

Text-Wandler

COLLABORATORS

| | | | |
|---------------|--------------------------------|-------------------|------------------|
| | <i>TITLE :</i> Text-Wandler | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | February 12, 2023 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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Chapter 1

Text-Wandler

1.1 Text-Wandler V3.9 Online-Help

```
Text-Wandler V3.9
<><><><><><X><><><><>
© 1992-1995 by Kai Seidel
```

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IMPORTANT NOTICE

Special thanks to ...

1.2 Introduction

Introduction:

Beside my Amiga, I have a PC for the work with my mailbox programs & texts. Therefore it is annoying that the Amiga ASCII-table does not correspond with the IBM-table. The texts of the Amiga are (almost) not readable on a MS-DOS compatible. For that reason, I decided to write a text converter which converts the texts between both of the ASCII-formats. Equally, the different end of the lines between PC and Amiga is a problem. The Amiga uses a \$0a (=linefeed) and the PC a \$0d0a (=carriage return + linefeed) for the end of line.

The Program:

My program solves this problem. It is completely written in assembler and consequently uses the FULL speed of the computer. There will always be loaded 16KByte (=16384 Bytes) from the text file which is to be converted, translated and saved under the new name again. However, there will not be only allocated 16KByte memory by the program. Approximately 80 KByte of RAM-storage should be free altogether. (Almost?) Every typing error will be caught.

In order to attain a rather high speed, 8 routines separated from each other were integrated, two for the conversion of texts between PC and Amiga, another two for the conversion of texts between Amiga and Atari, one for the conversion into normal ASCII-characters (Ä=Ae), one for the removal of unused spaces and tabs, one for the removal of inconvenient ANSI-sequences and one for the use of an own conversion table. Three complete ASCII-tables which make it possible without problems to translate other characters like >ÄÖÜäöüß< as well are also included in the program.

The program possesses a STARTUP-code for the version 2.0 and higher. Since that it can be used from both the CLI/SHELL and the Workbench!

The program converts since version 1.4 the following special characters:

ÄÖÜäöüßç£;µ\$¥\yen\$Sª«\ensuremath{\lnot} \textdegree{\} \ensuremath{\pm}\$^2\$\$\ ←
 μ \$\textcircled{°}»¼½;ĂÆÇĔÑàáâãäåæçèéêëìíîïñòóôõúÿ

Those characters are transferred correctly in both conversion-directions. Unfortunately, these are the only special characters, which are available in both, the MS-DOS- and the AMIGA-ASCII-table.

During the process of converting, the current position of the text-position is displayed.

1.3 Copyright information

Copyright information:

Shareware version:

The Program may only be copied with this manual and the registration form. The manufacturing-/copy-fee mustn't be greater than 4 US Dollar! The package may be adapted by any PD-groups ,e.g. FRED FISH.

Registered version:

The registered version mustn't be copied, rented or published or even be put on PD-Disks to be offered other people!

The Req.Library is Copyright by Colin Fox and Bruce Dawson!

The ReqTools.Library is Copyright by Nico François!

1.4 System requirements

System requirements:

Actually none. The text-converter should be able to run with every configuration. One requirement is certainly kickstart 1.2 or higher!

Kickstart/WB 2.x (Intuition/Gadtools V37 or higher):

>ASL.LIBRARY< is required for the file requester. These MUST be found in the "LIBS:" directory of the boot disk.

Kickstart/WB 1.2/1.3:

>REQ.LIBRARY< is required for the file requester. If it is not found in the LIBS: directory, you should look on the fish-disks. Before the start, this library must be copied into the LIBS: directory of the workbench disk or the boot partition!

1.5 Installation

Installation:

Copy the files

Text-Wandler
and Text-Wandler.info

into any directory and start the program from CLI/SHELL or Workbench.

1.6 Kickstart/Workbench1.2/1.3

The use under kickstart/workbench 1.2/1.3:

The shareware-version opens an info-window at first. The window disappears by clicking its CLOSE-Gadget (=Close-lever) once.

