

# **EvenMore - AmigaGuide® Documentation**

<b>COLLABORATORS</b>
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	<i>TITLE :</i>		
	EvenMore - AmigaGuide® Documentation		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# EvenMore - AmigaGuide® Documentation

### 1.1 EvenMore - AmigaGuide® Documentation - by Johan Björnson

```

      _/_/_/_/  _/  _/  _/_/_/_/  _/_/_/  _/  .
    _/_/_/  _/  _/  _/_/_/_/  _/  _/  _/_/_/_/_/  :   Beta testers:
    _/  _/  _/  _/_/_/_/  _/  _/  _/_/_/_/_/  :..
    _/_/_/  _/  _/_/_/  _/  _/  _/  _/  _/  _/  |:   Johan Björnson
                                          ||   Mikael Grahn
                                          ||   Per Reidar Verlo
                                          ||   Dominique Neveu
                                          ||   Tony Hazel
-----
http://planb.thegap.com/
-----
Program   :
           EvenMore
                                           || Andrew Holt
Type      : Text viewer (Freeware)         || Roland de Herder
Version   : 0.50                           ||
Code      : AmigaE 3.3a                     ||
                                           ||
EvenMore  ©1996-1998 by Chris Perver        ||
ReqTools  ©1991-1994 Nico François,         ||
           ©1995-1998 Magnus Holmgren      ||
                                           ||
-----

```

### 1.2 EvenMore - AmigaGuide® Documentation - by Johan Björnson

```

                                           EvenMore 0.50
Copyright ©1996-1998, Chris Perver
All Rights Reserved

Introduction           Programming

Files in the archive

ARexx Port

```

---

Copyright agreement

Disclaimer  
    Menus

Features

Introduction

Project

Required system

View

Search  
    Getting started

Execute

Settings

Installation

History

Usage

Appendix

Preferences

Bugs

Window

To Do

Font

Author

Screens

Help

Editor

Thanks  
    Additional Controls

File loading

### 1.3 Files in the Archive

The files in this archive are the following:-

---

```

EvenMore (dir)
  Icons (dir)
    Program (dir)
      EM1.info
      program_icon.info
      EM2.info
      program_icon2.info
    Dock (dir)
      EvenMore.brush
      Template.brush
    MagicWB (dir)
      closeicon.info
      infoicon.info
      nexticon.info
      openicon.info
      printicon.info
      reopenicon.info
      searchicon.info
      template.info
      editoricon.info
      lasticon.info
      occuranceicon.info
      prefsicon.info
      quickloadicon.info
      saveicon.info
      searchtemplate.info
    Standard (dir)
      closeicon.info
      infoicon.info
      nexticon.info
      openicon.info
      printicon.info
      reopenicon.info
      searchicon.info
      editoricon.info
      lasticon.info
      occuranceicon.info
      prefsicon.info
      quickloadicon.info
      saveicon.info
      searchtemplate.info
  libs (dir)
    reqtools.library
  Nostalgia (dir)
    EvenMore01.lha
    EvenMore033.lha
  Docs (dir)
    6days.doc
    EvenMore.guide
    EvenMore.readme
    FactsOfEvolution.quotes
    History.doc
    Poem
    6days.doc.info
    EvenMore.guide.info
    evenmore.readme.info
    FactsOfEvolution.quotes.info
    History.doc.info
    Poem.info
  rexx (dir)
    funnytalk.rexx
    wierdtext.rexx
    testport.rexx
  Docs.info
  evenmore.config
  EvenMore.snapshot
  Install
  Nostalgia.info
  EvenMore.info
  evenmore
  EvenMore.info
  Icons.info
  Install.info

```

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---+= USE THIS SOFTWARE AT YOUR OWN RISK =+-----

## 1.6 Requires

- o Kickstart 37+ (required)
- o Asl.library 37+ (optional)
- o ReqTools.library 37+ (required)

- o XPK libraries 2+ (optional)

## 1.7 Installation

You can simply run the installer script provided, or to install by hand, do the following.

