

**HX**

Chris Quigley

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	<i>TITLE :</i> HX		
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**REVISION HISTORY**

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# Chapter 1

## HX

### 1.1 HX Documentation

HX v1.21

By Chris Quigley  
20th Sept, 1996

What is HX?  
System Requirements  
Usage  
Legal Stuff  
History  
To Do  
Know Bugs  
Contacting the author

### 1.2 What is HX?

HX is an easy to use GUI for UUhx by Adam Dawes.

### 1.3 System requirements

HX should work on any Amiga running kickstart 2.04 or greater.  
You will also require UUhx 1.01. The archiver programs LhA and LZX are also required if you plan to use the archive option.  
UUhx requires that these files be in the same directory.

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## 1.4 Using HX

The GUI itself is fairly straight forward, you should not have any problems using it. It supports multiselects for decode infiles, and encode infiles when archiving is enabled.

Buttons

Text Entry fields

ToolTypes

## 1.5 Legal stuff

I won't accept responsibility for any damage done to your system or data lost, directly or indirectly, as a result from using this program or any of its associated files. You use the program entirely at your own risk. Of course if you \*do\* experience problems then I'll do what I can to sort them out, and please let me know so that I can try to cure them in a future release. It has been tested and seems to work OK on an A4000 (3.0) and an A500 (2.04).

HX and its associated files are not public domain. They may be distributed freely as long as no charge is imposed. They may not be included within any commercial package without expressed written permission from the author, the exceptions from this are the AmiNet CDs and Fred Fish's collections. HX may only be distributed if all files contained within the original archive are present.

## 1.6 History

v1.1 12/95

Initial release, didn't last long.

v1.2 2/96

Fixed bug in LZX.  
Added multiselect support.

v1.2.1 9/96

Added ToolTypes: DEFAULTDIN, PUBSCREEN, PATTERN, ZLEFT, ZTOP, ICONIFY.  
Added Zoom gadget.  
Changed file name handling, for the better I hope.

## 1.7 Things to do

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To do: You tell me!

## 1.8 Contacting the author

If you like HX, have found a bug, or have suggestions for its future, please contact me! I can be contacted via electronic mail.

cquigley@ra.isisnet.com

## 1.9 Buttons

Decode - You plan to decode a file(s).

Encode - You plan to encode a file(s).

Infile - Opens a requester for selecting the file(s) to be worked on.

Outfile - Opens a requester for selecting the output file.

Archive - Enables use of selected Archiver.

Archiver - Selects the Archiver to be used when the Archive button is selected.

Do It - Performs the selected operation.

## 1.10 Text Entry Fields

Infile - Enter the file name to be worked on directly.

Outfile - Enter the output file name directly.

Note: Hit Enter after entering text.

## 1.11 Tool Types

DEFAULTDIN - Sets the default infile path.

PUBSCREEN - Sets the Public Screen to open HX on, the default is Workbench.

PATTERN - Sets the pattern to match for the file requester, The default is ~(#?.info).

ZLEFT - Sets the left edge of the window when it's zoomed small. The default is 20.

ZTOP - Sets the top edge of the window when it's zoomed small. The default

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is 11.

ICONIFY- Puts an appicon on the workbench screen that you can drop uuencoded files on to be decoded.

You can place or remove brackets around them to disable or enable them.

## 1.12 Bugs

The only problem I encountered was that LHA and LHX could not handle file paths with two word names in them, even with double quotes around it, example "Ram Disk:". I have not been able to overcome this problem, so be carefull when using the archiving option.

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