

Almanac

COLLABORATORS

	<i>TITLE :</i> Almanac	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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REVISION HISTORY

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Chapter 1

Almanac

1.1 This Guide is a Reference to Almanac_F1 and Almanac_F1P

* Almanac_F1 * Almanac_F1P *
by Thomas F. Powell 05-02-96

Released as GiftWare. It was written using Amos1.36 on
an Amiga 2000HD with 4 megs. Ram, running WBench 2.04.

IMPORTANT Read First -- TESTING

To RUN Almanac_F1 Click Here >>> Almanac_F1

To RUN Almanac_F1P Click Here >>> Almanac_F1P

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=====

Introduction

Lay Out

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The Editor

Buttons

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F1 - F5 Command

** Below are The Complete Button Set **

Title

Date

01 - 31

These are your MEMO Day Buttons.

YEAR

Also: includes '<' and '>' .

PRT/D

CALC

Info SQUARE

FIND

NEXT

< Qtr >

The 'Qtr' is NOT a working Button.

Ed Rec

Command Line Buttons.

BIORHYTHMS

BIRTHS

ALTER

6 COLOUR CODES

ALARM

ADDRESSES/PHONE

When In The Command MODE.

New REC

** For Addresses/Phone and Births **

< P 1 >

Ed Rec

BIRTHDAYS

** For Biorhythms **

YEAR

NAMES

Jan-Dec

When In Edit Record MODE.

CLEAR

CANCEL

DELETE

CUT

COPY

PASTE

Calc PASTE

SAVE

1.2 introduction

An Introduction To Almanac_F1

I wanted an information data base that would keep day by day memo's, address and phone numbers and perhaps other information that would come in handy, but it had to be as simple as clicking on a button. I didn't want to muck around with menu bars or any complicated processes. But then again, I wanted to make it easily expandable to include any other procedures I felt may be needed.

Naturally, it would be calendar based. I had, about a year ago, written a calendar program that produced a month by month display, so I already had a calendar algorithm I could use. A full years display would have been a little difficult to have graphically represented in the Hires Mode, so decided on using quarter year segments. I wanted to keep the button count down as well, too many buttons can get a bit confusing, so worked out the F1 - F5 system I use. See

F1 - F5

I was going to call the program, HandyCal, but with the many suggestions from a few friends and with my own ideas, have decided to go a little more grandiose and call it Almanac. The BIO button procedure is not my idea as I don't believe too much in this kind of thing, but what can a man do, it pleased one of the friends.

As you may have gathered this was written using Amos, sorry a full program written in Assembly Language is a little beyond my knowledge and I prefer to go the easy way at this time of life. Unfortunately I have no FULL access to any other computer other than my trusty A2000. You will need at least 1 meg. of ram and WorkBench2.0 and you should have a Hard Disk, just how it will go on anything else is up to the Gods. I feel it may be a bit to sluggish on a Floppy system. Any way, try them and see and if either version work OK, if so, I will be most pleased.

This then is "Stage 1" of Almanac_F1 and Almanac_F1P
I am writing 'Stage 2' now, I will rename them Almanac_F2 and
Almanac_F2P, (the 'F' refers to the Function Command Line Buttons),

again see
F1 - F5
.

1.3 file_handling

How the Files are Handled.

Let me first say, I am still very much learning how to handle Random Access and Sequential files. Like skinning a Cat, there is more than one way to go about it. With Randon Access, they are sometimes accompanied with a number array file to keep tabs on deleted records, which are NOT really Deleted, just Cleared. They also use these pointers for Sorting, (sorting the pointers Not the Records). Sometimes (as in the case of the Year file, with a known length of 366, at most), set up 366 Blank records, this would be a great waste of disk space if only a few records were used. There must be many more ways I don't know about.

The way I have used the Random Access files, uses no extra files, is only the length of the records used, when adding a record, will also Sort it at the same time and when Deleting, will reduce the file length by the size of a record. Now I'm not saying this is the best way by any means, but it does have it's advantages. One disadvantage, it is a fraction of a second slower to add or delete a record, but not slow enough to hinder the flow of the program. How this way works on very large files I am yet to find out. I will still be looking for a better way to go. However on with the show.

***** IMPORTANT NOTICE *****

If the program CANNOT Find the - AL.ABK - File in the ALMANAC Drawer, the program will END!

