

FL-Panel

COLLABORATORS

	<i>TITLE :</i> FL-Panel		
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Chapter 1

FL-Panel

1.1 FL-Panel Table of Contents

Table of Contents

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1.2 requirements

FL-Panel requires that you have the Amiga Fractal Landscape program, Imagine V, a hard drive an Amiga computer and of course FL-Panel. There are no special ←
memory requirements to run FL-Panel,
but if you plan on running Imagine V, Amiga Fractal Landscape program
and FL-Panel at the same time, you should be aware that memory will become ←
critical as you layer in more objects.

A Floating Point Processor is NOT required to run FL-Panel (nor is it required for ←
the
Amiga Fractal Landscape program, however it is VERY bennificial!

1.3 whatisit

What is FL-Panel?

FL-Panel provides three things.

- A) A GUI to the Amiga Fractal Landscape program.

- B) An ARexx interface to the Amiga Fractal Landscape program.
- C) An interface to Imagine V with ARexx and the Amiga Fractal Landscape program. ↩

1.4 tooltypes

There are four possible TOOLTYPES which can be specified in the FL_Panel icon ↩

They are:

- SEED (a default seed to begin with).
- FILE (a default full file name path to save the fractal landscape as)
- X (a default value for the number of points in X)
- Y (a default value for the number of points in Y)

These must be followed immediately by an equals sign, which must be ↩
immediately followed by the value
of the TOOLTYPE. The tooltypes are first set when you install FL-Panel. They may ↩
be changed later if you
wish.

TOOLTYPE examples:

```
SEED=317
FILE=RAM:FL-Test.iob
X=37
Y=56
```

Each of these are specified in the icon for FL_Panel.

1.5 layout

1. X & Y Points Sliders
2. Make Fractal Button
3. Save As Button
4. Random Seed Numeric Entry
5. Randomize Seed Button
6. File Name Text Entry
7. Directory structure

1.6 xypoints

For a complete explanation of the X & Y points see the Amiga Fractal ↩
Landscape documentation which
is included on the arcived disk (or use the hyper-link). These two sliders set ↩
the value which will be supplied
to FL when you click the Make Fractal Landscape button.

These values can also be controlled by TOOLTYPES in the FL_Panel icon.

1.7 makefl

Once you have set all the parameters which describe the landscape you want to create, you click on this button to start the generation of the object. Once started, the FL-Panel gadgets will be ghosted and you won't be able to start another landscape until the current one is finished.

1.8 saveas

This button will bring up the AmigaDOS file requestor which will allow you to select the file name for the generated landscape object. This can also be controlled by a TOOLTYPE in the FL_Panel icon.

1.9 seed

Sets the random number generator seed which will be sent to FL when generating the landscape. See the complete Amiga Fractal Landscape documentation for additional information on using SEED. You may either enter this value directly or use the Randomize button described later.

1.10 randomize

This button will randomize the SEED.

1.11 filename

You can specify a file name directly by entering it into this string requestor. Except that it doesn't bring up a file requestor this works the same as the Save As button.

1.12 fldirs

FL-Panel uses a directory called FL: which has the following directory structure:

```
ASSIGN FL: <path-you-supplied>
```

```
FL:-----+
      |--- FL    (the program)
      |
```

```

|--- FL.cpp (source file)
|
|--- fractal.cpp (source file)
|
|--- fl.h (header file)
|
|--- fractal.h (header file)
|
|--- README.txt (readme text file)
|
|--- FL.txt (description of use of FL program)
|
|--- FL-Panel-----+
                        |--- FL-Panel (the program)
                        |
                        |--- FLP-Sources (lharc'd source files to FL-Panel)
                        |
                        |--- ArexxFiles (ARexx program examples & test programs.)
                        |
                        |--- Documents (FL-Panel AmigaGuide docs, etc.)

```

1.13 standalone

The Gadget layout for FL-Panel is quite straight forward (see Layout for a description of each gadget's use).

First be sure that FL-Panel is installed. Find the FL-Panel drawer icon inside of the FL: drawer. Inside of the drawer is the FL_Panel program icon. ↩

Double click on the program icon and jump back! Within a few seconds FL-Panel's presentation window ↩ will be displayed.

