACE button.  
, - BROWSE BACKWARD button.  
. - BROWSE FORWARD button.  
h - HELP button.  
RIGHT AMIGA + A - ADD BOOKMARK button.

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RIGHT AMIGA + G - GO TO BOOKMARKS button.

## 1.14 Menus

logoGUI / Menus

iX-GuideNodeNavigationImages

Load...

Open...

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Next window

Previous window

Screen...

Goto Default Screen

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About

-----

Quit

Search text...

View node source

Save node

Save as plain text

Print...

-----

Reload

Find node...

-----

Add bookmark

Go to bookmarks

Save bookmarks

-----

Guide Structure

Flush displayed images

Flush cached images

Flush all images

-----

\_/ Load images

\_/ Draw background

\_/ Play animations

## 1.15 Menus

logoMenus - iX-Guide/Load...

This will open the file requester where you can choose the new file to load.  
After you press OK, iX-Guide will check the file format by asking

---

iX datatypes (if any). If file was recognized by iX datatypes, iX-Guide will choose the correct iX datatype to load file. It may happen that file was recognized by more than one iX datatype. In that case, iX-Guide will ask you to choose the correct iX datatype to be used for file processing. If file wasn't recognized by iX datatypes, iX-Guide will ask standard AmigaOS datatype system for the file type. If file type is DOCUMENT or PICTURE or ASCII TEXT, the file will be loaded. Otherwise, iX-Guide will pop up the message - " File is not of required type ". iX-Guide will always change the current directory to the directory of current database.

## 1.16 Menu

logoMenu - iX-Guide/Open...

Not yet implemented.

## 1.17 Menu

logoMenu - iX-Guide/Next window

Not yet implemented.

## 1.18 Menu

logoMenu - iX-Guide/Previous window

Not yet implemented.

## 1.19 Menu

logoMenu - iX-Guide/Screen...

This will pop up the requester where you can choose the screen mode and number of colors for new custom screen. If you press OK, iX-Guide will jump to new screen.

## 1.20 Menu

logoMenu - iX-Guide/Goto Default Screen

This will close the custom screen and iX-Guide will jump back to default screen.

---

## 1.21 Menu

logoMenus - iX-Guide/Info

This will open the about requester. In this window you can find some copyright information and information about current database.

## 1.22 Menu

logoMenus - iX-Guide/Quit

This will quit iX-Guide program.

## 1.23 Menu

logoMenus - Node/Search text...

Not yet implemented.

## 1.24 Menu

logoMenus - Node/View node source

Reloads the current document but ignoring tags so you can actually see the source of document.

NOTE: This works only with IXML and AmigaGuide

documents. You can't view the source of file loaded by iX datatypes.

## 1.25 Menu

logoMenus - Node/Save node

Not yet implemented.

## 1.26 Menu

logoMenus - Node/Save as plain text

Saves the currently displayed document as plain text.

Opens the file requester asking you for the name of destination file.

If file already exists, iX-Guide will ask you whether you want to overwrite it or not.

## 1.27 Menu

logoMenus - Node/Print...

This is actually the same as 'Save as plain text'. The only difference is that converted document is sent to printer.

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## 1.28 Menu

logoMenus - Node/Reload

Reload the current document from the disk.

NOTE: This will reload just a document, not the images !

## 1.29 Menu

logoMenus - Navigation/Find node...

Not yet implemented.

## 1.30 Menu

logoMenus - Navigation/Add bookmark

Not yet implemented.

## 1.31 Menu

logoMenus - Navigation/Go to bookmarks

Not yet implemented.

## 1.32 Menu

logoMenus - Navigation/Save bookmarks

Not yet implemented.

## 1.33 Menu

logoMenus - Navigation/Guide Structure.

Not yet implemented.

## 1.34 Menu

logoMenus - Images/Flush displayed images

This will flush all images in current document and will reload document.

These images are in chip ram.

NOTE: If you have enabled image loading with Images/Load images, images will be loaded again.

---

### 1.35 Menu

logoMenu - Images/Flush cached images

This will flush all cached images and will reload document.

These images are in fast ram if available. All images that are loaded but not currently displayed are in this cache.

### 1.36 Menu

logoMenu - Images/Flush all images

This will flush all images, those currently displayed and cached.

NOTE: If you have enabled image loading with Images/Load images, images in the current document will be loaded again.

### 1.37 Menu

logoMenu - Images/Load images

If checked iX-Guide will load images, otherwise it won't.

### 1.38 Menu

logoMenu - Images/Draw background

If checked iX-Guide will draw the background image if any, otherwise it won't. This will also reload current document.

### 1.39 Menu

logoMenu - Images/Play animations

If checked iX-Guide will start the animations, otherwise it will stop the animations.

### 1.40 These are iX-Guide arexx capabilities !

This is demo of iX Arexx

The first rectangle object is controled by ixclient\_1 arexx

program and the second one is controled by ixclient\_3.

You can write some text into rect 1 or place word 'Arexx' with mouse

in rect 1. You can start and stop the text scrolling

in rect 2. You can also see in the CLI events that are reported by

ixclient\_1 if you press a mouse, scroll virtual gadget, press some key etc.

The third rectangle is controled by ixclient\_2 and it demonstrates loading of datatype images, changing fonts, text styles etc.

START TEXT SCROLLING STOP TEXT SCROLLING

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