If the program CANNOT Find the - FONT Drawer - in the ALMANAC Drawer, NOTHING will be PRINTED to the Info Window!

If the program CANNOT Find YOUR - YR???? - File in the ALMANAC Drawer, a NEW File will be MADE, BUT with NO RECORDS!

If the program CANNOT Find YOUR - ADfile - File in the ALMANAC Drawer, a NEW File will be MADE, BUT with NO RECORDS!

If the program CANNOT Find YOUR - BDfile - File in the ALMANAC Drawer, a NEW File will be MADE, BUT with NO RECORDS!

If the program CANNOT Find YOUR - CCfile - File in the ALMANAC Drawer, a NEW File will be MADE, BUT with NO NAMES!

If using version Almanac_F1P, BOTH Title0.pic and Title1.pic IFF Files, MUST be in the Almanac Drawer.

You May MOVE the Fonts to your Sys:Fonts drawer if you wish and Delete the Fonts Drawer from your WORKING Partition or Disk.

 The Two (2) Essential you MUST have are the 'Al.abk' and the
 Font 'fine6', and the Title picture files, 'Title0.pic' and
 'Title1.pic', if running Almanac_F1P. All other file are
 self generating.

In ' Stage 1', there are five files, plus the two (2) IFF's
 The three main files are the Year, the Address and the Birthday files,
 these are loaded quietly into RAM: on start-up. The length of the files
 are only governed by the amount of ram, the more the ram the bigger the
 file you may have.

The Year file: YF????

This is a Random Access file with only 1 field length of 442
 bytes. The maximum length of a year file will be $442 \times 366 = 161772$ bytes.
 Unlike a normal Random file if you Delete a Day Record, the size of the
 file will decrease by 442 bytes. The size of the file will only be as
 long as the amount of records you have in it. If you Delete all records
 from a Year File, that Year File will cease to Exist. The program though
 will always start-up with a 'This' Year file even if this year has no
 memos in it. You may have as many year files as you like. Only 1 year
 file will be in ram at any one time.

Unlike the Address and Birthday files, the YR???? files are
 Not Sorted. This means, when Searching for something, the program will
 search through the Records the way YOU made them, and may appear to jump
 around a bit if using the NEXT Button. If you feel these Records should
 be sorted too, let me know! I can have them Sort without too much
 trouble, (I think).

See
 01 - 31

The Address file: ADfile
 The Birthday file: BDfile

Both of these files are Random Access files with 1 field each.
 The Address record length is 438 bytes, the Birthday record 28 bytes.
 When you ADD a record to either of these files it will be a fraction
 slower than it would normally take, the reason being it will also SORT
 the record into its alphabetical position. This will be more apparent as
 you use the program. Again, like the Year file Deleting a record will
 reduce the length of the file by its record length and file lengths will
 be governed by the amount of ram.

See
 ADDRESSES/PHONE

BIRTHS

The Colour Code file: CCfile

This forth file is only a small Sequential file of 120 bytes, it

gives a Name to the 6 different Colours you may have in the Year file. I have already named them, but you will more than likely wish to use your own names. I suggest you do this as one of the first things to do on running .Almanac_F1, as leaving it till after you add records will disorganize you colour patterns.

See
6 COLOUR CODES
The AMOS Sprite File

The last file is an Amos sprite file. I have not SAVED this file in with the program YET, (with AMOS, a sprite file can be Saved as a Bank with the actual program). In case I add more Sprites later, it is easier to keep this file separate to the program for the time being. This File * MUST * be in the Almanac Drawer for the program to Run!!

There will undoubtedly be more Files added to the program when we finish 'Stage 2'. As for now, that is it.

1.4 editor

The Editor

This is the First Editor I have ever written so don't expect some fantastic, speed machine, word processor. It is NOT a Scrolling Editor, though I can control the number of lines and the length of the lines, (from a couple of characters, to about 2240 characters) and can position these lines to within a x,y pixel, on the screen. But it only works in 'INSERT MODE' and only works on a line for line basis. Taking for instance an Addresses/Phone Record. This is made up off 6 lines of 73 characters, (438 characters, the length of each record).

The Cursor is controlled by the Keyboard Arrow Keys, also by moving the Mouse Pointer to anywhere within the Edit area and clicking the LEFT Mouse Button. The Cursor will Roll-over in each direction, UP, DOWN, LEFT and RIGHT.

Any characters that are PUSHED of the end of a LINE are LOST.

