

PDBase

Jerome Souquieres

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COLLABORATORS

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WRITTEN BY	Jerome Souquieres	June 4, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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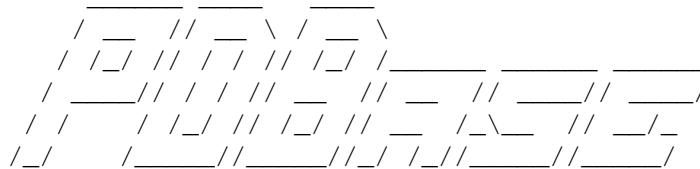
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Chapter 1

PDBase

1.1 PDBase 1.1



- PDBase 1.1 -
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~Introduction~

~Installation~

~Quick~Usage~~

~Reference~~~~

~Tricks~~~~~

~History~~~~~

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1.2 Introduction

PDBase has been made for people like me, who download thousands of files from their BBS and want to archive them on disks in an efficient way.

According to me, efficient means:

- * Possibility to class files in different categories.

* Possibility of adding comments to each program. Actually, I bet you've already experienced this kind of situation, when a friend asks you: "what is this program aqs28krp2.lha I've just found on your disk?"

* Easy updating of programs.

* And above all: maximum of automation.

Since I couldn't find any program that could satisfy me, I took my favorite C compiler and created PDBase. I hope this program will help you saving time in keeping your files in an organized way.

1.3 Installation

Simply double-click on the Install icon and follow the instructions.
(note: Installer must be in the path).

If you haven't got yet Installer, you 'll have to install it by hand.
It's very easy: just copy PDBase drawer where you want and delete the "Install" file.

1.4 Usage

Let's see how to use PDBase.

First, just run it from Workbench or CLI. The main~window appears. On the top, you can see a page gadget showing the current mode. Two modes are available:

* Search: you can search a program in your database using jokers.

* Edit: you can edit your database, i.e. add categories and programs.
That's the mode we'll use in this chapter.

To understand the explanations below, you need to know the terminology used in this document. Then you can first read the three following paragraphs in sequence to learn how to use PDBase. The hypertext links in these sections are here only for you convenience.

Here are the main steps for creating your database:

~1)~Create~categories~
~2)~Create~programs~~~
~3)~Update~program~~~~

1.5 Terminology

To understand the explanations, you have to know the terminology used for PDBase. There are four entities in PDBase:

* **Category:**

Categories are similar to drawers on a disk. They help to separate your datas in logical groups.

* **Program:**

A piece of software, like ReOrg, MUI, MUIBuilder, etc...
It can be composed of several files and links.

* **File:**

A physical file. A program can include several files: for instance, the program ReOrg is composed of two files: reorg31.lha and reorg31lpch.lha. A file is totally managed by PDBase, i.e it is copied to archive disks and deleted from them when necessary.

* **Link:**

A physical file known by its path. PDBase only keep the path of this file, it will never copy or delete the file itself. This can be usefull for CD-ROMs.

1.6 Create Category

You can create your own organisation as you like, but I suggest you use the Aminet organisation. You can use the Project/Open menu to load the included file "aminet.pdb" which is the tree of aminet.

If you don't use Aminet organisation, you can create your own categories with the "Add Category" gadget. The category~window will then open: type the name of the category you want to create and click "OK". That's all.

You can navigate into the categories:

- double click on a category in the main listview to enter in this category.
- Parent brings you back into the parent category.
- Root brings you back into the root (main) category.

1.7 Create Program

Here is the main part of your job.

Let's suppose you have just downloaded the two files:

```
reorg31.lha
reorg31lpch.lha
```

which form Holger Kruse's ReOrg disk optimiser.

Go in the category where you want to put it (for instance, "disk/optim") and click on "Add Program" gadget.

The program~window opens.

Fill in the strings gadgets. Example:

Name: ReOrg

Version: 3.11

Comment: Fabulous disk optimiser

Then add the two files in "Files" listview with "Add File" gadget (and file requesters). When you're done, you can see in "Files" listview two entries: reorg31.lha and reorg31lpch.lha with a little disk icon in front of them. This icon means that these are FILES (as opposed to LINKS). Furthermore, there is a "N" in front of them. This means that they are New, not yet archived.

