

AFD-Guide

COLLABORATORS

	<i>TITLE :</i> AFD-Guide		
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Chapter 1

AFD-Guide

1.1 AFD-Guide

A F D - G u i d e

Welcome to AFD-Guide!

This AmigaGuide® document has two major purposes:

First of all I want to give you as developers more information about AFD-COPYRIGHT.

This includes	Motivation	- Why shall you use AFD-COPYRIGHT?
	Advantages	- What is so special about AFD-COPYRIGHT?
	Rules	- How can you use AFD-COPYRIGHT?
	Credits	- Who contributed to AFD-COPYRIGHT?

Second, I want to help developers who don't know how to make AmigaGuide® documents for their own software. Therefore I collected some information by reading several guides, written by other people, to show you as much possibilities of AmigaGuide® as possible. This includes also some demos:

AmigaGuide-Demo	- short English demonstration
AmigaGuide-Demo.de	- German demo for AmigaGuide documents

1.2 AFD-Guide/Introduction to AFD-COPYRIGHT(TM)

Why shall you use AFD-COPYRIGHT?

Well, why did I release it? - While I was reading several documentations of free distributable Amiga software, I realized that there are several things I don't like. First of all, it is a waste of time to read those parts of the documentation telling me that I can copy and re-distribute the package, that there is no guarantee, and so on... Second, some documents are not so clear about what the actual status of the software is. On one hand it says it is freeware, on the other hand the author would like to receive a gift or a mail from each user. Third, most authors use their favourite text viewer as `DefaultTool` in the icons of the docs.

About 50% of these DefaultTools don't work, because I don't have the requested viewer or the path is incorrect.

Also, some users who realized these problems don't read this copyright and distribution stuff at all. Others don't understand it properly because of their limited knowledge of the English language.

Later, writing the documentation to my own FD-software, I realized that writing the copyright stuff myself is not so easy and is again a waste of time. Using a "pre-written" document would be much easier and I could use my time to improve my poor programming-abilities.

That's why I released this Standard Amiga FD-Software Copyright Note and used my contacts in the Internet to ask some people in different countries to make a translation in their language.

I hope I can stop writing stuff about © when this Guide is finished!

1.3 AFD-Guide/Advantages of AFD-COPYRIGHT(TM)

What are the Advantages of AFD-COPYRIGHT?

This Standard Copyright Note for Free Distributable Amiga Software was inspired by the Standardized Amiga Shareware Group (SASG) and by the "GNU Public Licence" (created by the Free Software Foundation). There are no relations between the SASG, the FSF and AFD-COPYRIGHT!!!

- The "GNU Public Licence" is only for software placed in the "Public Domain" and every developer has to include the source code of the programs or (s)he has to make the sources available otherwise.
- The SASG is a group of developers who want to improve the image and success of the concept of Shareware. For this aim they set some standards for the products becoming "SASG" products.

AFD-COPYRIGHT is for all kinds of FD-Software the developers want to keep the copyright of - from Freeware to Shareware!!!

You as a developer don't have to think about copyright stuff yourself, because AFD-COPYRIGHT has already been written and translated.

So you can save a lot of time for more important things, for example

- improve your product
- fix more errors
- improve the instructions to your product
- make a bike tour...

The users of your product have to read AFD-COPYRIGHT only if they haven't done so before.

The more developers include AFD-COPYRIGHT in their software package, the better for this concept of a "standard licence"!

AFD-COPYRIGHT is available in several languages via Aminet.

So you can be quite sure that the users have read it at least once and did understand it. (The number in the name of this archive corresponds to the number of languages available in this release.)

This is also a first step to "localize" software.

Currently AFD-COPYRIGHT is available/under construction in

Danish	Dutch	English	Finnish	French
German	Italian	Norwegian	Polish	Swedish

Read AFD-README to get the latest information of the status of AFD-Files in the paragraph Release Notes .

You help to set a standard for DefaultTools .

Did I convince you to use AFD-COPYRIGHT? Then have a look at the rules .

1.4 AFD-Guide/About the Rules in AFD-COPYRIGHT(TM)

If you want to include "AFD-COPYRIGHT"(TM) in your own Amiga(TM) FD-Software package you have to follow the rules stated in "AFD-COPYRIGHT"(TM), chapter 5 "DEVELOPERS INFORMATION".

