

EvenMore

COLLABORATORS

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WRITTEN BY		August 24, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

EvenMore

1.1 EvenMore - AmigaGuide® Documentation - by Johan Björnson

```

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    _/_/_/  _/  _/  _/_/_/_/  _/  _/  _/_/_/_/_/_/  :   Beta testers:
    _/_/_/  _/  _/  _/_/_/_/  _/  _/  _/_/_/_/_/_/  :..
    _/_/_/  _/  _/  _/_/_/_/  _/  _/  _/  _/  _/  _/  |:   Johan Björnson
    _/_/_/  _/  _/  _/_/_/_/  _/  _/  _/  _/  _/  _/  ||   Mikael Grahn
    _/_/_/  _/  _/  _/_/_/_/  _/  _/  _/  _/  _/  _/  ||   Per Reidar Verlo
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    _/_/_/  _/  _/  _/_/_/_/  _/  _/  _/  _/  _/  _/  ||   Tony Hazel
-----
www.evenmore.co.uk
-----
Program   :
           EvenMore

Type      : Text viewer (Freeware)
Version   : 0.58
Code      : AmigaE 3.3a

           || Andrew Holt
           || Roland de Herder
           ||
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           ||
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```

1.2 EvenMore - AmigaGuide® Documentation - by Johan Björnson

```

                                     EvenMore 0.60
Copyright ©1996-2001, Chris Perver
All Rights Reserved

Introduction                               Programming

Files in the archive

ARexx Port

```

Copyright agreement

Disclaimer
 Menus

Features

Introduction

Project

Required system

View

Search
 Getting started

Execute

Settings

Installation

History

Usage

Appendix

Preferences

Bugs

Window

To Do

Font

Author

Screens

Help

Editor

Thanks

Updates
 Additional Controls

File loading

1.3 Files in the Archive

The files in this archive are the following:-

```

EvenMore (dir)
  rexx (dir)
    funnytalk.rexx
    testport.rexx
  libs (dir)
    reertools.library
  Icons (dir)
    Standard (dir)
      closeicon.info
      infoicon.info
      nexticon.info
      openicon.info
      printicon.info
      reopenicon.info
      searchicon.info
    editoricon.info
    lasticon.info
    occuranceicon.info
    prefsicon.info
    quickloadicon.info
    saveicon.info
    searchtemplate.info
    Program (dir)
      EM1.info
      program_icon.info
    EM2.info
    program_icon2.info
    MagicWB (dir)
      closeicon.info
      infoicon.info
      nexticon.info
      openicon.info
      printicon.info
      reopenicon.info
      searchicon.info
      template.info
    editoricon.info
    lasticon.info
    occuranceicon.info
    prefsicon.info
    quickloadicon.info
    saveicon.info
    searchtemplate.info
    Dock (dir)
      EvenMore.brush
    Template.brush
    Transparent (dir)
      closeicon.info
      infoicon.info
      nexticon.info
      openicon.info
      printicon.info
      reopenicon.info
      searchicon.info
      template.info
    editoricon.info
    lasticon.info
    occuranceicon.info
    prefsicon.info
    quickloadicon.info
    saveicon.info
    searchtemplate.info
    Ghosted (dir)
      closeicon.info
      infoicon.info
      nexticon.info
      openicon.info
      printicon.info
      reopenicon.info
      searchicon.info
      template.info
    editoricon.info
    lasticon.info
    occuranceicon.info
    prefsicon.info
    quickloadicon.info
    saveicon.info
    searchtemplate.info
  Docs (dir)
    6days.doc
    6days.doc.info
    EvenMore-English.guide
    EvenMore-English.guide.info
    EvenMore-Español.guide
    EvenMore-Español.guide.info
    EvenMore.readme
    evenmore.readme.info
    FactsOfEvolution.quotes
    FactsOfEvolution.quotes.info
    GodsRemedy
    GodsRemedy.info

```

