

VideoMaxe Release 04.20 documentation

COLLABORATORS

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Chapter 1

VideoMaxe Release 04.20 documentation

1.1 VideoMaxe Release 04.20 documentation

VideoMaxe Program Guide

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Release 04.20 © Stephan Sürken 1993

Closed on 16 Sep 1993

Important  
Installation  
Documentation  
History  
Thanks to...  
The Author

### 1.2 Important

Copyright & legal stuff  
Release Notes  
How to register  
Rise from VideoMaxe 03.XX to 04.XX  
Odds & Ends

### 1.3 Copyright & legal stuff

VideoMaxe 04.XX is © Stephan Sürken 1993.  
VMConvert 01.XX is © Stephan Sürken 1993.  
CCode 01.XX is © Stephan Sürken 1993.

The whole package is SHAREWARE, that means you may copy it freely but if you really use it (and want to decode the full version ;-), you must send me a donation (see How to register). The whole package is Copyright © Stephan Sürken.

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If you copy it, you MUST copy the whole original archive.  
Exception: You may freely copy both documentation files "VideoMaxe.doc" and "VideoMaxe.guide" if you let them unchanged.

If you sell it you MUST NOT demand more than your costs have been to copy it. Especially, you MUST NOT sell it for more than five (5) US Dollar or five (5) DM (or an equivalent in other currencies). This limit is obligatory for all Public Domain dealers.

The program may be included in Public Domain Series, especially in Fred Fishs Amiga Disk Library.

The program may in no way whatsoever be used commercially without the author's permission.

However, I am not responsible for any damages this program might do. Though it is tested thoroughly, I can't guarantee that the program will perform exactly as described.

The program must neither be used nor copied by any extremely right wing organisations or persons.

## 1.4 Release Notes

VideoMaxe 04.20, © Stephan Sürken.  
Needs VideoMaxe.catalog 3.

See History and Release 04.20 for changes.

Compiled with M2Amiga, Release 4.2.  
Program is reentrant, creates a min stack of 15000 Byte automatically.  
A needed but not existing library causes an assert with "Arts" error message.

Special compilations for better CPUs possible if requested.

## 1.5 How to register

To be able to use all features of VideoMaxe you must adjust the correct release password in the VideoMaxe preferences. However, you can work without the password properly, too. In fact, the only thing you can't do is creating your own mask entry lists, so that you are bound to the examples included in the package.

Note that if you like the program and use it, you MUST NOT use the limited VideoMaxe without paying the donation. The limited VideoMaxe is ShareWare as well! When you register, you will get access to the full version as little "thank-you".

You can obtain that password by sending me the shareware-donation of

30,- Deutsche Mark or 20,- US Dollar.

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Practically, the procedure should be like this:

- o Case 1: You have access to EMail.
  - > Send me an E-Mail including your full name (and e-mail address), indicating that you want to get the password. Simultaneously transmit the money to my bank account; take care to identify yourself sufficiently, so that I can find out who sent me the money. Then, I will e-mail you the password (and the newest version if requested).
- o Case 2: You have no access to EMail.
  - > Send me a standard letter including an sufficiently stamped return-envelope. Include the money into that letter or transmit it to my bank account. Then I will return the envelope with the password (and the disk with the newest version if requested).

INNERHALB DEUTSCHLANDS:

Sie können auch 5,- DM mehr überweisen, wenn sie keinen Rückumschlag einschicken wollen.

Das Porto beträgt 1,00 DM (ohne Disk) und neuerdings 2,00 DM (nicht 1,70) mit Disk.

See The Author for addresses.

See VideoMaxe preferences window for information how to employ the password.

## 1.6 Rise from VideoMaxe 03.XX to 04.XX

If you have used VideoMaxe 03.XX, you can update your project and your "Treiber"-files. This is done by the CLI-tool "VMConvert", residing in the "Tools" directory of the original archive. It can convert VideoMaxe 03.XX projects and VideoMaxe 03.XX "Treiber"-files to the current 04.XX format.

Do this conversions with the multiple use installer script "InstallVM" in the original archive. Please start this up and read its help texts for details.

Refer to VMConvert's documentation (if existing) if you want to use it from Shell ("VMConvert ?" will show up the syntax).

## 1.7 Odds & Ends

- o The default (program-coded) and standard (installed) layout preferences open a PAL screen, 640x256. If you have a NTSC-only machine, you will get an error message on startup; simply ignore this messages, open a with a system's default screen mode, change the layout preferences in VideoMaxe to your wishes & "Save" it (see bug -(13)).



- o In some windows string/integer gadget contents are taken only if a IDCMP-GadgetUp arrives at the window (TAB or ENTER). So better press these keys in the gadgets after changing its contents to make sure.
- o VideoMaxe is localized while the documentation is in english only. I hope you will understand that I am simply not willing to keep several documents of this length for different languages up to date - this would simply end in chaos. So I choosed the language I hope most people will understand for this documentation.  
If YOU want to translate it however, why not? Contact me, see The Author.
- o If you however see texts in VideoMaxe that begin with a "(\*) ", this indicates that in the catalog file you use this text had not yet been translated into the language of the catalog in question. This should not occur however.
- o Some words to the catalog file and menu/gadget shortcuts. There are some applications that strictly follow the style guide: They define for every window everything new and use the suggested names for the strings (i.e. XXX\_MENU for menus or XXX\_GAD for gadget text). This is simply needed if you want to define shortcuts for gadgets and menus in the catalog, BUT:

1st: you get monster names to differentiate the different window names, i.e. like

MSG\_TRANSFERPANEL\_ABORT\_ENTIRE\_TRANSFER\_GAD\_STR

from Olaf Barthel's Term.

2nd: you get a damn lot of strings! E.g. Term's source default strings file is about 200 K big! As these default strings must be hard-coded, that means 100 - 200 K more code (depending on the compiler's optimization) only for the text!!  
And think about all the translators that have to translate these strings...

So, this is the reason why I will not define shortcuts via the catalog file. I will even try 2 reduce the number of needed strings by their intelligent combination.

## 1.8 Installation

Requirements

Accomplish installation

## 1.9 Requirements

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To be able to run (this version of) VideoMaxe on your computer you must have any Amiga with OS 2.04+ and the locale library (available with WB 2.1+).

Remark: I tried to make the program runnable without the locale library to give users without WB 2.1 the chance to start the program. Normally one can't do that with M2Amiga (see bug -(14)), but extra for new libraries since OS 36, they deliver optional library interfaces. These can be imported without letting the program assert if the library in question can't be found, but the programmer must test if it was really opened. Great! I dedicated at least an hour to performing the needed changes to realize the library as option, then finally wanted to import the optional interface from my brand new OS 39 distribution of M2Amiga, and --

IT WAS MISSING!!!!!!!!!!

## 1.10 Accomplish installation

Please use the multiple use installer script "InstallVM" in the original archive; read its help texts for details.

If you want to do it by hand, read the Documentation, understand it and do it yourself (old beggar).

## 1.11 Documentation

This documentation is divided in two main parts, namely the chapters General that introduces basic types and concepts of VideoMaxe and Details that provide a detailed description of the program.

Introduction  
General  
Details

## 1.12 Introduction

I now that many video organizers are already existent. Among these, I did not find one that would satisfy all features I wanted nor have the environment I demanded.

Starting programming in 1989, releasing a first version openly in 1990 (02.11), this program has developed to a tool even I am quite satisfied with.

Sure, nothing new, but its ultimate solution:

VideoMaxe, THE video organizer!

## FEATURES

=====

(only some that just come to my mind...)

### Environment:

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- o Full OS 2.0/2.1 support (Localization, Asl, fonts, application icon, etc.).
- o Comfortable screen/window layout saving
- o Font-sensitive runtime gadget calculation.
- o Comfortable installer script for installing, updating, etc.
- o Good documentation (english), text and guide format.
- o ...

