

FinalWrapper

NDY's

COLLABORATORS

	TITLE : FinalWrapper		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	NDY's	April 25, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	FinalWrapper	1
1.1	Hitchhikers guide to FinalWrapper	1
1.2	What the hell is it?	1
1.3	Requirements	2
1.4	Installation	3
1.5	New since version 2.x	3
1.6	New since version 1.x	5
1.7	Known bugs and limitations	5
1.8	Bug report sheet	7
1.9	How to use the requester	8
1.10	Note on start-up	9
1.11	Use arc	9
1.12	Begin	9
1.13	Rotate	10
1.14	Delete	10
1.15	Group	10
1.16	Spiral	11
1.17	Font size	11
1.18	Zoom	12
1.19	Ink	12
1.20	Adjust	12
1.21	Pattern from selected text	13
1.22	Join words	13
1.23	X	13
1.24	Y	14
1.25	Width	14
1.26	Height	14
1.27	# of page	14
1.28	Text	14
1.29	OK	15

1.30 Cancel	15
1.31 Close gadget	16
1.32 Depth gadget	16
1.33 Zip gadget	16
1.34 Note on usage	16
1.35 Note on usage	16
1.36 Using the menu	16
1.37 Settings	17
1.38 Gadgets are auto-activated	17
1.39 Adjust arc for spirals	17
1.40 Window beneath pointer	18
1.41 Use Final Writer's screen	18
1.42 Note on unregistered version	18
1.43 Note on Public Screens	18
1.44 Final Writer Release 3	19
1.45 Load settings	19
1.46 Save settings	19
1.47 Reset settings	19
1.48 Defaults	20
1.49 Text block preferences	20
1.50 Oval preferences	20
1.51 Next document	20
1.52 Execute Arexx macro	20
1.53 Help	21
1.54 About	21
1.55 On-line help	21
1.56 Program history	22
1.57 Coming soon (or later)	25
1.58 The Guru's corner	25
1.59 Legal stuff & registration	29
1.60 Registration sheet	31
1.61 Special thanks	32
1.62 How to contact the author	32

Chapter 1

FinalWrapper

1.1 Hitchhikers guide to FinalWrapper

```

*****
***** W r a p p e r *****
***** l *****
*** a V ***
** n 3 **
* i FinalWrapper V3.0 . *
* F 0 *
* - - *
* . (c) 1995 by NDY's 's *
** b Y **
*** y D ***
***** . N *****
***** (29.01.95) *****
*****

```

What the hell is it?	Requirements
Installation	Known bugs and limitations
How to use the requester	Using the menu
Program history	Coming soon (or later)
The Guru's corner	Legal stuff & registration
Special thanks	How to contact the author

1.2 What the hell is it?

A Short Overview

FinalWrapper is an Arexx macro for SoftWood's famous word processor Final Writer. It allows you to create amazing text effects as wrapping text around an oval or even alongside a spiral line with just a few mouseclicks and keystrokes!

Features:

Easy to use:

- Custom requester with keyboard short-cuts for all gadgets

- Pull down menu for preferences and further options
- On-line AmigaGuide help
- Uses your preferred language (currently English and German available, OS2.0+!)

Makes full use of all of Final Writer's current text and graphics facilities:

- Oval size can be defined by entering the values or simply selecting an oval
- Text can be entered or taken from the main text or a text block
- Unlimited text length (when using main text)
- Allows any mixture of different text attributes and fonts
- Any type of text flow supported
- Works with rotated ovals

Many options to manipulate the results (all of which can be combined!):

- Spirals with increasing or decreasing radii
- Automatic/custom reduction of character size towards the inside of a spiral
- Auto shadow option
- Use style settings of a piece of text as a pattern for the text to be wrapped
- Option to treat words like characters
- Starting point and arc of wrapping process freely changeable
- Additional effects with rotation of characters
- Several methods to enhance the result (or to create more fancy effects)
- Group oval to wrapped text in different ways

Arexx port to allow creation of more complex effects via other Arexx macros:

- Interactive tutorial
- Wrap text around four ovals at once
- And more. For Arexx programmers it is easy to add new macros

[Click here to look at some demo pictures](#)

(Press Esc after each picture to continue.)

By the way: The macro (V2.0, I guess) was reviewed in Amiga Shopper by Future Publishing and rated 95%.

1.3 Requirements

What is else needed?

Most of the required files are included in this package (and will be installed by the Installer script), but there are some that are not freely redistributable. In [brackets] you can see where they can be found.

To run the macro you need...

- Any version of Final Writer
- An Amiga which is capable to run Final Writer (i.e. has at least OS2.0 (V37), 1.5MB RAM and a harddisk)
- The following libraries installed in your "LIBS:" drawer (all except the last are included):
 - rexmathlib.library
 - apig.library
 - reqtools.library | not absolutely
 - rexreqtools.library | necessary, but handy

```
    rexxsupport.library [Workbench]
- REXXMast, which must be run before the macro of course [Workbench]
```

To run the Installer script (see Installation) you need:

```
- C:Installer [WB 2.1+ Install disk, Fish Disk 870, Final Writer Disk 1]
- LIBS:version.library [Workbench]
- C:Version [Workbench]
```

1.4 Installation

How to Install

Please note that the macro is Shareware! You may only use it for two weeks, then you either have to pay the share or deinstall the macro (see Distribution for details)!

There's a ready made script for the Installer utility which does all the job for you. (If you want to install it manually, please read Requirements).

I suggest you install it to the user menu or the button strip of Final Writer afterwards!

Start installation

If you are new to FinalWrapper, you probably want to start the tutorial macro "FW_Tutorial.rexx" now.

How to Deinstall

Once it has been installed and you don't want to use it any more (how could this be?) or do not want to pay the share and maybe decide to use the free PD version instead, you can use the deinstall-script to remove the entire packet.

Start deinstallation

Getting started as fast as possible...

This section is for users of previous versions of FinalWrapper and people who like to try out everything themselves. Remember you can always get the information you need by simply pressing the Help key.

FW 2.x users read this FW 1.x users read this

All the others should at least have a look the sections about...

-> the most important thing!

-> what you have to do before starting the macro

-> the requester where the various options are described

1.5 New since version 2.x

What is new?

Many things have been changed and some amazing new options have been added to make FinalWrapper more powerful and more friendly to use. Since the last released version (2.12), the size of the macro has more than doubled! I hope you still like it...