The X & Y Points Sliders are on the left side of the window. Just to the ↩ right of the X & Y sliders are several button gadgets and numeric or text entry gadgets. ↩ The current setting of the sliders can be found at the top of each slider.

From the top, the first gadget is the Make Fractal Landscape Button gadget. Pressing this gadget will ghost the gadgets in the window and call the Amiga ↩ Fractal Landscape program with your settings.

Immediately below the Make button is the Save As Button gadget. Clicking on ↩ this button will bring up the standard Amiga File Requestor to allow you to specify a new path ↩ and/or a new file name to use when you save the landscape.

Just below the Save As Button gadget are two gadgets which are side-by-side. ↩ The button gadget is used to Randomize the Seed supplied to the Amiga Fractal Landscape. To the right of

that button is a numeric entry gadget which can be used to manually enter a Seed value. ←

The last gadget in the window is the File Name text entry gadget. This gadget allows you to directly type in the file name you wish to use as the name of the Fractal Landscape. ←

That is it for the layout.

1.14 witharexx

The FL-Panel ARexx port is FL_PANEL_<n> where <n> is a number (normally it will be a one). It is specifically not FL_PANEL.1 as described in the Commodore Style Guide because associated arrays in Rexx separate the stem from the root with a '.' and this can be quite nasty when writing ARexx scripts. ←

Here is an example which tests the commands of FL-Panel.

```
/* An example showing how to use FLP from Imagine V */
/* Copyright 1996 by Software Industry & General Hardware */
/* ALL RIGHTS RESERVED */
/* May be freely distributed without modification. */
/* Written By: Clark Williams */
/* October 27, 1996 */

/*
TRACE ALL
TRACE RESULTS
*/

FALSE = 0
TRUE = ~FALSE
Done = FALSE

OPTIONS RESULTS

/* Make sure that the rexxsupport.library is available */
IF ~SHOW('L',"rexxsupport.library") THEN DO
  IF ~ADDLIB('rexxsupport.library',0,-30,0) THEN DO
    SAY 'Fatal error: Unable To Load the rexxsupport.library'
    EXIT 20
  END
END

/* Attempt to find a funning FL_Panel or force one to Run */
ForcedRun = FALSE
StopTrying = FALSE

DO WHILE ~StopTrying & ~Done
  Done = FALSE
  PortCount = 1

  /* Look for a FL_Panel Port */
```

```

DO WHILE ~Done & PortCount < 10
  NextPortName = 'FL_PANEL_' || PortCount
  IF SHOW( 'P', NextPortName )
    THEN Done = TRUE
    ELSE PortCount = PortCount + 1
  END /* WHILE ~Done */

IF ~Done THEN DO
  IF ~ForcedRun THEN DO
    ADDRESS COMMAND
    'RUN' '<NIL: >NIL: FL:FL-Panel/FL_Panel'
    SAY "RUN Netted: "RESULT
    ForcedRun = TRUE
  END
  ELSE StopTrying = TRUE
END /* IF ~Done */
END /* WHILE ~StopTrying */

IF StopTrying THEN DO
  SAY "Could not find a running FL_Panel and could not start one."
  EXIT 25
END /* IF StopTrying */

SAY "Found FLP as " NextPortName

ADDRESS NextPortName

/* We get here we can control FL_Panel */

ADDRESS VALUE NextPortName

NextPortName 'X' '20'
NextPortName 'Y' '15'
NextPortName 'Seed' '317'
NextPortName 'Randomize'
NextPortName 'Make'
NextPortName 'QUIT'

EXIT 0

```

-----END SCRIPT EXAMPLE -----

This script first looks to see if it can find FL-Panel running. If not, it ↵
 tries to execute the program.
 If the port is found the script sends a request to set the X points to 20, the Y ↵
 points to 15, the
 SEED to 317, Randomize the seed one time and then Make the landscape (the default ↵
 file name is used).

FL-Panel understands the following ARexx commands:

```

X -- set the X points
Y -- set the Y points
Seed -- set the random number generator seed.
Randomize -- randomize the seed, using the current seed.
Make -- Start FL to generating the fractal landscape.
QUIT -- Shutdown FL-Panel and close the FL-Panel ARexx port.

```

Version -- returns the current version of FL-Panel.