Concepts:

~~~~~

- o NO limitations whatsoever concerning amount of titles, rubrics, tapes (or whatever:+) except for your ram space.
- o Ultimate answer to the questions:
  - o Where to record a new title?
  - o How to spool to title x (counter, rest time, used time...)?
  - o If I have a video recorder without rest or used time display, how can I get exact counter position?
  - o How to express different compression modes (i.e. long play)?
- o A freely editable mask entry list for each tape and title; that means that you can carry as much additionally information as you wish per tape or title. Provides a mask concept to handle that (save, load masks etc.).
- o Title length are given in minutes AND seconds to be able to cover rather short titles (e.g. music).
- o Comfortable search routines
- o Printing
- o ...

## 1.13 General

This chapter provides an overview of the program's basic concepts - so if you are an advanced amiga user you should be able to intuitively work with the program by understanding only this chapter.

Data Types

File Types

Controlling the program

## 1.14 Data Types

VideoMaxe consists of many data types that have multiple relations and interact in multiple ways.

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I will give you a short list of the key types only. These are sufficient to understand VideoMaxe as a user.

Mask entry  
Mask entry list  
Mask  
Mask list  
Rubric  
Tape  
Title  
Project  
VideoMaxe preferences  
Layout preferences  
Printer preferences  
Video recorder

## 1.15 Mask entry

A mask entry is the basic type for VideoMaxe's "data base" facility.

It consists of:

- o Its name.
- o Its kind.
  - Up to now, three different kinds are possible:
    - On/Off type
    - Number type
    - Text type
- o Its data; the kind of data depends on the mask entry's kind.

See Mask entry window as well.

## 1.16 Mask entry list

A mask entry list is a list of mask entries. Important types containing such lists are tapes, titles and masks.

It consists of:

- o An unlimited amount of mask entries. See mask entry.

See Mask entry list window as well.

## 1.17 Mask

A mask is a mask entry list combined with a name for identification.

It consists of:

- o Its name.
-

- o Its mask entry list

Note: It is used in mask lists only. The mask entry lists of masks in a project's mask list can be used with the mask entry lists of tapes and titles.

See Mask window as well.

## 1.18 Mask list

A mask list is a list of masks. There is always one mask list per project. In a project, the first entry of that list will be taken as default for new tapes and the second entry will be taken as default for new titles.

So, you see, this list should contain all your favorite masks for that project (for tapes & titles).

It consist of

- o An unlimited number of masks.

Note: You CAN enter values into the masks here, but I do not appreciate that. However, use values that will most likely be a default for a new title or tape.  
I appreciate: Text-empty text, Number-zero, On/Off-off.

See Mask list file and Mask list window as well.

## 1.19 Rubric

A rubric is a classification for titles.

It consists of:

- o Its name. Leading spaces will be automatically removed.

It is linked to:

- o The list of titles that are classified into this rubric.

See Rubric window as well.

## 1.20 Tape

A tape is the resource where a title is located physically.

It consists of:

- o Its number.
-

- o Its length (in minutes).
- o Its "over hang", that is the time it is "longer" than described by the manufacturer (in minutes).  
The actual length of a tape (used for the calculations) is the addition of "length" and "over hang".
- o Its mask entry list, containing additionally data.

It is linked to:

- o The list of titles recorded on this tape.

See Tape window as well.

## 1.21 Title

A title is data that can be recorded on (any) tape.

It consists of

- o Its name.
- o Its key for comparison. Is only internally used, not saved but created when inserting/changing a title. See Alphabetical order concept.
- o Its (play) length (in minutes and seconds).  
See title compression concept.
- o Its compression factor (fraction).  
See title compression concept.
- o Its boolean locked flag. Is this true, the title will not be taken into consideration for "used spaces suggestions".  
See Suggestion concept.
- o Its date and time. Both strings are shown (and MUST be typed) in the template of the OS locale prefs. See your Amiga User Manual for more details.
- o Its mask entry list, containing additionally data.

It is linked to

- o The tape it is recorded on.
- o The rubric it is classified into.

See Title window as well.

Title compression concept

Suggestion concept

## 1.22 Title compression concept

Problem: There may be video recorders with the ability to compress. For example, many video recorders do have a so-called long-play-mode to compress the length of titles to half the original length. So one has to handle two different length, namely the play length and the actual length of a title. The first one should be there for

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the user, the second for VideoMaxe's calculations.

VideoMaxe's solution: Every title has a length. This represents the play length. The actual length will be calculated internally. To be able to do that, one has to know the compression mode the title has been recorded in. As the only impact on VideoMaxe of a compression is (a prolonging or) shortening of the actual title length, it is enough to know how much a title length is compressed. The value indicating that is the compression factor of a title. This is the factor the recording is compressed due to its length concerning the used compression mode. This factor may be smaller than one to simulate prolonging of the titles length. For example, the compression factor for the compression mode "Long Play" is 2, the normal compression factor is 1.

## 1.23 Suggestion concept

Problem: You want to record a new title - but on which tape???

VideoMaxe's solution: Every title has an actual length (see title compression concept). Every tape has a actual tape length (length+overhang). Every title has a boolean locked flag. With these three values the suggestion concept is built up.

And that is how it goes: You create a new title and set the title's length & compression mode. For this title's actual title length VideoMaxe provides suggestions where best to record it. Namely:

- o Suggestions for free spaces of time  
You get a list of all tapes the title will fit on. Ordered from the shortest to the longest possible actual rest time to be left on the tape if the title would actually be placed there.
- o Suggestions for used spaces of time  
You get a list of all blocks of coherent titles (tape list!) with the "locked"-flag not set whose actual length are big enough to include the new title. If the block ends with a title that is simultaneously last on its tape, the tapes's rest time is added to the block's length. Blocks that contain a(t least one) other fitting block are redundant and not displayed. In the following I will write
  - o (<title1>, ..., <titleN>) for a block that is longer than needed and will thus "partly overplay" <titleN> and
  - o (<title1>, ..., <titleN> ..) for a block that can hold the new title only with the rest time of the tape (and thus will completely overplay all titles).

So, you see, these blocks contain potential list of titles to be overplayed with the new title.

This list is ordered from the shortest to the longest possible blend. The blend is the actual length

that will contain a "partly overplayed" title  
((title1,...,titleN)-block) OR  
the actual rest time left on the tape  
((title1,...,titleN ..)-block))  
after actually accepting the suggestion.

Example: You have a project with

- o Tape 1, actual length 244
  - o Film 1, actual length 120, locked
  - o Film 2, actual length 110
- o Tape 2, actual length 183
  - o Docu 1, actual length 45
  - o Docu 2, actual length 45

# Suggestions for actual new title length = 14:

Free spaces suggestion list:  
(Tape 1) (Tape 2)  
Used spaces suggestion list:  
(Docu 1) (Docu 2) (Film 2)

# Suggestions for actual new title length = 90:

Free spaces suggestion list:  
(Tape 2)  
Used spaces suggestion list:  
(Docu 1, Docu 2) (Film 2) (Docu 2 ..)

# Suggestions for actual new title length = 100:

Free spaces suggestion list:  
-no suggestion possible-  
Used spaces suggestion list:  
(Film 2) (Docu 2 ..) (Docu 1, Docu 2 ..)

# Suggestions for actual new title length = 125:

Free spaces suggestion list:  
-no suggestion possible-  
Used spaces suggestion list:  
(Docu 2 ..) (Docu 1, Docu 2 ..)

## 1.24 Project

A project is a representation for a collection of tapes.

It consists of

- o Its name.
- o Its preferences:
  - o How to show the spool information, see spool information concept.
  - o A mask list, containing the mask entry list templates for this



- project.
- o A video recorder for counter calculations.  
See spool information concept
- o Its articles-string.  
See Alphabetical order concept
- o A printer preferences that contains the projects defaults  
printer prefs.
- o Its list of rubrics.
- o Its list of tapes.
- o Its list of titles.
- o Its list of clipped titles. This list is not saved in the  
