

**Text-Reader\_V3.00**

**COLLABORATORS**

	<i>TITLE :</i> Text-Reader_V3.00		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 19, 2023	

**REVISION HISTORY**

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## Chapter 1

# Text-Reader\_V3.00

### 1.1 main

```
! _____! _/_____ !
-ø- ____ .VV|//\__ V __ \--ø-
!:. /\ \ \ ! -/\ ! .\!__ / :!
|::\____/ _^__ ^__/_! \____: ::|
-ø-----EL?!____/-----ø-
```

Presents

TEXT-READER V3.00

Coded by : The Welder of Divine

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Instructions and documents typed by me (The Welder) Oh God! my poor fingers!

### 1.2 Text Reader V3.00 Disclaimer

----->>> Disclaimer <<<-----

This production may be spread freely so long as there is NO charge for doing so. It may NOT be using on bulletin boards employing a "pay per view" system or any other method whereby a profit is gained by its spreading. Any such breach of the above will be met by legal proceedings. No liability will be accepted for any loss of, or damage to data, caused through either use or misuse of this utility. So basically

what that means is, that if you use this program and your computer  
fucking explodes then don't come to me for either compensation or sympathy!  
BE WARNED, if you are a Sensible Soccer (sad twat) fan, then do not use  
this production as it has been programmed to burn your blitter out!!

### 1.3 prog

----->>> Program Requirements <<<-----

Program size : 14,488 bytes

Date completed : 7th May 1995

Source size : 145,684 bytes

System and memory requirements:

Kickstart 1.2 to 3.1

Any chip revision

About 70k (For the main program)

Plus: The length of your music file

Plus: The length of your letter file

Plus: The size of your image file (raw)

The music and graphics as you might expect need sufficient chip ram.

### 1.4 install

----->>> Installation <<<-----

To install this utility to your hard-drive couldn't be simpler. All you  
have to do is double click the Install icon and away you go. You are  
given the option as to whether you wish to install the example files  
and documents for the reader.

Your current version of reqtools.library will be checked as if it is  
found to be of a lower version than the required type will be replaced.  
However you are prompted about this and have the option to abort the  
replacing of the library if you wish. This reader needs  
reqtools.library version 37 or above.

Cygnus-Ed-Pro will NOT be installed to your hard-disk when you use the  
install icon. If you wish to copy it to the hard-disk, then just copy  
the executable and its icon, not forgetting the preference file which is  
located in the S directory on the disk.

## 1.5 intro

----->>> Program Introduction <<<-----

Have you ever wanted to send a letter to your friend(s) and make it look really professional... Maybe a bit of music, a few graphics and colours? Well now here's your chance because with this tool you can do just that! Allowing you to send amazing looking letters and text files without all the bother of having to use loads of utilities to play music in the background, display pictures and print text. This reader has been designed with ease of use in mind so no matter how inexperienced you may be, you'll still be able to produce stunning results in minutes.

To function this reader requires three files, one containing the text to print another the music and lastly the logo file. The music will be played while the text is printed with the logo being displayed at the bottom of the screen. Pages of the text can be viewed very easily using either the keyboard or mouse so even someone who has never used it before could easily work it out.

This reader will work on any Amiga with any amount of peripherals so long as there is adequate memory available, although the amount of memory the reader requires depends greatly on the size of the files you provide for it. For example if you only own a 512k A500 and try to use a 400k music file it is highly likely that you will run out of memory and execution will be terminated. All revisions of the operating system past and present should have been catered for.

The letter file is plain ASCII, the music file, a standard ProTracker module whilst the logo is a normal IFF-ILBM image from Deluxe Paint. No conversion is necessary for any of the files making a letter complete with music and graphics amazingly easy to produce.

## 1.6 specs

----->>> Program Specifications <<<-----

This program has been written in 100% 680x0 code, with no C or other shitty languages like that. Although the code is mainly hardware driven, it does incorporate some operating system code and is therefore able to run completely normally from hard-disk. All programming guidelines have been adhered to so as to make this program as compatible with all the Amiga operating system releases. It is able to cope with all additional pieces of hardware like MMU's, memory expansions and chip revisions.

