

Heddley

COLLABORATORS

	<i>TITLE :</i> Heddley		
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WRITTEN BY		January 8, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Heddley

1.1 Heddley v1.0 (C) Edd Dumbill 1994

Heddley v1.0

(C) Edd Dumbill 1994

v1.05 release

READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION

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1.2 Introduction to Heddley

Why was Heddley written?

Heddley was written as there did not seem to be any decent programs around for editing AmigaGuide®~databases. Using a text editor became too odious when you kept forgetting the nawes of nodes etc; Heddley is designed to remove all the tedious tasks from creating AmigaGuide® databases, in order to enable you to concentrate on their content.

Heddley allows you to compose AmigaGuide® guide files with greater ease than by hand. It provides you with an overview of all the documents in the database (an AmigaGuide® file is called a 'database', made up of many documents).

Heddley works in conjunction with your favourite text editor, to provide a convenient interface for editing each document within the database. The documents in the database are arranged simply in a list, and so it is easy to see at a glance the composition of your documents. Adding buttons has never been easier either; all you have to do is highlight the text in the document and select the relevant menu option!

Heddley also has a comprehensive ARexx port, enabling you to write scripts to automatically create AmigaGuide® files, and interface Heddley more closely with your text editor.

System Requirements

An Amiga running Kickstart 2.04 or greater.

For best results a 68020+ (or accelerated 68000) CPU is needed - Heddley might be a little sluggish otherwise!

1.3 About the author

Heddley is (C) and was written by Edd Dumbill.

There are almost certainly bugs in Heddley; if you find one, or have a suggestion to improve Heddley, please contact me, giving as full and *precise* description as you can.

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Thanks go to:

Beta testers - Anthony Moringello, Dave Hollway.
Neil Topham and
Ben Lidgey - for something or other

God - for everything!

1.4 Installing Heddley

Installing Heddley could not be easier! Simply double-click on the Install-Heddley icon to install Heddley and documentation to your system. You must have the Commodore-Amiga Installer utility for installation to complete successfully.

If you do not have the Installer utility, then:

1. Get it (it's rather good!)
- or 2. Simply copy Heddley and Heddley.guide to where you would like them to live (SYS:Tools is a good place for Heddley). Copy the ARexx scripts (#?.rexx) to REXX: or wherever you would like them to live.

1.5 Editing the database

When you first start Heddley, you will be presented with the front panel, which looks something like this:

```

+-----+-----+-----+-----+
|Load   | Save   | New    | Index  |
+-----+-----+-----+-----+
|                                     |#|
|   Document name list              |#|
|                                     |^|
|                                     |v|
+-----+-----+-----+-----+
| Current document indicator        |
+-----+-----+-----+-----+
|Edit   | Add    | Attrib| Delete|
+-----+-----+-----+-----+

```

(To find out what each gadget does, click on the diagram in the relevant place to find out!)

To start editing a database, select either Load or New. As an example, make a copy of this document, and then load that into Heddley. Heddley will ONLY display files with a suffix of .guide in its load and save file requesters. Thus you should always name your AmigaGuide® databases with a .guide suffix.

To load a database, in addition to using the Load gadget, you can drag and drop a Workbench icon into the window.

When a database is loaded, or created, the list of documents within that database appears in the Document name listview. These documents correspond to the documents you will see on each page, when read with AmigaGuide® or Multiview. The name of each document MUST BE unique. The reader does not see this name, so it does not have to be that meaningful. The reader will, however, see the document's title (which can be changed with the Attrib

option).

You can alter each document by selecting it in the listview and then using Edit, Add, Attrib or Delete. Double clicking on an item is a shortcut for the Edit option. Keyboard shortcuts are available as denoted by the underscored letter in each gadget. The Esc key will quit Heddley (throughout Heddley pressing Esc has the effect of closing the current window).

When you have done editing your database, be sure to save it again. The text will be justified to the width specified by the TEXTWIDTH tooltype (whose default is 78 characters).

1.6 Editing a document

The edit window provides the main interface for editing a document. The window shows the current text, with buttons highlighted. A scroller is available to move up and down the text (you can also use cursor keys for this too).

Control is by means of menus. The following menu items are available:

Menu:	>Document<	>Buttons<
	Clear text	Remove all buttons
	Load new text	Make into button
	Edit text	Delete button

	Exit	

Text can be inserted by means of the options in the Document menu. You can also replace the text in the window with that of your choice by dragging an icon in from the Workbench (obviously it helps if it is the icon of a text file!!!)

