

Adagis v3 English Guide File

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REVISION HISTORY

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Chapter 1

Adagis v3 English Guide File

1.1 Adagis v3.1

Adagis v3.1
New
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What is Adagis

Installation

How does it work ?

History

To do

Distribution / Disclaimer

MUI

Thanks...

About the author

1.2 New in Adagis v3.1

Major/Minor changes:

- New tooltype AUTHOR (see Tooltypes).
 - New 'Jump to...' window, which enables you to jump to an specific byte in the cookie-file.
 - Adagis.data statistics are more accurate now
 - Minor sthetic changes.
 - Installation is done with the CBM Installer.
-

1.3 What is Adagis

What is Adagis ?

Well, Adagis can be described as a Fortune-Cookie program. Its main purpose is to display a cookie (an adage) in a window of your workbench.

The cookies are stored in the file Adagis.data. Adagis chooses one randomly (or not) and displays it.

1.4 Installation

Installation

Very simple:

Just run the script English.ins to install the program in your WBStartup and the english Adagis.data in your S: drawer.

1.5 How it works

How does it work

To use Adagis you need:

-AmigaDOS v2.0+ (2.1+ required to use locale.library)
-MUI v3.2+

How to use the program

The 'Adagis.data' file

Configuring Adagis

Tech

1.6 Some tech stuff

Tech

-Unlike previous Adagis versions, v3 doesn't hold the whole Adagis.data in the RAM. The obvious advantage is that with large cookie-files the RAM usage remains the same as when working with little files. But the method Adagis uses has the disadvantage (?) that it can't know both the current cookie and the total number of cookies.

- When Adagis random-selects an adage, it has instant access to it, and it displays its offset (in bytes) in the file.
- If you want you can get an adage selecting its number, but then the access could be *slow*, as Adagis has no information about the positions of adages, and has to search in the file line by line.
- Adagis v3.1 sets its priority to -1.
- You may notice that if you specify an offset, probably Adagis will not jump exactly to that offset. It jumps to the first cookie it finds after this offset.

1.7 Using Adagis

How to use the program

Adagis v3 has two main MUI-pages.

The first one is 'Adagis' and its (nearly) identical to the GUI of Adagis v2.x.

Adagis selects an adage and displays it in the list. It then waits a time proportional to the number of lines of the adage and quits.

You can make Adagis wait forever by pressing 'Wait'. Pressing again 'Wait' 'defreezes' Adagis (???) .

If you press 'More', Adagis will choose and display a new adage.

'Quit' is obvious, no ?

The second page, 'Miscellaneous' is new. It contains (currently) 4 buttons:

- 'MUI-Config' : Calls MUI-Prefs for Adagis v3.
 - 'Get Adage #' : You can specify an adage by its number. Remember that with large cookie-files, access can be very slow.
 - 'Jump to...' : You can specify an adage by its position within the file. If you specify an offset that belongs to the last adage, Adagis will choose another one randomly.
 - 'About Adagis.data' : Analyzes the cookie-file and displays some interesting (?) information about it. Again, with large cookie-files, this function can take time.
 - 'About Adagis v3' : Displays some (interesting) information about
-

the prog.

1.8 Adagis.data file

The Adagis.data file

The Adagis.data file contains the adages.
It's a plain ASCII file, so you can edit it with your favourite text editor.

Its structure is very simple:

```
>>>Adagis<<<
#
Adage 1
#
Adage 2
#
Adage 3
#
.
.
.
#
Adage N
```

Each adage is preceded by a '#'.

I try to not exceed 48 characters per line. Of course Adagis can handle longer lines, but it does not features formatting, keep this in mind.

Please, don't play with the file, because you can easily hang Adagis.

1.9 Configuration

Configuring Adagis

Adagis is a MUI program, so you can configure everything...

I recommend you to use large fonts in lists, 14 or 15 points, as they make adages more easy to read.