Obviously, the look of the requester has changed somewhat (for the good, as I think!). Some new functions can be found as well:

- > Ink
- > Join words
- > Pattern from selected text
- > Zoom
- > Adjust: Apparent width
- > Rotate: Delta

Some others have changed their name - every name now starts with a different letter which is at the same time the keyboard short-cut (some names could certainly be better - any suggestions to improve this are welcome):

- Arc -> Use arc
- Size -> Font size
- Start -> Begin

You can now enter the oval size and the text directly into some gadgets (of course you can still select an oval/text!):

- > X
- > Y
- > Width
- > Height
- > # of page
- > Text

2.1x users: "Draw" has been removed - OK now does the same as Draw did before.

The whole preferences handling has been widely improved and can now be done using the new pull down menu.

A "rescan" is now automatically done every time you have changed the current paragraph (I've tried to make it as "intelligent" as possible to avoid unwanted rescanning).

Spirals now look much better (the characters now overlap much less than they used to).

Arexx programmers amongst you might be interested in the new Arexx port.

Note: I first wanted to call the new version FinalWrapper '95 because it took so long to finish it and it has grown that big :-)

1.6 New since version 1.x

What is new?

Oh... a big lot! Nearby every byte of the code has changed! Most of the 1.x users will have used version 1.3 since the following came along with the improved FinalWrapper 2.x.

- There's now a custom requester and a pull down menu
- You can run the macro more than once without having to reselect the oval and the text and thus can easily experiment with different settings
- You can abort the drawing process at any time
- You can start the macro from another program than Final Writer
- Spirals now look much better (the characters now overlap much less than they used to).
- Arexx programmers amongst you might be interested in the new Arexx port
- Lots of other things have been improved!

The following options are new:

- > Adjust
- > Ink
- > Join words
- > Pattern from selected text
- > Zoom
- > Rotate: Delta
- > Begin: Absolute

In addition, you can now enter the oval size and the text directly into some gadgets (of course you can still select an oval/text!):

- > X
- > Y
- > Width
- > Height
- > # of page
- > Text

1.7 Known bugs and limitations

Bugs and other insects...

...and how to find your way around them

* Sometimes, when reloading a document created using FinalWrapper, some fonts aren't being displayed correctly but as SoftSans. All passages in the main text that have the same font are written in SoftSans as well, although Final Writer says they were in the appropriate font (check mark in the menu). Till now, I was unable to find the reason of this behaviour; but as it seems, the effect doesn't appear if all fonts used for wrap texts are also used in the main text - so just insert some spaces in all those fonts at a place where they don't disturb you. As far as I have tested it with Final Writer 3.0 so far, this problem hasn't appeared any more - it only showed sometimes the "Fonts not found" requester and then used the correct fonts when I clicked on OK.

* You'd better not change the document while FinalWrapper is working since this could lead to malfunction (especially when using normal text!).

* If FinalWrapper doesn't respond to your mouse clicks, have a look whether there's an open requester of Final Writer (such as the one that reminds you to save). This could block FinalWrapper when it's waiting for an answer from Final Writer.

* For flat ovals, the results aren't very amazing if the text flows round the tight arcs. Try the various "Adjust" options to improve this.

* If the oval is rotated and the sector size is not about $\pm 360^\circ$ then the created object may be placed not exactly over the oval (how terrible! ;). If you need it exactly, use "Group: Invisible oval" and it should be OK.

* The on-line help for gadgets doesn't work correctly if the requester was opened on Final Writer's screen and this one and the Workbench have different screen modes. With other Public Screens it works correctly, therefore the reason for this behaviour could be the "illegal" opening of the requester on Final Writer's screen. Drag the Workbench down so that Final Writer's screen appears behind it and the on-line help will work.

* During calculation time, the decimal delimiter is set to period (.) - at any other time it has got your preferred value. This is nearly inevitable (or at least it would slow things down) since Arexx doesn't understand the comma. You may enter the oval coordinates using the comma or the period, as you please, however. The text block preferences are also changed at this time but correctly reset afterwards.

FinalWrapper was created and tested using Final Writer Release 2 (27.04.94, German version) on an A1200 (OS3.0, 2MB Chip, 8MB Fast, CPU MC68030, FPU 68882, HD). It should run under OS2.0/2.1 and other hardware configurations as well. Was also tested with Final Writer Release 1 (21.10.93, German version) and 3 (14.12.94, German version).

Bug reports

If you find a bug in FinalWrapper that isn't listed above, I would appreciate it if you wrote me about it! I'll try to fix the bug as soon as possible, and then send you a disk with the new version.

There's no use writing me about bugs that only occur in pre-3.0 versions, since these versions won't be developed any further! Try to reproduce the bug with V3.0 and if it still exists, write me.

Use the Bug report sheet for bug reports (or write all information on another sheet, if you don't want to print it out).

If you have got an e-mail address, you'll be immediately informed about news. Otherwise please allow some delay until a new version is finished!

Thanks a lot for supporting the development of FinalWrapper!!!

1.8 Bug report sheet

[illegible]

```
* Send the sheet to: Andreas Weiss, Dorfstrasse 24, CH-8212 Nohl (Switzerland) *
*
*                               Or e-mail it to: ndys@ezinfo.vmsmail.ethz.ch
*
*****
```

1.9 How to use the requester

The requester

Having started the macro\$^1\$, you'll be prompted a requester where you can select all available options:

```
· FinalWrapper 3.0 by NDY's
]
-----
@| Use arc \textdegree{}: Clockwise      360 _/ 25 @|Spiral %: Outside > ←
   inside
@| Begin \textdegree{}: Absolute          0      100 @| Font size %: ←
   Decreasing
@| Rotate \textdegree{}: Absolute          0      50 @| Zoom %: All
@|           Delete: Oval only             @|           Ink: From text
@|           Group: No                     @|           Adjust: No
                                   Join words   Pattern from selected text
(Inch) X:           Y:           Width:      Height:           # of page:      1
Text:
-----
                        OK   Cancel
```

The checkbox gadget (the one with the tick) determines whether an option is to be used (otherwise the default value is used). The cycle gadget (@|...) specifies the way the options work. Behind the name, you can see the unit in which the number in the string gadget is measured (% percent/\textdegree{} ← degrees). The entered numbers are automatically limited to a certain range.

The two rows at the bottom allow you to enter the text and the dimensions of the oval to be used. The word in parentheses indicates the unit of these numbers (Inch, cm, Pica or ? if unknown).

Every gadget can be activated using a keyboard short-cut. The keys are always the first character of the option name. Pressing this key alone has the same effect as clicking on the cycle gadget. If you press the left Shift key in addition, the checkbox gadget will be toggled. Finally, with the right Shift key you can activate the string gadget. Note that the keys only work if no string gadget is activated!

From inside the program, you can use the on-line help function to get a short description of a gadget.

1.10 Note on start-up

Registered version only!