You can highlight portions of the text by drag-clicking with the mouse. Once a portion of text is highlighted, you can turn it into a button (using the Make into button menu option).

To edit an existing button, just click on it, and the Button Edit window will opened.

When you have finished editing the document, either press Esc or use the Exit menu option to return to the front panel.

1.7 Other Information

AmigaGuide®

For more information about what AmigaGuide® is, and is about:

1. have a good play with it.

2. read my article on p.108 of the July '94 edition of Amiga User International.
3. obtain the AmigaGuide® developers' distribution (from Aminet, for instance) and read the documentation.

To do

Obviously, Heddley is not complete. It does not handle the text control commands available with the WB3.0+ versions of AmigaGuide®, and some commands (dnode etc.) are not yet catered for. So there is much room for expansion in Heddley. Features planned for the future are:

- * complete AmigaGuide® command-set
- * text control commands (bold, underline etc.)
- * on-line help

If you have any reasonable suggestions, please mail them to the author.

Heddley has been tested with Mungwall and WatchMem. If you have an MMU and find any Enforcer hits, the author would be **very** pleased to receive full details of them!

1.8 The Add document gadget

Selecting the Add gadget adds a new document into the database. Initially the document has a stupid name, which you will do well to change into something more meaningful for yourself. The new document is merely a "blank", but by use of the Attrib and Edit gadgets you can edit the title and text of this document.

New documents are always added at the end of the document list; the order of the documents is largely irrelevant.

1.9 The Attrib gadget

Selecting the Attrib gadget opens the Document Attribute window. This window contains several options:

- Doc. ID : this option controls the name of the document as seen in the listview gadget of the front panel. Note that this MUST BE UNIQUE for AmigaGuide® to recognise your document. You cannot change the name of the MAIN document as every database needs a MAIN document as a starting point.
 - Title : This gadget shows the title which will appear in the title bar when you are viewing this document. Alter this so it reflects the contents of your document.
 - TOC : Every document can have an individual contents document, if it is desired. The default contents page is MAIN
-

but you can use this gadget to change it if you want. Note that a contents page is specific to a particular document.

- Next : When using the "Browse" buttons in AmigaGuide, you can specify which document follows the current one. Select the name of the document to follow, or «none» for the default successor (as in the listview).
- Prev : When using the "Browse" buttons in AmigaGuide, you can specify which document is moved to using the "Browse <" button. Select the name of the document to follow, or «none» for the default predecessor (as in the listview).

Use Esc or the close gadget to close this window.

1.10 The Delete gadget

Selecting this gadget will remove FOR EVER the current document (as displayed at the base of the listview) from the database. USE WITH CARE!

1.11 Clear text

Selecting this option will wipe all the text and buttons in the current document, leaving you with a blank document.

1.12 Load text

Selecting Load text will enable you to load a new text file into the document window. All current text and buttons will be cleared. Buttons can then be added into the text to produce your document.

1.13 Edit text

This option allows you to edit the actual text of the document.

Heddley compiles the current document into AmigaGuide® format, and invokes your text editor with the compiled text as its argument. The default editor is "ed", but you can change this by setting the EDITOR environmental variable, or altering the EDITOR tooltype, before you start up Heddley. Heddley starts the text editor by performing the command:

```
<editorname> <temporaryfile>
```

The contents of the current document are placed in the temporary file, which you must save back before you quit the editor. Do NOT change the name of this file.

Also, your text editor must run SYNCHRONOUSLY. This is because Heddley waits until the editor has finished and then reloads the document. If your editor spawns another process then Heddley will immediately reload the document and not wait; obviously not very desirable.

You will notice that buttons are translated into their AmigaGuide® form in this text, this is in order to preserve them during the edit. Unless you are sure of yourself, don't touch these definitions (these are the bits of text with a @{ at the beginning and a } at the end).

When you finish editing, select the save-and-quit option from your text editor. Heddley will then redisplay your edited text.

1.14 Remove all buttons

Selecting this option will remove all the buttons from your document, but leave the text intact.

1.15 Make into button

Selecting this option allows you to create a button in your document. To use it you must have some text highlighted (use the mouse to do this). Heddley will then create a button and open the Button Edit window.