Then, you have to select a destination for each file. To do this, doubleclick on one of the files. The disk~choice~window appears to let you choose a destination disk. As this is our first program, PDBase doesn't know any disk, so click on "<New Disk>", insert a disk in any drive, and select this disk in the ASL requester.

The file you chose will then be assigned to the disk you chose. You will notice that PDBase automatically assigned the other file too.

Then, click on "OK".

The process~window appears, indicating that files are beeing copied on destination disk(s).

1.8 Update Program

Marvellous, you've just received the new version of ReOrg: 12.23 (this is just an example) !

Go in the corresponding category (for instance, "disk/optim") and double-click on "ReOrg".

The program~window opens. You can edit the string gadgets to update the version (you can also edit the name and the comment if you want).

Now, you've got to update the files. Note that there are two entries in the "Files" listview: reorg31.lha and reorg31lpch.lha.

Select "reorg31.lha" and "reorg31lpch.lha" and click "Remove". The letter "D" appears in front of the files, indicating that these files will be deleted.

Now add the new file: click on "Add File" and select "reorg1223.lha" as described in Add~program section.

Then click OK.

The new file will be copied to its destination. But the old files won't be deleted now if the destination you chose for the new file is different from the disk the old files were on. The old files will only be deleted when new files are copied to the disk they are on. This minimizes disk swaps.

1.9 Reference

Windows:

- Main~window~~~~~
- Category~window~~~
- Program~window~~~~
- Disk~choice~window
- Process~window~~~~
- Edit~disks~window~
- Rename~disk~window

Menus:

- Project~~~~~
- Edit~~~~~
- Settings~~~~~

1.10 Main window

This is the main window of PDBase. From there, you can navigate in your database, search a program, or edit this database.

Search/Edit (page gadget):

Selects PDBase mode:

Search mode allows you to search a program in the database.

Edit mode allows you to edit your database.

Left listview:

Lists the programs and categories included in the current category.

Text below:

Shows the current category.

Parent:

Goes to parent category.

Root:

Goes to root (main) category.

Rigth listviews:

If a program is selected in the left listview, shows the version, when the program was last modified, the files composing the program, and the comment.

In Search mode:

Search:

The pattern PDBase will search for. All amigos jokers are allowed.

In Category:

Shows the category the search is restrained to when in "selected category" search mode.
The popup gadget is used to select the category.

Next:

Goes to the next program that matches search requirements.

Previous:

Goes to the previous program that matches search requirements.

Name/File/Link/Comment (checkmarks):

Selects which field(s) are compared to the pattern you gave.

Selected category/Whole database:

Selects whether the search occurs in the whole database or in a specified category.

In Edit mode:**Add Program:**

Adds a new program to the database.

Add Category:

Adds a new category to the database.

Edit:

Edit selected programs and categories.

Remove:

Remove selected programs and categories.

Move to Temp:

Move selected program and categories to temporary buffer.
Note: you can't save a base when the temp buffer is not empty.

Move From Temp:

Move programs and categories in temporary buffer into current category.

1.11 Category window

This window opens when you add a new category or edit an old one. It contains all the parameters describing this category.

Path:

Shows the category where the edited category is located.

Name:

Name of the edited category.

1.12 Program window

This window opens when you add a new program or edit an old one. It contains all the parameters describing this program.

Category:

Shows the category where the edited program is located.

Name:

Name of the edited program.

Version:

Version of the edited program.

Comment:

Comment of the edited program.

Files listview:

Shows the files composing the program.

- * A disk icon in front of a file shows that this is a FILE.

- * A Harddisk icon in front of a file shows that this is a LINK.

- * The letter "N" in front of a file shows that this file is New (not yet added to a disk). You can select the destination disk for this file with a double-click on the file.

- * The letter "D" in front of a file shows that this file is marked as Deleted, i.e it will be deleted as soon as possible.

Add File:

Adds new file(s). Opens a file-requester for you to choose this(these) file(s). This file will be assigned a default destination disk. You can change it by double-clicking on the file.

Add Link:

Adds new link(s). Opens a file-requester for you to choose this(these) file(s).

