

# **FSG\_english**

Daniel Aregger

**COLLABORATORS**

	<i>TITLE :</i> FSG_english		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Daniel Aregger	July 22, 2024	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>FSG_english</b>	<b>1</b>
1.1	FSG_english.guide	1
1.2	GENERAL	2
1.3	BACKGROUND	2
1.4	REQUIREMENTS	2
1.5	INSTALLATION	2
1.6	OPERATING	3
1.7	OPTIONS SETUP	3
1.8	THE MAIN-MENU	3
1.9	AUTOMATIC SAVING ON EXIT	4
1.10	SHELLY-GUI AND REAL	4
1.11	THANKS	4
1.12	WISHES, BUGREPORTS, SUGGESTIONS, QUESTIONS...	5

---

# Chapter 1

## FSG\_english

### 1.1 FSG\_english.guide

The Funky-Shelly-GUI

Graphical User Interface for Shelly

FreeWare

Programmed by Daniel Aregger - RenderEye

-----

The author of this program can not be blamed for any data-loss or damage caused by this program!

CONTENTS

GENERAL

BACKGROUND

REQUIREMENTS

INSTALLATION

OPERATION

    OPTIONS SETUP

    THE MAIN-MENU

    AUTOMATIC SAVING ON EXIT

    SHELLY-GUI AND REAL

THANKS

WISHES, BUGREPORTS, SUGGESTIONS, QUESTIONS...

## 1.2 GENERAL

### GENERAL

This program may and shall be copied. But it may only be spread if the whole package remains complete and unchanged. Changes in any way have to be discussed with the author first!

It is not allowed to gain any profit from this program's distribution. The price for a copy (including disk) may not be higher than sFr 3!  
The distribution with PD-Disk-Series is allowed.

## 1.3 BACKGROUND

### BACKGROUND

With the program 'Shelly' from Randolf Schultz the AMIGA-user gets a powerful tool to create shell-objects.

'Shelly' can save the created shell-objects in different formats (e.g. POV-Ray or Real).

To make this program easier transferable to other computer-systems, the author didn't include a GUI for the AMIGA.

This is where 'The Funky Shelly GUI' gets on stage.

## 1.4 REQUIREMENTS

### REQUIREMENTS

To get the Shelly-GUI working you need OS2.0 or higher.

No other special equipment is needed.

The Shelly-GUI was tested with the following configuration:

OS 3.1,  
AMIGA 2000 B,  
CPU 68040 with 12 MByte RAM and a  
EGS Spectrum.

## 1.5 INSTALLATION

---

## INSTALLATION

The installation is done with the Commodore-Installer.

After the installation you'll have to set all the paths (see chapter OPERATING).

## 1.6 OPERATING

### OPERATING

In the following chapters the parameters of Shelly are not explained. Take a look into Shelly's doc!

First there are the GUI's settings..

## 1.7 OPTIONS SETUP

### OPTIONS\_SETUP

After clicking 'Prefs' there's a window coming up where you can make five different settings.

Output: Define Shelly's output-window.  
Example: 'CON:0/400/640/112/Shelly-GUI/AUTO/CLOSE'

POVArgs: These arguments are used by POV-Ray.

Shelly: Enter the program 'Shelly' including the complete path.

ARexx-Script: If you set the option 'ARexx-Script' in the main-menu, the script will be started automatically.  
The script can also be started by pressing the 'Start ARexx' button.

Editor: Enter the path of your most preferred editor tool.

If everything is set, leave the menu by pressing the 'Exit' gadget. These settings are saved automatically as soon as you quit the program.

## 1.8 THE MAIN-MENU

### THE MAIN-MENU

The following gadgets have to be explained briefly:

ARexx-Script: If this Option is set, the selected ARexx-Script will be started automatically.

---

Output:            Output-file

=> These two options are also saved when the program is left.

Render:            After converting POV-Ray will be started.

Edit:              The present Shelly-file can be edited.

Start ARexx:       The selected ARexx-Script will be started.

Defaults:          Everything is reset to default values.

Load:              Load a config-file.

Save:              Save configuration.  
                    (By pressing SHIFT-S the configuration is saved directly  
                    without a file-requester)

Create:            Execute Shelly

Prefs:             Options-menu

Info:              General information

Quit:              Leave program

Note: Nearly every gadget has its keyboard short-cut.

Hint: There's an item in the pulldown-menu named 'RenderEye'... :)

## 1.9 AUTOMATIC SAVING ON EXIT

### AUTOMATIC SAVING ON EXIT

When you leave the program the options are saved automatically. The option 'ARexx-Script', the window position and the present configuration-file are saved too.

## 1.10 SHELLY-GUI AND REAL

### SHELLY-GUI AND REAL

If there are one or more Real screens open, Shell-GUI appears directly on the first Real screen (the Real screen must be a pubscreen).

If Real is present and the 'ARexx-Script' option is setted, then Shelly-GUI could cause Real to directly represent the Shelly object. The output file has only to be named 'T:Macro.rpl'.

## 1.11 THANKS

---

THANKS

I would like to say thank you on this place first to Willy Gwerder, for the English translation, and then to Olaf & Urs Krolzig, for the moral support. Thanks also to Randolph Schultz for the program 'Shelly', and Martin Huttenloher for the Magic-WB icons.

## **1.12 WISHES, BUGREPORTS, SUGGESTIONS, QUESTIONS...**

WISHES, BUGREPORTS, SUGGESTIONS, QUESTIONS...

If you have any bugreports, suggestions, questions, gifts, so please contact:

Daniel Aregger  
Sidhaldenstrasse 27  
6010 Kriens  
(Switzerland)

or by E-Mail:

D.Aregger@Dolphins.chnet.ch

---