Heddley

Edd Dumbill

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Chapter 1

Heddley

1.1 Heddley v1.1 (C) Edd Dumbill 1994

                                         Heddley v1.2

                                 © Edd Dumbill 1994-5

                                    v1.120 beta

                         HEDDLEY IS A SHAREWARE PRODUCT

          READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION
                              AND REGISTERING

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An HTML version of this documentation, created with Heddley, is available on
the WWW at: http://www.york.ac.uk/~ejad1/heddley.guide/main.html

The latest version of Heddley should be obtainable from the page:
http://www.york.ac.uk/~ejad1/amiga.html

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1.2 Introduction to Heddley

                     Why was Heddley written?

Heddley was written as there did not seem to be any decent programs around for
editing AmigaGuide® databases. Using a text editor became too odious when you
kept forgetting the nawes of nodes etc; Heddley is designed to remove all the
tedious tasks from creating AmigaGuide® databases, in order to enable you to
concentrate on their content.

Heddley allows you to compose AmigaGuide® guide files with greater ease than
by hand. It provides you with an overview of all the documents in the database
(an AmigaGuide® file is called a 'database', made up of many documents). Now
Heddley also allows you to save your database as HTML source, for use with
AMosaic or some other WWW reader, and as plain text with ANSI style
information. This means that Heddley should suffice for all your documentation
needs.

Heddley works in conjunction with your favourite text editor, to provide a
convenient interface for editing each document within the database. The
documents in the database are arranged simply in a list, and so it is easy to
see at a glance the composition of your documents. Adding buttons has never
been easier either; all you have to do is highlight the text in the document
and select the relevant menu option! Adding text styles is just as easy and
the full set of
                 AmigaGuide® V39
                  style controls can be used.

Heddley also has a comprehensive
                 ARexx port
                 , enabling you to write scripts to
automatically create AmigaGuide® files, and interface Heddley more closely
with your text editor. It also has a full
                 on-line help
                  facility detailing
every program function.

My grateful thanks go to Geir Harald Hansen (geirhans@ifi.uio.no) for his
invaluable help with debugging Heddley and suggestions as to how to improve
it. Credit for suggestions of his are marked in this documentation with [ghh].
Also I want to thank Daniel Stenberg (Bagder) for his great help with
debugging and suggestions. Where I've remembered, his input is marked with
[bagder]. Look out too for his coming-soon text editor "FrexxEd". Like, frexx,
man.

System Requirements

 * An Amiga running Kickstart 2.04 or greater.
 * amigaguide.library V34+ (in order to use the
                 Help
                  and
                 Test Database
                    functions).

For best results a 68020+ (or accelerated 68000) CPU is needed - Heddley might
be a little sluggish otherwise!

1.3 About the author

Heddley is © and was written by Edd Dumbill.

There are almost certainly bugs in Heddley; if you find one, or have a
suggestion to improve Heddley, please contact me, giving as full and *precise*
description as you can. See also the
                'to-do'
                 section to see what I already
plan to implement.

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    Valid at least until end of June 1995

IRC:

    Edd (look for me on #amiga or #Heddley)

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    Above valid until end of June 1995

WWW home page:

    http://www.york.ac.uk/~ejad1/

Heddley on-line documentation:

    http://www.york.ac.uk/~ejad1/heddley.guide/main.html

If you're lucky enough to have OS3.0+ and a GIF datatype, click here to see a
picture of me!

Thanks to... have been moved to a page of their own.

1.4 Version information

Version information

This is Heddley v1.20ß.

V1.20ß   —   16 January 1995

V1.20ß   BUG FIXES

V1.20ß   IMPROVEMENTS

    *   added locale.library support
    *   added check database option with AmigaGuide throwback
    *   added support of ONOPEN and ONCLOSE calls in nodes (and data
structures
         for main ones too)
    *   added support of font and wordwrap on a per-node basis
    *   ported some of the GUIs to use GUIFront

V1.182beta   —   25 December 1994

V1.182beta BUG FIXES

    *   fixed closing </BODY> and </HTML> lacking in HTML output

V1.181beta   —   20 October 1994

V1.181beta BUG FIXES

    *   hopefully fixed 'screaming error'~with iconise redraw
    *   fixed ALT-SPACEs output (0xA0) in AmigaGuide buttons
    *   fixed node names with spaces in HTML output

V1.181beta IMPROVEMENTS

    *   new MWB icon — Heddley is now an elephant!!!

V1.18   —   29 August 1994   —   SECOND PUBLIC RELEASE

V1.172beta   —   26 August 1994

V1.172beta BUG FIXES

    *   fixed document edit window not working when Workbench not running
    *   hopefully fixed Enforcer hits after loading non-guide file in

V1.172beta IMPROVEMENTS

    *   added form-feeds at page breaks to ASCII/ANSI save
    *   use GTLV_MakeVisible in listviews in v39+

V1.171beta   —   18 August 1994

V1.171beta BUG FIXES

    *   fixed EDIT LOADTEXT for blank documents; refused to load new
         text before if document blank.

* fixed horrible crash on ANSI save with no Autoindex.
* hopefully fixed amigaguide.library v34 crashes when started
  from CLI. can't guarantee it though.

V1.171beta   IMPROVEMENTS

* recompiled with DICE inlined library calls. Should make
  executable smaller and hopefully a tad faster.
* made progress indicator less flickery.
* added STRIP option to SAVE ANSI which removes all ANSI
  codes and just saves plaintext. added save as ASCII menuitem.

V1.17beta   -   16 August 1994

V1.17beta   BUG FIXES

* fixed save of prefs window & Enforcer hit in 'save prefs'
* fixed test guide 'caching' problem
* hopefully fixed Enf. hits in 'load new text'~in doc. window
  It seems a compiler error caused this... :(
* fixed bug which meant a document got an extra space on the end
  of it each time it was changed
* fixed scroller in doc. edit window; now has proper NewLook

V1.17beta   IMPROVEMENTS

* added OK/CANCEL gadgets to most requesting windows
* added 'Replicate button' menuitem in document edit window
* made smooth scroll optional in document edit window
* made front panel sizeable!!! I hope everyone appreciates the
  hard work (no MUI here thanks very much ;)
* made slight speed improvement of text justify routine
* tidied up source code (ugh did I write *this*? ;)
* added progress indicator to loading and saving
* implemented very basic 'save-as-ANSI' routine - ASCII with
  ANSI codes for text style. suggestions for improving this
  welcomed
* added double-click word marking mode in document edit window
* added caret pointer when marking text in document edit window
* added style guidelines to documentation ;)

V1.16beta   -   7 August 1994

V1.16beta   BUG FIXES

* fixed sizing behaviour of document edit window; with certain
  sized fonts the width changed each time you used it
* fixed up scroller on Doc Edit window - should be resolution
  sensitive now.
* fixed listview following
* fixed AppWindow text loading; now checks to see it's not a
  directory

V1.16beta   IMPROVEMENTS

* added saving default position of windows into prefs file.
* added support for @font and @wordwrap

```
     *    improved memory allocation
     *    made listviews follow current item; looks nicer
     *    added page up/page down in document edit window
     *    added user confirm on delete document
```

V1.15beta   -   3 August 1994

V1.15beta   BUG FIXES

```
     *    fixed keycut indicator for font size in preferences window
     *    fixed strange-last-char error with justification
```

V1.15beta   IMPROVEMENTS

```
     *    added text control output to HTML output.
     *    improved HTML output to be clever and use proportional fonts.
     *    altered behaviour of text control editing; now text control
          is absolute.
     *    added Help, Author, Copyright & Version attribute handling
          in Info window.
```

V1.14beta   -   25 July 1994

V1.14beta   BUG FIXES

```
     *    fixed remaining Enforcer hit in Document Edit Window [ghh]
     *    fixed 3.0 NewLook menus in Front Panel [ghh]
     *    fixed some strange behaviour with spaces - now spaces inside
          buttons aren't messed with on justification.
     *    fixed more space behaviour; means loading time after edit is
          doubled though. There must be a better way... ;-)
```

V1.14beta   IMPROVEMENTS

```
     *    rejigged button edit window and added Create Document option
          in there to make guide writing easier
     *    added Up/Dn gadgets and shift-cursor keycuts & MOVE internal
          command to enable ordering of documents in list
     *    jazzed up GUI appearance
     *    >>> Added saving/loading/displaying of text control commands <<<
          I hope this makes people happy! Editing coming soon...
     *    WOW! Put text control editing in too! Brilliant or what? :^)
```

V1.13beta   -   17 July 1994

V1.13beta   BUG FIXES

```
     *    fixed quite a few memory leaks (thanks to Simon Bullon for his
          mem. debugging routines)
     *    now loads guides where there are spaces between at-leftbrace
          and opening quote in buttons
     *    fixed filerequest; now pattern gadget appears as well as pattern
          matching occuring (wanted to load a non-.guide suffixed file? :-)
```