In the following paragraph is further information about these rules. I hope my explanations are easy to understand.

- a. Read AFD-COPYRIGHT carefully and make sure that you agree with the whole text WITHOUT ANY EXCEPTIONS.

Chapter 1 explains the meaning of COPYRIGHT.

Chapter 2 states the rules for DISTRIBUTION of the software.

Chapter 3 is a DISCLAIMER.

Chapter 4 tells the user about the RETURN SERVICE (or EQUIVALENT) (s)he has to provide.

Chapter 5 is directed to all developers and invites them to become a member of the "AFD-Family" ;-)

Chapter 6 says that AFD-COPYRIGHT(TM) is itself COPYRIGHTED SOFTWARE!!!

- b. Use the stated DefaultTools in your icons !

- c. Include a paragraph like the following in the manual to your product:

```
-----8<-----
This software is subject to the "Standard Amiga FD-Software Copyright Note"
It is <type_of_software> as defined in paragraph 4<x>. [...]
For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
-----8<-----
```

This is probably the most important rule. In this paragraph you tell the user of your product that it is copyrighted and what the status of the package is. Future versions of AFD-COPYRIGHT will keep the idea, but improve the rules, for example more DefaultTools or more FD categories. If you think there is a category missing in chapter 4 then please contact me!

You should write your address near this paragraph. If you upload your software to Aminet you should include this paragraph in the .readme to make AFD-COPYRIGHT better known to the rest of the Amiga community.

The [...] says you can add further information here, but
DO NOT MODIFY AFD-COPYRIGHT IN ANY WAY. (see above at "Chapter 6").

- d. You have to include this file called "AFD-COPYRIGHT"(TM) (English).
If you include an AmigaGuide® hypertext documentation you can link it to this file or include the whole text in the AmigaGuide® file just as you like. Please do not add more than two translations of this file to your package. So your package doesn't get too big.

Do not forget to add at least the English version of AFD-COPYRIGHT!!!
The files AFD-README and this "AFD-Guide" are only meant to help you as developers, please do not add them to your package!

1.5 AFD-Guide/DefaultTools

About the problem with different DefaultTools

When you de-archive free distributable software you can find a lot of different DefaultTools for ASCII text files, for example

```
more,      C:More,      :c/more,      SYS:c/more,      MyDisk:c/more, ...
muchmore,  C:MuchMore, :c/muchmore,  SYS:c/muchmore,  YourCD:c/MuchMore, ...
multiview, ...
```

and so on with smore, most, less, ppmore, ... and MuchMuchMuchMore!!

The problem with this is that nobody has all these viewers, because you only need one of these to view ASCII-text files. So, what do you do now? Change all the "DefaultTools"? To much work! Make links for all the different entrys? Impossible - nobody can make enough links for all possibilities.

With AmigaGuide® hypertext files you have the choice between

```
AmigaGuide, :Utilities/AmigaGuide, SYS:Utilities/AmigaGuide
Multiview, ...
```

IFF-ILBM pictures can be displayed using

```
Display,    ... (AmigaOS 2.x)
Multiview,  ... (AmigaOS 3.0+)
Viewtek,    ...
```

It would be much better when you have only one DefaultTool for each filetype:

```
for ASCII text files:      More
for AmigaGuide® hypertext files: AmigaGuide
for IFF-ILBM pictures:    Display
for Installer scripts:    Installer
```

So each user can use the tools (s)he prefers:

More is available since AmigaOS 1.x.

AmigaGuide and Display are available since AmigaOS 2.0.

AmigaOS 3.0+ users can make links on their preferred tools. These are the links I installed on my system in the directory SYS:Utilities

```
More          -> MuchMore
AmigaGuide    -> Multiview
Display       -> Multiview
```

Here are a lot of possibilities to use the favourite tools for all users:

- AmigaOS 1.0+: Rename YourViewer More
Probably the easiest way!
- AmigaOS 2.0+: Deft II (Freeware by Lionel Vinterat)
Available on German-Disk #376, needs MUI 2.2+!
- AmigaOS 3.0+: MakeLink AmigaGuide Multiview
List generates incorrect output!
- AmigaOS 3.0+: MagicCX (function "ToolAlias") (Shareware by Kai Iske/SASG)
Costs DM 30, but has a lot of other functions!
- AmigaOS 3.0+: ExgExe (Exchange Executable) (Freeware by Stefan Hochmuth)
Available on Saar-Disk #789!