Remove:

Removes the selected file.

Restore:

Restores the selected files.

1.13 Disk choice window

This window lets you choose the destination disk for a file.

File:

Name of the file you're going to add.

Size:

Size of the file you're going to add.

Listview:

Use it to select the destination disk for the new file.

- * A disk that seems not to have enough space for this file is shown in black.
- * A disk that seems to have enough space for this file is shown in white.
- * The first disk: <New Disk> is special: it allows you to add a new disk to the database and assign the file to this new disk.

1.14 Process window

This window opens to show you what is happening when PDBase processes some files.

Sometimes, you will be asked a question, and one or two buttons will appear. Just read the text in the listview and answer to the question, the text should be self-explanatory.

1.15 Edit disks window

This window shows you the list of known disks (i.e. used by PDBase to store your files) and the list of the files stored on each disk.

Left Listview:

Sort:

Sorts the disks in alphabetical order.

Top, Bottom, Up and Down:

Moves the selected disk.

Listview:

Displays the list of known disks, and has two columns,
column 1: name of the disk.
column 2: estimated free size on this disk.

Add:

Adds a new disk to the list.

Remove:

Removes a disk from the list. You can remove a disk only if it's empty.

Rename:

Renames a disk. See Rename~Disk~window.

Update:

Delete the old (Deleted and eXpired) files from this disk and reads the free space on the disk to update it in the base.

Convert Links:

When you click on this button, PDBase searches for all programs, if there are link files (LINKs) that belong to the selected disk. If there are some, they are converted to "normal" files, i.e, files handled by PDBase. See Tricks for example of usage.

Right Listview:

Listview:

Displays the list of files on the selected disk. This list has two columns:

- column 1: name of the file.
- column 2: size of the file.

Furthermore,

- * a "D" in front of a file shows that this file is marked for deletion, i.e it will be deleted as soon as possible.
- * a "X" in front of a file shows that this file is eXpired, i.e it belonged to a deleted program. This file will be deleted as soon as possible.

Restore file:

Restores the selected files.

Note: an eXpired file can't be restored, as it doesn't belong to any program anymore.

1.16 Rename disk window

This window lets you rename a disk.

Name:

Name of the disk.

Really apply to disk:

If this button is checked, the disk will really be renamed. If not, you'll have to rename the disk yourself.

1.17 Project Menu

New:

Clears current database to start a new project.

Open:

Opens a disk based database.

Save:

Saves the database on disk with the current name.
(current name is set by successful "Open" or "Save As")

Save As:

Saves the database on disk but asks a file name first.

About:

Information about PDBase.

Quit:

Quit PDBase. If database is not saved, opens a requester first to save database.

1.18 Settings Menu

Create Icons?:

If this menu is selected, an icon will be created when a base is saved.
Note: if the base has already an icon, it won't be overwritten.
The icon used is:
ENV:PDBase/def_PDBase.info, then ENV:sys/def_PDBase.info, then
the default project icon.

Copy comment:

If this menu is selected, when a file is copied, its comment is copied too. Otherwise, an empty comment is used.

Copy date:

If this menu is selected, when a file is copied, its date is copied too. Otherwise, the date of the copied file is the current date.

Save Settings:

Save the settings to the disk.

1.19 Edit Menu

Disks:

Opens the Edit~Disks~window.

1.20 Tricks

Here are some special situations that PDBase can handle:

~You've~already~got~archive~disks~

1.21 You've already got archive disks

If you have already tried to maintain archive disks yourself or with another program, you can keep this disks. The conversion to PDBase will just need a little work.

1) On your archive disks, put all the files in the root directory.

2) Create your categories.

3) Add your programs.

Let's say you want to add ReOrg to you database and ReOrg is already archived on disk "DSK64" as two files: reorg31.lha and reorg31lpch.lha.

Click on "Add Program". The program~window opens. Complete the string gadgets (name, version, comment) and add the two files with "Add Link" gadget. Then click on OK.

Repeat the same operation for all your programs.

4) Go in the Edit~Disks~window and for each of your disks:

- * add the disk to the database with "Add" button.
- * click on "Convert Links" for this disk.

That's all !

