

# PhoneBook

**COLLABORATORS**

	<i>TITLE :</i> PhoneBook		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 3, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## PhoneBook

### 1.1 PhoneBook Version 1.8 By Brian Olson

Welcome to the Amigaguide Docs for Phonebook V1.8

January 12, 1994

Documentation

How the Heck Do I use this Program?

Updates

Information on Updates of the Program

The Author

Hey, That's Me!

### 1.2 Hey, This Program is Really easy to use!!!

PhoneBook is a fairly straight forward program to use, I'm sure you've already tried the program before bothering to read the documentation anyways!

Okay, Here how to use the program. There are several String Gadgets at the bottom center of the screen labled: First Name, Last Name, Phone, and Address. You just enter in the information that you desire and it will show up on the big dark grey box in the middle of the screen under a highlight bar. There are 5 lines for the address, the 5th is usually used as just an information gadget.

To move the Highlight bar just move the mouse pointer inside the big box and click the LEFT mouse button to scroll DOWN the list, and the RIGHT mouse button will Scroll UP the entries. When the Top or bottom of the list is reached and you try to scroll past it, it will loop around to

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the Beginning if you tried scrolling past the End, and will loop to the End if scrolling past the Beginning was Attempted.

On the lower right side of the screen there are buttons for A-Z, and 1st and Last. Clicking on a letter will bring the Highlight bar to the first entry in the PhoneBook with a Last name beginning with that Letter. And clicking on 1st will of course, bring you to the first entry, and the last will bring you to the Last Entry.

To Put a new entry in the phonebook the Highlight bar has to be on the Empty Entry, which is always the last entry in the PhoneBook. So, by clicking on LAST will allow you to immediately enter a new name.

The Sort Button will sort the Names Alphabetically by the last name, and the Remove Button will remove whatever entry the Highlight bar is currently on. A Requester will pop up asking if your sure you want to delete that entry.

A requester will also pop up asking if your sure you want to Quit when the Quit Button has been pressed.

To Load or Save a PhoneBook data file just click on the respective gadget and the standard ASL file requester will pop up. Just enter the filename and click OK.

The default filename for the phone book datafile is S:PhoneNumbers . When you run the program it will look for that file, if it exists it will be automaticaly loaded up.

That's about it, Enjoy.

Brian Olson

### 1.3 Changes PhoneBook Has Gone Through...

Information on Updates that PhoneBook has gone through to reach ↔  
it's  
current state of Version 1.8.

Version 1.1  
What's New in Version 1.1 ?

Version 1.2  
1.2 ?

Version 1.3  
1.3 ?

Version 1.4  
1.4 ?

Version 1.5  
1.5 ?

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Version 1.6  
1.6 ?

Version 1.7  
1.7 ?

Version 1.8  
1.8 ?

Update Your Datafile

How do I update my PhoneBook Datafile?

I don't want to enter all those Names  
again!

## 1.4 Version 1.1 updates

Used to have to Click on EAcH consecutive Gadget for entering data on your entry. Now you can just hit return and the Selected gadget will move onto the next.

First Name -> Last Name -> Phone -> Address Lines -> First Name

## 1.5 Version 1.2 and 1.3 updates

Just messed around with IDCMP detection, I finally got it to work better. Version 1.2 and 1.3 are just improvements on the detection of Gadget clicking.

## 1.6 Version 1.4 updates

- I Put another gadget in the Address Box (supports 50 ↔ characters, I think?) as requested by a user of this program (Thanks Eric!) Use it for whatever you want, I think Eric wants it to put little notes in.

As a Result of this I had to add an extra line in the PhoneBook data file for each entry so the older data files wont work, But don't worry, It can be Upgraded Easy. Click Below.

How Do I Update my Datafile?

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## 1.7 Version 1.5 updates

- The nicest update to this version is the addition of the `↔` buttons  
A through Z, 1st and Last. Clicking on one of the letters will move the Highlighter Bar to the first Entry with a Last name starting with the letter you selected. If there is no match the Highlight bar will not move. The 1st button will bring you to the first entry, and the Last button will bring you to the last entry (The Blank Entry Actually)
- When you Scroll past the Last Entry (The Blank one) it now loops up to the first entry, As with the First entry going to the Last one when trying to scroll before it.
- The program now checks to make sure it is indeed it's own data file that you are trying to load, as it used to crash if it wasn't. Do do this I had to add one line to the beginning of the datafile. The included program, datafile1.4to1.5 will make the change for you. If you have a version before 1.4 then use the program datafile-to-1.4 followed by datafile1.4to1.5.

How Do I Update my Datafile?

## 1.8 Version 1.6 updates

Since the Remove and Quit Gadgets, are a bit Final, I decided to put some "Are you sure?"'s in.

Whenever you Click on the Quit gadget a requester will pop up asking you if you're sure you want to Quit. Just Click on Yes to quit and NO to get back to the program.

A requester also pops up when you click on the Remove gadget. Again, click on YES to delete the Entry, or NO to leave the entry in the Phonebook.

## 1.9 Version 1.7 updates

The Program used to open up it's own screen and colors, I decided to have it just open up a window from the workbench screen. As a result of this the colors are now the same as that of the workbench, and not the custom colors like before. Therefore I redesigned a couple of the graphic displays, for the better i hope! heh. It looks really nice now!

The BEST improvement to this version is that it now has file requesters, it uses the standard ASL requester. Makes Saving and Loading much nicer then before!

## 1.10 Version 1.8 Updates

PhoneBook now looks for a file called "PhoneNumbers" in the s: directory when it is executed. If the file is found then it will be automatically loaded up for you, if the file is not found the program will start up blank just like before. So if you already have a phonebook data file rename it as follows

```
rename <old phonebook data file> s:PhoneNumbers
```

Now you don't have to bother loading it up each time you run the program.

## 1.11 Updating your PhoneBook Data file

This is ONLY if you have a phonebook datafile from version 1.4 or earlier!

If you have an Older version of a PhoneBook Datafile, you DON'T have to enter it in again. I have included two update programs in this archive.

If you have a datafile from a version of Phonebook before 1.4, then you have to first use the program called "datafile-to-1.4". From CLI, just type

```
datafile-to-1.4 <old version name> <new version name>
```

where <old version name> is the name of your old data file and <new version name> is what you want to call the new version of your datafile.

Your datafile is now of version 1.4. Now you have to update it again to get to 1.5.

If you have a datafile from version 1.4 use the program "datafile1.4-to-1.5" From CLI, type

```
datafile1.4-to-1.5 <old version name> <new version name>
```

Now your datafile should work with Version 1.5 and Version 1.6.

## 1.12 You Talking About Me?

Well Hello. I'm Glad to see that your atleast taking a look at my program, not necessarily liking it! I'm sure you will.

Why Did I write This? There are a LOT of other Phone Book programs around already!

I wrote it because I wanted to learn how to use Gadgets in C, and I was sick of using my term program to store my phone numbers!

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This is actually my first attempt at writing such an indepth program in C. I've had to learn most of it by myself, and a Lattic C instruction manual written by a C Users Group that I don't recall at the Moment. But Thanks a LOT to those who wrote it!

There is no one in my area to ask questions so i've had my share of problems getting things to work. But I've learned a LOT writing this program, I'm glad I wrote it! I hope you Enjoy it.

If you Like this Program, Please Send \$10 to encourage updates to

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If you want to get intouch with me, you can either mail me, or get intouch with me by one of the BBS's around me.

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Day Dreamers BBS       Line 1: (315) 437-0151   14.4k Dual  
                          Line 2: (315) 437-0258   14.4K Dual

My Handle is Salty Dog.

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