If you start the macro from the Shell (e.g. with "rx FinalWrapper.rexx"), you'll get an error message (but the macro will run properly):

```
ENVARC:FinalWrapper/FWKeyfile failed returncode 504068096
      32 *-* ADDRESS COMMAND 'fwkey';
+++ Command returned 504068096
```

The numbers may be different. This is not a bug! It's just a big returncode.

Use "Rx >NIL: FinalWrapper.rexx" to suppress the output.

1.11 Use arc

This option determines the size of the sector to be used. This allows you to wrap the text around only a part of the oval.

Options:

- Clockwise: The text will be written clockwise.
- Anticlockwise: Write the text anticlockwise.

Number: (0 to 360, up to 9999 when using spirals)

Size of sector in degrees with 360 being the full circle, 180 the half etc.

Default:

Clockwise, 360 degrees

Key:

u

1.12 Begin

With this option you can set the place where the text starts. Normally, it is centred relative to the top of the oval (when writing clockwise, otherwise relative to the bottom). You can use this option for instance to use a certain part of an oval for your text (or just to place the text on a circle at any position you want).

Options:

- Clockwise: Shift starting position clockwise by Number degrees.
- Anticlockwise: The same, but anticlockwise.
- Absolute: Set absolute begin where 0 is at the bottom of the oval, 90 on the right side, 180 at the top etc. (i.e. it's counted anticlockwise).

Number: (0 to 360)

Absolute or relative offset for the starting position in degrees.

Default:

Clockwise, 0 degrees

Key:
b

1.13 Rotate

Can be used to modify the rotation of the characters. Normally, they are placed perpendicular to the oval/spiral.

Options:

- Clockwise: Rotate all characters by Number degrees in addition to the normal rotation (clockwise, of course).
- Anticlockwise: The same, but anticlockwise.
- Delta clockwise: The first character is rotated as usual, but for the second Number degrees are added to the first one's rotation and so on.
- Delta anticlock: The same, but anticlockwise.
- Absolute: All letters are rotated in the same way (i.e. they all look in the same direction).
- Like text block: Much the same, but if using a text block, it takes the text block's rotation rather than the entered value.

Number: (0 to 360)

Absolute or relative offset for the rotation in degrees.

Default:

Clockwise, 0 degrees

Key:
r

1.14 Delete

Specifies the objects which are to be deleted. Only selected objects can be deleted, of course.

Options:

- Oval and text block: Delete oval and text block (if selected).
- Nothing: Neither oval nor text block are deleted. Not deleting the oval slows down the drawing process quite a bit (of course only if an oval is selected).
- Copy oval: Copy oval to clipboard before deleting it to allow you to paste it again when you need it. The text block is unaffected.
- Oval only: Delete only oval.

Key:
d

1.15 Group

The option allows you to group the oval to the created object in different ways.

Options:

- Selected oval: Group the selected oval. If no oval was selected, one will be created using the default oval colours (and text flow settings).
- Invisible oval: Works equally, but makes the oval invisible before grouping it. This is mainly useful if you use a sector of less than 360 and want the main text to flow around the full oval.
- No: No grouping.

Key:

g

1.16 Spiral

Makes FinalWrapper generate a spiral instead of an oval.

Options:

- Inside > outside: Starts the spiral with a radius of Number percent of the original one (i.e. a smaller one). The radius is successively increased until it reaches it's original size after the text has been wrapped around the given arc, i.e. it doesn't necessarily get that big if the text ends earlier. E.g.: if the arc is set to 360 and Number is 50, then the spiral will start with half the original radii and reach the full ones when a full circle has been passed. The size of the characters is increased the same way unless Font size is specified.
- Outside > inside: The same, but starts with the original radii, making them smaller and smaller during progress.

Number: (0 to 100)

Relation between the small and the big radius of the spiral in percent.

Default:

Outside > inside, 100 percent (i.e. no spiral)

Key:

s

1.17 Font size

This option is used to successively change the size of the characters.

Options:

- Increasing: The first character is shrunk to Number percent of it's original size. The following are successively increased and the last one's size keeps unchanged. Set Number to 100 when using a spiral to avoid any change of the size (which is normally automatically done for spirals).
- Decreasing: The same, but the characters' sizes are decreased rather than increased

Number: (0 to 100)

Relation between the original and actual size of the first/last character in percent.

Default:

Decreasing, 100 percent - or: value of Spiral if given

Key:

f

1.18 Zoom

The option allows you to change the size of the created object automatically. This is useful since you can't change it's size afterwards. You could also create a smaller shadow for a previously drawn object etc.

Options:

- Height: The height of the oval is stretched to Number percent of the original value (so 200 means doubled height, 50 halve etc.).
- Width: Stretches the width instead of the height.
- All: Stretches both width and height.

Number: (5 to 1000)

Zoom factor for the oval.

Default:

All, 100 percent

Key:

z

1.19 Ink

This options allows you to modify the colour of the characters or to automatically add a shadow.

Options:

- From text: Takes the colour for the characters directly from the text.
- From oval fill: Change the colour of the whole text to the oval's fill colour.
- From oval border: As above but use oval's border colour.
- Shadow = fill: Simultaneously creates a shadow for the generated object. The shadow's colour is equal to the oval's fill colour and it's placed a little below and to the right of the normal object. The two generated objects are wholly independent, so you can move them around as you want and maybe group them when they are correctly placed.
- Shadow = border: The same with the oval's border colour.

Key:

i

1.20 Adjust

The option provides you with different ways to improve the generated effects.

Options:

- Character size: Stretches all characters to avoid gaps between them or squashes them to avoid overlapping. This can make the created objects much better and I strongly recommend to use this for circles. Results in some fancy effects when used in conjunction with ellipses!
- Character width: As above, but changes only the width.
- Apparent width: Changes the width and makes narrow characters a bit taller and wide ones less high. Like that, the text seems to have always the same height (narrow text looks smaller than wide text). The option is useful for ellipses.
- Arc: Contrary to the above, this one changes the sector size to achieve the same goal. Therefore it's only useful if you don't need a special sector size (great in conjunction with the Spiral option!). If this option is used, the Use arc option is overridden but it still determines the direction, the starting point (unless Begin is used) and it defines the shape of the spirals.
- Nothing: No adjustment is made.

Key:

a

1.21 Pattern from selected text

This option can simplify your life enormously when creating somewhat more sophisticated effects: It takes the styles (font, size, colour etc.) from the selected text and applies them on the whole text, repeating them on and on till the end.

E.g.: If two characters were selected and the first one was red and the second one blue, then the first character of the wrap text will be red, the second one blue, the third one red again and so on.