1.22 History

~1.0~~

~1.0a~

~1.1~~

1.23 1.0

Initial release

1.24 1.0a

Bugs fixed:

- PDBase was sometimes crashing when quitting. Fixed.

1.25 1.1

Major enhancements:

- + Late deleting: when updating a program, old files are not deleted straight away from their disk, but only when necessary (when PDBase needs to operate on this disk during a copy, update, etc). This reduces disk-swapping, and adds the possibility of restoring deleted files.
- + Support for CD-ROM: see Links.

Small enhancements:

- + The ASL requester used when adding files supports multiselection. + Most of the listviews are now multiselectionnables.
- + When renaming a disk, the physical disk can be renamed too.
- + Added a "root" gadget to main window.
- + After clicking on "parent" in main window, the parent category is displayed but also, the old current category is selected.
- + When a base is saved during quitting, PDBase quits only if the save operation succeed.
- + Disks are no more sorted alphabetically, but as the user likes.
- + Less memory is needed.
- + The system that predicts free place on a disk has been enhanced, the old one sometimes underestimated the place needed by a file.
- + Added gauges during copy and other operations.
- + The date of last modification of each program is saved.
- + Added an argument/tooltype: FILEDIR/K to specify the default path of the requester used when adding files to a program.
- + PDBase can create icons when saving a database.
- + The user is warned when he tries to save over an existing file with "Save as".
- + During a copy, the protection flags (rwed, etc) and UserId/GroupId (used for networks) are copied as well.
- + During a copy, the comment and the date of the original file are copied if requested by the user.
- + DOS requesters (disk protected, file not found, etc) now appear on PDBase screen instead of default public screen (workbench).
- + When a file is added to a program, PDBase tests if a file with a similar name doesn't already exists in this program.
- + When a file is assigned to a disk, PDBase tests if a file with a similar name doesn't already exists on this disk.
- + PDBase now handles CONTROL-C (makes PDBase quit).

Bugs fixed:

- After modifying the name of a program or a category, the list of the main window wasn't sorted anymore. Fixed.

1.26 Credits

I would like to thank (in alphabetical order):

- * Dietmar Eilert: for GoldEd.

- * Philippe Fabry: for beta-testing and suggestions.
- * Martin Huttenloher: for MagicWB icons.
- * Holger Kruse: for ReOrg being a good example (to understand, read usage chapter 8^) but also a precious tool.
- * Cedric Souchon: for beta-testing, suggestions, help in designing PDBase GUI, and creating the aminet example database.
- * Stefan Stunz: for his incredible MUI package.
- * Eric Totel: for MUIBuilder (great tool to save time).
- * Lionel Vintenat: for beta-testing and (great!) suggestions.

1.27 Author info

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Please send me a mail if you use this program.
Of course, you can (and must! 8^) send me all bugs reports and
enhancements requests.

If you want to translate PDBase in another langage, you can get in touch
with me.

1.28 To Do

Here is a part of my todo file: these are the main points I'd like to
implement in future releases. Note that there's no garanty that any
of these features will really be implemented.

- The window should be an AppWindow.
 - A menu item should allow the user to choose what to do with the source
file after copy (delete always/never/ask).
 - Printing the database should be possible.
 - Bank comparison should be implemented.
 - Name comparison during a search could be "intelligent" (i.e more than
simple pattern matching).
 - The user should be allowed to copy a selection of files to disks.
 - PDBase could format disks itself.
 - Various statistics information would be welcome.
 - Merging of database should be possible.
 - The database could be compressed on disk (using Powerpacker or XPK ?).
-

1.29 Legal Issues

```
~License~~~~~  
~No~Warranty~  
~Disclaimer~~  
  
Copyrights  
~GoldEd~~~~~  
~MagicWB~~~~  
~MUI~~~~~  
~MUIBuilder~  
~ReOrg~~~~~
```

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this program uses it at his or her own risk.

1.33 GoldEd

GoldEd is (C) Dietmar Eilert.

1.34 MagicWB

Magic Workbench is (C) Martin Huttenloher.

1.35 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.-

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1.36 MUIBuilder

MUIBuilder is (C) Eric Totel.

1.37 ReOrg

ReOrg is (C) Holger Kruse.

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