

BAH

M&F

COLLABORATORS

	<i>TITLE :</i> BAH		
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REVISION HISTORY

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Chapter 1

BAH

1.1 BAH Guide

BAH Documentation

Contents of the archive 3.3

Introduction

What's new!

Installation

Configuration

*

BAH ARexx Commands

BAH ARexx Macros

How to use it

*

Project Manager Window - NEW -

Disclaimer

Bugs

*

Problems - NEW -

Author (mfontana@komodo.ing.unico.it)

Credits

Future

History

(*) Indicates important changes in the documentation that may describe new features of the program.

Note: my english is far from being perfect. If you find errors, please feel free to tell me where they are. Thanks.

N.B. My e-mail address has changed. The address stated above is now the final one that should be available for some years.

Created with Blacks Editor and Blacks Editor Arexx Handler.

1.2 Installation

Installation

Installing the program is very easy. Just use the provided installer. Many thanks to Marco Negri for the basic installer script (still the old one was used and modified).

In the directory 'config' you ought to put all the configuration you want to use. See

configuration

If for some reason you want to install it by hand just copy ↔
the entire

drawer into BED directory so to have a BED/bah drawer there. Then move all the Arexx scripts in a new drawer in BED/rexx/bah/.

Note the main configuration file must be in BED:bah/config/ and its name must be main.cfg. This is looked for only if not configuration file has been stated in the command line.

1.3 Introduction

Introduction

BED Arexx Handler is a tool which must be used together with BlacksEditor (BED) by Marco Negri & Paul Schifferer, a very good text editor which makes low memory needs and configuration options its major features.

As BED has a very complete AREXX interface through which the editor can do everything it is capable of and, as it is completely configurable, I thought of a way to send AREXX commands in a easy way.

BAH opens windows which contains buttons on BED's screen, through which the user can easily send commands or macro. This makes BED similar to those expensive commercial packages where some operations can be performed using a tool bar. BAH is different in the sense that the user can

configure it completely, from the number of buttons on a line to the number of lines in the window.

BAH is auto font sensitive and it uses BED's font menu. That means that if you want to change BAH font you have simply to change BED's menu font. No font option is built into BAH to keep the program as small as possible.

BAH has been released as a CARDWARE program. That means you are morally obliged to send

me a postal card of your town if you like it (not so expensive, then).

1.4 What's new

What's new in version 3.3.1.

New feature since version 3.2:

- The program now includes a Project Manager that is going to be developed further in the future.
- New Arexx commands for the Project Manager have been added
- Initial configuration file can be stated in the command line.
- Better configuration parsing. Errors are reported in requesters and other bugs fixed (no more infinite loops for any error, program doesn't exit if a configuration error has been found).

New features since version 1.2 include:

- Completely OOP coded, so it is much easier to modify and add features;
 - No more BGUI library needed! All the layout calculations done
-

- internally for faster and smaller code;
- Low memory usage;
- Single task handling multiple windows;
- Pseudo frame support. Now buttons can be grouped into frames that can be aligned vertically or horizontally;
- Multiple configuration can be loaded at once through the new LOADDOC command;
- New RELOAD command that allow the configuration file to be reloaded after user modifications (no need to look for the config file through the file requester);
- Through new TEXT keyword normal text can be added between buttons;
- New SPACE and VSPACE (vertical space) added with a size parameter;
- Excuting a copy of the program when another one is still running opens a file requester allowing the user to choose a new configuration file to be loaded.
- New POSITION keyword allow to place the window everywhere desired on the screen at the opening of the window.

1.5 Configuration

Configuration

Every window has a configuration file. New windows can be opened with the OPEN menu command and selecting a configuration file from the requester.

Let's see how to create these configuration files. These are simple ASCII files that can be edited with any text editor (I suppose BED is what you are going to use, aren't you?)

Here are all the keywords recognized by BAH.