V1.13beta   IMPROVEMENTS

```
     *    added on-line help facility
```

```
    *    added 'Test Database' facility
    *    added HELPFILE command line arg/tooltype
```

V1.12beta   -   13 July 1994

V1.12beta   BUG FIXES

```
    *    fixed more Enforcer hits; in particular the NULL-document-title
         one (ugh - every time Edit is used). Thanks for all the reports
         guys...
    *    fixed @prev in database output - duplicated the @next. Oops!
```

V1.12beta   IMPROVEMENTS

```
    *    drew Magic-WB style icon for Heddley
```

V1.11beta   -   11 July 1994

V1.11beta   BUG FIXES

```
    *    fixed quite a few Enforcer hits (thanks Carl!); fixed hits when
         interpreting some internal commands & on testing for font
         loading on program init. There'll still be hits I think if
         syntactically shonky AG files are loaded in. Must fix this...
```

V1.11beta   IMPROVEMENTS

V1.10beta   -   10 July 1994

V1.10beta   BUG FIXES

```
    *    fixed bug in New Window gadget which meant that once you clicked
         it on, you couldn't turn it off again! Ooops! Sorry...
    *    fixed keycut for Index choice in Index window. How did that one
         escape me? Anyway it works now.
    *    fixed crash on attempt to load non-guide file.
```

V1.10beta   IMPROVEMENTS

```
    *    added automatic index creation feature. Nice :-)
    *    added HTML saving option. Very nice :-)
    *    made buttons use bevelbox instead of coloring - removed
         BUTTPEN tooltype and command line param.
    *    added PREFS internal command (prefs. Window and saving prefs
         into tooltypes)
    *    added menu strip to front panel window
    *    added loading and saving of prefs.
```

V1.05   -   4 July 1994 -   FIRST PUBLIC RELEASE

V1.05   BUG FIXES

```
    *    fixed transposition of RX and RXS in Button Edit window
    *    made document names fully case independent
```

V1.05   IMPROVEMENTS

* done internal restructuring to start using an internal command
  based system; all commands of which are also accessible from
  the ARexx port
* added facility for asynchronous document editing using ARexx
  port
* added internal variables (attributes) which make some of Heddley's
  status available to the ARexx programmer
* added handling of next and prev directives, and improved
  Attrib window to include them.
* added Rexx scripts – also improved Install script
* written gallons of documentation :*)
* added handling of ALINKs via the New Wnd option in the button
  edit window

V1.04beta   –   14 June 1994

V1.04beta   BUG FIXES

* fixed button type cycle gadget problem when used with
  Cycle2Menu
* fixed highlight problem when shelling to editor
* added document edit window center-on-open

V1.04beta   IMPROVEMENTS

* added tooltypes for foreground, background and button colors
  in document edit window
* added ARexx port – we are cooking!

V1.03beta   –   12 June 1994

V1.03beta   BUG FIXES

V1.03beta   IMPROVEMENTS

* user-interface now fully font-adaptive
* document edit window now uses font of user's choice
* text output can be justified to any width of user's choice
* added ToolType parsing for Workbench
* added command line template parsing for CLI

V1.03beta   –   9 June 1994

V1.02beta   BUG FIXES

* menus now use screen font rather than topaz 8.
* screen title in button edit window fixed
* multi-line buttons now simulated by repeated
  single line buttons
* icon save now grabs ENVARC:SYS/def_guide.info
  properly if it exists. icons are not overwritten
  if they exist already.
* will not crash if database with no Main node
  loaded – instead adds a Main node.
* fixed database naming – new databases get
  unique names.
* fixed node IDs with spaces in (forgot to

```
           insert quotes before...)
    *    fixed default selection in button link (used to
         forget current settings)
```

```
V1.02beta   IMPROVEMENTS
```

```
    *    save speed now increased by use of buffered I/O
    *    added AppWindow icon-dropping for Front Panel
         window and also document edit window
    *    added cursor keycuts in Front panel listview
```

1.5 Installing Heddley

Installing Heddley could not be easier! Simply double-click on the
Install-Heddley icon to install Heddley and documentation to your system. You
must have the Commodore-Amiga Installer utility for installation to complete
successfully.

If you do not have the Installer utility, then you can download it from
Aminet, or find it in various places (such as on some old coverdisks etc).

If you don't want to do that, Heddley can be installed by copying the
following files (HEDD: indicates the pathname here where you want to install
Heddley - you don't have to make this assign!):

```
 Heddley/Archive/Heddley          to   HEDD:Heddley
 Heddley/Archive/Heddley.info     to   HEDD:Heddley.info
 Heddley/Archive/Heddley.guide    to   HEDD:Heddley.guide
 Heddley/Archive/edd.gif          to   HEDD:edd.gif
 Heddley/Archive/#?.rexx          to   REXX:
 Heddley/Archive/def_guide.info   to   ENVARC:sys/def_guide.info
 Heddley/Archive/def_guide.info   to   HEDD:Heddley.guide.info
```

(if you don't want to use MagicWB icons substitute def_guide_old.info for
def_guide.info and Heddley_old_unsnap.info for Heddley.info).

1.6 Editing the database

           When you first start Heddley, you will be presented with the front ←
                 panel. If
you have AmigaDos 3.0+, click here to see a picture of the window.

Function of the window gadgets:

```
           Load

           Save

           New

           Info
```

```
                Database documents

                Edit

                Add

                Attrib

                Delete

                Up

                Dn
                There is also a menu-strip:

     Project

     About...
     -------------

                Prefs...

                Save as HTML

                Save as ANSI

                Save as ASCII

                Preview Database

                Check Database
                   -------------
     Quit
```

To start editing a database, select either
                Load
                 or
                New
                . As an example, make a
copy of this document, and then load that into Heddley. Heddley will ONLY
display files with a suffix of .guide in its load and save file requesters.
Thus you should always name your AmigaGuide® databases with a .guide suffix.

To load a database, in addition to using the
                Load
                 gadget, you can drag and
drop a Workbench icon into the window.

When a database is loaded, or created, the list of documents within that
database appears in the Document name listview. These documents correspond to
the documents you will see on each page, when read with AmigaGuide® or
Multiview. The name of each document MUST BE unique. The reader does not see
this name, so it does not have to be that meaningful. The reader will,
however, see the document's title (which can be changed with the
                Attrib
                option).

You can alter each document by selecting it in the listview and then using

Edit
,
Add
,
Attrib
 or
Delete
. Double clicking on an item is a shortcut for the

Edit
 option. Keyboard shortcuts are available as denoted by the ←
        underscored

letter in each gadget. The Esc key will quit Heddley (throughout Heddley
pressing Esc has the effect of closing the current window and, where
appropriate, selecting the 'Cancel' action).

When you have done editing your database, be sure to save it again. The text
will be justified to the width specified by the
                TEXTWIDTH tooltype
                 (whose
default is 78 characters).

1.7 Editing a document

            The edit window provides the main interface for editing a document ←
                 . The window
shows the current text, with buttons highlighted. A scroller is available to
move up and down the text (you can also use cursor keys for this too).

If you have AmigaDos 3.0+, click here for a picture of this window.

Control is by means of menus. The following menu items are available:

        Document   Buttons   Preferences

            Edit attributes

            Apply style to text

            Smooth scroll

            Clear text

            Make into button

            Load new text

            Delete button

            Edit text

```
            Replicate button
                 --------------
        Exit
```

Text can be inserted by means of the options in the Document menu. You can
also replace the text in the window with that of your choice by dragging an
icon in from the Workbench (obviously it helps if it is the icon of a text
file!!!)

You can highlight portions of the text by drag-clicking with the mouse. Once a
portion of text is highlighted, you can turn it into a button (using the Make
into button menu option), or you can apply a text style (using the Apply
style... menu option), such as bold or italic, or change the text coloring.
You can highlight a word at a time by double clicking on a word and then
dragging the mouse whilst holding the button down on the second click.

To edit an existing button, just click on it, and the
                Button Edit window
                 will
opened.

When you have finished editing the document, either press Esc or use the Exit
menu option to return to the front panel.

1.8 Other Information

```
AmigaGuide®
```

For more information about what AmigaGuide® is, and is about:

    1.   have a good play with it.
    2.   read my article on p.108 of the July ’94 edition
         of Amiga User International.
    3.   obtain the AmigaGuide® developers’ distribution (from Aminet,
         for instance) and read the documentation.

1.9 The Add document gadget

```
                Selecting the Add gadget adds a new document into the database.  ←
                    Initially the
```
document has a stupid name, which you will do well to change into something
more meaningful for yourself. The new document is merely a "blank", but by use
of the
```
                Attrib
                 and
                Edit
                 gadgets you can edit the title and text of this
```
document.