1.6 AFD-Guide/Icons

About the icons in this archive

I included two different icons in this archive. Both icons are in "MagicWB"(TM) style and 8 bitplanes deep. The AFD text icon is my own work. You can add this one to your free-distributable package!

I took the "AmigaGuide" icon from the package "RomIcons1", painted by Roman Patzner. "RomIcons" is Mailware! Roman's addresses are:

```
Roman Patzner
Maschl 91
5600 St.Johann
AUSTRIA/EUROPE      Internet:k3052e1@edvz.uni-linz.ac.at
```

("MagicWB"(TM) © 1993 by Martin Huttenloher)

1.7 AFD-Guide/People who support AFD-COPYRIGHT(TM)

Developers supporting AFD-COPYRIGHT

I know the following software to be subject to AFD-COPYRIGHT:

docs/misc	Various documents
AFD-Files	since version 1.0 (10-Dec-94) - Freeware by Dietmar Knoll ;-)
pix/icon	Icons and backdrops
ABC-Patterns	since version 1.2 (30-Dec-94) - Mailware by Dietmar Knoll
text/hyper	Hypertext tools
XPKGuide	since version 1.7 (11-Jan-95) - Mailware by Simon Dick
util/misc	Miscellaneous
Chooser	since version 1.0 (13-Jan-95) - Mailware by Simon Dick
util/cdity	Commodity type software
FTrash	since version 1.0 (01-Feb-95) - Freeware by Fionn Behrens

If you want on this list - drop me a note !

1.8 AFD-Guide/Credits

Credits

Thanks goes to all the developers who will use AFD-COPYRIGHT.

Additional thanks to Roman Patzner for the "AmigaGuide" icon .

Special thanks to all translators for their efforts and support!

Very special thanks to Osma Ahvenlampi (Finland),
Marco Musso (Italy) and
Simon Dick (United Kingdom) !

I had a little discussion with Osma about DefaultTools . I also took a lot of ideas from the copyright note in his package "TauIcons". Marco asked me about the rule for DefaultTools . From this I took the inspiration to make this Guide to tell you more about the whole concept and the rules .
Simon gave the suggestion to add the DefaultTool "Installer".

1.9 Amigaguide-Demo in German

AmigaGuide-Demo
=====

Dies ist ein AmigaGuide-Demo, das die einzelnen Schlüsselwörter des Hypertext-Formats erklären soll.

Alle Schlüsselwörter beginnen mit einem At-Sign "@" und dem Schlüsselwort DIREKT dahinter. In diesem Demo mußte ich einen Trick anwenden, um die Texte darstellen zu können. Die GROSS/klein-Schreibung ist anscheinend egal.

Format

Text

Gadget

DOS-Befehl

1.10 AmigaGuide-Demo/Steuerbefehle

Am Anfang des Dokumentes (1. Zeichen!) muß eine Kennung stehen, damit es als Hypertext-Dokument erkannt werden kann. Dazu gibt es einige Optionen:

Format des Hypertext-Dokuments ~~~~~	Zweck: ~~~~~
@DATABASE AmigaGuide.guide	AmigaGuide-Kennung
@REMARK \$VER: AFD-Guide 1.0 (15.01.1995)	optional: Bemerkungen
@REMARK Autor: Dietmar Knoll	
@INDEX Indexnode	optional: Index
@MASTER <dateiname>	optional: Quelldatei (?)
@FONT topaz.font 11	optional: Schriftart
@WORDWRAP	optional: Zeilenumbruch
@WIDTH <Breite>	optional: Textbreite

Danach folgen ein oder mehrere Textknoten.

(@-Zeichen in die ERSTE SPALTE !)