Key:

p

1.22 Join words

If this option is selected, the words of the text are being kept together and treated as characters (try it out, it's difficult to explain this in words!).

Key:

j

1.23 X

Horizontal (X) position of the oval (i.e. distance to the left margin of the page) measured in the unit displayed to the left of this line of gadgets.

Key:

x

1.24 Y

Vertical (Y) position of the oval (i.e. distance to the top of the page) measured in the unit displayed to the left of this line of gadgets.

Key:

y

1.25 Width

Width of the oval measured in the unit displayed to the left of this line of gadgets.

Key:

w

1.26 Height

Height of the oval measured in the unit displayed to the left of this line of gadgets.

Key:

h

1.27 # of page

Number of the page on which the objects are to be drawn. Is automatically limited to available pages when drawing.

Key:

#

1.28 Text

Text to be wrapped around the oval. The colour, style etc. for text entered in this gadget will be taken from the current text block settings.

You can enter up to 200 characters but you can still use a longer text, if you want: just enter the words in Final Writer and put the cursor in the appropriate paragraph or select the passage (only the first 200 characters can be found in the gadget, but the rest will be used all the same till you change the contents of the gadget).

Key:

t

1.29 OK

Starts the generation of the wrap text.

Before clicking on "OK" for the first time, you have to select an oval plus some text. This can be done at any time: Before starting the macro or while the requester is open. It doesn't matter whether this is a text block or a passage of normal text. If you don't select any text, the current paragraph is used.

You can also enter some text or the oval coordinates or both into the appropriate gadgets (see Requester).

Normal text has the advantage of enabling the usage of an unlimited number of characters in different styles, colours, font etc. whereas entered text (up to 200 characters) and text blocks (up to 33 characters) can only have one style\$^1\$ ←
.

If the oval is rotated, the wrap text will be rotated as well.

So: Select the text, click on the "mouse-pointer gadget" and select the oval.
Or: Select the text block, press Shift and then click on the oval\$^2\$.
Or: Place the cursor in the wanted paragraph and select the oval.
Or: Enter oval coordinates and/or text in the appropriate gadgets.

OK starts the drawing process without closing the requester. Therefore you don't have to wait for the requester to pop up for the next tries. You can select any new oval, text block or passage of text as usual for further goes. But if you don't select anything new, the old text/oval, will be reused, resulting in a shorter calculation time. The macro will automatically rescan the current paragraph, if it has changed (to be exact: if either the cursor has been moved to another place or the length of the paragraph has been altered – so make sure not to move the cursor around, if you don't want to have FinalWrapper scan your paragraph again!).

While drawing, the window's size is reduced and only the title bar is visible. You can click on the close gadget at any time to abort the operation.

Keys:

o
Return

1.30 Cancel

Quits the program. If you've altered any options, these changes won't be stored at all (unlike with the close gadget).

Keys:

c
Esc

1.31 Close gadget

If the macro is currently calculating an object, this gadget aborts the process. At any other time, it quits the program, storing the current settings to memory.

Key:

Del

1.32 Depth gadget

Brings the window of FW alternately to back and to front as usual. In Final Wrapper, you have also a keyboard short-cut for this.

Note: If the window isn't brought to front if it was on the back (or vice versa), just press the key again (this happens if you used the window depth gadget an odd number of times with the mouse).

Key:

Backspace

1.33 Zip gadget

Switches between the full and the minimum size of the window.

Key:

Space

1.34 Note on usage

Currently case, super-/subscript and underline etc. are not supported by FinalWriter for text blocks.

1.35 Note on usage

Don't select more than one oval or text block. FinalWrapper being unable to figure out which object you selected first, it will simply take the oval and the text block with the highest internal number. If you select a text block ←
, highlighted text will be ignored.

1.36 Using the menu

The menu

The menu allows you to save and load your preferred setting of all options. Furthermore, some less often used options can be found here.

Settings

```

_/ Gadgets are auto-activated A G
_/ Adjust arc for spirals      A A
_/ Window beneath pointer     A W
_/ Use Final Writer's screen  A U
_/ Final Writer Release 3      A F
-----

```

```

Load                          A L
Save                          A S
Reset                         A R
Defaults                      A D
-----

```

```

Text block preferences        A T
Oval preferences              A O
-----

```

```

Next document                 A N
Execute Arexx macro...        A E
Help...                      A H
About...                      A ?

```

From inside the program, you can use the on-line help function to get a short description of any menu item.

1.37 Settings

All settings are automatically stored when leaving the macro (except with Cancel). They are not saved to disk, however, they only remain active until the next reset.

1.38 Gadgets are auto-activated

If enabled, the string gadget is automatically activated, each time you either select the checkbox gadget or you change the option in the cycle gadget.

You may want to switch this option off if you're mainly using the keyboard. In this case the string gadget is never activated unless you want to.

Furthermore, the checkbox gadget is set when you change the cycle gadget or the value of the string gadget (this is always done).

Key:

Right Amiga + g

1.39 Adjust arc for spirals

Automatically select Adjust: Arc if a spiral is to be created (this option gives the best results for spirals).

Key:

Right Amiga + a

1.40 Window beneath pointer

Determines, whether the requester should be opened directly beneath the mouse pointer or always at the same place (the position the window had when you last saved the settings).

Key:

Right Amiga + w

1.41 Use Final Writer's screen

If this option is selected, FinalWrapper will open it's requester on the screen of Final Writer (if started)\$^1\$. Otherwise it will choose the default ↵
Public
Screen\$^2\$.

Key:

Right Amiga + u

1.42 Note on unregistered version

This is the only option that is not working in the unregistered version. As soon as you register, you'll receive a small file that enables this function. This will also be your personal "key file" containing your user number.

1.43 Note on Public Screens

A little bit of theory for non-gurus:

Public Screens - like for instance the Workbench - can be shared amongst different programs. The program that opened that screen (it's owner as it's called) cannot close it again before all windows that have been opened by other programs on that specific screen have been closed. So it's absolutely safe to open the requester on a public screen.

All other screens - like the one Final Writer uses - are not intended to be used by other programs than their owners. Opening a window on such a screen is against the rules and therefore the screen can never be closed again if the owning program tries to close it before the foreign window (other bad side effects like a system crash are unlikely but not impossible at all!).

But since it is rather annoying if FinalWrapper uses another screen than Final Writer, it can be forced to use this screen for it's requester. As long as you quit the macro before Final Writer, there shouldn't be any problem. If in future (with a new operating system or a new version of Final Writer) this won't work any more, you can still switch this option off (start the macro from the Shell or the Workbench while Final Writer doesn't run, or change Final Writer's preferences so that it runs on the Workbench, toggle the option and save the settings).

