

VideoMaxe Documentation, english

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WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

VideoMaxe Documentation, english

1.1 VideoMaxe Documentation, english

```
*****  
* VideoMaxe Documentation *  
*****
```

VideoMaxe Release 04.46 © Stephan Sürken 1995

Closed on 24 May 1995

This documentation is divided into two crucial parts, namely the chapters

```
General  
, introducing basic types and concepts of VideoMaxe and  
  
Details  
, providing a detailed description of the program.
```

Numbers in brackets (such as "(430)" or "(433)") indicate an innovation emerging with that version.

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Before you start

Introduction

General

Details

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1.3 Before you start

Before you start reading this documentation, you should

- o have VideoMaxe installed correctly. If you have not yet installed the program, please do that now; I recommend that you use the Installer script for that.
- o have adjusted a correct online help file; with that, you can receive online help on every active VideoMaxe window simply by pressing the HELP key. Actually, you will be presented to the information of exactly THIS file, at the appropriate position.

See

Customizing VideoMaxe
or
VideoMaxe preferences

- o have installed the password if you are a registered user. Start VideoMaxe up and select the menu "Project.Preferenes.VideoMaxe". Please see

VideoMaxe preferences window
on how to employ the password. Please
note that you should save the password with all

VideoMaxe preferences file
s you want to use, else a false password will
be loaded every time you load those files.

If you are not registered, I am sure you like the program very much and you will register very soon :-). Note AGAIN that VideoMaxe is Shareware, so earnest usage of the program is forbidden without registration. See the manual for more details.

1.4 Introduction

I now that many video organizers already exist. Among these, I ←
did not
find one that would satisfy all features I wanted nor have the environment
I demanded. So here's VideoMaxe, the final solution:

VideoMaxe is a video database that satisfies all needs of a private
video user (when I say all I mean all, so if you think that's false
please write me your suggestion(s)).

It has nearly NO
RESTRICTIONS
whatsoever [all data strings are dynamic,
size of projects, mask lists, etc. are limited by your memory only, etc],
HANDLES all CLASSIC PROBLEMS of a video database [record suggestions,
spool information, any title compression, etc.],
adds COMFORT [database facility, statistics, search routines, customization,
etc.] and
it has a COMFORTABLE OS 2.1+ ENVIRONMENT [localized, appl. icon, online
help, etc.].
See

Features
below for more.

Features

Future

1.5 Features

(only some features that just come to my mind...)

Environment:

~~~~~

- o Full OS 2.0/2.1 support (Localization, Asl, fonts, app. icon, ...)
- o Localized into English, Deutsch, Francais up to now.
- o Comfortable screen/window layout saving
- o Font-sensitive runtime gadget calculation
- o Comfortable installer script for installing, updating, ...
- o (Guide-)Documentation in english and german.
- o Online help.
- o Customization
- o ...

## Concepts:

~~~~~

- o NO limitations whatsoever concerning amount of titles, rubrics, tapes (or whatever:+) except for your memory.
- o All strings dynamic since 04.30.
- o 6 different filetypes to save configs/data: project, mask lists, video recorder, printer preferences, layout preferences, VideoMaxe preferences
- o Ultimate answer to the questions:
 - o Where to record a new title?
 - o How to spool to title x (counter, rest time, used time...)?
 - o If I have a video recorder without rest or used time display, how can I get exact counter position?
 - o How to express different compression modes (i.e. long play)?
- o Data base facility: A freely editable mask entry list for each tape and title; that means that you can carry as much additionally information as you wish per tape or title. Provides a mask concept to handle that (save, load masks etc.).
- o Title length are given in hours:minutes:seconds to be able to cover rather short titles (e.g. music).
- o Comfortable statistics
- o Comfortable search routines (several modes, match lists, etc.)
- o Printing
- o ...

1.6 Future

VideoMaxe 04.4x has realized nearly all I imagined when starting programming VideoMaxe. There are still two, no is still one (440) concrete feature that I would like to be included in a future version:

- o ARexx interface

Any suggestions from your side concerning new features are welcome!

1.7 General

This chapter provides an overview of the program's basic concepts ←

- so

if you are an advanced amiga user you should be able to intuitively work with the program by reading & understanding only this chapter.

Restrictions

Data types

Concepts

File types

Controlling the program

1.8 Restrictions

VideoMaxe has nearly no restrictions at all except for your machine's memory, as nearly everything is dynamic. I doubt that you will ever reach the frontiers described below.

However, the only thing restricting in VideoMaxe is the length you can assign to titles & tapes.

The length of a title is restricted to (max.) 99 hours, 59 minutes and 59 seconds. If you ever want to record a title lasting more than 4 days 4 hours please call me up.

The length of a tape is restricted to 9999 Minutes plus 9999 overhang minutes (or 6.9 days). If you ever have a tape with a capacity of more than these 6.9 days I can't help you.

Much more important is the additional length of all titles on one tape. This must not be bigger than 24855 days, else the calculations would go wrong...:~).

If however it seems not very likely to break the 24855 days frontier on one tape, you might break it with `_all_ titles`. You would, if you have for example 596524 titles with a length of 1 hour in one project. However, in that case the statistics might not work correctly though all other VideoMaxe features will do fine....

1.9 Data types

VideoMaxe consists of many data types that have multiple relations ↔

and interact in multiple ways.

This chapter will supply an overview of key types that are needed to understand VideoMaxe as a user.

The instance of a data type is the actual, special data of that type; e.g. any of your projects is an instance of the data type

project

.

Mask entry

Mask entry list
Mask
Mask list
Rubric
Tape
Title
Project
VideoMaxe preferences
Layout preferences
Printer preferences
Video recorder

1.10 Mask entry

A mask entry is the basic type for VideoMaxe's "data base" facility. ↔

It consists of:

- o Its name.
- o Its kind.

Up to now, eight different kinds are possible:

- On/Off type. It stores the values true or false.
 - Number type. It stores a number (range is that of double int, namely $\{-2^{31}..2^{31}-1\} = \{-2147483648..2147483647\}$).
 - Text type. It stores (surprise!) a length-unlimited text.
 - (430) Command type. It stores a text that specifies an Amiga DOS command. You will be able to (try to) execute that command in the mask entry list window.
.
 - (433) Memo type. Same as text type, but you will be able to display that text in a finer window.
 - (441) Set type. Stores a set with up to 16 objects. The objects are defined in a string, in which all (names of the) objects are separated by the character "|". The string "Dog|Cat|Mouse", for example, would define a set with the potential ingredients Dog, Cat and Mouse. It would be senseful to name this mask entry "Pets".
-

PLEASE NOTE that the name of one object should not exceed 19 characters. This is allowed actually, but the exceeding characters will be cut off.

- (445) Link type. With this you can create a link to a mask entry in the mask list of the project. This might be senseful if you have one text that should go with several titles (e.g. the actor list of a series).
- (445) More type. This simply represents another mask entry list

- o Its stored data; the kind of data depends on the mask entry's kind (see above).

See

Mask entry window
as well.

1.11 Mask entry list

A mask entry list is a list of mask entries. Important types containing ↔

such lists are

tape
s,
title
s and
mask
s.

It consists of:

- o An unlimited amount of mask entries. See Mask entry

See

Mask entry list window
as well.

1.12 Mask

A mask is a mask entry list combined with a name for identification.

It consists of:

- o Its name.
-

o Its

- mask entry list
- Note: It is used in
- mask list
- s only. The mask entry lists of masks

in a project's mask list can be used with the mask entry lists of tapes and titles.

See

- Mask window
- as well.

1.13 Mask list

A mask list is a list of mask s. There is always one mask list per project . In a project, the first entry of that list will be taken as default for new tapes and the second entry will be taken as default for new titles.

So, you see, this list should contain all your favorite masks for that project (for tapes & titles).

It consist of

- o An unlimited number of mask s.

Note: You CAN enter `_values_` into the masks here, but I do not appreciate that. However, you might want to have certain data quickly at hand, so you might create special masks containing that data (e.g. a string with all members of that Monty Python crowd).

See

- Mask list file
- and
- Mask list window
- as well.

1.14 Rubric

A rubric is a classification for titles.

It consists of:

- o Its name. Leading spaces will be automatically removed.

It is linked to:

- o The list of
 - title
 - s that are classified into this rubric, ordered alphabetically (see alphabetical order concept).

See

Rubric window
as well.

1.15 Tape

A tape is the resource where titles are located physically.

It consists of:

- o Its number.
- o Its length (in minutes).
- o Its "over hang", that is the time it is "longer" than described by the manufacturer (in minutes).
The real length of a tape (used for the calculations) is the addition of "length" and "over hang".
- o Its
 - mask entry list
 - , containing additionally data.

It is linked to:

- o The list of
 - title
 - s recorded on this tape, sorted by their occurrence on the tape.

See

Tape window
as well.

1.16 Title

A title is data that can be recorded on (any) tape.

It consists of

- o Its name.
-

- o Its key for comparison. Is only internally used, not saved but created when inserting/changing a title. See
Alphabetical order concept
.
- o Its (play) length (in minutes and seconds) and
o its compression factor (fraction). See
Title compression concept
.
- o Its boolean locked flag. Is this true, the title will not be taken into consideration for "used spaces suggestions". Else, the title will have a
o priority from 0 to 9. See
Suggestion concept
.
- o Its date and time. Both strings are shown (and MUST be typed) in the template of the OS locale prefs. See your Amiga User Manual for more details.
- o Its
mask entry list
, containing any additional data.

It is linked to

- o The
tape
it is recorded on.
- o The
rubric
it is classified into.

See

Title window
as well.

