

## **Address**

Kristoffer Larsson

Copyright © CopyrightÂ©1997-1998 Kristoffer Larsson

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> Address		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Kristoffer Larsson	August 22, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Address</b>	<b>1</b>
1.1	Address 1.0 Copyright © 1997-1998 by Kristoffer Larsson . . . . .	1
1.2	Disclaimer . . . . .	1
1.3	Introduction . . . . .	2
1.4	MUI . . . . .	3
1.5	Requirements . . . . .	3
1.6	Features . . . . .	4
1.7	Installation . . . . .	5
1.8	The Main Window . . . . .	5
1.9	The New Window . . . . .	6
1.10	The Edit Window . . . . .	7
1.11	The Show Window . . . . .	8
1.12	Strange Sorting . . . . .	8
1.13	The Author . . . . .	9
1.14	Bugs . . . . .	10
1.15	Acknowledgements . . . . .	11
1.16	History . . . . .	11
1.17	The Future . . . . .	11

# Chapter 1

## Address

### 1.1 Address 1.0 Copyright © 1997-1998 by Kristoffer Larsson

Address 1.0

Copyright © 1997-1998 by Kristoffer Larsson

~Disclaimer	Oh no, don't blame me!
~Introduction	What is Address?
~Requirements	What are the needs of this program?
~Features	What can Address do?
~Installation	The installation procedure
~The Main Window	What are the basic components of Address?
The New Window	How can I create a new record?
The Edit Window	Darn, I want to change that record!
~The Show Window	Now, what's that particular person's address?
~Strange Sorting	Why does it sort so strangely?
The Author	Who am I?
~Bugs~~~~~	Why doesn't it work?!
~Acknowledgements	Gratitude is everything
History	What has happened?
~The Future~~~	What will happen?

### 1.2 Disclaimer

Disclaimer  
~~~~~

THERE IS NO WARRANTY FOR THIS PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, NEITHER EXPRESSED NOR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE QUALITY AND PERFORMANCE OF THE PROGRAM IS NOT GUARANTEED AND ALL USE WILL BE ON THE USER'S OWN RESPONSIBILITY. SHOULD THE PROGRAM PROVE DEFECTIVE, PROSPECTIVE COSTS

FOR SERVICE, REPAIR OR CORRECTION WILL BE COVERED BY THE USER.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING FROM USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH A HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

PERMISSION IS GRANTED TO THE COMPILERS OF THE AMINET CD-ROM TO DISTRIBUTE ADDRESS ON THEIR CD-ROMS.

THE PROGRAM ADDRESS, THIS DOCUMENTATION AND ALL OTHER FILES IN THIS ARCHIVE ARE COPYRIGHTED © 1997-1998 BY KRISTOFFER LARSSON, IF NOT SPECIFICALLY STATED OTHERWISE.

## 1.3 Introduction

Introduction  
~~~~~

Address is for the time being E-mailware. This means that if you want to use the program you must send me a letter telling me what you think about it, or what I might do to improve it, or what annoying little bugs you have discovered. If you fail to do so, the Address Monster will haunt you in your nightmares forever ...

However, let's get serious. Address is a very small and hopefully pretty fast tool that handles addresses in a most effective way. The program allows you to store a great deal of information about a person - such as his name, E-mail address, phone number, street address, et cetera - and then access all this data simply by double-clicking the person's name, which is presented in a listview in the Main Window. Of course you can also edit the data in any way you see fit at any time after storage, you can make a paper hardcopy of all the data using your printer and you can remove a person from the database.

This is my first major Amiga program ever, so I hope you'll forgive me if it doesn't fill all your needs and expectations. There exist so many programs out there that can do at least part of what Address can do. However, I haven't found anything this small - the program is only 22 kilobytes - that has all the features Address has. Mostly these other programs are very large and slow and can do so much more than what is really necessary. This is one reason I made Address. Another is my sister's expressed need for a digital database where she can store all her friends' addresses, phone numbers, nicknames and so on. The third reason, and perhaps the strongest one, is that I've recently learned how to program in C, and I needed to find out just how good a programmer I was and how much I had really learned.

This program uses MUI which is a splendid graphical user interface made by Stefan Stuntz.

---

I hope you'll enjoy and make practical use of Address. Just remember, send me some E-mail if you decide to use it regularly ...

Kristoffer Larsson - author of Address.

