# EDS Documentation

WiZkiD

| | COLLABORATORS | | |
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| | *TITLE* :<br><br>EDS Documentation | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
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# **Contents**

# Chapter 1

# EDS Documentation

## 1.1 Documentation for EDS V40.64 [and above (?)]

Welcome to the documentation for EDS! Please fasten your seatbelts

and hold on for the ride.

About EDS Find out even MORE about EDS!

ShareWare and © Info Standard speel about $$$ & ©!

Installing EDS C'mon, read (ˆ) those 2 first!

Customizing EDS Now we're getting somewhere!!!

Using EDS Finally...what I was waitin 4!

Known Bugs Well, this _IS_ ßeta, ya know!

Future Versions What I wanna do: "hmmmmmm...."

History How did the EDS Project start?

## 1.2 About EDS -- Early ßeta Release

Program: EDS - The E Development System

Version: V40.64

Programmer: Jeffrey J Peden ][ - AKA WiZkID

Company: GammaSoft

Using: Amiga E Version 2.1B

When: July 1993 -> February 1994

Requirements: Any Amiga, with enough memory to suit your needs,

a Hard Drive (I suppose you COULD program in E

w/ a floppy...), Workbench 2.x/3.x

ReqTools.library V38+

Amiga E Version 2.1+ (Hey, Wouter where's 3.0???)

EPP Version 1.1+ (Also included -- Thanx to B. Wills!)

ARexx

Source: Registered users MAY obtain the source by contacting me directly

(this means CALLING me, or mailing me...but its better to call)

It provides MANY useful things that beginners can learn from...

IT MUST NOT BE BE RELEASED OR CHANGED IN ANY WAY...AND IS NOT

TO BE USED IN ANOTHER E INTERFACE

Registered users must pay $5 extra to get the source.

When I first started programming and learning the E language, I was

somewhat disappointed with just a compiler and the modules and exapmles...

I wanted something where I could point and click and do anything I wanted.

I would often get confused, losing my shell, having to quit out of my editor

to compile, having to click hundreds of windows to front and back... then

I found Ez_E - which was something like what I wanted. It let me run my

editor, and compile the sources, and do most things from a small window

that hung above my editor. This worked for a while. But when I decided

to give up on my first E project (GammaTag 3.0 - a conversion from my

ARexx tagliner), I had grand ideas of a whole system for programming in E.

Something to take care of EC, EPP, an editor (at first JED was the only

choice), and launching external programs.

In July of 1993, I loaded up GadToolsBox 2.0, and began tinkering with

a potential GUI. At first, I was just going to design the GUI, and let a

friend of mine do all the dirty work, with me Beta testing and adding

smaller, easier features when I could, but as he was already working on a

project, I decided to go ahead and work on it on my own.

By the end of August of 93, I had something I could actually call a

program. I released EDS V39.10 (and about a week later V39.12 - a couple of bug fixes)

Unfortunately, although people I talked to seemed to like what I had

done, they either did not like my choice of editor (JED was still hard coded

in), or the font I had chosen, or screenmodes, or something... so NOT ONE

SINGLE PERSON registered. I seriously though about quitting the project,

but as I began to actually use the program myself (while writing it, it was

nearly impossible to use and write and test at once) I began to really like

what I had done, and began to think about what else I could put in that

might make it work a little better.

First on my list of things to do was user definable preferences. I

already had somewhat of a preferences file for the external program

launch buttons, and just built on top of that. Font and screenmode were

the first to be implemented. Then I created a GUI for it (this was at the

end of September 93) - and when I at last got SrcGen (thank god for the

aminet dev/e directory!) I built it into the program. Later I added

palette, a GUI for editing the buttons (and menus), Overscan, editor

commands (I finally got to making it editor independant), and a lot of

other stuff.

Other little features I added were an APPIcon, commodities support (you

can use Exchange to hide/show/quit EDS), a sleep system (you can either use

the AppMenu or Exchange to unsleep EDS), the ability to open EDS on the

Workbench, and even a system of managing Projects (which let you define a

NAME, SOURCEFILE, and a PREFSFILE to use for a certain project)...