New documents are always added at the end of the document list; the order of
the documents is only used for the ’Save as ANSI’ feature, where the documents
are output in the order they are shown in the listview.

1.10 The Attrib gadget

                 Selecting the Attrib gadget opens the Document Attribute window. ←
                    If you have
AmigaDos 3.0+ click here for a picture of this window.

Function of the window gadgets:

    Doc. ID :   this option controls the name of the document as seen
                in the listview gadget of the front panel. Note that
                this MUST BE UNIQUE for AmigaGuide® to recognise your
                document. You cannot change the name of the MAIN
                document as every database needs a MAIN document as a
                starting point.

    Title   :   This gadget shows the title which will appear in the
                title bar when you are viewing this document. Alter
                this so it reflects the contents of your document.

    TOC   :   Every document can have an individual contents document,
                if it is desired. The default contents page is MAIN
                but you can use this gadget to change it if you want.
                Note that a contents page is specific to a particular
                document.

    Next   :   When using the "Browse" buttons in AmigaGuide, you can
                specify which document follows the current one. Select
                the name of the document to follow, or «none» for the
                default successor (as in the listview).

    Prev   :   When using the "Browse" buttons in AmigaGuide, you can
                specify which document is moved to using the "Browse <"
                button. Select the name of the document to follow, or
                «none» for the default predecessor (as in the listview).

    On Open :   In AmigaGuide v40 it's possible to execute an ARexx
                script on opening the document. Use this gadget to
                specify the script you want to execute.

    On Close: As above, but takes effect when the document is
                closed.

    Font   :   In AmigaGuide v40, you can specify a font for each
                document if you want. Use the checkbox to specify that you
                want a font other than the default, and then choose the font
                using the requester button.

    Wordwrap: If wordwrap is not turned on for the whole database, it
                is possible to turn it on (in AG v40) for just the current
                document. Use this gadget to do so. Note that if wordwrap is
                enabled
                globally
                 then this gadget has no effect. Remember
                that the
                SMARTWRAP
                 wordwrapping of AG v40 is used.

Use Esc, 'Cancel' or the close gadget to close this window and cancel any
changes you have made, or 'Okay'~to keep them.

1.11   The Delete gadget

Selecting this gadget will remove FOR EVER the current document (as displayed
at the base of the listview) from the database. USE WITH CARE!

1.12   Clear text

Selecting this option will wipe all the text and buttons in the current
document, leaving you with a blank document.

1.13   Load text

Selecting Load text will enable you to load a new text file into the document
window. All current text and buttons will be cleared. Buttons can then be
added into the text to produce your document.

1.14   Edit text

                 This option allows you to edit the actual text of the document.

Heddley compiles the current document into AmigaGuide® format, and invokes
your text editor with the compiled text as its argument. The default editor is
"ed", but you can change this by setting the EDITOR environmental variable, or
altering the
                 EDITOR tooltype
                 , before you start up Heddley. Heddley starts the
text editor by performing the command:

    <editorname> <temporaryfile>

The contents of the current document are placed in the temporary file, which
you must save back before you quit the editor. Do NOT change the name of this
file.

Also, your text editor must run SYNCHRONOUSLY. This is because Heddley waits
until the editor has finished and then reloads the document. If your editor
spawns another process then Heddley will immediately reload the document and
not wait; obviously not very desirable. If you use an asynchronous text
editor, you need to write some
                 ARexx scripts
                  to coordinate your editor with
Heddley.

You will notice that buttons are translated into their AmigaGuide® form in
this text, this is in order to preserve them during the edit. Unless you are
sure of yourself, don't touch these definitions (these are the bits of text
with a @{ at the beginning and a } at the end}.

When you finish editing, select the save-and-quit option from your text
editor. Heddley will then redisplay your edited text. Note that this may take
a small while for big files; Heddley's retranslating mechanism is a little
slow at the moment, but it enables Heddley to do 'the right thing'~by spaces.

1.15   Make into button

                Selecting this option allows you to create a button in your ←
                    document. To use
it you must have some text highlighted (use the mouse to do this). Heddley
will then create a button and open the
                Button Edit window
                    .

Normally, AmigaGuide does NOT allow multi-line buttons. However, if you select
more than one line in Heddley and turn it into a button, Heddley will
translate this into a button for each line. When you reload the database (or
edit the document), each line will have its separate button. But for the first
time (ie. just after you created the multi-line button) all the line-buttons
will be amalgamated into one button. There should be no visible difference!

1.16   Delete button

This option allows you to remove a button. Simply select this option, and then
click on the button you wish to remove. If you decide not to remove a button
after all, reselect the Delete button menu-option to cancel the operation.

1.17   The Button Edit window

                The Button Edit window allows you to alter the nature of the ←
                    button you are
editing. If you have AmigaDos 3.0+, click here to see a picture of the
window.

Function of the window gadgets:

    Button type –   the button type determines what will happen when the
                    reader clicks on this button. See Button Types for
                    more information.

    Command   –   this is the name of the AmigaDOS/ARexx command
                    (or ARexx script) that will be executed when
                    the reader clicks on this button. Only applicable
                    if button type is one of AmigaDOS command,
                    ARexx command, or ARexx script.

```
      Document    -   this is the name of the document which the current
                      button will take the reader to, when clicked. If it
                      is an internal link (see Button Types) then it will
                      be the name of another document in the current
                      database.
                      If it is an external link then it can be any text file
                      or AmigaGuide® file (WB2) or any Workbench 3 datatype
                      supported file.

      Line #      -   this is the top line of the document that will be
                      displayed with a document/text file link.

      New wnd     -   if this gadget is checked, then the link will cause
                      the linked document to load in a NEW WINDOW of
                      AmigaGuide. Try this and see!

      Choose Doc  -   Click on the Choose Doc button to bring a list of
                      documents (internal link) or a file requester (external
                      link) to choose the link document from.

      Create Doc  -   Click on this button to create a new document there
                      and then. This is useful as you often think of the need
                      for a new document whilst writing an existing one.
                      Clicking here will add a new document and open the

                  Attrib Window
                   for the newly created document.
```

Use Esc, 'Cancel'~or the close gadget to cancel your alterations, or 'Okay' to
keep them.

1.18 Load database


```
                Use of this gadget will open a file requester to load a new  ←
                   database. The
database must have a .guide suffix.
```

In the case of malformed AmigaGuide databases (ie. those with various syntax
errors and so on) Heddley will try and do its best, although there is a
possibility that very malformed files will crash Heddley.

If the database has no name then it will be given the name "Unnamed_Database".
Documents with no name get given one, documents with no title get a copy of
the name as a title. If the database you load does not have a "Main" node,
Heddley will add one for you. Links with no destination become links to
"Heddley_Error".

However, Heddley can be temperamental and if you do find a .guide which causes
Heddley to either crash or make Enforcer hits, please please please mail
```
                me
                with a copy of the .guide that caused the problem and a  ←
                   description of the
problem.
```

1.19   Save

This gadget will open a file requester in order for you to choose the file to
save the database to. Be sure to give your file a .guide suffix.

1.20   The Info Window

The Info window allows you set various database-wide attributes: ←
Index, Help
document, Author, Version, Copyright notice, wordwrap and database font. If
you have AmigaDos 3.0+, click here to see a picture of this window.

Index

The Index gadget will allow you to set the index document for the current
database. The Index node will be displayed when the reader clicks the Index
gadget in AmigaGuide® or Multiview.

Select « none » to disable the index (this is the default).

Select « auto » to make Heddley create the index automatically for you. For an
example of this, see the
index
to this database (press the Index gadget or
select Index from the
Contents
page). Heddley creates an alphabetical list of
document titles, followed by an alphabetical list of all links within document
(this includes ARexx commands etc., although I may change this later if I
change my mind...)

The index document is given the name HeddleyAutoIndex, so avoid using this
name for your own documents, and if you want to create extra links to the
index, enter HeddleyAutoIndex in the internal link
document name gadget
for a
button.

Help

The Help gadget will allow you to set the help document that is displayed when
the user presses HELP in AmigaGuide/MultiView or selects the Help gadget.
Either select a document in your database, or « default » to use the
normal AmigaGuide help file, which is normally stored in "s:help.guide".

Author

The Author gadget allows you to edit the recorded author of the database. For
a new database, the default value of this field is the contents of the AUTHOR
environmental variable.

(C)

The (C) gadget allows you to edit the copyright message of the database. For a

new database, the default value of this is the contents of the COMPANY
environmental variable.

Version

The Version gadget allows you to keep version control on your database. On
creation of a new database, this field is set to '1.0'. The version of a
database created this way can be found by using the C:Version command:

    version mydatabase.guide

Wrap

The Wrap gadget allows you to use v40
                SMARTWRAP
                 wordwrapping on your database.
SMARTWRAP adopts an attitude to formatting similar to Heddley's. This means
that your databases will be perfectly readable on pre-v40 systems, unlike with
the old v39 WORDWRAP (support for which has been discontinued by Heddley).
Note that if this option is turned off, it is possible to turn it on
individually for each document using the
                Document Attributes
                 window.