## 1.4 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1992-97 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 lease 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

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

## 1.5 Requirements

Requirements

~~~~~

Address is a very non-demanding program when it comes to what it requires in the form of hardware and software to run. However, it

---

has a few fundamental requirements:

- \* You need an Amiga.
- \* You need MUI 3.8.
- \* Since MUI needs AmigaOS 2.0 or higher, so does Address.  
However, if your system is not localized you might experience a not entirely correct sorting of the names in the listview. If your system is localized there is still a chance part of the sorting isn't totally correct for all languages. By installing the proper "#?.language" file that is included in this archive, you will in all probability achieve an accurate sorting. To find out more about this, [click here](#).
- \* You don't really need a harddisk to run Address but since it's pretty difficult, if at all possible, to run MUI from floppy disks and since Address needs MUI you can figure out the rest for yourself.
- \* If you would like to make a hardcopy of your data you need a printer.

That's about it! If you experience some problems with Address on your computer and all crucial demands above are fulfilled, please don't hesitate to contact me immediately; that way perhaps we can work out a solution together.

## 1.6 Features

Features  
~~~~~

Below are a few features that I think best describe Address.

The program ...

- \* allows you to store a wide range of data about a particular person.
  - \* has a very neat GUI (Graphical User Interface) which makes sure that every function is easy to find and understand in a fast and effective way.
  - \* offers the possibility to save the data to a database. The only limit as to the size of this database is the available space on your harddisk/floppy disk.
  - \* stores all changes to the database the split-second you confirm them, e.g., by clicking "OK". This minimizes the risk of a computer crash or Guru Meditation causing any errors in your valuable database. This also means that you don't have to worry your head about saving the data, it is done completely automatically the minute you add the entry to the database.
  - \* permits you to print a person's data using your printer.
  - \* automatically sorts the names in the listview alphabetically, which makes it very easy to find a particular entry.
-



- \* can be fully controlled using the keyboard as well as the mouse.
- \* is very small and thus very fast.
- \* will be continually supported by me.
- \* is a completely Swedish product. :-)

## 1.7 Installation

Installation  
~~~~~

The best way to install Address is to run the program Install-Address from your Workbench by double-clicking the appropriate icon. This file uses Commodore's Installer and performs the installation procedure with as little input from you as possible. I have encountered many programs with defective installation procedures in my days; the Address installation script shall NOT be another one of those faulty procedures.

Commodore's Installer is not included in this archive, but unless you already have it - which I suspect many of you do - the program is easily obtained from Aminet and other sources.

Good luck with the installation!

## 1.8 The Main Window

The Main Window  
~~~~~

Address consists of several different windows which all have different meanings and functions. When you first start Address you are greeted by the Main Window, which is split into two parts.

The upper one, Records, contains a listview. This is the core of Address. Here is where you will see the names of all the people currently stored in your Address database. By double-clicking any of the names the Show Window will unfold in front of your anxious eyes and you will see everything you have stored about this particular person. You can achieve the same effect by clicking the "Show" button in the lower part of the window, under Operations. Of course you can also press <S> or <s> on your keyboard to activate the Show Window.

The entries in the listview are automatically sorted alphabetically whenever you create them, but if you still would like to rearrange the order, just select a record and drag it with your trusty mouse to a place of your choice.

There are a few other interesting buttons in the lower part of the window, i.e., the Operations part:

- \* New, which triggers and opens the New Window, where you can create a new record, i.e., input data to store a new person in your database.
- \* Edit, which triggers and opens the Edit Window, where you can alter any previously stored information. Thus, if your friend changes his street address, all you need to do is enter this window and change the "Street Address" field accordingly.
- \* Show, which triggers and opens the Show Window, which we talked about above. The New Window and the Edit Window are pretty alike in certain respects; the Show Window differs slightly in its layout and design. This is due to my ambition to make every window as well-organized as possible. The windows are also designed to fit their purpose in as smooth a way as possible.
- \* Print, which triggers a print-out to your printer of the stored information about the selected person. There is not much more to say about this function, it's pretty self-explanatory. Try it!
- \* Remove, which deletes all data about the selected person from your database. Note: There is NO way to restore the information you are deleting, it's gone forever the second you activate this button.

You will notice there is no "Quit" button. The reason for this is I've put that function in the menu instead. This is rather insignificant, but you have your basic options:

- \* About, which triggers and opens an "About" window about the program. Here you'll find my e-mail address and some other, probably not too interesting, data.
- \* About MUI..., which triggers and opens the "About MUI" window, a window you might recognize from other programs.
- \* Settings... -> MUI..., which triggers and opens the MUI User Interface Settings for Address. Here you can configure the Graphical User Interface (GUI) of Address in more ways than most people thought possible.
- \* Quit, which would be a rather appropriate menu item to choose if you'd like to quit Address. Actually, I can't think of any reason to do this, but the human mind works in mysterious ways. :-)

You can reach the listview and all the buttons in the program through the keyboard and the same goes for the menu items. Try <TAB>, notice the underlining of certain letters and look to the right of the menu items, and you'll understand what I mean.

Have fun!

