smgmw

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COLLABORATORS			

	TITLE : smgmw		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Contents

Chapter 1

smgmw

1.1 Index

```
(¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)

        v0.26
© 1997/98 David Lidström
```

```
What is this??

DISCLAIMER

Postcardware

Author

Thanks & credits

Help sytem

Function help

Windows

Menus

ARexx support

Requirements

Icon-drawing ppl, click here
The archive may not be passed on in a modified state.
```

1.2 Icons for SMGMW

```
    (¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


           (_.·'¯ Icons for SMGMW ¯`·._)
```

Me myself is a rather lousy icon-drawer, the MWB icons
in the archive are not made by myself!

If you'd like to draw icons to Smgmw; MWB, 4-cols and
NewIcons – then please do so and send them to me :)

All good looking icons will be included, and your name
will be in the docs and in the programs "About".

 :)

Tons of thank you's :)

1.3   What is this?

```
              (¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


          (_.·'¯ What is this? ¯`·._)
```

Content:


```
       1
       The name

       2
       What's so good about this GUI?
```


The name

  Showmodule GUI Mega Webber – what a ridiculous name!!!

  Well, I shall give you a brief name-explanation first!!

  In the beginning there was no shell for Showmodule,
  this annoyed me a little... Cuz' it was no fun to
  write a command line with path and stuff all the time!!

  So, I made misc scripts (no GUI, though) to make the
  Showmodule life simpler!

  After a while I learned how to use gadtools, so then I
  made my first Showmodule GUI (as I called it back then).

I made several versions (you can get those + sources
at the smgmw homepage). Many times I gave up, and began yet
another version... With new design etc. So the source was
named showmodulegui.e, and I didn't want to delete it... so
I saved the new source as "showmoduleguim.e", where the "m"
character just was a... letter to separate the names!!!

Then I took that "m" and made it into "Mega"!!!

And when I added the "links" function, I also added
the Webber part to the name!!

What is so good about this GUI??

  The GUI is (as you might have noticed?) divided into
  two listviews (and some other gadgets..).

  The left contains what I like to call anchors!
  These are stuff like OBJECTS, LIBRARY, CONST,
  DEFINE and DEF variables.

  This will make it easier to find the anchor
  you're looking for since you get all of them
  in a list, not seing the anchor contents.

  When you press an anchor, its content will be
  listed in the right listview. :)

  The active line can also be copied into the clipboard
  by a simple key-combination or a quick menu visit.

  And do not forget the fact that you can search for
  variables in the module too!!

  links links links LINKS links links links

  Another thing is the "Links" function.
  If you press a string in the right listview
  you can be linked to an other module!!

  Let's say you press:
    (90)   windowport:PTR TO mp

  Then the module 'exec/ports.m' will be loaded into the
  program, and the "OBJECT mp" anchor will be visible.

  The links are of course editable, so that you can make
  whatever links you want!!

  aliases alises aliases ALIASES alises aliases aliases

  You can for example write "i/i", and the module
  emodules:intuition/intuition.m will be loaded!!!

Also the aliases are editable.

1.4 Requirements

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ Requirements ¯`·._)

· AmigaE
  Ain't no use to have this prog unless you have
  AmigaE installed!!

· asl.library (optional)
  If not found, the browse function will be disabled

· locale.library (optional)
  If it doesn't exist, or if you have OS<2.1 then
  the internal English language will be used

· amigaguide.library (optional)
  If you want to use the online-language-sensitive-help system
  and the Function-help system.

· diskfont.library
· gadtools.library
· icon.library
· reqtools.library

1.5 arexx

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX ¯`·._)

If RC ever should be 5, then the command failed
or was not recognized.

commands:

BACK

BROWSE

FORWARD

```
              GET

              HELP

              HOTLIST

              ICONIFY

              LINK

              LOADMODULE

              QUIT

              SAVE
                 AREXX scripts included:

        ARexx/showmodule4.ged
```

1.6 The Help System

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


         (_.·'¯ The Help System ¯`·._)