```

History.doc                      History.doc.info
Plugins.doc                      Plugins.doc.info
Catalogs (dir)
  norsk (dir)
    EvenMore.catalog             EvenMore.ct
  nederlands (dir)
    EvenMore.catalog             EvenMore.ct
  français (dir)
    EvenMore.catalog             EvenMore.ct
    EvenMore.ct.info
  español (dir)
    EvenMore.catalog             EvenMore.ct
EvenMore.cd
Classes (dir)
  Images (dir)
    titlebar.image
Plugins (dir)
  epo.m                          guide2text.plugin
  msword2text.plugin             wordworth2text.plugin
Docs.info                       emgrab.jpg
EvenMore                        EvenMore.config
EvenMore.info                   Icons.info
EvenMore.info

```

1.4 Copyright Agreement

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---+= USE THIS SOFTWARE AT YOUR OWN RISK =+-----

1.6 Requires

- o Kickstart 39+ (required)
- o Asl.library 37+ (optional)
- o ReqTools.library 37+ (required)
- o XPK libraries 2+ (optional)
- o Newicon.library (optional)
- o Titlebar.image class (required)
- o EvenMore.library (required)

1.7 Installation

Installation is simple. EvenMore should run directly from the directory it is in, without any need of setup if you have the required libraries already on your system, but if you don't, here is what to do..

- 1) Simply copy 'libs/reqtools.library' to 'Libs:', if you haven't already got it, or haven't got a version later than 37.
 - 2) Copy 'classes/images/titlebar.image' to 'SYS:classes/images/'
 - 3) Then copy the entire EvenMore directory anywhere on your harddrive or floppy disk.
 - 4) Run EvenMore, and configure the preferences to your own taste.
-

1.8 Main Features

Main features

- o Scroller window allows easier moving about documents.
- o AppWindow, AppIcon and AppMenu makes opening files easy. Not only can you drag files onto them, but also drawers, and a requester will appear!
- o Totally font sensitive.
- o Tooltypes and preference file(s) for configuring settings.
- o Can open the window on any public screen and move between them.
- o Can create it's own public screen to run on.
- o ARexx port for remote control.
- o Supports the numeric keypad, mouse and wheel mouse movement.
- o Very clean and smooth scrolling.
- o String and pattern finding functions with search hilighting, including file and directory search.
- o Bookmarks for remembering positions in the document.
- o Quick load listview for opening documents fast.
- o Configurable GUI for quick access to features.
- o File loading uses AsyncIO for speed.
- o Can open multiple files. Up to 1000 files can be stored in memory.
- o Help available by pressing the help key.
- o Gadget help bubbles.
- o User-configurable filetypes, for passing certain files to different programs.
- o Automatic conversion of AmigaGuide files to plain text.
- o Supports ANSI Escape code sequences!
- o Uses EasyGUI, the best GUI in the history of the world.
- o Can use Asl or ReqTools library for filerequesters.
- o Option to save the file.
- o Send the file to an editor.
- o Print the file.
- o Conifurable information bar.
- o Execute commands or open a shell on the window.
- o XPK compression supported.
- o File history menu.
- o Locale support.
- o Clipboard support.
- o Supports plugin modules! (AmigaGuide, MSWord conversion)

and more...

1.9 Introduction

The AmigaOS is a excellent operating system. Even the last OS before Commodore ran out of money (OS 3.1) can't be touched by Windoof and other operating systems. So why spoil it now? Commodore also brought in features such as Screen and Icon fonts, which could be proportional. And proportional fonts look so much more nicer. So that is why I decided to have a bash at designing a nice looking text viewer to complement Workbench. Well, that is partly the reason. The other part is, I wanted to program... I was thinking about C, and then I just happened to see what E could do and I was hooked! So this is my grand contribution to the Amiga :).

1.10 Usage

EvenMore takes two arguments when running from CLI and just one when running from Workbench (Which is drawers or files).

- o You can specify multiple paths and/or files for the argument.
- o The second arguments uses the keyword 'PREFS', and allows you to sepcify a preference file to use. Make sure you use 'PREFS=<config file>'

CLI:

If you do not specify any filenames, a requester will pop up allowing you to do so. Once you have selected the file you wish to view, a window will open displaying the contents.

e.g. EvenMore S\User-startup PREFS=BigHD:EvenMore.prefs
 EvenMore Docs:EvenMore S\User-startup S:Startup-sequence

Workbench:

You can either shift-select multiple files or drawers with EvenMore (Holding shift, left click on the EvenMore icon, then double click on a file), or if you simply double click on the EvenMore icon, a requester will allow you to choose a file.

1.11 Window

The default window position is 640*200 positioned top left hand side of the screen and using the default public screen.

This is the format of the information bar...

Keyword...	Replaced with...
%fs	File size
%fl	First line in window
%ll	Last line in window
%tl	Total lines in document
%pg	Page
%cf	Current file viewed
%nf	Number of files open

1.12 Font

If the font you select could not be opened, EvenMore will let you know, and then fall back to the system default font. If it can't open the system default font, then you are in trouble ;). You can select a font for viewing after EvenMore is loaded.

Colour fonts are not supported, if you try them you will only get a black font with other colours masked out. I'm not doing font colour remapping, or anything like that. Also, It's just too slow..... Proportional fonts are also no longer supported. It is quite difficult to do scrolling when each character is a different width.

1.13 Screens

If you specify a public screen to open the window up on that does not exist, you can be sure the window will open on the default public screen such as Workbench or DOpus (Hopefully not DOpus :). If you have the custom screen option enabled, then a new screen will be created with the custom screen settings, and the default public screen font.

1.14 Editor

Note that the string you enter here is basically a command line. So you can include options other than just the editor path.

Keyword...	Replaced with...
%s	Full filename
%l	Top line of file in the window

For exmaple...

