

OnGo

Tak Tang

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COLLABORATORS

	TITLE : OnGo		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Tak Tang	July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

OnGo

1.1 OnGo

OnGo 2.6

A commodity to launch programs via a popupmenu,
and to manage virtual screens.

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Release date 5th November 1996

FREWARE

User manual

Introduction	What is OnGo?
Features	What makes OnGo so special?
Requirements	Will it run on my system?
Installation	How do I plug this in?
Usage	How do I drive this?
Configuration	How do I set this thing up?
Known bugs	Will it crash?
History	What's new in this version?
Future	What the future will bring...
Help!	I need YOUR HELP.
Disclaimer	Use at own risk!
Copyright	Legal stuff.
Credits	Without whom . . .
Author	Where you can reach me.

1.2 introduction

Introduction

This is a program launcher, window manager, and Virtual Screen manager.

```
+-----+
| +----+ +-----+ +-----+ +-----+ |
| |OnGo| |Screen 1| |Screen 2| |Screen 3| |
| +----+ +-----+ +-----+ +-----+ |
+-----+
```

Programs can be launched via Workbench's TOOL menu, or via the "OnGo" button. When clicked on, a configurable popup menu appears, with as many tools and sub-menus as you like (up to a limit of 65535 items PER menu!)

Alternatively, select some icons from the workbench, and select one of the new (configurable) items from the TOOLS menu.

The three other buttons control which virtual screen is visible. I had considered making it a TaskBar, á la Windows '95, but having used Windows '95, and noted that the TaskBar controls windows and not tasks, and felt that the ones other people had written for the Amiga were a bit sluggish, I decided against this. I didnt really like the AutoScroll under Workbench, and felt that the other XWindows Virtual Window managers for the Amiga were a bit buggy, so I wrote my own.

You can also iconify windows on the workbench screen to a button on the OnGo bar. Click on them to uniconify.

The tools can be launched with a workbench sytle environment, or a cli environment.

1.3 features

Features

```
\textdegree{} Is a commodity
\textdegree{} Removeable
\textdegree{} Low profile (preserves valuable screen space)
\textdegree{} Relatively small (compared to others I have seen)
\textdegree{} Launches programs with either workbench or cli environments
\textdegree{} Configurable look (3DLOOK, NEWLOOK or XLOOK)
\textdegree{} Virtual Screens!
\textdegree{} Window iconification
\textdegree{} Shortens workbench to avoid concealing icons
\textdegree{} Adds items to TOOL menu (cf EasyTM)
\textdegree{} Graphics
\textdegree{} Dynamic menus, sorted
\textdegree{} AutoHide
\textdegree{} Draggable bar
```

See `History` for more details.

1.4 requirements

System Requirements

OnGo v2.6 requires the excellent `WBStart.Library 2.0`, by Stefan Becker, available from `Aminet:util/libs`, or any good `pd` library. Since this library requires `KickStart 3`, OnGo also requires `KS3`. I intend to fix this in the near future to run on `KS2` machines too.

If you have the `datatypes` library, you will also have graphics.

OnGo was developed on a `KS3.1 A1200(AT)`. I have had it working on a `KS3.1 A2000 (MC68000)`. It is supposed to work on `KS2.0` machines too, but I do not have access to one, so I can not test this. If you get it running on any other kickstart, please let me know.

1.5 installation

Installation

Automagically : double click on the installer script.

Manually :

```
\textdegree{} Drag OnGo to your WBStartUp drawer
\textdegree{} Drag OnGo.Config to your ENVARC: drawer
\textdegree{} Drag OnGo.Config to your ENV: drawer
\textdegree{} (Optionally) Put the documentation somewhere sensible.
```

1.6 usage

Usage

(ps - sorry if this sounds patronizing - I'm drunk 8*0)

To use the OnGo button with the mouse :-

Click on the button with the left mouse button, and hold down.
A menu will appear.

Menu items with submenus are denoted by a '»' mark. Moving
over them will cause the submenu to appear.

When your chosen tool is highlighted, let go of the left mouse button.

To use the OnGo button with the keyboard :-

Activate the bar by clicking in it.

Press the space bar. The menu will appear.

Use the up and down cursor keys to navigate the menus. Using
shift will jump to the top/bottom of the menu.

