

# **Albn\_MUI**

Sirius Design

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**COLLABORATORS**

	<i>TITLE :</i> AlbIn_MUI		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Sirius Design	January 18, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## AlbIn\_MUI

### 1.1 AlbIn\_MUI v1.04

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                oSIRIUS*DESIGNo
000                000
  x0000o    00 000
        000 00 000
o000000x  000000x

--=> AlbIn_MUI v1.04 <---
```

- I. Sirius Design
- II. Disclaimers
- III. System Requirements
- IV. Copyrights
- V. History
- VI. Distribution
- VII. Thanks
- VIII. Credits
- IX. Shareware
- X. AlbIn\_MUI

### 1.2 I.a Information About Sirius Design

\*\* I.a Sirius Design \*\*

Sirius Design consists of: Niklas Dahlman  
David von Plenker-Tind  
Mathias Svensson

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Sirius Design consists of three programmers. We are making high-quality software for the Amiga computer. These programs are easy to use and have a vast range of functions when needed.

Please report bugs and/or missing featurers.

Other Sirus Designs  
You can reach us at:

Niklas Dahlman	Mathias Svensson	David von Plenker-Tind
Ympningsvägen 14	Ympningsvägen 10	Priorvägen 14
S-240 14 Veberöd	S-240 14 Veberöd	S-240 10 Dalby
SWEDEN	SWEDEN	SWEDEN
d92nd@efd.lth.se	ms@p15.dennis.ct.se	dat94pvo@ludat.lth.se
	mathiass@kajen.malmo.se	

-- \*\*\* --

### 1.3 I.b What Else Is Sirius Design Doing

\*\* I.b Other Sirius Design projects \*\*

The members of Sirius Design is also working on these project.

Niklas

~~~~~

SPM\_MUI - Sirius ProjectManager, Great help when programming, Soon released

SMO\_MUI - Sirius MagicOrganizer, database specialized for Magic cards  
Project barely started

SiMP\_MUI - Control your MPEG player with a nice MUI GUI

VagabondChess - Very Advanced Strategygame for up to 4 players (human or computer)  
really hi-tec, completiondate: unknown

SiriusExpand - Converts Tabs to spaces  
(not released, available upon request)

SA2A - Converts ANSI-Graphics to ASCII-Graphics  
(not released, available upon request)