Font

The font gadget allows you to choose a font of your own for the database.
Disabling the font means that your database will use the user's default font.
Note that the font can be set individually for each document too using the
Document Attributes window." link "attrib" 0} window.

1.21   Starting a new database

Selecting this gadget will wipe all the current database, and start a new
database. The MAIN node will be automatically created for you.

1.22   The document name list

                This list shows the unique IDs of each document in the database. ←
                   Use the
scroller to move up and down this list. Double-clicking on an entry will open
the
                edit window
                 for that document.

1.23   Starting Heddley

                Heddley can be run from either the Workbench, or the command line. ←
                   From
Workbench:

```
    Double-click on Heddley's icon. If you have shift-clicked a guide
    file beforehand, that file will be loaded into Heddley on startup.

From the Shell:

    Change to the directory where Heddley is stored, and type
    "Heddley". Heddley accepts command line arguments, similar to
    the
                tooltypes
                 available in the icon, but parsed according to the
    following template:

    FILE,
                FONT
                /K,
                FONTSIZE
                /K/N,
                TEXTWIDTH
                /K/N,
                EDITOR
                /K,

                FGPEN
                /K/N,
                BGPEN
                /K/N,
                HELPFILE
                /K

    For example:

    heddley FONT Courier.font FONTSIZE 13 EDITOR "vi" myguide.guide

    ...will start up Heddley using 13pt Courier, "vi" as the default
    editor and automatically load in "myguide.guide" for editing.
```

1.24 Configuring Heddley

```
                Heddley can be configured in three ways:

    * the
                'Prefs...'
                 option from the main menu
    * the
                ARexx port
                    * the tooltypes of Heddley's icon

Heddley processes the configuration in the following order:


                'Prefs...'
                 settings _override_ tooltypes

Heddley's configuration can be stored in the tooltypes of Heddley's icon. To
```

view these, select Heddley's icon and select 'Information' from the 'Icons'
menu of Workbench. Here is a list of the tooltypes:

                    FONT

                    FONTSIZE

                    TEXTWIDTH

                    EDITOR

                    FGPEN

                    BGPEN

                    HELPFILE
                    If you start Heddley from the
                    Shell
                    , these tooltypes can be used as parameters
for Heddley.

The values of these tooltypes can be found using the
                    ARexx

                    QUERY
                     command when
Heddley is running.

1.25 The ARexx port

                    Heddley's ARexx port offers all the functionality of the front GUI ←
                         panel, and
more besides. The portname is HEDDLEY.N, where N is the instance of Heddley
you wish to control. This will usually be 1.

Here is a list of all the commands that Heddley supports:

                    ADD

                    ATTRIB

                    DELETE

                    EDIT

                    GOTO

                    INFO
                        * changed from INDEX since v1.0

                    LOAD

                    LOCK

```
                  MOVE

                  NEW

                  PENS

                  PREFS
                      * new for v1.1

                  QUERY
                      * new variables for v1.1

                  QUIT

                  SAVE

                  TEST
                      * new for v1.1
```

Using the ARexx port will allow you to interface Heddley with an asynchronous
text editor; see the
                  examples
                   for more information.

The on-line help facility also offers an
                  AmigaGuide AREXX port
                  .

1.26 The FONT tooltype

                  This tooltype selects the font for the
                  document edit window
                  . It must be a
fixed-width font. Default:

    FONT=topaz.font

Don't forget the .font suffix!

If your font cannot be found, or if it is proportionally spaced, then the
default will be used.

1.27 The FONTSIZE tooltype

FONTSIZE

This tooltype selects the font size for the document edit window. Default:

    FONTSIZE=8

If the needed size does not exist, then the nearest size available will be

scaled up/down as needed.

1.28 The EDITOR tooltype

This tooltype selects the text editor to be used when
editing a document's

contents
. Default:

    EDITOR=ed

The text editor must run synchronously (not spawn its own process). If you use
GoldEd, the recommended setting is:

    EDITOR=ed sticky

Where the 'ed' is the GoldEd quick-start editor.

If the EDITOR tooltype is NOT specified, then if the EDITOR environmental
variable is set, it this will be used instead.

1.29 The TEXTWIDTH tooltype

This tooltype selects the normal width of text justification, both for the
edit window and outputted documents. The default is:

    TEXTWIDTH=78

If the font or text width you choose makes the text too wide to display in the
window, the largest possible width will be used for the window display.

TEXTWIDTH has a minimum value of 1; and using a value of 1 is not a good idea
as there may be some bugs in Heddley's output routines at the moment which
lead to strange output source. You have been warned!

It is not recommended that you change TEXTWIDTH from 78, as this is the most
number of columns that can be displayed on a normal screen with topaz-8 as the
font.

It is ALWAYS better to justify to 78 characters, for the benefit of Workbench
2 users. Be nice!

1.30 The HELPFILE tooltype

This tooltype enables you to specify where Heddley should look for ←
                    its
documentation file for the
                on-line help
                 facility. For example, if you like to

keep all your documentation in a partition called 'MAN:' you might specify:

    HELPFILE=MAN:Heddley.guide

The default is:

    HELPFILE=Heddley.guide

This means Heddley will look for the file Heddley.guide in the directory that
it was started from.

1.31 The FGPEN tooltype

FGPEN controls the logical number of the pen used to render the text in the
document edit window. The default is:

    FGPEN=1~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1.32 The BGPEN tooltype

BGPEN controls the logical number of the pen used to render the background in
the document edit window. The default is:

    BGPEN=0~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1.33 ADD

COMMAND

    ADD

SYNTAX

    ADD NAME/K,NEW/S

DESCRIPTION

    Adds a new document into the document list.
    If a NAME is specified, that name is used for the new document,
    otherwise if NEW is specified, a unique name is automatically
    generated. ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1.34 ATTRIB

            COMMAND

    ATTRIB

```
SYNTAX

    ATTRIB NAME/K,TITLE/K,TOC/K,GUI/S,NEXT/K,PREV/K

DESCRIPTION

    ATTRIB changes the attributes of the current document. If NAME, TITLE
    TOC, NEXT or PREV are specified then the relevant attributes are
    updated:

        NAME    ASCII unique document name
        TITLE   ASCII title of document
        TOC     ASCII document name for document table of contents
        NEXT    ASCII document name of Browse > successor
        PREV    ASCII document name of Browse < predecessor

    If GUI is specified then Heddley will open the
                Edit Attribute
                 window
    and let the user change the attributes.~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1.35 DELETE

```
COMMAND

    DELETE

SYNTAX

    DELETE NAME/K,NUMBER/K/N,CURRENT/S

DESCRIPTION

    DELETE deletes a document from the document list.

    CURRENT deletes the current document.
    NAME    deletes the document with specified name.
    NUMBER  deletes the document specified by position in the list.
```

1.36 EDIT

```
                COMMAND

    EDIT

SYNTAX

    EDIT LOADTEXT/K,PLAIN/S,GUI/S,SAVETEXT/K

DESCRIPTION
```

EDIT allows editing of the current document text. If GUI is specified,
the
              document edit window
               is opened and an interactive editing session
started.

LOADTEXT and SAVETEXT allow the contents of the document to be loaded
from and saved to a file. In LOADTEXT, the file contents will be
interpreted as an AmigaGuide® file, and in SAVETEXT AmigaGuide® control
information will be saved in the text. This feature is useful for
interfacing Heddley with asynchronous editors. If you just want the
plain text to be loaded/saved and buttons ignored, specify the PLAIN
switch.~

1.37 GOTO

COMMAND

    GOTO

SYNTAX

    GOTO NAME/K,NUMBER/N/K

DESCRIPTION

    GOTO selects a document to be the current document in Heddley.
    If NAME is specified then the node of that name is activated. Note that
    the search is case insensitive. If NUMBER is specified, then the
    document with the specified position in the listview is made the
    current one.

1.38 INFO

             COMMAND

    INFO

SYNTAX

    INFO INDEX/K,HELP/K,AUTHOR/K,COPYRIGHT/K,VERSION/K,NOHELP/S,
    AUTOINDEX/S,NOINDEX/S,GUI/S

DESCRIPTION

    The INFO command is used to alter global attributes of the database.

    Indexing:

    INDEX   sets the index document name.
    NOINDEX   specifies no index is to be used for this database.
    AUTOINDEX   enables

```
                automatic index creation
                 for this database.

        Help:

        HELP        sets the help document name.
        NOHELP      specifies AmigaGuide default help to be used.