- 1) Simply copy 'libs/reqtools.library' to 'Libs:', if you haven't already got it, or haven't got a version later than 37.
- 2) Then copy the entire EvenMore directory anywhere on your harddrive or floppy disk.
- 3) Run EvenMore, and configure the preferences to your own taste.

## 1.8 Main Features

Main features

-----

- o Scroller window allows easier moving about documents.
- o AppWindow, AppIcon and AppMenu makes opening files easy. Not only can you drag files onto them, but also drawers, and a requester will appear!
- o Totally font sensitive.
- o Tooltypes and preference file(s) for configuring settings.
- o Can open the window on any public screen and move between them.
- o Can create it's own public screen to run on.
- o ARexx port for remote control.
- o Supports the numeric keypad and mouse movement.
- o Very clean and smooth scrolling.
- o String and pattern finding functions with search highlighting.
- o Bookmarks for remembering positions in the document.
- o Quick load listview for opening documents fast.
- o Configurable GUI for quick access to features.
- o File loading uses AsyncIO for speed.
- o Can open multiple files.
- o Help available by pressing the help key.
- o Gadget help bubbles.
- o User-configurable filetypes, for passing certain files to different programs.
- o Uses EasyGUI, the best GUI in the history of the world.
- o Can use Asl or ReqTools library for filerequesters.
- o Can zoom text in or out.
- o Option to save the file.
- o Send the file to an editor.
- o Print the file.
- o Conifurable information bar.
- o Execute commands or open a shell on the window.
- o XPK compression supported.
- o File history menu.

and more...

---



## 1.9 Introduction

The AmigaOS is a excellent operating system. Even the last OS before Commodore ran out of money (OS 3.0) can't be touched by Windoof and other operating systems. So why spoil it now? Commodore also brought in features such as Screen and Icon fonts, which could be proportional. And proportional fonts look so much more nicer. So that is why I decided to have a bash at designing a nice looking text viewer to complement Workbench. Well, that is partly the reason. The other part is, I wanted to program... I was thinking about C, and then I just happened to see what E could do and I was hooked! So this is my grand contribution to the Amiga :). It hasn't much features now, but it will get better.

Anyway. Before I didn't realize how much code was involved in just doing the simple things like opening a window with menus and printing text. In a basic language, there are commands available for just about anything under the sun. I could have written this program in Blitz Basic easily in a couple of lines, but the resultant code would have turned out twice as large. What makes it worse is I am just learning a new language, and I haven't encountered all this operating system code before. I need a book (Or similar) that would show me common routines of doing things in the Amiga's operating system using AmigaE, no C here, as I don't know the syntax (I wish I did, as there is a phenomenal amount of C source on Aminet, and there is software and books that literally grow on trees - Heheh, literally, as books ARE made out of paper ;).

## 1.10 Usage

EvenMore takes two arguments when running from CLI and just one when running from Workbench (Which is drawers or files).

- o You can specify multiple paths and/or files for the argument.
- o The second arguments uses the keyword 'PREFS', and allows you to sepcify a preference file to use. Make sure you use 'PREFS=<config file>'

CLI:

----

If you do not specify any filenames, a requester will pop up allowing you to do so. Once you have selected the file you wish to view, a window will open displaying the contents.

e.g.   EvenMore S:User-startup PREFS=BigHD:EvenMore.prefs  
      EvenMore Docs:EvenMore S:User-startup S:Startup-sequence

Workbench:

-----

You can either shift-select multiple files or drawers with EvenMore (Holding shift, left click on the EvenMore icon, then double click on a file), or if you simply double click on the EvenMore icon, a requester will allow you to choose a file.

---

## 1.11 Window

If the screen positions and sizes are commented out or are not there or if there is no preferences file, the defaults will be used which are 640\*200 positioned top left hand side of the screen and using the default public screen.

