1e11a2c8-1

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COLLABORATORS

	TITLE : 1e11a2c8-1		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	"	July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

1e11a2c8-1

1.1 ModuleDB

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                 |  ModuleDB  |
                 +------------+ v0.72b
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```
        Introduction

        Requirements

        Installation

        Starting

        Usage

        Copyright notice

        Author

        Acknowledgments

        History

        Todo
```

1.2 Introduction

Introduction

Have you ever had alot of disks filled with music modules, and you don't
want to list the content of every disk to a file and then join those files
(or something simular) to get a list of all your modules. Well, that was
what I have done so far, but I found it, not a very good way to handle it on
and I also wanted a way to see if the new modules I added to my disks, was
not already there. So ModuleDB was born.

Here are some of the features of ModuleDB, but MDB is far from finnish. I am
just releasing this early beta version as a taster of what to expect of
future releases.

  - The module type is automatically regonised, with FileID library.
    Most standard module types should be regonised!!

  - Check for duplets, on every possible way.

  - Easy to use

  - "Nice" GUI :|

1.3 Requirements

Requirements

Should work on all Amigas with Kickstart 2.0 or higher. I have only tried it
on my A1200, but I have not used any KS3.0 functions.

You also need FileID.library (which is included).

1.4 Installation

Installation

Just copy the drawer where ever you want the program. And copy
FileID.library to the LIBS: drawer.

1.5 Usage

Usage

ModuleDB's GUI consists of one window with 3 areas.

 Modules: Here are all modules in the database is listed. If you click on
          one of the modules the information is shown in the information
          area.

  Informaton: This is where all information on the module is shown, when you

select an module in the listview gadget.

The information shown here is:

- Name

- Size

- Type

- Comment

 Buttons: You can access some of the most commen functions of ModuleDB,
with
these buttons instead of using the menus.

Here is a descibtion of the buttons:

- Add: Adds new modules to the database.

- Delete: Delete a module from the database. Before you can
  delete a module, you have to select it in the
  listview gadget.

- Load: Load a database.

- Save: Save the database. This gadget will be disabled
when
there is no modules in the database. There is no need
to save an empty database, is there? :)

 Number of modules:
Shows how many modules there is in the database.

 Menus:
Project:
New database - Clear current database and let you start
a
new.

Load database - Load a database

Save database - Save the database. Is disabled when
there
is no modules in database.

Save as ASCII - Saves database as a readable table
format. This format can now be read by
ModuleDB again.

About   - Info about ModuleDB.

Quit   - You have to figure that out yourself :)

Edit:

```
              Add Module(s) - Let you add one or more modules to the
                            database.

              Delete Module - Delete selected module.
```

1.6 Starting

Starting

You can either start ModuleDB from WB or CLI.

1.7 Copyright

Copyright

This software is subject to the "Standard Amiga FD-Software Copyright Note".
It is FREEWARE as defined in paragraph 4a !!!

For more information please read AFD-COPYRIGHT.

1.8 Author

The Author

Hi, my name is René Rasmussen and I am 20 years old. And... Okay I don't
want to bore you with my life and all that.

How to contact me:

Snail mail:

        René Rasmussen
        Freysvaenget 9
        DK-5200 Odense V

  But don't expect me to reply to any letters sent to me this way unless
you
  include something to cover the postage, because I very dont have money to
  spend on that. So the best would be to contact me by e-mail.

E-mail:

  Sorry you can't contact me by e-mail at the moment, because I lost my
  e-mail address when I finnished my education. But I will get Internet
  access around the 1. Aug. , so you can write to me at that time.

1.9 Acknowledgment

I would like to thanks the following:

 - Acid Software for making Blitz Basic II (why?? Because this program is
   developed in BB2)

 - BLOODROCK of SYNDICATE for his FileID.library

 - Some other people, whoes tools I might have used developing this
   software.

 - Commodore for the Amiga, then Escom for saving the Amiga and now Viscorp
   for letting the Amiga end as a part of a TV :)

1.10 History

History

v0.72a   - First Aminet release. Well actually it is the first
                   release of the program.

1.11 Todo

Todo

For version 1.0

 - Instead of just letting you choose between which of the modules to be
   added, when there are duplets, you should be able to mark them in the
   comment.

 - Improved GUI. Font and screenmode sensetive. I will probally use the
   Triton.library for that.

 - Catalog support.

 - And a few other things

 - XPK and other decrunchers support. So that you don't have to unpack
   manually to get the right size and module type.

Future releases

 - Harddisk/CD-ROM support. At the current state ModuleDB is not very
   suited for HD/CD-ROM. There will be kinda a log system so that you don't
   have to answer all those requesters if there is duplets, which is nice
   if you i.e. take a CD where there is over 4000 modules on.

 - Recurse into subdirectories. That means that you can just select a
   directory and all files and files in subdirectories will be added.

- Append another database to current database.

- Compare two databases and show differents. Nice if you are swapping
  modules with some one else.

- Arexx port ???

- Lots of other usefull stuff.

- And any suggestions YOU might have.