I truly think I have gone as far as possible in putting usable features

into EDS. I hope that everyone else thinks it is worth what I am asking for

it. I have spent much more time on EDS in the last year than I should

have... considering I have been in school for more than half of the time

I have been working on it, and often more time would go into the program

than homework!

## 1.3   Shareware and ©opyright info

EDS is a shareware program, if you use it, you must register it. If you

want to see future versions, then you should register it. I am putting a

requester on the save function, to further remind you. If you are a ßeta

tester, you do not have this requester, but if you continue to use EDS after

the trial is over, you should register it too (Of course, I'll give ya a

discount...) If you decide not to register it, you must delete it after 7

(seven) days. And furthermore, if you don't intend to use it, but you

think it's a nice piece of work, I _WILL_ take donations :-)

EDS is not to be included in any commercial product, in any form. If you

want to include EDS in a commercial product, the author MUST be payed a

set loyalty charge (no more than the registration fee, but depending on

the quantity, it could be lower). EDS is not to be redistributed in it's

registered form, but the unregistered version may be put on BBSs only. The

only exception to that rule is Fred Fish (CD or Disk), Aminet, and to

Wouter, if he feels like doing something with the unregistered form. Any

other collection that charges for the disk containing EDS must recieve

permission from the author. You can of course give the NON REGISTERED

VERSION TO YOUR FRIENDS.

I am making the product shareware to pay for my phone bill which kept

me in touch with the Amiga E mailing list. But, since I don't like to pay

lots of money for any shareware program (Rush, Terminus, etc) I didn't want

to make it cost too much. I figure $15 is reasonable enough for anyone to

pay (thats usually low enough for me to break down and give the author some

credit), so that is what I am making registration. That $15 goes towards

the $100+ of dollars I spent this summer getting the E Mailing List alone,

a disk with your own, personalized copy of EDS (and anything else I can throw

on), mailing of the disk, and of course the usual blood, sweat, and

electricity that went into the making of EDS. (please kids, don't try

combining the last two ingredients at home... :-)

If you want the source code, it is an extra $5. I don't want the

source being modified and redistributed, so I figure I'll charge extra

for it. BUT, it is a great example for those just learning E. It uses ALOT

of the system (ASL, ReqTools, ToolTypes, Reading/Writing files, Strings

(cause of 99.9% of my early crashes), GadTools, and much much more) to do

certain things.

So, here is the breakdown:

EDS Registration............$15.00

EDS Source...................$5.00

---------------------------------

Both........................$20.00

BTW: You have to register to get the source :-)

You can send CASH (US $$) or a Money Order (Postal is OK) with the

correct amount to:

GammaSoft - EDS Registration

Attn: WiZkId

8 Jared Ln

YarmouthPort, MA 02675

If you need to contact me, for any reason (such as asking if I

will take a check) I can be reached, for now, on the internet at

WiZkId@cup.portal.com


## 1.4   Installing EDS -- Early ßeta Release

Hopefully, this will be an extinct section in the very near future (and may be by the time you read this). Hopefully, I will be able to write an Installer Script for EDS very soon, and take a load off of your shoulders, but for now, here are a few steps on how to install EDS manually...

Manual Installation

(1) Unarchive the LHA file (well, if you're reading this, one down... so many more to go)

(2) Make the directory: ENVARC:EDS/ (ENVARC should already be set up as part of the WB 2.x/3.x installation)

(3) Copy the files from this distribution in "envarc/eds/" (the only one NEEDED is EDS.Prefs) to "envarc:eds/"

(3) Copy EDS, EDS.info, and the documentation to wherever you want it.

(4) Create the Environmental Variables AUTHOR and COMPANY. These will are small text files (one line) that are stored in ENV: (I just used "SetEnv AUTHOR WiZkId" and "SetEnv COMPANY GammaSoft"; and copied "ENV:AUTHOR" and "ENV:COMPANY" to ENVARC:)

(5) Edit the ToolTypes to whatever you need.

(6) Double Click Away!

## 1.5   ttypes

Here is a list of all the tooltypes recognized by EDS and what they mean. Some are self explanatory.

ED_PORT=JED.1

This Tooltype lets you select an AREXX port for whatever editor you are using

EC_PATH=C:

Gee... I wonder... could it be where EDS is supposed to look for EC?