       The built in help system
```

Pressing HELP in any window will bring up the
amigaguide help for that specific window.

Smgmw checks what language you use, and searches
for the documentation with the same name.

Smgmw checkes the name used by locale.

This is what AmigaGuide documentation names should be
in several languages:


```
Docs/
    Dansk.guide
    Deutch.guide
    English.guide
    Español.guide
    Français.guide
    Italiano.guide
    Nederlands.guide
    Norsk.guide
    Portugês.guide
    Svenska.guide
```

  (The shining names means that the document exist)

If the guide is not found, the english.guide will be
used as default.

By choosing About in the Project menu, you will see what
documentation is used.

1.7 Function help

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

            (_.·'¯ Function help ¯`·._)

This is a nice feature that at least I really like...

When you open a LIBRARY module, like emdoules:asl.m, you
can see a lot of fun library functions. Well, you say,
how fun if I knew how those functions worked...

For I tell you; just click on the confusing function
followed by the HELP key. An AmigaGuide file will load
and tell you how to use the function. If the help file is
found!!

Where should these help files be located?

– They must be in th Help/ dir in the program directory.
  This I might make changeable in a future version.
  And their name shall be as the module, but ".m" should
  be ".guide"

  Like, if you load the module "emodules:asl.m" the Guide name
  shall be

    Help/asl.guide

  And if the function is AllocAslRequest() the nodes name
  in the Gudie file is "allocaslrequest".

– How do you know there's a help file when you load a module?

– When the module is loaded, an no anchor is choosen, some information
  about the module will be visible in the right listview. If the line
  "Help guide exists" is there then the Help guide is there as well!

 Included help guides:
    asl.guide
    dos.guide
    exec.guide
    gadtools.guide
    graphics.guide

```
    intuition.guide
```

1.8 Thanks & credits

```
   (¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)


          (_.·’¯ Thanks to ¯`·._)
```

```
 o Chris Perver
   For the progresswindow.
   It’s available at Aminet: dev/e/Chris_emods.lha

 o Eric Sauvageau and Tomasz Korolczuk
   On the Amiga E mailing-list for the help with AmigaDOS
   Wildcards.
```

1.9 DISCLAIMER

```
   (¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)


          (_.·’¯ DISCLAIMER  ¯`·._)



   If anything on your computer screws up,
   I am not to blame for it!
      No matter what!

   The program was released without any known
   bugs.
```

1.10 ARexx Back

```
   (¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)


          (_.·’¯ AREXX / Back ¯`·._)

       Simply goes back in the history list.

  BACK

   Arguments:
            None
```

1.11 ARexx Browse

(¯`··._.·' Showmodule GUI Mega Webber `··._.·'¯)

(_.·'¯ AREXX / Browse ¯`··._)

Brings up a filerequester

BROWSE [path]

Arguments:
· [path]
An optional argument in case you wish
to change the initial path of the
filerequester.

1.12 ARexx Forward

(¯`··._.·' Showmodule GUI Mega Webber `··._.·'¯)

(_.·'¯ AREXX / Forward ¯`··._)

Simply goes forward in the history list.

FORWARD

Arguments:
None

1.13 ARexx Help

(¯`··._.·' Showmodule GUI Mega Webber `··._.·'¯)

(_.·'¯ AREXX / Help ¯`··._)

Opens the Help Guide

HELP

RETURNS
Nothing....

1.14 ARexx Get

                    (¯`·._..·' Showmodule GUI Mega Webber `·._..·'¯)

            (_.·'¯ AREXX / Get ¯`·._)

      Extract different data from the program

 GET arg

   Arguments:
          · arg
           This could be some of the following:

              o
               BROWSE_GAD
                           o
               CLIPBOARD
                           o
               ENTERSEARCH
                           o
               FILENAME_GAD
                           o
               FONT
                           o
               FONTMODE
                           o
               HISTORY
                           o
               HISTORY_NO
                           o
               HISTORY_GAD
                           o
               HOTLIST_GAD
                           o
               ICONIFIED
                           o
               ICONIFYCLOSE
                           o
               ICONNAME
                           o
               ICONX
                           o
               ICONY
                           o
               ISLOADED
                           o
               LV_LEFT
                           o
               LV_RIGHT
                           o
               LV_LINES
                           o
               MODULENAME
                           o