## 1.9 The New Window

The New Window  
~~~~~

Whenever you want to insert a new record into your database, this is the window you should open. Here you can input lots of information about a person, such as his name, his e-mail address and perhaps the number to his cellular phone.

When you open this window the cursor is automatically placed at the beginning of the "Nickname" field. If the subject at hand, i.e., the person you are currently registering in the database, has a nickname you are aware of, just write it here and then press <ENTER>. You will notice that the cursor now moves to the beginning of the "E-mail" field. If there is no nickname to enter into the database you can of course press <ENTER> without entering any data in the "Nickname" field and still end up in the "E-mail" field. You don't have to input any data in all the fields. In fact, you don't have to input any data in any field at all, but what would be the point of an entry containing no data? :)

There is no need for you to enter the data in the order I suggested above, you are free to click with your mouse in any field whenever you choose. You can also enter the fields by pressing the underlined key of the field you want to access. The only thing you have to remember is that you must press <ENTER> after you have inserted any data, otherwise it won't be registered in the database.

Finally, you can either choose to insert the entry you have created into your database by choosing "OK" or you can skip the entry, i.e., throw it in the waste-basket, by choosing "Cancel".

Once you have clicked "OK", that is if you want to store the entry, the record is entered into the database which then instantly saves itself to your harddisk/floppy disk. In other words, you NEVER have to worry about saving your data to a disk, it is done automatically the split-second you press "OK".

## 1.10 The Edit Window

The Edit Window  
~~~~~

This window looks almost exactly like the New Window and its purpose is almost the same. You see, there is a difference. That's why they both exist, and not just one of them.

Occasionally, because of changes in your life or in your friends' lives, you need to update the database. Perhaps your uncle has moved and he has a new address or maybe your grand-mother (!) has bought a cellular phone. Events like these make the information you have stored in your database obsolete and/or erroneous. You need to alter the data. You need to Edit the data.

To do so, select the entry you wish to change in the listview and click the "Edit" button. Now, the Edit Window will appear on your screen. You will notice that some of (or all) the fields are occupied by all kinds of data. This is the information you registered in the database when you created this particular record, i.e., when you inserted this particular person into your database.

---

Now all you have to do is access the fields you wish to edit, perform the changes, press <ENTER> after every change and then trigger the "OK" button to store the changes in the database. If you do not wish to make the changes permanent, just trigger "Cancel" instead.

Once you have clicked "OK", that is if you want to store the changes, the record is entered into the database which then instantly saves itself to your harddisk/floppy disk. In other words, you NEVER have to worry about saving your data to a disk, it is done automatically the split-second you press "OK".

## 1.11 The Show Window

The Show Window  
~~~~~

To reach this window you have to select the record you wish to explore and trigger the "Show" button. You can also just double-click the record in the listview and you will automatically be transferred to the Show Window.

The main purpose of this window is to provide you with an easy way to find out what you have stored about a certain person in your database. I imagine this is the window you will use the most. The whole meaning of Address is to help you organize all the addresses, telephone numbers, et cetera, that today lie on your desk in a very non-organized fashion. However, there would be no sense in registering all these addresses and numbers in the database if you couldn't access the data in a very easy way, would there?

Well, ta-da! Here is your data! Just enter the Show Window and you'll see what you have stored in the database about this particular person. Can it be any easier? I don't think so. :)

## 1.12 Strange Sorting

Strange Sorting  
~~~~~

If you are using AmigaOS 2.1 or higher and have chosen either "Svenska", "Deutsch" or "Norsk" as your default language in Locale, or you speak íslenska and haven't found any "íslenska.language" on your "Locale:" disk, there exists a high probability that the sorting of the names in the listview is not totally correct. The reason for this is that Commodore released incorrect "#?.language" files. The "<yourlanguage>.language" file is the one that resides in "Locale:Languages/" and it controls various localized settings, like the proper spelling of the weekdays in your language. If the file that is installed in your system is any of the ones listed below, you should replace it with the correct one that is included in this archive. If you speak íslenska you can also find a correct "íslenska.language" file in this package.

---

The faulty files in question are:

svenska.language, version 38.5 (12.3.92), which was compiled on the 6th of July 1994 and has the size of 1056 bytes.

deutsch.language, version 38.4 (30.3.92), which was compiled on the 6th of July 1994 and has the size of 1068 bytes.

norsk.language, version 38.4 (7.4.92), which was compiled on the 6th of July 1994 and has the size of 1052 bytes.