Use the right cursor key or the space bar, or the return key to select, or enter a submenu.

Use the ESCAPE button, or the left cursor key to close the current menu and go back up one, or end the selection altogether.

To change virtual screens :

Click on the unselected button corresponding to the screen to switch to;

OR press 1,2 or 3 to switch to that screen,

OR press the hotkey combination (by default, LALT and F1, F2 or F3)

To iconify a window on the workbench :

Activate the window.

Press the Iconify Hot Key (by default :RAmiga \)

To uniconify an iconified window :

Click on the button representing the window.

Pressing the hotkey combination (by default : CTRL LALT O) does the same as showing/hiding the interface via the Exchange application.

Note : Hiding the interface closes all virtual screens (i.e. all hidden windows appear).

Sending the program a CTRL-C, will remove the program.

To use items from the TOOLS menu :-

If you dont already know, you should not be using this program!

1.7 configuration

Configuration

Alas, the prefs program is still under developement (it has gone from a few drawings on the back of a used envelope, to a program that opens a window).

So until it sprouts and grows into a big healthy program, you will have to do everything manually. Do not use TABS.

OnGo Bar

The main program is set up through icon tooltypes.

CX_HOTKEY

This defines the key combination that will hide or show OnGo Bar.

e.g. "CX_HOTKEY=CTRL LALT o"

CX_PRIORITY

This defines the priority of OnGo in the commodities chain. You can change it from -128 to +127, but the only difference it will make is when the CX_HOTKEY is checked for.

e.g. "CX_PRIORITY=0"

CX_SHOW

This determines whether the OnGo bar appears when you first load the program. OnGo is hardly worth using with this value set to "NO".

e.g. "CX_SHOW=YES"

TOOLSFILE

This tells OnGo where to look for the menu configuration file. By default, this is set to ENV:OnGo.Config. If you store your config file somewhere else, change this setting to tell OnGo where to find it.

e.g. "TOOLSFILE=ENV:OnGo.Config"

TOOLSARC

This was meant for the prefs program. Currently does NOTHING.

e.g. "TOOLSARC=ENVARC:OnGo.Config"

PREFSPRG

This setting tells the OnGo main program where to find the preferences program.

e.g. "PREFSPRG=SYS:Prefs/OnGo-Prefs"

POSITION

This determines whether the OnGo Bar appears at the top or at the bottom of the screen. There are two possible values: TOP and BOTTOM.

e.g. "POSITION=TOP"

SHORTBENCH

This option will shrink the Workbench backdrop window to prevent the OnGo Bar from obscuring icons on the workbench backdrop.

It's possible values are TRUE or FALSE

e.g. "SHORTBENCH=TRUE"

GADGETTEXT

This determines the label on the OnGo "Start Button"

e.g. "GADGETTEXT= OnGo "

NUMVSCREENS

This allows you to set the number of virtual screens. The default and minimum is 3. The maximum number is 9.

SCREENTEXT1, SCREENTEXT2, SCREENTEXT3...

These options determine the labels on the three virtual screen buttons.

e.g. "SCREENTEXT1=Screen 1"

SCREENKEY1, SCREENKEY2, SCREENKEY3...

These options determine the hot key combinations that will switch to each virtual screen.

e.g. "SCREENKEY1 =lalt f1"

ICONKEY

This determines the hot key combination that will iconify the

current active window on the workbench screen. You could specify a mouse based "hot key", but remember that it iconifies the ACTIVE window. You cannot iconify backdrop windows, or the OnGo bar. You can make other windows non-iconifyable with the "STICKY" option below.
e.g. "ICONKEY=rcommand \
e.g. "ICONKEY=rawmouse leftbutton rbutton mouse_rightpress"

LOOK

This allows you to change the style of popup menus. There are currently three styles. A 3DLOOK, or a style guide compliant NEWLOOK, or a unix like XLOOK.
e.g. "LOOK=3DLOOK"

MINWIDTH

This sets the minimum width of a menu. Menus are normally created just big enough to hold the graphics, the sub-menu mark, and the items' text. This setting will enlarge small menus to this minimum.
e.g. "MINWIDTH=0"

MENULAP

This determines how much of a menu is left uncovered by a sub menu. The value is in percent. Try values such as 0, 50, 75 and 100 to get a better idea of how it works.
e.g. "MENULAP=75"