```
EDITORSTR=c:ged "%s" LINE=%l
```

1.15 The Project Menu

```
[ Project ]
View
Search
Execute
Settings
History

Close file

Close all

Open file...

Reopen file

Quick load

Save file...

Save file... (XPK)
```

Edit file
Print file
Information...
Help
Iconify
Menufy
Quit
Close file:

The current file displayed in the window will be freed.

Close all:

All files currently opened will be closed.

Open file:

A requester will appear allowing you to select a new file to be displayed. The old file will be kept in memory. If the file you have selected is already in memory, the file in memory will be view instead. If the contents of the file has changed and you wish to view the changes, use the reopen function.

Reopen file:

Enables you to quickly reopen the currently displayed file incase its contents have changed. The position you were at in the file will not be changed.

Quick load:

If you select List from the sub menu, a window will appear. You can store paths or files that you view regularly, so that you can quickly view them without having to search through lots of drawers. The Open button will open the document you selected, The Add button will allow you to select a file to add to the list, and the Remove button will remove the selected document from the list. The Up and Down buttons will move the hilghted name up and down the list.

Selecting Add will add the current document name to the quick list.

Save file:

A requester will appear allowing you to specify where you want to save the currently opened document.

Save file (XPK):

Same as above but with XPK compression.

Edit file:

The document will be passed onto a text editor for editing.

Print file:

If any text is marked, then this text will be printed, otherwise the entire document will be printed.

Information:

A window will pop up with several pages of information in it.

- o About

Display information about the program.

- o Author

Information about how to contact me, and all the people who helped create this program.

- o File

Statistics of the file, such as number of words, characters, digits, etc.

Help:

The window will display the shortcuts to many of the functions of EvenMore.

Iconify:

The EvenMore window will close, and an icon will appear on the Workbench screen. Either double click on the icon, to bring the window back up, or drag some files onto the icon and the window will appear again, and then the files you dragged will be opened, or you can even drag drawers onto the icon and a requester will appear showing the contents of that drawer.

Menufy:

The EvenMore window will close, and a menu item in the Workbench or DOpus Tools menu will appear. Either select the item and the window will pop back up, or you can select icons on the Workbench or DOpus screen and select the item, in which case, the EvenMore window will pop back up and open the files you had selected, or you can even select drawers with the menu item and a requester will appear showing the contents of that drawer.

Quit:

Exit the program.

1.16 The View Menu

```
Project
[ View ]
Search
Execute
Settings
History

Go to line...