## 1.13 The Author

The Author  
~~~~~

Well, the author is me, Kristoffer Larsson. I am currently 21 years old and live in Stockholm, the capital of Sweden. I'm studying Computer and System Sciences at the Stockholm University and hope to become a skilled computer wizard in a few years.

I am very fond of programming, but I prefer the third generation of programming languages, like C or Pascal; 4GLs are not of any interest to me. However, I find the particular fourth-generation language SQL (Structured Query Language) rather okay to play around with. The third generation language HTML (HyperText Markup Language) is pretty nice too, I use it all the time when I'm updating my homepage.

When it comes to computers, I have an Amiga 1200 and I'm very proud of it. In school I'm forced to use Macintosh, PC and UNIX (which is much better than the first two ones) but the Amiga is and always will be in the core of my heart. However, I am not one of those Amiga fanatics that won't even touch a computer of another brand; I love computers too much for that. ;-)

The Star Wars Trilogy are the greatest movies ever done and George Lucas the greatest filmmaker in the world. I guess you could say I am a Star Wars fanatic, but I won't let it control my life. Not that much, anyway.

I also believe Michael Jackson is one of the greatest entertainers of all time; unfortunately his latter albums have not been that great. :(

I have a web site on the Internet where you can find more information about me, about Star Wars, about movies in general, and about a lot of other things.

The URL (Uniform Resource Locator) to my home page is:

<http://www.nada.kth.se/~d95-kla>

Please feel free to stop by any time!

If you'd like to contact me, which you do if you consider using Address regularly since the program is E-mailware, these are a couple of addresses that might be of use:

---

E-mail: kris-lar@dsv.su.se  
d95-kla@nada.kth.se

Fidonet: 2:201/506.42

When you have used Address a couple of minutes and are just beginning to realize the enormous potential of the program and how deeply it will affect and serve you in years to come, you might want to express your extensive gratitude to me by sending me some money, computers, cars or anything else appropriate. To do so, you will need my snail-mail address. So, I guess I'll have to give it to you:

Kristoffer Larsson  
Stamgatan 69  
125 74 Älvsjö  
Sweden

If you have any questions or suggestions about Address, or you wish to commend me on my excellent programming skills, please don't hesitate to send me some e-mail. I'm reading my mail several times every day and the addresses I mentioned above are equally valid.

I hope you will enjoy Address and have a need for it.

Kind regards,

Kristoffer Larsson

## 1.14 Bugs

Bugs  
~~~~

I haven't found any bugs in Address so hopefully there aren't any, but I'm sorry to say I have yet to see a completely error-free computer program. Please report to me any bugs you find and I will fix them as soon as I can.

Since I have only tested Address in my particular environment - consisting of an Amiga 1200, AmigaOS 3.1, a Blizzard 1230-IV, 16 MB FAST RAM, 2 MB CHIP RAM, a HP LaserJet 5L, and some other stuff - I have no knowledge whatsoever as to how it would work - or not work - under other configurations. It would be great if you could tell me what your configuration is and how Address works in your system in the e-mail you are sending to me when you have decided that you want to use the program for the remaining of your days on this Earth. Thus I can include this particular environment in the documentation of the next version of Address as one that the program is guaranteed to work in.

If you have any suggestions as to how I can make Address even better a program, don't be afraid to share also these with me. I have only so much imagination. :-)

## 1.15 Acknowledgements

Acknowledgements  
~~~~~

Several people have contributed to the release of Address and I owe them all my gratitude.

Thank you so very much ...

- \* Philip A. Vedovatti, for his beautiful NewIcons especially made just for Address.
- \* The Strange Intelligence guys, for their fine icons especially made just for Address.
- \* Konrad Dubiel, who made the new "#?.language" files, for permitting me to include these files in the Address archive.
- \* My very dear friend Christel Kantola, who so excellently proofread this documentation.

Thank you, thank you, thank you ...

## 1.16 History

History  
~~~~~

Version 1.0: 20-Mar-98

Initial release.

## 1.17 The Future

The Future  
~~~~~

So what will happen to Address in the future? Well, that all depends on how much e-mail I get from you, the users of the program. If you have any suggestions as to what you would like to see implemented, please contact me and I'll perhaps make your wish(es) come true. :)

I already do have some features I would like to implement in the next version of Address, though. These are:

- \* Localization. I would like for the program to be totally localized so you can all experience the true wonder of Address in your own, native language.
  - \* Different databases for different users and/or different needs.  
Today all the data is stored into one file, the name and location of
-

which you, the user, cannot decide. I would like for Address to be a little more flexible at this point; perhaps you will be able to use as many different databases as you'd like and store them under the names and in the drawers of your choosing.

- \* Extensive help bubbles. I would like for the users of Address to at all times know exactly what is possible to do and how it is done. By using help bubbles I will come a little closer to achieving that particular goal.

That is it! Any and all of your suggestions will be carefully considered, so please let me hear them!

Until then, have fun using Address and don't abandon the Amiga; in a few years time Amiga International will be a larger and more successful company than Microsoft ever was. :-)