project file and has no special meaning - you'll simply find  
it very useful when working with VideoMaxe.

See Project file and Project window as well.

Spool information concept  
Alphabetical order concept

## 1.25 Spool information concept

A spool information provides the information needed to access  
a title (with a video recorder).

A project can have three different kinds of spool information  
show types adjusted in its preferences; the adjusted type has  
impact on all output operations done with the project.

These types are

- o "Used time" shows the spool information of a title as used time.  
This is the time from start of the tape upto the beginning of  
the title.  
For example: "Used time: 90 Minutes", if a title is recorded  
90 minutes after the begin of the tape.
- o "Rest time" shows the spool information of a title as rest time.  
This is the time from the beginning of the title upto the end  
of the tape.  
For example: "Rest time: 110 Minutes", if a title starts  
110 minutes before the end of the tape.
- o "Counter" shows the spool information of a title as counter  
position. This is the counter position of the title as  
calculated by the adjusted video recorder of the project.

## 1.26 Alphabetical order concept

- o General comparison of strings

Since release 04.20, VideoMaxe uses the locale library for comparison,  
using the "Collate 2" mode.

If you do not have the locale library (and VideoMaxe finally runs  
without it, see Requirements), a normal ASCII compare will be used.

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This comparison is used for every alphabetically ordered list in VideoMaxe.

Examples for alphabetically ordered lists: rubric list, any rubric's title list, main project's title list.

#### o Special comparison of titles

Before executing the general string compare, a title's name is converted to a "key"-string, that actually is used for the comparison.

This conversion executes two steps:

- o Delete leading spaces.
- o Delete all pretexts defined in the project's article-string. The case sense is ignored here (not localized yet, so no special chars will be capped (i.e. "ö" to "Ö" will not be performed))

The articles-string:

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Every project contains such articles-string. It contains the pretexts to be left out in alphabetical order; every pre-text must end with a "|" -char.

Example: Let the articles-string be "A |An |The |". This would leave out the english articles "a", "an" and "the" when comparing strings.

Thus, "A Zoo", "The Giraffe", "An Elephant" would be ordered to: "An Elephant", "The Giraffe", "A Zoo".

IMPORTANT: Note that if you change the articles-string, the order will NOT automatically changed in all the list at once - only new items will be ordered with the new comparison. To perform this, you will have to save the project and then reload it.

1.27 VideoMaxe preferences

A VideoMaxe preferences represents data with that VideoMaxe is configured. There's is always exactly one active while the program is running.

It consists of

- o The password. If this is correct, you will have access to all features of VideoMaxe. See How to register.
- o The (name of the) default mask list to use with new projects.
- o The (name of the) default video recorder file to use with new projects.
- o The (name of the) default printer preferences file to use with new projects.
- o Bool flag "Copy Projects?": Projects will be copied when entering

- the project editor if this is set. This may be slow, but provides the possibility to cancel the project editor.
- o Bool flag "Save Icons?": Icons are saved with any file saving operation if this is set.
 - o Bool flag "Show picture ...?": Shows the title picture with every About (and so on every startup) if this is set.
 - o All default directory names for the load and save operations on the six different filetypes.

Note that the first three entries are files that will be loaded as default for `_new_` projects only - they won't affect `_existing_` projects at all.

The last six entries exactly represent the default directories for the six filetypes described in File types.

See VideoMaxe preferences file and VideoMaxe preferences window as well.

1.28 Layout preferences

A Layout preferences represents data with that VideoMaxe's layout (screen, window etc.) is configured. There is always exactly one active while the program is running.

It consists of

- o The screen mode, colours, fonts etc. to use in VideoMaxe
- o The shapes (including the zoom state) of all VideoMaxe windows.

See Layout preferences file and Layout preferences window as well.

1.29 Printer preferences

A Printer preferences represents data with that VideoMaxe's printing is configured. Each Project contains exactly one.

It consists of

- o Four different adjustments concerning the print.
See its editor and you will see....

See Printer preferences file and Printer preferences window as well.

1.30 Video recorder

A video recorder represents the behaviour of a counter of a special recorder. There is always one video recorder per project.

It consists of

- o Four different functions (for four different tape lengths) of a video recorder counter. (4 different functions as the calculations may differ with different tape lengths). This function calculates for any give used time a counter position.
A such function consists of
 - o Its preferred tape length. Zero indicates that this function should be ignored.
For tape calculations the function will be chosen, whose function's preferred tape length is the most close to the length of the tape.
 - o A list of "movements per minute". This will contain the movement of the counter in a special minute (from start of the tape).
To get to theses values you have to spool to these positions (i.e. minute 6), let the tape run for one minute and then see how much the counter has proceeded.
(No fine work.)

Notes: In most cases, you will not need these functions as you're satisfied with rest- or/and used time. Engage yourself in creating such functions only if you urgently need the counter positions, i.e. if you cannot point-spool without it. If you really have created one I would be pleased to release it in newer versions.

See Video recorder file and Video recorder window as well.

1.31 File Types

There are six filetypes VideoMaxe can load and save.

"Default names" are the file names that will be accessed via the standard menus "Load" and "Save".

"Default icons" are the file names of the icon VideoMaxe will use when saving a file of that type with the "Save icons?" flag set in the VideoMaxe preferences. If this file does not exists, the system's default icon will be used.

VideoMaxe preferences file
Layout preferences file
Printer preferences file
Video recorder file
Mask list file
Project file

1.32 VideoMaxe preferences file

It contains all data of a VideoMaxe preferences.

Default name: VM:Config/VM.prefs

Default icon: VM:Config/VideoMaxePrefsIcons.info

1.33 Layout preferences file

It contains all data of a layout preferences.

Default name: VM:Config/LO.prefs

Default icon: VM:Config/LayoutPrefsIcon.info

1.34 Printer preferences file

It contains all data of a printer preferences.

Default name: Defined in the VideoMaxe preferences.

Used for new projects only, not accessible via
"Load" or "Save".

Default icon: VM:Config/PrinterPrefsIcon.info

1.35 Video recorder file

It contains all data of a video recorder.

Default name: Defined in the VideoMaxe preferences.

Used for new projects only, not accessible via
"Load" or "Save".

Default icon: VM:Config/VideoRecorderIcon.info

1.36 Mask list file

It contains all data of a mask list.

Default name: Defined in the VideoMaxe preferences.

Used for new projects only, not accessible via
"Load" or "Save".

Default icon: VM:Config/MaskListIcon.info

1.37 Project file

It contains all data of a project.

Default name: Defined as the name of the last disk access with that
project (e.g. new projects have no default, just loaded
projects have the name they are loaded from as default,
etc.).

Not accessible via "Load".

Default icon: VM:Config/ProjectIcon.info

1.38 Controlling the program

VideoMaxe is window-oriented and modularized. That means that you normally manipulate a certain amount of data in a window, encapsulated from the rest.

Note that most of VideoMaxe's behaviour will not be described at all in this documentation as I think it is self-evident. For example, error messages or safety requests will nowhere be documented.

Standard Gadgets
Standard menus

1.39 Standard Gadgets

There are standard gadgets appearing repeatedly in the program's windows that generally mean the same. Here's a list of those gadgets:

o Standard Gadgets manipulating an item

OK : Push the data as it is into action.
Delete : Delete the item whose data is being shown.
Cancel : Leave the window with exactly the situation as it has been before opening it.
Equivalent to "WindowClose".

o Standard Gadgets manipulating a list of items

OK : Push the data as it is into action.
New : Create a new list item.
Edit : Edit the active list item.
Empty : Empty the list (Length(list) = 0).
Cancel : Leave the window with exactly the situation as it has been before opening it.
Equivalent to "WindowClose".

Note: Side effects and "Cancel"