        Version control:

        AUTHOR      sets the database's author.
        COPYRIGHT   sets the copyright notice of the database.
        VERSION     sets the version string of the database.

        Other:

        GUI         opens the
                    info window
                     to allow the user to choose and
                    see the attributes.
```

NOTE

This command supersedes the INDEX command from version 1.0 of
Heddley.

1.39 LOAD

COMMAND

LOAD

SYNTAX

LOAD FILE,CONFIRM/S,REQUEST/S

DESCRIPTION

LOAD loads a new database into Heddley's memory. CONFIRM asks the user
if they're sure they want to load a new database, if they have made
changes to the current database. REQUEST puts up a file requester on
the screen to get the file to load from the user.

1.40 LOCK

COMMAND

LOCK

SYNTAX

LOCK UNLOCK/S

DESCRIPTION

    LOCK locks the front panel of Heddley so the user cannot use any
    of the gadgets. It also changes the pointer to a wait-pointer.
    Using the UNLOCK argument unlocks the window.

    (Un)locking a window more than once has no ill-effects.

BUGS

    At the moment, LOCK does *not* prohibit AppWindow behaviour, so it
    is still possible to load a database using icon-dropping while the
    front panel is locked.

1.41 NEW

COMMAND

    NEW

SYNTAX

    NEW CONFIRM/S

DESCRIPTION

    NEW wipes the current database and initialises Heddley with a new
    database. A new database consists of an empty Main document.
    Specifying CONFIRM option will ask the user if they are sure they want
    to wipe the current database if it has been modified.

1.42 PENS

            COMMAND

    PENS

SYNTAX

    PENS FGPEN/K/N,BGPEN/K/N

DESCRIPTION

    PENS allows the setting of the pens used to render the button edit
    window. The functions of the parameters
            FGPEN
             and
            BGPEN
             are
    as for their corresponding tooltypes.

1.43 QUERY

            COMMAND

    QUERY

SYNTAX

    QUERY ATTRIB/A,VAR/K/A

DESCRIPTION

    QUERY retrieves the value of an internal Heddley variable (attribute)
    and places it in the ARexx variable specified after the VAR keyword.

    Example:

        QUERY FILENAME VAR THEFILE
        SAY 'Current filename is:' THEFILE

HEDDLEY ATTRIBUTES

    AUTHOR   Author of the current database. Set using
                INFO
                 AUTHOR.

    BGPEN   Pen used for background in button edit window.
                    See
                BGPEN tooltype
                . Set using the
                PENS
                 command.

    CHANGED   TRUE if database has been changed since last load/save
                    operation, FALSE otherwise.

    COPYRIGHT   The copyright notice of the current database. Set using

                INFO
                 COPYRIGHT.

    CURRENT   The name of the current document (as shown in the
                    listview in the front panel) or empty if there is none.
                    See
                GOTO
                 and
                ATTRIB
                .

    DATABASE   The name of the current database.

    DBVERSION   The version of the current database. Set using
                INFO
                                VERSION.

    DIRNAME   The name of the current directory of the current

database.

DOCFILENAME	The temporary filename of the current document text. You should not normally need this.

DOCNEXT   The name of the browse-successor document, if set.
            Set with
        ATTRIB
        . See also the
        Attrib window
        .

DOCPREV   The name of the browse-predecessor document if set.
            Set with
        ATTRIB
        . See also the
        Attrib window
        .

DOCTITLE   The title of the current document. Set with
        ATTRIB
        .

DOCTOC   The table of contents of the current document, or empty
            if default toc. See
        ATTRIB
        .

EDITOR   The text editor used for document editing. See the

        EDITOR tooltype
         and
        Edit Text
         in the button edit
            window.

FGPEN   The pen used for rendering text in the document edit
            window. See
        FGPEN tooltype
        . Set using the
        PENS
         command.

FILENAME   The filename (relative to the current DIRNAME) of the
            current database. Set according to the most recent load
            or save operation.

FONTNAME   The name (.font extension compulsory) of the font used
            in the button edit window. See the
        FONT tooltype
        .

FONTSIZE   The Y-size of the font in the button edit window.
            See the
        FONTSIZE tooltype
        .

HELP   The name of the help document in the current database.
                Set using the
            INFO
             HELP command.

INDEX   The name of the index document in the current database.
                Set using the
            INFO
             INDEX command.

INFORMATION   Full version string.

ISMAIN   TRUE if the current document is the Main document.

LOADED   TRUE if a database is being edited, FALSE if not.

MASTER   The *full* pathname of the database being edited (note
                that relative pathnames are allowed; relative to the
                directory Heddley was started from).

TEXTWIDTH   The width of the justification in the button edit
                window.
                Set using the
            TEXTWIDTH tooltype
                .

VERSION   The version number of Heddley. Use this if you want to
                write ARexx scripts which need a new version of
                Heddley.

1.44 QUIT

COMMAND

    QUIT

SYNTAX

    QUIT CONFIRM/S

DESCRIPTION

    QUIT causes Heddley to quit. If CONFIRM is specified, then the user is
    asked to confirm the quit action if they have not saved alterations
    to the current database.

1.45 SAVE

            COMMAND

    SAVE

SYNTAX

    SAVE FILE,REQUEST/S,NOICON/S,HTML/S,ANSI/S,STRIP/S

DESCRIPTION

    SAVE causes Heddley to save the current database. If the FILE argument
    is specified then that argument overrides the current filename.
    If REQUEST is specified then a file requester is opened and a filename
    obtained from the user.
    If NOICON is specified the creation of an icon for the current
    database is suppressed. Heddley attempts to use

        ENVARC:sys/def_guide.info

    as the database icon, or else the default project icon. Note that if
    an icon already exists, it will never be overwritten, irrespective of
    whether NOICON was specified.

    If HTML is specified, then the database will be saved out as HTML,
    not AmigaGuide, source. See
                    Saving HTML source
                    .
    As Heddley saves directories for HTML source, the icon saved will
    be the default drawer icon.

    If ANSI is specified then the database will be saved out as ASCII with
    ANSI standard control sequences for colors and text style. See

                    Saving ANSI source
                    . The icon saved will be the default project icon.

    If ANSI is in use and STRIP is specified, then the ANSI color codes will
    be removed from the output, and just plain ASCII saved.

1.46 TEST

                COMMAND

    TEST

SYNTAX

    TEST

DESCRIPTION

    TEST causes Heddley to output the current database to a temporary file
    (of the format 'T:<unique-number>.tguide'). It then tells AmigaGuide to
    display that database.

    Database viewing is an asynchronous operation.

    See the menu item,
                'Test Database'

.

1.47 PREFS

COMMAND

PREFS

SYNTAX

PREFS   LOAD/S,SAVE/S,GUI/S

DESCRIPTION

PREFS LOAD loads the preferences from S:Heddley.prefs
PREFS SAVE saves the preferences into S:Heddley.prefs
PREFS GUI opens the
          preferences window
           and obtains preferences
settings from the user.

1.48 MOVE

COMMAND

MOVE

SYNTAX

MOVE   UP/S,DOWN/S

DESCRIPTION

MOVE moves the current document one place up or down the document list,
according to the specified arguments.

1.49 CHECK

COMMAND

CHECK

SYNTAX

CHECK

DESCRIPTION

CHECK starts Heddley checking all the links in the document.
Heddley checks that all internal links can be resolved, and

for external links, checks the existence of the file.

These errors are stored in a temporary file and then an Amigaguide
window is opened, displaying the errors. Clicking on the
buttons of the document names in the Amigaguide window will send
ARexx messages to Heddley to tell it to start editing that document.

BUGS

Note that if relative filepaths are used and Heddley was not
started from the same directory as the the database is stored then
these links will not be resolved.

1.50 ARexx examples

Example ARexx scripts

Some ARexx scripts to work with Heddley and other applications have been
written. To view them, click on the relevant button below. (If the scripts do
not live in REXX: type ASSIGN REXX: <rexxdir> ADD at the CLI in order for the
below to work – where <rexxdir> is where the Heddley ARexx scripts are
stored).

editnode.rexx
–   Grabbing a document from Heddley into GoldED

savenode.rexx
–   Writing a document back from GoldED to Heddley

databaseinfo.rexx
–   Prints information about current Heddley database
     CLICK HERE to run this script (only works if you've got
     the scripts in REXX:)

hedd_empty.rexx
–   An empty template for writing Heddley ARexx scripts in

hedd_golded_temp.rexx
–   An empty template for writing GoldED – Heddley ARexx scripts in

1.51 Distribution of Heddley

Heddley is (C) Edmund Dumbill 1994.

Heddley is SHAREWARE. It is NOT public domain. The author gives permission for
Heddley to be freely distributed providing that no commercial gain is made
from its distribution, and no modification is made to the original
distribution.

Organisations or people wishing to include Heddley on a coverdisk or CD-ROM
should contact me first to sort out the details. This EXCLUDES the AMINET
CD-ROM or Fred Fish CD-ROM collections.

DISCLAIMER

This software is provided "as-is" and the
                author
                 accepts no responsibility for
damage and/or loss of data/equipment resulting from the use of this software.
(not that it's very likely! ;-})

COST

No features of Heddley are crippled to allow you to appreciate the program to
the full. If you keep Heddley for more than an evaluation period, please send
the shareware fee to the author. Please send international money orders or, if
you're willing to risk it, cash. Cheques are only acceptable from within the
UK. Please make cheques/orders payable to "Edmund Dumbill".

        Shareware fee:

            UK pounds   10.00
            US Dollars   15.00
            DM   25.00

            (or equivalent in currency)

        Contact address:

            Edd Dumbill,
            13 Giles Avenue,
            Burnholme,
            York. YO3 0RB.
            England.

            (valid until end of June 1995).

Please pay the fee: Heddley has taken a LOT of my valuable time. Consider how
much time you are saving yourself by using it! Paying the fee will really
encourage me to continue developing Heddley.

As an alternative to paying the fee, if you've written any *decent* Shareware
yourself send me a registered copy (by snail-mail, or UUencode an LHA archive
and email it to
                me
).

1.52 Saving HTML source

                Heddley can save your AmigaGuide database as HTML source, for use ←
                  with Mosaic
and other WWW browsers, by use of the 'Save as HTML' menuitem from the front
panel.

In this case, the filename you specify will be a DIRECTORY. HTML needs a
directory for each database. The main document will be saved as Main.html, and
the rest of the documents as <doc_id>.html where <doc_id> is the unique

document ID, as in the
                main listview
                  . To test out your generated HTML file
select 'Load local file' from the Mosaic menu, and load the 'Main.html' file
from the HTML directory you saved out with Heddley.

Heddley's layout scheme for HTML is as follows: blank lines in the AmigaGuide
document signify end of paragraphs, lines followed immediately by an indented
next line are assumed to be preformmatted, and the <PRE> directive will be
used for the following block of text, and all other lines are wrapped
normally. The best thing to do is try it and see.

Differences between AmigaGuide output and HTML output:

    HTML does not support contents pages in the same way as AmigaGuide,
    but in each HTML document an anchor has been provided on the first
    line which will take you to the table of contents. Likewise for
    indexes.

    HTML does not (afaik) support underline as a text style. Where
    underline is used in AmigaGuide databases, it will be replaced with
    the typewriter style in HTML. You may not like this behaviour, so tell

                me
                  if you don't! Bold and italic are supported fully.

    HTML eats leading spaces, so indenting is not possible in the same
    way as is in AmigaGuide, say on this page, and as lists are not
    supported yet, indenting is not yet possible in HTML.

    HTML cannot handle AmigaDOS commands or ARexx commands; they don't
    make much sense as HTML is not machine-dependent!

    Links to external files will be interpreted as follows:

      link fullpathname/main   will be translated to
      href=file://localhost/fullpathname

    Note that this means your external links must be ABSOLUTE pathnames.

    HTML features not supported yet:
    Inlined images, lists, etc, etc.

    Comments and suggestions will encourage me to keep improving HTML
    support though. If enough people ask for it I'm quite amenable to
    improving the HTML facilities. Mail
                me
                  and see!

1.53 The Preferences Window

                Heddley can be configured by use of the prefs window. If you have ←
                  AmigaDos
3.0+, click here to see a picture of this window.

Function of the window gadgets:

                        Font

                        Font size

                        Palette

                        Current pen

                        Editor string

                        Text width
                        Use the 'Save' gadget to save the configuration to Heddley's prefs ←
                             file
(S:Heddley.prefs). The current position of all the windows will also be saved,
so you can move the windows to positions that suit your monitor and screen
setup, and these positions will be used by Heddley from then on.

Use the 'Use' gadgets to keep the preferences for this run of Heddley only,
and the 'Quit' gadget to cancel any changes to the preferences you have made.

1.54   The Palette Gadget

                        This gadget allows you to set the color of the
                        current pen
                        .~

1.55   The Current Pen cucle gadget

                        This cycle gadget controls which pen color is currently being ←
                             edited.
Currently there are two pens in use, the Text Pen which corresponds to the

                        FGPEN
                         tooltype and the Back Pen which corresponds to the
                        BGPEN
                         tooltype.

1.56   The Font Button

                        Clicking on the Font button will enable you to choose a new font ←
                             for the

                        document edit window
                         from a font requester. The font name and font size will
be updated when you have made your choice.

This option corresponds to the

