77c98d78-0

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COLLABORATORS

	TITLE : 77c98d78-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

77c98d78-0

1.1 No title

```
          YAAV V0.99 - Yet Another Autodoc viewer

YAAV V0.99 - Copyright © 1998 by Christos Dimitrakakis

YAAV V0.99 is FREEWARE - the archive may be freely distributed as long as no  ←
   modifications are
made to it.('Modifications' includes the addition of messages to the archive).  ←
   This product must
be distributed at no cost to the end user, apart from a small fee to cover media  ←
   costs.

This software is provided with no warranty.

       Contents



          Features
                 - What is cool about this viewer?



          Installation
               - How to install



          ToolTypes
               - Basic configuration via tooltypes



          Usage
                 - General usage

    Tips'n'Tricks     - Some not quite evident things



          BUGS
                  - Problems you might encounter
```

```
          History
                    - Version history


          TO DO
                      - The future of YAAV


          Author
                      - Author information and optional registration
```

1.2 Features

```
          YAAV Feature List:
          ==================
```

* Font-sensitive GadTools interface.

* Non-strict parsing of Autodoc structure.
  - This enables the parsing of Autodocs that don't adhere strictly to the
  standard

* Parsing cache for faster viewing.

* Document lists for faster selection of autodocs

* HyperLinking
  - By clicking on function names within the Doc Viewer window you
  automatically go to the related Autodoc page

* Cross-Reference facility
  - by enabling the related feature, all references to functions or include
  files will be HyperLinked to the corresponding documents! This includes
  Function names, include filenames and system constants defined in include
  files.

* Dictionary
  - by enabling this feature you can find references to System structures or
  constants within include files. Simply click on a name in the viewer
  window and, PRESTO! :)

* Retrace
  - 256-item history list

* Commodity
  - Full commodity interface

1.3 Installation

```
          Installation
          ============
```

```
    Just copy the whole drawer to a location in your harddrive.
    Before YAAV is run you MUST configure it by changing the tooltypes. This can be ←
        done by clicking on
the YAAV icon and then pressing RightAmiga-I.
```

1.4 ToolTypes

```
            YAAV ToolTypes
            ==============
```

```
YAAV accepts the following tooltypes to set its preferences:
```

```
    AUTODOCS=path_name    Set the directory where your Autodocs reside.
                         Default is DOCS:

    INCLUDES=path_name    Set the directory where your Includes reside.
                         Default is INCLUDE:

    FD=path_name          Set the directory where your .fd files reside.
                         Default is FD:

    FONTNAME=font_name    Set viewing font name (including the .font extension!).
                         Default is topaz.

    FONTSIZE=font_size    Set the viewing font size. Default is 8
```

1.5 Usage

```
                    YAAV Usage
            ==========
```

```
            HOTKEYS

            MENUS

            MAIN WINDOW

            VIEWER WINDOW

            EDIT DOCLIST WINDOW

            DOCLIST WINDOW
```

1.6 Hotkeys

```
              HOTKEYS

  -Iconify
     R-Amiga I

  -Show Interface
     L-alt L-shift Y
```

1.7 Menus

```
                MENUS

Project

  -Iconify
     Iconifies YAAV. Hit L-alt L-shift y to bring back.

  -About
     Brings up version information

  -Quit!
     Quits


Doc Settings

  -Edit document list
     Pops up a small window that lets you manage your document lists.

  -Select from document list
     If on, then you get a sorted list of all your Autodocs instead
     of a file requester. This list appears inside the DocList Window.

  -Use parse caching
     If on, then the parse data for each document you load will be cached to
     memory. Next time the AutoDoc is loaded it will not be re-parsed. This
     speeds up YAAV considerably when you're switching a lot between different
     AutoDocs! (i.e. I get a 2 second delay on my machine when loading
     intuition.doc. This delay goes away when caching is on).

     (NOTE: The AutoDoc itself is not saved to memory. Only the function names
     and offsets are cached)

  -Create pre-parse file
     This will load all the AutoDocs in your AutoDoc list, parse them and save
     the parse cache to a file called parse.cache. This file will be loaded and
     data transfered into the cache each time YAAV is run. (This option will
     not do anything if parse caching is off.)

  -Flush pre-parsing cache
     This causes the cache to be expunged from memory.


Extras
```

-Remake dictionary
   Selecting this will cause all your include files to be rescaned and the
   dictionary to be re-made. This can take a while....