This is the format of the information bar...

Keyword...	Replaced with...
%fn	Filename
%fs	File size
%fl	First line in window
%ll	Last line in window
%tl	Total lines in document
%pg	Page
%pc	Percent
%zm	Zoom
%ps	Percent sign (%)

## 1.12 Font

If the font you select could not be opened, EvenMore will let you know, and then fall back to the system default font. If it can't open the system default font, then you are in trouble ;) . You can select a font for viewing after EvenMore is loaded.

Colour fonts are not supported, if you try them you will only get a black font with other colours masked out. I'm not doing font colour remapping, or anything like that. Also, It's just too slow..... Proportional fonts are also no longer supported. It is quite difficult to do scrolling when each character is a different width.

## 1.13 Screens

If you specify a public screen to open the window up on that does not exist, you can be sure the window will open on the default public screen such as Workbench or DOpus (Hopefully not DOpus :). If you have the custom screen option enabled, then a new screen will be created with the custom screen settings, and the default public screen font.

----- HINT -----

Use MCPs default pubscreen patch to make the front screen into the default public screen, if it is public. And you could use TruePub to patch screens that are private to public screens to get EvenMore to open on any screen you want.

--- HINT -----

## 1.14 Editor

Note that the string you enter here is basically a command line. So you can include options other than just the editor path.

Keyword...	Replaced with...
%s	Full filename
%l	Top line of file in the window

For example...

```
EDITORSTR=c:ged "%s" LINE=%l
```

## 1.15 The Project Menu

```
[ Project ]
View
Search
Execute
Settings
History

Close file

Open file...

Open new...

Reopen file

Quick load

Save file...

Save file... (XPK)

Edit file

Print file

Information...

Help

Iconify

Menufy

Quit
Close file:
-----
```

The file displayed in the window will be freed.

---

Open file:

-----

Allows you to select an ASCII file from a requester to display

Open new:

-----

The file you select from the requester that pops up will be passed onto a new EvenMore being executed.

Reopen file:

-----

Enables you to quickly reopen the currently displayed file incase its contents have changed. The line number you were at in the file (which is counted as the top-most line in the window) will not be changed unless the file is shorter than that line number, in which case, EvenMore will view from the end of the file.

Quick load:

-----

If you select List from the sub menu, a window will appear. You can store paths or drawers that you view regularly, so that you can quickly view them without having to search through lots of drawers. The Open button will open the document you selected, Open new will open up a new EvenMore and open that document. The Add button will allow you to select a file to add to the list, and the Remove button will remove the selected document from the list. The Up and Down buttons will move the highlighted name up and down the list.

Selecting Add will add the current document name to the quick list.

Save file:

-----

A requester will appear allowing you to specify where you want to save the currently opened document.

Save file (XPK):

-----

Saves the file using XPK compression.

Edit file:

-----

The document will be passed onto a text editor for editing.

Print file:

-----

The document will be printed.

Information:

-----

---

A window will pop up with several pages of information in it.

- o About

Display information about the program.

- o Author

Information about how to contact me, and all the people who helped create this program.

- o File

Statistics of the file, such as number of words, characters, digits, etc.

Help:

-----

The window will display the shortcuts to many of the functions of EvenMore.

Iconify:

-----

The EvenMore window will close, and an icon will appear on the Workbench screen. Either double click on the icon, to bring the window back up, or drag some files onto the icon and the window will appear again, and then the files you dragged will be opened, or you can even drag drawers onto the icon and a requester will appear showing the contents of that drawer.

Menify:

-----

The EvenMore window will close, and a menu item in the Workbench or DOpus Tools menu will appear. Either select the item and the window will pop back up, or you can select icons on the Workbench or DOpus screen and select the item, in which case, the EvenMore window will pop back up and open the files you had selected, or you can even select drawers with the menu item and a requester will appear showing the contents of that drawer.