1.17 Project

A project is a representation for a collection of tapes.

It consists of

- o Its name.
- o Its preferences:
 - o How to show the spool information, see
spool information concept
.
 - o A
mask list
, containing the mask entry list templates for this
project.

- o A
 - video recorder
 - for counter calculations.
 - See
 - spool information concept
 - o Its articles-string.
 - See
 - Alphabetical order concept
 - o A
 - printer preferences
 - that contains the projects defaults
 - printer prefs.
 - o (433) Display information for the
 - project window
 - , determining
 - what title, tape, rubric, printer config. no. is active when entering the window.
 - o Its list of
 - rubric
 - s.
 - o Its list of
 - tape
 - s.
 - o Its list of
 - title
 - s.
 - o Its list of clipped titles. (430+) The contents of the list will be saved with the
 - project file
 - , but not its order.
- See
- Project file
 - and
 - Project window
 - as well.

1.18 VideoMaxe preferences

A VideoMaxe preferences represents data with that VideoMaxe is configured. There's is always exactly one active while the program is running.

It consists of

- o The password. If this is correct, you will have access to all features of VideoMaxe, and the nerving requesters will vanish. See the manual for registration.
 - o Bool flag "Copy Projects?": Projects will be copied when entering the project editor if this is set. This may be slow, but provides the possibility to cancel the project editor.
-

However, I don't recommend to set this, especially when editing bigger projects.

- o Bool flag "Save Icons?": Icons are saved with any file saving operation if this is set.
- o Bool flag "Show picture ...?": Shows the title picture with every "About" if this is set.
- o (430) Bool flag "Use abbreviations?": Causes VideoMaxe to uses intern abbreviations instead of the full (localized) texts in informational strings if this is set (i.e. "49 TIs" instead of "49 Titles").
See
 Text concept
 as well.
- o (430) Dynamic string block size. This specifies the number of characters added to (any VideoMaxe-) string when VideoMaxe is adviced to increase the string's length. See
 dynamic strings concept
 .
- o (430) Text information verbosities. These values let you adjust how much & which information VideoMaxe should display in informational strings.
 - o Rubric : displayed in the
 project window
 .
 - o Tape : displayed in the
 project window
 .
 - o Tape in show tape : displayed in the
 show tape window
 .
 - o Title : displayed in the
 project window
 .
 - o Title in show tape: displayed in the
 show tape window
 .
 - o Project : displayed in the
 project list window
 .
- o (430) Online help file. Should contain the guide file you want to use with the VideoMaxe online help. You must select one of the delivered guide files "Documentation_X.guide", while X stands for an abbreviation of a language (e.g. E=English).

The (names of the) default

- o
 mask list
 '
- o
 video recorder
 and
- o

printer preferences
files to use with new projects.

- o All default directory names for the load and save operations on the six different filetypes.

Note that the so-called 'default-files' will be loaded as default for NEW projects only - they won't affect EXISTING projects at all.

The 'default-directories' represent the default directories for the six filetypes described in

File types
.

See

VideoMaxe preferences file
and

VideoMaxe preferences window
as well.

1.19 Layout preferences

A Layout preferences represents data with that VideoMaxe's layout (screen, window etc.) is configured. There is always exactly one active while the program is running.

It consists of

- o The screen mode, colours, fonts etc. to use in VideoMaxe
- o The shapes (including the zoom state) of all VideoMaxe windows.

See

Layout preferences file
and

Layout preferences window
as well.

1.20 Printer preferences

A Printer preferences represents data with that VideoMaxe's printing is configured. Each project contains exactly one.

It consists of

- o Four different configurations for the printing.

See

Printer preferences window
for details.

(430) Changed the old "Show title"/"Show tape" due the the new

text concept
.

See

Printer preferences file
,

Printer preferences window
and

Printing concept
as well.

1.21 Video recorder

A video recorder represents the behaviour of a counter of a ↵
special
recorder. There is always one video recorder per project.

It consists of

- o Four different functions (for four different tape lengths) of a video recorder counter. (4 different functions as the calculations may differ with different tape lengths). These functions calculate a counter position for any given used time. A such function consists of
 - o Its preferred tape length. Zero indicates that this function should be ignored.
For tape calculations the function will be chosen, whose preferred tape length is most close to the length of the tape.
 - o A list of "movements per minute". This will contain the movement of the counter in a special minute (from start of the tape).
To get to theses values you have to spool to these positions (i.e. minute 6), let the tape run for one minute and then see how much the counter has proceeded.
(No fine work.)

Notes: In most cases, you will not need these functions as you're satisfied with rest- or/and used time. Engage yourself in creating such functions only if you urgently need the counter positions, i.e. if you cannot point-spool without it. If you really have created one I would be pleased to release it in newer versions.

See

Video recorder file
and

Video recorder window
as well.

1.22 Concepts

Dynamic strings concept
Title compression concept
Suggestion concept
Spool information concept
Alphabetical order concept
Text concept
Printing concept
Error handling concept

1.23 Dynamic strings concept

(430) All data strings (except some where it makes no sense) are dynamic! That means that the string's length is limited by your machines ram capacity only!

However, all string gadgets need a fixed buffer size when creating them. That means if you want to add more letters to a string than the gadget will allow, follow following (ups!) steps:

- (1) Fill in the gadget until your system's 'gadget full message' emerges (normally a display beep).
- (2) Press [RETURN] or [TAB].

=> VideoMaxe will re-create the windows gadgets with more space in the desired gadget. The size that is added can be adjusted in the

VideoMaxe preferences

- (3) Go on typing!!

This will work in (nearly) all VideoMaxe windows.

1.24 Title compression concept

Problem: There may be video recorders with the ability to ↔
compress.

For example, many video recorders do have a so-called long-play-mode

to compress the length of titles to half the original length. So one has to handle two different length, namely the play length and the real length of a title. The first one should be there for the user, the second for VideoMaxe's calculations.

VideoMaxe's solution: Every

title

has a length, representing

the PLAY length, the REAL length it takes on the tape will be calculated internally. To be able to do that, one has to know the compression mode the title has been recorded in. As the only impact on VideoMaxe of a compression is a (prolonging (!) or) shortening of the actual title length, it is enough to know how much a title length is compressed.

The value indicating that is the compression factor of a

title

. This is the factor the recording is

compressed due to its length concerning the used compression mode. This factor may be smaller than one to simulate prolonging of the titles length.

Play length	Compression factor	Real length	Remark
30 Minutes	1/2	60 Minutes	Prolonging of the titels, unusual
30 Minutes	1/1	30 Minutes	Normal, no compression
30 Minutes	2/1	15 Minutes	E.g. in the long play mode

1.25 Suggestion concept

NOTE

There was a bug in versions up to 04.33 concerning those used space suggestions that would overplay even the last title on a tape. Though the bug was a very hard one (as the program would assert), I never realized it until the making of Release 04.40 - I suppose I never accepted such a suggestion until then...(.)... However, I am very sorry and hope you did not have too many data losses.

ENDNOTE

Problem: You want to record a new title - but on which tape is enough place to do that, or where can you overplay existing title(s)?

VideoMaxe's solution: Every

title

has a real length

(see

title compression concept

). Every

tape

has a real tape

length (length+overhang). Every title has a boolean locked flag and

a (443) priority.

With these four values the suggestion concept is built up.

And that is how it goes: You create a new title and set the title's length & compression mode. For this title's real title length VideoMaxe provides suggestions where best to record it. Namely:

- o Suggestions for free spaces of time

You get a list of all tapes the title will fit on. Ordered from the shortest to the longest possible real rest time to be left on the tape if the title would actually be placed there.

- o Suggestions for used spaces of time

You get a list of all blocks of coherent titles (tape list!)

with the "locked"-flag not set whose real length are big enough to include the new title. If the block ends with a title that is simultaneously last on its tape, the tapes's rest time is added to the block's length. Blocks that contain at least one other fitting block are redundant and not displayed (only the smallest block will be taken). In the following I will write

- (<title1>, ..., <titleN>) for a block that is longer than needed. This will overlap <Titel1> to <TitelN-1> completely, while <TitelN> will only be partly overlap.
- (<title1>, ..., <titleN> ..) for a block that can hold the new title only with the rest time of the tape. Thus it will completely overlap all titles).

So, you see, these blocks contain potential list of titles to be overlapped with the new title.

This list is ordered by

- o (443) the maximal priority of all titles in that suggestion and
- o the length of the blend. The blend is the real length that will contain a "partly overlapped" title [(title1, ..., titleN)-block] OR the real rest time left on the tape [(title1, ..., titleN ..)-block] after actually accepting the suggestion.

THE BEST SUGGESTION IS THE FIRST.

Example: (All lengths given in minutes, all priorities equal.)

You have a project with

- Tape 1, real length 244
 - Film 1, real length 120, locked
 - Film 2, real length 110
- Tape 2, real length 183
 - Docu 1, real length 45
 - Docu 2, real length 45

Then the following suggestion lists would be created for the following

```

real length of the new title:

# Real length = 14:

    Free spaces suggestion list: (Tape 1) (Tape 2)
    Used spaces suggestion list: (Docu 1) (Docu 2) (Film 2)

# Real length = 90:

    Free spaces suggestion list: (Tape 2)
    Used spaces suggestion list: (Docu 1, Docu 2) (Film 2) (Docu 2 ..)

# Real length = 100:

    Free spaces suggestion list: -no suggestion possible-
    Used spaces suggestion list: (Film 2) (Docu 2 ..) (Docu 1, Docu 2 ..)

# Real length = 125:

    Free spaces suggestion list: -no suggestion possible-
    Used spaces suggestion list: (Docu 2 ..) (Docu 1, Docu 2 ..)