1.8   mainwin

           MAIN WINDOW

Library Name

   Type in the name of a library/device/resource etc, without the .doc
   extension, to take a look at its function list. (ATTENTION:
   Case-Sensitive) Alternatively, click on the 'F' Button to pick a document.

Function Name

   Type in the name of a function to view (it must be in the current Autodoc)
   Alternatively, pick a function from the listview below.
 (ATTENTION: Case-Sensitive)

Cross-Reference Docs

   Enabling this feature will let you cross-reference other Autodocs and
include files from within the viewer window. If this feature is disabled then
you will only be able to hyperlink to entries in the same Autodoc

Use Dictionary

   This feature lets YAAV create a dictionary of system structures and
constants.

Then you will be able to reference any system constant/structure from within
the viewer window by simply clicking on it. The Cross-Reference feature must
be enabled for this to work.

   NOTE: With a 'standard' set of include files the dictionary
takes up around 120K of disk space.

1.9   viewerwin

            VIEWER WINDOW

 This is the window that you will be staring at most of the time. It displays the ←
    selected function
reference of the current AutoDoc. It is not just a passive window. You can click ←
   in it and do stuff
:)

```
    Retrace

       Retrace your steps in history :)


    Referencing Functions, Includes and system structures


    -It  is  possible  to  look  at  other  functions  in the Autodoc by simply
    clicking on them in the main text:

    -By enabling the  "Cross-Reference  Docs"  feature,  clicking on names of
    functions or include files within the viewer window will make YAAV
    automatically open the corresponding Autodoc and display the referenced
    function, or include file.

    -If you also have the Dictionary feature enabled, the Dictionary will be
    searched for the corresponding system structure or constant and the
    associated Include will be opened in an editor window.

    -Include  files,  however will NOT be opened within the viewer window - the
    C:ED command will be called instead.
```

1.10   editwin

```
                   EDIT DOCLIST WINDOW


This window is used to manage your collection of AutoDocs in a relatively easy way ←↩
    . (Rather like a
primitive version of the AutoDocViewer(tm) groups)

    Add Dir

    - Pops up a requester for you to select a directory. This is then scanned
    non recursively for filenames ending in .doc. No further checking is done
    when scanning directories in this way. The resulting filenames are added to
    the document list. Because YAAV uses a single path for actually reading the
    autodocs you are advised to set this to a system assign and set that one to
    all the directories in which you have AutoDocs using the ADD option of the
    assign command.


    Clear List

    - Clears the current document list


    Save List

    - Lets you save the current list.
```

```
    Load List

    - This adds the files from a previously saved list to the current one.
```

1.11 doclist

```
                DOCLIST WINDOW

This window can be used as an alternative way to select Autodocs. In order to get  ←
    to this window you
must have the Select From Document List menu option enabld. Then you can use the F ←
    gadget in the main
window to display the Document List. This will initially be empty. You can create  ←
    and modify lists
using the Edit DocList window, accessible from the Doc Settings menu.
```

1.12 Bugs

```
                    BUGS
                    ====

 Dictionary bugs
 ---------------

    -Some include file definitions are not parsed correctly by the dictionary
    creator:

        +Constructs like:
          typedef struct {
             ....
             block;
             ...
          }name;

        are not parsed. This might make it impossible to reference some structures.


        +Comments are not ignored...


    -These should be fixed for V1.00


 Not really a bug, but will be fixed
 ----------------------------------

    -Your editor must be named ED.  The only editor port that messages are sent
    to is rexx_ced. Yet another bugfix for V1.00


              Bug reports
```

```
               ===========
```

-AFAIK there are no other bugs. At least no serious ones. The program has
been tested with Enforcer and Mungwall and it appeared stable.

-Naturally, I'd appreciate it if you can find more bugs :)

-Send bug reports to olethros@geocities.com

1.13 History

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        HISTORY
        =======
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R1.26
        -Now types preceded with * will be parsed correctly by the dictionary

R1.25   */=--V0.99--=/*
        -Fixed some stuff in the dictionary. Now typedef is correctly parse.
        typedef struct{ ..block }name; is still not parsed, however.

R1.24   */=--V0.98--=/*
        -Fixed ReMake Dictionary menu item
        -Minor bugfixes

R1.23
        -If the DocViewer window was not the last opened window then mouse
        position was reported incorrectly, causing CrossReferencing to fail.

R1.22   */=--V0.97--=/*
        -Revised and cleared up source somewhat
        -Fixed minor ASL requester bugs
        -The string gadgets now get properly notified
        -The Document List gets automatically updated when a new one is
        loaded..
        -Save/Load/Clear DocList options added.