EPP_PATH=C:

Hmmm... another tough one... golly, maybe it's where EPP is supposed to be...

EDITOR=Workbench:c/jed PUBSCREEN=EDS

This is the line used to invoke whatever editor you want to use.

PROJECT_PATH=EDS:

This is where EDS: is supposed to default to as a directory.

PMODULE_PATH=PMODULES:

This is the path to PMODULES for EPP.

PROJECT=EDS.e

This is the name of the default file to load. Used in conjunction with AUTOLOAD

AUTOLOAD=ON

This will load the name of the file given in PROJECT

DEF_PREFS=ENV:EDS/EDS.Prefs

This is the name of the default preferences file to load.

ICONX=285

This is the X position of the AppIcon

ICONY=355

This is the Y position of the AppIcon

APPICON=ON

This is whether the AppIcon is on or off

USEBENCH=OFF

This is whether EDS opens on the Workbench or it's own screen.

MAINWIN_X=0

This is the X position of the main (button) window when opened on WorkBench

MAINWIN_Y=360

This is the Y position of the main (button) window when opened on WorkBench

SECONDWIN_X=0

This is the X position of the second (RCS) window when opened on WorkBench

SECONDWIN_Y=0

This is the Y position of the second (RCS) window when opened on WorkBench

Only some are NEEDED to start EDS... some are not needed at all depending on how you want EDS set up.

## 1.6   Customizing EDS -- Your way right away?

Almost all of this is self explanatory, but I'll go over it anyway.

From the EDS main screen, you can access the preferences interface of

EDS. From there you can customize many different aspects of how EDS

operates, and how you want things to look.

Screenmode - This is where you can select the screenmode for

EDS to use. This uses a standard ASL Screenmode requester (thanks to Colin

Bell's Datatype viewer for how to do this). If running under OS 2.04 (and

not 2.1/3.x) this should open up a ReqTools requester instead.

Font - This lets you select the font you want to use. This is

a standard ASL font requester. (I keep forgetting to add to the prefs file

how to specify font size... dammit!)

@(b}Overscan Type - Lets you select the type of Overscan you

want - you can play around with this one... Intuition sometimes gives me

strange results with some screenmodes...

Text Width - This one lets you tell EDS whether you are using

a half width font (such as Xen.font) or a full width one (topaz.font)

Palette - You may edit the first 8 colors of the palette for

the screen, and save them in the prefs file, through this config panel.

Configure Editor Commands - Here you can edit the AREXX commands

sent to the editor. All are self-explanatory, except for "Insert {39}" -

this is to insert an ascii character 39; an apostrophe (')

Set Console Output Window - This lets you select the type of

console window you want output (such as that from EC or EPP) to come from.

User_1 -> User_15 - Here you can edit the buttons and menu itmes

that are user definable. See User Definable Buttons

Projects - (This is the listview below the buttons) Here you can

define the projects which are accessable through the "Projects" button on the

main screen. (Currently "MISC" is not used)

## 1.7   Your wish is my command!

EDS allows you to have 15 buttons and menus which you can define to do certain actions. You can have EDS send an AREXX command, asynchronously launch you're favorite program (A shell is a nice thing to have here), or even load a file at the click of a button (quicker than projects, but not as definable)

In the preferences interface, there are 15 buttons which, when clicked on, bring up a window which allows you to edit the values of them.

Gad Text is what shows up on the gadget and in the menu

Command is what is executed for a DOS type command, what is sent

for an AREXX command, and what is loaded for a LOAD command

Type is the type of command. You can select a DOS

(asynchronously run), REXX (sent to an AREXX port), or LOAD (loaded into EDS)

type of command

Misc is only used for a REXX type command, and is the port which

the command is sent to.

## 1.8   Using EDS -- So how do I use this damn thing?

Oh God, I've already told you how to set it up, and now I suppose you

want me to tell you how to use it :-(

Alright, I give! Everything is pretty self explanatory. When you LOAD a

source file in, it will try and read the revision header from it, and will

load it into memory. It also starts notification on the file when you load it in, so that the latest version of it is always in memory. (NOTE: This means that you cannot use EDS when working with an XFH handler...there is a bug in XFH) When the file is loaded in, if EDS finds a revision header, it will bump up the revision by .1 or .01 (depends on what the previous revision number was). LOAD brings up an ASL requester, RELOAD loads the file set in the name string gadget.