1.44 Final Writer Release 3

You need to select this option if you are using Final Writer Release 3 (and above). With this release, some of the Arexx commands have changed their behaviour a little and therefore FinalWrapper has to adjust itself to this.

(To work with Final Writer 3.0, FW has to send a "Redraw" command after every drawn character - this slows down the whole calculation :-{ - but the code has also been optimized a bit and therefore isn't that much slower :-}. Furthermore, the handling of textblocks has changed a bit to ensure the characters are correctly placed on the oval.)

Don't select this option if you are still using an earlier release of Final Writer - it will work, but slower and the characters won't be placed exactly over the oval.

Key:

Right Amiga + f

1.45 Load settings

Loads the settings stored on disk (i.e. from ENVARC:). Use this if you have changed the settings and want to get your favourite ones back.

Key:

Right Amiga + l

1.46 Save settings

Saves all current settings to disk (to ENVARC:). They will be still active if you use FinalWrapper again after a reboot or after switching off your Amiga.

Key:

Right Amiga + s

1.47 Reset settings

Resets all settings to the state when you started FinalWrapper for the last time (i.e. it reads them from ENV:).

Key:

Right Amiga + r

1.48 Defaults

Resets all settings to FinalWrapper's built in defaults.

Key:

Right Amiga + d

1.49 Text block preferences

Allows you to open Final Writers text block preferences requester without having to activate the document window.

Key:

Right Amiga + t

1.50 Oval preferences

Allows you to open Final Writers oval preferences requester without having to activate the document window.

Key:

Right Amiga + o

1.51 Next document

Selects the next Final Writer document. This one will be used by FinalWrapper from now on. The name of the document will be displayed in FW's window title and the document window will be brought to front.

Key:

Right Amiga + n

1.52 Execute Arexx macro

Displays a file requester where you can select an Arexx macro to be executed. This allows you to run FinalWrapper related Arexx macros (mostly beginning with "FW_...") with ease. (You can run the macros also from Final Writer or from the Shell, of course!)

The function needs the "Rx" command (usually located on your Workbench) and the (rex)regtools.library (are installed by the FinalWrapper Installer script) to work.

Key:

Right Amiga + e

The following macros are currently included:

FW_Tutorial.rexx

An interactive tutorial to FinalWrapper.

FW_CloseWindow.rexx

Tries to force FinalWrapper to exit. If this doesn't succeed, it closes the window. In this case, FinalWrapper can't be started any more before the next reset. Use this macro if FinalWrapper has crashed or can't be quit with the Cancel or close gadget.

FW_ColourCycle.rexx

Creates a series of wrap texts with alternating colours. You should use a different colour for oval fill and border and for the text.

FW_MultiOval.rexx

Wraps a text around four ovals at once.

1.53 Help

Displays the contents page of the help file used for the on-line help.

Key:

Right Amiga + h

1.54 About

Shows some program information and the address of the author.

Key:

Right Amiga + ?

1.55 On-line help

Need help?

If you want to know something about a gadget or a menu item, just press the Help key

- while a menu item is highlighted to get information about that item
 - while the menu title is selected for information about the menu
 - while the mouse pointer is above a gadget for information about the gadget
-

- at any other time to get information about the requester.

You can also use the Help menu item to view the contents page of the help file.

1.56 Program history

Program history

(The a, b, c etc. versions were not released, beta (ß) and gamma (γ) versions only given to testers.)

Upper case letters signify major or important changes, lower case minor ones:

N: New feature added

E: Enhanced old feature

I: Internal change

U: Change of usage

B: Bugfix

*: Bug that already existed in a previous release version (i.e. no ß/γ)

```

1.0   (24.02.94)  N: Initial Release
1.1a  (06.03.94)  n: Changed name from Wrap to FinalWrapper
                  i: Corrected version string
                  N: Use normal text for long texts and different styles
                  e: Text flow now taken from the oval not the standard text block
                  n: Delete option
                  I: Separate doc file for saving memory
1.1b  (10.03.94)  I: Added runtime/syntax error checking
                  i: Thus corrected syntax of RemLib
                  u: And added test whether no object is selected
                  e: Added replacing of bad characters (TABs, CRs etc.) by spaces
                  *b: Fixed "sector size 6 impossible" bug
                  e: Sector size limited to -360...360, default is now 360
1.1c  (11.03.94)  i: Added RemLib in case of runtime error
                  i: Corrected SELECTED to "SELECTED" etc.
                  e: Added support for rotated ovals
                  i: Changed indentation which reduced source size by ~2.5k!
                  u: Removed requester for wrong input
1.1   (17.03.94)  b: Corrected bug if using normal text
                  e: Better German docfile (translation of this one)
1.2a  (18.03.94)  N: Rotate option
                  n: Group option
                  N: Help requesters
1.2b  (26.03.94)  N: Now supports locale's preferred language
                  i: Linked strings ("a b c") replaced by dotted variables (x.y)
                  i: Now uses Datatype() instead of complicated Verify()s
                  N: Begin option
1.2   (27.03.94)  E: Documentation now in the AmigaGuide format
                  u: Character objects are deleted if an error occurs
                  N: Added Installer-script
1.3a  (02.04.94)  N: Spiral option (inspired by CBM's Bullet-lib spiral demo)
                  N: Font size option
                  *B: Silly bug that caused an error when "Abort" was used
                  i: Changed procedure headers to enable folding them with GoldEd
                  U: Installer-script now can be started from within the doc