Go to page...

Go to percent...

Top of file

Page up

Pgae down

Bottom of file

Bookmark store

Bookmark recall

Mark text
Go to line:
```

Move directly to a line in the current document. Note that this number will be taken as the top line of the window. So if I entered 4, EvenMore will display lines 4 onwards.

Go to page:

Move directly to a certain page in the document.

Go to percent:

Move directly to a percentage of the file displayed. So If I entered 50 for 50%, EvenMore will display lines from 50% backwards. 100% will view the end of the file, and 0% will view the start of the file.

Top of file:

Move to the top of the file.

Page up:

Move up one height of the window.

Page down:

Move down one height of the window.

Bottom of file:

Move to the bottom of the file.

Bookmark store:

In this menu item, there are 5 sub items. Use these sub items to store various positions of the text. For example, if you are viewing a large document, and there are several pieces of text you want to read, you can easily store the positions of these pieces of text, so you can easily find them later.

Bookmark recall:

In this menu item, there are 5 sub items. Use these sub items to move to a piece of text you have previously stored using Bookmark store.

Mark text:

The first time the Line sub item is selected, the first line in the window will be marked. The second time Line is selected, the last line in the window will be marked. If Line is selected any more times, the second marker will be changed to the last line in the window.

Clear will clear the markers and allow you to reselect them.

Pressing RAMIGA C will copy the marked text to the clipboard.

1.17 The Search Menu

```
Project
View
[ Search ]
Execute
Settings
History

Find match...

Find last
```

Find next

Find occurrence
Find match:

A requester will pop up, allowing you to enter, or modify a string to search for in the document, or find the number of times it occurs in the document.

If you click Next or Last, EvenMore will try to move to the next or last string in the document that matches the one you entered. Then EvenMore will scroll to that line.

If you click Occurrences, then EvenMore will scan the document for the number of times the string occurs in the document.

There are also gadgets available for case-sensitivity, pattern matching and word-sensitivity. The word-sensitivity will not work with pattern matching enabled, and pattern matching will not work with occurrence searches.

EvenMore will remember the position of the last search, and any new searches will begin from that position. The position will change to the top line when you start scrolling the text again.

Now you can also enter a directory and file pattern to enable you to scan through files and directories for the search word.

Find last:

This is the same 'Find match', except no requester will come up. Instead the search will start immediately using the last string you have entered.

Find next:

Same as above except works in the other direction.

Find occurrence:

EvenMore will scan the document for the number of times the current string appears in the document.

1.18 The Execute Menu

Project
View
Search
[Execute]
Settings
History


```
Execute...
```

```
Shell...
```

```
Execute:
```

```
-----
```

A window will open allowing you to enter a string, whether its a file or a command line, to be executed by AmigaDOS or ARexx. There is a gadget which will make a file requester appear allowing you to select a file.

```
Shell:
```

```
-----
```

Open a new shell on the EvenMore window/screen.

1.19 The Settings Menu

```
Project
View
Search
Execute
[ Settings ]
History

Go to screen...

GUI presets

Change settings...

Load settings...

Load settings from default

Save settings

Save settings as...

Save as defaults
Go to screen:
```

```
-----
```

A window will open with the names of all public screens in a list. Click on a name, and click the Go gadget. If the screen does not exist, then the window will not close. Click on the Read list gadget to get the latest list of public screens open, incase any open or close after you open the window.

```
GUI presets:
```

```
-----
```

In this menu you will find some of my 'approved' presets for the GUI.

