

**Reqnode**

**COLLABORATORS**

	<i>TITLE :</i> Reqnode		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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## Chapter 1

# Reqnode

### 1.1 Reqnode v2.0 ©1995 Steve Banham

ReqNode v2.0 - 05-May-1995

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Reqnode will search through your nodelist and return info on the node or point number you enter. Much like GetNode in the TrapDoor distribution but this one is a GUI based program. Using either the tooltypes or the cli arguments, reqnode can open on any public screen, and access the nodelist from any directory.

Legal  
- Distribution information.

Requirements  
- Requirements.

Installation  
- Installation.

Usage  
- Using Reqnode.

History  
- Development History.

Thanks  
- A Few Thanks.

Author  
- Author's Address.

### 1.2 Distribution Information

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## Distribution

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ReqNode is NOT Public Domain. Copyright is retained by the author mentioned below. It is, however, freely distributable. Apart from a nominal copying fee, no charge can be made for this program, unless permission is obtained from the author.

The user takes full responsibility for ANY problem which may occur through using Reqnode. Whilst the program has been extensively tested and the author has not found any dangerous problems, if anything untoward happens through using it then I, Steve Banham, take NO responsibility whatsoever.

The program may not be used in any commercial venture without prior written consent from the Author. It may be included in freely distributable libraries which charge only a nominal fee for disk copying.

## 1.3 Requirements

### Requirements

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- Workbench v2.0+
- Reqtools.library v38+
- Traplist.library
- A compiled nodelist.

## 1.4 Installation

### Installation

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Reqnode needs both the traplist.library and the reqtools.library to be located in your LIBS: directory.

In addition to this, a nodelist compiled with Traplist needs to be available (see Traplist/Trapdoor docs for more information).

Reqnode itself can be placed anywhere, and requires no special assigns, etc.

## 1.5 Reqnode Usage

### Usage:

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Reqnode can be run from either the cli, or from workbench. By default, the program will open a window on the workbench screen, and search for the nodelist in the assigned directory, 'Nodelist:'. These defaults can be changed through either ToolTypes, or from Cli arguments. The ToolTypes accepted are:

PUBSCREEN - Name of the public screen to open on.  
 NODELIST - Path of the directory which contains the nodelist.

#### ToolType Examples:

```
PUBSCREEN=DOPUS.1
NODELIST=DH1:Nodelist
```

If run from the Cli/Shell, the following arguments will be used if available:

PUBSCREEN - Name of the public screen to open on.  
 NODELIST - Path of the directory which contains the nodelist.

#### Shell Examples:

```
>Reqnode NODELIST=DH1:Nodelists
>Reqnode PUBSCREEN=DOPUS.1 NODELIST=DH1:Nodelists
```

Once Reqnode is running, assuming that you have a nodelist which has been processed correctly by Traplist, enter a node or point number into the string gadget at the bottom of the window. If the number is valid, then all the relevant details of the node/point will be displayed in the window.

## 1.6 Program History

### History:

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- v1.0 - First public release.
- v1.1 - Minor code/display changes.
- v1.2 - Changed rtGetString() appearance
  - Added underscore to all gadgets
  - Centred all requesters when they appeared under the pointer things tended to look a little haphazard
  - Changed some of the text messages
  - Considered adding config option for location of nodelist but dropped the idea.
  - Changed text string which appears in string requester I found that I was forever deleting the 0's.
- v1.3 - Changed entire graphic interface.
  - now uses a real window - not requesters.
  - Added 'save info to file' option.
  - Centred the 'file created Yes/No' requesters.
  - Program doesn't end once a node is viewed, you can keep getting info from the nodelist until you're bored. :)
- v1.4 - Save file now appended if it exists.
  - Added node number to saved info.
  - Standardized ALL the requesters - Some of the requesters

- were using different tags.
- v1.5
    - Added 'Save' gadget - got sick of the file requester. the default file setting can be changed with the 'Save As' gadget.
    - Changed some of the requester text slightly.
  - v1.6
    - Added the filename/path to 'file saved' requesters.
    - Slightly changed the interface design.
    - Sped up the intuition code which displayed the node data after a new number was entered. It now runs much quicker.
    - Whilst the 'file success' requesters were displayed, the rest of the interface was still selectable - could have got ugly so I made sure the wait pointer stays up.
    - Changed the default filename.
  - v1.7
    - Added pattern match to file req as an experiment. it does help stop accidental data loss.
    - Stopped file requester from accepting double clicks. it is suggested by Nico not to allow double clicks in any file requester which saves or overwrites data.
    - Changed file requesters response gadget name. 'Save' seemed more meaningful than the default 'Ok'.
    - Modified rteZRequest() title string. all req's use this instead of the default: 'Information'.
    - Added screen title text.
    - Used window title bar to display program status. currently 'scanning nodelist...' and 'creating data file...' are the only messages in use.
    - Cleaned up error detection when opening libraries. use Reqtools requester if traplist.library fails to open. use intuition requester if reqtools.library fails to open. intuition/graphics.librarys just exit cleanly if they fail.
    - Centred main window - it was off by a little bit which showed when the about requester was open.
  - v1.8
    - Added menu equivalents for all functions.
    - Fixed possible conflict in the intuition loop.
  - v1.9
    - Fixed 'Quit' bug - hopefully. :)
    - Fixed a silly bug which meant that editing the node info gadgets and hitting return would result in the filesave routine being called.
  - v2.0
    - Complete re-write. (1-5 May 1995)
    - Now has Font sensitive, gadtools interface.
    - Requires Workbench v2+.
    - Opens on any Public screen.
    - Added Tooltypes and cli arguments.
    - Nodelist can be accessed from anywhere the user selects.
    - Removed save function - I never used it anyway. :)
    - Change docs to amigaguide format.
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## 1.7 Thanks

Thanks:

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|                                        |   |                                              |
|----------------------------------------|---|----------------------------------------------|
| Nico Francois                          | - | Reertools.Library                            |
| Jan Van Den Baard                      | - | GadToolsBox v2.0                             |
| Maximilian Hantsch<br>& Martin Laubach | - | Traplist.Library and the Trap#?<br>programs. |
| Christopher Eburn                      | - | Bug reports.                                 |

## 1.8 Author Information

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