~~~~~

Note that to be able to "Cancel", the window must operate on a copy of the data. So, if you are not able to "Cancel" (as the button is ghosted), the data has not been copied. This is, for example, the case with the Window "Project" if you put off "Copy Project?" in the VideoMaxe preferences. This is useful, as the copying of a big project might take a long time. Note, too, that "Cancel" leaves you in exactly the same PROGRAM situation but you may have changed the programs ENVIRONMENTAL situation, for example by file-saving something in a window (in fact, file-savings are the ONLY side effect operations of that kind in this program). A simple example of that is changing and saving the VideoMaxe preferences and leaving the window via "Cancel". The changes will not be taken by the program (certainly, as you selected Cancel!), but at

the next startup of VideoMaxe this changed file will be read and put to action.

## 1.40 Standard menus

Every window might have a menu as well. Push the right mouse button to see it (suprise!). For all the menu items there is one rule to get their meaning: Read them! Menu items are read with their whole "path", e.g. "Rubric.New" or "Specials.Print.Rubric list". Employing that rule I bet you get at least a hint to any item's meaning.

There are three standard menu items concerning file accesses:

- o "Load" will load a file with a fixed name.  
Global key shortcut "L".
- o "Save" will save a file to a fixed name.  
Global key shortcut "S".
- o "Open" will open a file requester and let you choose a file to load.  
Global key shortcut "O".
- o "Save as" will open a file requester and let you choose a filename to save to.  
Global key shortcut "A".

Global menu shortcuts will not be used for anything else anywhere.

## 1.41 Details

This chapter will describe the programs behaviour and interface in detail. Mainly, all different windows are described one by one.

Startup  
VideoMaxe preferences window  
Layout preferences window  
Project list window  
Project window  
Rubric window  
Tape window  
Title window  
Mask list window  
Mask window  
Mask entry list window  
Mask entry window  
Suggestions window  
Search for tape window  
Search for title window  
Printer preferences window  
Print window  
Video recorder window

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## 1.42 Startup

How to startup  
Startup configuration

## 1.43 How to startup

You can startup VideoMaxe in two main ways: from CLI/Shell or from Workbench. From Shell, simply type

```
VM:VideoMaxe [RETURN]
```

and from Workbench simply doubleclick on the VideoMaxe Icon.

You may use an unlimited (unregarding the max allowed length for an argument line, 255 chars) amount of filenames as argument. Only files of the types VideoMaxe preferences, Layout preferences and projects are regarded and preloaded. For example from Shell you could type

```
VM:VideoMaxe MyFineLayout MyFineVideoCassettes [RETURN]
```

. This would let VideoMaxe startup with the layout 'MyFineLayout' and preload the project 'MyFineVideoCassettes'. Certainly you have the same opportunities from WB, i.e. via doubleclicking one (or more) VideoMaxe project icon(s) or simply doubleclicking on an enhanced election including the VideoMaxe Icon. Sure u'll get that straight.

## 1.44 Startup configuration

Though you can run VideoMaxe only with the file "VideoMaxe" copied anywhere to your (hard) disk, I strongly advice you to use the logical device "VM:". If you do not, however, you will have click away several requesters on every startup of VideoMaxe (but perhaps you like that).

Note that if the logical device "VM:" is not present, it will - after one system request for it - automatically be assigned to the current directory on startup; note also that the directory "VM:Config" will be created if non-existent, and address your thanks to the style guide.

Preloaded files:

~~~~~

- o Default VideoMaxe preferences file
- o Default Layout preferences file
- o All default icons for the six different file types
 - Mask list file, Project file, Printer preferences file,
 - Video recorder file, VideoMaxe preferences file and
 - Layout preferences file.

- o The Catalog-File "VideoMaxe.catalog", that may be located in "LOCALE:Catalogs/<lang>/" or in "<startup-cd>/Catalogs/<lang>". See your Amiga User Manual for more details about localization.
- o "VM:Config/VM.pic". Data for the title picture, shown with "About". Is not shown if you put it off in the VideoMaxe preferences or if VideoMaxe can't open an adequate screen (PAL:Hires, 4 colours).

1.45 VideoMaxe preferences window

In this window the VideoMaxe preferences are edited.

Gadgets

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- o "Password". With this gadget you can adjust the password. Type the correct password here and leave the window via "OK". Then, the screen title should be changed to "<version> - Registered user". If not, then you have not typed the correct password.
- o "Mask list" file name of the default mask list for new projects.
- o "Video recorder" file name of the default video recorder for new projects.
- o "Printer preferences" file name of the default printer preferences for new projects.
- o "Copy projects?" lets you edit this flags of the VideoMaxe preferences.
- o "Save icons?" lets you edit this flags of the VideoMaxe preferences.
- o "Show picture with about?" lets you edit this flags of the VideoMaxe preferences.
- o "Mask list" file name of the default mask list for new projects.
- o "Project path" lets you edit the default directory path for the file requester when processing project files.
- o "Mask list path" lets you edit the default directory path for the file requester when processing mask list files.
- o "Printer preferences path" lets you edit the default directory path for the file requester when processing printer preferences files.
- o "Video recorder path" lets you edit the default directory path for the file requester when processing video recorder files.
- o "VideoMaxe preferences path" lets you edit the default directory path for the file requester when processing VideoMaxe preferences files.
- o "Layout preferences path" lets you edit the default directory path for the file requester when processing layout preferences files.

Menus

~~~~~

- o "VideoMaxe preferences"
 - o Standard menus "Load", "Open", "Save", "Save as" are processing VideoMaxe preferences files.
- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.
 - o "Default" activates the values of the hard coded VideoMaxe default.

All disk operations can easily be done via the file requester by clicking on the gadgets right of the string gadgets.

1.46 Layout preferences window

In this window the layout preferences are edited.

Gadgets

~~~~~

- o "Screen mode" pops up the system's screen mode requester. Please refer to your Amiga for explanation.  
You can edit the screen mode here.
- o "Public screen?". If checked, the VideoMaxe screen will be a public screen. The public screen id is "VM-Screen".  
Don't check this if you are not sure what a public screen is.
- o "Shanghai windows?". If checked, all VideoMaxe windows will be opened on the default public screen, else on the VideoMaxe screen.  
Don't check this if you are not sure what the default public screen is.

Use a public screen manager to handle the last two flags.

- o "Colours" lets you edit the screen's colours.  
Not yet supported (04.20).
- o "Screen font" lets you edit the font to be used as screen's default.  
Window and screen titles will be printed in that font.
- o "Menu font" lets you edit the font to be used for menu texts.
- o "Gadget font" lets you edit the font to be used for gadget texts.

All font selectors pop up the system's font selector window.

Menus

~~~~~

- o "Layout preferences"
 - o Standard menus "Load", "Open", "Save", "Save as" are processing layout preferences files.
- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.
 - o "Default" activates the values of the hard coded VideoMaxe default.

Remember that, though not visible, the shapes (including the zoom state) of all VideoMaxe windows are hold here. They can't be adjusted here, but the editor always contains the current shapes after entering it. It certainly does not contain the current shapes if you have previously loaded a layout from disk inside the editor.
If you want the shape of the layout window to be snapshot as well, adjust the layout editor window and leave it via "Cancel", as "OK" should use the (perhaps loaded) values...

1.47 Project list window

In this window the list of all currently loaded projects is shown.

