REXXARP

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# Contents

1	REXXARP	1
	1.1 REXXARP SHORT DOCS. CONVERTED TO GUIDE	1

### **Chapter 1**

## REXXARP

#### 1.1 REXXARP SHORT DOCS. CONVERTED TO GUIDE

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RexxArpLib.Library Version 3.0

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by

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RexxArpLib version 3.0

This version of rexxarplib makes use of a lot of AmigaDOS 2.0 features and has various bugs fixed and a few other enhancements. Yet, it is smaller than previous versions because it is now completely compiled using SAS/C version 5.10a.

RexxArpLib version 2.52

This release was necessary to fix problems with AmigaDOS 2.0 shared screens.

RexxArpLib version 2.5

This release has a few enhancements and bug fixes, some documentation corrections, and some stuff related to AmigaDOS 2.0. New function: ShowTitle. The Area... functions are now quite different. For an example, see areatest.rexx.

RexxArpLib version 2.3

A few small bug fixes, an additional feature to FileList(), and the AmigaDOS or ARP 'version' commands now display the rexxarplib version number correctly.

RexxArpLib version 2.2a

I corrected a small problem with IffImage(). No other changes. The size of this version is 41520 bytes. By the way: get the latest version of iff.library (version 16.1). Brushes now work!

RexxArpLib version 2.2

There are a few new options in a couple of the functions. A few documentation deficiencies were fixed. The rexx directory only contains a few new examples. Updates to the SLAC rexx programs that were in the previous releases may be forthcoming in a separate archive. The screenshare library is now included in the libs directory, since rexxarplib needs it. Previous archives assumed that you had it already. See rexxarplib.doc for details. The size of this version is 41516 bytes.

RexxArpLib version 2.1

A couple of new functions, a few were extended, and one or two were slightly modified. The nicest new feature is the ability to display IFF files. For this you will need Christian Weber's iff.library, though. It is available on BIX as iff153.zoo: I have not included it in this archive. Have fun.

RexxArpLib version 2.0

For further information, read the documentation in the docs subdirectory. I have also included a large number of ARexx macros that were written by Marvin Weinstein here at SLAC. These should serve as examples of how to write some things, not as ready-to-be-used applications: most of them are very system dependent, and may require some modification before they run on your system. Read the ReadmeFirst file in the rexx directory.

As usual, comments about the library should go to me on BIX, either by mail to langeveld, or in the amiga.user/arexx topic.

Also as usual, the library is NOT public domain, but freely distributable.

Have fun!

Willy.