POSITION	NEWFRAME	NEWLINE	BUTTON	; (semicolon)
ROWS	COLS	BUTTON	LOADDOC	
TITLE	SPACE	VSPACE	TEXT	

Let's explain them in details.

Keyword: ;

The semicolon indicates that the line is a comment and so it will be entirely skipped.

Keyword: POSITION x y

POSITION keyword is followeed by two parameters that indicate the x and y

position respectively of the window on the screen. They can be anything in the range 0-65534. Moreover `y` can be set as "BAR" (with quotes) to indicate that the window must be positioned just under the screen title bar.

Keyword: TITLE "text"

The TITLE keyword is followed by a text surrounded by quotes that defines the window title.

Keyword: NEWFRAME

No parameters for this. This means that a new group of line has to be created. At least one of this must be present in the config file before any line creation keyword.

Keyword: NEWLINE

No parameters for this. It means that a new line has to be created in this point and it will belong to the last created frame. Note that a line must be created before any button creation and it must follow all NEWFRAME keyword.

Keyword: COLS

Align frames horizontally.

Keyword: ROWS

Align frames vertically.

Keyword: BUTTON "label" "command"

This allow to define the button that has to be created. It is followed by two strings surrounded by quotes that define repectively the label of the button and the Arexx command (or macro) that has to be sent to BED through its Arexx interface. The real size of the button cannot be defined as it will be eventually expanded to occupy the room left on the line.

Keyword: TEXT "text"

This create a label to be put in the window to identify some groups of buttons or lines. The text must be surrounded by quotes.

Keyword: SPACE "size"

This creates a blank space, used to divide groups of buttons on the same line. See below for allowed sizes. The number of pixels can also be stated directly.

Keyword: VSPACE "size"

This is used to separate two lines with blank space. It is a replacement for NEWLINE as it automatically creates a line.

Keyword: LOADDOC "path"

This keyword allows for the loading of other windows that must be created together to this config file. The keyword can appear everywhere in the config file even many times. WARNING! Pay attention of recursive loading (that is specifying a config file that loads the current one) as BAH will start loading and creating windows till all memory will be used.

Allowed size keyword for SPACE and VSPACE:

- "VERY SMALL"
 - "SMALL"
 - "NORMAL"
-

- "BIG"
- "VERY BIG"
- empty quotes ("") means NORMAL

WARNING: all keywords' parameters MUST be surrounded by quotes and MUST be always provided (empty quotes are fine).

Even if it was not documented, old versions of BAH support a direct number for specification of the SPACE and VSPACE commands. The specified value is the number of pixels that have to be used.

To know more about keywords and their use have a look at the included config files.

1.6 Disclaimer

Disclaimer

THIS PROGRAM IS PROVIDED ON AN "AS IS" BASIS, NO WARRANTIES ARE MADE, EITHER EXPRESSED OR IMPLIED. IN NO EVENT WILL I, M&F, BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING FROM ANY USE OR MISUSE OF THIS PROGRAM. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THIS PROGRAM IS ASSUMED BY YOU.

Have you already read this somewhere? 8)

1.7 Bugs

Bugs

Bugs? What are they?

If you think you have found a bug you have to immediately stop what you are doing, close your eyes, count from 1 to 10 (if you are really good count from 10 to 1), open your eyes again and try to redo what you were doing before. If the problem still persists you are advised to bring your Amiga to a repair center, wait few weeks until they will bring it back to you, restart the program and try to redo everything precisely as you left it.

If you still think that my program has a bug, and you have already talked with your psychiatrist and had an advice from your lawyer, then

write me

and tell me precisely what is the problem and which ←
programs you were

running when it happened.

1.8 Author

M&F, the author of this program, can be found at this address on ↔ internet:

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BAH has been programmed on a
monster A1200
highly modified and upgraded,
with AmigaE version 3.1i and Blacks Editor.