MENUDELAY

This sets a delay, in tenths of a second, before a sub-menu is opened. This can be helpful when moving the mouse from one end of the menu to the other, by preventing OnGo from opening every menu in between.
e.g. "MENUDELAY=5"

DRAG

This is a temporary hack to enable the user to drag the bar vertically. The initial position is currently determined by the POSITION tooltype. In a future version, this will be superseded by a "FLOAT" option for POSITION tooltype, and an XPOS and YPOS tooltypes. Current values are TRUE and FALSE. Setting DRAG to true will disable the SHORTBENCH patch.
e.g. "DRAG=TRUE"

AUTOHIDE

This will cause the OnGo bar to appear when the user moves the mouse over it, and shrink at other times. Setting this option will disable both DRAG and SHORTBENCH options. Current values are TRUE and FALSE.
e.g. "AUTOHIDE=TRUE"

The program can be terminated in three ways.

- \textdegree{} Send it a REMOVE message through Exchange
- \textdegree{} Send it a CTRL-C
- \textdegree{} Use a QUIT menu item.

OnGo Config file

The OnGo.Config file contains types of settings.

```

\textdegree{} Names of tasks whose windows must not be iconified or
switched to a virtual screen.
\textdegree{} Items for workbench's TOOLS menu
\textdegree{} Items for the popup menus

```

The current version is text based. Change it using your favourite text editor. Each line corresponds to one "item". You may leave blank lines, and include comments at the end of a line by preceding it with a ";"

Non-iconifiable windows are set up with the following command.

```
STICKY "<task>"
```

You may have as many, or as few of these as you like.

Items to go under workbench's TOOLS menu are specified as follows:-

```

APPM "<item name>" "<program to run>" "<path of program>" <LaunchMethod> < ↵
      StackSize> <Priority>

```

The LaunchMethod should be :-

	Workbench	Cli
No args	16	32
Once with each arg	17	33
Once with all args	18	34 *

The stack should be at least 4096. None of the items may be omitted, although you may specify "" if you wish.

Items under the popup menu can be set up similarly:-

```

ITEM "<item name>" "<program to run>" "<path of program>" <LaunchMethod> < ↵
      StackSize> <Priority>

```

However, the only valid launch methods are 16 or 32 (as above). None of the items may be omitted.

You may create sub-menus with the "MENU <menu name>" command, and terminate them with "MENU END" :-

```

MENU "<sub-menu-name>"
MENU END

```

Additionally, there are a number of "special" item commands:-

```

QUIT "<item name>"
HIDE "<item name>"
RELOAD "<item name>"

```

```

LABEL "<item name>"
DISK  "<item name>" "<directory>"

```

"QUIT" will cause OnGo to terminate. "HIDE" will hide the OnGo bar. There is no matching "SHOW". "RELOAD" will cause OnGo to reload the config file, but not re-read the icon's tooltypes. "LABEL" will create a menu item that cannot be selected. "DISK" will create a special sub-menu that gets its item from a directory on disk.

Finally, you may also specify a graphic to use with ITEM, MENU, QUIT, HIDE, RELOAD, LABEL and DISK. This option should be the last one on the relevant line, but before the comment.
 e.g. DISK "Commodities" "SYS:Tools/Commodities" ICON="S:OnGoIcons/Drawer.br"

1.8 bugs

Bugs

```

OnGo:
\textdegree{} Not very much error reporting. (i.e. none)
\textdegree{} LaunchMethod CLI-ALL can generate a command line longer
               than AmigaDOS can normally handle. You should use
               CLI-EACH instead.
\textdegree{} Sometimes window depth gadgets seem to stop working,
               when using the virtual screens. hmmm.
\textdegree{} When a window is redisplayed, it isnt always refreshed properly.
\textdegree{} Iconification and Virtual screens does not seem to work
               with all programs. Click here
\textdegree{} Can crash sometimes when you reload or close down OnGo.
               It definitely crashes if you have a missing menu file.
\textdegree{} The config file reader will crash if you have TABS in it.
               Thanks to Stefan Zivkovic for reporting this.

```

```

OnGo-Prefs:
\textdegree{} Does nothing (yet). Oh, the supplied file named
               OnGo-Prefs was a little joke, aimed at the people
               who keep telling me to write "stub" code.