When loaded in, EDS will display the Filename, Author, Company, Todays

Date, the TIME when EDS was started, and the revision string. These are all

in string gadgets. You can edit them by hand (TAB CYCLING is enabled) if you

wish, and the info will be updated in memory.

When you SAVE, the information from the above string gadgets will be

inserted into a (new) header in your source file (appended to the source).

You can also use SAVE-AS to save the source with the header to a new file.

This will bring up an ASL req for you to choose a filename (you can also

write over another file this way, be careful!). BE WARNED, these functions

of EDS DIRECTLY MODIFY THE SOURCE FILE, I WILL NOT TAKE ANY RESPONSIBILITY

FOR LOST OR TRASHED SOURCE. NOTE: If you use SaveAs, you should call a

RELOAD afterwards to start a notify on the new file.

Also saved, but not replaced, are comments for the current revision.

With each revision, the prior comments are added to. I would only save the

file when you have done something that represents a markable change in the

source, as these comments can add up. If they get to be too long, just start

deleteing them from the end.

Something new to the V40 series of EDS is Projects. These are sets of

source files, prefs files, and a name given to them. When you select

PROJECTS from the main screen, it brings up a window with a list of 15

projects which you may or may not have already defined. If you click on

a defined project, it will load that file, and the preferences file

associated with it. If you click on an undefined item, it will close the

window and nothing will happen. You can also click on the close gadget

to get out of it.

From EDS, you can call many different things. The first of these built

in things is the text editor. I chose JED for my editor, as nobody was

willing to write an editor in E with the same functions for me. Hitting

EDIT will open up JED with the current file loaded in (or none at all, as

the case may be). When you save a change in JED, it is automatically

reloaded into EDS. Also, I have provided you with a number of different

functions (jump, find, etc) of JED from EDS. These give EDS a direct

interface to JED through ARexx. You can define more of these, if you want,

using your custom config file.

Also, EDS lets you call EPP, the famous pre-compiler. EDS will creat a

backup copy, in case the pre-compile fails. This is deleted, if I my memory

serves, after the pre-compile is done. You may want to do a SAVE-AS to RAM:

before pre-compiling. If you have a better way, you can make a script,

calling EPP on your own. Output is sent to a CON: opened on the EDS Screen.

And, finally, EDS calls EC, the heart and soul of E. No options are passed,

so you must set them manually in your code. If enough people complain, I will

probably change this, but for now thats the way it stands. Output is sent to a

CON: opened on the EDS Screen.

The last EDS function is SendRXMsg. This will put up a reqtools requester

asking you for the port first (defaults to AREXX) and then the command (will

default to last command or none). Does not return any arguments

There are also 15 commands that are basically just ARexx interfaces to

JED. Some are more involved, such as INSERT PMODULE or FIND STRING, but all

are self explanatory. None will work if JED isn't running, but some will put

up an EasyRequester and others won't do any action. The simple ones have the

least amount of checking involved.


## 1.9   EDS Bugs!? -- Where's that damn can of RAID?!

Well, I know there are some, but none that I can readily fix, or even

know of. One problem that has been noticed by my beta testers is in

intuition message handling. What happens is sometimes EDS will not recognize

messages from intuiton. I am not sure if this is a problem with intuition

or with EDS, but it comes from the way that EDS handles multiple windows.

In order to use multiple windows asynchronously, and also watch the AppIcon,

and file notification, I decided to use a system of waiting on a combined

signal mask from multiple message ports. This does happen from time to

time, and the best way to avoid it is to not click too many times on buttons,

and wait until one task has finished before clicking again. If you can't

get it to recognize anything, try just click on the close gadget. Also,

some times if you cause intuition events which have no action (i.e. going

to the menu, but not selecting anything; clicking in and out of a window).

I see no way to really fix this.

There are some other bugs, I know... just not know of. If you find one,

send me some email, and if you have an idea on how to fix it, or if it means

so much to you as to register and buy the source and fix it yourself, let

me know. Until this summer, I probably won't have loads of time to do much

bug stomping.