```

1.26 Spool information concept

A spool information provides the information needed to (←
physically)
get access to a title on a tape.

A
project
can have three different kinds of spool information show types
adjusted in its (440) 'video recorder' preferences; the adjusted type has
impact on all output operations of the spool info done with the project,
normally in the info texts (see
Text concept
).

These types are

- o "Used time" shows the spool information of a title as used time.
This is the time from start of the tape upto the beginning of
the title.

Example: "Used time: 1 Hour, 30 Minutes", if a title is recorded
90 minutes after the begin of the tape.

- o "Rest time" shows the spool information of a title as rest time.
This is the time from the beginning of the title upto the end
of the tape.

Example: "Rest time: 1 Hour, 50 Minutes", if a title starts
110 minutes before the end of the tape.

- o "Counter" shows the spool information of a title as counter

position. This is the counter position of the title as calculated by the adjusted video recorder of the project.

1.27 Alphabetical order concept

o General comparison of strings

Since release 04.20, VideoMaxe uses the locale library for comparison, using the "Collate 2" mode.

If you do not have the locale library, a normal ASCII comparison will be used. The comparison with the locale library has the advantage of regarding locale oddities (e.g. like the umlauts ä, ü, ß in German). This comparison is used for every alphabetically ordered list in VideoMaxe.

Examples for alphabetically ordered lists: rubric list, any rubric's title list, main project's title list.

o Special comparison of titles

Mostly, it is not senseful to interpret the articles preceding a title in an alph. orderd list. For example, I suggest you would like a title "The Noseman" ordered under "N" instead of "T". In VideoMaxe, you can freely adjust these articles that should be ignored in the title comparison (see below).

Internally, following is done:

Before executing the general string compare, a titel's name is converted to a "key"-string, that actually is used for the comparison.

This conversion executes two steps:

- o Delete leading spaces.
- o Delete all pretexts defined in the project's article-string. The case sense is ignored here (not localized yet, so no special chars will be capped (i.e. "ö" to "Ö" will not be performed))

The articles-string:

~~~~~

Every project contains such articles-string. It contains the pretexts to be left out in alphabetical order; every pre-text must end with a "|" -char.

Example: Let the articles-string be "A |An |The |". This would leave out the english articles "a", "an" and "the" when comparing titles.

Thus, "A Zoo", "The Giraffe", "An Elefant" would be ordered to: 1."An Elefant", 2."The Giraffe", 3."A Zoo".

IMPORTANT: Note that if you change the articles-string, the title lists

WON'T be automatically reordered at once - only new titles will be ordered with the new comparison. To perform this, you will have to save the project and then reload it.

## 1.28 Text concept

### Abbreviations

(430) Both two text types described in the following are influenced by the "Use abbreviations?"-flag in the VideoMaxe preferences

. If it is

on, intern abbreviations instead of the full (localized) texts are used creating the text.

Currently, following abbreviations are used:

"Use abbreviations?"-flag off                      "Use abbreviations?"-flag on

| Name               | Abbreviation |
|--------------------|--------------|
| Spool information  | > <          |
| Used time          | >            |
| Rest time          | <            |
| Counter            | 0000         |
| (Tape's) rest time | ->           |
| Length             | L            |
| Play length        | PL           |
| Real length        | RL           |
| Rubric number      | RU#          |
| Tape number        | TA#          |
| Title number       | TI#          |
| Rubric(s)          | RUs          |
| Tape(s)            | TAs          |
| Title(s)           | TIs          |
| Mask(s)            | MAs          |
| Mask entr(y/ies)   | MEs          |
| Hour(s)            | H            |
| Minute(s)          | MIN          |
| Second(s)          | SEC          |

Any sugg. for more telling abbr. are welcome.

View texts

For the most data types there are so-called 'view texts' created that basically serve as the identification of the data. Normally, this will be the text typed in as "name" in the corresponding window; only few very important other information may be included. Here is the list of the view texts:

| Data type | Its view text contains                                                                  | Example         |
|-----------|-----------------------------------------------------------------------------------------|-----------------|
| Mask      | Its name.                                                                               | "My_Fine_Mask"  |
| Rubric    | Its name.                                                                               | "Horror"        |
| Tape      | Its number, preceded by the localized string "Tape No." (or respectively by its abbr.). | "Tape No.4"     |
| Title     | Its name, preceded by "{-} " if locked, else "{*} ".                                    | "{*} Alien"     |
| Project   | Its name, preceded by "[-] " if unchanged, else "[*] ".                                 | "[-] My Videos" |

You can't influence or configure the view texts, except by the "Use abbreviations?"-flag.

#### Info texts

For the data types rubric, tape, title and project there are so-called 'info texts' used throughout VideoMaxe (e.g. in the project window, info texts for the active rubric, tape and title are shown).

You can freely configure which pieces of information VideoMaxe should actually display (e.g. in the VideoMaxe preferences

```

printer preferences
or
statistics window
).

```

However, this editing is done by the set window, where you

can in- and exclude certain pieces of information from the texts; in the info texts, each piece of information will be separated by a semicolon; the order of the pieces of information is like displayed in the set window.

An example will make this clear:

For the data type tape, following pieces of information can be shown in the text info string:

```

- Length           Well, the length of the tape...
- Title amount     The amount of titles recorded on that tape.
- Rest time        The rest time on the tape.
- Mask entry amount The amount of mask entries in the tape.

```

Some sample runs:

| piece of inform.  | Config.1 | Config.2 | Config3 |
|-------------------|----------|----------|---------|
| Length            | on       | on       | off     |
| Title amount      | off      | on       | on      |
| Rest time         | off      | on       | on      |
| Mask entry amount | off      | off      | off     |

With the "Use abbreviations?"-flag off this will lead to the following information texts (for an example tape):

```

Config.1: "Length 240+4"
Config.2: "Length 240+4; 6 Titles; Rest time 36 Minutes"
Config.2: "6 Titles; Rest time 36 Minutes"

```

okidoki?

## 1.29 Printing concept

### The Printing

The printing, performed by klicking on the "Print" gadget in the

```

print window
, will do the following, using the printer device and
the ANSI codes:

```

- o Configure your printer according to your printer configuration.
- o Perform the printing according to your printer configuration and adjustments in the  
print window

The printing will try not to create orphans - however, mask entry lists or lines that are longer than the print width may be separated (on two different pages).

Note that with proportional characters, the right margin normally will be "more left" than it should be.

If the cancel signal of the printer device is detected (e.g. if you selected "Cancel" in the popular requester "Printer problems - please check printer and cabling"), nothing will be printed any more. However, as the whole printing routine must be run through, there might still be the information "Printing, please wait..." on the screen for some time.

#### Problems

-----

Printing unfortunately still is a very unthankful task. Especially the following problems very likely are causing irritations:

- (1) The printer drivers have errors, or do not fully support the printer.
- (2) ANSI-, resp. Printer-Commands will not do what they should to the printer. These commands are very nicely described in the autodocs as (quotation): "(\*) indicates that sending this command may cause unexpected results on a large number of printers."
- (3) "Condensed" may be 15 cpi on one printer, and 17 cpi on the other.

I can't solve these problems, but I did the following to avoid most errors or let them be harmless:

- o Using only largely common printer commands.
- o Since (440), I do not use any of these commands described in (2) but one; this one is the slrm ("set left right margin") command with the ANSI code 65.

I reached this by realizing several printer features "by hand", e.g. instead of sending a hazardous "center-this-line-command" to the printer, I simulate it by blanks.

- o Printer will not be automatically initialized since (440). Thus you might manually adjust some printer options manually without having it overwritten by an initialisation.  
However, with my printer for example, the left/right margin settings would not work if there was not at least some text printed with the printer after its hard reset -- this error only occurred when using the "condensed" pitch (!?). So, in this case, I use this initialisation before the first print operation.
- o You can ignore printing errors to try to get a print even if errors occur.

## 1.30 Error handling concept

All errors that may occur while using VideoMaxe will be displayed in clear text in an error window. However, if a ram panic occurs, it may not be able to open such a window. Then there are two possible behaviours of VideoMaxe:

- o The window will be left like "Cancel". That means the changes you have done in that window will be lost. This will only be done in windows where "not much" data is edited.
- o You will be requested to free some memory until enough memory is free.

## 1.31 File types

There are six filetypes VideoMaxe can load and save.

"Default names" are the file names that will be accessed via the

standard menus  
"Load" and "Save".

"Default icons" are the file names of the icon VideoMaxe will use when saving a file of that type with the "Save icons?" flag set in the

VideoMaxe preferences  
. If this file does not exist, the system's default icon will be used.

VideoMaxe preferences file

Layout preferences file

Printer preferences file

Video recorder file

Mask list file

Project file

## 1.32 VideoMaxe preferences file

It contains all data of a VideoMaxe preferences

.

---

Default name: VM:Config/VM.prefs  
Default icon: VM:Config/VideoMaxePrefsIcons.info

### 1.33 Layout preferences file

It contains all data of a  
layout preferences  
.

Default name: VM:Config/LO.prefs  
Default icon: VM:Config/LayoutPrefsIcon.info

### 1.34 Printer preferences file

It contains all data of a  
printer preferences  
.

Default name: Defined in the  
VideoMaxe preferences  
.  
Used for new projects only, not accessible via  
"Load" or "Save".  
Default icon: VM:Config/PrinterPrefsIcon.info

### 1.35 Video recorder file

It contains all data of a  
video recorder  
.

Default name: Defined in the  
VideoMaxe preferences  
.  
Used for new projects only, not accessible via  
"Load" or "Save".  
Default icon: VM:Config/VideoRecorderIcon.info

### 1.36 Mask list file

It contains all data of a  
mask list  
.

---



Default name: Defined in the  
 VideoMaxe preferences  
 .  
 Used for new projects only, not accessible via  
 "Load" or "Save".  
 Default icon: VM:Config/MaskListIcon.info

## 1.37 Project file

It contains all data of a  
 project  
 .

Default name: Defined as the name of the last disk access with that  
 project (e.g. new projects have no default, just loaded  
 projects have the name they are loaded from as default,  
 etc.).  
 (441) Accessable via "Load" (=>  
 Standard menus  
 )!  
 Default icon: VM:Config/ProjectIcon.info

## 1.38 Controlling the program

VideoMaxe is window-oriented and modularized. That means that you  
 normally manipulate a certain amount of data in a window (normally  
 the data of a data type, see  
 Data types  
 ), encapsulated from the rest.

Note that most of VideoMaxe's behaviour will not be described at all  
 in this documentation as I think it is self-evident.

Standard gadgets

Standard menus

## 1.39 Standard gadgets

There are standard gadgets appearing repeatedly in the program's  
 windows that generally mean the same. Here's a list of those  
 gadgets:

["Window Close" means the standard system gadget of a window in the top  
 left edge.]

---

Use : Push the data as it is shown in the window into action.  
 ~~~