Quit:

-----

Exit the program.

## 1.16 The View Menu

```
Project
[ View ]
Search
Execute
Settings
History

Go to line...
```

Go to page...  
Go to percent...  
Top of file  
Page up  
Pgae down  
Bottom of file  
Bookmark store  
Bookmark recall  
Go to line:

-----

Move directly to a line in the current document. Note that this number will be taken as the top line of the window. So if I entered 4, EvenMore will display lines 4 onwards.

Go to page:

-----

Move directly to a certain page in the document.

Go to percent:

-----

Move directly to a percentage of the file displayed. So If I entered 50 for 50%, EvenMore will display lines from 50% backwards. 100% will view the end of the file, and 0% will view the start of the file.

Top of file:

-----

Move to the top of the file.

Page up:

-----

Move up one height of the window.

Page down:

-----

Move down one height of the window.

Bottom of file:

-----

Move to the bottom of the file.

Bookmark store:

-----

In this menu item, there are 5 sub items. Use these sub items to store various positions of the text. For example, if you are viewing a large document, and there are several pieces of text you want to read, you can easily store the positions of these pieces of text, so you can easily find them later.

Bookmark recall:  
-----

In this menu item, there are 5 sub items. Use these sub items to move to a piece of text you have previously stored using Bookmark store.

## 1.17 The Search Menu

```

Project
View
[ Search ]
Execute
Settings
History

Find match...

Find last

Find next

Find occurrence
Find match:
-----

```

A requester will pop up, allowing you to enter, or modify a string to search for in the document, or find the number of times it occurs in the document.

If you click Next or Last, EvenMore will try to move to the next or last string in the document that matches the one you entered. Then EvenMore will scroll to that line.

If you click Occurrences, then EvenMore will scan the document for the number of times the string occurs in the document.

There are also gadgets available for case-sensitivity, pattern matching, word-sensitivity, movement and search notify. The word-sensitivity will not work with pattern matching enabled, and pattern matching will not work with occurrence searches. The movement will make EvenMore scroll left and right to center a word that has been found in the window, and search notify will make a requester appear displaying the line the word was found at.

EvenMore will remember the position of the last search, and any new searches will begin from that position. The position will change to the top line when you start scrolling the text again.

Find last:  
-----

This is the same 'Find match', except no requester will come up. Instead the search will start immediately using the last string you have entered.

Find next:  
-----

Same as above except works in the other direction.

Find occurrence:  
-----

EvenMore will scan the document for the number of times the current string appears in the document.

## 1.18 The Execute Menu

```
Project
View
Search
[ Execute ]
Settings
History

Execute...

Shell...
Execute:
```

-----

A window will open allowing you to enter a string, whether its a file or a command line, to be executed by AmigaDOS or ARexx. There is a gadget which will make a file requester appear allowing you to select a file.

Shell:  
-----

Open a new shell on the EvenMore window/screen.

## 1.19 The Settings Menu

```
Project
View
Search
Execute
[ Settings ]
History

Go to screen...
```



```

GUI presets

Window position

Zoom

Change settings...

Load settings...

Load settings from default

Save settings

Save settings as...

Save as defaults
Go to screen:
-----

```

A window will open with the names of all public screens in a list. Click on a name, and click the Go gadget. If the screen does not exist, then the window will not close. Click on the Read list gadget to get the latest list of public screens open, incase any open or close after you open the window.

GUI presets:

-----

In this menu you will find some of my 'approved' presets for the GUI.

Window position:

-----

You can select whether the window will position itself at the top left corner of the screen, just under the title bar or in the centre of the screen according to its current size.

Zoom:

-----

The font will be resized by the percentage you select.

Change settings:

-----

A window will open allowing you to set the following preferences...

o Appitem

You can set the appicon positions, whether EvenMore should iconify or menufy on startup, whether EvenMore should iconify or menufy when you click the close gadget, and whether you want a requester to confirm quitting.

o Compression

Here you can set which XPK compression you wish to use from a configurable list. The slider will let you select how efficient you want the method selected to be.