And remember... this is a CARDWARE program, please just write hello on a stamped postal card with a picture of your city and send it to me 8). I'll be very glad to make new releases of the program if I know someone out there is using it with some benefit.

1.9 Credits

BAH source code has been created with BED.
This very guide has been made with BED and BAH.

Many thanks to Wouter van Oortmerssen, AmigaE author, which has given us a very powerul language which suits very well with the Amiga philosophy of low resource needs. Please add support for the PowerPC and I'll immediately buy the latest AmigaE version.

If you have still not understood it... BAH is made in E!

Thanks to Paul Schifferer that took BED ashes and managed to remove some nasty bugs (expecially those in the Arexx interface). Now BED is really better but more has to be added to start competing with the BIG ones.

Waiting for those "marvellous" new machines to come, I still love using my
"

Classic Amiga 1200
".

Long life to Amiga and its development!
Long Life to PowerPC technology!
Long life to all those (great) engineers who still belive in a future for the Amiga.

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1.10 Future

Future

What's next?

WOW! My todo list is quite overcrowded (and it is getting worse and worse), but here the most important things that will be added, sorted for priority, if enough feedback will come:

- More error checking during configuration parsing, so that the user can be informed where he made a mistake when a configuration file cannot be parsed correctly; 3.3.1 - Updated.
- Loading of an already parsed configuration file will be checked to avoid the recursive loading problem;
- New Arexx commands;
3.3.0 - Updated
- New more powerful keywords, such as a horizontal blank space between frames;
- ICON support. As you can see this version does not support the icon parameter like the old one, that's because I wanted to develop it much further together with the support of a new file format I'm creating for icon image storing and handling. (see below); This is going to take some more time than expected, so this feature has been lowered in the TODO list.
- Complete frame support with metaframes (that is frames that may contain other frames arbitrarily aligned). That may require some time, though.
- Window iconification;

Other suggestions will be taken into consideration.

I'm also working on a new file format similar to the now old IFF file but much more powerful (and easy to use). It will be completely OOP and limit free, and available for all E programmers as a E module for a start and then as a shared library for everyone (once the OOP is converted in normal code to be able to create the library). The file format will be able to store any digital data using simple custom encryption or XPK libraries; recovering of the wanted data will be very easy and fast using provided methods that organize data in a clever way that do not require to parse the complete file to reach the wanted chunk like with IFF. Very complex nested archives may be created all in a single file. This file format will be used to create the ICON libraries for BAH as it will allow the creation of very powerful archive creators (that may also be used to organize those ASCII files produced with any text editor into archives that can be manipulated in many ways).

Project has been slightly delayed, so don't expect icon support for BAH very soon.

1.11 History

History

- 05.05.96 v1.0 - First public release.

 - 12.05.96 v1.1 - Fixed errors in the documentation (sorry).
 - An installer script has been provided (thanks Marco Negri).
 - Basic ARexx macro for HTML has been added (and more will be).
 - Executable is still v1.0

 - 10.06.96 v1.2 - Executable version 1.1
 - Fixed a bug with Arexx Ports names
 - Iconification added
 - New ARexx commands added
 - Now BAH will open even if BED is not on a custom screen (thanks Gerbert Nuijen)
 - New AmigaGuide ARexx macros and config file by Gerbert Nuijen
 - New general macros
 - A very first version of BAH with gfx icons included.

 - Undefined v2.x - Only for personal use.

 - 01.04.97 v3.0 - Rewritten completely using OOP. Very stable.
 - Used for long time as a personal tool.

 - Lots of internal version created.

 - 15.06.98 v3.1 - Started coding a new version with a new faster layout engine. New features added as well.

 - 15.07.98 v3.2 - Still not completely finished but stable and working.
 - New public release version.