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For those of you who remember the previous releases of the Text-Reader should like this one immensely because the code has been greatly increased in speed and efficiency. This version unlike previous versions does not need access to the powerpacker.library as all decompression routines have been built into the main code.

As it has been previously mentioned, three files besides the executable are needed for the reader to function. A more detailed explanation of these files is given later, however it is important to know that they must be given specific names. These names are "Letter.txt", "mod.Music" and "Logo.iff" (Names are not case sensitive). The reader will try to load these three files from the current path, but if it is unable to find one of them it will throw up a requester for the file asking you to locate it. Please note carefully that the requester uses the reqtools.library by Nico François which should be in the libs directory. If the library is not found, or the version is less than 37 then execution will terminate. This library is not needed for the normal operation of the reader, however it is recommended that you keep a copy in your libs directory on the off-chance a file for some reason cannot be located. The reader can be started from either an ICON or from the CLI, but if the program is started from an icon, error messages will NOT be displayed as they are only output to a currently active CLI. All possible errors are trapped and appropriate messages sent to the CLI.

Although no parameters are actually needed by the program, up-fading of the music can be suppressed with a -f option. E.g.

```
Text-Reader_V3.00 -f [Start music at maximum volume]
```

```
Text-Reader_V3.00 +f [Fade the music in at the start]
```

This option is useful when the module being used has its own fade up at the start. If the option is omitted, the default option of +f is used.

Icon tooltypes are NOT supported, therefore if the reader is started from an icon the +f option is always used.

Music file :

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The "mod.Music" file is as its name suggests the music for the letter. This music must be a standard ProTracker file and not one that has been mangled by some sort of packer or protector. I recommend that you use either ProTracker 2.2a or 2.3a, but modules from v3.10 and v3.15 will work fine. Modules from lower versions will still work, but may sound a bit weird! The same applies to modules from NoiseTracker and SoundTracker. This reader is able to cope with modules that use tempo

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commands and all the supported ProTracker sample control commands. The music module may be compressed with PowerPacker if you wish using ANY efficiency. Bear in mind that if you pack the file, more memory will be needed when it is loaded and depacked. So, if you are tight on memory then do not pack the module.

Logo file :

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The "Logo.iff" file is a normal IFF-ILBM image which can be obtained from any graphics package. The reader supports low and high resolution images, but does not allow interlaced ones. A low resolution image can have up to 64 colours (half-brite) and must be on a 320x256 sized screen whilst a high resolution image may have up to 16 colours and must be on a 640x256 sized screen. Only the first 42 horizontal lines of the image are actually displayed in the reader, therefore please ensure that your logo is positioned at the top of the screen when you save it. Note also that the page size and screen size have to be identical for the reader to accept the image. The image file may like the letter file be compressed with PowerPacker if you so wish.

Letter file :

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The "Letter.txt" file is plain ASCII which may contain ANY symbol from the standard topaz font. You therefore have access to accented characters from foreign languages like French and German. This reader does not automatically align text, so whatever your text looks like on Cygnus-Ed-Pro is how it will appear on the reader. (I do recommend you use Cygnus-Ed-Pro to type your letters on, as it makes things very much easier when it comes to using the colour codes. Besides normal text, there are two types of control character that may be used to adjust the text to your requirements. These are tabs and the already mentioned, colour codes, but more on these two later.

If you remember previous versions of this reader, you used to have to include a \$ff(255) character to mark the end of your text. This is no longer the case as the reader automatically marks the end of the text for you when it is loaded. As with the music, the text file may be packed with PowerPacker if required.

Anyone who has ever used a text editor or word processor must surely know what a TAB is and what it is used for. The main reason being to align text into columns. On most text editors the default setting for a tab is eight characters and on this reader also the tab value is set to eight.

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The people who remember the previous releases of this reader must remember how the tab routine didn't exactly function the way it does on most text editors, causing certain tabs to misalign text. However, I have written a proper columnated tab routine for this release and the tab now functions exactly the same as it does on text editors and word processors.