```
            FONT
             and
            FONTSIZE
             tooltypes, and similar
restrictions apply.~
```

1.57 Document Pick List

This selector is used by different functions to obtain the name of a document.
Simply double click on the document you wish to select, or close the window to
keep your previous choice.

If you have AmigaDos 3.0+, click here to see a picture of the window.

1.58 Test Database

```
            Selecting Test Database will output the current database you are  ←
               editing to a
temporary file, and then tell AmigaGuide to load that database. As for the

            on-line help
             function, you can view the database at the same time as using all
the functions in Heddley.
```

The temporary file is removed when you quit Heddley.

1.59 On line help

```
            Heddley provides on-line help through AmigaGuide. To obtain help  ←
               in any part
of the program, simply press the HELP key. Heddley will then open an
AmigaGuide window and cause the relevant part of the documentation to be
displayed.
```

Viewing the help file is performed asynchronously from Heddley; that is you
can still use Heddley while the help window is open.

```
The tooltype/command line argument
            HELPFILE
             tells Heddley where to find the
help database; if neither are specified, the default is 'Heddley.guide' in the
same directory as Heddley was started from. If Heddley cannot find the help
file, the message "Can't open database" will be displayed and you will not be
able to access on-line help.
```

Note that to use this function you need amigaguide.library V34+ and the help
file Heddley.guide.~

1.60   AmigaGuide ARexx Port

If amigaguide.library V34+ is available, Heddley will have an ARexx port for
the AmigaGuide interface too. It will be named as HEDDLEY_HELP.N, where N is
the instance of Heddley (starting with 1). The commands available at this
ARexx port are:

```
    ALINK    DOCUMENT,LINE    -    load the named document into a new
                                   window, at line LINE.

    CLOSE                     -    close the window (only use on windows
                                   opened with ALINK).

    LINK     DOCUMENT,LINE    -    load the named document into the current
                                   window, at line LINE.

    SYSTEM   COMMAND          -    execute a system command.