Mathias

~~~~~

CRC-Calc - Calculates a 32 checksum for any file(s)

ParallelDoctor - Manipulate all pins in the parallel port  
Probbly released very soon

Personal - Keeps information about your friends

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## 1.4 II. Who's Responsible

\*\* II. Disclaimers \*\*

THIS SOFTWARE IS PROVIDED "AS IS".  
NO REPRESENTATIONS OR WARRANTIES ARE MADE WITH RESPECT TO THE  
ACCURACY, RELIABILITY, PERFORMANCE, CURRENTNESS, OR OPERATION  
OF THIS SOFTWARE, AND ALL USE IS AT YOUR OWN RISK.  
NEITHER COMMODORE NOR THE AUTHORS ASSUME ANY RESPONSIBILITY OR  
LIABILITY WHATSOEVER WITH RESPECT TO YOUR USE OF THIS SOFTWARE.

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## 1.5 III. What Albin\_MUI Requires To Run

\*\* III. System Requirements \*\*

An Amiga with sufficient memory ( > 2Mb recommended)

Libraries AlbIn\_MUI must have:

KickStart v37+ (2.04)  
muimaster.library v8+ (2.1)  
asl.library v37+ (2.04)

Libraries AlbIn\_MUI wants to have:

Amigaguide.library v34+ If Not There Will Be No Online Help or Guide Preview

Copyright Notice

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## 1.6 IV. Who Owns What

\*\* IV. Copyrights \*\*

MUI - MagicUser Interface is Copyright © 1993/94 by Stefan Stuntz

AlbIn\_MUI is Copyright © 1995 by Niklas Dahlman, Sirius Design

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## 1.7 VI. How You May Distribute AlbIn\_MUI

\*\* VI. Distribution \*\*

AlbIn\_MUI is freely distributable, but if you like it and use it for a longer period of time, then we would be very happy if you respect the

shareware fee  
and send us some money

AlbIn\_MUI may be distributed as an archived to save space. Make sure that all of the files below are included in the archive. Please make no changes in the code, documents or exampel files without contacting

us  
first!

When you give AlbIn\_MUI to your friends make sure you include:

AlbIn\_MUI/AlbIn\_MUI\_Databases/Andras\_Skivor.AlbIn\_MUI  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Andras\_Skivor.AlbIn\_MUI.info  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Davids\_Skivor.AlbIn\_MUI  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Davids\_Skivor.AlbIn\_MUI.info  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Depeche.AlbIn\_MUI  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Depeche.AlbIn\_MUI  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Mathias.AlbIn\_MUI  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Mathias.AlbIn\_MUI.info  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Niklas\_Skivor.AlbIn\_MUI  
AlbIn\_MUI/AlbIn\_MUI\_Databases/Niklas\_Skivor.AlbIn\_MUI.info

AlbIn\_MUI/AlbIn\_MUI\_Exports/Niklas\_Skivor.guide  
AlbIn\_MUI/AlbIn\_MUI\_Exports/Niklas\_Skivor.guide.info

AlbIn\_MUI/Docs/AlbIn\_MUI.History  
AlbIn\_MUI/Docs/AlbIn\_MUI.History.info  
AlbIn\_MUI/Docs/AlbIn\_MUI.ToDo  
AlbIn\_MUI/Docs/AlbIn\_MUI.ToDo.info  
AlbIn\_MUI/Docs/ReadMe\_MUI  
AlbIn\_MUI/Docs/ReadMe\_MUI.info

AlbIn\_MUI/Icons/Magic/.AlbIn\_MUI.info  
AlbIn\_MUI/Icons/Magic/.Guide.info  
AlbIn\_MUI/Icons/Magic/.Txt.info  
AlbIn\_MUI/Icons/Magic/Drawer.info

AlbIn\_MUI/Icons/Normal/.Guide.info  
AlbIn\_MUI/Icons/Normal/.Txt.info  
AlbIn\_MUI/Icons/Normal/Drawer.info

AlbIn\_MUI/Icons/Magic.info  
AlbIn\_MUI/Icons/Normal.info  
AlbIn\_MUI/Icons/.AlbIn\_MUI.info  
AlbIn\_MUI/Icons/.Guide.info  
AlbIn\_MUI/Icons/.Txt.info  
AlbIn\_MUI/Icons/ReadMe.Txt  
AlbIn\_MUI/Icons/ReadMe.Txt.info

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AlbIn\_MUI/AlbIn\_MUI  
 AlbIn\_MUI/AlbIn\_MUI.info  
 AlbIn\_MUI/AlbIn\_MUI.guide  
 AlbIn\_MUI/AlbIn\_MUI.guide.info  
 AlbIn\_MUI/AlbIn\_MUI\_Databases.info  
 AlbIn\_MUI/AlbIn\_MUI\_Exports.info  
 AlbIn\_MUI/Docs.info  
 AlbIn\_MUI/Icons.info

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## 1.8 VII. Sirius Design Thanks

\*\* VII. Thanks to \*\*

Sirius Design Whould Like To Thank:

Eric Totel	for MUI-Builder v2.00
Stefan Stuntz	for MUI
Martin Huttenloher	for drawing the drawer, guide and txt icons
Jan-Tore Eliasson	for AlbIn_MUI icon
Stefan Boberg	for LhA
Freddy, Timo & Jan-Tore	for Creative Suggestions for v2.00
Matthias Andree	for Bugreport and information
Mathias Svensson	for making our nics logo and sugestions
David von Plenker-Tind	for typing in his records, drawing some icon, making suggestions writing most of the documentation and beta-testing

Commodore for computers, operating systems etc...

Copyright Notice

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## 1.9 VIII. Project Contributors

\*\* VIII. Credits \*\*

Programming	: Niklas Dahlman
GUI Design	: Niklas Dahlman & David von Plenker-Tind
AlbIn_MUI Icon	: Jan-Tore Eliassen
Exported Guide Icon	: Martin Huttenloher or Commodore
Exported ASCII Icon	: Martin Huttenloher or Commodore
Saved .AlbIn_MUI Files Icon	: David von Plenker-Tind
Documentation	: David von Plenker-Tind & Niklas Dahlman

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## 1.10 IX. AlbIn\_MUI Is Shareware

\*\* IX. Shareware fees \*\*

AlbIn\_MUI is shareware so pay!

10 US Dollars (Or the same amount in another currency)

In the unregistered version the save function disabled.

If you register you will get a save function, your name in the about requester, a free bugfix upgrade and an version optimized for your processor.

Please pay cash.

Om du har möjlighet kan du sätta in pengarna på mitt postgironummer 642 18 00-1 (Niklas Dahlman), glöm inte ange vad du betalar för. Utlandskunder måste sätta in SEK 30 extra för att täcka postens utgifter.

if you like, you can fill in the  
Registrationform.

-- \*\*\* --

## 1.11 AlbIn\_MUI Registrationform