Now the actual text-converter window appears with the following gadgets:

- Get Source

If you click on this gadget, the file requester of the Req.library opens. Now, with its help, you can choose comfortably by mouse the text that is to be converted.

- Gadget right of >Get Source<

This is a so called string-gadget. If you choosed the text-data with the help of the file requester, the complete file name and the path appears here. You can also use your keyboard by clicking on the gadget and type in the name of the file directly.

- Get Destination

Here you can choose again the data name of the completely converted file with the help of the file requester.

- Gadget right of >Get Destination<

Here again the appertaining string-gadget for the target-data-name + path

- Get trans table

If this gadget is clicked, the file requester of the Req.library. opens. With its help, you choose the conversion-table (more information will be given later).

- Gadget right of >Get trans table<

Here again the appertaining string-gadget for the table-name with path

- Gadget right of >Mode<

Here you can choose the mode to convert the text with.

- OK and STOP

When source, destination text and table is defined you can start the conversion by clicking this gadget. While converting the OK-gadget will change into STOP. You finally can stop the conversion by clicking the STOP-gadget.

Next to >Position:< the actual converting-position will be displayed.

If errors occur they will be shown at >Status<.

1.7 Kickstart/Workbench 2.x/3.x

The use under Kickstart/Workbench 2.x

The Text-Wandler opens an own screen by using the actual screenmode and a window in which the gadgets and file requesters will be displayed. The shareware-version first opens an info-window. This window can be closed by clicking the "CONTINUE" gadget.

The window consists of the following gadgets:

- Select Source (hotkey 'S')

By clicking this gadget a req.library file requester will be opened. Now you can choose the text to be converted.

- Gadget under >Sourcefile< (hotkey 'O')

This is a string-gadget. If you choose the text by the file requester the filename with the path will be displayed. You can also type the name of the textfile into this gadget without using the file requester. The cursor appears if you click on it.

- Select Destination (hotkey 'D')

Here you can choose the destination filename by using the file requester.

- Gadget under >Destinationfile< (hotkey 'E')

The filename of the destination file will be shown and can be fitted. The source text will be converted later to this filename.

- Select Table (hotkey 'T')

Is this gadget clicked, a file requester appears and asks you for the filename of the table.

- Gadget under >Translation Table< (hotkey 'R')

Here again the string-gadget for the filename. If Mode isn't 'Use translation table', this gadget and the gadget for choosing files by the filerequester will be disabled.

- Gadget under >Mode< (hotkey 'M')

Here you can choose the mode to convert the text with.

- Start/Stop (hotkey 'A')

When source, destination and table filenames are fitted, you can start the conversion by clicking this gadget. While operating you can abort the conversion by clicking this gadget again.

You can select gadgets by using their hotkeys!

Next to >Position:< the actual text-position will be displayed.

Are there any errors, a message will be displayed at >Status<.

To quit the program click on the close-gadget. The settings like mode, file-paths & names will be stored in the ENV:-path. The created file called "tw.tmp" will be reloaded when beeing started next time. If you make a reset to the computer, the settings will be lost, too.

To provide that the settings-file will be deleted, copy the file from the ENV:-path to the ENVARC:-path.

1.8 CLI/SHELL-Usage

CLI/SHELL-Usage:

```
Text-Wandler [-i/-a/-m/-t/-s/-c/-u/-r/-z]
             [-o] [-n] <sourcefile> <destfile> [table]
```

<> arguments

[] options

ARGUMENTS:

The arguments <sourcefile> and <destfile> MUST be given or an error message will be the result. The sequence of giving the filenames must be right, too.

When there are spaces in the filename they must be set in quotation marks (see examples later).

Additionally to that, instead of giving a destination filename, you can declare a path, in which the source file will be converted with the source filename.