1.11 AmigaGuide-Demo/Fenstertitel zu TEXT

Text:
~~~~~

Der Text ist in Nodes (Knoten, also Seiten) aufgeteilt, die folgendes Format haben ( @-Zeichen muß in der ERSTEN SPALTE stehen! ):

|                                           |            |
|-------------------------------------------|------------|
| @Node Nodename "Fenstertitel zu Nodename" |            |
| @Prev PrevNode                            | [optional] |
| @Next NextNode                            | [optional] |
| @TOC TOCNode                              | [optional] |

... eingerückter Text ist übersichtlich ...

@EndNode

Der Hauptknoten, der als Startseite aufgerufen wird, heißt "Main"  
Daraus ergibt sich das Minimalformat des AmigaGuide@-Dokumentes:  
es besteht aus der AmigaGuide-Kennung und dem Hauptknoten.

Der Fenstertitel kann wegfallen, es wird dann der Nodename verwendet. Die Anführungszeichen sind nötig, falls der Fenstertitel Leerzeichen enthält.

Der Fenstertitel kann auch in einer eigenen Zeile stehen:

```
@Node Nodename
@Title "Fenstertitel zu Nodename"
```

Wenn @Prev und @Next weggelassen werden, wird einfach in der Reihenfolge geblättert, in der die Knoten aneinandergefügt sind.

Wenn @TOC in einem Knoten fehlt, wird "Main" als Inhaltsseite (Table Of Contents) benutzt.

Im Textknoten kann man folgende Steuerzeichen verwenden:

```
@{b} bold @{ub} ..... bold;          Fettschrift
@{u} underlined @{uu} ... underlined;  Unterstreichung
@{i} italic @{ui} ..... italic;       Kursivschrift

@{fg back} .. foreground backgroundcolor; Schriftfarbe 0
@{fg text} .. foreground textcolor; Schriftfarbe 1
@{fg shine}.. foreground shinecolor; Schriftfarbe 2
@{fg fill} .. foreground fillcolor; Schriftfarbe 3

@{bg back} .. background backgroundcolor; Schriftfarbe 0
@{bg text} .. background textcolor; Schriftfarbe 1
@{bg shine}.. background shinecolor; Schriftfarbe 2
@{bg fill} .. background fillcolor; Schriftfarbe 3
```

## 1.12 AmigaGuide-Demo/Fenstertitel zu LINK

Link (Verbindung):

~~~~~

Innerhalb des Textes kann man mit

```
@{"GadgetText" link "Nodename" [Zeilennummer]}
```

eine Verbindung zu einem anderen Textknoten (Seite) herstellen.

Die Angabe der Zeilennummer ist optional. In der englischen Anleitung habe ich Links innerhalb einer Seite verwendet.

Der Nodename kann sich auch auf ein anderes Dokument beziehen, z.B.:

```
@{"GadgetText" link "Dokument2/Nodename" [Zeilennummer]}
```

Bei reinen ASCII-Texten muß man als Nodename "Main" verwenden.

Der Nodename kann zusätzlich "in Anführungszeichen" gesetzt werden.

Ungültige Nodennamen werden ignoriert.

1.13 AmigaGuide-Demo/Fenstertitel zu SYSTEM

System (Systembefehl):

~~~~~

Innerhalb des Textes kann man mit

```
@{"GadgetText" system "Befehl"}
```

einen AmigaDOS-Befehl (CLI-Befehl) aufrufen. Dabei wird das AmigaGuide-Dokument nicht verlassen.

Beispiel: @{" Öffne eine neue Shell " system "Run NewCLI"}

```
====> Öffne eine neue Shell
```

## 1.14 AmigaGuide-Demo

```
AmigaGuide-Demo
=====
```

This is an AmigaGuide demonstration written to explain the single keywords of this hypertext document format (short english version, please read the full source of this AmigaGuide@ file using an ASCII viewer or editor).

All keywords begin with an at-sign "@" and the keyword DIRECTLY behind it, i.e. NO BLANK behind the "@"!!! (I had to use a trick to show the @ below). The case (UPPER/lower) of the keyword seems to have no meaning.

Format

Text

Gadgets for Links and DOS-Commands

Format: At the beginning of the document (1st sign!) has to be a keyword to tell the viewer program it is an AmigaGuide@ hypertext document!

| Keyword of the hypertext dokument<br>~~~~~ | Meaning:<br>~~~~~        |
|--------------------------------------------|--------------------------|
| @DATABASE AFD-Guide                        | AmigaGuide@-Keyword      |
| @REMARK \$VER: AFD-Guide 1.0 (15.01.1995)  | optional: some remarks   |
| @REMARK Author: Dietmar Knoll              |                          |
| @INDEX Indexnode                           | optional: index          |
| @MASTER <filename>                         | optional: sourcefile (?) |
| @FONT topaz.font 11                        | optional: font           |
| @WORDWRAP                                  | optional: sic!           |
| @WIDTH <width>                             | optional: text width     |

( The @-sign has to be in the first column of the line! )

After this there follow one or more textnodes ...

Textnodes:

The text is divided in nodes (pages), which have the following format:

```
@Node Nodename "window title of nodename"
@Prev PrevNode [optional]
@Next NextNode [optional]
@TOC TOCNode [optional]
```

... indented text is easier to edit ...

