

AGW

COLLABORATORS

	<i>TITLE :</i> AGW		
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REVISION HISTORY

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Chapter 1

AGW

1.1 Welcome to AGW Documentation

AmigaGuide Writer (AGW) V1.01

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Introduction

Features

Using AGW

Distribution

Registering

DISCLAIMER

AmigaGuide Documentation produced using AmigaGuide Writer ↔
(of course)

1.2 Introduction to AGW

AGW is a program that allows you to create quickly and ↔
easily

AmigaGuide format files from a text file. AGW does not allow you to edit
the text rather you create the text in any text editor. (I use and recommend
SkoEd by me :-).

Currently AGW supports the following AmigaGuide commands :

DATABASE

WIDTH

HEIGHT

WORDWRAP

NODE

ENDNODE

TOC

LINK

ALINK

RX

RXS

SYSTEM

More commands will be added in the future.

What AGW is NOT :

An AmigaGuide viewer

A Text Editor

Complete (Not yet anyway :-)

1.3 AGW Feature List

AGW has the following features :

Reads AmigaGuide files

Writes AmigaGuide files

Writes AmigaGuide files as Text

Simple GUI interface

Create/Delete/Modify LINK/ALINK/RX/RXS/SYSTEM commands

Modify Node information

Modify File information

1.4 Using AGW

In order to create an AmigaGuide document you must first create a text file that contains the information that you wish to present. It is generally better if the text is organised in such a way as to make sense if read from front to back. (for those people who do not have an AmigaGuide viewer)

1. Copy the text to the Clipboard or save as a file.
 2. In AGW Import from the Clipboard or File. This will create an AmigaGuide document with one node.
 3. Split the document into several nodes by clicking on the line
-

- where you want to split the node and selecting the SPLIT gadget. A requester will appear asking you to give node information. Remember Nodes must have unique names and the first Node must be called MAIN.
5. When you have finished splitting up the document go back through each section and create links.
 - a) Highlight the word to make into a link.
 - b) Select the link type from the cycle gadget.
 - c) Select the CONNECT gadget.
 - d) From the list select the node to connect to.
 6. Repeat 5 until finished.
 7. Give the database a name using File Info.
 8. Select Save/Save As from the menu and you are done.

You can load AmigaGuide files using Load (Surprise) but I make the following caveat. AGW should have no problems loading files that it creates. However files created by other means may load but some AmigaGuide information may be discarded. (As I said earlier AGW is not an AmigaGuide viewer)

Other points to note:

1. When using MODIFY and DELETE remember to select the link you want to work with.
2. A link can be tested by double clicking it.

1.5 Distribution and ShareWare Information

AGW is Shareware and you may distribute the unregistered versions as long as only a minimal fee is charged and the intent is not to make a profit. Support the Shareware concept.

To register AGW send \$A15 to :

D.L McPaul
P.O Box 2830
Canberra City
ACT
Australia 2601

For your money you will receive :

The latest version of AGW
Information about updates

Please do not send Personal cheques as they are impossible to cash.

1.6 AmigaGuide DATABASE Command

DATABASE <Name>

This command must be present at the start of all AmigaGuide files and defines the name of the database.

It can be set from within AGW using the File Info command.

1.7 Width Command

WIDTH <Size>

This command determines the maximum width of text lines. Currently AGW will read/write this command and allow you to set it but does not use it.

It can be set from within AGW using the File Info command.

1.8 Height Command

HEIGHT <Size>

This command determines the maximum number of lines of text to display in a window. AGW will read/write this command and allow you to set it but does not use it. (I think it is also broken under Wb3.0)

It can be set from within AGW using the File Info command.

1.9 WordWrap Command

WORDWRAP

This command tells AmigaGuide to perform wordwrapping on lines that are greater than WIDTH. AGW will Read/Write but currently does not allow setting of this command.

1.10 AmigaGuide NODE Command

NODE <Name> <Title>

This marks the beginning of a node.

<Name> is the node name.

<Title> is the title to be displayed instead of the Node Name.

This information can be set using the Node Info command.

1.11 AmigaGuide ENDNODE command

ENDNODE

This marks the end of a node. Text between Node and EndNode is displayed by AmigaGuide viewers and AGW.

1.12 AmigaGuide TOC Command

TOC <Node Name>

Table of Contents command. This points to the Node to go to when the Contents button is hit.

This field can be set using the Node Info command.

1.13 AmigaGuide LINK Command

LINK

This links a word to a node with optional line numbering.

1.14 AmigaGuide ALINK Command

ALINK

Same as LINK except the node information is shown in a new window.

This command is currently broken using Wb3.0 AmigaGuide.

1.15 AmigaGuide RX Command

RX

Execute the Arexx command given.

1.16 AmigaGuide RXS Command

RXS

Execute the Arexx string given.

1.17 AmigaGuide SYSTEM Command

SYSTEM

Execute the SYSTEM command given.

1.18 Disclaimer Information

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