```
                      PROGRESSWINDOW
                                    o
                      SAVE_GAD
                                    o
                      SCREEN
                                    o
                      SEARCH_GAD
                                    o
                      SHOWMODULE
                                    o
                      SORT
                                    o
                      TEXT_GAD
                                    o
                      USE_GAD
                                    o
                      VERSION
```

1.15 ARexx Get Iconified

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

   (_.·'¯ AREXX / Get Iconified ¯`·._)

    Is the program currently iconified

GET ICONIFIED

    RETURNS
       RC=1 if iconified
       RC=0 if not iconified

1.16 ARexx Get Screen

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

      (_.·'¯ AREXX / Get Screen ¯`·._)

       Get the name of the pubscreen

GET SCREEN

    RETURNS
       The pubscreen name in RESULT

1.17 ARexx Get Clipboard

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

        (_.·'¯ AREXX / Get Clipboard ¯`·._)

     Read data from clipboard

GET CLIPBOARD unit

    Arguments:
        · unit
          The clipboard unit you wish to read from

    RETURNS
        IF RC=0 then success
        IF RC=1 then failure

        RESULT contains the read clipboard string

1.18 ARexx Get Modulename

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

        (_.·'¯ AREXX / Get Modulename ¯`·._)

            Get the current modulename

GET MODULENAME

    RETURNS
        RC=0 if filename length is > 0
        RC=1 if not

        RESULT contains the filename

1.19 ARexx Get Isloaded

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

        (_.·'¯ AREXX / Get Isloaded ¯`·._)

      Is any module successfully loaded?

GET ISLOADED

    RETURNS
        RC=1 if any module is currently loaded
        RC=0 if no module is loaded

1.20 ARexx Get Font

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


        (_..·'¯ AREXX / Get Font ¯`·._)

      What's the name of the font?

GET FONT

    RETURNS
        RC=0 if success
        RC=1 if failure

        The font name and size in RESULT
```

1.21 ARexx Get Fontmode

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


        (_..·'¯ AREXX / Get Fontmode ¯`·._)

              Use screenfont?

GET FONTMODE

    RETURNS
        RC=0 if screenfont is used
        RC=1 if screenfont is not used

        The font name and size in RESULT
```

1.22 ARexx Get History

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


        (_..·'¯ AREXX / Get History ¯`·._)

          Is history mode enabled?

GET HISTORY

    RETURNS
        RC=0 if History is not enabled
        RC=1 if History is enabled
```

1.23 ARexx Get History_no

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX / Get History_no ¯`·._)

How long is the history list?

GET HISTORY_NO

RETURNS
RC=history number

1.24 ARexx Get Version

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX / Get Version ¯`·._)

Get the program version

GET VERSION

RETURNS
RESULT=program version

1.25 ARexx Get Entersearch

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX / Get Entersearch ¯`·._)

Is the 'enter = search' function active

GET ENTERSEARCH

RETURNS
RC=0 if not active
RC=1 if active

1.26 ARexx Get Progresswindow

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX / Get Progresswindow ¯`·._)

```
                    Use progresswindows?

   GET PROGRESSWINDOW

       RETURNS
          RC=0 if progresswindow is not used
          RC=1 if pregresswindow is used
```

1.27   ARexx Get Sort

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


         (_.·'¯ AREXX / Get Sort ¯`·._)

                 Sort CONST data?

   GET SORT

       RETURNS
          RC=0 if sort is inactive
          RC=1 if sort is active
```

1.28   ARexx Get Iconifyclose

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


       (_.·'¯ AREXX / Get Iconifyclose ¯`·._)

 Will program iconify when you close the main window?

   GET ICONIFYCLOSE

       RETURNS
          RC=0 if not active
          RC=1 if active
```

1.29   ARexx Get Showmodule

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


         (_.·'¯ AREXX / Get Showmodule ¯`·._)

           Get the path of Showmodule

   GET SHOWMODULE
```

```
RETURNS
    RC=0 if success

    RESULT = path (if success)
```

1.30 ARexx Get Iconname

(¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)

        (_.·’¯ AREXX / Get Iconname ¯`·._)

         Get the name of the Appicon

GET ICONNAME