```
Change settings:
```

```
-----
```

A window will open allowing you to set the following preferences...

- o Appitem

You can set the appicon positions, whether EvenMore should iconify or menufy on startup, whether EvenMore should iconify or menufy when you click the close gadget, and whether you want a requester to confirm quitting.

- o Compression

Here you can set which XPK compression you wish to use from a configurable list. The slider will let you select how efficient you want the method selected to be.

- o File

You can enter filetypes into the listview. Click the + gadget to add a node to the list. You can now enter text into the pattern and command strings, which will update the currently selected node. To edit another node, just select it in the listview, and edit the pattern and command strings. To remove a node, select the node you wish to remove and hit the - gadget. Here are some examples of filetypes you can enter...

```
#?.guide/multiview "%s"  
#?.readme/c:ed "%s"
```

You can set whether EvenMore will use these filetypes or open files as normal using the Use filetypes check box.

- o Font

Use the filerequester button to pick a font by the requester. The System and Screen buttons will enter the system and screen font settings into the gadgets. The leading scroller will select the amount of pixels between each line of text.

- o Gadgets

Here you can click on a gadget name in the listview and a requester will appear allowing you to select an icon to be used in the main window for that gadget. You can choose whether the gadgets should appear at the top or bottom positions. You can set all the gadgets at once to use a set of icons in a certain drawer by clicking on Select icon set.

- o GUI

You can set the style of each border of each gadget in the GUI, you can set the amount of pixels between the window edge, borders and gadgets. You can also select whether the border/gadget gaps should be filled, and whether the fill should be dithered, and you can set the pens to be used for text, borders, etc.

- o Paths

You can set the default paths/files for when EvenMore opens without a file selected, and the editor string for passing the current file onto a text editor.

- o Printer

You can set the left and right printer margins for printing, the typeface to use for printing, and the pitch or spacing of the print, and whether to send a formfeed or reset to the printer.

- o Requesters

You can select whether you wish the filerequesters to be created by ReqTools or the Asl library. ReqTools is still needed for the other requesters. The position of the Asl filerequester will be saved in the preferences.

- o Screen

In the string gadget, you can enter name you want the custom screen to have. When the Use custom screens gadget is on, EvenMore will create a custom screen when the screen of a certain name can't be found. The name of the custom screen you have entered will now appear in the Screen requester, even if the custom screen is not open yet, allowing you to easily switch between the public and custom screens. There is also a screenmode requester to allow you to specify the settings for the custom screen. Clicking on the palette gadget will bring up a requester allowing you to select the colours of the custom screen.

- o Text

You can set the number of pixels between one of the edges of the window and the text. You can set the number of lines for the page overlap and enable or disable the smooth scrolling.

- o Window

You can set the text to use for the info bar, and set which scrollers should be added to the window borders.

Click Ok, and the preferences you have set will be used. The Save button will save the preferences to the file you opened EvenMore with. The Save as... button will allow you to select a file to save the preferences as.

Load settings:

A requester will appear allowing you to select a preference file. Then the settings will be reloaded.

Load settings from default:

The preferences will be loaded from the file 'EvenMore.config' in EvenMore's directory.

Save settings:

The preferences will be save to the preference file you loaded EvenMore with.

Save settings as:

A requester will open allowing you to specify a file to save the preferences as.

```
Save as defaults:
-----
```

The preferences will be saved as the file 'EvenMore.config' in EvenMore's directory.

1.20 The History Menu

```
Project
View
Search
Execute
Settings
[ History ]
```

A list of all the files that have recently been loaded will be stored in this menu. Selecting a name will allow you to load that file again.

1.21 ARexx Port

You can use EvenMore's arexx port to control EvenMore remotely. The port's name is 'EvenMore', plus a number. This number will increment if a port of a similar name is found, for instance if you load two copies of EvenMore, the first copy will have a port name of 'EvenMore.1', and the second one will have a port name of 'EvenMore.2'. You can find which port EvenMore is using by looking in the About requester.

The commands are:-

'r' indicates command returns a value