You can set-up some settings through tooltypes:

DELAY=#

Sets the delay per line in miliseconds (1000=1sec)

PROB=#

If you set this to 100, Adagis will start every time you execute it.
If you set it to 50, it will start with a probability of 50 %

CENT

If this tooltype is present, the lines of the adages will appear centered in the list.

AUTOFREEZE

Again, if present, AutoFreeze will make Adagis start as if you had pressed 'Wait'

USEBIGFONT

If present, Adagis will use the Big Font set in MUI-Prefs for the adages.

AUTHOR

If you set this tooltype, Adagis will look every line of an adage for if it begins with '--'. If so, this line will be right justified and "bolded".
Normally, an author of an adage is preceded by '--'.

1.10 History

History

v0.1...0.9:

Never really saw light. Betaversions.

v1.0...1.8:

Only few people saw them.
Used the gadtools.library.

v2.1:

First working MUI-version of Adagis.
Uploaded to Aminet.
Configurable via tooltypes.

v2.2:

Internal changes.
Never saw the light.
Not uploaded to Aminet due to v3.

v3.0:

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- d. Donationware - You have to make a DONATION to an organization as stated in the documentation to this product.
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 - some candy or
 - a package of disks or
 - a copy of a self-made program or
 - some money or
 - an Amiga 5000 PowerTower ;-)
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- You as a developer don't have to think about copyright stuff yourself.
- The users of your product have to read it only if they haven't done so before.
- This document is available in several languages via Aminet@.
So you can be sure that the users have read it at least once and did understand it.

If you want to include "AFD-COPYRIGHT" (TM) in your own Amiga® FD-Software package you have to follow these rules:

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-

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(The idea of this rule was inspired by Osma "Tau" Ahvenlampi, Finland. It was included to set a standard. If someone does not use these tools (s)he has to make not more than one link per file type!)

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```
-----8<-----
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It is <type_of_software> as defined in paragraph 4<x>. [...]
For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
-----8<-----
```

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```
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If you like it and use it regularly please send $15 to ...
For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
```

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 IF you include an AmigaGuide® hypertext documentation you can link it to this file or include the whole text in the AmigaGuide® file just as you like. Please do not add more than two translations of this file to your package. So your package doesn't get too big.

6. AUTHORS

=====

"AFD-COPYRIGHT"(TM) was written by Dietmar Knoll. It is itself subject to the above copyright note (© 10.12.1994, 27.02.1996).

If you have any comments, hints or questions or some suggestions for the next version, please write to the following addresses:

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GERMANY/EUROPE	ftp://ftp.gwdg.de/pub/physik1/WWW/GAUHPIL/Welcome.html

The translators of this document and their addresses are stated in the corresponding files. The translations are © by the translators.

1.12 Thanks

Thanks

Well... My special thanks go to :

- Anna: For most of catalan adages supplied with Adagis v3.
- Christian Kemp: For his help.
- Michael Misfud: For (great part of) the english Adagis.data file and the nice postcard !
- Josep Rubiralta: ...uhm... For his ideas and suggestions.
- Wouter van Oortmerssen: Amiga_E !!!

Thanks also to all Adagis users that have send me nice postcards and cookies !!!

1.13 About

About the author

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Adagis v3 has been completely developed using AmigaE v3.2e, from Wouter van Oortmerssen, in an Amiga 3000 w/ 68030+882 25Mhz, 18Mb RAM, 540Mb SCSI HD and a CyberVision64.

1.14 To do

To do in Adagis

List of features that *may* be added to Adagis:

- Non-MUI versions: Not likely, but depends on users...
- Add more MUI 3.2 features: Buf... Help bubbles ? For Adagis ???
- Make Adagis "talk" the cookies:
This feature was already added, but finally I decided not to include it, as (be honest) the Amiga talks very bad...

As usual, waiting for suggestions.

1.15 Sobre MUI

MUI

This application uses MUI:

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

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