```
    RETURNS
        RC=0 if success

        RESULT = name (if success)
```

1.31 ARexx Get Iconx

(¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)

        (_.·’¯ AREXX / Get Iconx ¯`·._)

      The horizontal position of Appicon

GET ICONX

```
    RETURNS
        RC=horizontal position
```

1.32 ARexx Get Icony

(¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)

        (_.·’¯ AREXX / Get Icony ¯`·._)

      The vertical position of Appicon

GET ICONY

```
    RETURNS
        RC=vertical position
```

1.33 ARexx Get Use_gad

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_..·'¯ AREXX / Get Use_gad ¯`·._)

Is the 'view gadgets' option used?

GET USE_GAD

RETURNS
RC=1 if the option is used
RC=0 if it ain't used

1.34 ARexx Get History_gad

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_..·'¯ AREXX / Get History_gad ¯`·._)

Is the Forward/Back gadget viewed?

GET HISTORY_GAD

RETURNS
RC=1 if the option is used
RC=0 if it ain't used

1.35 ARexx Get Hotlist_gad

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_..·'¯ AREXX / Get Hotlist_gad ¯`·._)

View the Hotlist gadget?

GET HOTLIST_GAD

RETURNS
RC=1 if the option is used
RC=0 if it ain't used

1.36 ARexx Get Browse_gad

(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

```
        (_..•'¯ AREXX / Get Browse_gad ¯`•._)

            View the Browse gadget?

GET BROWSE_GAD

    RETURNS
        RC=1 if the option is used
        RC=0 if it ain't used
```

1.37 ARexx Get Search_gad

```
(¯`•._.•' Showmodule GUI Mega Webber `•._.•'¯)


        (_..•'¯ AREXX / Get Search_gad ¯`•._)

                View the Search gadget?

GET SEARCH_GAD

    RETURNS
        RC=1 if the option is used
        RC=0 if it ain't used
```

1.38 ARexx Get Save_gad

```
(¯`•._.•' Showmodule GUI Mega Webber `•._.•'¯)


        (_..•'¯ AREXX / Get Save_gad ¯`•._)

                View the Save gadget?

GET SAVE_GAD

    RETURNS
        RC=1 if the option is used
        RC=0 if it ain't used
```

1.39 ARexx Get Filename_gad

```
(¯`•._.•' Showmodule GUI Mega Webber `•._.•'¯)


        (_..•'¯ AREXX / Get Filename_gad ¯`•._)

                View the Filename string?
```

```
GET FILENAME_GAD

    RETURNS
        RC=1 if the option is used
        RC=0 if it ain't used
```

1.40 ARexx Get Text_gad

```
(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)


        (_.·'¯ AREXX / Get Text_gad ¯`·._)

            View the information string?

GET TEXT_GAD

    RETURNS
        RC=1 if the option is used
        RC=0 if it ain't used
```

1.41 ARexx Get Lv_lines

```
(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)


        (_.·'¯ AREXX / Get lv_lines ¯`·._)

            How many lines in listview?

GET LV_LINES

    RETURNS
        RC = # listview lines
```

1.42 ARexx Get lv_left

```
(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)


        (_.·'¯ AREXX / Lv_left ¯`·._)

How many pixels is added to the left listview width?

GET LV_LEFT

    RETURNS
        RC = # pixels
```

1.43   ARexx Get lv_right

(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX / Lv_right ¯`·._)

How many pixels is added to the right listview width?

    GET LV_RIGHT

        RETURNS
            RC = # pixels

1.44   Arexx Link

(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX / Link ¯`·._)

                Handle the links

    LINK args

        args can be:

            o SAVE
              Saves the link-list

            o OPEN
              Open the links-window

            o CLOSE
              Close the links-window

1.45   Arexx Hotlist

(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ AREXX / Hotlist ¯`·._)

                Handle the hotlist

    HOTLIST args

        args can be:

            o ADD