OPTIONS:

Only one of the following nine options can be choosed:

- i The text is given in Amiga-ASCII-format and is to be converted into MS-DOS-ASCII-format which includes special character conversion.
- a The text is given in MS-DOS-ASCII-format and is to be converted into Amiga-ASCII-format.
- t The text is given in Amiga-ASCII-format and is to be converted into Atari-ST-ASCII-format.
- m The text is given in Atari-ST-ASCII-format and is to be converted into Amiga-ASCII-format.
- s The text is either given in Amiga- or MS-DOS-ASCII-format. All unnecessary spaces or tabs at the end of lines will be deleted (take a

look at the limitation of the shareware Version).

- c Vowels i.e. "ÄÖÜ", will be translated into usual ASCII-characters "AeOeUe".
- u The Text-Wandler uses the Workbench-Mode. That means a window is opened in which several options can be chosen by mouse.
- r ANSI-Sequences will be deleted out of Amiga-texts by that.
- z Uses an own table for conversion. If you use this option, you MUST give a third filename referring the translation table (take a look at the limitation of the shareware Version).

If none of the listed options is chosen, the text is automatically converted into MS-DOS-ASCII-format.

The last two options can be given if necessary:

- o If the destination filename already exists, this option will cause no security check whether the file should be erased.
- n Turns off the display of the current text-position while converting (saves time).

1.9 conversion table

The conversion Table:

Here it is - the Text-Wandler version, many people have waited for! Version 3.0 and higher, now the Text-Wandler converts your texts by your own will.

The CLI-option "-z" and the conversion-mode "Use conversion table" need a so called translation-table. This has got the following structure:

```
"abc"="def"; /* converts "abc" to "def" */
34,"Hello",34="Hi"; // "Hello" is converted into "Hi"
$0a=$0d,$0a; /* The Amiga-Linefeed will be replaced by
    a MS-DOS carriage return and linefeed */
.....
.
.
etc.
```

There may be strings, hex- and decimal-numbers given. Strings must be set in quotation marks and hex-numbers need a "\$" before the number is given.

The "=" character divides the sequence that shall be converted. At the end of a declaration a semicolon ";" is needed.

Comments are also possible. Either normal C or C++ comments may be given. Normal C comments begin with "/*" and end with "*/". C++ comments begin with "/*" and end with the end of a line.

For better understanding some examples:

- The character "a" shall be converted to an "A". Therefore more combinations can be given:

```
$61=$41;
  or
"a"="A";
  or
97=$41;
  etc.
```

- The characters "-" and "+" shall be exchanged:

```
$2B=$2D;
$2D=$2B;
  or
"- "+" ";
"+ "-" ";
  ect.
```

- All spaces shall be replaced by a "_":

```
$20=$5f;
  or
32="_";
```

- Every "!" shall be deleted:

```
"!=";
```

You can generate your own ASCII-character set!

1.10 Examples

Examples:

For illustration some examples:

1. Text on disk in DF0: named "Test.txt" is in Amiga-ASCII-format and is to be converted into MS-DOS-ASCII-format. The converted text shall get the name "Hello.txt" and be laid into RAM:. Therefore the following usage is necessary:

```
Text-Wandler -i DF0:Test.txt RAM:Hello.txt
```

2. Text on harddisk DH0: named "Happy Day.txt" is in Amiga-ASCII-format and is to be converted into MS-DOS-Format on Disk DF2: with the same name.

```
Text-Wandler -i "DH0:Happy Day.txt" DF2:
```

3. Text on Disk in PC0: named "Read.txt" is in MS-DOS-Format and is to be converted into AMIGA-Format on harddisk WORK: with the name "Read Me.txt". A possibly existing file with the same name ("Read Me.txt")

may be deleted.

```
Text-Wandler -a-o PC0:Read.txt "WORK:Read Me.txt"
```

4. Text on RAM: named "Temp.txt" in Amiga- or MS-DOS-ASCII-format. The text was just edited and any existing spaces or tabs should be deleted. The converted file shall be named "RAM:Ready.txt". For speed up, the display of the current text-position should be suppressed.

```
Text-Wandler -s-n RAM:Temp.txt RAM:Ready.txt
```