```

oSIRIUS*DESIGNo
000          000  Niklas Dahlman
  ¤0000o    00 000  David von Plenker-Tind
           000 00 000  Mathias Svensson
o000000¤  000000¤

```

Shareware Registration of AlbIn\_MUI v1.0

Send to the author: Niklas Dahlman  
Ympningsvägen 14  
S-240 14 Veberöd  
SWEDEN

Name: -----

Street: -----

PC, City: -----

Country: -----

EMail: -----

Processor: MC 68000 MC 68020 MC 68030 MC 68040  
 -- -- -- --

AlbIn\_MUI is Shareware.

The Shareware fee of 10 US\$ (or equivalent in an other currency) are enclosed. I have read the Copyright note in the documentation and do agree with it.

---

City, Date

---

Signature

## 1.12 X. AlbIn\_MUI

\*\* X. AlbIn\_MUI \*\*

1. General Help
2. Erland Rating
3. Windows
4. Menues

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## 1.13 10 General Help

\*\* 10. General Help \*\*

First of all, what does AlbIn\_MUI do? AlbIn\_MUI is a database over your records, CD's, tapes, videos and other music medias.

When you start AlbIn\_MUI from Workbench® a screen will open and a window will also open. As you can see, the window consists of a few string-gadgets. These gadgets will be empty at the beginning. The window will be explained more in detail later.

The operation of the GUI complies to the MUI standard. This means that all standard shortcuts like TAB for changing gadget and Alt + TAB for stepping through windows. The order of the tab cycle is defined to offer the most efficient way to enter data into the database. The Song Window is a good example. When you enter a title of a song and press ENTER the 'Add Time' gadget gets activated.

---

Pressing ENTER again and the requester pops up and asks you to enter the time of the song, and when you press ENTER twice (one to accept the input in the string gadget and one to accept the requester) the 'New Song' gadget is activated again, making it easy to enter the next song without fiddling with tab or grasping for the mouse.

The GUI is fairly self-explanatory, so I hope you don't have to much problem with it. AlbIn\_MUI was made to make it easy to keep track of our records and videos. This is made simple by AlbIn\_MUI. Just enter title and artist and time (and format) in the album window and the titles in the title window together with the time. Sort the albums and export a guide or look in the artist-title list window so you can sort the albums in your collection.

-- \*\*\* --

## 1.14 2. Information About The Erland Ratingsystem

\*\* 2. Erland Rating Rules \*\*  
 ~~~~~

I don't know who made this, but I found it in rec.music.industrial. Thanks to the creator.

- +5 - Probably the all-time greatest album in the history of the universe.
- +4 - Truly an all-time classic, one to buy and cherish forever.
- +3 - A very good album indeed, and highly recommended.
- +2 - A good album but with limited appeal or an album that has wider appeal but is slightly less good.
- +1 - A good album. Pleasant to listen to and certainly worth a listen.
- +0 - Competent but unoutstanding. It's not a \*bad\* record as such, it just isn't particularly \*good\* either
- 1 - An album you should have reservations about. It's not \*really\* bad, in fact you'll probably decide to keep it, but you probably wont play it that much.
- 2 - The sort of album which, unless you are completely fanatical about the artist concerned you probably shouldn't buy.
- 3 - The sort of album which, even if you are completely fanatical about the artist concerned you probably shouldn't buy.
- 4 - Really a very bad album indeed. Connosieurs of really bad albums should buy this.
- 5 - An album so bad you are unlikely ever to hear its like again.

