FSList

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	TITLE : FSList		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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1.4 Introduction

Introduction

 Have you ever had problems with finding functions etc. when your sources
 grew too big? Well we had, and therefore we made this little neat
 utility! :-)

 What FSList does is that it opens a window on your CygnusEd screen with

a list of the functions and structures it found in your source. From
here you can easily jump between the functions and structures in your
source. Since FSList also can show structures it is also great for large
include files such as intuition/intuition.h.

Martin's comment on FSList: After having used FSList for over a year now
I can't live without it. Even though my source modules aren't big in
size I use FSList to navigate up and down in them. It's by far much more
efficient to use FSList than using the cursor keys.

Requirements

 Kickstart 2.04 or greater.
 CygnusEd v2.12 up to v3.5 (might work on earlier versions too!).
 A C-Source :).
 AmigaGuide library (if you want enable online help).

SHAREWARE!

 Unfortunately the Amigascene today is getting more and more materialistic.
 Meaning people want something more in return than just knowing they
 supported the author when they register.

 We've made a limit saying you can use this tool for 3 weeks, so please
 accept this. You might not want to use the unregistered version for a
 longer period anyway, because we've FSList
 so much that you have to register in order to use it with
 satisfactory.

 Both of us are quite tired of the escalating prices on ShareWare. Today
 you have to pay more than 100 DKR for a decent ShareWare program, and
 that is in our opinion too much! Partly for that reason we have kept the
 registration fee for FSList low - Okay we haven't spent years on this
 program, but still a lot of time were spent during the development and
 testing of the program (we are talking months and heavy use of the
 phone).

 Please don't estimate our work on the size of the executable file. We've
 spent hours on optimizing the code so the executable could be as small
 as possible (celebrating when we found a way to save 4 bytes :-)

What do I get in the unregistered version

 A fancy little utility indispensable after you've used it once!

  * Superfast parsing. We tried to make an optimized parsing version
    for the registered users, but it seems that our compiler knows
    assembler aswell as we do :-).

  * Limited parsing routine. FSList can only parse about 500 lines.
    FSList will show all the functions/procedures etc. but if their
    position exceeds about 500 lines FSList jumps to line 500.

  * Font sensitive window. FSList uses Screen text font

  * Sizable window

What you get in the registered version

 All the above mentioned things of course, but we've saved some
 goodies for those people who discovered a need FSList covered.
 Here are the extras:

  * Sort - Sorts the list alphabetically or by line numbers.

  * Unlimited line parsing.

  * Is a commodity.

 Wait no more -> @{ "How to register " LINK Register}

1.5 FSList Usage

Usage (unregistered version)

  Shell

   FILE/K/A,WIDTH/N,HEIGHT/N

   FILE

   The name of your source. Because we believe there is a bug in
   CygnusEd's message parsing routines we had to make an ARexx script
   in order to retrieve the filename from CygnusEd. Therefore you
   should attach the enclosed script 'FSListUnreg.rexx' or if you
   have registered 'FSList.rexx' to one of the 10 function keys in
   CygnusEd. So whenever you need to use FSList just press the function
   key which you have assigned the script to.

   WIDTH and HEIGHT

   WIDTH and HEIGHT is of course the width and height of the window
   FSList opens on the CygnusEd screen. If none or only one of these
   is specified don't panic. FSList will just use some custom values.

  GUI

  When the window pops up you'll see four gadgets and a list of
  the functions and structures found in your source.

  The gadgets Sort and Sleep won't be of much use, because they only
  work in the registered version.

  About

   Show some information on FSList.

  Help

   Will load and show the 'FSList.guide' from the directory where FSList
   were started from.

```
    To move to a function or structure you can of course use the mouse
    but for conveniance you can also use the up and down cursors.
    Using shift in conjunction with the cursor keys will move 2 times
    and using alt will move either to the top or bottom.

    BUT in the unreg'ed version FSList will only allow you to jump between
    those functions and structures which resides within the first 500
    lines of your source.
```

```
 Usage (registered version)

   Shell

     CX_POPKEY/K,CX_PRIORITY/N,SORT/S,FILE/K/A,WIDTH/N,HEIGHT/N

     CX_POPKEY

     In the registered version FSList is a commodity and can therefore be
     awaken by a defined or the default hotkey. Default is 'control alt l'.

     CX_PRIORITY

     The priority of the commodity. Defaults to 0.

     SORT

     Sorts the functions and structures alphabetically or by line number.


    GUI

     Once again you'll see four gadgets when you start FSList, but this
     time all the gadgets are usable.

     Sort

      Sorts the functions and structures by either name or linenumber.

    The more you modify your source the line numbers for the various
    functions and structures will become more and more inaccurate.
    In order to solve that problem you will have to save your source
    and run FSList again.
```

1.6 Trouble shooting

```
                   Trouble shooting

  FSList puts CynusEd's screen public in order to pop up its window, but
  FSList is so careless, that it won't place it back again (if system- or
  customscrolling routines were used). This means that you should check
  the menu "Rendering choices" before saving your preferences.

  If you don't mind running CygnusEd in on public screen then have a look
```

```
at the optimization chapter.

One other IMPORTANT thing is that FSList DOES NOT parse the sources for
real in order to make the delay as short as possible. We have tried to
make the "parser" as 'large' as possible. Most programming styles should
be covered, but still there are some important
                 Style guide
                 you
must follow in order to use FSList.

You have to place the guide in the same directory from where you run
FSList.
```