Cancel : Leave the window with exactly the situation as it
 ~~~~~~ has been before opening it. All eventually made changes are  
 ignored.  
 Equivalent to "Window Close", if "Cancel" exists.

Exit : Leave the window. Only in 'no-data-windows'. No promises about  
 ~~~~~ the state after exiting are made.  
 Equivalent to "WindowClose", if "Exit" exists.

Continue: Leave the window. Only in 'informational windows'. No changes
 ~~~~~~ whatsoever are done.

o Special standard gadget if  
     data types  
     are shown:

Delete : Delete the instance of this data type from the 'environment' you  
 ~~~~~ called the window from.

o Special standard gadgets if lists of
 data types
 are shown:

New : Create a new instance of that data type (adequate window will pop
 ~~~ up).

Edit : Edit the active instance (adequate window will pop up).  
 ~~~~~

Empty : Empty the list (=> Length(list) = 0).
 ~~~~~

o Further standard gadgets:

# : Choose an entry out of a list. Will always pop up the  
     Choose window  
     .

~

I : Edit an info text verbosity. ATTENTION: With this you directly  
 ~ change the  
     VideoMaxe preferences  
     ! So this is an exception to  
     the concept of encapsulation.

Note: Side effects and "Cancel"

~~~~~

Note that to be able to "Cancel", the window must operate on a copy of the data. So, if you are not able to "Cancel" (as the button is ghosted), the data has not been copied. This is, for example, the case with the Window "Project" if you put off "Copy Project?" in the VideoMaxe preferences. This is useful, as the copying of a big project might take a long time.

Note, too, that "Cancel" leaves you in exactly the same PROGRAM situation but you may have changed the programs ENVIRONMENTAL situation, for example by file-saving something in a window (in fact, file-savings are the ONLY side effect

operations of that kind in this program). A simple example of that is changing and saving the VideoMaxe preferences and leaving the window via "Cancel". The changes will not be taken by the program (certainly, as you selected "Cancel!"), but at the next startup of VideoMaxe this changed file will be read and put to action.

1.40 Standard menus

Every window might have a menu as well. Push the right mouse button ← to see it (suprise!). For all the menu items there is one rule to get their meaning: Read them! Menu items are read with their whole "path", e.g. "Rubric.New" or "Specials.Print.Rubric list". Employing that rule I bet you get at least a hint to any item's meaning.

There are four standard menu items concerning file accesses:

- o "Load" will load a file with a fixed name.
Global key shortcut "L".
- o "Save" will save a file to a fixed name.
Global key shortcut "S".
- o "Open" will open a file requester and let you choose a file to load.
Global key shortcut "O".
- o "Save as" will open a file requester and let you choose a filename to save to.
Global key shortcut "A".

- o (430) "Move up" will move a list entry one up in its list.
Global key shortcut "U".
- o (430) "Move down" will move a list entry one down in its list.
Global key shortcut "D".

- o "Anfangswerte" reactivates the values that were active when entering the window in question. This menu is only available if you work with a copy in that window. See the remarks about "Cancel" and side effects in the chapter
Standard gadgets

- o "Defaults" activates the in the VideoMaxe program hard-coded defaults for the displayed data type.

Global menu shortcuts will not be used for anything else anywhere.

NOTE that due to that two new global shortcuts in V3.40, five other non-global shortcuts had to be changed:

- Specials.Date.current in title window. Was "D", now "T".
- Specials.Tape overhang.defaults in tape window. Was "D", now none.
- Specials.Use a mask in mask entry list window. Was "U", now "T".
- Specials.Append a mask in mask entry list window. Was "J", now "G".
- Specials.Merge a mask in mask entry list window. Was "M", now "B".

1.41 Details

This chapter will describe the programs behaviour and interface in detail.

Startup
will tell you how to get VideoMaxe running,

Customizing
will give you hints on how to customize the program, environment and projects to your own wishes and

Windows
will describe all important windows one by one.

The nodes of the latter chapter will be used as entry nodes for the program's online help, accessible via pressing the HELP key.

Startup

Customizing

Windows

1.42 Startup

How to startup

Startup configuration

1.43 How to startup

You can startup VideoMaxe in two main ways: from CLI/Shell or ↔
from
Workbench. From Shell, the syntax is

```
VideoMaxe [file1 [file2 ...]]
```

while <fileX> are any
VideoMaxe preferences files,
layout preferences files or
project files

s.

From Workbench simply doubleclick on the VideoMaxe Icon.

Arguments

~~~~~

You may use an unlimited (unregarding the max allowed length for an argument line, 255 chars) amount of filenames as argument. Only files of the types VideoMaxe preferences, Layout preferences and projects are regarded and preloaded. For example from Shell you could type

```
VM:VideoMaxe MyFineLayout MyFineVideoCassettes [RETURN]
```

. This would let VideoMaxe startup with the layout 'MyFineLayout' and preload the project 'MyFineVideoCassettes'. Certainly you have the same opportunities from WB, i.e. via doubleclicking one (or more) VideoMaxe project icon(s) or simply doubleclicking on an enhanced election including the VideoMaxe Icon. Sure u'll get that straight.

#### WB-Tooltypes

~~~~~

VideoMaxe supports two tool types up to now:

```
PUBSCREEN=<Own public screen id> : the given string will be the id for
                                the public screen - if the VideoMaxe
                                screen is public (
```

```
    Layout preferences
    ).
```

```
DEFPROJECT=<Default project file> : the give file will be loaded on startup
                                    (on every WB startup).
```

1.44 Startup configuration

(444) New startup/VM handling:

You do not need to assign a logical device VM: in your startup-sequence any more -- ONLY if you wish to open projects by clicking on their icons on the workbench (because these projects use the default program VM:VideoMaxe).

Since v04.44, the program directory ALWAYS is added to the VM: assign. If there is no VM: assign present on startup, it will automatically be the program directory. When leaving VideoMaxe, the program directory will be removed again from the VM: assign, so the situation after leaving VideoMaxe will be the same as before.

Note also that the directory "VM:Config" will be created if non-existent.

Preloaded files

~~~~~

o Default

```

VideoMaxe preferences file
  o Default
Layout preferences file
  o All default icons for the six different file types

Mask list file
,
Project file
,
Printer preferences file
,

Video recorder file
,
VideoMaxe preferences file
and

Layout preferences file
.

```

- o The Catalog-File "VideoMaxe.catalog", that may be located in "LOCALE:Catalogs/<lang>/" or in "<startup-cd>/Catalogs/<lang>". See your Amiga User Manual for more details about localization.
- o "VM:Config/VM.pic". Data for the title picture, shown with "About". File is not loaded if you put off the corresponding flag in the

```

VideoMaxe preferences
. Even if the picture is requested, it will
only be shown if the adequate screen mode (PAL:Hires, 4 colours) is
available.

```

## 1.45 Customizing

```

Customizing VideoMaxe

Customizing the Layout

Customizing Projects

```

## 1.46 Customizing VideoMaxe

```

You can customize the behaviour of VideoMaxe in the

VideoMaxe preferences
. See there, or in

VideoMaxe preferences window
, respectively.

```

Most important to customize: o online help file (if correct, the HELP key

---

- will pop up context help)
- o view & info texts
- o dynamic string's block size
- o default directories

## 1.47 Customizing the Layout

You can customize the layout of the VideoMaxe program in the

layout preferences  
 . See there, or in

Layout preferences window  
 , respectively.

The "layout" includes screen, fonts and all window positions & sizes.

## 1.48 Customizing Projects

When starting a new project, you should FIRST adjust its ↔  
 preferences  
 to your wishes. You can do this in the

Project window  
 (well, where else...) with the menu "Preferences".

These are:

- o Spool information (->  
   Spool information concept  
   )
- o Mask list (->  
   Mask list window  
   )
- o Video Recorder (->  
   Video recorder window  
   )
- o Article (->  
   Alphabetical order concept  
   )
- o Printer (->  
   Printer preferences window  
   )

## 1.49 Windows

---

Project list window

VideoMaxe preferences window

Layout preferences window

Merge projects window

Split project window

Project window

Rubric window

Tape window

Title window

Mask list window

Mask window

Mask entry list window

Mask entry window

Suggestions window

Search for tape window

Search for title window

Printer preferences window

Print window

Video recorder window

Mask specials window

Statistics window

Set window

Colours window

String window

Choose window

Length window

Error window

Show tape window

---



Information window

Busy window

## 1.50 Project list window

In this window the list of all currently loaded project  
s is shown.

Gadgets

~~~~~

- o The list gadget displays the current list of projects. The projects are represented in the list through their view texts (see

Text concept

).