    QUIT                      -    shut down the current database.
```

1.61   Quick start guide to using Heddley

                    This section will give you a quick (but not very comprehensive) ←
                      guide to
creating your first AmigaGuide document using Heddley.

Step 1 - Create a database

After loading Heddley, click on the 'New' gadget. This will create a new
database. Then click on the 'Attrib' gadget; you are now editing the
attributes of the first document. Enter a suitable title in the title gadget,
e.g. 'My First Database'. Close the
                    Attrib window
                      .

Step 2 - Putting text in the document

Select 'Edit'~and the
                    document edit window
                     will open. You can now either edit
this text or load some in fresh. If you haven't set up the interface to your
text editor properly yet, use the 'Load new text' menu option and load in a
text file (any one will do!). Otherwise you can use the 'Edit text' menu
option and type your own text in.

Step 3 - Creating buttons

It's time to create a button in your document. Select with the mouse a word in
the window. Then select the 'Make into Button' menu option. The
                    button edit

                    window
                     will now open. We want to create a document for this button to ←
                      link to,

so click on the 'Create' button. The
                Attrib window
                 will open for this new
document. Alter the Doc. ID attribute to something meaningful, and alter the
title if you want. Close the Attrib window. Close the button edit window. Hey
presto! You've just created your first link.

Step 4 - More text...

Close the document edit window. Select the document you just created (the one
that the button links to). Select 'Edit' and, as in step 2, put some text into
this document. Close the document edit window.

Step 5 - Saving

Select 'Save' from the front panel, and choose a filename and destination, say
'RAM:myguide.guide'. Now quit Heddley, open the RAM: disk from Workbench, and
double-click on the created file. (If this doesn't work then your def_guide
icon needs setting up properly). MultiView should load your new database in.
OK, it's not very impressive, but you should get the idea of how to create
databases.

Step 6 - Challenge

If anyone feels they can write a better tutorial than this (it can't be hard!)
then if they mail it to
                me
                 I'll include it in the distribution!

1.62 Things I plan to implement in Heddley

                To do

Obviously, Heddley is not complete. There is much room for expansion in
Heddley. Features planned (maybe!) for the future are:

    *   add margin-adding and stripping to format text nicely for lower
         end systems. Also variable document indent.
    *   add grouping of documents to make writing bigger databases much
         easier. [ghh]
    *   add more HTML markup control - maybe an 'object' placement
         system where objects can be lists, images, program listings etc.
    *   add 'save-as-TexInfo' feature

If you have any reasonable suggestions, please mail them to the
                author
                 .

If you have an MMU and find any Enforcer hits, the
                author
                 would be *very*
pleased to receive full details of them!~~~~~~~~~~~~~~~~~~~~~~~~~~

Bugs

There are bound to be bugs in a program this size, and I'd be grateful if you
would send detailed reports for any bugs you do find. As ever, be careful
about backing up your data!

1.63   Moving a document - Up

Clicking on the "Up" gadget will move the current document one place up the
listview. Use SHIFT-Cursor-Up as a shortcut for this.

1.64   Moving a document - Down

Clicking on the "Dn" gadget will move the current document one place down the
listview. Use SHIFT-Cursor-Down as a shortcut for this.

1.65   Change text styles

                 The Style window allows you to alter the style of the text you ←
                    have currently
highlighted. When the window opens, it will show the current state of the
character at the beginning of the highlighted portion of text. If you use the
Cancel button then no change will be effected. Note that only
                 AmigaGuide V39
                 (Workbench 3.x+) can handle text control sequences.

If you have AmigaDos 3.0+, then click here to see a picture of the window.

Explanation of the window's buttons:

Foregnd text: this button controls the pen used for drawing the text, it can
be one of Text, Shine, Shadow, Fill, Filltext, Background and Highlight.

Backgnd text: this buttons controls the pen used for drawing the background
beneath the text. It has the same choice of pens as the foreground.

Bold: this checkbox determines whether the bold style will be applied to the
highlighted text.

Italic: this checkbox determines whether the italic style will be applied to
the highlighted text.

Underline: this checkbox determines whether the underlined style will be
applied to the highlighted text.

Reset: this button resets the colors and styles to what they were when the
window was opened.

Cancel: this buttons aborts the operation - no style will be applied to the
text if this is pressed.

1.66   What About...?

                      This section deals with any popular queries about Heddley. ←
                        Sometimes the way
Heddley behaves is a little peculiar, and explanations for this will appear
here. If you want to see an answer here, mail
                  me
                   and I'll write it...

Formatting of text

Heddley reformats any text that is loaded into it. The reason for this is to
support AmigaGuide V34 where the @wordwrap option is not available. The
following rules are followed by Heddley:

    * if a line ends in a line feed, then:
        - if the next character on the first line is a space or tab
          then the line feed is obeyed
        - if the next line is a line feed, then both line feeds are
          obeyed
        - if the next line is any other character (text) then the
          line feed is ignored and the lines are concatenated and
          justified

If you have a table, say, on which every entry must start on a new line, make
sure that the table is indented at least one space (4 spaces look nice) from
the left hand side. Heddley will then respect the formatting (as it did for
the bulletted list above).

Tabs are currently blindly expanded to 8 spaces. The answer is - don't use
tabs, they're a pain!~~~

Smartwrap versus Wordwrap

In v39 AmigaGuide, a WORDWRAP facility was introduced. This was a pretty dumb
kind of WORDWRAP and has been superseded by the v40 SMARTWRAP. SMARTWRAP can
take formatted text and reformat it with wordwrapping - this means that
wordwrapped AmigaGuides can also look good on pre-v39 machines. So Heddley
supports SMARTWRAP exclusively, and I encourage everyone to do the same!!
(Email me if you want to argue about this one :)

1.67   AmigaGuide V39+

AmigaGuide v39 (Workbench 3.x+ versions) supports more commands than v34. In
particular Workbench 2 users will not be able to use text control sequences
like bold, italic etc. These sequences should appear on WB2 as faint white
lines, and should not bother WB2 users too much.

Heddley does not yet support all commands, at the moment the following are
supported:

    @{b} @{ub} @{u} @{uu} @{i} @{ui}
    @{fg <pen>} @{bg <pen>} @font
    @author @(c) @$VER:~~

(note WORDWRAP support has been removed in favour of SMARTWRAP support)

Heddley now supports extra commands from v40 AmigaGuide, in particular

    @onopen @onclose

and font/wordwrap inside individual documents too.

1.68 Why should I use Heddley?

Here is a list of the main features of Heddley, to let you see at a glance
what it can do for you.

Feature list (+ = new for version 1.1, * = new for version 1.2)

    *   Check database facility checks link connection

    *   locale.library support

    +   Automatic index creation option

    +   'Test-database' facility to preview

    +   On-line context sensitive AmigaGuide help by pressing HELP key

    +   Export as HTML feature

    +   Export as ASCII/ANSI text feature

    +   Full text control - bold, italic, underline & colors - loading,
         editing and saving

    +   Preferences Edit window

    +   Supports new version control commands @author, @$VER: and @(c)

    +   Supports V39 layout commands @font, @wordwrap

         Full featured ARexx port

         Neat and good looking user interface

         Fully font adaptive & size adaptive (to a measure ;)

         AppWindow icon-drop support

         Interfaces with your favorite text editor

         Easy to install

         Distribution includes detailed documentation and example ARexx
         scripts