```

- 1.3b (03.04.94) i: completely restructured the whole code (again saved ~2k!)
 *b: Decimal delimiter now is correctly reset after an error
 *b: Now all printable characters are handled (;" didn't work)
 *b: Help pages are shown in correct order
 u: The Installer-script now asks before overwriting the macro
- 1.3c (13.04.94) n: Copy oval option
 *b: Removed bug in help: Back wouldn't always work
- 1.3d (14.04.94) n: Save settings option
 e: Somewhat improved parts of the manual
 *b: Help doesn't trash the option line any more
- 1.3 (27.04.94) i: Now uses ENV:Locale to determine the language
 i: Added ENV_Locale
 e: Installer-script now checks whether newer version is present
- 1.4a (10.05.94) i: Spaces are no longer treated separately
 e: Floating point numbers are now allowed
 E: Now uses current paragraph if no text was selected
 n: Begin absolute option
 N: Included some other macros
- 1.4b (14.05.94) e: Object-deletion after an error much faster
- 1.4 (18.05.94) N: Adjust option
 e: Now can be started from outside Final Writer
 u: Spiral/Font size 0 no longer equals Spiral/Font size 100
- 1.41 (14.06.94) *b: Now reads ENV:Language (see 2.1)
- 1.42 (07.08.94) *B: Removed error with text blocks (see 2.11)
-
- 2.0 (23.05.94) N: Added GUI
 u: Removed help requesters (not needed any more, I think)
 e: Demodoc replaced by screen shots
- 2.1a (04.06.94) E: Requester can be left open
 N: Thus added "Paragraph Rescan"
 n: "Preserve settings" switch
- 2.1b (07.06.94) E: Faster processing when reusing the same text
 e: Window zip-gadget added
 u: Requester now works while processing the text
- 2.1c (11.06.94) *b: Program would crash if started twice, now shows a messy
 E: Now rescans new ovals/text blocks/selected text automatically
 E: Now you can abort the drawing process
 B: OK didn't work any more from 2.1b, fixed
 e: Now shows a messy if it can't open it's requester
- 2.1 (14.06.94) b: Fixed some little bugs that came in with 2.1b
 *b: Language now read from ENV:Language like OS3.1 does (sorry!)
 i: Installer script deletes ENV:Locale, if present
- 2.11 (07.08.94) *B: Removed error with text blocks (disk " NAME:" was requested)
 u: "Activate Screen" removed (obsolete due to ScreenToFront)
 u: "Preserve settings" removed (now always done)
- 2.12 (14.08.94) *b: Occasionally appearing "Arithmetic conversion error" disabled
 e: Added two more demo pictures
-
- 3.0a (29.06.94) E: Overhauled two column front end
 N: Menu for settings added -> prefs handling much easier
 n: "Adjust apparent width" added (suggested by Tremors)
 i: MAIN program now can be folded :-)
 e: Custom keyboard short-cuts
- 3.0b (16.07.94) u: Now uses rexxreqtools.library for requesters
 u: Can be started if Final Writer doesn't run yet
 i: Remlib removed (closes libs for other Arexx progs as well!)
- 3.0c (30.07.94) u: Now all short-cuts equal to the first char of the gadget text
-

u: Therefore some gadget names have changed
 i: Changed prefsfile format
 n: "Zoom" added
 3.0d (28.08.94) n: "Ink" added
 N: "Pattern from selected text" added
 N: "Shadow" added
 n: "Rotate: Delta" added
 u: V1.42 no more included
 3.0e (04.09.94) U: Draw removed, OK now behaves like Draw did
 u: Window is now zipped during drawing process
 n: "Window beneath pointer" added
 3.0f (11.09.94) n: Added deinstall-script
 i: getlanguage() now works correctly if ENV:Language missing
 *b: Removed minor bug in Installer-script
 E: Manual vastly improved
 3.0g (17.09.94) N: "Use Final Writer's screen" added
 3.0h (16.10.94) N: "Join words" added
 n: "Adjust arc for spirals" added
 I: Adding gadgets/menus now much easier
 3.0i (30.10.94) E: Auto-paragraph rescan, if paragraph has been altered
 u: "Paragraph rescan" removed - now obsolete
 N: On-line help feature for gadgets and menus
 3.0j (05.11.94) n: Menu item "Help"
 N: Gadgets for oval dimensions and text
 b: Decimal delimiter was not correctly reset
 3.0k (11.11.94) u: Inputs are automatically limited to a valid range
 N: Arexx-interface
 u: Window brought to front if started twice
 3.0l (29.11.94) u: Uses EasyRequest of no Reqtools
 b: Some minor bugs fixed
 3.0m (04.12.94) B: Menus now in correct colours (forgot to define WA_NEWLOOK...)
 u: Window now stays zipped if zipped before OK
 b: User can't unzip window any more during calculation
 b: Shadow used to produce wrong colours with entered text
 *B: Change string gadget & click on other -> new value not used
 B: "Join words" now works with "Adjust"/"Font size" and "Spiral"
 E: Improved spiral quality (chars don't overlap any more)
 b: "Spiral" now sets "Font size" if not specified (as it used to ←
)
 B: Fixed bugs when using "Pattern from..."
 b: Again some minor bug fixes
 3.0B (07.12.94) B: Text blocks handled as normal text, now work with all options
 b: "Rotation: Like text block" didn't work in some cases
 *B: Spiral + Adjust arc sometimes produced rubbish
 i: Release version has no comments/indentation -> ~20k shorter
 3.0n (11.12.94) u: Installer script now works with different user levels
 i: Now has it's own directory in ENV: for needed files
 u: Help file can be in ENV: if no HELP: available (for OS2.0)
 3.0o (23.12.94) E: Manual revision. Option descriptions now better (so I hope!)
 b: Some chars wouldn't work when entered in the text gadget
 b: "Gadgets auto-activated" used to activate all checkboxes
 n: Text block/oval prefs can be called via FW menu
 n: Window can be brought to front/back by key press
 e: Scans paragraph at start-up
 i: Some code optimization done
 3.0p (26.12.94) *b: Bevel box has always correct colours (now a text gadget)
 b: Doesn't request HELP: (or ENV:) if not assigned (for OS2.0)

```

        e: Arexx commands now return their values in RESULT
        b: Some bugs in Arexx commands fixed
        n: Some new Arexx commands added
3.0q (28.12.94) b: Again some Arexx related bugs fixed
               n: Arexx macros can be executed via menu
3.0r (31.12.94) n: Current document can be changed
               e: Document name is displayed in the window/screen title
               B: Begin absolute didn't work any more
               B: On-line help for gadgets didn't work any more
               e: Showpic.BAT now uses Display if Multiview not found
               e: RemFinalWrapper.install improved
3.0s (02.01.95) b: Error trapping didn't work with errors inside trapping proc
               b: Now properly works without Reqtools
               i: Rearranged some cycle gadget entries
3.0t (04.01.95) N: Tutorial and other macros added
               b: Sometimes used wrong styles or rescanned if it shouldn't
3.0y (21.01.95) *B: With Final Writer 3.0, characters had wrong sizes
               E: Manual translated to German (puh! that was a lot of work!)
3.0   (29.01.95) b: Spellchecked manual and program texts
               e: Icon positions now snapshot with topaz.8
               e: All demo pictures are now 640$\\times$400 pixels (for older ↵
                  Amigas)
               n: "Final Writer Release 3" option
               b: Tested all options and fixed some little bugs

        (File size 3.0: 53745 bytes)

```

A lot of work has been put into testing the macro and hundreds of bugs have been removed. It seems to run reliable now, although there could be still some bugs undiscovered till now.

1.57 Coming soon (or later)

The future of FinalWrapper

For a long time I thought, this would be the very last version of FinalWrapper. But since I got a lot of letters from users the last weeks, I decided to continue developing it. However, it's still very unlikely that there will be a major update like this one. I probably will add some small but useful options or external Arexx macros, fix bugs, and, if once there's an enhanced Final Writer with new text block features, I'll include new options that make use of these.