R1.21
        -Added preferences in ENV: and ENVARC:
        These currently only save the state of the menu options.
        -Minor menu bugs fixed

R1.20
        -Fixed some iconification problems.
        -When YAAV re-appears all windows open in their previous
        positions. (note that all gadgetlists are kept in mem
        while YAAV is iconified. I think that will be OK for most
        people...)

R1.19   */=--V0.96--=/*
        -Fixed bugs introduced in 1.17 and 1.18.
        -Autodoc list is now sorted alphabetically.

R1.18   */=--V0.95--=/
         -Implemented autodoc list window

R1.17
         -Created the framework for autodoc lists.

R1.16   */=--V0.94a--=/*
         -Added pre-parsing cache after a lot of trouble :)
         -Made some very minor cosmetic changes :)

R1.15
         -*Froze V0.93*
         -While writing V0.94b got some problems with my version string...
         -Made source compilation a bit more flexible, useful for bughunting.
         -Started adding more menus
         -Made the viewer window viewlist extend in the right border, changed
         the window itself to SIZEBBOTTOM.
         -Did some stuff no-one will care about :) -Fixed some potential
         bugs.

      V0.93b - Release Date: 09/12/1998

R1.14
         -Intuition deadlock caused by me trying to window attributes before
         iconifying. This only happened when wb was attempting to reset the
         workbench screen.. that fixes the last notify-iconify bug
         -Window dimensions are checked and altered if necessary before opening
         -Fixed a minor bug where repeated iconifications made the main window
         smaller and smaller.

R1.13
         -Fixed a notification bug - it now works properly
         -The asynchronous requesters plugin was not properly shutdown in the
         emergency exit code.
         -Notification was not received for fonts.prefs - Fixed

R1.12   */=--V0.93b--=/*
         -YAAV now receives notification for display-altering prefs changes.
         -Gadgets are placed more economically in the main window. R1.11
         -Program now a commodity.
         -Iconification is now bug-free. R1.10
         -Added menus.
         -Added version information. R1.09
         -Added Iconification. R1.08
         -Main window resizable.
         -Improved font-sensitivity.
         -Aesthetic bugs fixed.

R1.07   */=--V0.92b--=/*
         -Now YAAV can talk to CygnusED's AREXX's port.
         -Dictionary revised to store line numbers. R1.06
         -Support for plugins added.
         -Implemented progress bars using asynchronously

updated requesters. ↵

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    V0.91b - Release Date: 28/11/1998
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```

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R1.05    */=--V0.91b--=/*
         -Changed version number.
         -Dictionary saved in current directory. R1.04
         -Bugfix. R1.03
         -Removed redundant code and debug otput.
         -Added XREF facility. R1.02
         -Added ASL support for AutoDoc selection.
         -Made parsing of AutoDoc files more flexible. R1.01
         -Initial revision
```

1.14 TODO

```
                          TO-DO list
                  ============
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* Extension of parsing

    - The $0C code will no longer be required: parsing will be done by going
    through the Table Of Contents (so far there has only been one AutoDoc
    that did not use the $0c code: the storm_wizard.doc - so its not really
    necessary).

* Support for multiple AutoDoc locations

    - Currently only all AutoDocs must reside in a single directory, or you
    must set the tooltype to an assign and then use Assign <name> <dir> ADD
    to add more directoris to that assign. Currently using an extended assign
    is the only way to support multiple AutoDoc directories..

* Maybe change the look of the program... but in what way?

* If you can think of anything else,
            contact
             me!!!

1.15 Author

```
    Contacting the author
    =====================
```

    Email: olethros@geocities.com
    IRC: You can sometimes find me on IRCNET, channel #amycoders, nick Olethros

Please do send me your comments if you have any.

Other programs by the author

aminet:mus/edit/chrisp.lha   (very old and crap)
aminet:games/shoot/AllRox.lha (quite cool, very hard shootemup)
aminet:games/actio/wreckage.lha (racing game, new version to come soon)
aminet:mods/.... quite a few. Search for 'olethros' or 'christos' or ' ←
    dimitrakakis' to retrieve them from Aminet

Author Support
==============

If you think that this or any other of my programs is worth something then feel ←
    free to send a
cheque (above 5UKP) or cash(below 5UKP) in Pounds Sterling (UKP) - to:

Christos Dimitrakakis
12 Tangerine Close
Colchester
Essex CO4 3XE
UK