```

I have a KS3.1 A1200 (AT) 28Mhz '030 with MMU, FPU and SCSI;
 and an old CM8833-II, running at 640x256 (PAL).

I have been told OnGo works on A4000s, but not on A500+. Please
 mail me if you get it working on any other machines.

1.9 Programs who do not like being iconified

Programs who do not like being iconified

Help me to help you avoid crashes with the window iconification, by reporting any programs who do not like having their windows iconified.

So far,

```
\textdegree{} Ordering
\textdegree{} Tool manager
\textdegree{} Biorhythms
```

You can instruct OnGo to avoid these programs with the STICKY command in the menu file. Configuration

1.10 future

Future

Yeah, I know, I've hardly done any of this. I've been busy.

OnGo really needs a preferences editor, followed by some nice graphics, and fixing that irritating bug that leaves grey bits around the graphics. I'd also like to write a MagicMenus/SiliconMenus type program too.

Other than that, here are the other things I have in mind :-

```
\textdegree{} Fix bugs
\textdegree{} Position LEFT, RIGHT, and FLOAT
\textdegree{} Track window activation, and pop them to the front.
\textdegree{} Better error reporting, such as IF and WHY something failed.
\textdegree{} Add more features to the install script for EXPERTS
\textdegree{} More graphics which change; and use icons' images
\textdegree{} User-definable OnGo gadget imagery
\textdegree{} Dynamic menus (via "Promises")
    \textdegree{} Screens and windows
    \textdegree{} Tasks
    \textdegree{} Commodities
\textdegree{} A button to add more virtual screens on-the-fly
\textdegree{} Sticky windows list, by window title.
\textdegree{} Better icons (I'm not much of an artist). I'm looking for
    MagicWorkbench, NewIcons, and some IconPack style ones.
    I'd like them to have an "active" or "on-the-ball" feel.

\textdegree{} Workbench argument passing, with an AppWindow
\textdegree{} Digital clock and stopwatch (a la mac)
    - unlikely. I'm happy with Yak
\textdegree{} REXX environment
\textdegree{} Requesters for CLI and REXX environments
    - Unlikely. Use 'Requestfile' or 'RequestChoice' in a script
\textdegree{} AppIcons
    - Unlikely. I don't use them. If you want them, mail me.
\textdegree{} Normal Intuition Menus
```

```

- What would you want here?
\textdegree{} Keyboard Shortcuts
\textdegree{} Enable/disable items
\textdegree{} Multiple Columns
\textdegree{} Option to keep OnGo window foremost
- suggest how to implement this efficiently
\textdegree{} Screen Jumping
- Unlikely. It was always meant for WB
\textdegree{} Rip-off windows (XWindows style!)
\textdegree{} Option to make menus appear on a MIDDLE MOUSE BUTTON!
- Not until I get a 3 button mouse
\textdegree{} Resizeable OnGo bar (a la windows 95)
\textdegree{} Hotkey for VirtualScreen Cycling
- Easy to do, but I dont consider it necessary when I
  only have 3 virtual screens. Mail me if you want it.
\textdegree{} A single line command line, with filename completion and history
\textdegree{} (Intuition) Screen iconification
\textdegree{} Allow "renting" out space to other programs, so you could
  write code to add a button to the OnGoBar.
\textdegree{} I might compile 020, 030 and 040 versions if I get
  sufficient requests. Alternatively, download the source
  from aminet:util/cdity.

```

1.11 I need your help

Your help

If I have to do everything myself, it will take a very long time.
Every one can help by:-

```

\textdegree{} Reporting any bugs.
\textdegree{} Telling me what hardware/software configurations
  it works OK on (helps me to track bugs)
\textdegree{} Telling me which features you use.
\textdegree{} Telling me what features you would like included.
\textdegree{} Suggest a reasonable maximum number of iconified windows.
Current limit is 16. Do not say "no limit", but I might
allow it to be set by a tooltype.
\textdegree{} Tell me which programs do not like being iconified. Click

```

Artists can be of particular help by :-

```

\textdegree{} Sending me icons for the main program and documentation.
I'd like some MagicWorkBench, NewIcon and IconPack
style icons
\textdegree{} Mini graphics for menu items. Remember that these must
have TWO pictures next to each other. The left one is
"normal", and the right one is "selected".