```
        Add the current module to the hotlist

        RETURNS
          RC=0 if success
          RC=1 if an error occurs (i.e no module loaded)


    o SAVE
      Saves the hotlist

      RETURNS
        RC = 0 if success
        RC = 1 if failure

    o OPEN
      Open the hotlist window


    o CLOSE
      Close the hotlist-window


    o EDIT [CLOSE]

      Opens the edit-hotlist window

      If CLOSE argument is used,
      the window will be closed
```

1.46 ARexx Iconify

```
(¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


      (_.·'¯ AREXX / Iconify ¯`·._)

       Iconify / Uniconify program

ICONIFY  mode

    Arguments:
        · mode  can be ENABLE or DISABLE.
          ENABLE  = Iconify
          DISABLE = Uniconify


    RETURNS
        RC=1 if success
        RC=0 if failure
```

1.47 ARexx Loadmodule

(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)

        (_.·'¯ AREXX / Loadmodule ¯`·._)

         Load a module into the program

LOADMODULE module [anchor]

     Arguments:
          · module
             This is the modulename.
             Aliases can be used.
             If any spaces in the name,
             please use quotes.

          · anchor
             An optional agrument.
             If you wish to start at a
             special anchor in the module.

     EXAMPLE:
         Let's load dos/dos.m, and go to the
         datestamp object.

         'LOADMODULE dos/dos "OBJECT datestamp"'

     RETURNS
         RC=0 if success
         RC=1 if failure

1.48 ARexx Save

(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)

        (_.·'¯ AREXX / Save ¯`·._)

              Save management

SAVE mode [filename] [FORCE]

     Arguments:
          · mode
            This could be either
            o TEXT to save plain text or
            o AMIGAGUIDE to save as a amigaguide document.
            o OPEN to open the Save window
            o CLOSE to close the save window

          · filename

                    This is the name you wish to save it as.
                    If leaved out; a filerequester will ask
                    you for the path.

              · FORCE
                If this argument is used, you will not be able
                to confirm overwriting files.

          RETURNS
              RC=0 if success
              RC=1 if failure

1.49 ARexx QUIT

   (¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

                (_.·'¯ AREXX / QUIT ¯`·._)

                    Exits the program

   QUIT

1.50 Script: ARexx/showmodule4.ged

   (¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

           (_.·' Included ARexx script ¯`·._)

     NAME: showmodule4.ged
MADE FOR: GoldEd 4+
  AUTHOR: David Lidström <david.lidstrom@home.se>

Place the GoldEd cursor on a the first ' character
in a MODULE string, like this:

MODULE 'intuition/intuition'

Then execute the ARexx script.

If the program is running, the module will be loaded
into it.

1.51 Author

```
           (¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)


                    (_.·’¯ AUTHOR ¯`·._)
```

If you by some reason would like to say something to me.
This is how you should do:

Spider Mail: David Lidström <david.lidstrom@home.se>
 Snail Mail:
            David Lidström
            Marsvägen 2
            64233 FLEN
            SWEDEN

For latest smgmw news:
http://hem1.passagen.se/noamon/amiga/smgmw.htm

1.52 Postcard ware

```
                    (¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)


                  (_.·’¯ POSTCARDWARE ¯`·._)
```

If you like this program it’d be nice of you
to send me a postcard from where you are!!!

I will problably make a list of users on the
homapage, and also in the future manuals.

So if you send me a postcard, you will be added
to the list (if you want to) and other users
will be able to get to know you.

The postcard shall not be a "electronic" one,
but a real one! You can find my address at
the
                author
                 part in this manual.

And since I love getting postcards, this will be
the only way to get on the list :)

1.53 Windows

```
                    (¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)
```

```
                              (_..•’¯ WINDOWS ¯`•._)


                                    Prefs:

                     Main

                     Screen/Font

                     Save

                     GUI/Windows

                     Search

                     Misc

                     Hotlist

                     Edit hotlist

                     Edit links
```

1.54 Menus

```
                        (¯`•._..•’ Showmodule GUI Mega Webber `•._..•’¯)


                        (_..•’¯ MENUS ¯`•._)