Normally, AmigaGuide does NOT allow multi-line buttons. However, if you select more than one line in Heddley and turn it into a button, Heddley will translate this into a button for each line. When you reload the database (or edit the document), each line will have its separate button. But for the first time (ie. just after you created the multi-line button) all the line-buttons will be amalgamated into one button. There should be no visible difference!

1.16 Delete button

This option allows you to remove a button. Simply select this option, and then click on the button you wish to remove. If you decide not to remove a button after all, reselect the Delete button menu-option to cancel the operation.

1.17 The Button Edit window

The Button Edit window allows you to alter the nature of the button you are editing. Here is a breakdown of the options available:

Button type - the button type determines what will happen when the reader clicks on this button. See Button Types for more information.

- | | | |
|----------|---|--|
| Command | - | this is the name of the AmigaDOS/ARexx command (or ARexx script) that will be executed when the reader clicks on this button. Only applicable if button type is one of AmigaDOS command, ARexx command, or ARexx script. |
| Document | - | <p>this is the name of the document which the current button will take the reader to, when clicked. If it is an internal link (see Button Types) then it will be the name of another document in the current database.</p> <p>If it is an external link then it can be any text file or AmigaGuide® file (WB2) or any Workbench 3 datatype supported file.</p> <p>Click on the Document button to bring a list of documents (internal link) or a file requester (external link) to choose the link document.</p> |
| Line # | - | this is the top line of the document that will be displayed with a document/text file link. |
| New wnd | - | if this gadget is checked, then the link will cause the linked document to load in a NEW WINDOW of AmigaGuide. Try this and see! |

When you have finished editing the button, use the close gadget or Esc to return to the document editing window.

1.18 Load database

Use of this gadget will open a file requester to load a new database. The database must have a .guide suffix.

If the database you load does not have a "Main" node, Heddley will add one for you.

1.19 Save

This gadget will open a file requester in order for you to choose the file to save the database to. Be sure to give your file a .guide suffix.

1.20 The Index Gadget

The Index gadget will allow you to set the index node for the current database. The Index node will be displayed when the reader clicks the Index gadget in AmigaGuide® or Multiview.

Select «none» to disable the index (this is the default).

1.21 Starting a new database

Selecting this gadget will wipe all the current database, and start a new database. The MAIN node will be automatically created for you.

1.22 The document name list

This list shows the unique IDs of each document in the database. Use the scroller to move up and down this list. Double-clicking on an entry will open the edit window for that document.

1.23 Version information

Version information

This is Heddley v1.05.

V1.05 - 4 July 1994 - FIRST PUBLIC RELEASE

V1.05 BUG FIXES

- * fixed transposition of RX and RXS in Button Edit window
- * made document names fully case independent

V1.05 IMPROVEMENTS

- * done internal restructuring to start using an internal command based system; all commands of which are also accessible from the ARexx port
- * added facility for asynchronous document editing using ARexx port
- * added internal variables (attributes) which make some of Heddley's status available to the ARexx programmer
- * added handling of next and prev directives, and improved Attrib window to include them.
- * added Rexx scripts - also improved Install script
- * written gallons of documentation :*)
- * added handling of ALINKs via the New Wnd option in the button edit window

V1.04beta - 14 June 1994

V1.04beta BUG FIXES

- * fixed button type cycle gadget problem when used with Cycle2Menu
- * fixed highlight problem when shelling to editor
- * added document edit window center-on-open

V1.04beta IMPROVEMENTS

- * added tooltypes for foreground, background and button colors
-

- in document edit window
- * added ARexx port - we are cooking!

V1.03beta - 12 June 1994

V1.03beta BUG FIXES

V1.03beta IMPROVEMENTS

- * user-interface now fully font-adaptive
- * document edit window now uses font of user's choice
- * text output can be justified to any width of user's choice
- * added ToolType parsing for Workbench
- * added command line template parsing for CLI

V1.03beta - 9 June 1994

V1.02beta BUG FIXES

- * menus now use screen font rather than topaz 8.
- * screen title in button edit window fixed
- * multi-line buttons now simulated by repeated single line buttons
- * icon save now grabs ENVARC:SYS/def_guide.info properly if it exists. icons are not overwritten if they exist already.
- * will not crash if database with no Main node loaded - instead adds a Main node.
- * fixed database naming - new databases get unique names.
- * fixed node IDs with spaces in (forgot to insert quotes before...)
- * fixed default selection in button link (used to forget current settings)

V1.02beta IMPROVEMENTS

- * save speed now increased by use of buffered I/O
- * added AppWindow icon-dropping for Front Panel window and also document edit window
- * added cursor keycuts in Front panel listview

1.24 Starting Heddley

Heddley can be run from either the Workbench, or the command line. From Workbench:

Double-click on Heddley's icon. If you have shift-clicked a guide file beforehand, that file will be loaded into Heddley on startup.