It's also up to you! Write me about your improvement ideas and the bugs you discovered!!! If you write me, you'll receive a new version with the bugs fixed or the new feature included (if possible and if I consider it worth spending the time to code it). However, I cannot guarantee for anything!

See also Bug reports.

1.58 The Guru's corner

Note: If you aren't familiar at all with Arexx, you'd better skip this section.

The Arexx port

FinalWrapper opens a port called "FinalWrapperPort" for both window events and Arexx commands. This enables Arexx programmers to make use of the routines built into FinalWrapper for other macros of similar kind. If FinalWrapper is run more than once, the command line arguments are passed to the running process as Arexx commands (if none is given, the command "PopFront" will be sent).

E.g.:

```
1> Rx FinalWrapper.rexx           (launch the macro)
1> Rx FinalWrapper.rexx Use ZIPGAD (shrink the window size to title bar)
1> Rx FinalWrapper.rexx Die       (force the macro to quit)
```

You can also access the macro via it's port. E.g.:

```
1> Rx "ADDRESS 'FinalWrapperPort' 'Lock RESET'" (remove all remaining locks)
```

Note: Arexx commands are only executed if FinalWrapper is ready, and not while it's busy doing some calculations.

The following commands have been implemented (upper/lower case doesn't matter):

- SetVal gadget value
Change the value of a string or numeric gadget.
gadget: Short-cut of gadget name (arc,beg,rot,spl,siz,zoo,xgad,ygad,wgad,hgad,pgad,tgad)
value: New value (anything for tgad, any number for xgad,ygad,wgad,hgad, any integer for the rest)
- SetMode gadget mode
Change current entry of a cycle gadget.
gadget: Short-cut of gadget name (arc,beg,rot,dlt,grp,spl,siz,zoo,ink,adj)
mode: Entry to be displayed. To find out the number of an entry, use the 'Default' menu item - then all cycle gadgets show entry 0. Count the number of clicks needed to get your entry - that's it's number.
- SetState object onoff
Select or unselect an option.
object: Short-cut of a gadget name (arg,beg,rot,spl,siz,zoo,wrđ,pat) or a menu checkitem (mgad,mwin,mscr,mspl,mrel)
onoff: 1 for on, 0 for off
- GetVal gadget
Read the value of a string or numeric gadget (always returns decimal points for numeric gadgets, never commas!).
gadget: Short-cut of gadget name (arc,beg,rot,spl,siz,zoo,xgad,ygad,wgad,hgad,pgad,tgad)
RESULT: Will hold the gadget's value
- GetMode gadget
Read current entry of a cycle gadget.
gadget: Short-cut of gadget name (arc,beg,rot,dlt,grp,spl,siz,zoo,ink,adj)
RESULT: Will hold the number of the entry (see SetMode)
- GetState object
Read status of an option.
object: Short-cut of a gadget name (arg,beg,rot,spl,siz,zoo,wrđ,pat) or a menu checkitem (mgad,mwin,mscr,mspl,mrel)
RESULT: Will hold the status of the option (0 off, 1 on)

- Use object
Works as if the user pressed the appropriate gadget or selected the menu item.
gadget: Short-cut of gadget name (okgad, cancelgad, closegad, zipgad, backgad) or a menu item (mload,msave,mres,mdef,mabt,mhelp,mtext,moval)
 - Set object value
Can be used to modify several internal values of FW.
object: The thing to be changed (any abbreviation of the names are accepted as well, e.g. "S" for "SCREEN")
value: New value for the object
The following parameters are currently known:
PORT Change the current document. "value" is the name of the new Arexx port to be used. It must start with "FINALW.". The function returns the name of the used port (might be another one if the requested one can't be found) in RESULT
SCREEN Change the screen title. Any occurrence of "%f" inside "value" will be replaced by the current document name, "%i" by the info string (i.e. "FinalWrapper 3.0 by NDY's"). If value is omitted, the default screen title will be used
WINDOW Works as the above option but affects the window title
ZIP Changes the window either to the zipped (value=1) or normal (value=0) size. Returns the old status in RESULT
 - Get object
The counterpart of Set. Can be used to read several internal values of FW.
object: The thing to be read (any abbreviation of the names are accepted as well, e.g. "S" for "SCREEN"). The parameters are the same as for Set, plus the following:
REQTOOLS Returns 1 in RESULT, if reqtools.library is available, otherwise 0.
VERSION Returns the version of FinalWrapper. Currently useless, but might be important for future macros that need certain Arexx commands which are not yet included.
 - Prefs action
Allows you to store the current settings before you modify them and restore them afterwards (or reset them to the defaults if no argument was given).
action: "STORE"/"RESET" or any abbreviation (e.g. "ST", "RES")
 - PopFront
Brings FinalWrapper's screen and window to front and activates and unzips it.
 - Die error message buttons
Exits FinalWrapper with an error code and/or an optional message.
error: Error code (optional, must be given if a message is to be displayed)
message: Message text (optional, see Message)
buttons: Button text (optional, see Message). Only one button is displayed!
RESULT: The current lock counter. The action only succeeded if RESULT is 0.
 - Message message buttons title
Displays a message.
message: Message text. Lines are separated by a "|", You must use underscores ("_") instead of spaces (also for button and title!)
button: Button text. Buttons are separated by a "|" (default is "OK")
title: Window title. Default is FinalWrapper's default window title
RESULT: Number of selected button. The most right one has number zero, the others are numbered from left to right starting with one
 - Go
Starts the calculation. The command doesn't return before the whole job has been finished.
 - Abort
Forces FW to abort it's current calculation. Has no effect if no calculation is in process.
 - Lock action
-

Allows you to manipulate FW's internal lock counter. If the counter is greater than zero, FW cannot be quit, so you'll be sure it's running as long as you want (unless an error occurs).

action: "ON"/"OFF"/"RESET" (or any abbreviation, except "O").

ON increases the lock counter, OFF decreases it and RESET sets it back to zero. You can also call it with no parameters to read the current lock counter.

Note: Don't forget to call Lock OFF if you called Lock ON!

Note 2: Only use Lock ON and Lock OFF inside your programs, the other options are for debugging purposes only!

RESULT: Will always hold the current lock counter.

>>> If you need other commands, don't hesitate to write me! <<<

* RC will have the following values:

0: Everything OK.

1: FW is busy. Either try it later or use "ABORT" to force an abort.

5: The Arexx command was incorrect (unknown, invalid parameters). In this case, FW will also display a requester with the faulty command to help you debug your program.

10: FinalWrapper failed (or was terminated).