Project
 About          - Shows info about the program in the right listview
 ------
 Iconify        - Iconifies the program
 ------
Edit
 »
                  Preferences
                   »
                  Hotlist
                   »
                  Links
                  Save
 »  Preferences  - Save the preferences to the file smgmw.prefs
 »  Hotlist      - Save the Hotlist to the file smgmw.hotlist
 »  Links        - Save the links to the file smgmw.links
 »  AmigaGuide   - Export the module as an AmigaGuide database
 »  Text         - Export the module as a text file
 ------
 Quit          - Exits the program


Module
```

```
  Browse   - Browse after a module
  Forward  - Go a step forward in the history list
  Back     - Go a step back in the history list



            Hotlist
             Add to hotlist    - Add current module to the hotlist
  Copy active line  - Copy the active line to the clipboard


 Search


            Find
             Next        - Find the next occurence
  Previous  - Find the previous occurence

 Links
  Follow link  - Checks if the selected node is a link to another module
  Create link  - Adds a link, and copies the current node to the link pattern


            Edit...
```

1.55 Main window

                    (¯`·._.·’ Showmodule GUI Mega Webber `·._.·’¯)

                    (_.·’¯ Main window ¯`·._)

The main window mainly contents is the two listviews.
The left one contains the module "anchors"; these are
stuff like OBJECT, DEF, CONST, LIBRARY and so on...

By pressing an anchor, its content will be listed in the
right listview.

If choosen; smgmw will check for a link if a node in the
right listview is choosen.

The mainwindow is an Appwindow; you can drop icons on the
window to load the file.

Gadgets:
     Back
    Forward
        These enables you to navigate though
        the history list.

    Hotlist
        Opens the
                hotlist

```
                    window

        Search
           Opens the
                    search
                     window

         Save
           Opens the
                    save
                     window

        Browse
           Opens a filerequester, and asks for a module.


      String-gadget
           This contains the module filename.


   Text gadget
        Whatever this contains, its content will be
        copied to the clipboard when you use the
        'Copy Active Line' function
```

1.56 Save window

```
    (¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)


                 (_.·'¯ Save window ¯`·._)
```

From this window you can save everything that can be saved
in the program.

```
Gadgets:
     Preferences
        Save the preferences to the file smgmw.prefs

       Hotlist
        Save the hotlist to the file smgmw.hotlist

        Links
        Save the links to the file smgmw.links

     AmigaGuide
        Exports the current module to an AmigaGuide database

        Text
        Exports the current module to a text file
```

1.57 Search window

(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ Search window ¯`·._)

The search window allows you to find specific keywords
in the module.

Gadgets:
    Ignore case
       Shall the search be case sensitive?

    Pattern
       The search pattern. AmigaDOS Wildcards are supported.
       I.e. #?ARRAY#?

    Status gadget
       This contains information about your current search operation

     Find
      Find a new pattern

     Next
      Find the next occurence

    Previous
       Find the previous occurence

1.58 Hotlist window

(¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)

(_.·'¯ Hotlist window ¯`·._)

The hotlist should contains your mostly used modules,
so that you can easily load them when you need to check
them out.

Gadgets:
    Listview
       Contains your favorite modules

    Edit...
       Opens the
                Edit hotlist
                 window so that
       you can modify the hotlist.

1.59   Edit Hotlist window

```
                    (¯`·._..·' Showmodule GUI Mega Webber `·._..·'¯)


            (_..·'¯ Edit Hotlist window ¯`·._)
```

This is where you edit the hotlist. This is also the place
where you create aliases for your modules.

Gadgets:
    Listview
        Contains the hotlist data
        Name   Alias   Path

    Name
        The name of the module; the one that is viewed in the
                 hotlist
                  window

    Alias
        The alias for the module.
        If your alias is "i/i" then smgmw will first look for the file i/i.m
        and if it's not found it will search the aliases. So you cannot make
        an "asl" alias for the "libraries/asl" file. Since "asl.m" is in the
        emodules: directory.

    Path
        The path of the e-module

     Add
        Add a node to the hotlist

    Remove
        Remove the selected node from the hotlist

     Sort
        Sort the hotlist - sorts it case-insensitive by the Name

    Browse
        Brings up a filerequester so that you can choose module

1.60   Edit Links window

