

Adagis v3 English Guide File

COLLABORATORS

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Chapter 1

Adagis v3 English Guide File

1.1 Adagis v3.2

Adagis v3.2 New

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(Note that english is not my native language. I'm doing my best :-)

What is Adagis
Installation

How does it work ?

History
To do
Distribution / Disclaimer

Thanks...
About the author

1.2 New in Adagis v3.2

Major/Minor changes:

- New ADAGISFILE tooltype, which allows you to specify the 'Adagis.data' file that you want.

- Adagis can save the current adage in a file.

- The 'Jump to...', 'Get...' and 'Info' windows now don't block Adagis window.

- New 'Navigate' window/feature. Adagis 'remembers' the offset of every adage it shows. You can now see already seen adages.

- Adagis removes the '--' present before the author if the AUTHOR tooltype is present.

- Adagis didn't check the catalog version it was going to use.
- Bigger sample english Adagis.data.
- New Iconographics style icons.
- Removed a bug in the iconification process.

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.install to install the program, the icon and the data file that you want where you want :-p.

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 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, 'Miscelaneous' is new. It contains (currently) 4 buttons:

- '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.
 - 'Navigation': Adagis remembers the offset of every adage it
-

displays. The 'Navigation' window contains an slider that allows you to 'travel' through these adages.

'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.

Adagis has now some menus, too:

'Project->Save adage...': Opens a window that allows you to save the current adage to any file. You only have to specify the file and press 'Save'.

'Project->Quit':...

'MUI->Settings...': Opens the MUI-config program for Adagis.

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 %

ADAGISFILE=xxx

You can specify here the 'Adagis.data' that you want to use. It defaults to 'S:Adagis.data'.

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 preceeded by '--'.

CLOSEWINS

When present, this Tooltype will make functions close its windows once they've finished.

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:

Requires MUI 3.2+.
Adagis.data not hold in RAM.
Sample english cookie-file.
Uploaded to Aminet.

v3.1:

New AUTHOR tooltype
New 'Jump to...' window
Internal changes

v3.2:

New ADAGISFILE tooltype
New CLOSEWINS tooltype
Adagis can save the current adage in a file
New 'Navigation' window/feature
Adagis' windows don't block Adagis' window
Internal changes
Some bugs removed

1.11 Distribution

Distribution

Adagis v3 is public domain, you can (and I'd like you doing so) freely copy it to anyone, as long as you follow the following rules:

- Adagis v3 must be distributed without a single modification in the original distribution package.
- You can distribute Adagis via InterNet, BBSs, soft libraries and similar electronic channels.
- If you want to include it in a magazine-disk or similar, please contact the author first !

This software is subject to the "Standard Amiga FD-Software Copyright Note". It is CardWare as defined in paragraph 4c. [...]
For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

See About the author.

If you create you own Adagis.data, please contact me, because I'd like to distribute Adagis with a lot of cookies...

\$VER: "AFD-COPYRIGHT"(TM) English Version 1.2 (27.02.96)

```

      _ _ _ _ _
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0. INTRODUCTION

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If you are a user I hope you like this Standard Copyright Note for Free Distributable Amiga® Software you only have to read once instead of individual notes. There are translated versions of this document available on Aminet® named:

/pub/aminet/docs/misc/AFD-Files1-xx.lha (xx = number of languages).

If you are a software developer and want to include this document in your own FD package then please read it carefully first, especially chapter 5 "DEVELOPERS INFORMATION". Thank you for your support.

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"Free distributable" only says that you do not have to pay for copying or re-distributing the software. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, most of the developers want something in return for their efforts.

The documentation of this software contains one classification out of these:

- a. Freeware - You are allowed to use this software FREE.
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 - c. Cardware - You have to send the developer(s) a POSTCARD.
 - d. Donationware - You have to make a DONATION to an organization as stated in the documentation to this product.
-

g. Giftware - You are requested to send the developer(s) a GIFT,
for example:

- some candy or
- a package of disks or
- a copy of a self-made program or
- some money or
- an Amiga 5000 PowerTower ;-)

s. Shareware - You have to send the developer(s) the amount of MONEY
demanded in the documentation.

5. DEVELOPERS INFORMATION

=====

The concept of a "Standard-Licence" like this one has several advantages:

- 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:

a. Read this whole document carefully and make sure that you agree with the whole text WITHOUT ANY EXCEPTIONS.

(If you do not agree with it, do not use it! You are allowed to copy parts of it, but IF you do so, you MUST NOT use the names "AFD-COPYRIGHT"(TM) and "Standard Amiga FD-Software Copyright Note"(TM).)

b. Make sure that you use the following Default-Tools in the .info-files you are going to release:

- for ASCII texts: More
- for AmigaGuide® documents: AmigaGuide
- for AmigaOS scripts: IconX
- for ARexx scripts: RX
- for configuration files: Ed
- for Installer scripts: Installer
- for IFF-ILBM pictures: Display

(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!)

c. Include a paragraph like the following in the manual to your product:

```
-----8<-----
This software is subject to the "Standard Amiga FD-Software Copyright Note".
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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This software is subject to the "Standard Amiga FD-Software Copyright Note".
It is SHAREWARE as defined in paragraph 4s.
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
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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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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 part of the english Adagis.data
file and the nice postcard !

-Mike Carlin: For part of the english Adagis.data file and for the
Iconographics-style icons.

-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

Please, send me suggestions, criticisms, ideas, gifts, CyberStorms and postcards (mainly postacards) to:

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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 speaks very bad...

-Add a 'percent done' window while Adagis analyzes the adagis.data file.

-Include a 'preferences-program', making Adagis configuration easier than using tooltypes.

As usual, waiting for suggestions.