1.15 withimagine

There are two ways to use FL-Panel from Imagine V. The first is shown below. ↵

In this method FL-Panel generates the same fractal landscape again and again. This is because the values ↵ are constant in the script. That is, the same X and Y and SEED values are used again and again. This is ↵ useful if you need the same object to be generated several times.

The second example is shown following the first.

```

/* An example showing how to use FLP from Imagine V          */
/* Copyright 1996 by Software Industry & General Hardware */
/* ALL RIGHTS RESERVED                                       */
/*                                                           */
/* May be freely distributed without modification.          */
/*                                                           */
/* Written By: Clark Williams                               */
/* October 27, 1996                                         */
/*                                                           */

/*
TRACE ALL
TRACE RESULTS
*/

/* Some housekeeping to make this more readable for the novice */
FALSE = 0
TRUE  = ~FALSE

OPTIONS RESULTS

/* Make sure that the rexxsupport.library is available */
IF ~SHOW('L',"rexxsupport.library") THEN DO
  IF ~ADDLIB('rexxsupport.library',0,-30,0) THEN DO
    SAY 'Fatal error: Unable To Load the rexxsupport.library'
    EXIT 20
  END
END

/* Attempt to find a funning FL_Panel or force one to Run */
Done      = FALSE
ForcedRun = FALSE
StopTrying = FALSE

DO WHILE ~StopTrying & ~Done
  Done      = FALSE
  PortCount = 1

  /* Look for a FL_Panel Port */
  DO WHILE ~Done & PortCount < 10
    NextPortName = 'FL_PANEL_' || PortCount
  
```

```

    IF SHOW( 'P', NextPortName )
        THEN Done = TRUE
        ELSE PortCount = PortCount + 1
    END /* WHILE ~Done */

    IF ~Done THEN DO
        IF ~ForcedRun THEN DO
            ADDRESS COMMAND
            'RUN' '<NIL: >NIL: FL:FL-Panel/FL_Panel'
            SAY "RUN Netted: "RESULT
            ForcedRun = TRUE
        END
        ELSE StopTrying = TRUE
    END /* IF ~Done */
END /* WHILE ~StopTrying */

IF StopTrying THEN DO
    SAY "Could not find a running FL_Panel and could not start one."
    EXIT 25
END /* IF StopTrying */

SAY "Found FLP as " NextPortName

/*
    Make sure an Imagine image is running.
    Since we should be called from Imagine
        this shouldn't be a problem.
    Actually this should always be Imagine.1
    However, just incase someone can run more
        than one Imagine, we check for the
        first one we find between 1 & 10.
*/
Done      = FALSE
PortCount = 1

DO WHILE ~Done & PortCount < 10
    NxtImaginePort = 'Imagine.'||PortCount
    IF SHOW( 'P', NxtImaginePort )
        THEN Done = TRUE
        ELSE PortCount = PortCount + 1
    END

    IF ~Done THEN DO
        SAY "Fatal error: Imagine port not found running."
        EXIT 26
    END

    /* Set up the detail editor */
    ADDRESS VALUE NxtImaginePort
    'DISPLAYREXXPTR' 'ON'
    'DETAILEDITOR'
    'NOTIFY' 'Found Imagine port as '||NxtImaginePort
    'NOTIFY' 'Found FLP port as'||NextPortName

    /*
        Now we are in the detail editor, lets create
        a fractal landscape and then save it

```

```

        somewhere easy (RAM:).
*/
ADDRESS NextPortName

/* Switch ARExx to allow us to talk to FLP */

ADDRESS VALUE NextPortName

NextPortName 'X' '20'
NextPortName 'Y' '15'
NextPortName 'Filename' 'RAM:FLP-Ex.iob'
NextPortName 'Seed' '317'
NextPortName 'Randomize'
/* Make the landscape */
NextPortName 'Make'
/* End FL-Panel */
NextPortName 'QUIT'

/* Back to Imagine */
ADDRESS VALUE NxtImaginePort
IMAGINETOFRONT
ACTIVATEIMAGINE
LOADOBJECT 'RAM:FLP-Ex.iob'
PICK 'SELECT'

/* Here is where you can set the attributes, etc. */

/* We set a requestor and exit the script */
NOTIFY 'FL-Panel has completed.'
'DISPLAYREXXPTR' 'OFF'

EXIT 0

----- END OF EXAMPLE ONE