## 1.10   EDS Memories -- Early ßeta Release

Here is the history of EDS...from early GUI files to the latest revision

comments.

0.001ß -- EDevSys0.001ß.gui - July 6, 1993

This is the first revision GUI file I did in GadToolsBox 2.0a

--------------------------------------------------------------------------------

/****************(E)(D)evelopment(S)ystem**************

** FileName: EDS_Proj_5.e

** Author: WiZkId

** Company: GammaSoft

** Date: 02-20-94 Time: 14:32:57

** $VER: EDS Version 40.63 © WiZkId

**********************************©WiZkId**********/

/********[Revision History]****[Last Update: 02-20-94]**/

/*

** Version: EDS Version 40.63 © WiZkId

** Comment: N/A

*/

/*

** Version: EDS Version 40.62 © WiZkId

** Comment: N/A

*/

/*

** Version: EDS Version 40.61 © WiZkId

** Comment: Refining some things for the WB Mode.

*/

```
/*
** Version: EDS Version 40.60 © WiZkId
** Comment: Have added a USEBENCH option. This lets you
** open EDS on the Workbench screen. I may make
** it so that it can be opened on any public
** screen. Wait until X-Mas for doc update.
*/
/*
** Version: EDS Version 40.57 © WiZkId
** Comment: Just making an OSVersion change. For a patch
*/
/*
** Version: EDS Version 40.56 © WiZkId
** Comment: Now fully functional. Removed small bug in
** SystemTagList() procedure...all is ready to
** go for beta shipping!!! - 11/17/93
*/
/*
** Version: EDS Version 40.51 © WiZkId
** Comment: N/A
*/
/*
** Version: EDS Version 40.50 © WiZkId
** Comment: Beta Tester Release: Editor Config, Projects,
** Preferences, Menus, HotKeys, Sleeping,
** AppIcon, etc all working! Just need some
** SystemTagList() example code!!!!!!!
*/
/*
** Version: EDS Version 40.35 © WiZkId
** Comment: APPIcon is fully functional!!! You can drop
** a source file onto it, and it will be loaded
** into EDS, or you can double click on it to
*/
/*
** Version: EDS Version 40.30 © WiZkId
** Comment: Now has a new feature: Definable PROJECTS!
** Can define a project with a title, filename,
** and prefs file, and load any of 15 at the
```

```
** click of a button.
*/
/*
** Version: EDS Version 40.25 © WiZkId
** Comment: Now have EVERYTHING except for SystemTagList
** working!!! This includes Load and Save prefs,
** SetRGB4(), Menus, Autoloading, etc!!!!!!
** Also has CX_Sleep!!!
*/
/*
** Version: EDS Version 40.20 © WiZkId
** Comment: All the color functions are workinç right now
** (Well, for 3.0, anywayz) - Only the first 8
** colors are allowed to be changed, but thats
** fine. KEWL!!!!!!
*/
/*
** Version: EDS Version 40.19 © WiZkId
** Comment: N/A
*/
/*
** Version: EDS Version 40.18 © WiZkId
** Comment: N/A
*/
/*
** Version: EDS Version 40.17 © WiZkId
** Comment: N/A
*/
/*
** Version: EDS Version 40.16 © WiZkId
** Comment: Now have the screenmode part of preferences
** working!!! This is AWESOME!
*/
/*
** Version: EDS Version 40.15 © WiZkId
** Comment: I now have gotten ActivateGadget() working.
** This makes it much easier to enter comments
** in the string gadgets! Things are flying
** today!
```

```
*/
/*
** Version: EDS Version 40.14 © WiZkId
** Comment: Got the preferences 'USE' to work now!
** Completely shuts down and then calls main()
** again...now must work on writing the prefs
** file.
*/
/*
** Version: EDS Version 40.13 © WiZkId
** Comment: N/A
*/
/*
** Version: EDS Version 40.12 © WiZkId
** Comment: It's getting there! Now does REAL tooltype
** support! Also can do Project Icons!
** Can't seem to get SystemTagList() to work!
** Menus and everything else are working nicely
*/
/*
** Version: EDS Version 40.11 © WiZkId
** Comment: N/A
*/
/*
** Version: EDS Version 40.10 © WiZkId
** Comment: Got menus (mostly) working - About()
** is not QUITE working right.
*/
/*
** Version: EDS Version 40.3 © WiZkId
** Comment: Working in Preferences, Keyboard Control,
** Execution, Better window handling...etc
** - Want to fix string gadgets so they go to
** next when return is hit
*/
/*
** Version: EDS Version 40.02 © WiZkId
** Comment: N/A
*/
```