Gadgets

~~~~~

- o The list gadget displays the current list of projects.  
The projects are represented in the list through their names (NOT their `_file_` names!), preceded by "[ ]" for an unchanged, "[\*]" for a changed project.  
You can add an entry to the list either by loading a project or by creating a new project via the standard "New" gadget. Latter will (load the standard files for new projects and then) pop up the project editor with the new project.  
You can delete a list entry by deleting an existing project in the project editor.
- o Standard Gadgets

Menus

~~~~~

- o "Project"
 - o Standard menus "Open", "Save", "Save as" are processing projects. The fixed file name of a project is the file name it has been loaded from.
 - o "About" tries to show the VideoMaxe title picture if its flag in the VideoMaxe preferences is set and then shows some information about this version of VideoMaxe in a window.
 - o "Iconify" will put VideoMaxe into iconification mode. That means that the screen will be closed and an application icon will be placed on the Workbench. You may drag VideoMaxe preferences, layout preferences and project files onto the VideoMaxe app icon (in fact, you may drag anything onto it, but only these files will be processed...). Used mainly to gain memory and clean up the machine.
 - o "Quit" will try to quit the program, equivalent to "Window Close".
- o "Preferences"
 - o "VideoMaxe" will pop up the VideoMaxe preferences window.
 - o "Layout" will pop up the layout preferences window.
- o "Specials"
 - o "Swap two entries" will swap two entries in the project list however.

1.48 Project window

In this window a project is displayed and can be edited.

Gadgets

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- o "Name" is a string gadget containing the project's name (NOT its file name !!)
  - o The list selector gadget underneath the "Name" gadget let you choose between the different "list-display-modes":
-

- o "Title list sorted by name" displays all titles (in alphabetical order)
- o "Title list of tape" displays all titles of the active tape (sorted by their occurrence on the tape)
- o "Title list of rubric" displays all titles of the active rubric (in alphabetical order)
- o "Title list sorted by date" displays all titles (sorted by their date)
- o "Clipped title list" displays all titles in the clipped title list.
- o "Rubric" displays the active rubric and let you freely choose a new active rubric from the project's rubric list via the slider gadget above.  
The active rubric is always the rubric of the active title.
- o "Tape" displays the active tape and let you freely choose a new active tape from the project's tape list via the slider gadget above.  
The active tape is always the tape of the active title.
- o The dominating list gadget contains the list of all titles of the active list. This active list is determined by the list selector, the active rubric and the active tape.  
In this list there is always one active title (or none, if the list has no entries) that is displayed at the bottom of the list. You can activate any title of the list by clicking onto it. By that, you will automatically change the active tape and active rubric. A doubleclick on a title will pop up the title window with that title.
- o "Spool information" displays the spool information of the active title. The kind of this information depends on the adjustments in the project's preferences: rest time, used time or counter. See Menus.
- o Standard gadgets.

#### Menus

~~~~~

- o "Rubric"
 - o "Edit" pops up the rubric window with the active rubric.
 - o "New" pops up the rubric window for a new rubric.
 - o "Choose" pops up a window with a list of all rubrics with the possibility to choose an new active rubric.
 - o "Print" pops up the print window to print the rubric.
 - o "Tape"
 - o "Edit" pops up the tape window with the active tape.
 - o "New" pops up the tape window for a new tape.
 - o "Choose" pops up a window with a list of all tapes with the possibility to choose a new active tape.
 - o "Search" pops up the search for tape window.
 - o "Print" pops up the print window to print the tape.
 - o "Title"
 - o "Edit" pops up the title window with the active title.
 - o "New" pops up the title window for a new title.
 - o "Copy active title" pops up the title window for a new title, copying some data from the active title to the new (see Bug -(7)).
 - o "Search" pops up the search for title window.
 - o "Print" pops up the print window to print the title.
-

- o "Add to clip list" adds the active title to the clipped title list of the project (if the active title is not already the clip list).
- o "Remove from clip list" removes the active title from the clipped title list of the project (if the active title is in the clip list).
- o "Preferences" lets you adjust the preferences of the displayed project.
- o "Spool information"
 - o "Used time" advises VideoMaxe to normally display the used time as spool information for a title.
 - o "Rest time" advises VideoMaxe to normally display the rest time as spool information for a title.
 - o "Counter" advises VideoMaxe to normally display the calculated counter position referring to the adjusted video recorder as spool information for a title.
- o "Mask list" pops up the mask list window with the mask list of the project.
- o "Video recorder" pops up the video recorder window with the project's video recorder.
- o "Articles" pops up the a string request window with the project's article string. See Alphabetical order concept.
- o "Printer" pops up the printer preferences window with the project's printer preferences.
- o "Specials" covers some special features.
 - o "Start values" sets all data of the displayed project back to the values it had when entering the window. Only accessible if you have "Copy Projects?" on in the VideoMaxe preferences (or with new projects).
 - o "Mask" covers some special features handling the titles masks. (The texts of these items are long enough to be self-explaining...)
 - o "Print"
 - o "Rubric list" pops up the print window to print the rubric list.
 - o "Tape list" pops up the print window to print the tape list.
 - o "Active title list" pops up the print window to print the current title list.
 - o "Statistics" pops up a window with some more or less interesting numbers and diagrams.
 - o "Clear clipped title list" will delete all titles from the clipped title list.

1.49 Rubric window

In this window a rubric is displayed and can be edited.

Gadgets

~~~~~

- o "Name" lets you edit the name of the rubric.
- o Standard gadgets.

Menus

~~~~~

- o "Specials"
 - o "Start values" reactivates the values that were active when the

window was entered.

1.50 Tape window

In this window a tape is displayed and can be edited.

Gadgets

~~~~~

- o "Number" lets you edit the number of the tape. The tape number is an id for a tape.
- o "Length" lets you edit the length of the tape. A RETURN or TAB in this gadget will perform a default calculation of the tape overhang.
- o "Tape overhang" lets you edit the overhang of the tape.
- o "Mask entry list" pops up the mask entry list window with the mask entry list of that tape.
- o "Show tape" will display the tape in an asynchronous window if checked.
- o Standard gadgets.

### Menus

~~~~~

- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.
 - o "Tape overhang"
 - o "Default" calculates a normal tape overhang, depending on the value in the "Length" gadget. A tape with 240 minutes for example has a default tape overhang of 4 minutes.

1.51 Title window

In this window a title is displayed and can be edited.

Gadgets

~~~~~

- o "Name" lets you edit the name of the tape. There may be multiple titles with the same name.
  - o "Tape" lets you edit the tape the title is recorded on. You can't change the tape if you are editing an existing title.
  - o "Rubric" lets you edit the rubric the title is classified to.
  - o "Length" lets you edit the title's length. The first gadget contains the minutes, the latter the seconds. Normally you'll not use the seconds, but they're there if you for example want to store pieces of music.
  - o "Compression factor" lets you edit the compression factor. See Title for explanation.
  - o "locked" lets you edit the status of the title. See suggestions window.
  - o "Date" lets you edit the title's date. For new titles, this is initially set to the current date.
  - o "Time" lets you edit the title's time. For new titles, this is
-

- initially set to the current time.
- o "Mask entry list" pops up the mask entry list window with the mask entry list of the title.
- o "Suggestion exists?". If checked, this means that there is a suggestion present. A click on it then means killing the present suggestion. If it is not checked, a click on this gadget will pop up the suggestions window, presenting the suggestion concept.  
Can only be accessed if you're editing a new title.
- o "Accept suggestion?". If checked, this will cause VideoMaxe to regard the existing suggestion when choosing "Ok". Can only be accessed if a suggestion exists.
- o "Show tape?" will display the tape of the title in an asynchronous window if checked. Mutual excludes with "Show suggestion?".
- o "Show suggestion?" will display the active suggestion of the title in an asynchronous window if checked.  
Mutual excludes with "Show tape?".  
Can only be accessed if a suggestion exists.
- o Standard gadgets.