```
CLOSE . . . . . Close current file
CLOSEALL . . . . . Close all opened files
r GETFILENAME . . . . . Get path and name of file opened
r GETFILESIZE . . . . . Get size of file opened
OPEN <name> . . . . . Open file
VIEWFILE <number> . . . . . View this currently opened file
r CURRENTFILE . . . . . Get number of currently viewed file
SAVE <name> . . . . . Save current file
PRINT . . . . . Print current file

r GETLINE <line number> . . . . Return text of a line
r GETFIRSTLINE . . . . . Get number of first line in window
r GETLASTLINE . . . . . Get number of last line in window
r GETFIRSTCOL . . . . . Get number of first column in window
r GETLASTCOL . . . . . Get number of last column in window
r GETTOTALLINES . . . . . Get number of lines in document
r GETTOTALCOLS . . . . . Get number of columns in document

SCROLLTOCOL <column number> . Scroll to column in window
```

```

SCROLLTOLINE <line number> . Scroll to line in window
SCROLLTOPAGE <page number> . Scroll to page in window
SCROLLTOPERCENT <percent> . . Scroll certain percentage down the document

BOOKMARKSTORE <number> . . . Bookmark current position in document
BOOKMARKRECALL <number> . . . Scroll to the position stored in a bookmark

r GETFONT . . . . . Get name and size of the font used
  SETFONT <name/size> . . . . . Use this font in window

r SEARCH <string> . . . . . Search for string in the document
r OCCURANCE <string>. . . . . Find number of times string occurs

GOTOSCREEN <name> . . . . . Move window to this screen

ICONIFY . . . . . Toggle iconify
QUIT . . . . . Quit

```

To use one of these commands from a shell, you could simply type the following:-

```
RX "ADDRESS 'EvenMore.1'; OPEN 's:startup-sequence ""ram disk:my file"""
```

Note the quotes which must be put around some strings when characters like ':' are present in them. If you do not specify a filename for OPEN (just '') or if you just specify a path, then a requester will open.

1.22 File loading

A dead easy way of opening files, is to simply drag icons from the DOpus screen, or Workbench screen onto the the window. EvenMore will then open the files you dragged. You can also drag files onto the EvenMore appicon (Appears when iconified) and the window will appear and the files you dragged will be opened. Or you can select icons, and select EvenMore from the Tools menu when menufied and EvenMore will open those files. Of course you can even select drawers instead and a requester will appear showing the contents of that drawer. The string gadget at the bottom of the main window holds the path of the current file opened. You can click in this gadget, and type in a path or file, and EvenMore will attempt to open the file you have typed.

1.23 Bugs

- o Italic text will trash the borders, not scroll properly, etc.
- o The file will still be opened even if you put a / after it. This is because I use Examine() to check if it's a file or drawer.
- o The file requester will not allow you to select a drawer only for the default path preference.
- o A lot of memory disappears when you close and reopen the window.
- o An Enforcer hit occurs when the AREXX port is used. Can't find this one.

Help me crack down on bugs. You can never rid a program of all bugs, that is why I need your help tracking them down. Please report any bugs you find. Also, if

EvenMore acts in any way you wouldn't normally expect a text viewer to, then please tell me.

1.24 To Do

EvenMore is pretty scary at the minute. Soon though, once I get the main features plugged, I will have time to think about putting in the diddly bits. That is, if I find out how to do the diddly bits! So these are just considerations, I have not actually thought about how I am going to do any of this stuff. (Pledge a donation for software and books to educate me :)

- o Make more compact optimized code.
- o Make program auto-detachable from the CLI.
- o Make scrolling move pixel by pixel. This is pretty tough, as it involves lots of maths. Maybe there are some examples?
- o Get binary file detection written. But remember, it's a text viewer! It doesn't do anything more, and never will never evolve into anything more, as I am putting intelligence into my creation! I am doing all the work, not evolution!

1.25 Author

↔

If you decide it is slightly useful, or just a load of rubbish, or even shows some potential, please email me (If you wish... But I really do want feedback on what you think of it, how many users have tried it, etc). If you have any suggestions or would just like to say that there is a 12-pack of Pepsi on its way to me then again, please email me. :) HEY! Come on. Aminet wouldn't be as big as it is, if there wasn't that many of you. Get your emails in! This program only survives by your feedback (And God's long-suffering, as He has not yet sent His Son).

Any users that do send an email have the benefit of being in my address book in my email program. Any users that ask to become beta-testers can become one, and can test any new features (Though they may be few), and test any Aminet releases that are about to be uploaded.

Contacting me

1.26 Contacting me