```
                    (¯`·._..·' Showmodule GUI Mega Webber `·._..·'¯)


            (_..·'¯ Edit Links window ¯`·._)
```

This is the links part; the reason for why the program
is partially named "Webber".

When you click a node in the anchor contents (right listview)
in the
                  main
                   window, smgmw will compare the
choosen node with the link patterns. If they match, smgmw will
load the module the node is linked to and jump to the choosen
anchor.

Gadgets:
    Listview
       Contains the link patterns.

     Add
       Add a link

    Remove
       Remove the selected link from the list

      Up
       Moves the selected link one step up

     Down
       Moves the selected link one step down

    Pattern
       The pattern of the link. Amiga DOS Wildcards are supported.

    Module
       The module smgmw should load if the pattern match.
       You can use
               aliases
               if you like.

    Anchor
       The name of the anchor that should be viewed when
       the module has been loaded.
           For example: OBJECT window

1.61 Preferences

                        (¯`·._.·´ Showmodule GUI Mega Webber `·._.·´¯)

            (_.·´¯ Preferences ¯`·._)

When choosing Preferences from the menu, the right
list will change it contents. If you choose it again
the original content will be shown.

Lister contents:

                Screen/Font

```
                    GUI/Windows

                    Misc
```

1.62 Prefs: Screen/Font

```
   (¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)


            (_.·'¯ Screen/Font ¯`·._)
```

This is where you choose screen and font for the GUI Shell.

```
Gadgets:
    Public screens
       A list of currently opened public screens.

    String
       The name of the screen

    Modes:

    o  Frontmost - Makes Smgmw open on the frontmost screen

    o  Pubscreen - Opens the GUI on the default Pubscreen

    o  Workbench - Opens the GUI on the Workbench screen

    o  Other     - Choose a screen in the list, or write
                   a screenname in the string gadget


    Font:

    o  Screenfont - Smgmw will use the font of the screen it's opened upon
    o  Other     - Choose your own font
       Browse    - Pick font

    Apply
       Makes the changes you have done to the GUI.
```

1.63 Prefs: GUI/Windows

```
   (¯`··._.·' Showmodule GUI Mega Webber `·._.·'¯)


            (_.·'¯ GUI/Windows ¯`·._)
```

Here you can modify windows behavior, and choose
which gadgets shall be shown in the main window

Gadgets:
     View Gadgets
       This will disable all gadgets in the main window but
       the infobar. To remove that you will have to un-check
       it's checkbox.

   The following gadgets enables/disables separate
   gadgets in the main window.

           History
           Hotlist
           Browse
           Search
           Save
           Filename
           Infobar

   Windows
           Activate windows
            Shall the windows be activated as they are opened?

           Close hotlist
            Close the hotlist window after picking a module?

       Listview lines
           The number of listview lines in the main window.

        Listview sized (l/r)
           These two sliders makes it able to add the width
           on the listview gadgets in the main window.

           The sliders no will be added to the listviews
           default widths which is:

            left: 120
           right: 200

     Apply
       Makes the changes you have done to the GUI.

1.64 Prefs: Misc

     (¯`·._.·' Showmodule GUI Mega Webber `·._.·'¯)

                 (_.·'¯ Misc ¯`·._)

Miscelleanous preferences.

Gadgets:

   Miscelleanous:

     Enable history
      Use the history function?

     Enter = Search
      If disabled; you will have to press "Find" in the
      search window.

     Progresswindow
      Use the progresswindows while loading?

     Sort CONST
      Sort the CONST variables?

     Autofollow link
      When pressing a node in the anchor contents
      (right listview), shall smgmw check if it is
      a link as you press – or wait for user to
      choose "Follow Link" from the "Links" menu?

     Close = Iconify
      Close the main window will iconify the program

   Showmodule
     This is the path of the Showmodule command.

     Browse
     Allows you to pick the Showmodule command through
     a filerequester.

   Iconification:

      Iconified at start
       Shall the program start iconified?

    Name
      The name of the icon when program is iconified.

     Location (x/y)
      The icon posision
      Horizonal, vertical