CUT and COPY work much the same as in any word processor, but only on the ONE LINE at a time. Move the Mouse Pointer to the position you wish, then using the RIGHT Mouse Button and HOLDING it ON, DRAG the Pointer FORWARD along the Line to the point you want to stop at, let go the RIGHT button, then click on the CUT or COPY Button. If you move the Mouse too fast the Visual Indicator may not keep up, but the correct number of characters will be Cut or Copied. You CANNOT Cut or Copy BACKWARDS along the Line.

To Paste, click on the position you want with the LEFT Mouse Button (this moves the Cursor to that point), then click on the PASTE button. You CANNOT Paste into a line anything that will EXTEND over the END of the Line. If when INSERTING a Paste and some characters are

PUSHED off the END of the Line, they will be LOST.

The Calc PASTE works the same as PASTE, except it will paste in the ANSWER from the LAST Time you used the Calculator.

OK, so its not the greatest or the fastest Editor, but it sits in ONE AMOS Procedure and I feel, is good enough for this program.

1.5 buttons

About the Buttons.

I call the buttons ' Auto Syncretistic ', some people may murmur, ' What in hell is auto syncretistic'. Well that's what I am going to call them and that's that! Let me explain with an example.

You Click ON a Day Memo Button, if there is a memo for that day you will see it in the Memo Square, click OFF the same day button and the memo square is cleared. But you can also click ON one button, then click ON another and the old button will turn OFF and the new one, ON. This syncretist action happens with all buttons. Even interrupting the flow by using the Calculator will not alter things. There is no need to turn OFF a button if you choose to change the Year Quarter or click ON a Command button.

If you have clicked ON one of the Command buttons, 'Bio', 'Births', 'Alter', 'Addr/Phone' or the 'Calc.' button, you must click it OFF to return to the Calendar Mode.

So you see, the buttons are ' Auto Syncretistic '.

1.6 lay_out

The Lay Out Plan.

A fairly brief description of the Lay Out may better help you under stand how the program works. Starting from the top of the Screen.

The top line is not only the Title, if you move the Mouse Pointer into this square, it will tell you to Click Here to END the program.

The Second line tells you the present Date, Time and how much space you have left on your disk or in your partition. This line will Update approxiamally every minute.

If you Click and Hold the LEFT Mouse Button on this line, it will give you the amount (in bytes) you have left of CHIP, RAM, and VARIable space. The variable space is a buffer set by AMOS, it has been set to 10 K/bytes. If AMOS should run out of variable space, BIG BANG!

If you Click and Hold the RIGHT Mouse Button on this line, it will give you the Length (in bytes) of each of the Files, YR????, ADDRESS/PHONE and BIRTHDAY. This line will up-date after every SAVE or DELETE. In the future, this line will give you the length of any Working File, depending on the LAST pressed Function Key (F1 - F5).

Next, this large square will show the Quarter Year. The program will always come up showing the correct year and month quarter. This is the main procedure, everything will eventually return to this Calendar screen. This square also will show the Address, Birth LABELS and the BIO Charts.

The next line down, this line will alter depending on what Mode you are in. The small central square is the INFO window and will give you advisory messages, each button is explained. See:

YEAR

Prt/D

CALC

FIND

NEXT

< Qtr >

This Full width square is what I call the 'Command F1 - ←
F5'

line. It holds the Command Buttons for:

BIORHYTHMS

BIRTHS

ALTER

6 CCodes

ALARM

ADDRESSES/PHONE

For now there are only buttons in 'F1', though the other function keys have already been setup for use.

The last and large Bottom square will show you all the Day, Address and Birth RECORDS. This is also used as the EDITOR Window. I use this area to give you the change of Months for BIO too.

See

Jan - Dec

1.7 addr_birth_labels

Saving Address and Birthday Records.

The Random Access address file has only one (1) field, to get the address Label for the Record, I remove any leading spaces and then grab the next 22 characters of the TOP line of the Record. And for the Sorting routine I use the first 4 letters of this Label.

For the Births file, the Record is 28 characters long, the first 6 are used for the Birth Date, DDMYY, you must use all 6 letters. If your birthday was say, 2nd. March 1950 then put: 020350. The Label (and the NAME) are the next 22 characters.

This means that if you wish these Labels to sort correctly, for the address/phone record, make sure the Main Name is on the TOP line. If you wish them to be sorted by Surname, put this first. If after Saving the record the Label looks wrong, just edit the record again until the Label comes up the way you want it.

