

CharMap

tpierron@umailme.com

COLLABORATORS

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WRITTEN BY	tpierron@umailme.com	April 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

CharMap

1.1 Summary

USER ' S MANUAL OF CHARMAP VERSION 1.2

First, native language of the author is french. Excuse me for bad spelling. This guide will explain the main fonctionnality of this little tool. For those who doubt, using it, is dramatically simple and if you believe that you will learn more by trying it directly, you just can press the ESC key.

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Why this piece of software

- 2.REQUIREMENTS
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1.2 introduction

INTRODUCTION

I feel curiosity in you, don't I ? Actually, a such tool isn't a new idea, of course. As i were using Microsoft Word on PC system, i were surprised

that it doesn't exist on Amiga platform a tool which can display the whole charset of a given font. In despite of finding a such tool, I've decided to write my own. It took me about 8 days to wrote this final version.

It also simply display the entiere characters of an ASCII font. Which can be easily pasted into clipboard without being obliged to keyed in via horrible control escape sequence such as Emacs, etc...

At last, don't you ever asked what's that fucking ASCII code for ©, ð or þ? Or else what's the curious char that is using the Fooobar font? No problem, this tool can greatly helps you.

1.3 The requirements before to start CharMap

REQUIREMENTS BEFORE TO START

The ressources needed are ridiculous. No need to have 512M of RAM, 300 dll of 12 ↵
M
each one. Actually it uses 4 shared libraries, which are all optional, but ↵
greatly

improve user-friendliness of this tool.

- Asl.library : Enables to choose a disk font
- Diskfont.library : Needs by the ASL.library
- Commodities.library : Hide the interface or reopen via hot-keys
- Locale.library : To use a different language than English.

Of course, a 2.1 Kickstart or better is required.

INSTALLATION

To install the programme, just use the installer script provided in the archive. Use it at least to install a different catalog than English. If you want to install it in the user-startup, you have to make it on your own by inserting somewhere in this file:

```
Run >nil: CharMap CX_POPUP=NO
```

The other files are the sources and the doc, you can do want you want with it.

1.4 usage

USAGE

If you are here, you really know nothing about your computer. Don't worry, I will explain what you are expected to.

1. The graphical interface

The main interface consists of a string gadget belowed by 4 push buttons and a table where there are between 192 and 256 characters of a ISO Latin1 font. By clicking on a character, it will be inserted in the string gadget. At last, you will probably want to paste it into the clipboard, just press the corresponding gadget. Notice that the cursor can be controlled using keyboard, in this case, the space bar corresponds to the left mouse button and the ESC key to the right one.

2. The menu bar

The menu appears only if you're pressing the right mouse button outside the table where the chars are, otherwise a popup window will appear showing information about

the char over flied. The pulldown menu contains the following commands:

- Screen font : Show the default font used to render application running under Workbench screen such as gadgets, menus, etc...
- Text font : Evenly spaced font used by default. In older times it was the topaz.font which does this job.
- Choose... : Open a ASL requester to enable you to choose another font.

-
- Charset : Reduces or increases the number of displayed characters in the table. Among:
 - 8bits ASCII : All possible chars.
 - ISO Latin1 : Like the previous one, without the 32 first. These are control codes and have rarely a graphical symbol.
 - Amiga Standard : Like ISO Latin1, without the chars from 128 to 159, included. This charset is the minimal chars that all amiga font should have defined.

The choice of a charset is done by looking in the datatype of the font, to display each time the exact charset that a font has defined.

- Clear text : In the string gadget
- Next screen : Jump to the next screen. Initialy, the programme opens its window on the active screen. You can change it and jump to the next screen in the linked list. But be careful of processes like DPaint which manages their video memory themselves. That's why it's safer to use hot-key which move the window directly to the desired screen.
- About... : Display some copyright information.

-
- Iconify : Reduces the window to its title. Use this menu again to enlarge the window.
 - hide : Close the window. Use the hot-key to reopen it.
 - Quit : ...

3. Shortcuts

Some shortcuts which always simplify the life:

- Amiga + S : Screen font
- Amiga + T : Text font
- Amiga + F : Choose a different font
- Amiga + J : Jump to the next screen
- Amiga + ? : About the programme
- Del : Clear the text contained in the string gadget
- Amiga + I : Iconify/Uniconify the window
- Amiga + H, Esc : Hide the main window
- ~Amiga + Q, or
Shift + Esc : Quit
- BS (<-) : Removes the last characters in the string gadget
- HotKey : A very useful shortcut, because it enable you to bring the window to the active screen. Namely, if the window has been hidden, it will be reopened on this screen, and if it was already open, it will be moved to that screen. The default hot key is control lalt c.

4. Command line / Tool types

This tool can be launched from a CLI. Don't be afraid, we are not running on ←
UNIX

system. Actually there are three main parameters:

- CX_PRIORITY=n : n is a number between 0 and 127. 0 is a very good choice.
- CX_POPUP=NO : Force the window to don't open at startup.
Useful for user-startup script of WBStartUp drawer.
- HOTKEY="..." : The combination of keys which will make appear the window when it has been for example hidden. The exact syntax of these hot-keys is described in the Amiga user's manual. The default one is "lalt control c".
- DONOTWAIT : This tool-type is only use by Workbench when the programme is placed in the WBStartUp drawer of the boot disk. It informs the workbench that it doesn't have to wait that the programme finishes before to launched the possible others located in the same directory.

These parameters can be entered either in a command line or be placed in the icon's tool-types. If the programme is started from a command line interface, the command line will be interpreted, if it started from the workbench, it will be the tool-types, but never both.

1.5 Notes about sources

ABOUT THE SOURCES

Sources are given for didactionnal purposes. If someone wants to improve it, feel free. The only thing to don't forget is that everything contained in this archive is placed under the terms of the GNU Public license, namely it's free software and must be stayed like this.

Some technical details now. This piece of software has been compiled with GCC 2.7.0 for CBM-AmigaDOS-mc68000 and requires 5 minutes on a standard Amiga with an optimization level 2. This programme has been written in almost 1300 lines of

C ANSI code, spread over 4 files and totalizing 40kb. You can recompile it, by a command line like:

```
gcc #?.c -o cmap -s -O2 -noixemul to obtain a executable named cmap.
```

At last there is one bug, that I were not able to fix. It causes a memory lost of 40 bytes when just opening the ASL font requester. I just don't know what I forget to deallocate, if someone knows the problem, thanks to send me a little mail describing what's go wrong.
