

important

COLLABORATORS

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Chapter 1

important

1.1 GUIEnvironment/Important User Information

GUIEnvironment

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Yes, please read this carefully, because it concerns YOU !

As you all know, the future of Commodore and the Amiga is not very clear by now.

Among some other very important economical reasons this was the fact which made me to leave the Amiga scene !!!

But as GUIEnvironment is a public domain developing systems which stands and falls with the developing of itself, I am currently searching for anybody who wants to continue my work !

This means, if YOU are interested, I can "sell" you the whole source of the GUIEnvironment for M2Amiga and from then on you are responsible for the further developing of the GUIEnvironment.

If you are interested, please contact me. (See the GUIEnvironment.guide for the address) I don't want to spread the source to everybody who wants it, because then in my opinion this would be the end of GUIEnvironment. It is important that only one person is responsible for it.

It took me some days of thinking to make up my mind about this, but I thought that this is the best solution for you. From 1995 on I really have no time to do any work with my Amiga and that would be the end if noone of you shows interest !

There were several extensions I wanted to have in GUIEnvironment which I can't do anymore:

1.) The gemisc.library containing several useful functions for developing,

which are missing in the OS, like double linked lists, search functions etc.

2.) The geapplication.library containing support for environment variables, preferences files and ARexx.

3.) The geobjects.library which should combine all other libraries in an really object orientated way:

You have some classes: Application, GUI, Gadget, Menu Item, Function and each object gets a specific name. Using this it should be very simple to "link" objects of any type and to perform a good notification by just saying if that event occurs inform the object with that name. And the message handler is now responsible for checking the object class and building the message structure.

This technic would support linking objects at run time with resource files, so you can change objects and their attributes language independent and without recompiling your source !

So, if you are a good M2Amiga programmer and you want to keep on the GUIEnvironment system developing, please contact me !

As my old Amiga has given up his life I am currently not able to do any work for the Amiga from now on ! And this means, there won't be any further upgrades/updates or even bug fixes, as I don't want to buy a new Amiga at this point of time ! Sorry...

Carsten Ziegeler !