- o File

You can enter filetypes into the listview. Type in a pattern and command to execute into the string gadgets below the listview, and click the Add gadget. To remove a filetype, click on the gadget in the listview and press the Remove gadget. For example...

```
#?.guide/multiview "%s"  
#?.readme/c:ed "%s"
```

And you can set whether EvenMore will use these filetypes or open files as normal using the Use filetypes gadget.

- o Font

Use the filerequester button to pick a font by the requester. The System and Screen buttons will enter the system and screen font settings into the gadgets. The leading scroller will select the amount of pixels between each line of text.

- o Gadgets

Here you can click on a gadget name in the listview and a requester will appear allowing you to select an icon to be used in the main window for that gadget. You can choose whether the gadgets should appear at the top or bottom positions.

- o GUI

You can set whether the text/gadgets should have a border around them, you can set the amount of pixels between the window edge, borders and gadgets. You can also select whether the border/gadget gaps should be filled, and whether the fill should be dithered.

- o Paths

You can set the default path/file for when EvenMore opens without a file selected, the EvenMore document for when you press the help key, and the editor string for passing the current file onto a text editor.

- o Printer

You can set the left and right printer margins for printing, the typeface to use for printing, and the pitch or spacing of the print, and whether to send a formfeed or reset to the printer.

- o Requesters

You can select whether you wish the filerequesters to be created by ReqTools or the Asl library. ReqTools is still needed for the other requesters. The position of the Asl filerequester will be saved in the preferences.

- o Screen

In the string gadget, you can enter name you want the custom screen to have. When the Use custom screens gadget is on, EvenMore will create a custom screen when the screen of a certain name can't be found. The name of the custom screen you have entered will now appear in the Screen requester, even if the custom

---

screen is not open yet, allowing you to easily switch between the public and custom screens. There is also a screenmode requester to allow you to specify the settings for the custom screen. Clicking on the palette gadget will bring up a requester allowing you to select the colours of the custom screen.

- o Text

You can set the number of pixels between one of the edges of the window and the text. You can set the number of lines for the page overlap and enable or disable the smooth scrolling.

- o Window

You can edit the current window positions and dimensions, and choose whether the window should be centred or in the top left corner of the screen on startup. You can set which scrollers should be added to the window borders.

Click Ok, and the preferences you have set will be used.

The Save button will save the preferences to the file you opened EvenMore with. The Save as... button will allow you to select a file to save the preferences as.

Load settings:  
-----

A requester will appear allowing you to select a preference file. Then the settings will be reloaded.

Load settings from default:  
-----

The preferences will be loaded from the file 'EvenMore.config' in EvenMore's directory.

Save settings:  
-----

The preferences will be save to the preference file you loaded EvenMore with.

Save settings as:  
-----

A requester will open allowing you to specify a file to save the preferences as.

Save as defaults:  
-----

The preferences will be saved as the file 'EvenMore.config' in EvenMore's directory.

## 1.20 The History Menu

- Project
- View
- Search

---

```

Execute
Settings
[ History ]

```

A list of all the files that have recently been loaded will be stored in this menu. Selecting a name will allow you to load that file again.

## 1.21 ARexx Port

You can use EvenMore's arexx port to control EvenMore remotely. The port's name is 'EvenMore', plus a number. This number will increment if a port of a similar name is found, for instance if you load two copies of EvenMore, the first copy will have a port name of 'EvenMore.1', and the second one will have a port name of 'EvenMore.2'. You can find which port EvenMore is using by looking in the About requester.