```

1.16 withimagine2

In this second example, the FL-Panel is called up so that you can change the panel values before you begin generation of the fractal landscape. Once the landscape is generated, you are returned to the Imagine V screen so you can load the landscape, etc.

```

/* An example showing how to use FLP from Imagine V */
/* Copyright 1996 by Software Industry & General Hardware */
/* ALL RIGHTS RESERVED */
/*
/* May be freely distributed without modification.
/*
/* Written By: Clark Williams
/* October 27, 1996

/*
TRACE ALL

```

TRACE RESULTS

*/

/* Some housekeeping to make this more readable for the novice */

FALSE = 0

TRUE = ~FALSE

OPTIONS RESULTS

/* Make sure that the rexxsupport.library is available */

IF ~SHOW('L',"rexxsupport.library") THEN DO

IF ~ADDLIB('rexxsupport.library',0,-30,0) THEN DO

SAY 'Fatal error: Unable To Load the rexxsupport.library'

EXIT 20

END

END

/* Attempt to find a funning FL_Panel or force one to Run */

Done = FALSE

ForcedRun = FALSE

StopTrying = FALSE

DO WHILE ~StopTrying & ~Done

Done = FALSE

PortCount = 1

/* Look for a FL_Panel Port */

DO WHILE ~Done & PortCount < 10

NextPortName = 'FL_PANEL_' || PortCount

IF SHOW('P', NextPortName)

THEN Done = TRUE

ELSE PortCount = PortCount + 1

END /* WHILE ~Done */

IF ~Done THEN DO

IF ~ForcedRun THEN DO

ADDRESS COMMAND

'RUN' '<NIL: >NIL: FL:FL-Panel/FL_Panel'

SAY "RUN Netted: "RESULT

ForcedRun = TRUE

END

ELSE StopTrying = TRUE

END /* IF ~Done */

END /* WHILE ~StopTrying */

IF StopTrying THEN DO

SAY "Could not find a running FL_Panel and could not start one."

EXIT 25

END /* IF StopTrying */

SAY "Found FLP as " NextPortName

/*

Make sure an Imagine image is running.

Since we should be called from Imagine

this shouldn't be a problem.

```

    Actually this should always be Imagine.1
    However, just incase someone can run more
        than one Imagine, we check for the
        first one we find between 1 & 10.
*/
Done      = FALSE
PortCount = 1

DO WHILE ~Done & PortCount < 10
    NxtImaginePort = 'Imagine.'||PortCount
    IF SHOW( 'P', NxtImaginePort )
        THEN Done = TRUE
        ELSE PortCount = PortCount + 1
END

IF ~Done THEN DO
    SAY "Fatal error: Imagine port not found running."
    EXIT 26
END

/* Set up the detail editor */
ADDRESS VALUE NxtImaginePort
'DISPLAYREXXPTR' 'ON'
'DETAILEDITOR'
'NOTIFY' 'Found Imagine port as '||NxtImaginePort
'NOTIFY' 'Found FLP port as'||NextPortName

/*
    We go to the Workbench and wait for the user to quit.
*/

'WORKBENCHTOFRONT'

DO WHILE SHOW( 'P', NextPortName )
    WAIT 10
END /* Switch ARexx to allow us to talk to FLP */

/* End FL-Panel */
NextPortName 'QUIT'

/* Back to Imagine */
ADDRESS VALUE NxtImaginePort
IMAGINETOFRONT
ACTIVATEIMAGINE

/* Toggle the pointer */
'DISPLAYREXXPTR'

EXIT 0

```

1.17 exoutput

This tutorial assumes you have installed FL-Panel correctly. If you have then ↵ do the following steps.

Make sure that Imagine V is running. Double click on the FL_Panel icon to be sure ←
that FL-Panel is running.

Switch to the Imagine V screen. Click with the right mouse button on the EDITOR ←
menu and choose the PREFERENCES

sub menu. Use the elevator slider to scroll down to the RXPT option and make sure ←
that the path to your ARExx

scripts is displayed in the RXPT option path (normally this will be "REXX:").