You can add an entry to the list either by loading a project or by creating a new project via the standard "New" gadget. Latter will (load the standard files for new projects and then) pop up the

project window

with the new project.

You can delete a list entry by deleting an existing project in the project editor.

- o (430) "Project" displays the project's info text as configured in the

VideoMaxe preferences

.

- o (441) "File" displays the project's default file name.

o

Standard gadgets

. "New" will first load the standard files for new projects determined in the

VideoMaxe preferences

!

- o (443) "Iconify" will put VideoMaxe into iconification mode, please see the corresponding menu below.
- o (443) "Quit" will try to leave the program, equivalent to "Window Close" and the menu "Quit".

Menus

~~~~~

- o "Project"

o

Standard menus

"Open", "Save", "Save as" are processing

project file

s.

- o "About" tries to show the VideoMaxe title picture if its

- flag in the  
 VideoMaxe preferences  
 is set and then shows  
 some information about this version of VideoMaxe in a window.
- o "Iconify" will put VideoMaxe into iconification mode. That means that the screen will be closed and an application icon will be placed on the Workbench. In this mode, you may drag any
    - VideoMaxe preferences file
    - ,
    - layout preferences file
    - or
    - project file
    - onto the VideoMaxe application icon (in fact, you may drag anything onto it, but only these files will be processed...).
    - Used mainly to gain memory and clean up the machine's surface.
  - o "Quit" will try to quit the program, equivalent to "Window Close" and the "Quit" gadget.
- o "Preferences"
    - o "VideoMaxe" will pop up the  
 VideoMaxe preferences window  
 .
    - o "Layout" will pop up the  
 layout preferences window  
 .
    - o (440)  
 Standard menus  
 "Load" and "Save" are processing the default  
 VideoMaxe preferences file  
 and the default  
 Layout preferences file  
 .  
 ATTENTION: These standard menus don't have a GLOBAL Shortcut!
  - o "Specials"
    - o  
 Standard menus  
 .
    - o "Merge projects" will pop up the  
 merge projects window  
 .
    - o "Split project" will pop up the  
 split project window  
 .
    - o (430) "Help" will bring up the online help with the MAIN node of the database activated. Note that pressing the HELP key will pop up the online help with the node for the  
 project list window  
 activated!
-

## 1.51 VideoMaxe preferences window

In this window the  
VideoMaxe preferences  
are edited.

Gadgets  
~~~~~

- o 1st cycle gadget lets you choose between two divisions of the

VideoMaxe preferences
data:

"Miscellaneous" and "Path and Files"

The "Miscellaneous" Gadgets

- o "Password" will pop up the
String window
to edit the password.
Leaving the VideoMaxe preferences window via "Use"
will then activate that new password. Then, the screen title
should be changed to "<version> - Registered user". If not, then you
have not entered the correct password.
Note that certainly you will have to "Save" the adjustments if
you still want to be 'registered user' on the next VideoMaxe session.
As registered user, you will have access to ALL features of VideoMaxe
and the nerving popping-up of the "About"-message will cease.
- o "Copy projects?",
- o "Save icons?",
- o "Show picture with 'About'?" and
- o (430) "Use abbreviations?" let you edit these flags of the

VideoMaxe preferences
.

- o "Dynamic string block size" lets you edit the dynamic string size
(see
VideoMaxe preferences
).
- o "Edit" will pop up the
set window
which lets you adjust certain
info text verboisities. Which one is determined by the following
o Cycle gadget. This can be changed to all text info verbosity types
as described in
VideoMaxe preferences
.

The "Paths and Files" Gadgets

- o (430) "Online help" file name guide document for VideoMaxe's online help.

See

VideoMaxe preferences
for details.

- o "Mask list",
- o "Video recorder" and
- o "Printer preferences" let you edit the file names of the default
 - mask list
 - ,
 - video recorder
 - or
 - printer preferences
 - for new projects.
- o "Project path",
- o "Mask list path",
- o "Printer preferences path",
- o "Video recorder path",
- o "VideoMaxe preferences path" and
- o "Layout preferences path" let you edit the default directory path for
 - the file requester when processing
 - project file
 - s,
 - mask list file
 - s,
 - printer preferences file
 - ,
 - video recorder file
 - s,
 - VideoMaxe preferences file
 - s or
 - layout preferences file
 - s.

Menus

~~~~~

- o "VideoMaxe preferences"
  - o Standard menus
  - "Load", "Open", Save", "Save as" are processing
  - VideoMaxe preferences file
  - s.
- o "Specials"
  - o Standard menus
  - .

All disk operations can easily be done via the file requester by clicking on the gadgets right of the string/text gadgets.

## 1.52 Layout preferences window

In this window the layout preferences are edited.

### Gadgets

~~~~~

- o (440) "Use WB screen mode?". If checked, your Workbench's screen mode will be cloned for the VideoMaxe screen. NOTE that if your Workbench is not open, this will try to open it when opening the VideoMaxe screen.
- o "Screen mode" pops up the system's screen mode requester. Please refer to your Amiga Manual for explanation.
(442) Note that this requester is only available with the asl library version 38 or better.
- o "Public screen?". If checked, the VideoMaxe screen will be a public screen. The public screen id is "VM-Screen" (if none has been defined in the tool types).
- o (440)String gadget for the public screen name. Note that that name must be ← unique (among your public screens), else you will get an error like "Public screen id already exists" when opening the VideoMaxe screen.
IMPORTANT: This string will be overwritten by the tool type "PUBSCREEN", if defined. See
Startup
.
- o "Shanghai windows?". If checked, all VideoMaxe windows will be opened on the default public screen (normally the Workbench screen), else on the VideoMaxe screen.
- o (440) "Colours" lets you edit the screen's colours.
- o "Screen font" lets you edit the font to be used as screen's default. Window and screen titles will be printed in that font.
- o "Menu font" lets you edit the font to be used for menu texts.
- o "Gadget font" lets you edit the font to be used for gadget texts.

All font selectors pop up the system's font selector window.

Menus

~~~~~

- o "Layout preferences"
  - o Standard menus  
"Load", "Open", "Save", "Save as" are processing layout preferences files.
- o "Specials"
  - o Standard menus  
. The hard-coded default is: non-public standard PAL screen/topaz 8 fonts/correctly adjusted window shapes for that screen.

Remember that, though not visible, the shapes (including the zoom state) of all VideoMaxe windows are hold here. They can't be adjusted here, but the editor always contains the current shapes after entering it. It certainly does not contain the current shapes if you have previously loaded a layout from disk inside the editor. If you want the shape of the layout window to be snapshot as well, adjust the layout editor window and leave it via "Cancel", as "Use" should use the (perhaps loaded) values...

## 1.53 Merge projects window

(433) In this window you can merge two projects from the project list into a new one. ←

Gadgets

~~~~~

- o "Merge": The 1st project to merge, must be choosen by the gadget to the right.
- o "With": The 2nd project to merge, must be choosen by the gadget to the right.
- o
 - Standard gadgets
 - .

Note that no existing project will be harmed, but a new one created. The new project's preferences will be taken from the 1st project. You can only merge projects which tapes are disjunct!

1.54 Split project window

(433) In this window you can split a project from the project list into a new one, containing only choosen tapes. ←

Gadgets

~~~~~

- o "Split": The project to be split, must be choosen by the gadget to the right.
- o "From": The 1st tape to be in the new, split project.
- o "Up to": The last tape to be in the new, split project.
- o
  - Standard gadgets
  - .

Note that no existing project will be harmed, but a new one created.

## 1.55 Project window

In this window a  
project  
is displayed and can be edited.

Gadgets  
~~~~~

- o "Name" is a string gadget containing the project's name (NOT its FILE name!!)
- o The list selector gadget underneath the "Name" gadget lets you choose between the different "list-display-modes":
 - o "Title list sorted by name" displays all titles (in alphabetical order)
 - o "Title list of tape" displays all titles of the active tape (sorted by their occurrence on the tape)
 - o "Title list of rubric" displays all titles of the active rubric (in alphabetical order)
 - o "Title list sorted by date" displays all titles (sorted by their date)
 - o "Clipped title list" displays all titles in the clipped title list.

- o "Rubric" displays the active rubric
and let you freely choose
a new active rubric from the project's rubric list via the slider gadget above.

The active rubric is always the rubric of the active title!

(430) The rubric is displayed with its view text followed by its info text in brackets. See
Text concept

.

- o "Tape" displays the active tape
and let you freely choose
a new active tape from the project's tape list via the slider gadget above.

The active tape is always the tape of the active title!

(430) The tape is displayed with its view text followed by its info text in brackets. See
Text concept

.

- o The dominating list gadget contains the list of all titles of the active list. This active list is determined by the list selector, the active rubric and the active tape.
In this list there is always one active title
(or none, if the list has no entries) that is displayed at the bottom of the list. You

can activate any title of the list by clicking onto it. By that, you will automatically change the active tape and active rubric. A doubleclick on a title will pop up the
 title window
 with that

title.

(430) View text are used as entries in the list. See
 Text concept

- o (430) "Title" displays the info text of the active title. The info text is configured in the
 VideoMaxe preferences
 . See
 Text concept

Note that if you select the 'spool information' to be shown in the info text, it depends on the adjustments in the project's

video recorder
 preferences whether 'rest time', 'used time' or
 'counter' is shown.