#### Menus

~~~~~

- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.
 - o "Compression factor". See Title for explanation.
 - o "none" will set the compression factor to 1.
 - o "Long play" will set the compression factor to 2.
 - o "Date"
 - o "Start values" reactivates the values for date AND time that were active when the window was entered.
 - o "current" will set the date AND time of the title to the current date and time.

1.52 Mask list window

In this window a mask list is displayed and can be edited.

Gadgets

~~~~~

- o The gadget containing the list of the masks. The entries are represented by their mask names, arbitrary order.  
A click on an entry will activate it, a doubleclick will pop up the mask window with the mask in question.
- o Standard gadgets.

#### Menus

~~~~~

- o "Mask list"
 - o Standard menus "Open", "Save As" are accessing mask lists.
- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.

- o "Swap two entries" gives you the opportunity to swap to mask positions in the list.

1.53 Mask window

In this window a mask is displayed and can be edited.

If you are editing the first mask of the project's mask list, the window title will be "Default mask for new tapes", if you are editing the second mask it will be "Default mask for new titles".

Gadgets

~~~~~

- o "Name" lets you edit the mask's name.
- o "Mask entry list" pops up the mask entry list window with the mask entry list of the mask
- o Standard gadgets.

Menus

~~~~~

- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.

1.54 Mask entry list window

In this window a mask entry list is displayed and can be edited.

Gadgets

~~~~~

- o An unlimited amount of gadgets representing a mask entry.  
The VALUES of these mask entries can be edited here, their type and name are changed in a mask entry window.  
Thus, there may be three different kinds:
  - o On/Off type. Displayed by a checkbox-gadget, followed by the mask entry's name.
  - o Number kind. Displayed by the mask entry's name followed by an integer gadget.
  - o Text kind. Displayed by the mask entry's name followed by a string gadget.
- o A mutual exclude gadget that lets you choose the active mask entry. Visibly through circles preceding the mask entries.
- o Standard gadgets.

Menus

~~~~~

- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.
 - o "Swap two entries" gives you the opportunity to swap to mask entry positions.
 - o "Use a mask" lets you choose a mask of the project's mask list

- to use its mask entry list in this window.
- o "Append a mask" lets you choose a mask of the project's mask list to append its mask entry list to the active mask entry list in this window.
- o "Merge a mask" lets you choose a mask of the project's mask list to merge its mask entry list with the active mask entry list in this window. This is like "Append ...", but mask entries with a name that is already existent in the active list are not appended.

1.55 Mask entry window

In this window a mask entry is displayed and can be edited.

Gadgets

~~~~~

- o "Name" lets you edit the name of the mask entry.
- o The list kind gadget lets you edit the type of the mask entry. You can choose:
  - o "On/Off type" to store a boolean value with this mask entry.
  - o "Number type" to store a number with this mask entry.
  - o "Text type" to store a text with this mask entry.
- o Standard gadgets.

## 1.56 Suggestions window

In this window the suggestion concept for a given actual title length is presented with option to select a suggestion.

Gadgets

~~~~~

- o "Required space of time" displays the actual length for that suggestions are requested.
- o "Free spaces of time" displays the suggestions for free spaces of time for the required space of time. A click on an entry will activate it and display the suggestion in question in an asynchronous window. A doubleclick on an entry will select that suggestion and exit the suggestions window.
- o "Used spaces of time" displays the suggestions for used spaces of time for the required space of time. A click on an entry will activate it and display the suggestion in question in an asynchronous window. A doubleclick on an entry will select that suggestion and exit the suggestions window.
- o Standard gadgets.

1.57 Search for tape window

In this window you can comfortably search for a tape.

Gadgets

~~~~~

- o "Text to search for" lets you edit the token that should be found.
- o The 1st cycle gadget lets you adjust the following search options:
  - o "Search for full text" will search for the occurrence of the full text "as it is" given as token.
  - o "Search for pattern" will search for any occurrence of the token and will not regard case sense.
- o The 2nd cycle gadget lets you adjust the following search options:
  - o "Search in tape name only" will only search in the "number" field of the tapes. Note that for that purpose, token will be transformed into a number.
  - o "Search in all texts" will search in all texts. That means, it will search in the "number" field AND in all mask entries of the type text. See mask entry.
- o "Clear" will set the active tape to NIL. That means that the next search via "Next Matching" will be started at the beginning of the tape list.  
Will be shown by the text "No more matching entries" in the "Found tape"-Gadget.
- o "Next matching" will perform a search with the adjusted options.  
See "Found tape" for more information.
- o "Found tape" displays the found tape.  
This is simultaneously the active tape, used as list position where to start the search from. There are three possible entries:
  - o "Not searched yet". Active tape NIL. Search starts at the beginning of the list. Initial entry.
  - o "No more matching entries". Active tape NIL. Search starts at the beginning of the list. Entry after "Clear" or unsuccessful search.
  - o The name of a tape. Active tape not NIL. Search starts directly after the active tape. Entry after successful search.
- o Standard gadgets. "Ok" will take over the active tape.

## 1.58 Search for title window

In this window you can comfortably search for a title.

Gadgets

~~~~~

- o "List to search in" displays the list that will be used for the search. This value depends on from where the search was called.
- o "Text to search for" lets you edit the token that should be found.
- o The 1st cycle gadget lets you adjust the following search options:
 - o "Search for full text" will search for the occurrence of the full text "as it is" given as token.
 - o "Search for pattern" will search for any occurrence of the token

and will not regard case sense.

- o The 2nd cycle gadget lets you adjust the following search options:
 - o "Search in title name only" will only search in the "name" field of the titles. Please note that that means you will search in the "key"-strings of the titles only.
See Alphabetical order concept.
 - o "Search in all texts" will search in all texts. That means, it will search in the "name" field AND in all mask entries of the type text. See mask entry.
- o "Clear" will set the active title to NIL. That means that the next search via "Next Matching" will be started at the beginning of the list we are searching in.
Will be shown by the text "No more matching entries" in the "Found Title"-Gadget.
- o "Next matching" will perform a search with the adjusted options.
See "Found title" for more information.
- o "Found title" displays the found title.
This is simultaneously the active title, used as list position where to start the search from. There are three possible entries:
 - o "Not searched yet". Active title NIL. Search starts at the beginning of the list. Initial entry.
 - o "No more matching entries". Active title NIL. Search starts at the beginning of the list. Entry after "Clear" or unsuccessful search.
 - o The name of a title. Active title not NIL. Search starts directly after the active title. Entry after successful search.
- o Standard gadgets. "Ok" will take over the active title.

1.59 Printer preferences window

In this window the printer preferences are displayed and can be edited.

All real values in centimeters.

Gadgets

~~~~~

- o Configuration number lets you select the printer preferences configuration that should be displayed in this window.
  - o "1st configuration" to "4th configuration"
- o "Name" lets you edit the name this print configuration.
- o "Paper length" lets you edit the length of the paper to print to.
- o "Paper width" lets you edit the width of the paper to print to.
- o "Print length" lets you edit the length of the print output inside the paper length.
- o "Print width" lets you edit the width of the print output inside the paper width.
- o "Left margin" lets you edit the position the print should start from the left.
- o "Flip Margins?". If checked, margins will be flipped (e.g. for "two-sides-print").
- o "Lines Per Inch?" lets you select the horizontal print depth.

