

CarCosts

COLLABORATORS

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

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Chapter 1

CarCosts

1.1 Contents

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And about MUI you should read: Readme.MUI

1.2 What the program does

CarCosts Version 3

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The program calculates the total costs of your car. You have to insert the load of fuels and other support costs (in two different lists). The result are: fuel costs, supports costs and total costs (total costs and costs per km, mile or whatever you choose).

1.3 Which hardware do you need ?

Your AMIGA

This program needs Kickstart/Workbench 2.04 or higher and MUI (MagicUser Interface, (c) by Stefan Stuntz). The file Readme.MUI describes how and where you can get MUI. The important parts of MUI (Version 1.3) which you need to use this program are included.

1.4 Disclaimer

Legal stuff

CarCosts is ShareWare. If you use this program, you have to send DM 20,- or (US)\$ 15,- to the author (ME). My address is at the end of this file. The author undertakes not liability for any damage caused by this program.

USE IT AT YOUR OWN RISK !!

MUI is ShareWare, too. For further information look at Readme.

It is allowed to include this program in any mailbox, PD-disk or PD-CD.

1.5 Installation

Installation

First, you have to install MUI (if not installed):

- Copy the file MUI/LIBS/muimaster.library to LIBS:
- Copy the files MUI/CLASSES/MUI/#? to sys:classes/MUI/.
- Prior 3.0 users have to include sys:classes to LIBS: Add a assign LIBS: sys:classes/ add in your s:User-Startup

Then you can install CarCosts.

- Just copy the executable to a place you like.
 - If you want to use a different language than german, you have to install a new .catalog-file. Copy the correct file to locale:catalogs/<your language>/CarCost.catalog
 - If you cannot find your language, you can generate your own catalog. But you need a program like MakeCat, CatEdit or CatComp to compile the catalog.
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1.6 How to Start

How to Start

You can start the program on WB with a simple double click on the icon. But you can start the program as well via a double click on a file with CarCost as its Default Tool. And a start from Shell is possible, too.

After starting the program, a window should appear on your Workbench (or on a screen you selected via MUI's preferences program).

If the program does not open a window, check

- if you have Kickstart/Workbench 2.04 or higher
- if you installed MUI:
 - is muimaster.library in LIBS: ?
 - are there several files in sys:classes/mui/ ?
 - is sys:classes/ added to LIBS: ?
- check if you have commodities.library and asl.library in LIBS:

If you checked everything and cannot find a fault, try a program like SnoopDos to see which file the program cannot find.

1.7 If it does not work

If it does not work...

The program opens a requester, if it cannot open a library (except intuition.library, there is no requester, if intuition.library V37 or higher cannot be opened).

The program can open its windows on a NTSC-hires screen with a Topaz/8 font. If the program cannot open its main window, a requester appears. If you started the program and NOTHING happens, you can use 'Exchange' to test if the program is running (and you can remove the program).

1.8 The Main Window

The Main Window

The main window contains tree parts:

- In the first two text gadgets, the car, the name of the open file and the first and last date in your datas are displayed.
 - The two buttons activate two other windows for entering entries in the fuel and support list.
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- The text gadgets at the bottom of the window contain the results of CarCost's calculations.

1.9 The Fuel Window

The Fuel Window

To modify or enter entries in the fuel list, you have to activate this window. The window contains two regions:

- In the top part is a listview where the entries are display
- The bottom part contains some stringgadgets for entering data and some buttons.

To enter a new entry, select NEW. The cursor will be in the first string gadget. With RETURN, the next gadget will be activated. If you press RETURN in the last gadget, the entry will be added to the list, if you entered a correct date (otherwise the cursor will be in the first gadget again).

If the value for kilometers (miles, ...) for a later date is lower than one for an earlier date, a requester will appear. However, the entry is added to the list.

To change an entry, select an entry and then CHANGE. Its contents are displayed in the stringgadgets. If you press RETURN in the last gadget, the new entry will be added to the list, if you select CANCEL, the old one is not changed.

To delete an entry, select it and then DELETE.

To close the window, press ESC, click on the close gadget or select Close Window.