From the Shell:

Change to the directory where Heddley is stored, and type "Heddley". Heddley accepts command line arguments, similar to the tooltypes available in the icon, but parsed according to the

following template:

```
FILE, FONT/K, FONTSIZE/K/N, TEXTWIDTH/K/N, EDITOR/K,  
FGPEN/K/N, BGPEN/K/N, BUTTPEN/K/N
```

For example:

```
heddley FONT Courier.font FONTSIZE 13 EDITOR "vi" myguide.guide
```

...will start up Heddley using 13pt Courier, "vi" as the default editor and automatically load in "myguide.guide" for editing.

1.25 Configuring Heddley

Heddley is configured by means of its Tooltypes. To view these, select Heddley's icon and select 'Information' from the 'Icons' menu of Workbench. Here is a list of the tooltypes:

```
FONT  
FONTSIZE  
TEXTWIDTH  
EDITOR  
FGPEN  
BGPEN  
BUTTPEN
```

If you start Heddley from the Shell, these tooltypes can be used as parameters for Heddley.

The values of these tooltypes can be found using the ARexx QUERY command when Heddley is running.

1.26 The FONT tooltype

This tooltype selects the font for the document edit window. It must be a fixed-width font. Default:

```
FONT=topaz.font
```

Don't forget the .font suffix!

If your font cannot be found, or if it is proportionally spaced, then the default will be used.

1.27 The FONTSIZE tooltype

FONTSIZE

This tooltype selects the font size for the document edit window. Default:

```
FONTSIZE=8
```

If the needed size does not exist, then the nearest size available will be scaled up/down as needed.

1.28 The EDITOR tooltype

This tooltype selects the text editor to be used when editing a document's contents. Default:

```
EDITOR=ed
```

The text editor must run synchronously (not spawn its own process). If you use GoldEd, the recommended setting is:

```
EDITOR=ed sticky
```

Where the 'ed' is the GoldEd quick-start editor.

If the EDITOR environmental variable is set, then this will OVERRIDE any tooltype EDITOR entry.

1.29 The TEXTWIDTH tooltype

This tooltype selects the normal width of text justification, both for the edit window and outputted documents. The default is:

```
TEXTWIDTH=78
```

If the font or text width you choose makes the text too wide to display in the window, the largest possible width will be used for the window display. Note however that the file output WILL be at the width you specify here. The saved AmigaGuide® file always keeps the TEXTWIDTH you started Heddley with, even if you resize the edit window.

It is not recommended that you change TEXTWIDTH from 78, as this is the most number of columns that can be displayed on a normal screen with topaz-8 as the font.

If you want to suppress output justification (for example, for use with V39+ AmigaGuide which justifies automatically) choose a very large number for TEXTWIDTH, say 70000 or thereabouts. Every paragraph in the output file will then appear with no separating newlines. Note that this is a hack, and not a supported method. It is ALWAYS better to justify to 78 characters, for the benefit of Workbench 2 users. Be nice!

1.30 The ARexx port

Heddley's ARexx port offers all the functionality of the front GUI panel, and more besides. The portname is HEDDLEY.N, where N is the instance of Heddley you wish to control. This will usually be 1.

Here is a list of all the commands that Heddley supports:

```
ADD
ATTRIB
DELETE
EDIT
GOTO
INDEX
LOAD
LOCK
NEW
PENS
QUERY
QUIT
SAVE
```

Using the ARexx port will allow you to interface Heddley with an asynchronous text editor; see the examples for more information.

1.31 The FGPN tooltype

FGPEN controls the logical number of the pen used to render the text in the document edit window. The default is:

```
FGPEN=1
```

1.32 The BGPEN tooltype

BGPEN controls the logical number of the pen used to render the background in the document edit window. The default is:

```
BGPEN=0
```

1.33 The BUTTPEN tooltype

BUTTPEN controls the logical number of the pen used to render the background of buttons in the document edit window. The default is:

```
BUTTPEN=2
```

1.34 ADD

COMMAND

ADD

SYNTAX

ADD NAME/K,NEW/S

DESCRIPTION

Adds a new document into the document list.
If a NAME is specified, that name is used for the new document,
otherwise if NEW is specified, a unique name is automatically
generated.