- o
 Standard gadgets

Menus

~~~~~

- o "Rubric"
  - o "Edit" pops up the  
 rubric window  
 with the active rubric.
  - o "New" pops up the  
 rubric window  
 for a new rubric.
  - o "Print" pops up the  
 print window  
 to print the rubric.
- o "Tape"
  - o "Edit" pops up the  
 tape window  
 with the active tape.
  - o "New" pops up the  
 tape window  
 for a new tape.
  - o "Search" pops up the  
 search for tape window
  - o "Print" pops up the  
 print window  
 to print the tape.
- o "Title"
  - o "Edit" pops up the  
 title window  
 with the active title.



- o "New" pops up the title window for a new title.
  - o "Copy active title" pops up the title window for a new title, copying all (senseful) data from the active title to the new.
  - o (441) "locked" will toggle the "locked" flag of the active title. ATTENTION: With this you directly change the title ! So this is an exception to the concept of encapsulation.
  
  - o "Search" pops up the search for title window
  - .
  - o "Print" pops up the print window to print the title.
  
  - o "Add to clip list" adds the active title to the clipped title list of the project (if the active title is not already in the clip list).
  - o "Remove from clip list" removes the active title from the clipped title list of the project (if the active title is in the clip list).
  
  - o "Preferences" lets you adjust the preferences of the displayed project. (440) The spool info is adjusted in the vcr now!
  - o "Video recorder" pops up the video recorder window with the project's video recorder
  - .
  - o "Printer" pops up the printer preferences window with the project's printer preferences
  - .
  - o "Articles" pops up the a string request window with the project's article string. See Alphabetical order concept
  - .
  - o "Mask list" pops up the mask list window with the mask list of the project.
  
  - o "Specials" covers some special features.
    - o Standard menus
    - .
  
  - o "Mask" covers some special features handling the tape's/title's
-

- mask entry list
  - s. (430) The
  - mask specials window
  - will pop up.
- o "Print"
  - o "Rubric list",
  - o "Tape list" or
  - o "Active title list" pop up the
    - print window
    - to print all rubrics,
    - all tapes or the current title list.
- o "Statistics" pops up the
  - statistics window
  - with some more or less
  - interesting numbers and diagrams. (430) More interesting :-)
- o "Clear clipped title list" will remove all titles from the clipped
  - title list.
- o (440) "Zero check" will perform a check for titles with zero length in
  - the active title list; you will be asked for every title with zero
  - length whether to delete or preserve it. This might be useful if
  - your often using "used spaces suggestions" (see
  - Suggestion concept
  - ),
  - and thus have some 'corpses' lying around, such as
  - "[\* Overplayed \*] I am a very bad movie" or
  - "[\* Overplayed \*] [\* Partly overplayed \*] I have been overplayed twice".
  - Eh...yes.
- o (444) "Get suggestion" simply is a suggestion previewer. It will
  - pop up the
  - Length window
  - for a certain length for the suggestion,
  - and then the
  - Suggestions window
  - with that length. You might find it
  - useful for temporary recordings or stuff...

## 1.56 Rubric window

In this window a  
 rubric  
 is displayed and can be edited.

Gadgets

~~~~~

- o "Name" lets you edit the name of the rubric.
- o
 - Standard gadgets
 - .

Menus

~~~~~

- o "Specials"
  - o Standard menus
    - .

## 1.57 Tape window

In this window a  
tape  
is displayed and can be edited.

## Gadgets

~~~~~

- o "Number" lets you edit the number of the tape. The tape number is the identity of a tape.
- o "Length" lets you edit the length of the tape in MINUTES. A RETURN or TAB in this gadget will perform a default calculation of the tape overhang (see menu, too).
- o "Tape overhang" lets you edit the overhang of the tape in MINUTES.
- o "Mask entry list" pops up the mask entry list window with the mask entry list of that tape.
- o "Show tape" displays the show tape window if set.
- o Standard gadgets
 - .

Menus

~~~~~

- o "Specials"
  - o Standard menus
    - .
  - o "Tape overhang"
    - o "Default" calculates a "normal" tape overhang, depending on the value in the "Length" gadget. A tape with 240 minutes, for example, has a default tape overhang of 4 minutes.

## 1.58 Title window

In this window a  
title  
is displayed and can be edited.

New with version 04.45, you will be threaded through the most important entries when creating a `_new_` title. At the end of this thread, you will automatically be presented with the suggestion window.

#### Gadgets

~~~~~

- o "Name" lets you edit the name of the title. There may be multiple titles with the same name.
- o "Tape" lets you edit the tape the title is recorded on. You can't change the tape if you are editing an existing title.
- o "Rubric" lets you edit the rubric the title is classified to.
- o (444) "Length" contains the length of the title as text. If the real length should be different to the play length, the real length will be shown in brackets after the play length.
- o (444) "Edit" pops up the
 Length window
 to edit the length of the
 title.
- o "Date" and
- o "Time" let you edit the title's date & time. For new titles, this is initially set to the current time & date.

HINT: Personally, I never touch these last two entries; thus I get a sensible date title list with the most recent recordings at the top.

- o "Mask entry list" pops up the
 mask entry list window
 with the mask
 entry list of the title.
- o "locked" lets you edit the status of the title. (443) If the title is unlocked, you can enter a priority for that title (temporary recording=0,1,..,8,9=highest priority), which is important for the
 Suggestion concept
 .

Gadgets for the suggestion system

~~~~~

- o (430) "Get Suggestion" pops up the  
     suggestions window  
     with the option  
     to select a suggestion where to record this (new) title.
- o "Suggestion exists?". If checked, this means that there is a suggestion active. A click on it then means killing the active suggestion.  
     Can only be accessed if you're editing a `_new_` title.
- o "Accept suggestion?". If checked, this will cause VideoMaxe to regard the existing suggestion when choosing "Use". Can only be accessed if a suggestion exists.

- o "Show tape?" shows the
  - show tape window
  - with the title's active tape
  - if set. Mutual excludes with "Show suggestion?".
- o "Show suggestion?" shows the
  - show tape window
  - with the active suggestion
  - if set. Mutual excludes with "Show tape?".
  - Can only be accessed if a suggestion is active.
  
- o
  - Standard gadgets
  - .
  
  - Menus
  - ~~~~~
- o "Specials"
  - o
    - Standard menus
    - .
  
  - o "Date"
    - o "Start values" is one of the
      - standard menus
      - processing the values
      - for date AND time.
    - o "current" will set the date AND time of the title to the current
      - date and time.
  
  - o (433) "Length from Counter" [only for NEW titles] let you type in a
    - counter number and then evaluates the length of the title, presuming
    - that you want to record the title as last one on the active tape. The
    - length will be correct if you type in the counter position at the
    - new title's end.

## 1.59 Mask list window

In this window a  
mask list  
is displayed and edited.

Gadgets  
~~~~~

- o The gadget containing the list of the masks. The entries are
 - represented by their view text, the list has an arbitrary order.
 - A click on an entry will activate it, a doubleclick will
 - pop up the
 - mask window
 - with the active mask.

- o
 - Standard gadgets
 - .

 - Menus

- ~~~~~
- o "Mask list"
 - o Standard menus
 - "Open", "Save As" are accessing mask list files.
 - o "Specials"
 - o Standard menus
 - .

1.60 Mask window

In this window a mask is displayed and can be edited. If you are editing the first mask of the project's mask list, the window title will be "Default mask for new tapes", if you are editing the second mask it will be "Default mask for new titles".

- Gadgets
~~~~~
- o "Name" lets you edit the mask's name.
  - o "Mask entry list" pops up the mask entry list window with the mask entry list of the mask
  - o Standard gadgets
    - .

- Menus  
~~~~~
- o "Specials"
 - o Standard menus
 - .

1.61 Mask entry list window

In this window a mask entry list is displayed and can be edited.

Gadgets

- ~~~~~
- o An unlimited amount of gadgets representing a mask entry
 - .
 - The VALUES of these mask entries can be edited here, their type and name are changed in a mask entry window
 - .
 - Each entry is preceded by a checkbox gadget that indicates whether the entry is active (and is used to select the entry). There can be only one entry active.
 - There may be three, (430) no four, no five(433) different kinds (please compare with chapter Mask entry):
 - o On/Off type. Displayed by a checkbox-gadget, followed by the mask entry's name.
 - o Number kind. Displayed by the mask entry's name followed by an integer gadget.
 - o Text kind. Displayed by the mask entry's name followed by a string gadget.
 - o Command kind. Displayed by an "Execute"-gadget followed by the mask entry's name followed by a string gadget. "Execute" will try to execute the string.
 - o Memo kind. Displayed by an "Show"-gadget followed by the mask entry's name followed by a string gadget. "Show" will show the string gadgets contents in a window.
 - o Set kind. Displayed by an "Edit"-gadget followed by the mask entry's name followed by a text gadget. "Edit" will pop up the set window to edit the (user-defined) set. The text gadget displays all objects IN the set.
 - o
 - Standard gadgets
 - .
 - Menus
~~~~~
    - o "Specials"
      - o Standard menus
      - .
      - o "Use a mask" lets you choose a mask of the project's mask list to use its mask entry list in this window.
      - o "Append a mask" lets you choose a mask of the project's mask list to append its mask entry list to the active mask entry list in this window.
      - o "Merge a mask" lets you choose a mask of the project's mask list to merge its mask entry list with the active mask entry list in this window. This is like "Append ...", but mask entries with a name that is already existent in the active list are not appended.
-

- o Standard menus

## 1.62 Mask entry window

In this window a  
mask entry  
is displayed and can be edited.