-- \*\*\* --

## 1.15 The Different Windows In AlbIn\_MUI

\*\* 3. Windows \*\*

The Windows

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- 3.1 Album Window
- 3.2 Song Window
- 3.3 Album Comments Window
- 3.4 Song Comments Window
- 3.5 Artist Info Window
- 3.6 Artist-Title List Window
- 3.7 Export Window
- 3.8 Search Window
- 3.8 Preferences Window

-- \*\*\* --

## 1.16 3.1 Album Window

\*\* 3.1 Album Window \*\*

This is the window that opens first. The window contains some important strings and a "format"-cycle gadget. It also contains several orientation gadgets that you use to move around in your register.

### Artist

Enter the name of the artist/group here. When you enter something here the titles in the other windows will change automatically. The ask-sign at the end of the string gadget is connected to the

```
'Artist~Window'
window
```

The window opens and show the groupmembers if you have entered any together with another album.

### Title

Enter the title of the LP/CD/MC etc. The titles on the other windows will change here too.

### PlayTime

The total time of the album.

### Edit/View Comment...

Brings up a window with more string gadgets.  
See also

```
Song~Window
```

.

### Edit/View Songs...

Brings up a window with info about the tracks on the album.  
See also

```
Song~Comments
```

.

### New

Makes a new post at the end of the register.

### Insert

Inserts a new post in the register. The post will lose its position when you sort the albums.

### Delete...

Deletes the selected post from the register. A requester will show up and warn you. You can't get back what you have deleted.

|=====|

With the slider you can directly select the position in your database that you like. You can also use the arrow images on the right side of the slider to move one step up/down.

<-

Moves one position to the left (higher) in the register.

->

Moves one position to the right (lower) in the register.

### Format

This cycle gadget shows the format (media) of your post. The following medias are represented:

CD  
CD Single  
CD Maxi  
CD EP  
CD+G  
Mini Disc  
Laser Disc  
LP  
Single  
Maxi  
EP  
MC  
DAT  
DCC  
Video  
Other  
DLP  
2LP  
3LP  
4LP  
5LP  
DCD  
2CD  
3CD  
4CD  
5CD

-- \*\*\* --

---

## 1.17 3.2 Song Window

### \*\* 3.2 Song Window \*\*

The Song Window consists of a rather large listview gadget in which the different song on the album is shown. The time of the songs are also displayed in the listview gadget. On the right side of the window there are some control gadgets to make the life some what simpler.

#### Listview gadget

This is where you enter the tracks of the album.

#### Add Song

If you press 'Add Song' a new entry will be made in the listview gadget. Enter the title of the track. A total of 50 characters (time included).

#### Add Time

This button brings up a requester asking for the time of the selected track. Enter the time with your own separators.

#### Delete

Deletes the selected track from the list. A requester will notify you before you delete a track.

#### Up

Moves the selected track one position up in the list.

#### Down

Moves the selected track one position down.

#### Edit/View Comment...

Opens the  
'Album~Comments'~window  
.

#### GetFile Gadget

Select the lyrics for the album. The lyrics should be a normal ascii file. How you wish to type it in, or how other has typed it in, is of your own choice. You select your viewer in the prefs window.

#### Edit Lyrics

Press this button and you will get your own editor (previous selected in the tool type). Enter your lyrics and save the file as plain ascii. Choose the file with the getfile gadget and view with the...

#### View Lyrics

...button. Select the viewer in the prefs window and the lyrics will appear after pressing this button.

-- \*\*\* --

## 1.18 3.3 Album Comments Window

### \*\* 3.3 Album Comments Window\*\*

This window shows the different comments about your album. You enter the information in the string gadgets and press RETURN to proceed to the next string gadget.