```

Programmers can help by :-

```

\textdegree{} I'm having trouble getting rid of that grey stuff around
graphics. This is most noticable when an item is hilighted,

```

or if you have set the style to NEWLOOK. I've tried flood filling around it, but that sometimes fails.

`\textdegree{}` I'm considering changing the pen used for active text in 3DLOOK and XLOOK modes. Currently I use TEXT pen, but I think IMPORTANT TEXT, or ACTIVE WINDOW TITLE might be a better choice. What do you think?

1.12 history

History

2.6 5th November 1996

`\textdegree{}` Fixed a bug where a selected, but unopened submenu would appear when the OnGo button was next activated. Thanks to Michal Rybarski for letting me know.

`\textdegree{}` Fixed a refresh bug to do with AutoHide.

`\textdegree{}` Read routine now accepts TABS (requested by Stefan Zivkovic)

`\textdegree{}` Fixed AllocVecs and RdArgs calls. Thanks to Bert for this.

`\textdegree{}` Added code to use WBStart-Handler

2.5 28th August 1996 [minor update]

`\textdegree{}` Added AUTOHIDE option

`\textdegree{}` Added DRAG option

`\textdegree{}` Fixed (hopefully!) read routine, so it now runs on more machines. Thanks to Ray Price for sorting it out.

2.4 20th August 1996 [minor update]

`\textdegree{}` Fixed MENUDELAY bug. The ticks really are TENTHS of a second now!

`\textdegree{}` Added a special DISK name, "#?:" which produces a list of all mounted volumes.

`\textdegree{}` Added a tooltype NUMVSCREENS so you can set the number of virtual screens.

2.3 11th August 1996 [minor update]

`\textdegree{}` Fixed a bug where using keys on disk based menus would always launch the LAST program in the list, regardless of what was actually selected.

`\textdegree{}` Fixed a number of bugs with the DISK type, where directories with zero or one item tended to mess things up. Thanks to Stanislav Kneifl for drawing this to my attention.

`\textdegree{}` Plugged a serious memory leak from the DISK type.

2.2 29th July 1996 [minor update]

`\textdegree{}` Quashed a *stupid* bug which caused a crash if you returned to a screen from which you had iconified a window.

Thanks to Saalek for reporting this.

`\textdegree{}` Improved the package (docs, installer etc...) a bit.

2.1 24th July 1996

```
\textdegree{} Modified promises to sort alphabetically, using a
super fast merge sort routine.
\textdegree{} Fixed a (harmless) bug which allowed you to ICONIFY
windows, or "switch virtual screens" when the
OnGoBar was closed.
\textdegree{} Fixed a couple of bugs with XLOOK - WHY didnt anyone
tell me it was broken??? Does no one use it?
\textdegree{} Added basic graphics
```

2.0 20th July 1996

```
\textdegree{} Added "Promises", allowing dynamic menus.
\textdegree{} Added a DISK item type
\textdegree{} Added a STICKY item type
```

1.5.2 18th July 1996

```
\textdegree{} Added a LABEL type
\textdegree{} Added a half second delay before displaying menus, to
avoid opening menus you're just passing over.
\textdegree{} Some clean up of code
```

1.5 14th July 1996

```
\textdegree{} Fixed key to activate the OnGo button (oops!)
\textdegree{} Added Window Iconification hot key
```

1.4 7th July 1996

```
\textdegree{} Fixed SHORTBENCH to work OK with FULLBENCH type programs
\textdegree{} Added POSITION tooltype, to have OnGo window at top or
bottom of screen.
\textdegree{} Fixed bug where window opens on default public screen
```

1.3 22nd June 1996

```
\textdegree{} Added hotkeys for virtual screen switching
\textdegree{} Added XLOOK
\textdegree{} Fixed refresh bug
\textdegree{} Set MEMF_REVERSE and MEMF_PUBLIC on all AllocVec()'s
```