The commands are:-

'r' indicates command returns a value

```

CLOSE . . . . . Close current file
r GETFILENAME . . . . . Get name of file opened
r GETPATHNAME . . . . . Get path of file opened
r GETFULLPATH . . . . . Get path and name of file opened
r GETFILESIZE . . . . . Get size of file opened
OPEN <name> . . . . . Open file
SAVE <name> . . . . . Save current file

POSWINDOW <0-2> . . . . . Top left/centre the window in screen

r GETLINE <line number> . . . . Return text of a line
r GETFIRSTLINE . . . . . Get number of first line in window
r GETLASTLINE . . . . . Get number of last line in window
r GETFIRSTCOL . . . . . Get number of first column in window
r GETLASTCOL . . . . . Get number of last column in window
r GETTALLINES . . . . . Get number of lines in document
r GETTALCOLS . . . . . Get number of columns in document

SCROLLTOCOL <column number> . Scroll to column in window
SCROLLTOLINE <line number> . Scroll to line in window
SCROLLTOPAGE <page number> . Scroll to page in window
SCROLLTOPERCENT <percent> . . Scroll certain percentage down the document

BOOKMARKSTORE <number> . . . Bookmark current position in document
BOOKMARKRECALL <number> . . . Scroll to the position stored in a bookmark

r GETFONT . . . . . Get name and size of the font used
SETFONT <name/size> . . . . . Use this font in window

r SEARCH <string> . . . . . Search for string in the document
r OCCURANCE <string>. . . . . Find number of times string occurs

GOTOSCREEN <name> . . . . . Move window to this screen

LOADPREFS <file>. . . . . Load preferences

```

```
APPIFY <0-2>. . . . . Show/Iconify/Menufy window
QUIT . . . . . Quit
```

To use one of these commands from a shell, you could simply type the following:-

```
RX "ADDRESS 'EvenMore.1'; OPEN 's:startup-sequence'"
```

Note the quotes which must be put around some strings when characters like ':' are present in them. If you do not specify a filename for OPEN or if you just specify a path, then a requester will open. If you do not specify a line number for GETLINE, NIL will be returned.

## 1.22 File loading

A dead easy way of opening files, is to simply drag icons from the DOpus screen, or Workbench screen onto the the window. EvenMore will then open the files you dragged. You can also drag files onto the EvenMore appicon (Appears when iconified) and the window will appear and the files you dragged will be opened. Or you can select icons, and select EvenMore from the Tools menu when menufied and EvenMore will open those files. Of course you can even select drawers instead and a requester will appear showing the contents of that drawer.

## 1.23 Bugs

- o Italic text will trash the borders, not scroll properly, etc.
- o The file will still be opened even if you put a / after it. This is because I use Examine() to check if it's a file or drawer.
- o The file requester will not allow you to select a drawer only for the default path preference.
- o A lot of memory disappears when you close and reopen the window.

Help me crack down on bugs. You can never rid a program of all bugs, that is why I need your help tracking them down. Please report any bugs you find. Also, if EvenMore acts in any way you wouldn't normally expect a text viewer to, then please tell me.

## 1.24 To Do

EvenMore is pretty scary at the minute. Soon though, once I get the main features plugged, I will have time to think about putting in the diddly bits. That is, if I find out how to do the diddly bits! So these are just considerations, I have not actually thought about how I am going to do any of this stuff. (Pledge a donation for software and books to educate me :)

- o Make more compact optimized code.
  - o Finish palette preferences.
  - o ASCII codes such as TAB and CR will be sensed and acted upon.
  - o ESC sequences or ANSI codes sensed such as BOLD, etc. (Some sort of text/file parser will need to be written)
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Ali Graham	- multitext EasyGUI plugin
Sven Steiniger	- patternStringF, runback modules
Will Harwood	- gadgetinfo module
A.F.C.	- rexxer ( <a href="http://www.intercom.it/~fsoft/afc.html">http://www.intercom.it/~fsoft/afc.html</a> )

If you are not listed here and you have helped me produce EvenMore, then I have probably just forgotten about you :). But don't fear, get in touch and let me know!