The following information can be stored:

View Lyrics

Record Company

Which company who has published the album.

Made in

Which country in which the album has been made in.

Cat. Nr.

Short for 'Catalog Number' -- the number from the record company

Cover Design

The name(s) of the people(s) responsible for the album cover.

Release Date

When the album was made available for the public.

Speed

Rotation speed of the record (only old vinyls).

Recording Technology

Applying to digital media such as the CD, the Mini Disc, the DAT and the DCC.

Video Format

Which type of tape the video was recorded on.

Rating

If the record has been reviewed in a magazine you can type in the rating here. You can also make your own rating scale and type it in here. See

Erland~rating

more information about the 'Erland rating' system.

Tape Quality Dolby type and cassette quality for

Cover

If you have scanned your covers you can choose a path to the directory where you keep the pictures and you can use your favourite viewer (like Viewtek) to show the pictures.

You select the viewer in the preferences~Window

.

-- \*\*\* --



## 1.19 3.4 Song Comments Window

\*\* 3.4 Song Comments Window \*\*

This is the window where you enter your comments about the lyrics, the music and the post production. There are a lot of string gadgets here to, so I write a brief comment about each of them:

Music

The writer of the music.

Lyrics

The writer of the lyrics.

Vocals

Vocalists -- can also be arranger.

Mixed by

The person who mixed the album.

Produced by

The producer of the album.

Engineered by

The recording engineer.

Mixed in

The studio or other facility in which the album were mixed.

Recorded in

The studio where the album were recorded at.

Published by

Publisher of the album -- if other than the record company. There could be different publishers in different countries.

Other

Other comments about the album. References to other groups or albums etc.

-- \*\*\* --

## 1.20 3.5 Artist Information Window

\*\* 3.5 Artist Information Window \*\*

This window consists mainly of a listview gadget that contains the group members. You enter the name of the new artist in the string gadget under the listview gadget. You can move the artist in the list with the arrows on the side.

-- \*\*\* --

---

## 1.21 3.6 Artist-Title List Window

\*\* 3.6 Artist-Title List Window \*\*

All albums are listed here together with thier format. This list reflects the sorting (or lack of such).

If you click on an entry it will be made active and displayed

You may multiselect entries in the list and save then using the

Save~Selected~As...  
alternative in the Artist-Title List menu.

-- \*\*\* --

## 1.22 3.7 Export Window

\*\* 3.7 Export Window \*\*

This is where you export your database in different formats. You can export to three 'destinations'. They are:

- \* Preferences printer
- \* ASCII
- \* Guide

If want to use the first option, you have to check your preferences settings to ensure that you use the right printer driver. AlbIn\_MUI will perform a form-feed between every entry in your database if have chosen the option to export an entire entry so it's easier to seperate the entries. The 'prefs printer' option is the same as the ASCII-export option, except you get your result on a paper instead of a file.

If you export ASCII then you can set the default export directory in the

preferences~window  
. This also applies to the  
guide-export option.

-- \*\*\* --

## 1.23 3.8 Find Window

\*\* 3.8 Find Window \*\*

I you are lycky you might have so many albums that searching for something special might be tiresome if you do it manually. Well, you can always use the find function in AlbIn\_MUI to find what you search for. When you open the window, you will see a lot of checkmark gadgets. If you tick them, AlbIn\_MUI will search that

---

field in every album. The checkmarks represent every string gadget were you can enter text. There are also a short cut to mark all items wich may contain a name of a person or a title of a song or an album. There's also a gadget to clear all checked items when you want to make a different search. You can also ignore the casing of the words that you search for which means that if you search for 'Energy Rekords', 'energy rekords' as well as 'eNerGY rEKorDs' will be found. If you haven't marked the 'Ignore Case' gadget AlbIn\_MUI will not find anything.

You can export the search result as an AlbIn\_MUI database. A file requester will pop up so you can enter the name of the new archive.

-- \*\*\* --

## 1.24 3.9 Preferences Window

\*\* 3.9 Preferences Window \*\*

This is where you enter the preferences that has to do with AlbIn\_MUI (the GUI preferences is set by the 'MUI' prefs program). The default viewers, editor and paths are set to be most standard as possible. The gadgets at the right are present so you can select almost everything with the mouse (you have to enter the options by hand).

