

**IMorse**

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	<i>TITLE :</i> IMorse		
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# Chapter 1

## IMorse

### 1.1 IMorse

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                                     IMorse V1.41
                               ~~~~~~
A little program that converts letters to morse code

                               by
                               Fredrik Söderberg
```

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Introduction
Disclaimer
Requirements
Installation
Usage
Contacting the Author
History
Bugs
```

### 1.2 Introduction

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Introduction
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What does this little proggy do ?
Well, it converts characters to morse code, basically.
I wrote this program because I felt like program something...
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## 1.3 Disclaimer

Disclaimer

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The program is completely Freeware, so you can do almost whatever you want with it, but

YOU ARE USING THIS PROGRAM ENTIRELY AT YOUR OWN RISK ! THE AUTHOR CAN NOT BE MADE LIABLE FOR ANY HARM THIS SOFTWARE IS MAKING TO YOUR SOFT- OR HARDWARE !

## 1.4 Requirements

Requirements

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You will need the following things to run the program:

- Kickstart 2.04 or newer
- Asl.library

## 1.5 Installation

Installation

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Copy the relevant files to wherever you want it to be.

## 1.6 Usage

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How to use it

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String gadget

Output

Encode Type

Supported characters

Example

Speed

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## 1.7 String gadget

The String gadget has two features. Either you type in a string of your choice or you can load a text file.

If you choose to type in a short string, know this, the maximum limit is 256 characters.

If you would like to 'convert' a longer string than that you will have to load from a text file. Press the 'f' button, next to string, and select the ← desired text file you wish to convert. The filename will be copied to the String gadget.

## 1.8 Output Gadget

If no output is selected the converted characters will be displayed on the current shell window (or the popup win, if load from icon).

If you want the output to a file, just press the 'f' button (next to output) and a requester will pop up. Now type in the name of the file you want the output in. If you choose a file that already exist all old information in that fill will be lost.

## 1.9 Supported Characters

Currently the following characters are supported:

abcdefghijklmnopqrstuvwxyzåäö@.-+,ü:"()!'é

(if you know any other characters and the morse code for them, please tell me)

If an unknown character shows up it will copy it.

## 1.10 Encoding Types

Here you choose what kind of output-encoding you want.

Supported choices are:

didadit (the one we at least use in Sweden)

ditdawdit (American ?)

.-. (short long short)

sound (Real sound)

## 1.11 Speed

Here you configure the cpm (characters per minute) of the sound, so to speak.

I don't really know if the rates are right, but it's as close as I know :)

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## 1.12 An Example

Example of encoding just a string:

Activate the window and push the mouse button in the Stringgadget, or press 's'.

Type in a string, for example: Test.

Press the Encodegadget.

Now a text like "da dit dididit da" should appear. If you started from icon a window will pop up, if you started from shell, the text will be printed there.

Clear the Stringgadget and enter the same text eg. "da dit dididit da".

Now press the Decodegadget.

Now the text "test" should appear. Note, the capital letter is no more ...

Example on using files:

Press the 'f' gadget next to String.

Select "IMorse.readme" in the requester.

Now either:

1. Press the 'f' gadget next to Output.

Type in a name of an outputfile, for example "test.output".

Or:

2. Type in "test.output" in the Outputgadget. The path will be the current path you started the program from.

(You can look at the output with your favourite viewer now)

Press the 'f' gadget next to String again.

Select "test.output".

Either:

1. Press Decode and the readme text will be printed in a window

or:

2. Press 'f' next to Output and type in for example "IMorse.readme2".

Done.

You can also choose encoding type by pressing the cycle gadget.

The procedure will be the same...

## 1.13 Contacting the Author

Contacting the Author

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If you want to contact me, these are the ways...

You can reach me the following ways:

Postal address:

Fredrik Söderberg

Järvstagatan 7 C

891 61 Örnsköldsvik

Sweden

Email:

fredrik@eagle.ovik.se (preferable)

URL: <http://www.eagle.ovik.se/~fredrik/>  
Here you can find the latest version if I don't want to bother aminet with it.

## 1.14 History

History

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|           |       |                                                                                                         |
|-----------|-------|---------------------------------------------------------------------------------------------------------|
| 22-Dec-96 | V1.41 | Decided to make the sound routine more exact and I checked the translation-characters. Found one miss:) |
| 8-Dec-96  | V1.4  | Now, even bigger. Seriously, added a sound option. Now you can even encode to real blips.               |
| 7-Dec-96  | V1.31 | Removed a silly bug that could cause some extra characters to be added to the encoded output.           |
| 30-Nov-96 | V1.3  | Removed some errors, and added a progress meter.                                                        |
| 22-Nov-96 | V1.2  | Added eight more letters -> ü:"()!´é<br>And corrected a wrong translated character.                     |
| 10-Oct-96 | V1.1  | Added the "Encoding Type" choice and capital-letters                                                    |
| 6-Oct-96  | V1.0  | The first Version                                                                                       |

## 1.15 Bugs

Bugs

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If you find any bugs you can report them to me.  
If you get an enforcer hit, please send me a copy of the output.

Email: [fredrik@eagle.ovik.se](mailto:fredrik@eagle.ovik.se)

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