1.8 f1-f5_commands

The F1 to F5 Keys.

To keep the screen nice and tidy I have developed the 'F1 - F5 Command Line', for any future procedures. The Function Keys F1 through F5 can be pressed and a completely different set of command buttons will appear across the centre of the screen, you will now have a new lot of projects to use. In the future this may even be extended to the F6 - F10 buttons. Clicking on the F1 button will return you to the 'Stage 1' button set.

1.9 title

The Title Button.

The title button runs the full width of the screen, if the mouse pointer is moved into it, it will tell you that, by now clicking the Left mouse button, all files will be Validated and moved back to your disk or partition from where they came and the files in ram will be erased and the program will END.

1.10 date

The Date and System Line.

This line tells you the present Date, Time and how much space you have left on your disk or in your partition. This line will Update approximately every minute.

If you Click and Hold the LEFT Mouse Button on this line, it will give you the amount (in bytes) you have left of CHIP, RAM, and VARIABLE space. The variable space is a buffer set by AMOS, it has been set to 10 K/bytes. If AMOS should run out of variable space, BIG BANG! Because of the way I have written this program, using only small variable lengths, (the Longest is 442 bytes), this should create NO problems.

If you Click and Hold the RIGHT Mouse Button on this line, it will give you the Length (in bytes) of each of the Files, YR????, ADDRESS/PHONE and BIRTHDAY. This line will up-date after every SAVE or DELETE. In the future, this line will give you the length of any Working File, depending on the LAST pressed Function Key (F1 - F5).

1.11 day

The Memo Day Buttons.

There will be up to 93 buttons here, depending on what year Quarter you are in. You may click away to your hearts content. If you wish to make a Memo for any day, just click on that button and then the Ed Rec Button, type in your message, then Save it.

See
Ed Rec

SAVE

The same may be said for Deleting a Memo. Click on the ←
Day
button you wish to Delete, then the Ed Rec Button, then Delete it.

See
DELETE

1.12 year

The < Year > Buttons.

The '<' button will get the Year previous to the one you are now in.

The 'Year' button will bring up a request to TYPE in the year you require. Available years are between 1752 to 2052 inclusive. You may ask, why start at 1752. England adopted the Julian calendar, (the one we use today,) in this year. The Algorithm for the calendar will go well past 2052, but I feel by this time a New DECIMAL calendar will be in use, (???).

Maybe we will even be using DECIMAL Clocks, (???). What say,

50 seconds to the minute, 50 minutes to the hour, 25 hours to the day. This is only .3 of a second more than it is now, and with the EARTH slowing down, (as it is), would work about right. It's ONLY a thought!!

The '>' button will get the Year forward to the one you are now in.

1.13 prt-d

The Printer/Dump Button.

I have a Very old Logitech Printer that only prints in ITALIC and puts out a very WEIRD Graphics Dump, (a case of being a poor, old pensioner). So this button only does a very simple print out.

If a Day Memo button is On, in Calendar Mode.

- will print the Memo for that Day, with 'That' days date.

If an Address button is On, in Address Mode.

- will print the Addresses/Phone Memo, with the 'Present' days date.

If in Births Mode, (edit Birthday names).

- will print out the 'BDfile' File, (a long list, if many names).

If in the ALTER Mode, (change Colour Code Name)

- will print out the 'CCfile' File, 6 * (col.No. Colour. Name).

If your Printer is turned OFF or there is NO PAPER in it, you will get a Flashing message in the Info Window, wait a second or two then return you to the READY Mode. The 'Thing' to do now is to Turn ON your Printer, or put some paper in to it, then Click the Prt-D Button again.

1.14 calc

The Calculator Button.

The Calc Button can be used at any time it can be SEEN. The Calculator is almost identical to the WorkBench Calculator, except the * - / +, buttons will stay ON until the = button is pressed. The Answer to a calculation is always stored in a Calc buffer.

See

Calc PASTE

The Calc Button MUST be switched Off before you can ←
continue
with what you were doing before using the Calculator.

1.15 info

The INFOMATION Square.