5. Text on disk DF2: named "Text-Wandler.DOC" in Amiga- or MS-DOS-ASCII-format possesses vowels. Those should be converted into normal characters to disk in DF1: named "TXTWND.DOC".

```
Text-Wandler -c DF2:Text-Wandler.DOC DF1:TXTWND.DOC
```

6. You wish to start the Text-Wandler in workbench mode.

```
Text-Wandler -u
```

7. A capture-file (e.g. from JRComm) consists of annoying ANSI-sequences, which are to be deleted. The file is named "DF1:Example.CAP" and shall be converted to RAM:

```
Text-Wandler -r DF1:Example.CAP RAM:
```

8. A text shall be converted by an own defined table. The table is named "t:Tab.tab". The text to be converted is on RAM: and named "Hello Mr XYZ". The converted text shall be on T: with the name "Happy_Day.txt".

```
Text-Wandler -z "RAM:Hello Mr XYZ" T:Happy_Day.TXT t:Tab.tab
```

1.11 Error messages

Error messages:

For the following problems/errors there are messages:

- No input is given
- Wrong/No option(s) is(/are) given
- No filename or none given
- Source- or destination-filename are equal *)
- Source-file does not exist
- Destination-file already exists
- Destination-path not allowed
- Not enough free memory
- Error while reading/writing from/to source-/destination-file
- Incorrect line in table will be displayed

Attention !!! The marked "*" error messages will be ignored by using the Workbench-mode!

Known bugs:

None! Most bugs always appear if you don't need them!

I always try to remove bugs if they get known.

If you find a bug, please let me know!

If errors appear:

Please send a message with a complete error-report to the following address:

Kai Seidel
Traunsteiner Str. 19
83355 Grabenstaett
GERMANY

or via EMail: +49 (0)8661-8104 (24h online; 1200-33600 baud)

Or if even you have ideas to be installed into Text-Wandler write to that address!

I'm also reachable via Zerberus-Net: SYSOP@CHIEMGAU.zer.sub.org or
via INTERNET : mail061@fh-rosenheim.de

1.12 Hints for converting

Hints for converting:

If you convert large texts, it will be expedient to copy them to RAM, because the text will be read faster from RAM than from disk or harddisk.

All switches can be set on any position. Only the succession of source-, destination- and table-filename must be given !

1.13 Shareware fee

Shareware fee:

If you like this program or use it regularly, please pay 10 US Dollar or any equal amount in your currency.

For registration use the

'Registration.TXT'

. Print it and send it filled

out back to me. If you are not able to print out the registration form, write your address, telephone number, computer- configuration and your way of paying to a sheet of paper and send it to the address listed in the registration form. For bank transfer use the bank information also listed in the registration form.

As a registered user of Text-Wandler, you're then entitled to own the newest, registered version!

1.14 Registration

Print out this form and send it filled out to the following address:

Kai Seidel
 Traunsteiner Str. 19
 83355 Grabenstätt
 GERMANY

----- 8< -----

Text-Wandler V3.9 Registration Form

Name: _____ Date: _____

Mailing Address: _____

City: _____ State: _____ Zip: _____

Country: _____

Phone: +____-(____)_____-_____

E-Mail: _____

Computerconfiguration (type, equipment, accessories etc.):

Where did you receive this program: _____

| | German DM | US\$ |
|---|-----------|-------|
| I would like to get: | | |
| <input checked="" type="checkbox"/> a registered version of Text-Wandler..... | 15.00 | 10.00 |
| <input type="checkbox"/> I'm sending a disk with this registration | | |

| | | |
|--|---------|-----------|
| form for copying the registered version to it..... | ---.--- | ---.--- |
| o I'm not sending a disk. I'll pay for it..... | 1.00 | 1.00 |
| o I live outside of Germany. To cover the additional costs of air mail I add..... | 5.00 | 5.00 |
| I am sending... | | |
| o a EuroCheque..... | ---.--- | ---.--- |
| o a wire bank transfer..... | ---.--- | ---.--- |
| o cash (German DM or US \$ only)..... | ---.--- | ---.--- |
| | p & p | 3.00 3.00 |
| | | ===== |

This gives a TOTAL AMOUNT of _____

Bank-Address :

Raiffeisenbank Chieming-Grabenstaett eG, Account 230227, Bank-ID 701 691 11

I have read the copyright and warranty stuff and agree with them.