1.35 ATTRIB

COMMAND

ATTRIB

SYNTAX

ATTRIB NAME/K, TITLE/K, TOC/K, GUI/S, NEXT/K, PREV/K

DESCRIPTION

ATTRIB changes the attributes of the current document. If NAME, TITLE
TOC, NEXT or PREV are specified then the relevant attributes are
updated:

NAME	ASCII unique document name
TITLE	ASCII title of document
TOC	ASCII document name for document table of contents
NEXT	ASCII document name of Browse > successor
PREV	ASCII document name of Browse < predecessor

If GUI is specified then Heddley will open the Edit Attribute window
and let the user change the attributes.

1.36 DELETE

COMMAND

DELETE

SYNTAX

DELETE NAME/K, NUMBER/K/N, CURRENT/S

DESCRIPTION

DELETE deletes a document from the document list.

CURRENT deletes the current document.

NAME deletes the document with specified name.

NUMBER deletes the document specified by position in the list.

1.37 EDIT

COMMAND

EDIT

SYNTAX

EDIT LOADTEXT/K,PLAIN/S,GUI/S,SAVETEXT/K

DESCRIPTION

EDIT allows editing of the current document text. If GUI is specified, the document edit window is opened and an interactive editing session started.

LOADTEXT and SAVETEXT allow the contents of the document to be loaded from and saved to a file. In LOADTEXT, the file contents will be interpreted as an AmigaGuide® file, and in SAVETEXT AmigaGuide® control information will be saved in the text. This feature is useful for interfacing Heddley with asynchronous editors. If you just want the plain text to be loaded/saved and buttons ignored, specify the PLAIN switch.

1.38 GOTO

COMMAND

GOTO

SYNTAX

GOTO NAME/K,NUMBER/N/K

DESCRIPTION

GOTO selects a document to be the current document in Heddley.

If NAME is specified then the node of that name is activated. Note that the search is case insensitive. If NUMBER is specified, then the document with the specified position in the listview is made the current one.

1.39 INDEX

COMMAND

INDEX

SYNTAX

INDEX NAME/K,NONE/S,GUI/S

DESCRIPTION

INDEX sets the index document for the database.

NAME sets the index document name.

NONE turns off the index facility for the current database.

GUI opens the index window for the user to choose the index document.

1.40 LOAD

COMMAND

LOAD

SYNTAX

LOAD FILE,CONFIRM/S,REQUEST/S

DESCRIPTION

LOAD loads a new database into Heddley's memory. CONFIRM asks the user if they're sure they want to load a new database, if they have made changes to the current database. REQUEST puts up a file requester on the screen to get the file to load from the user.

1.41 LOCK

COMMAND

LOCK

SYNTAX

LOCK UNLOCK/S

DESCRIPTION

LOCK locks the front panel of Heddley so the user cannot use any of the gadgets. It also changes the pointer to a wait-pointer. Using the UNLOCK argument unlocks the window.

(Un)locking a window more than once has no ill-effects.

BUGS

At the moment, LOCK does **not** prohibit AppWindow behaviour, so it is still possible to load a database using icon-dropping while the front panel is locked.

1.42 NEW

COMMAND

NEW

SYNTAX

NEW CONFIRM/S

DESCRIPTION

NEW wipes the current database and initialises Heddley with a new database. A new database consists of an empty Main document. Specifying CONFIRM option will ask the user if they are sure they want to wipe the current database if it has been modified.

1.43 PENS

COMMAND

PENS

SYNTAX

PENS FGPEN/K/N,BGPEN/K/N,BUTTPEN/K/N

DESCRIPTION

PENS allows the setting of the pens used to render the button edit window. The functions of the parameters FGPEN, BGPEN and BUTTPEN are as for their corresponding tooltypes.

1.44 QUERY

COMMAND

QUERY

SYNTAX

QUERY ATTRIB/A,VAR/K/A

DESCRIPTION

QUERY retrieves the value of an internal Heddley variable (attribute) and places it in the ARExx variable specified after the VAR keyword.