### Text viewer

The command line for your favourite textviewer. The default is 'More', hopefully present in the 'C' directory. Most text viewers can use the filename as an option so it can be read direct (without a file requester). The file name should be replaced by '%s' in the commandline and AlbIn\_MUI will insert the name of the file that you have specified. You may have to quote the name in case of spaces in the file name.

### Picture viewer

This is the command line for your picture viewer. The same thing applies to the viewer -- '%s' is used by AlbIn\_MUI to insert the filename. Default is 'Display'.

### Text Editor

This is the command line for the text editor. If you use CygnusEd or GoldEd you might have to use the option -sticky. I don't know how Edge or TurboText is working so you have to consult your manual to see how you send file names as an option to the editor. Otherwise the same thing as above still applies to this command line. The standard editor is set to Ed (it's not the top-of-the-line text editor but it's free).

### Text path

---

The default path to your lyrics. If you don't select a path it will be the current path.

#### Picture Path

The default path to your cover pictures. Current path will be used if you don't select a default path.

#### Text path

The text path if you export ascii. The current path will be used if you don't specify anything.

#### Guide path

Export path for your guides. Also set to current path if you don't specify.

#### Load Dir

The directory were you keep the archives to be loaded

#### Save Dir

The directory were you save your archives (I don't know why you would like different paths for saving and loading).

#### Save Options

Two radio buttons for the save options. If you want to be asked to overwrite the old archive everytime you select the 'Save' option you should choose the latter option, otherwise choose the first option and then you won't be bothered by the annoying requester.

-- \*\*\* --

## 1.25 The Different Menues In AlbIn\_MUI

\*\* 5. Menues \*\*

### The Menues

#### 5.1 Project Menu

~~5.1.1~New~::~:~

~~5.1.2~Open...~::~:~

~~5.1.3~Append~Database~::~:~

~~5.1.4~Save~::~:~

~~5.1.5~Save~as...~::~:~

~~5.1.6~Export...~::~:~

~~5.1.7~About...~::~:~

---

```
~~5.1.8~Quit...~~~~~
    5.2 Sort Menu

~~5.2.1~Separate~Formats~~~~~
~ 5.2.2~Artist~~~Title~~~~~
~ 5.2.3~Artist~~~Date~~~~~
~ 5.2.4~Title~~~Artist~~~~~
~ 5.2.5~Rec.~Comp.~~~Date~~~~~
~ 5.2.6~Rec.~Comp.~~~Cat.~Nr.
~ 5.2.7~Play~Time~~~Artist~~~
    5.3. Album Menu

~~5.3.1~New~~~~~
~~5.3.2~Insert~~~~~
~~5.3.3~Delete...~~~~~
~~5.3.4~Next~~~~~
~~5.3.5~Previous~~~~~
~~5.3.6~First~~~~~
~~5.3.7~Last~~~~~
~~5.3.8~Artist-Title~List...~
    5.4. Misc Menu

~~5.4.1~Find...~~~~~
~~5.4.2~Find~Next~~~~~
~~5.4.3~Guide~Preview~~~~~
~~5.4.4~Prefs...~~~~~
    5.5. Open/Activate Menu

~~5.5.1~Album...~~~~~
~~5.5.2~Song...~~~~~
~~5.5.3~Album~Comments...~~~~~
~~5.5.4~Song~Comments...~~~~~
~~5.5.5~Artist~Info...~~~~~
    5.6. Artist-Title List

~~5.6.1~Save~Selected~As...~~
```

---

~~5.6.2~Move~Selected~Up~::~

~~5.6.3~Move~Selected~Down~::

-- \*\*\* --

## 1.26 Menues

### New

Creates a new archive. If you have any unsaved changes AlbIn\_MUI will warn you. You can then either choose to clear the memory or save and then clear or cancel the action.

### Open...

A file requester is prompting you to select an archive to be loaded in to the memory. This version of AlbIn\_MUI is only using the RAM memory for storing the data. In later versions AlbIn\_MUI will be able to read/write the data directly off the drive where you store it.