Gadgets

~~~~~

- o "Name" lets you edit the name of the mask entry.
- o The mx gadget lets you edit the type of the mask entry.
You can choose between eight different types; Please refer to
mask entry
for a description of these types.
- o "Define" pops up the
string window
for defining a set; only if the type
is "Set". Please see
mask entry
.
- o Standard gadgets
.

NOTE that since 04.33, all efforts are done to save the mask entry's data
(which is NOT displayed here, but only in the
mask entry list window
)

when changing the type. But if you however change, for example, a memo into
an integer and you choose "Use", the text of the former memo will be
certainly gone...

1.63 Suggestions window

In this window the
suggestion concept
for a given actual title
length is presented with option to select a suggestion.

Gadgets

~~~~~

- o "Required space of time" displays the real length for that  
suggestions are requested.
- o "Free spaces of time" displays the suggestions for free spaces of time and



- o "Used spaces of time" displays the suggestions for used spaces of time. A click on an entry will activate it and display the suggestion in question in the
  - show tape window
  - . A doubleclick on an entry will select that suggestion and exit the suggestions window, which is equivalent to using the standard gadget "Use" (443).
  
- o
  - Standard gadgets
  - .

## 1.64 Search for tape window

In this window you can comfortably search for a tape

.

Gadgets

~~~~~

- o "Text to search for" lets you edit the token that should be found.
- o The 1st cycle gadget lets you adjust the following search options:
 - o "Search for full text" will search for the occurrence of the full text "as it is" given as token.
 - o "Search for pattern" will search for any occurrence of the token and will not regard case sense.

- o The 2nd cycle gadget lets you adjust the following search options:
 - o "Search in tape name only" will only search in the "number" field of the tapes. Note that for that purpose, token will be transformed into a number.
 - o "Search in all texts" will search in all texts. That means, it will search in the "number" field AND in all mask entries. This search in the mask entries is the same as performed in the
 - search for title window
 - see there.

- See
 - mask entry
 - as well.

- o "Clear" will set the active tape to NIL. That means that the next search via "Next Matching" will be started at the beginning of the tape list.
 - Will be shown by the text "Not yet searched..." in the "Found tape"-Gadget.
- o "Next matching" will perform a search with the adjusted options.
 - See "Found tape" for more information.
- o "Found tape" displays the found tape.
 - This is simultaneously the active tape, used as list position where to start the search from. There are three possible entries:
 - o "Not searched yet". Active tape NIL. Search starts at the beginning of the list. Initial entry.
 - o "No more matching entries". Active tape NIL. Search starts at the

- beginning of the list. Entry after "Clear" or unsuccessful search.
- o The name of a tape. Active tape not NIL. Search starts directly after the active tape. Entry after successful search.
- o
 - Standard gadgets
 - . "Use" will take over the active tape.

1.65 Search for title window

In this window you can comfortably search for a title

Gadgets

~~~~~

- o "List to search in" displays the list that will be used for the search. This value depend on from what state the search was called.
- o "Text to search for" lets you edit the token that should be found.
- o The 1st cycle gadget lets you adjust the following search options:
  - o "Search for full text" will search for the occurrence of the full text "as it is" given as token.
  - o "Search for pattern" will search for any occurrence of the token and will not regard case sense.
- o The 2nd cycle gadget lets you adjust the following search options:
  - o "Search in title name only" will only search in the "name" field of the titles.
  - o "Search in all texts" will search in all texts. That means, it will search in the "name" field AND in all mask entries containing a string. (441) The new type "Set" will be regarded, too; it will be searched in the string that is being displayed as well in the
    - mask entry list window
    - for the contents of the set. Since (441)
    - the "Boolean" types will be regarded as well - it will be searched in the name string of the boolean mask entry if its value is "true".
    - See
    - mask entry
    - as well.
- o "Reset" will set the active title to NIL. That means that the next search via "Next Matching" will be started at the beginning of the list we are searching in. Will be indicated by the text "- reset - ..." in the "Found Title"-Gadget.
- o "Next matching" will perform a search with the adjusted options. See "Found title" for more information.
- o "Found title" displays the found title.
  - This is simultaneously the active title, used as list position

- where to start the search from. There are three possible entries:
  - o "- reset - ...". Active title NIL. Search starts at the beginning of the list. Initial entry.
  - o "No more matching entries". Active title NIL. Search starts at the beginning of the list. Entry after unsuccessful search.
  - o The name of a title. Active title not NIL. Search starts directly after the active title. Entry after successful search.
- o "Add all matching..." will add all matching titles to the clipped title list and leave the window.
- o
  - Standard gadgets
  - . "Use" will take over the active title.

Note:

~~~~~

(430) The title will be searched following the following schedule:

- (i) Binary search in the "key"-strings of the titles. Very special and very fast.
Only if the 'all title list' is the active list.
- (ii) Linear search in the "key"-strings.
Only if 'pattern' is off.
- (iii) Linear search in the "name"-strings.
- (iv) Linear search in all mask entries (see above, "Search in all texts").

1.66 Printer preferences window

In this window the
printer preferences
are displayed and can be edited.

This window may be called from the
project window
or from the

print window
; the first will change the projects preferences while
the latter will only change the preferences locally for the print!

All real values in centimeters (2.54 cm = 1 inch).

Gadgets

~~~~~

- o Configuration number lets you select the printer preferences configuration that should be displayed in this window.
  - o "1st configuration" to "4th configuration"
- o "Name" lets you edit the name for this print configuration.
- o "Paper length" lets you edit the length of the paper to print to.
- o "Paper width" lets you edit the width of the paper to print to.

- o "Print length" lets you edit the length of the print output inside the paper length.
- o "Print width" lets you edit the width of the print output inside the paper width.
- o "Left margin" lets you edit the position the print should start from the left.
  
- o "Flip Margins?". If checked, margins will be flipped (e.g. for "two-sides-print").
- o "Lines Per Inch?" lets you select the horizontal print depth.
- o "Characters Per Inch?" lets you select the vertical print depth. Since (440) you can adjust two Condensed cpi values: 15 or 17. Choose the value your printer will actually perform when printing condensed!
  
- o "Letter quality?". If checked, print will be in LQ mode.
- o "Proportional?". If checked, print will be in proportional font. See comment on that in
  - Printing concept
  - !
  
- o (430) "Edit" will pop up the
  - set window
  - which lets you adjust certain
  - info text verbositys for the print. Which one is determined by the following
- o (430) Cycle gadget. This can be changed to the following text info verbosity types: rubric, tape, title, project.
  - NOTE that if you adjust an empty set in the set window, NO text info line will be printed. See
  - Text concept
  - !
  
- o (430) "Print project info?". If checked, view & info text of the project will be printed; they then will be the first thing printed.
- o (430) "Add line between view & info texts?". If checked, view & info texts will be seperated by a line.
- o (430) "Add line between titles?". If checked, a line will be printed between two in the print directly succeding titles.
- o (440) "Headline on each page?". If checked, each page will have the headline on top.

NOTE that mask entry lists -if printed- will always be separated by a line from further printing.

- o
  - Standard gadgets
  - Menus
  - ~~~~~
- o "Printer preferences"
  - o
    - Standard menus
    - "Open", "Save as" are processing
    - printer preferences file
    - s.
- o "Specials"

- o Standard menus
  - .
- o "Swap"
  - o (445) "Configuration No.X" will swap the data of configuration number X (X = 1,2,3,4) with the current, displayed configuration.

See

Printing concept  
and

Print window  
as well.

## 1.67 Print window

This window lets you perform a print. It depends on how this window has been entered what will be printed.

IMPORTANT: I advice you to save your project before printing, as printing is a hazardous task and might take a long time or even crash the system (not only (-) because of VideoMaxe, but for the external routines, harware and drivers being used).

Gadgets

~~~~~

- o "Head line" lets you edit the head line of the print. Initially this will be a senseful text that tells what will be printed.
- o Configuration number lets you select the printer preferences
 - configuration that should be used with the print.
 - o "1st configuration" to "4th configuration"
- o "Tape mask" lets you choose how to print the mask entry lists of tapes.
 - o "nothing" prints no mask entry lists.
 - o "all" prints every mask entry of the mask entry lists.
 - o "filtered" prints only the mask entries that are in the chosen mask. Only if this is selected, you can choose a mask out of the project's mask list.
- o "Title mask". Exactly as above, only for titles.
- o (440) "Use abbreviations?" lets you edit this flag loacally for the printing. See
 - text concept
 - .
- o (433) "From": The 1st item to be printed - only if a list is going to be printed.
- o (433) "Up to": The last item to be printed - only if a list is going to be printed.

The last two values initially contain the first (resp. last) entry of the list to print.

- o (440) "Print": Perform the printing.
- o (440) "Initialise Printer": Perform an initialisation of your printer (with the values of your system's printer preferences) via the printer device. Normally, you should not need this, as the printer is configured before any print operation by VideoMaxe.

Please see

Printing concept
for the last two items!

o

Standard gadgets

.

Menus

~~~~~

o "Specials"

- o "Change printer preferences" pops up the

printer preferences window  
with the active printer preferences.

Initially, the active printer preferences are the printer preferences of the project print has been called from.

PLEASE NOTE: Changing the preferences here will never have an impact on the project's printer preferences but only LOCALLY on this window.

## 1.68 Video recorder window

In this window a  
video recorder  
is displayed and can be edited.

Gadgets

~~~~~

- o "Name" lets you edit the name the video recorder.
- o (440) "Spool info". A cycle gadget that lets you adjust the kind your VCR shows the spool information. These are:
 - o "Used time",
 - o "Rest time" or
 - o "Counter", which advice VideoMaxe to display the "used time", "rest time" or "counter" as spool info in its title info texts.
 Refer to
 - Text concept
 - for info texts and to
 - Spool information concept

.