1.7 Style guide

```
 Style guide

  The following chapter may seem a bit messy and might even be hard to
  understand. I've never tried doing things like this before, so it was
  made the way I think is the easiest way to explain stuff like this to a
  stranger who might not know the Bachus-Nauer form or any other "complex"
  ways of writing. I've made a lot of examples, so please understand me
  >grin<.  Read it a couple of times, or skip it untill the day your
  FSList refuses to read your sources the way you want it to.

  FSList DOES NOT parse the sources for real in order to make the delay
  as short as possible. We have tried to make the "parser" as 'large' as
  possible. Most programming styles should be covered, but still there are
  some important style guidelines you must follow in order to use FSList.
```

```
<bla>           = "Bla" is optional (may be present).
[bla] | [bla]   = One of the "bla" parameters MUST be present.
[bla]           = You got NO choice.. this "bla" MUST be present!
[nothing]       = The way of showing nothing .-)
```

```
Functions must look like this:

<static><returnvalue>[tab]|[space]<*><tab><space>Functionname(<variables>)
{
```

```
                         Examples
```

```
DeCode(int codewheel)                              (1)
{

static int *DeCode(int codewheel)                  (2)
{

static int                                         (3)
DeCode(int codewheel)
{
```

```
int *DeCode( int codewheel ) {                          (4)

int * DeCode()                                          (5)
    {
```

```
    Example 1 is ok.
    Example 2 is ok.
    Example 3 is ok.
    Example 4 is NOT ok because:
        The "{" was placed incorrectly, it should be on the next line.
    Example 5 is NOT ok either!
        The "{" was placed incorrectly, but everything else is ok.
```

Structures

  Most likely not all structures in your C source will be found, and as
  you can see FSList will skip them if they are indented.

Structures must look like this:

```
struct [space]|[tab] structname [nothing]|[<tab><space>=<tab><space>]
{
```

Comments/Remarks

FSList supports both the ANSI C and the C++ style of making remarks,
it even support nested remarks (nested comments means you can have
comments inside another comment).

```
/* remark remark */
// remark remark [return]
```

Examples

```
a++;      // a = a + 1                    (1)
b += 2;   /* b = b + 2 */                 (2)
// c ^ 2; /* removed temporary  */        (3)
/* v + z; /* another nested comment*/ */ (4)
```

```
All four examples are working. (1) A C++ comment.
                               (2) An Ansi C comment.
                               (3) A nested comment with BOTH styles.
                               (4) Just another example. REMEMBER that
                                   every "/*" MUST match another "*/" !!!
```

1.8 How to register

```
Registration

 You may use this tool for up to 3 weeks, after that period, you must
 decide to either DELETE the installed FSList, or pay the small register
 fee and get a personalized and full working version of FSList.


 You send us (we are 2 who have to share the loot :-)

  50 DKR == ca. 10 US$ or the same in any other currency.

 And we will send you a personalized FSList at once.

 You can send your money to me by mail at the address below but REMEMBER
 it is on your OWN risk. We cannot in any way be responsible for lost
 letters! If you send cash just wrap a piece of paper around the money so
 it can't be seen from outside.

 The registration form 'FSList.regform' must also be send to us. Just use
 one of the following addresses.

 * Snail mail: Martin Wulffeld
               Odensevej 121, 2 TV
               4700 Naestved
               Denmark

 * E-Mail:     wulffeld@datashopper.dk

 * Fidonet:    2:236/25.4

 * Amiganet:   39:141/132.4


 If you don't want to send cash you can always use the totally secure way.
 The bank:

  Transfer your money to:

     Unibank
     Praestoe Afdeling
     Adelgade 76
     4720 Praestoe
     Denmark

     Name: Martin Wulffeld

     Reg. number:    0047
     Account number: 4482-600-846


 NOTE: Allow up to 6 weeks for delivery! Things take time! :-) And
       "ordinary" mail correspondence is pretty slow sometimes. (So is
       money transfers). So don't panic if you don't receive a letter
       within the week you sent us your registration. Don't be scared.
       It's UP TO 6 weeks. Of course we'll handle your registration
       (we don't get many (none so far) so we're not that busy :-)
       request as fast as possible. The above is only written so people
```

won't get mad, because they didn't receive their personalized
FSList the day after they sent the money.

1.9 Contacting

                   How to contact us

  If you think you've found a bug in FSList please contact us.
  Preferably via E-Mail. Get the addresses in the
                How to register
                    section :) Remember to state exactly the hardware you have so we
  can track the bug down more easily.

  Feel free to contact us if you have a good idea! And NO we are not
  going to make a GoldEd version! 8+)=)

1.10 Thanks to...

  Thanks to:

     Anders Hybertz   (program help)
     Preben Nielsen   for testing for Enforcer hits, ideas and for
                      "lending" us his InterNet address.

1.11 History

  History

     1.0 -   1.6.94   Only private release.

     1.1 - 28.08.94   + Sizable window

    1.10 - 24.12.94   First public release.
                      + Sorting routine improved. Using Selectsort instead
                        of Bubblesort.
                      + Sleep function (registered version)
                      + Help function
                      + Uses screen font instead of topaz 8.

    1.20 - 11.7.95   + Now FSList doesn't require AmigaGuide library to be
                        present anymore.
                      + Parser routine optimized. Shouldn't hang with
                        "strange" prototypes anymore.
                      + Wrong parsing in width and height arguments fixed.
                      + Code optimized a lot here and there.