* The short-cuts for the gadgets/menu items are the following (easy to remember):

arc: Use arc	spl: Spiral
beg: Begin	siz: Font size
rot: Rotate	zoo: Zoom
dlt: Delete	ink: Ink
grp: Group	adj: Adjust
wrd: Join words	pat: Pattern from selected text
xgad: X	ygad: Y
wgad: Width	hgad: Height
pgad: # of page	tgad: Text
okgad: OK	cancelgad: Cancel
closegad: Window close gadget	zipgad: Window zip (zoom) gadget
depthgad: Window depth gadget	
mgad: Gadgets are auto-activated	mload: Load
mwin: Window beneath pointer	msave: Save
mscr: Use Final Writer's screen	mres: Reset
mspl: Adjust arc for spirals	mdef: Default
mtext: Text block preferences	mhhelp: Help
moval: Oval preferences	mabt: About
mrex: Execute Arexx macro	mnext: Next document
mrel: Final Writer Release 3	

* Writing your own macros:

Your own macros should at least contain the following start-up/cleanup code which will check whether FinalWrapper's port is OK and ensure it won't quit. The example macro "FW_Tutorial.rexx" contains a more complex initialization starting FinalWrapper automatically when it isn't yet. Have a look at the other included macros as well! You are allowed to copy the initialization for your own macros.

```
/* Example macro */
OPTIONS RESULTS
```

```
rxport="FinalWrapperPort"
IF ~Show("P",rxport) THEN EXIT 10
ADDRESS VALUE rxport
Lock ON
Prefs STORE

/* Insert your macro here */

Prefs RESET
Lock OFF
EXIT
```

I propose you also start the names of your macros with "FW_" to make them distinguishable from the other macros in the FWMacros drawer for the user. If you have written a cool macro, please send it to me! Maybe it'll be included in a future release of FW!

Inside FinalWrapper

- * The whole program currently consists of over 2500 lines, with a total of about 75 kbytes (quite big for an Arexx macro, I think!) - that's more than twice as much as the last version (2.12)! The version you get is just about 50k, because all comments and indention have been removed (they're just a waste of memory for you, but it would be very hard indeed for me to code without - the program just looks terrible like that).

- * Gadgets can be added with a single line of code - the window will automatically be adjusted to the used font and the defined gadgets.

- * The default language is read from the variable ENV:Language which is set by locale.library V40+. The Installer script of FinalWrapper sets this variable as well - so FW is localized from OS2.0 on!

1.59 Legal stuff & registration

Law and order

- * Distribution:

Starting with version 3.0, FinalWrapper has become Shareware, i.e. you may freely redistribute it, as long as the whole package is kept together. You are allowed to use it for two weeks, afterwards you must either delete it (use the Deinstall script for this) or send me a contribution of sfr 20 (or \$15 or DM 20). You will then receive the newest available version ASAP (there might be a delay of some few weeks if a new version is going to be finished soon or if I'm not at home). It's best if you use the Registration sheet!

You must not change any of the included files! If you discover an unknown bug in the program, a misspelt word in the manual, or have a newer version of one of the included libraries etc., please contact me (see Bug reports).

If you, due to whatever kind of circumstances, get hold of an unfinished version (x.xß, x.xa, x.xb, x.xc, etc.), you must not use it and never ever redistribute it! (This shouldn't happen, however, since these versions are only handed to

persons I know for testing purposes - but remember: Murphy is with you, always.)

All previous versions (1.x/2.x) were and still are Public Domain, i.e. they may be used, distributed and altered as you please.

The following files are included in the unregistered version:

FinalWrapper.rexx	The macro itself
FinalWrapper.install	Installer script
RemFinalWrapper.install	Deinstall script
FinalWrapper.Guide + .info	English AmigaGuide doc
FinalWrapperD.Guide + .info	German AmigaGuide doc
FW_Macros/#?	Macros for the Arexx port
DemoPics/#?.IFF	Some demo screen shots
DemoPics/Showpics.BAT	Script to view them
SetLanguage	Used by the install-script
libs/rexxmathlib.library	For trigonometry (V1.31)
libs/apig.library	For the window (V3.3)
libs/rextools.library	For the requesters (V38.1210)
libs/rexxrextools.library	For the requesters (V37.19)

The only limitation of the unregistered version is that it is unable to open the requester on Final Writer's screen. For this you need the file FWKeyfile which you will receive as soon as you register. This file also contains your personal user number and must never be given to anyone else.

* Disclaimer:

You use the program at your own risk. Neither I nor any other author of any included file can be made responsible for any damage caused by any part of this distribution.

Especially don't blame me if...

- your machine has crashed because of FinalWrapper and you've lost 10 hours of work on your new amazing shoot'em up.
- your cat has eaten the disk containing FinalWrapper and got ill.
- your local power plant broke down while using FinalWrapper (a known bug, which only occurs very rarely)!
- you cannot close your mouth any more because of sheer amazement about the effects achieved with FinalWrapper (look at a PC, this should cure you!).

3-)

* Copyrights:

FinalWrapper 3.0 is (c) 1995 by Andreas Weiss

Final Writer is (c) by SoftWood Inc.

The Installer and AmigaGuide are (c) by Commodore, but they both can be found on Fish Disk 870.

Workbench and Amiga are trademarks of Commodore Amiga Inc.

Arexx and rexxsupport.library are (c) by William S. Hawes and Commodore

GoldEd is (c) by Dietmar Eilert

If I should have unintentionally violated a Copyright, please let me know!

If you want to translate the macro and/or the manual to any other language, please contact me - I'll give you further details about how to do it. Having done a translation, of course you'll automatically become a registered user and get free updates of any new version ever being published.

[illegible]

1.61 Special thanks

Thanks to...

- SoftWood for their Final Writer
- William S. Hawes for his Rexx portation
- Dietmar Eilert for his great GoldEd
- Ronnie E. Kelly for his apig.library
- Willy Langeveld for his rexxmathlib.library
- Nico François for his reqtools.library
- Rafael D'Halleweyn for the rexxreqtools.library
- Martin Huttenloher for his wonderful MagicWB icons
- Wouter van Oortmerssen for his E compiler
- Andy Weiss for testing (not me, another one with the same lovely name...)
- And not to forget: The people who wrote me! Especially to those who included a donation!

1.62 How to contact the author

For registration, suggestions, bug reports, gifts :-} etc. write to:

Andreas Weiss
Dorfstrasse 24
CH-8212 Nohl
(Switzerland)

Or for e-mail:

ndys@ezinfo.vmsmail.ethz.ch

P.S.: This is my very first prog in Arexx! D'ya like it?

Have fun!

ND