 - 04.10.98 v3.3.0 - Added the Project Manager 1.0.
 - BAH now handles configuration errors much better and displays them in a requester.
 - New Arexx commands added.
 - Not updated on Aminet

 - 19.10.98 v3.3.1 - Configuration file can be stated in the command line.
 - Better configuration parsing. Errors are always reported in requesters and other bugs fixed (no more infinite loops for configuration errors, program doesn't exit if a configuration error has been found).

 - Fixed some problems with the creation of toolbars when the configuration file misses some needed keywords.
-

- Configuration file can be stated in the command line.
- Loading a configuration file twice is now prevented. This also avoids the recursive configuration file loading problem.
- FIX: Arexx command are now really case insensitive.
- FIX: No more problems if a configuration file does not exist or cannot be read.

1.12 Contents of the archive 3.3

What you should find in this archive

This archive contains:

- BAH binary file v3.3
- BAH docs in Amigaguide version
- BAH readme
- the installer script
- Italian and English installer icons

- a rexx drawer with:
 - . BAH drawer with 1 script to quit BAH from BED (for example when quitting BED this can be launched to close BAH at the same time).
 - . E drawer with 7 simple scripts to run executables in a easy way.
 - . HTML drawer with 1 simple multipurpose script for doing HTML (similar to other shareware solutions).
 - . 5 scripts:
 - . InsertMyVersion
 - . ReloadDoc
 - . ReplaceVersion
 - . SelectDocGUI
 - . SplitIndex

- config drawer with some ready to use config files:
 - . main.cfg
 - . layout.cfg (*)
 - . clipbook.cfg (*)
 - . misc.cfg
 - . e.cfg
 - . prefs.cfg
 - . HTML.cfg (*)

(*) Changed since last update (version 3.2)

If something is missing please download the complete archive from Aminet.

1.13 Arexx Commands

BAH Arexx Commands

Can an Arexx Handler not have an Arexx port? Sure it cannot! Even though not documented in the previous release, BAH supports a QUIT command which close the related window. Here the complete list of Arexx commands:

- QUIT
- CLOSE
- LOADDOC
- PM_DISPLAY
- PM_ICONIFY
- PM_ICONIFYTOGGLE
- PM_UPDATELIST

All commands are case insensitive.

If you need any other command contact
me
.

1.14 How to use it

How to use it (v3.3)

It can't be so easy... execute it as CLI program or if you add it an icon double click on it. At this point no arguments or tooltypes are accepted. The only way you can change BAH behavior it's by the config files. (See

Configuration
)

Since version 3.3.0 BAH has two kinds of windows: button windows and the project manager window(s).

Every button window has two menus with this layout:

Projects	Tools
Open	Project Manager
Reload	
About	
Close	
CloseAll	
Quit	

Project Menu:

Open: opens a requester to let you choose a config file to load. A new window with the new configuration will then be opened.

Reload: it reloads the current configuration in the current window. Useful if you keep on modifying the config files and want to see the results immediately.

About: need any comment?

Close: Close the current window leaving the other ones untouched. Note that if the closed window is the last one the program will automatically quit (so the Arexx port will be removed).

CloseAll: Close all BAH windows but let the Project Manager window opened.

Quit: Close all the windows, both the button windows and the Project Manager ones, and remove the Arexx port.

Tools Menu:

Project Manager: opens a Project Manager window. Still in an early development stage, but it is already useable and hopefully useful. See dedicated page

Project Manager window

.

1.15 Arexx Scripts

Supplied Arexx scripts

Together with BAH I have included some Arexx scripts I have done and enjoyed. They are quite simple, but may be very useful to someone of you.

I am not very good at Arexx, and so I'm sure they can be written in different ways with better results, but they work flawlessly for me.

The included Arexx script are:

BAH/

- Quit

E/

- EBuild Uses Autobuild to compile the modules.
- ECompile Compile the selected document (NOCACHE).
- ECompileCache Compile the selected document with CACHE enabled.
- EcompileDbg Compile the selected document with debugging code.
- EDBG Run the debugger on the selected document. Note that the module must be compiled with debug code.
- EditAutoBuild Edit the .autobuild file needed for EBuild.
- EditFile Edit one of the predefined files: hystory, development and description, useful for mantaining complex projects.