Therefore any text on Cygnus-Ed-Pro will be laid out exactly the same on the reader.

One of the main reasons why the use of Cygnus-Ed-Pro is recommended, is because it makes the entering of colour codes a very easy process. In order that the user still has access to the full ASCII character set, colour codes consists of more than one symbol and are based around the escape code system used by the CLI. The reader supports seven text colours whilst the eighth is the same as the background colour (i.e. invisible text!). Like CLI escape codes, the colour codes for the reader also begin with an escape character. This can be generated on Cygnus-Ed-Pro by pressing the <ESC> key. The symbol that will appear may look strange (an inverted [ symbol), but what do you expect an escape character to look like eh? Also like a CLI escape code, the reader colour code must be followed by a [ symbol. Now this is where the reader escape code differs from the CLI equivalent as the next character is a number between one and seven. Each number will change the text to a different colour. For the example below the escape character has been replaced by the asterisk so that this file can still be printed.

```
*[2Hello *[1World *[3!!!
```

In the above example the word "Hello" will appear in one colour whilst "World" will be in a different one and the exclamation marks will be in a third colour. It is highly recommended that you insert colour codes after you have written the text because colour codes take up NO visible space and laying out text correctly is extremely difficult with colour codes already in place. In the above example the colour code visibly seems to take up three characters, but in reality when viewed on the reader the text will appear perfectly normal except for the colour changes. Please be aware that all the conditions that a colour code requires must be present if the code is to work. The conditions are:

- 1) An escape character must be the first symbol of the code
- 2) An [ must follow the escape character directly (No space)
- 3) A number must follow the [ symbol and be in the range one to seven.

If any of the above conditions are not met then the reader will ignore the sequence and print the sequence as though they were characters. If however you are still unsure about the way the colour codes work then unpack the file Letter.txt and load it into Cygnus-Ed-Pro and study the way the colour codes work in there... It is really quite simple, so experiment away!

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## 1.7 inst

----->>> General Information <<<-----

Now all of the aspects of the required files have been detailed, a brief explanation of the program itself follows.

The Text-Reader displays text on a normal non-interlaced high resolution screen of 640x212 pixels. On this screen 21 lines of text can be displayed, with each line being 80 characters in length. If a line exceeds the 80 character limit, the excess characters will appear on the next line down. If this line is at the bottom of the page, then they will appear on the next page. The information bar at the top of the screen indicates the current page you are viewing and the number of pages of text. The title bar also displays a clock which shows you the amount of time you have been reading an piece of text for.

The controls for the reader are fairly simple. You can either use the mouse buttons of which the left mouse button takes you to the next page whilst the right mouse button moves you to the previous one. The arrow keys also allow you to move through the text easily, with the left right arrow key moving to the next page and the left to the previous. The up arrow key will take you to the first page of the file and the down arrow key will take you to the last. The escape key can be used to quit from the reader at any time you choose to. If you are viewing the last page of a text file and try to move to the next, the reader will quit also.

Finally, if you have had any trouble understanding any of this document, there are example files that can be installed for you to take a look at.

They explain all the aspects of this Text-Reader step by step. The best way to learn how to use something is practice so get going!

## 1.8 contact

----->>> Divine Contact Addresses & Joining Divine Information <<<-----

This Text-Reader is dedicated to all the hard working members of Divine who give their time and effort to making the Amiga scene a nicer place to be part of. People like : Buddy, Hampster, Thor, Pixie, Sad Git, FatRat, Godfather, Sarge, Riddla, TMan and all the other members of Divine.

Divine are always on the look out for talented members, so if you think you have what it takes and want to join an active hard working group then contact me at the address below immediately. We are currently working on quite a few productions which require some more musicians, if you can make

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nice Amiga modules then we would like to hear from you... now! Graphics artists and coders are also welcome to apply!

If you encounter any problems with this reader, or have any useful suggestions then contact me at this address :

The Welder/Divine

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Oldbury, Warley

B68 0DJ

England

or phone on: 0121-422-7244

Yours..... The Welder/Divine (Enjoy!)

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