```
        Works with Workbench 2.x or 3.x
```

1.69 How do I?

                   This page provides information on how to do useful things with ←
                      Heddley.

How do I...

...use my own index?

To use your own index document, open the
                  Info window
                   from the front panel, and
alter the 'Index' attribute to read the name of your document.

...add my own help?

To use your own help document open the
                  Info window
                   from the front panel, and
alter the 'Help' attribute to read the name of your document.

...use AmigaGuide~v39 wordwrapping?

Heddley NO LONGER SUPPORTS V39 WORDWRAPPING. Instead support is for the

                  SMARTWRAP
                   option, which gives better downward readability. Access this via ←
                      the
Wordwrap boxes in the
                  Database Info
                   and the
                  Document Attribute
                   windows.

...choose a font for my database?

You can use the font gadgets in the
                  Database Info
                   and the
                  Document Attribute
                  windows to choose fonts for your database. From the
                  Database Info
                   window you
can choose your global font, and from the Attributes window you can specify a
font on a per-document basis.

1.70 Replicate button

Selecting the menuitem 'Replicate button'~has the effect of replicating the
next button you click on. Select 'Replicate button' again to cancel the

operation.

Replicating a button has the effect of scanning the text following a button
for identical text as the selected button, and creating a button there too.
For example, if you have a document with more than one instance of the word
"Amiga" which you want to link to another document, create a button from the
first instance of "Amiga", then select the 'Replicate button' menuitem, and
then select the button you just created.

1.71 Smooth scroll

The menuitem 'Smooth scroll' allows you to toggle on and off the use of smooth
scrolling in the document edit window. Useless really :-)

1.72 Save as ANSI

                    Heddley offers the feature of saving your database as a text file, ←
                        with ANSI
control sequences. Most text viewers will be able to interpret these (in
particular the excellent "Most" by Uwe Röhm), as well as your printer driver.
Select the 'Save as ANSI' menuitem to save the database in this way.

The documents will be output to the text file in the order they are shown in
the front panel listview, so use the
                'Up'
                 and
                'Dn'
                 gadgets to change the order
to a meaningful one.

The following layout is used: Heddley will generate a title page from the
information as given in the
                Info window
                . Each page will be numbered in the
center of the bottom of the page. Each page will have a running header, which
will be the title of the current document. Both headers and footers will be in
ANSI 'faint' style. Every page will be terminated with a form-feed. When a new
document begins, it is given a document number and its title will be output
bold in color number 3. If the
                auto-index
                 option is being used, the index will
be output at the end of the file. The index has two parts; an index of
sections (with the references being of the form P.N where P is the page number
and N the line number) and an index of keywords (what were buttons) with
references of the same form.

Heddley will attach your default project icon (ENVARC:def_project.info) to the
file that is created.

1.73 Writing Amigaguide files

> Here are some thoughts I have on how to write your AmigaGuide ←
>   databases with

Heddley. They're just my opinions, but they may help you in writing your own
databases. They apply more perhaps to program documentation than other sorts
of databases, but they're still worth reading. I am aware too, that I have not
followed my own guidelines all the way through this documentation. This is
because some of them have come out of the experience of writing this file, and
also this database has evolved over a considerable period of time.

The Main document and subdivision of information

Ideally, the Main document should be a contents page. Resist the temptation to
make it a title page; this will just annoy users who use the documentation
regularly. Subdivide your information into chapter-sized portions; as if you
were writing a book and you needed to divide the information up. It's
important that all information that could be grouped is available off the same
link in the contents page; there ought to be a logical route to the
information that the user wants without them having to search for it. Make
sure that your Main document is not too sparse; having good looking pages is
just as important as a good looking program, as using AmigaGuide gives your
documentation a "user-interface". The reader would still like to know the
title and description of the database, and added information about each
"chapter" is useful too.

Avoid over-subdivision of your document. By this I mean don't subdivide where
it is not needed. If the subject you are referring to has a sufficient
description in one or two sentences then don't put it into a separate
document, but include it straight into the text. The user doesn't want to have
to keep moving between documents for what may be relatively trivial
descriptions; this interrupts the continuity of the text and slows down the
rate of information gathering. However, there is a case where small documents
are excusable, and that is in the situation of maintaining consistency. If you
are describing a set of similar objects (say gadgets in a window) and some
descriptions are long and others are small, it is better to be consistent and
put the small descriptions in their own document as well as the long ones.

Consistency

Consistency is important in your database and it's easier to forget it when
writing AmigaGuide databases because, unlike writing continuous texts, you
don't have all your previous work in front of you. So you'll need to make the
effort to enforce consistency. A good idea is to use templates for documents
if you are constructing many documents about similar things (for instance, see
the descriptions of
                ARexx commands
                 in this database).

It is also important to be consistent in your use of links. If there are, say,
three instances of a link-phrase (that is, a phrase which has a related
document giving more information about it) in a document, do not just make
links out of two of them; acceptable strategies are either only making a link
from the first instance, or preferably make a link out of each of them. That,
I guess, is a matter of taste.

Layout

The biggest problem with the layout of AmigaGuide databases is the disparity
between AmigaGuide v40, v39 and AmigaGuide v34. As AmigaDOS 2.04 is still a
"current" operating system and by no means obsolete, it is very important to
continue supporting those users by not making the database inaccessible to
them, unless you can guarantee that only AmigaDOS 3.x+ users will be reading
the file. This means, effectively, not using the AmigaGuide v39 WORDWRAP
option and relying on Heddley's formatting. That is a must otherwise your
files will be unreadable with AG V34. However, with the introduction of
AmigaGuide v40, you can use the
                        SMARTWRAP
                         formatting option to get
good-looking wordwrapped databases which'll still look good on AG V34 and V39.
You'll only see the effects of this if you have WB3.1, but unlike the
old-style wordwrapping, you won't see any ill-effects either! Heddley no
longer supports WORDWRAP but will always use SMARTWRAP.

Paragraphs

Heddley operates very much with the concept of paragraphs. They are an
inordinately sensible way of organising text and one that should come
naturally to most. A paragraph in Heddley is a block of text terminated with a
blank line, or a line with indented text. A paragraph is considered fair game
for reformatting and so it is irrelevant where you place the newlines when
first inputting the text, as long as you terminate the paragraph properly.

An indented line will not be joined to a preceding line, this enables you to
create lists and tables, simply by indenting each line by one or more space.
This may seem a strange way of doing things, but it is a sensible method
without having to invent any other control information to tell Heddley what to
do with the text. This also means that you may indent the leading line of your
paragraphs with however many spaces you like. Be aware though that you can
only indent the first line, otherwise Heddley will not treat your block of
text as a paragraph, but as a list instead.

It may be that you are used to writing your text with a text editor in a
format that breaks the rules that Heddley uses. I'm afraid that you'll just
have to change the way you do things to use Heddley. I have chosen a reasoned
and sensible method of handling text that provides full support for AG V34
users too. Writing AmigaGuide databases is a different kind of activity to
writing plain text files, and you will have to do things differently.
AmigaGuide databases that are basically chopped-up text files will not read
anything like as well as an AmigaGuide database written to be one.

Headings

A lot of people seem to write headings like this:

    My Heading
    ==========

While this obviously makes the heading clear for AG V34 users who have no
underline, bold etc. it is bad style and old fashioned. For a start, headings
like this that are flush left will be treated as a paragraph and thus turn
into:

My Heading ==========

I recommend that you use the underline facility in AG V39 (available from the Style window) for headings. You may prefer to use bold. For AG V34 users your headings will simply appear as separate lines, which is normally good enough to indicate a heading anyway. Please don't use symbols to form underlines – it just isn't nice!

At the moment Heddley turns underlining into typewriter text when converting to HTML. HTML does not have underline but I wanted to give access to the typewriter font. If you plan to convert to HTML I recommend using bold for headings rather than underline, as this will be reproduced faithfully.

Fonts

Again the use of fonts brings up the disparity between AG V34 and AG V39-40. It makes no sense at all to use proportionally spaced fonts without using the wordwrap option, or your text will look ugly. So my recommendation is that you only change the font for V39-40 databases. My personal opinion is that the user should be free to choose what font they want to read the text in, and the documentation writer should just be able to change the style (bold, italic etc). If you want to write a document with full font control, use a word processor!

Emphasis and color

Traditionally, italicised text is used for emphasising words or phrases. However I think it is acceptable to use bold in AmigaGuide documents (probably it is not a good idea to use bold if you are already using it for headings), largely because of the poor readability of the Amiga's algorithmic italicised fonts, especially with small bitmapped fonts.

I'm not yet sure what place to give color in AmigaGuide documents. HTML supports no color so it would be foolish to rely on color. The most useful application I can think of color is syntax coloring. That is, coloring phrases or words that have similar purposes in the text the same distinctive color. For example, you may want to color all text that is meant to represent user input in one particular color (in the absence of a set typewriter style) to mark it out as being user input.

A final word on emphasis and color: be sparing. Overuse of these techniques will lessen their impact on the reader. The focus should always be the text, so that the reader can understand what you have written more readily.

Multimedia

With the advent of datatypes, there is great scope for including pictures and sound as part of your AmigaGuide databases. Indeed for documentation it would be wonderful to be able to include a screenshot of the window you are describing instead of resorting to painting poor ASCII pictures. The only problem with this (and it's a big problem) is that again V34 owners lose out. If you can be bothered to go to the trouble, try using an external viewer such as "WDisplay", distributed with the AmigaGuide distribution on Aminet. Making buttons which are AmigaDOS calls to WDisplay will work for both V34 and V39-40. Otherwise make it plain in the documentation that V34 owners will not be able to see the pictures; it is confusing for users to find an inoperative button, and reflects badly on you. Let's just hope that everyone with V34 will upgrade soon (and can afford it!)

Document naming

For your own convenience, it is a good idea to give your documents IDs which
convey immediately to you their contents. For instance if you are documenting
the menu items of a program you could name the documents "menuitem_load",
"menuitem_save" and so on... These could be grouped in the listview, and thus
will make everything easier for you. Naming your documents "XX1", "XX2" and so
on is not a good idea.

1.74   Save as ASCII

                This option saves the database as in
                Save as ANSI
                , except it removes the ANSI
color codes and saves just plain ASCII text.

1.75   Thanks go to...

                Special thanks to my chum Daniel Stenberg, co-author of the rather ←
                    excellent
text editor, FrexxEd.

Also many thanks to all those of you who have registered – receiving so many
registrations restores some of my faith in the Shareware system, and for the
foreseeable future Heddley won't have ANY cripples. Support good Amiga
software!

Thanks go to (in alphabetical order):

    Michael Berg   : for
            GUIFront
              – an ace library!
    Stefan Eggers   : thanks!!
    Geir Harald Hansen   : early testing & help
    Dave Hollway   : for testing the earlist versions
    Peter Larsen   : many helpful & useful suggestions
    Dale Larson   : useful discussion and pointers
    Carl Leduc   : spurring me on
    Ben Lidgey   : helping me draw a sprite!
    Anthony Moringello : bug reports and requests
    Olav Mueller   : erm.. Have forgotten. But thanks!
    Ralph Seichter   : bugs reports and other help
    Jesper Skov   : bug reports
    S Shireman (Ankle) : many useful suggestions – thank you!
    Neil Topham   : help with the MWB icons

If you've helped me and I've missed you out – sorry. It's not because I'm
ungrateful, more because I'm busy and daft! But loads of thanks to you
anyway!!!

Final and biggest thanks go to God because He has given me everything in the
first place.

1.76   Check Database

This function allows you to check all the links in a database to ↩
                        ensure that
they link to a valid document (internal or external). Heddley produces a list
of unresolved links and displays them in an Amigaguide window for you to
browse at the same time as using Heddley. Note also that the document names in
the Amigaguide window are buttons; clicking on these will send an ARexx
message to Heddley to cause it to open the edit window upon these documents.

See the ARexx command
                CHECK
                .

1.77   The GUIFront layout library

GUIFront

Heddley uses the GUIFront GUI layout library for most of its GUI interface.
GUIFront.library is copyright Michael Berg 1994. I am most impressed with this
small and fast layout library, which has made my life easier and is partly
responsible for the addition of many features to Heddley.

If you want to know more about GUIFront, contact Michael Berg at

        E-mail: mberg@scala.ping.dk   (preferred)

         Fido: 2:238/ 24.28
      AmigaNet: 39:140/101.28

        S-mail: Michael Berg
                Sjællandsgade 56, 4
                8900 Randers
                Denmark

Thanks Michael!!!

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