Normally the Info square will just give information on What is 'going on', or advise as to your Next Move. However Should You CLICK in This Window, with the Mouse Pointer, Almanac will DISAPPEAR to REVEAL THIS Amigaguide. You may now get Any Information on Almanac or it's Buttons. As the FIRST TWO LINES, of THIS File tells you, to Return to the Almanac Program, you MUST FIRST -- CLOSE the ALMANAC.GUIDE (Click on the TOP Left Hand Button), THEN (Hold Down) the LEFT AMIGA Button and (Press) the 'A' KEY. The Almanac Program will REAPPEAR.

1.16 find

The Find Button.

The FIND Button works for Calendar Memo's, Addresses/Phone and Births, depending on the Mode you are in. Hitting the FIND Button will bring up a requester for the Find String. Type in your string, this can be a sentence, a word, or even part of a word, or even a number. The INFO Window will tell you if NOT Found. If looking for a number, say the number 3, this may pick up the number 30. The CLUE here is to type in a 3 plus a ' ' (space), if you finish a number with a SPACE, you should get what you want.

To Find the Next occurrence of your string, just click on the NEXT Button.

See
NEXT

1.17 next

The Next Button.

The NEXT Button works for Calendar Memo's, Addresses/Phone and Births, depending on the Mode you are in. The NEXT Button only works after you have used the FIND Button, or the INFO Window may tell you 'String NOT Found!'.

See
FIND

1.18 qtr

The < Qtr > Buttons.

The '<' Button will take you BACK a QUARTER of the Year.

The Qtr button is a NON working button and just shows you the Number of the Year Quarter you are in.

The '>' Button will take you FORWARD a QUARTER of the Year.

Both the '<' and the '>' buttons ROLL OVER ie: 1 to 4, 4 to 1.

1.19 ed_r

The Edit Record Button.

The Ed Rec Button will put you into Edit Mode, (AMAZING!). All the EDIT Buttons will appear plus a Flashing RED Line around the Editing area. Returning to READY Mode will be governed by which EDIT button you then use, See:

CLEAR

CANCEL

DELETE

CUT

COPY

PASTE

Calc PASTE

SAVE

See also:

CALC

1.20 bio

The Biorhythms Button.

As the story goes, or at least the way I have been told. We are born with 3 cycles to control our behaviour patterns.

These are: PHYSICAL (green) 23 day cycle.
 EMOTIONAL (red) 28 day cycle.
 INTELLECTUAL (blue) 33 day cycle.

These cycles start from the day of birth, (the right to life people, would object to this). This can be confirmed by running Biorhythms for your birthday, then getting your Year and Month of birth. As you will see all cycles emerge on the Neutral Line, (half down the Chart), on the Day of Your Birth.

As I have been told, the Higher the Peak of each individual cycle is in the Chart, the greater the efficiency of each ability for that day. If All cycles are below the middle line and heading for Rock Bottom, stay home and stay indoors.

This is why I only write programs when my Intellectual cycle is at its Peak, (only kidding). Have fun and happy days.

*** You MUST Turn OFF This Button to Return to Calendar ***

See
 YEAR

1.21 births

The Births Button.

This Button allows you to Add, Delete or Alter a RECORD for the BIORHYTHMS procedure.

To ADD a New Record, just click on the 'New Rec' Button.

To DELETE a Record, just click on the NAME button you wish to Delete, then the 'Ed Rec' Button, then the 'DELETE' Button.

To Change a Birthday NAME, just click On the Birthday Name Label you wish to work on, then use the 'Ed Rec' Button. Don't forget to SAVE it afterwards. See:

New REC
 DELETE
 Ed Rec
 SAVE

1.22 alter

The Alter Button.

When you click on the ALTER Button the Info Window will ask you to Click on a COLOUR Button. You may click On each or ANY one to SEE the NAME for each button. If you wish to CHANGE the Name just click ON the 'ED REC' Button. You may have any Name up to 18 characters. If you Change a Name, don't forget to click On the SAVE button. You will have to go through this process 6 times to Alter ALL the Names. If however you find the NAMES OK, click OFF the ALTER Button to Return to the Calendar Mode.

See
6 COLOUR CODES

1.23 ccb

The 6 Coloured Code Buttons.

You CANNOT Alter the Colour of these Buttons, but you CAN Alter the Names that go with them. They are only a VISUAL indication of what a Day Memo Record holds, and are only used in the Calendar Mode. Although I have already Named them, you may, (and Should), rename them to what you prefer BEFORE making any Day Memo Records. Otherwise you will have to RE-COLOUR Past Records to Match your Colour Code/Name pattern.