(Date)

(Signature)

1.15 Update/Support

Update/Support:

Kai Seidel
Traunsteiner Str. 19
83355 Grabenstaett
GERMANY

or via EMail: +49 (0)8661-8104 (24h online; 1200-33600 baud)

Or if even you have ideas to be installed into Text-Wandler write to that address!

I'm also reachable via Zerberus-Net: SYSOP@CHIEMGAU.zer.sub.org or
INTERNET : mail061@fh-rosenheim.de

1.16 Restrictions of the shareware version

Restrictions of the shareware version:

- The space and tab deleting routine only can convert Amiga-ASCII-texts and

only spaces will be deleted! The "ß" won't be converted by the "-c" option.

- If you start Text-Wandler in Workbench-mode, a nerv-requester appears that won't be displayed in the registered version.

- The "ANSI-Remove"- and "Use translation table"-mode only can be used in Workbench-Mode.

- If you use your own table, only a length of 32 characters of the table is allowed. All following characters won't be read. This can cause an error message if you define a sequence that is longer than 32 characters. The following line will be read and the source-text be converted with:

```
"ä"="ae";"ö"="oe";"ü"="ue";
```

These are 28 characters. I think this will be enough for testing Text-Wandler !

All these restrictions are removed in the registered version!

1.17 Development

Development phases:

V1.0 First version from 04/25/92

V1.1 Version from 05/01/92

- supports filenames with spaces by using quotation marks
- tests, if two equal filenames are given

V1.2 Version from 07/03/92

- big bug removed when converting to MS-DOS-ASCII-format
- memory-allocation-routine shifted -> shorter conversion time
- additional routines improved

V1.2a Version from 07/06/92

- wrong USAGE-Text corrected

V1.3 Version from 07/11/92

- conversion-puffer has been decreased to 16384 bytes
- further conversion bug removed; carriage returns weren't converted correctly while translated into Amiga-ASCII-format
- additional routines improved -> very short conversion times when converting from harddisk to harddisk
- bug that prevent a correct running under Kickstart 1.2/1.3 has been removed

V1.4 Version from 07/21/92

- additional special-characters are also converted

V1.5 Version from 07/24/92

- the chars "|" and "a" were exchanged uncorrectly and, in version 1.4, corrected; very necessary if you convert c-sources!
- if you give a directory instead a filename as a destination, the text will be converted to that directory with the source-name
- security check added on a perhaps existing destination-file
- new switch (-o) added; turns off the security check listed before; if there exists already a file with the same destination-name,

