

ARBRE

COLLABORATORS

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Chapter 1

ARBRE

1.1 ARexx For Beginners - Read Me First!!

AREXX FOR BEGINNERS

READ ME FIRST!!

BY FRANK BUNTON

COPYRIGHT © FRANK P. BUNTON 1995-1998

About ARexx For Beginners

Copyright Notice

Trademark Notices

Distribution

Registration

WB1.x Version

Disclaimer

Resemblances/Apology

Acknowledgments

AmigaDOS For Beginners

History

Author & Error Reports

=== End of Text ===

1.2 ARexx For Beginners - Read Me First!! - About ARexx For Beginners

AREXX FOR BEGINNERS

ABOUT AREXX FOR BEGINNERS

What ARexx For Beginners IS

What ARexx For Beginners is NOT
=== End of Text ===

1.3 ARexx For Beginners - Read Me First!! - What ARexx For Beginners Is NOT

AREXX FOR BEGINNERS

WHAT AREXX FOR BEGINNERS IS NOT

What "ARexx For Beginners" is NOT:-

* It is NOT a replacement for the ARexx manual.

While every ARexx instruction and function is covered, "ARexx For Beginners" is not intended to be a full and definitive description of the format of all these instructions and functions. If you want that sort of thing then read the ARexx manual.

* It is NOT a description of how to use the ARexx commands that are available in other programs. The format of those commands is not a part of ARexx but a part of those other programs

To try to describe how to use commands available in all the programs that use ARexx would be an impossible task. There are just too many of them!

So, if you want to know how to use, say, Directory Opus commands for ARexx scripts then you will have to read the Directory Opus manual.

If you already know how to use ARexx itself and want to know how to use commands specific to other programs, then "ARexx For Beginners" is NOT for you!!

=== End of Text ===

1.4 ARexx For Beginners - Read Me First!! - What ARexx For Beginners IS

AREXX FOR BEGINNERS

WHAT AREXX FOR BEGINNERS IS

What "ARexx For Beginners" IS:-

What "ARexx For Beginners" attempts to do is to provide the beginner with an introduction to the use of ARexx by providing information and examples of the ARexx instructions and functions in a way that takes the user through various instructions and functions and their main options without getting too tied up in their format. In my experience, most beginners cannot quickly understand the formats given in texts about ARexx. By following through these notes, it is hoped that the beginner can become familiar with the main options of most instructions and functions without needing to worry about formats.

So... whereas I may not always give you the FULL story about an ARexx instruction or function all in the one article I WILL attempt to cover it all by the time you have read through to the last article. However, if you want the full story all at once, all you need to do is double click on the highlighted references to follow through to later articles and read the whole story.

=== End of Text ===

1.5 ARexx For Beginners - Read Me First!! - Copyright

AREXX FOR BEGINNERS

COPYRIGHT NOTICE

The contents of this disk are NOT in the Public Domain

The articles and program files on this disk are

COPYRIGHT © 1995-1998 by Frank Bunton

All Rights Reserved

Purchasers of "ARexx For Beginners" may make one only backup copy for archival purposes for their own private use.

Purchasers may make one only printed copy of the contents for their own private use.

Apart from the above exceptions, and except as provided for under the heading

Distribution

, it is NOT permitted for any person or entity to sell or otherwise pass on a copy of "ARexx For Beginners" or any of its contents in any form whatsoever (either on disk, on paper, by electronic means or by any other method) to any other person or any Bulletin Board System, Data Base, Internet site or any other entity.

If there is any evidence that the legal owner of "ARexx For Beginners"

has allowed his/her copy and/or its contents, or any part thereof, to be illegally copied then that person will void all his/her rights as an owner and will become liable to prosecution.

Any requests for commercial reproduction must be referred to the

author

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=== End of Text ===

1.6 ARexx For Beginners - Read Me First!! - Trademark Notices

AREXX FOR BEGINNERS

TRADEMARK NOTICES

Amiga ® AmigaDOS ® Kickstart ® and Workbench ® are registered trademarks. At the time of writing (March 1997) the ownership of these trademarks is uncertain but probably resides with Amiga Technologies and/or the new owners of Amiga Technologies

Commodore ® and CBM ® are registered trademarks. At the time of writing (March 1997) the ownership of these trademarks is uncertain but probably resides with Escom AG and/or the new owners of Escom.

CrossDOS ® is a registered trademark of Consultron.

MS-DOS ® is a registered trademark of Microsoft Corporation.

IBM ® is a registered trademark of International Business Machines Corporation.

=== End of Text ===

1.7 ARexx For Beginners - Read Me First!! - Distribution

AREXX FOR BEGINNERS

DISTRIBUTION

The demonstration file: (containing encryption of a lot of articles)

This may be freely distributed over non commercial Bulletin Board Systems, the Internet, and the Fred Fish & Aminet CD-ROM software libraries provided that the archive is not altered in any manner whatsoever.

Any other manner of distribution must not be carried out without the

express permission of the
author
. This permission will only be granted in
writing on paper (not by e-mail or other electronic means).

The full version: (after de-encryption)

must not be distributed in any manner whatsoever without the express
permission of the
author
. This permission will only be granted in writing
on paper (not by e-mail or other electronic means).

=== End of Text ===

1.8 ARexx For Beginners - Read Me First!! - Registration

AREXX FOR BEGINNERS

REGISTRATION

Those wishing to register will, on payment of the fee, receive instructions
on how to decode the encrypted parts of this set.

The registration fee is:-

Decode file sent by e-mail	Decode File sent by Snail Mail #
\$ 15.00 USA currency	\$ 20.00 USA currency
\$ 15.00 Australian Currency	\$ 20.00 Australian Currency

The higher fee for snail mail is to cover the cost of a floppy disk
together with postage and packaging.