Note 1: These values werde adjusted in the project window (not in the vcr)

before version 4.40. It's because of this change only that the ↵
 project
 and vcr file formats had to be changed :-).

Note 2: Sure there are VCRs with both counter and real time display. Thus
 this represents your preference only.

IMPORTANT: If you are satisfied with the real time display, the rest should not
 interest you as it is only about creating counter functions.

- o The cycle gadget lets you edit the function to edit.
 - o "1st counter" to "4th counter" for the four possible counter functions,
 which should each represent a certain tape length.
- o "Preferred tape length" lets you edit the preferred tape length
 for the selected function.
- o "Entry number" displays and lets you edit the active entry number.
 A counter function consists of nothing else but an array of REALs
 that each are accessed by an number. These numbers range from 0
 to 40 and every such number represents exactly one "Minute":
- o "Minute" displays the minute the entry number represents.
- o "Movement for minute" lets you edit the movement per minute for the active
 minute.
 RETURN will increase the entry number by one (and thus change the
 minute) and lets you edit the next value.

Please see

Video recorder
 and
 Spool information concept
 !

- o
 - Standard gadgets
 - Menus
 - ~~~~~
- o "Video recorder"
 - o
 - Standard menus
 - "Open", "Save as" access
 - video recorder file
 - s.
- o "Specials"
 - o
 - Standard menus
 - .

1.69 Mask specials window

(430) In this window you can do some specials concerning the mask ↵
 entry
 lists of the tapes and titles.

Gadgets
 ~~~~~~

- o The 1st gadget lets you choose between the
  - "Tape list" (which means all tapes of the project) and the
  - <Active title list> whose value depends on in what state the window was called. This will be simply the list that was active in the

project window  
it was called from.

The following gadgets each stand for an operation that will be applied to all

mask entry list  
s of all tapes (respectively to all titles of  
the active title list).

- o "Append a mask" will append all mask entries of a mask (out of the project's mask list).
- o "Merge a mask" will merge all mask entries of a mask (out of the project's mask list).
- o "Delete a mask entry" will delete one mask entry from all mask entry lists of the specified tape (respectively title) list. You will be asked for a name to delete here.

- o
  - Standard gadgets
  - .

Note that the name check (merge/delete!) will be case sensitive!

Note, too, that you can't cancel any operation if once applied! Any operation will directly work with the project!

## 1.70 Statistics window

In this window some (more or less) interesting statistics about a ↵  
project  
are displayed.

The amount of information in all following info text gadgets can be freely adjusted. See the menu!

See
 

- Text concept  
for information about view & info texts.

See
 

- Title compression concept  
for information about real & play length.

Gadgets

~~~~~

- o "Project" displays the view text of the project being analyzed.
- o "Information" displays the info text of the project being analyzed.

- o The cycle gadget lets you switch between four different modes:
 - o "Time statistics" displays some general statistics about the project:
 - o "All capacity" : The sum of the real length of all tapes.
 - o "Used capacity/Capacity": Relation between all used capacity and all capacity.
 - o "All play time" : The sum of the play length of all titles.
 - o "Active title list statistics" displays statistics about the active list; i.e. the active list of the project window.
 - o "Active title list" : The name of the list.
 - o "Used capacity" : The real length of all titles of the active list.
 - o "Used capacity/All used capacity": The active list's used capacity relative to all used capacity.
 - o "Play time" : The play length of all titles of the active list.
 - o "Play time/All play time" : The active list's play time relative to all play time.
 - o "Rubric statistics" displays statistics about each rubric.
 - o "Rubric" : The rubric's view text. Choose an entry with the gadget (#) right of this.
 - o "Information" : The rubric's info text.
 - o "Used capacity" : The real length of all titles of this rubric.
 - o "Used capacity/All used capacity": The rubric's used capacity relative to all used capacity.
 - o "Play time" : The play length of all titles of this rubric.
 - o "Play time/All play time" : The rubric's play time relative to all play time.
 - o "Tape statistics" displays statistics about each tape.
 - o "Tape" : The title's view text. Choose an entry with the gadget (#) right of this.
 - o "Information" : The tape's info text.
 - o "Used capacity": The real length of all titles of this tape.
 - o "Play time" : The play length of all titles of this tape.
 - o "Title statistics" displays statistics about each title.
 - o "Title" : The title's view text. Choose an entry with the gadget (#) right of this.
 - o "Information": The title's info text.

Menus

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- o "Info text verbosity": Lets you freely adjust the info text verbosity of all info texts in the statistics.
- o "Use preference values": The adjustments in the VideoMaxe preferences will be used.
- o "Show all" : All possible information will be shown.
- o "Rubric" : The set window will pop up and lets you edit the amount of information in the rubric info texts.

- o "Tape" : As above.
- o "Title" : As above.
- o "Project" : As above.

You can exit the statistics window by clicking the "window close" gadget.

## 1.71 Set window

(430) In this window you can edit a set.

Gadgets

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All (potential) elements of the set are represented by a checkbox gadget including the name of object. If the gadget is checked, the object is element of the set else (!) not. Simply check all objects you want to be inside the set.

- o Standard gadgets

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Menus

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- o "Set"
  - o (440) "All" : Will include all items to the set.
  - o (440) "Nothing": Will exclude all items from the set.
  - o (440) "Negated": Will toggle the in/out of set state of all items.

## 1.72 Colours window

(440) In this window you can edit the screen colours.

Gadgets

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- o "Palette": Lets you choose a colour to edit.
- o "R", "G", "B": Lets you choose the red, green or blue depth of the colour to edit.

- o Standard gadgets

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1.73 String window

In this window you can edit a string.

Gadgets

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- o "<Name>": String gadgets with the string to edit. <Name> depends on what string you are editing.

o

Standard gadgets

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Menus

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o

Standard menus

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1.74 Choose window

In this window you can choose an entry out of a list.

Gadgets

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- o The dominating list gadget, containing all entries of the list in question. A double-klick on an entry will select, a single klick will activate the entry.

- o (445) "none" will select `_no_` entry (unselect, not cancel!).

o

Standard gadgets

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Menus

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- o "Specials"

- o (441) "Show" shows the active entry. Not accessible with all lists.

1.75 Length window

(440) In this window you can edit (a
title
s) length.

Gadgets

~~~~~

- o "Length" lets you edit the title's length. The first gadget contains the hours, the next minutes, the last the seconds. You will need the latter rather for music than for normal film recordings.

Note that if might type in the length in minutes only - even if the

length is bigger than one hour; thus YOU do not need to do any calculations.

HINT: A title with length zero can always be inserted - which might be useful if you do not know exactly where to record the new title, but want to preserve the entered data. You can resurrect the title in the

project window  
via "Copy active title".

- o "Compression factor" lets you edit the compression factor. This is a fraction that is represented by a string; the character "/" stands for the division mark.

See

Title compression concept  
for explanation.

Menus

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- o "Specials"

- o

Standard menus

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- o "Compression factor". See

Title compression concept
for explanation.

- o "none" will set the compression factor to 1 (1/1).
- o "Long play" will set the compression factor to 2 (2/1).

1.76 Error window

In this window errors are shown. The window is a (433) system requester and includes two lines of text. The first line is always

"Error: <command>"

while <command> describes what has been tried to execute without success.

The second line consists of the reason for the error.

You must leave that window via "Continue".

Example: You try to insert a title on a tape and you get:

```
Error: Insert
Length too big!
```

That indicates that you can't insert that title on that tape because it is too long.

1.77 Show tape window

This window will display a tape & its titles respectively a tape with a suggestion where to record a new title. The info texts used for the tape & title are configured in the VideoMaxe preferences

If the window carries the title "Tape info", only a tape is shown. The title "Suggestion for free space" indicates that a suggestion is shown - to record a new title at the end of that tape. The title "Suggestion for used space" indicates such a suggestion is shown; arrows like ">" will indicate the start & end titles that would be (partly) overlaid. If there is only one arrow, then even the last title of the tape would be completely overlaid if the suggestion were accepted. If there are two, all titles except the last before the second arrow (which will only be partly overlaid) will be completely overlaid by accepting the suggestion.

Examples for suggestions for used space:

```
-----1-----
{-} Aliens
>
{*} Robocop
{*} Predator
>
{*} The Naked Gun
```

This suggestion would overlay "Robocop" completely and "Predator" partly if accepted.

```
-----2-----
{-} Aliens
>
{*} Robocop
{*} Predator
{*} The Naked Gun
```

This suggestion would overlay "Robocop", "Predator" and "The naked gun" completely if accepted.

```
-----3-----
{-} Aliens
>
{*} Robocop
{*} Predator
{*} The Naked Gun
>
```

This suggestion would overlay "Robocop", "Predator" completely and "The naked gun" partly if accepted.

("Aliens" will never emerge in a used space suggestion as it is locked..)

NOTE that you may change the size of the window without causing

the window to refresh! Please realize that this window is only used by other windows and does not react itself; you have to commit the refresh from the master window.

1.78 Information window

In this window information (as text) is shown. The window is a (433) system requester and includes two lines of text. The first line is always "Information: "; the second line consists of any informational text. You must leave that window via "Continue".

1.79 Busy window

In this window information is shown in a gadget while VideoMaxe is working. You have to wait until the executed routine is finished.

Example: Loading a project.