- it will be overwritten by the new one
 - the text will be converted to MS-DOS-ASCII-format if there is no switch given
- V1.6 Version from 08/11/92
- shorter code because of better programmed routines
 - the Text-Wandler can be aborted now by pressing CTRL-C
 - the program displays now the actual byte-position while converting; the display can be turned off by using the "-n" switch
 - new routine added for deleting unused spaces and tabs at the end of a line
- V1.7 Version from 08/13/92
- the first character of the source-text was ignored when converting to Amiga-ASCII-format
 - vowels are now converted to usual ASCII-characters, e.g. "ö" to "oe"
- V2.0 Version from 09/12/92
- Workbench-mode added; you can control all functions via mouse now
- V2.1 Version from 09/23/92
- If you convert to Amiga-ASCII-format the end of lines will be checked for a carriage return and a linefeed
 - Text-Wandler now can remove ANSI-sequences from any texts
- V2.2 Version from 11/22/92
- when using Text-Wandler under Kickstart 1.x, the string-gadget didn't work correctly; removed that bug
 - conversion from Amiga- to Atari-ASCII-format added
 - version-string added; the version-number now can be displayed by using the "Version" command
 - the usage text will now stop being displayed after every 12 lines and will wait until the return-key is pressed
- V2.2a Version from 11/30/92
- more bugs corrected
 - + the ANSI-remove-routine didn't work correctly
 - + the security check didn't read the following return-key
- V2.3 Version from 12/06/92
- the "STOP"-gadget had a bug; it caused a reset
 - too large ANSI-sequences weren't deleted
- V3.0 Version from 01/15/93
- OS 2.x user interface added
 - Text-Wandler can now convert texts using your own conversion table
 - string-gadget-bug when using Kickstart 1.x corrected
- V3.1 Version from 02/22/93
- The usage text now adapts on the height of the CLI-/Shell-window; if it is full it will wait for a return-key
 - when using the Workbench-mode, some conversion-routines were exchanged - now corrected
- V3.5 Version from 03/27/94 Programlength: 23132 (english version)
23576 (german version)
- now there is a German and an English version
 - the translation table may now consist of decimal numbers and of strings
 - characters are no longer converted 1:1; definitions may now have any length
- V3.5 Version from 05/21/94 Programlength: 23500 (english version)
23948 (german version)
-

- The "ß" was converted to "uz" instead of "sz" - Bug fixed
 - The CLI-Window is now switched into RAW-mode. This means that only one character can be read
 - If the CLI-Output is diverted to a file an existing destination file will be overwritten by a new one. This is for use the converter with a BBS System or else...
- V3.6 Version from 05/21/94 Programlength: 23500 (english version)
23948 (german verison)
- The "ß" was converted to "us" instead of "sz" - Bug removed
 - The shell window is now switched into RAW-mode for reading single characters!
 - An existing destinationfile will be overwritten if the output-stream of text-wandler is divert into a file. Thats because of better use in BBS-systems.
- V3.7 Version from 10/09/94 Programlength: 23112 (english version)
23604 (german version)
- The table-conversion-routine is much faster now !!!
 - Conversion bug removed
- V3.8 Version from 08/06/95 Programlength: 24244 (english version)
24732 (german version)
- Settings will now be stored when leaving the program, and reloaded when starting up again
 - If you choosed files by the filerequester, always the last path was used; now all three filerequesters have their own last path
 - If you don't convert with your own table, the table-gadgets are disabled now
- V3.9 Version from 10/03/95 Programlength: 24424 (english version)
24928 (german version)
- When choosing another conversion table using WB mode the table wasn't processed correctly - corrected now
 - Registered version: When using kick 1.3 the name of the registered person was written outside the window if the length has exceeded
 - The workbench mode has been added some more status texts
 - Kick 2.x and above wb mode: If the destination file exists a requester will be opened and a security check well be made to the user
 - Kick 2.x and above wb mode: If the destination path is a directory a requester opens and asks the user if the source filename should be used to be converted to the destination
 - The conversion Table will now be sorted in memory
 - A decimal '0' wasn't processed correctly using in the conversion table
 - The subroutine that gets the CLI window structure caused an error when running ENFORCER - now runs correct

1.18 Special thanks

Special thanks to ...

... to my brother Roger and to his friend Sebastian Schmucker for this translation and for correcting the documents!

... to Georg Lobensommer for this Guide!

... to Ralph Babel and Garry Glendown for helping me, when I had questions about programming!

... to Colin Fox and Bruce Dawson for their great req.library!

... to Nico François for his great ReqTools.library!

... to Commodore for this great machine, because ONLY AMIGA MAKES IT POSSIBLE !!!

1.19 IMPORTANT NOTICE

IMPORTANT NOTICE:

There is neither a guarantee for the 100% working capability of this program nor does the programmer take any responsibility for consequences that result of wrong commands or the general usage of the program. You use this software on your own risk.

Only use ASCII-text-files, or crashes can be the result.