Yes - I know that US money is worth more than Australian
but if it is in foreign currency I have to spend time
trying to find somewhere to convert it and money to cover
the cost of conversion to Australian money.

Anyway, being an Australian is BETTER!! ;-)

If any other country's bank notes are sent I will NOT be
responsible for returning them!! - YOU HAVE BEEN WARNED!!

However, if I am able to exchange them, and the exchange rate
gives me \$15.00 Australian or more, then you will be registered.

BANK NOTE ONLY - NO CHEQUES!!

To register, please:-

- * Send to my
 Snail Mail
 address the appropriate fee as shown above.
- * I will NOT be held responsible for any money lost in the mail.
The loss will be YOURS.

If it does not turn up then you will have to take my word for it.
(Trust me - I am an Amiga owner!! :-)
- * Send it AIRMAIL unless you want to wait a few months!!
- * Include your name and the address to which I should send the decoding
file.

The address should preferably an e-mail address but if you have included
the higher registration fee, then give me your snail mail address.
- * If you have internet access then send me an e-mail to tell me it is
on the way.
- * After I receive the money, I will send you the decoding instructions
by e-mail or snail mail depending on the fee paid.
- * IF YOU ARE USING WORKBENCH 1.x THEN TELL ME and I will send you the
full
 non Amigaguide version
 (which is also hypertext but of a
different sort.

=== End of Text ===

1.9 ARexx For Beginners - Read Me First!! - Non Amigaguide Version

AREXX FOR BEGINNERS

NON AMIGAGUIDE VERSION FOR WB 1.x

I have a non Amigaguide version that uses a hypertext program called
"HT" which works reasonably well under Workbench 1.3 and earlier.

However, BE WARNED that this was an early version of "ARexx For Beginners"
and there may be omissions and inaccuracies in it.

I DO NOT intend to waste time going through it looking for any such
omissions and inaccuracies. The demand for this version would be far
too small to warrant it.

If you order this version, I will NOT be held responsible for any such
omissions and inaccuracies.

=== End of Text ===

1.10 ARexx For Beginners - Read Me First!! - Disclaimer

AREXX FOR BEGINNERS

DISCLAIMER

Whilst every care was taken to ensure the accuracy of this production, the author of "ARexx For beginners", and any distributors and retailers of it, will NOT be held responsible for:-

1. Any errors in or omissions from the articles and scripts.
2. Any problems or damage caused by users in following the advice given in the articles or by using any of the programs on in this set. In other words, if you trash your Hard Drive or wipe your Floppies or in any other way damage your disks or equipment then you are on your own!
3. Any viruses found on the disk or in the archive.

It was virus free when officially put together so if there is a virus in it you have either put it there yourself or you have an illegal copy!

=== End of Text ===

1.11 ARexx For Beginners - Read Me First!! - Apologies

AREXX FOR BEGINNERS

RESEMBLANCES/APOLOGY

All persons mentioned in these articles are fictitious and any resemblances to real persons, living or dead, is purely coincidental.

In particular, I apologise to any persons named Joe Bloggs, Peter Piper or Jack Spratt and his wife for using their names!!

=== End of Text ===

1.12 ARexx For Beginners - Read Me First!! - Acknowledgments

AREXX FOR BEGINNERS

ACKNOWLEDGMENTS

I gratefully acknowledge the help, in preparing this disk, of:-

- * Commodore-Amiga for giving us such a marvellous computer!
(And a brick bat for the management who let the company go bust!)
- * Commodore Hornsby User Group Inc. (C.H.U.G.) for giving me such enjoyment over the years.

=== End of Text ===

1.13 ARexx For Beginners - Read Me First!! - AmigaDOS for Beginners

AREXX FOR BEGINNERS

AMIGADOS FOR BEGINNERS

Written especially for beginners to the Amiga and/or AmigaDOS and the world of CLI, this disk contains 76 articles, 25 glossary items and many example scripts that aim to lead the beginner through the intricacies of using AmigaDOS, the Shell and CLI windows and AmigaDOS script files.

Many of these articles have previously appeared in "Peripheral", the magazine of Commodore Hornsby User Group Inc., but have all been revised and updated for inclusion in this set.

"AmigaDOS For Beginners" is not Public Domain. Demo versions are available through my web home page or through Aminet.

=== End of Text ===

1.14 ARexx For Beginners - Read Me First!! - Updates

AREXX FOR BEGINNERS

UPDATES TO AREXX FOR BEGINNERS

Note - A version string has been included only in the file:-

Index.Text

~~~~~  
V2.1 10 January 1998

Added a section on how to start up Amigaguide and show a document node other than the MAIN node from an ARexx script.

Corrected a few links (all registered users have already been given

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access to these link corrections).

V2.0 15 March 1997

First Internet release  
Large amount of revision from previous versions

~~~~~

=== End of Text ===

1.15 ARexx For Beginners - Read Me First!! - Author

AREXX FOR BEGINNERS

AUTHOR

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From Overseas +61 2 4333 1224

The later versions of 'ARexx For Beginners' and
'AmigaDOS For Beginners'
were written on a WB3.1 Amiga 1200 68030/68882 2mb/8mb using the ↔
word
processor section of "Platinum_Works!" (successor to "Scribble!").

Although

no responsibility
is accepted for them, I would appreciate a
report on any errors or omissions in these articles and scripts. Legal
owners of the full version of "ARexx For Beginners" who report such errors
or omissions will be sent, free of charge, a corrected copy of the
particular section. This will be sent by e-mail, not by post, unless the
original was provided on disk and the owner returns the disk to me
together with return packaging and postage.

Such reports should be should be reported to the above.

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