- o "Characters Per Inch?" lets you select the vertical print depth.
- o "Print tape" lets you select how to print a tape.
  - o "nothing" prints no tape.
  - o "little" prints crucial informations.
  - o "medium" prints enough informations.
  - o "verbose" prints a damn lot of informations.
- o "Print title" lets you select how to print a title.
  - o "nothing" prints no title.
  - o "little" prints crucial informations.
  - o "medium" prints enough informations.
  - o "verbose" prints a damn lot of informations.
- o "Letter quality?". If checked, print will be in LQ mode.
- o "Proportional?". If checked, print will be proportional.
- o Standard gadgets

#### Menus

~~~~~

- o "Printer preferences"
 - o Standard menus "Open", "Save as" are processing printer preferences files.
- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.
 - o "Default" activates the values of the hard coded VideoMaxe default.

1.60 Print window

This window lets you perform a print. It depends on how this window has been entered what will be printed.

Please read -(15).

Gadgets

~~~~~

- o "Head line" lets you edit the head line of the print.
  - Initially this will be a senseful text that tells what will be printed.
- o Configuration number lets you select the printer preferences configuration that should be used with the print.
  - o "1st configuration" to "4th configuration"
- o "Tape mask" lets you choose how to print the mask entry lists of tapes.
  - o "nothing" prints no mask entry lists.
  - o "all" prints every mask entry of the mask entry lists.
  - o "filtered" prints only the mask entries that are in the chosen mask. Only if this is selected, you can choose a mask out of the project's mask list.
- o "Title mask" lets you choose how to print the mask entry lists of titles.
  - o "nothing" prints no mask entry lists.
  - o "all" prints every mask entry of the mask entry lists.

- o "filtered" prints only the mask entries that are in the chosen mask. Only if this is selected, you can choose a mask out of the project's mask list.
- o Standard gadgets. Note that "Ok" will perform the print.

#### Menus

~~~~~

- o "Specials"
 - o "Change printer preferences" pops up the printer preferences window with the active printer preferences. Initially, the active printer preferences are the printer preferences of the project print has been called from. Changing the preferences here will never have an impact on the project's printer preferences but only locally on this window.

1.61 Video recorder window

In this window a video recorder is displayed and can be edited.

Gadgets

~~~~~

- o "Name" lets you edit the name the video recorder whose counter functions are edited.
- o The cycle gadget lets you edit the function to edit.
  - o "1st counter" to "4th counter" for the four possible counter functions.
- o "Preferred tape length" lets you edit the preferred tape length for the selected function.
- o "Entry number" displays and lets you edit the active entry number. A counter function consists of nothing else but an array of REALs that each are accessed by an number. These numbers range from 0 to 40 and every such number represents exactly one "Minute".
- o "Minute" displays the minute the entry number represents.
- o "Movement for minute" lets you edit the movement per minute for the minute displayed in the "Minute"-gadget. RETURN will increase the entry number by one (and thus change the minute) and lets you edit the next value. Please see Video recorder and Spool information system.

- o Standard gadgets

#### Menus

~~~~~

- o "Video recorder"
 - o Standard menus "Open", "Save as" access video recorder files.
- o "Specials"
 - o "Start values" reactivates the values that were active when the window was entered.
 - o "Default" activates the values of the hard coded VideoMaxe default.

1.62 History

This chapter consists of two parts, namely Changes and Bugs. The first contains changes (improvements, addings, minor bugs) made in newer releases. The second part covers all major bugs found (and mostly solved) in various releases of VideoMaxe.

Changes
Bugs

1.63 Changes

Starting programming in 1989, releasing a first version openly in 1990 (02.11). Starting here with the last 1.3 release.

Date is always the final compilation date.

Release 03.24
Release 04.00_beta
Version 04.10
Version 04.11
Version 04.12
Release 04.20

1.64 Release 03.24

Date: 22 May 1992

This is the last version of VideoMaxe for WB 1.3.

Refer to the 03.24 documents for details.

1.65 Release 04.00_beta

Date: 25 Feb 1993

Initial 4.00 version. Had the remark not to use it as it was a beta version and might be (and was...) bogus.

Though successor of VideoMaxe 03.XX, so much changes have been made that it is in fact a new program with completely new documentation required.

- o Added all the numberless fabulous features the 04 versions of VideoMaxe!!!
 - o All file formats changed. Opportunity to update project and video recorder (old "Treiber"-) files.
-

1.66 Version 04.10

Date: 16 Apr 1993

Major bug fix release. First 04 release allowed to work with.
See Bugs.

- o Changed "VM:Prefs" to "VM:Config" (style guide)

1.67 Version 04.11

Date: 26 Apr 1993

Minor bug fix release. Done this mainly because of the embarrassing bug -(12).

- o some minor bug fixes
- o you do not have to press "TAB" or "ENTER" to really read the search texts in the search title and the search tape windows; that was really irritating sometimes. Some gadget position have changed as well...
- o added french catalog. Thanks Leif!

1.68 Version 04.12

Date: 06 May 1993

Minor bug fix release, fixing bug -(13) that irritated some american NTSC-only-machine users...

- o Improved the documentation

1.69 Release 04.20

Date: 16 Sep 1993

Major update release.

- o Finally found bug why program crashed when dragging a file onto VideoMaxe's application icon. Now you're able to drag projects, VideoMaxe preferences and layout preferences onto VideoMaxe's app icon in iconification mode.
 - o Comparing strings now with the localized compare from the locale library (collate 2). No longer capitalize the title's strings for exactly that reason.
 - o Won't save icon now if there is already one existing when saving a file. Saved icons will now have a no fixed icon position.
 - o Redrawn all VideoMaxe icons.
 - o Created in-program-code for the default layout window shapes.
-

This will let VideoMaxe's default pal layout look much better (try it in the layout preferences window, before all windows were as big as the screen). Useful when the "VM:Config/LO.prefs" file however couldn't be loaded.

- o Every project now contains a clipped title list, accessible in the project window.
- o Completed the documentation, writing my fingers down to rather short sticks
- o Finally wrote an installer script. Will now do minor updates, new installation, full version decoding, file updating
- o No longer automatically capitalizing rubric names. This will however not lead to compatibility problems, as these strings were actually saved big and not only internally computed.
- o Added shortcuts for important menus.
- o Put "Public screen?" and "Shanghai windows?" flags to work.
- o Slight change needed in "Search for title" because of no longer capitalizing title's key strings: "Search for full text" will now regard case sense, only "Search for pattern" will not. Embedded same behaviour into "Search for tape".
- o new catalog file created (version 3). German updating, French updating by Leif Kornstaedt (Thanks, Leif!).
- o Finally dropped the coded/light version schnick-schnack. Now you can simply edit the password in the vm prefs, and according to its correctness some features are blocked or not...

1.70 Bugs

Bugs are found in programs in multiple ways; there are small bugs, funny and ugly bugs, and, of course, there are bugs not even Commodore knows where they came from.

But now for something completely different:

- o The bugs listed beneath are known bugs only; thus, that list is not complete in what way soever.
- o Furthermore, it may be that even some known "bugs" do not occur in the list. For one thing, they may be too "small" so that I decided not to mention them (and there are many of these, mentioned as "done minor bug fixes" in "Changes"). The other thing is that I might not consider some strange behaviour as "bug", though other may do.

And here's the list:

Convention:

+(<bugNo>) = Bug number <bugNo> is not yet fixed
-(<bugNo>) = Bug number <bugNo> is fixed in current version

- (1)
 - (2)
 - (3)
 - (4)
-

- (5)
- (6)
- (7)
- (8)
- (9)
+ (10)
- (11)
- (12)
- (13)
- (14)
- (15)
- (16)
- (17)
- (18)
- (19)
- (20)
- (21)

1.71 -(1)

In version : 04.00_beta (08.03.93)
Location : Everywhere
Situation : More than one window is open
Error : The IDCMP-Port of the unactive window is not blocked
Ok since : Release 04.10
Notes : This isn't really a "bug", I simply haven't implemented
that yet. So watch out if VideoMaxe does not react...

1.72 -(2)

In version : 04.00_beta (08.03.93)
Location : Reopening VideoMaxe (from iconification)
Situation : Not enough free (chip) ram available
Error : VideoMaxe will assert (so all previously loaded (and
perhaps changed) projects will be lost)
Ok since : Release 04.10
Notes :

1.73 -(3)

In version : 04.00_beta (08.03.93)
Location : Save project
Situation : A loaded project's path+filename is longer than 80 chars
and you select the menu item "Save"
Error : The complete filename will be cut off and the project will
be tried to save to that wrong name; this might cause
an error (that's the best case) or the project might be
saved to that wrong name. This latter behaviour is _VERY_

ugly, as it may overwrite (without further request) an already existing file that coincidentally has exactly this name...

Ok since : Release 04.10

Notes : Fortunately, the worst case situation described above is not very probable

1.74 -(4)

In version : 04.00_beta (08.03.93)

Location : Project

Situation : Use one of the special mask operations

Error : VideoMaxe does not recognize the project to be changed

Ok since : Release 04.10

Notes :

1.75 -(5)

In version : 04.00_beta (08.03.93)

Location : Project

Situation : Change the active list via the mx-gadget while there is no active title

Error : VideoMaxe will not refresh the spool information even if the selection of the new list provides an active title

Ok since : Release 04.10

Notes :

1.76 -(6)

In version : 04.00_beta (08.03.93)

Location : Main

Situation : Starting up VideoMaxe

Error : First, the about information is shown and then the args are loaded; this should be the other way round

Ok since : Release 04.10

Notes :

1.77 -(7)

In version : 04.00_beta (08.03.93)

Location : Copied Title

Situation : The title window starts with the advice to to copy a title

Error : ALL informations are copied while is is very unuseful
to copy the date information; it should have the value
of the current time
Ok since : Release 04.10
Notes : I will add the pre-text "Copy of " to the name of the
title as well (and will think about other values useful
to copy or not)

1.78 -(8)

In version : 04.00_beta (08.03.93)
Location : Everywhere
Situation : Closing a window
Error : In this situation VideoMaxe should get both the normal
window sizes & the zoomed window sizes. Somehow this
goes astray.
Ok since : Release 04.10
Notes :

1.79 -(9)

In version : 04.00_beta (08.03.93)
Location : Everywhere
Situation : Intuition's window refresh (caused by window size change)
Error : After this operation the window will refresh its frame
each time the right mouse button is pressed
Ok since : 04.20
Notes : This can be very annoying if you have more of those
windows, as the refreshing steals your time. Obviously
my refreshing procedure is innocent, so why is this???

1.80 +(10)

In version : 04.00_beta (08.03.93)
Location : Everywhere
Situation : You've choosed a proportional gadget font in the layout
preferences
Error : The gadget real time calculations will be (slightly)
wrong
Ok since :
Notes : Until this bug is fixed, I leave it open to you to
choose a proportional gadget font. Perhaps you find one
that will do...

1.81 -(11)

In version : 04.00_beta (08.03.93)
Location : Project list -> Project
Situation : Ram-Cloning a project
Error : Titles are inserted in alphabetical order. As the titles are managed in a binary tree as well (and I haven't implemented AVL-Trees...), the tree of the cloned project becomes a linear list. Employing the recursive search procs (and these are used in the copying routine itself) then very likely leads to a stack overflow error...
Ok since : Release 04.10
Notes : The titles are now inserted according to the tape title lists as it should be (and is handled saving projects). Thus, I hope to have the best chance to get an more or less balanced tree.

1.82 -(12)

In version : 04.10
Location : Suggest
Situation : Choosing a suggestion for used spaces that does fully overlay (at least one) title (indicated by only one ">")
Error : VideoMaxe will Assert with an error message that can only be understood by me :+).
Ok since : Release 04.11
Notes : There were three words missing in the source after I had slightly changed the meaning of a datatype :-|. It was something like "AND (end # NIL)"...

1.83 -(13)

In version : 04.11
Location : Starting up VideoMaxe
Situation : Can't open the screen though enough memory available (e.g. because of an unexistent screen mode).
Error : VideoMaxe will give the error message "Not enough memory available!" instead of "Can't open screen!". Furthermore, VideoMaxe will not try to open a screen with another (available) screen mode.
Ok since : Release 04.12
Notes : Reported to me by Matt Simmons.
In fact, you might get trouble if you want to START VideoMaxe of Releases 04.11- on a pure NTSC machine (though certainly the programs runs with any screen mode), as you can't change the preloaded layout preferences file.

1.84 -(14)

In version : 04.00
Location : Starting up VideoMaxe
Situation : A library VideoMaxe needs is not available.
Error : The program SHOULD assert with the dos exit code
FAILED (but one should not believe an compilers
manual...). The program DOES mostly assert with an
ILLEGAL INSTRUCTION ALERT however.
Ok since : Release 04.20
Notes : As M2Amiga automatically opens the used libraries,
I've no chance to explicite test all needed
libraries - the runtime system is doing that for
me (with this noted bug...). _I_ can't correct
this but will now link a run time file that at
least shows which library could not be opened (though
code will thus increase).

1.85 -(15)

In version : 04.12
Location : Print routine
Situation : Printing with certain printer drivers (e.g. EpsonX)
Error : Printer device will produce an error when initializing
the printer (though the used commands are known to the
driver); this will let VideoMaxe cancel the print job.
Ok since : Release 04.20
Notes : Obviously no failure of my print routine. I did the
following to improve VideoMaxe failure handling:

- o survey the printer device error flag after every
ANSI command sent to it and