### Append...

Adds a previously saved database to the current database. N.B. Duplicates may occur. AlbIn\_MUI does not check for duplicates, so you have to remove them manually.

### Save

Saves the archive with the current name. If you have choosen to 'Ask first' in the 'prefs' window then AlbIn\_MUI will always ask if you will overwrite the old archive with the same name, if you haven't choosen that option, AlbIn\_MUI will simply overwrite the old archive without warning. If the archive doesn't have a name, then this option will be the same as 'Save as'.

### Save as...

Let you save an archive with a different name. This option should also be used the first time (even if you don't know about it). If an archive with the name that you selected then AlbIn\_MUI will ask you if you want to replace the old archive or give it another name (or you can cancel the action as always).

### Export...

Export the arcive to three different destinations.  
Read more about export under  
Export~Window

About...

Displays a requester with information about AlbIn\_MUI.

Quit...

Exit AlbIn\_MUI. If you have unsaved changes then AlbIn\_MUI will warn you before the exit. You can also cancel this action if you have these unsaved changes.

```
####  
#### sort  
####
```

Seperate Formats

If you want to sort every format of albums for them self, then this option should be marked. If you don't mark this option the 'format' cycle gadget will be ignored when sorting the albums.

Artist -- Title

Sorting by the 'Artist' field in the main window. The second criteria is the 'Title' field in the same window.

Artist -- Date

Sorting by the 'Artist' field in the main window (just like above) and then by the 'Release Date' field in the 'Album Comments' window. It's a good idea to have the year first and an additional date later so.

Title -- Artist

Sorting with the 'Title' first and then the 'Artist'.

Rec. Comp. -- Date

Sorting by the 'Record Company' field in the 'Album Comments' window and then the 'Release Date' field in the same window.

Rec. Comp. -- Cat. Nr.

---

Sorting by the 'Record Company' field in the 'Album Comments' window and then the 'Catalogue Number' in the same window.

Time -- Artist

Sorting by the 'Play Time' field in the main window and then by the 'Artist' field in the same window.

####  
#### album  
####

New

Makes a new album-entry in the list. This will be inserted last.

Insert

Inserts a new album after the selected album.

Delete...

Deletes the selected album. Arequester will ask you if you really want to delete this album.

Next

Steps one album forward -- to the next album in the list.

Prev

Steps one album backward -- to the previous album in the list.

First

Jumps to the first item in the list over albums.

Last

Jumps to the last item in the list over albums.

Artist-Title List...

Opens the window with the list over albums.  
See

---



Artist-Title~List  
for more detail.

####  
#### misc  
####

Find...

Shows the

'Find'~window

.

This window is also shown if you select 'Find Next' without anything in the searchstring gadget.)

Find Next

Finds the next item that matches the search criteria. It searches from the selected album to the end of the database.

Guide Preview

Generates a preview of the exported guide. The format is controlled by the

'Export'~window

.

Prefs...

Shows the

'Preferences'~window

.

####  
#### open/activate  
####

Album

Opens the

'Album'~window

. This is always open so

this short cut is only activating the window.

Song

Opens the

'Song'~window

. This is one of the two

windows with a list gadget.

---

## Album Comments

Opens the  
    'Album~Comments'~window  
    .

## Song Comments

Opens the  
    'Song~Comments'~window  
    .

## Artist Info

Opens the  
    'Artist~Info'~window  
    . This is the  
second window with a list gadget.

####

#### Artist-Title List

####

The selected album will always be marked in the artist-title window, but you can also select more than one album at a time. If you multi-select albums (by dragging the mouse with the left button pressed in the artist-title window) you manipulate the block in three ways, save it and move it up or down in the list (if wan't to override the sort routine).

## Save Selected As...

Saves the selected entries in the  
    Artist-Title~List  
    .

## Move Selected Up

Move the selected entry in the  
    Artist-Title~List  
    upwards (backwards) if possible.

## Move Selected Down

Move the selected entry in the  
    Artist-Title~List  
    downwards (forwards) if possible.

---