/*

** Version: EDS Version 40.01 (9-30-93) © WiZkId

** Comment: N/A

*/

--------------------------------------------------------------------------------

(V39 revision comments)

Revision V0.90

--------------

created on Wednesday, 01.09.93 12:17:18 by WiZkId. LogMessage :

- Now has Mark Block (start and end), Cut, Copy, and Paste,

Jump to start, end, and the main proc. EPP and the ToolTypes

procedure needed to be grabbed from another version (older

one was added to when a newer one was started! :-)

Now the paths all use tooltype paths! IT IS DONE!

Revision V0.51

--------------

created on Wednesday, 01.09.93 11:25:50 by WiZkId. LogMessage :

- Now has an insert Pmodules feature!

Revision V0.50

--------------

created on Wednesday, 01.09.93 01:08:59 by WiZkId. LogMessage :

- Major updates tonight! Now uses Prefs File in ENV for gadget

defining, tooltypes for path/screenmode defining (path work

not yet done completely), bug fix in reqtools string req,

One more day and it'll be ready for widespread beta testing!

Also has some more gadgets defined! Only 7 coded ones left!

Revision V0.46

--------------

created on Sunday, 29.08.93 18:48:05 by WiZkId. LogMessage :

- Had to FIX A BUG! (eeeek!) After making a version for ßeta

testing, my own version LOST the AUTHOR and COMPANY strings!

Also, corrected some path info.

Revision V0.45

--------------

created on Sunday, 29.08.93 12:57:51 by WiZkId. LogMessage :

- Now have AUTHOR and COMPANY ENV: variable reading. Perhaps

the variables will shift to ToolTypes once I get that far.

I don't see any bugs right now. Am going to send out once I

get more Rexx support in.

Revision V0.40

-------------

created on Sunday, 29.08.93 00:34:50 by WiZkId. LogMessage :

- YEAH! I got notify working! I got everything that wasn't

working, working! Happy Happy, Joy Joy! Now it's on to the

little things! More Arexx commands (easy!) and more little

features! Also: want to add the COMPANY and AUTHOR fields,

and, want to add tooltypes &| preferences!

Revision V0.39

-------------

created on Thursday, 26.08.93 12:53:46 by WiZkId. LogMessage :

- Now has an ARexx message sending facility! Yeah!!!!!!!

Revision V0.38

-------------

created on Monday, 23.08.93 18:27:06 by WiZkId. LogMessage :

Revision V0.36

-------------

created on Sunday, 22.08.93 16:54:23 by WiZkId. LogMessage :

- Freaking notify will still not work!I am going to have to

send it back out to Barry and maybe he will see what I

can't :-( This pisses me off!

Revision V0.35

-------------

created on Friday, 20.08.93 21:45:41 by WiZkId. LogMessage :

- Got the editor hooked up! Notify is sort of set up, but not

working right. I am trying to get a signal from Notify and

use my signal mask to find out if it was modified. I am

starting to get pissed now...also looking for System() or

whatever it is called!

Revision V0.30

-------------

created on Friday, 20.08.93 00:58:36 by WiZkId. LogMessage :

- Wow....its realy starting to move along! SAVE_AS and COMPILE

features are now DONE! All I have to do from here on with

all the old stuff is clean up my status reports and anything

else that is hanging like a loose thread!

MAJOR UPDATE!

Revision V0.21

-------------

created on Thursday, 19.08.93 21:38:07 by WiZkId. LogMessage :

- Want to make the screen default, so I can shanghai JED

Revision V0.20

--------------

created on Thursday, 19.08.93 17:46:34 by WiZkId. LogMessage :

- Various cleanup functions. Got rid of a few file reading

bugs. Got a Re-Load button working. Got the version bug

fixed. Got the background pic (still 32 colors) set up.