```
# display any _known_ error as plain text with the  
last used ANSI command  
# display any unknown error with the last used ANSI  
command  
# let the user decide after any of those errors if  
he wants to cancel, proceed or proceed & ignore  
the following errors
```

1.86 -(16)

In version : 04.12
Location : Startup
Situation : Starting VideoMaxe up from Workbench with VM: not
assigned.
Error : VideoMaxe will not automatically assign VM: to the
current directory (see Startup Configuration).
Ok since : Release 04.20

Notes : Did look for the cli-structure only...

1.87 -(17)

In version : 04.10
Location : Saving project file
Situation : Save ("Save", Standard menus) a new project.
Error : Access to NIL: as no default string present-program
assert
Ok since : Release 04.20
Notes : Never done this, discovered by chance!!
Now ignoring such call.

1.88 -(18)

In version : 04.12
Location : Startup VideoMaxe
Situation : Supply a layout preferences file as argument
Error : Won't open the correct screen
Ok since : Release 04.20
Notes : Simply corrected the order of the startup sequence.
Rather foolish error...

1.89 -(19)

In version : 04.12
Location : Delete a title
Situation : U wanta delete a title with length zero
Error : Won't be able to do that if it is not last on tape.
Ok since : Release 04.20
Notes : Sure you should be able to delete a title with length
zero any time. In fact, you could not delete such titles
at all if they weren't last on tape...now you can.

1.90 -(20)

In version : 04.12
Location : Release package
Situation : -
Error : An absolutely senseless file "Install.bat" was included.
Ok since : Release 04.20
Notes : No idea how that file got there...

1.91 -(21)

In version : 04.00
Location : Startup
Situation : Old catalog loaded
Error : String mixup
Ok since : Release 04.20
Notes : Delivered OC_Version with zero, because nothing else
would work with OpenCatalog. A bug in M2Amiga?
Now testing for version differently.

1.92 Thanks to...

Jens Stumpe for painting the title picture.
Leif Tobias Kornstaedt for the French translation.

All programmers for their PD soft that makes my Amiga worth living!!

1.93 The Author

The author is me and I am the author.

Send many letters to:

~~~~~

Stephan Sürken  
Kurt-Schumacher-Str. 34 A 161  
D-67663 Kaiserslautern

Send a lot of mails to:

~~~~~

s_suerke@informatik.uni-kl.de

Send much money to:

~~~~~

Bank account at: Stadtparkasse Kaiserslautern, FRG

BLZ: 540 501 10 identity of bank in germany  
KTO: 128 029 758 number of my bank account

For urgent questions call D-0631-15045.

Enjoy!

Stephan.

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