HTML/

- AddEffect

Altri:

- ReloadDoc Reload the current file (Restore the last saved version).
- InsertMyVersion Slightly modified original InsertVersion.
- ReplaceVersion If the cursor is on a version string this will update the version.
- SelectDocGUI Modified original SelectDoc now uses a number requester and disappear automatically.
- SplitIndex splits the Aminet Index into smaller files so being able to handle it much easily. Note that you need to load it completely in order to split it later.

They are all called by some button of the provided configuration files.

Furthermore there are some simple file that are used with some buttons of the provided configurations. They can be easily modified to match your tastes. These are:

Support/Insert/

- Box.ins
- Edges.ins
- Edges2.ins
- Line.ins

Note: The files are installed in their positions where they will be looked for. If you change their path you will need to modify BAH configuration files or some Arexx script but this should not be a big problem.

All the file listed here are freerly distributable and may be modified at will.

1.16 A1200 configuration

This is my A1200 configuration:

Brand old A1200 (Commodore production) fitted in a custom big and heavy black desktop case that hosts, other than the mainboard:

- a Blizzard 1240 T/ERC
- 16 Mbyte of Fast RAM
- 1.6 Gbyte Western Digital HD
- CD 8x
- The power is dragged by the internal 200W power supply (no more problems with those bricks limited to 3A or 5A).

On top of it there's a NEC Multisync II monitor (perfect for AGA chipset). All is been working in this configuration for more than a year and half now.

On its side there are two Epson printers, a 9 pin LX 400 and a Stylus 800+.

1.17 Project Manager Window

The Project Manager Window

This a new feature introduced with version 3.3.0.

The window appears on the extreme right of the screen (its position is not user definable yet), and features 5 buttons:

- List: Performs a scan of the currently available documents and displays them in the window. This is done automatically when the window is opened and must be performed manually every time new documents are opened/closed to keep the list up to date.

Documents can be selected directly with the mouse on the list that can be scrolled to show all the available documents.

- Iconify: Iconify the selected document
- Display: Restore the current document if it is iconified.
- Hide: Hide the document window removing it from the screen, The document is still in memory, though. Useful to make some room on the screen if many documents are opened.
- Show: Redisplay the hidden document.

As project managing is going to be further developed new commands can be added (probably even on a user definable configuration file).

Selecting again the same highlighted document equals to executing the display command, and the selected document will be de-iconified and brought to the front automatically.

The Project Manager window has also a menu similar to that of the button windows:

Projects	Tools
Open	BAH
About	
Close	
CloseAll	
Quit	

Open: Not yet functional. It will be used to load a project file (in ASCII format) where lots of information about the documents are stored, very similar to BED desktop files, but containing many other useful data (dependancy, BED definition file to be used... and probably much more). Different windows may keep different parts of the projects.

About: Same as in BAH button windows.

Close: Close the current Project Manager window

CloseAll: Close all Project manager windows but leave BAH button windows opened if present, otherwise quit.

Quit: Close everything, both Project Manager windows and button windows.

The other option in the Tools Menu is BAH which loads the main configuration file if all button windows have been closed or it opens the file requester for configuration loading if at least one button window is still open.

1.18 Problems

Problems

This are known problems you may encounter while using BAH. They are not litterally bugs for themselves but may be considered consequences of something still not properly finished.

I. The project manager window list of the available documents is NOT kept automatically up to date as there's no way to obtain any change notification directly from BED. For change I mean opening/closing of new windows. A new scanning of the document list is to be done, so this is left to the user through the use of the list button. Whenever BED will provide some sort communication interface, I'll surely will make the Project Manager able to keep itself automatically up to date with any change. I'm talking to Paul Schifferer for some new features to be added to BED, and this can be a quite useful one.