1.2 19th June 1996

```
\textdegree{} Added SHORTBENCH tooltype option and code
\textdegree{} Added VIRTUAL SCREENS!
\textdegree{} Created ToggleButtonClass (under 1.5K!)
\textdegree{} Added auto sizing buttons (for Virtual Screens)
\textdegree{} Added appropriate tooltypes for vscreens
\textdegree{} Removed LEFT, TOP, WIDTH, BORDERTYPE tooltypes (obsolete)
\textdegree{} Improved Keyboard usage
\textdegree{} Fixed menus to hang left when right up against rightmost edge
\textdegree{} Reordered Config reading code to make it (slightly) faster
\textdegree{} Added a teeny bit more to the docs
```

1.1 16th June 1996

```
\textdegree{} Fixed Reloading of menus (crashed before - oops!)
```

```
\textdegree{} Fixed DRI pens
\textdegree{} Fixed right gutter ( » )
\textdegree{} Protection code against too many MENU END's
\textdegree{} Added HIDE and RELOAD types
\textdegree{} Added APPMENU code from EasyTM, and a new type APPM
```

1.0 14th June 1996

```
\textdegree{} Added Launch code from EasyTM
\textdegree{} Fixed position of initial menu to above the gadget
\textdegree{} Added size/window position settings
\textdegree{} Added auto-sensing size/window
\textdegree{} Added gadget text, and submenu character options
\textdegree{} Added border settings
\textdegree{} Added some icons
\textdegree{} Added menu overlap control
\textdegree{} Added minimum width
\textdegree{} Recompiled (now SMALLER!)
```

0.9 6th June 1996

```
\textdegree{} Created Gadget code
\textdegree{} Created simple window to hold it
\textdegree{} Added Commodity code
```

1.13 disclaimer

Disclaimer

No responsibility or liability will be accepted for any damage that may result from the (mis)use of this program. All use is at your own risk. The software is provided "as is" without any warranty implied or otherwise to the fitness or accuracy of the software and documentation. The documentation is believed to be correct but the author reserves the right to update the software and/or documentation without notice.

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1.14 copyright

Copyright

OnGo is FREEWARE, but remains Copyright © 1996 Tak Tang.

You may copy it, and distribute it in any shape or form, providing that you do not charge more than the normal pd handling cost (except magazines, who are, of course, charging for the magazine, and not for my work); the files are not modified in anyway (e.g. Zap); and the files are not compressed (e.g. Imploder); but may be archived for distribution (e.g. LHA etc..).

This distribution should contain the following files:

Install-OnGo	8467 bytes
Install-OnGo.info	
OnGo	25644 bytes
OnGo.info	
OnGo.guide	25257 bytes
OnGo.guide.info	
OnGo.Config	4958 bytes
OnGo.Config.info	
OnGo.Config.Win95	5488 bytes
OnGo.Config.Win95.info	
icons/(various icons)	
extras/(various bits and bobs)	

You may, of course, compress YOUR COPY to conserve disk space.

1.15 credits

Credits

\textdegree{} Bert Wynants, for tracking an allocvec and rdargs bug
(bert.wynants@innet.be)

\textdegree{} Sketch, for tracking down why it doesnt work on KS2
(byrne@db.erau.edu)

\textdegree{} Ray Price, for fixing the read routine
(rprice@thenet.co.uk)

\textdegree{} Steve Tibbett, for the AddTools source,
which explained AppMenus to me.
I have since bought the RKMs.

\textdegree{} Stefan Becker, for his excellent WBStart.library
(stefanb@yello.ping.de)
Aminet:util/libs/WBStart.lha, Size 23k

\textdegree{} Michal Kara, for MicroTM,
(lemming@k332.feld.cvut.cz)
Aminet:util/cdity/MicroTM102.lha, Size 5k

\textdegree{} Tom Ekström, for his IconPack
(litoek@ielo.uta.fi)
Aminet:pix/icon/IconPack.lha, Size 82k

\textdegree{} Cloante, for their public domain ViewDT,
which explained basic DataTypes to me.
Aminet:gfx/show/view.lha (I think)

Without the work of these people, OnGo might never have appeared.

Thanks also to the people who have e-mailed me, for reporting

bugs, and their kind words of encouragement.

1.16 author

Author

OnGo was written by Tak Tang, who is a skint and starving student studying Computer Science at Southampton University.

Please send bug reports, flames, songs of praises etc...

tst92@ecs.soton.ac.uk

(ps The snail mail address has gone, as stuff sent there wasnt always received.)