Scroll on down until you see the RXD2 (this is the ARExx Detail editor choice ←
two) option. Click on the line

containing RXD2. You have now selected the line. Enter the text string 'FL-Panel ←
' and press the return key. Click

in the COMMENT string requestor and type in "You choose values". Press the return ←
key. Click on the SAVE gadget

at the bottom of the screen. You will be returned to the Project panel of Imagine ←
.

Create a new project and call it FLP-Test if you like. Open the project and ←
create a sub-project

(call it FL-Test again if you like). Answer all the appropriate questions and go ←
to the DETAIL editor when you

are finished.

Click and hold the right mouse button. Slide the mouse pointer all the way ←
over to the right until you have

the mouse pointer on the AREXX menu item. Slide the mouse pointer down to the sub ←
-menu item which reads

"You Choose Val" (you only get to see 14 of the characters of your COMMENT). ←

Release the mouse button with the
pointer on top of the "You Choose Val" sub-menu.

You should see a requestor which says "Found Imagine Port as Imagine.1". ←

Click on the OK gadget. You should
see a requestor which says "Found FLP Port as FL_PANEL_1". Click on the OK gadget ←
. You should be on the Workbench

screen and your pointer should say 'arexx'. Click once on the Workbench screen ←
and your pointer should be your

normal Workbench pointer. Adjust the controls on FL-Panel to be what you would ←
like, or use the following:

Set X to 20 and Y to 34. Set your SEED to 317. Type in RAM:FL-Test.iob into the ←
File Name Requestor and then click

one time on the Randomize button. (Your seed may be different, but you may have a ←
seed of: 1165612.)

Click on the Make Fractal Landscape Button. Wait for FL to finish. You'll ←
know when that happened because

you will get a little requestor which says "FL is done" on your workbench screen. ←
Click on either OKAY button.

Click on the close gadget on the FL-Panel window and you will be returned to ←
the Imagine V screen. Click one

time with the left mouse button anywhere on the Imagine V screen.

Click on the right mouse button and slide the mouse pointer to the OBJECT ←
menu. Select the LOAD sub-menu and

when the requestor comes up, select the DISKS button. Select the RAM: path and ←
you should have the

new landscape file 'FL-Test.iob' somewhere near the top of the requestor. Double ←
click on the file and you should
see your fractal landscape, right before your eyes.

That is all there is to it. You can set the ARexx macros to make specific ←
landscapes or allow you to enter
values via the FL-Panel.

Enjoy! If you have questions about FL see Patrick Sauvageau. If you have ←
questions
about Imagine, call Impulse or get on the Imagine mailing list if you have access ←
to the
Internet. If you have questions about FL-Panel, contact S.I.G.H..

1.18 install

FL-Panel comes as an LHA file. Extract the file to a disk. You can use a ←
1.78MB diskette or an 880KB diskette.
It is up to you; FL-Panel will fit nicely on the smaller diskette. For speed of ←
installation you may also dearchive
the FL-Panel.LHA file to RAM: (if you have enough RAM to play with). You can ←
dearchive the file by typing in the
following command at a shell or cli prompt with a formatted floppy disk in ←
diskette drive zero:

```
lha -2 -x x FL-Panel.LHA DF0:
```

Don't forget the colon following the DF0. Be sure LHA is in your path. If you do ←
not have LHA, then consult the
same location where you obtained this archive at and get LHA (at least version ←
1.38). Once you have the file
dearchived to floppy diskette or RAM:, you may double click on the Install_FL- ←
Panel icon and then follow the prompts.

FL-Panel uses Installer 1.24 (included in the archive). FL-Panel attempts to ←
install on any hard disk
partition called 'WORK:' if you are a NOVICE. If you are an AVERAGE or an EXPERT ←
user, then you may select
the location where the FL DIRECTORY will be created. Install_FL-Panel will create ←
the directory and copy
the necessary files for both FL and FL-Panel into the directory. It will also ←
create an assign of FL: to
the directory you selected for installation. This assign will be added to your S: ←
User-startup file if it exists.

Once installed it is suggested that you click on the FL_Panel icon (found in the ←
FL:FL-Panel drawer) and then
click on the right mouse button to select the ICONS menu followed by selecting the ←
LEAVE OUT sub menu.
That way FL_Panel will be at your fingertips whenever you desire.