1.10 The Support Window

The Support Window

This window is very similar to the fuel window. There is only one difference: You can enter as many entries for one date as you want.

1.11 The New Window

The New Window

If you select Project/New, this window will appear. You are asked for the registration number of a new car, the date and the kilometers (miles, ...) at start.

Here you can enter as well how you want to enter the dates.

1.12 The Menus

The Menus

- New: Clears the lists and ask for the initial data of a new car.
- Change Startdata: Here you can change everything you entered at New, without deleting any other data.
- Load/Save/Save as: Load/Save the list to a file.
- Print: The program ask if it should print the data to a printer or write them into a file. If you choose to write the data into a file, you are asked for a filename, too.
- About: Some information about the program.
- Quit: Quits the program.

1.13 The ARexx-Port

The ARexx-Port of CarCosts

The ARexx-Port of CarCosts has the name CARCOSTS.x, where x is a number, usually 1.

CarCosts knows the usual MUI commands and the following commands:

GETFUELNUMBER

Gives you the number of entries in the fuel list (in RESULT)

GETFUELINFO ITEM/A,NUMBER/N/A

Gives you a part of an entry. The entry is selected via NUMBER (the first one is number 0, the last one if GETFUELNUMBER-1). With ITEM you select, which part of an entry you want to get. ITEM must be one of DATE, KM, LITER, PRICE, DKM or LPERKM. DKM is the distance between two entries and LPERKM the consumption.

GETSUPPNUMBER

Same as GETFUELNUMBER, but for support list.

GETSUPPINFO ITEM/A,NUMBER/N/A

Same as GETFUELINFO, but ITEM must be one of DATE, TITLE, REMARK or PRICE.

GETSUMMARY ITEM/A

Gives you a summary of all entries: ITEM must be one of:

- STARTDATE -> The date, the list starts
- ENDDATE -> The last date in the lists
- LITER -> The total amount of liters (or gal., or ...) you used.
- KM -> The total amount of kilometer (miles, or ...).
- CONSUMPTION -> The consumption (liter/100km or ...).
- PRICEFUEL -> The total price of fuel.
- PRICESUPPORT -> The total price of support.
- KMSTART -> The km (miles...) at start.
- SIGN -> The registration number of the car.

SETFUELENTY DATE/A,KM/A,LITER/A,PRICE/A

Adds an entry to fuel list. RC is 5 if there is a negative distance (but the entry IS added) and RC is 10 if the date is invalid.

SETSUPPORTENTRY DATE/A,TITLE/A,REMARK/A,PRICE/A

Same for support list.

1.14 How to get correct values

How to get correct values

To get correct values for consumption, enter the data as follows:

- Get your tank full. Enter the date and the kilometers (miles,...) in the new window. DO NOT ENTER THESE DATAS IN THE FUEL LIST, TOO. This would result in a delta kilometer of 0, and x/0 is a bit difficult...
- The next refuellings can be entered in the fuel list. You should not forget to enter a refuelling, this will result in to low consumption. The consumption is calculated for the last kilometers (miles,...) since the last refuelling. The distance is the kilometers at that refuelling less the kilometers at the last refuelling. You will get wrong consumptions if you do not do a full refuelling.

1.15 Catalog Files

Catalog Files

A .cd and .ct file are included, so you can translate the program to your own language. If you do so, please send me a copy of this translation and tell me, if I am allowed to add the translation in the next release.

1.16 Credits

Credits

There are a few people who made this project (version 3.0) possible:

- Stefan Stuntz (without MUI no version 3.x....).
- Dirk Nehring, my beta-tester, who tested several versions on his A4000. He gave me the icon, too.
- Hans Schmid for an important bug report concerning version 3.00 and the suggestion to allow more than one entry per day.

1.17 My Address

My Address

If you want to pay the shareware fee, found a bug or want to make some suggestions, write me:

Rüdiger Dreier
Gustav-Winkler-Str. 40
D-33699 Bielefeld
Germany

I can be reached via EMail, too.

ruediger.dreier@post.uni-bielefeld.de

The address of Stefan Stuntz is in the chapter Readme.

1.18 Readme.MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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