```
@EndNode
```

( The @-sign has to be in the first column of the line! )

The node named "main" will be shown first!

If you leave away the window title, AmigaGuide@ will use the nodename.

The "emphasis" is needed, if the window title contains blanks (" ").

The window title can be placed in a new line, using:

```
@Node Nodename
@Title "window title of nodename"
```

@Prev and @Next will change the behavior of "browsing". Without this, you can browse the nodes as they are joined together in the document. If @TOC is missing, "main" will be used as "Table Of Contents".

Inside the textnode you can use the following control codes:

```
@{b} bold @{ub} ..... bold
@{u} underlined @{uu} ... underlined
@{i} italic @{ui} ..... italic
```

```
@{fg back} .. foreground backgroundcolor; font in color 0
@{fg text} .. foreground textcolor; font in color 1
@{fg shine}.. foreground shinecolor; font in color 2
@{fg fill} .. foreground fillcolor; font in color 3
```

```
@{bg back} .. background backgroundcolor; background in color 0
@{bg text} .. background textcolor; background in color 1
@{bg shine}.. background shinecolor; background in color 2
@{bg fill} .. background fillcolor; background in color 3
```

GADGETS

-----

Link: inside the text you can make a link to another node using:

```
@{"GadgetText" link "Nodename" [LineNumber]}
```

The LineNumber is optional. In this node I made links to different lines!

The Nodename can be in another document:

```
@{"GadgetText" link "Document2/Nodename"}
```

For plain ASCII texts one has to use "Main" as Nodename.

The nodename may be "emphasized".

Bad Nodenames will be ignored.

System Command: You can execute an AmigaOS command from inside AmigaGuide without leaving the help file using:

```
@{"GadgetText" system "command"}
```

Example: @{" Open a new shell " system "Run NewCLI"}

```
==> Open a new shell
```

## 1.15 My contribution to the World Wide Web

My contribution to the World Wide Web:

~~~~~

The World Wide Web is a hypertext-based information system on the Internet. It combines hyperlinks like AmigaGuide® but also includes pictures and sounds, even MPEG videos! The web-browsers Mosaic and Lynx can use HTTP, FTP, Gopher and other transfer protocols in one system!

If you have access to the Internet you can enter the World Wide Web (WWW) with Amiga Mosaic (Amiga Mosaic is Freeware and available on the Aminet). The information in the WWW is addressed by a Uniform Resource Locator (URL).

The URL of my WWW-homepage is: <http://namu19.gwdg.de/knoll>

From there you can access my

"Geographical Amiga Users Home Page Internet List" (GAUHPIL)

Currently (17.02.1995) the list contains links to homepages of 200 Amiga users in 20 countries from A (Australia, Austria) to U (U.K., U.S.A.). Please try it out! Greetings to all web-surfers!

1.16 AFD-Guide/Index

Advantages	- What is so special about AFD-COPYRIGHT?
AFD-README	- .readme file for the Aminet
AFD-COPYRIGHT	- English version
AFD-COPYRIGHT.de	- German version
AFD-COPYRIGHT.dk	- Danish version
AFD-COPYRIGHT.fi	- Finnish version
AFD-COPYRIGHT.fr	- French version
AFD-COPYRIGHT.it	- Italian version
AFD-COPYRIGHT.nl	- Dutch version
AFD-COPYRIGHT.no	- Norwegian version
AFD-COPYRIGHT.pl	- Polish version
AFD-COPYRIGHT.se	- Swedish version
AmigaGuide-Demo	- English Demo for AmigaGuide Docs
AmigaGuide-Demo.de	- German Demo for AmigaGuide Docs

Credits	- People who contributed to AFD-COPYRIGHT
Developers	- People who support AFD-COPYRIGHT
DefaultTools	- a new standard
GAUHPIL	- My contribution to the World Wide Web
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