Now I need the Save-As and Compile buttons set up. Going to

remove some buttons, add displays...then an interface to JED

Revision V0.15

--------------

created on Wednesday, 18.08.93 13:45:41 by WiZkId. LogMessage :

- Now displays a backdrop picture behind the display window.

Revision V0.14

--------------

created on Wednesday, 28.07.93 17:46:56 by WiZkId. LogMessage :

- Was using StringF() on something not defined as a string...

fixed the crashes...now have to deal with the version string

as it is not being read in correctly

Revision V0.14

--------------

created on Monday, 26.07.93 17:13:33 by WiZkId. LogMessage :

- got some easy request args inmplemented

Revision V0.14

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created on Wednesday, 21.07.93 21:55:43 by WiZkId. LogMessage :

- Got the comments working and all is going well (pretty much,

anyway)...might want to make a revision only version to get

released. it is only 10:00 right now...gonna play oxyd some

more!

Revision V0.13

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created on Tuesday, 20.07.93 22:19:44 by WiZkId. LogMessage :

- Now has a status gadget!

Crashes bigtime! Gotta get someone to clean up my code...

someone who does more programming than me..and maybe has the

RKMs...time to go see the guyz on Portal!

Revision V0.12

-------------

created on Sunday, 18.07.93 23:17:21 by WiZkId. LogMessage :

- Now working on comments, and other. Time string gad now

implemented, and might have comments working by end of

tomorrow night!

Revision V0.11

-------------

created on Sunday, 18.07.93 17:30:37 by WiZkId. LogMessage :

- Got most of my functions working! Reads in version, adds .1

to the version number, and the writes the header (getting

rid of the old one)...and renames file to the original

filename

Revision V0.10

-------------

created on Saturday, 17.07.93 19:28:39 by WiZkId. LogMessage :

- Now will take input from second window. Text inside the

string gadgets will be written to a the file. Load a small

piece of code, and then select SAVE - it will write a header

and then copy the file to T:TempFile.eds : Also see note

Revision V0.9

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created on Friday, 16.07.93 19:13:12 by WiZkId. LogMessage :

- Trying to get it to open up a shanghai window.

Revision V0.8

-------------

created on Friday, 16.07.93 17:25:16 by WiZkId. LogMessage :

- Now Has a string gadget, and a few buttons...LOAD function

is not working and all other gadgets are detached still

0.007 -> Was just an internal update to Version strings

Revision V0.6

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created on Friday, 16.07.93 01:30:19 by WiZkId. LogMessage :

- Just working on the second window - try and find a way to

get info from it.

Revision V0.5

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created on Friday, 16.07.93 01:00:10 by WiZkId. LogMessage :

- The GUI Now works and two windows come up.

Use the KillEDevSys Gadget to close the system

Now have to add scroller gadget and will be close to orig.

design.

Revision V0.4

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created on Thursday, 15.07.93 22:18:16 by WiZkId. LogMessage :

--- Initial release ---

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And there you have it: More than you might have ever wanted to know about

the history of EDS. See @{ " About " link About} for more info

## 1.11   What the future holds for EDS

No, not the Psychic Friends Network, but here's what I might add to EDS

version V41 (????)

· IFF PREFS file format

· Built in editor

· MUI interface

· BANKS of gadgets

· Anything you guyz come up with

## 1.12   About ReqTools.library

ReqTools is a standardized requester library © Nico Françoise

It needs to be placed in LIBS:

## 1.13   Amiga E Version 2.1b

Amiga E is a language, somewhat of a cross between modula, pascal, and

C, for the Amiga. It is very powerful, and has great support from the

author, Wouter van Oortmerssen. Find it and give it a try if you already haven't.

## 1.14   AREXX

ARexx is © William Hawes, and is included with the Version 2.0/3.0

Software.

## 1.15   EPP - The Pre-Compiler by Barry Wills

EPP is a small, but useful utilitiy that makes it possible for users to

make their source modular. By inserting PMODULE strings into source, with

the path of a PMODULE file after it (the PModules are just little E sources

that contain procs used often). When EPP is run before the compiler, it

replaces all the Occurences of PMODULE 'xxx/xxx' with the correct info.