Example:

```
QUERY FILENAME VAR THEFILE
SAY 'Current filename is:' THEFILE
```

HEDDLEY ATTRIBUTES

BGPEN	Pen used for background in button edit window. See BGPEN tooltype. Set using the PENS command.
BUTTPEN	Pen used for button highlight in button edit window. See BUTTPEN tooltype. Set using the PENS command.
CHANGED	TRUE if database has been changed since last load/save operation, FALSE otherwise.
CURRENT	The name of the current document (as shown in the listview in the front panel) or empty if there is none. See GOTO and ATTRIB.
DATABASE	The name of the current database.
DIRNAME	The name of the current directory of the current database.
DOCFILENAME	The temporary filename of the current document text. You should not normally need this.
DOCNEXT	The name of the browse-successor document, if set. Set with ATTRIB. See also the Attrib window.
DOCPREV	The name of the browse-predecessor document if set. Set with ATTRIB. See also the Attrib window.
DOCTITLE	The title of the current document. Set with ATTRIB.
DOCTOC	The table of contents of the current document, or empty if default toc. See ATTRIB.
EDITOR	The text editor used for document editing. See the EDITOR tooltype and Edit Text in the button edit window.
FGPEN	The pen used for rendering text in the document edit window. See FGPEN tooltype. Set using the PENS command.
FILENAME	The filename (relative to the current DIRNAME) of the current database. Set according to the most recent load or save operation.
FONTNAME	The name (.font extension compulsory) of the font used in the button edit window. See the FONT tooltype.

FONTSIZE	The Y-size of the font in the button edit window. See the FONTSIZE tooltype.
INDEX	The name of the index document in the current database. Set using the INDEX command.
INFORMATION	Full version string.
ISMAIN	TRUE if the current document is the Main document.
LOADED	TRUE if a database is being edited, FALSE if not.
MASTER	The *full* pathname of the database being edited (note that relative pathnames are allowed; relative to the directory Heddley was started from).
TEXTWIDTH	The width of the justification in the button edit window. Set using the TEXTWIDTH tooltype.
VERSION	The version number of Heddley. Use this if you want to write ARexx scripts which need a new version of Heddley.

1.45 QUIT

COMMAND

QUIT

SYNTAX

QUIT CONFIRM/S

DESCRIPTION

QUIT causes Heddley to quit. If CONFIRM is specified, then the user is asked to confirm the quit action if they have not saved alterations to the current database.

1.46 SAVE

COMMAND

SAVE

SYNTAX

SAVE FILE,REQUEST/S,NOICON/S

DESCRIPTION

SAVE causes Heddley to save the current database. If the FILE argument is specified then that argument overrides the current filename.

If REQUEST is specified then a file requester is opened and a filename obtained from the user.

If NOICON is specified the creation of an icon for the current database is suppressed. Heddley attempts to use

```
ENVARC:sys/def_guide.info
```

as the database icon, or else the default project icon. Note that if an icon already exists, it will never be overwritten, irrespective of whether NOICON was specified.

1.47 ARexx examples

Example ARexx scripts

Some ARexx scripts to work with Heddley and other applications have been written. To view them, click on the relevant button below. (If the scripts do not live in REXX: type ASSIGN REXX: <rexmdir> ADD at the CLI in order for the below to work - where <rexmdir> is where the Heddley ARexx scripts are stored).

editnode.rexx

- Grabbing a document from Heddley into GoldED

savenode.rexx

- Writing a document back from GoldED to Heddley

databaseinfo.rexx

- Prints information about current Heddley database
CLICK HERE to run this script (only works if you've got the scripts in REXX:)

hedd_empty.rexx

- An empty template for writing Heddley ARexx scripts in

hedd_golded_temp.rexx

- An empty template for writing GoldED - Heddley ARexx scripts in

1.48 Distribution of Heddley

Heddley is (C) Edmund Dumbill 1994.

Heddley is NOT public domain. The author gives permission for Heddley to be distributed providing that no commercial gain is made from its distribution, and no modification is made to the original distribution.

Organisations or people wishing to include Heddley on a coverdisk or CD-ROM should contact me first to sort out the details. This EXCLUDES the AMINET CD-ROM or Fred Fish CD-ROM collections.

DISCLAIMER

This software is provided "as-is" and the author accepts no responsibility for damage and/or loss of data/equipment resulting from the use of this software. (not that it's very likely! ;-})

COST

No charge is made for the use of Heddley, and no features are crippled. However if you use Heddley often, the author would appreciate a donation (5-10 UKP or equivalent) to encourage the further development of Heddley (someone's got to pay the bills!). Or, if you've written any ShareWare yourself send me a registered copy (by snail-mail, or UUencode an LHA archive and email it to me). Bug reports would be very welcome too!