FL-Panel will install several ARexx scripts into your REXX: drawer if it ←
exists. FL-Panel has an ARexx interface
and can be controlled via Imagine or ARexx stand-alone scripts.

1.19 imagine

Imagine (trademark of Impulse, Inc.) is a 3-D rendering, and sculpting tool. ↵
It is sophisticated, without
being overly complicated and relatively inexpensive to own. Contact Impulse, Inc. ↵
or your local Amiga dealer
for more information on Imagine. Imagine V is required to use the ARexx port of ↵
FL-Panel and Imagine together.

1.20 impulse

Impulse, Inc. are the creators of Imagine, which is required to see the ↵
results of FL-Panel.

1.21 arexx

ARexx is a scripting, inter-process communications programming language which is ↵
distributed with AmigaDOS 2.04 and
above. See the ARexx documentation for more details.

1.22 fl

FL is a fractal objects generator for Imagine.

Description:

The objects generated are made of a grid of evenly spaced points
in X and Y, like the primitive plane. The height (Z) position of
the points is determined by a semi-random fractal function.
These objects can be used as landscape or any crumpled surfaces.
The size of all objects created is 100 units in X and in Y.

Internally, a "virtual" landscape of 1024 X 1024 points is created as a
function of the random seed parameter. The height of a point in the
real landscape is equal to it's closest equivalent in the virtual one.
This way, all landscapes created with the same random seed are identical,
regardless of their number of points.

Usage:

```
FL <File name>  
    <Number of points in X>  
    <Number of points in Y>  
    <Random number seed>
```

```
<File name>  
    The name of the file created. If a file of the same name  
    already exists, it will be overwritten without warning.
```

<Number of points in X>

<Number of points in Y>

Those two numbers must be greater than 3.

They indicate the number of points in the grid.

<Random number seed>:

This is any positive number(s). Each number create a different shape.

By keeping the same random seed and changing the number of points,

you can create more or less precise version of the same landscape.

The Seed used is saved in the name of the object. The same seed

will alway produce the same shape. This parameter is optional; if

no seed are provided, a random one will be choosen.

Exemples:

```
fl land.iob 10 10 765
```

This command will generate an object file called "land.iob".

This object will have 100 points (10 X 10).

```
fl land2.iob 40 40 765
```

This command will generate a landscape with an identical

shape as the previous one. Since it will have more points, it's shape

will be more precise.

```
fl land3.iob 25 30
```

This command will create a 100 unit by 100 unit random landscape,

with 25 points in X and 30 points in Y.

Attributes:

Objects created with FL have default attributes (white, phong shaded);

the file "land.atr" is an attribute file to add textures and colours

to the objects.

To reach the author:

Send all comments, questions, "whish list" and bug repports to:

psauvage@aei.ca

If you have an Amiga C or C++ compiler and wish to work

on the Amiga version of FL (VERY easy task!), please e-mail me.

Postcardware:

This program is freely redistributable as a "postcard"ware. If you use

and like this program, please send me a postcard of the place

where you are living. This program cannot be sold or included

with any sold product without my written approval.

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1.23 psauvageau

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1.24 sigh

Software Industry & General Hardware (aka S.I.G.H. or SIGH for short) is a ↵
software house with over 15 years
of proven products. We make several products for the Amiga.

SIGH-light is the Amiga daylight savings monitor program which will correct your ↵
Amiga clock for you by
springing ahead or falling back one hour on the appropriate day. SIGH-light works ↵
in the UK, North America
and Europe. Contact Chaosity (the folks who do Vista Pro) for details. SIGH- ↵
light contains an ARexx interface
for obtaining information about the next changeover date.

SIGH-low is the Amiga Heath ID5001 weather computer controller and data collector. ↵
SIGH-low controls all
aspects of the Heath ID5001 and has a full ARexx interface for automating data ↵
collection, etc. Contact
S.I.G.H. for more information.

SIGH-touch is the Amiga One Touch interface for controlling the One Touch blood ↵
glucose meter. Contact S.I.G.H.
for more information.

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1.25 cwilliams

You can contact Clark Williams either at S.I.G.H. or at cwilliams@ccmgate.mti.com ↩
via email.

You can also get me on the Imagine mailing list or the VIDTEC mailing list.

Hope you enjoy FL-Panel. Have fun!