```

[O]##Contacting#me#####|\textdegree{}|B]
|-----|:
| Postal address: |::
| Chris Perver, |::
| 6, Gransha Road, / // / |::
| Bangor, / // / |::
| Co. Down, / // / |::

```

```

|      N. Ireland,
|      BT20 4TG.
|
|      _____
|      EMAIL: [chris@evenmore.co.uk   ]
|      -----
|
|      _____
|      URL: [www.evenmore.co.uk       ]
|      -----
|
|      And remember!  Windows is rubbish!
|
|      _____
|      [#####|/]
|      -----
|
|      ::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
|      ::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::

```

I cannot expect to be able to develop this program much further, as I am a Christian and believe Jesus Christ will return very soon. If I do not reply to any mail for months and months, then the development of this program has ceased.

1.27 Help

If any of you lot want to help in the distribution files, go ahead and email me. You could design a few NewIcons, MagicWB icons, Iconographics icons, or anything.

If you have any suggestions or contributions for the distribution files, again email me. :)

Suggestions for the program (Not too hard ones now! At least until I finish the main bits) are always welcome. Tell me what YOU would like to see in a text viewer (Don't just say 'some text'! ;).

Programmers! Please aid me. Maybe some tutorials or example sources of Workbench E stuff, parsing, raster tips, detaching processes, optimization tips, scroller windows, etc. would be handy. Maybe Libraries documentation might be handy until I save up enough money for the RKRMLibraries manual.

1.28 Thanks

This archive was put together by:-

- Me - Everything :)
- Mum & dad - RKRMLibraries manuals, Amiga 3000... (you name it, they provided it)
- Johan Björnson - AmigaGuide, program icons...
- Per Reidar Verlo - Norsk Install script, locale translations
- Roland de Herder - Nederlands locale translation
- Girish Nath - Program icons
- Raul Silva - Português locale translation

Locale translators:

Per Reidar Verlo (prbverlo@online.no) - Norsk
Roland de Herder (macron@multiweb.nl) - Nederlands
Victor Gutiérrez (masone@ctv.es) - Español
Jerome Chesnot (jchesnot@noname.fr) - Français

Without the following people, writing this program would have been virtually impossible...

Nico François - ReqTools
Magnus Holmgren
Dietmar Eilert - GoldEd
Wouter van Oortmerssen - AmigaE and EasyGUI
J R Hulance - AmigaE and EasyGUI help

Ilan Sharoni - Word wrapping help
Marco Talamelli - ReqTools help
Eric Sauvageau - Screenmode help
Victor Ducadre - dclistview EasyGUI plugin
Ralph Wermke - register EasyGUI plugin
Ali Graham - multitext EasyGUI plugin
Sven Steiniger - patternStringF, runback modules
Will Harwood - gadgetinfo module
A.F.C. - rexxer, localer (www.intercom.it/~fsoft/afc.html)
Massimo Tantignone - titlebarimage.class

If you are not listed here and you have helped me produce EvenMore, then I have probably just forgotten about you :). But don't fear, get in touch and let me know!

1.29 Updates

EvenMore beta updates will be regularly available at the EvenMore websites, or directly from me by email.

Websites

www.evenmore.co.uk (Main site)

Email

chris@evenmore.co.uk
