

FinalWrapper

NDY's

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Chapter 1

FinalWrapper

1.1 Hitchhikers guide to FinalWrapper

```
FinalWrapper 3.0 (29.01.95)
(c) 1995 by NDY's

The requester
Using the menu
```

1.2 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 > ↔

@| Begin \textdegree{}: Absolute

0 100

@| Font size %: ↔

@| 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.

1.3 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.

1.4 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

1.5 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

1.6 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

1.7 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

1.8 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 colours of the last one selected or - if there was never one selected - 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

1.9 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

1.10 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

1.11 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

1.12 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

1.13 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

1.14 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

1.15 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

1.16 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

1.17 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

1.18 Width

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

Key:
w

1.19 Height

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

Key:
h

1.20 # of page

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

Key:

#

1.21 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

1.22 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

1.23 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

1.24 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

1.25 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

1.26 Zip gadget

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

Key:

Space

1.27 Note on usage

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

1.28 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.

1.29 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.

1.30 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.

1.31 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

1.32 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

1.33 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

1.34 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

1.35 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.

1.36 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).

1.37 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

1.38 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

1.39 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

1.40 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

1.41 Defaults

Resets all settings to FinalWrapper's built in defaults.

Key:

Right Amiga + d

1.42 Text block preferences

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

Key:

Right Amiga + t

1.43 Oval preferences

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

Key:

Right Amiga + o

1.44 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

1.45 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.

1.46 Help

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

Key:

Right Amiga + h

1.47 About

Shows some program information and the address of the author.

Key:

Right Amiga + ?

1.48 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.