See
ALTER

1.24 alarm

The Alarm Button.

When SAVING a Day Memo, you will be ADVISED to Click ON a Colour Code and/or Alarm Button. You may also Click On the Alarm button to set the Alarm for that day.

See
01 - 31

If any ALARMS are SET the Alarm display will show in ↔
the large
bottom square of the screen when the Almanac program is first Run. You may at ANY Time click on the Alarm Button, to SEE what Day Alarms have been SET. The Alarm Display will be removed upon clicking on any other button.

The Alarm Display will show the Dates of up to 15 different,

(this day or future) days. If the Alarm Date becomes Yesterday, it will be removed from the List, and a New alarm date added to the end of the List, if there are more than 14 alarm days set.

1.25 addr

The Addresses/Phone Button.

Simply Click On this button to bring up the address Labels. Clicking on ANY Label will show the FULL Memo in the Bottom Square. If you have more than 1 PAGE of labels, use the '<' or '>' buttons to change the Pages. Or you can use the FIND button to Find an Address. Click Off the Addresses/Phone button to return to the Calendar.

```

      See
    < P  1 >
    ,
      FIND
    .

```

1.26 newrec

The New Record Button.

Simply Click on this button if you wish to ADD a NEW RECORD to the Day Memo Calendar, (when in Calendar MODE), or the Address/Phone or Births, (when in the Address or Births MODES).

In the Address and Births MODES the New Record will be automatically SORTED Alphabetically when SAVED.

The Day Memo Records are NOT Sorted when SAVED, (I MAY alter this in the Future).

1.27 page

The < P 1 > Buttons.

With the Left Hand Mouse Button the '<' button will STEP back to Page 1. With the Right Hand Mouse Button the '<' button will go DIRECTLY to Page 1.

The 'P 1' button is a Non working button and will only give you the Page Number you are at.

With the Left Hand Mouse Button the '>' button will STEP FORWARD to the HIGHEST Page Number you have. With the Right Hand Mouse Button the '>' button will go DIRECTLY to HIGHEST Page Number you have.

1.28 birthdays

The Birthdays Button.

The Birthdays Button will give up to 12 Names from Your BDfile and SHOW you there Relative Position in the Year, as from TODAY.

If there are NO Names in the 'BDfile', (Button Want Work)!!

If Only ONE (1) Name in the 'BDfile', it will SHOW you if it was, YESTERDAY, TODAY, TOMORROW or How Many Days in the Future.

If there are More than One Name, the FIRST Name, (and ONLY the FIRST Name will be SHOWN as, How Many Days AGO, the Second as, YESTERDAY, TODAY, or TOMORROW or How Many Days in the Future.

Ect, ect, ect. Up to 12 Names.

1.29 byear

The Biorhythms Year Button.

The Biorhythms Year button will bring up a request to TYPE in the year you require. Available years are between 1901 to the year 2052. Why Start at 1901? Well, I doubt if anyone over 95 will be interested in their Bio Charts, (I maybe wrong, but I don't think so).

*** HERE IS A WARNING ***

About looking at Your Charts into the FUTURE. Suppose you were to look at some Future Month, to see ALL Lines merging ON the Neutral Line, would this mean you are to become a Born Again Christian. Or even, suppose those Lines just suddenly STOPPED DEAD, in the MIDDLE of the month, just CEASED to Exist, (SHUDDER). I would really hate to see you have a Heart Attack before its, REALLY time for you to go.

*** DON'T SAY YOU HAVE NOT BEEN WARNED!! ***

1.30 names

The Names Button.

The Names Button will RETURN you to the LIST of Names, so you

may Look at another persons Charts.

1.31 bmths

The Jan to Dec Buttons.

When using BIORHYTHMS, Simply Click On the MONTH Chart Button you wish to See. A Chart of that Month will be Drawn.

See
BIORHYTHMS

1.32 clear

The Clear Button.

Clicking On the CLEAR Button will Clear the Text from the EDIT Window AND the Record Buffer. You then have a Clear Record to Use. If you have Made a MISTAKE, the ONLY way to RETRIEVE the Text again, is to IMMEDIATELY Click on the CANCEL Button, you have been WARNED!

1.33 cancel

The Cancel Button.

The CANCEL Button Sits UNDER the 'ED REC' button. If you should Click on the ED RECord button and go into EDIT Mode, the CANCEL button will Replace the 'ED REC' button. If you change your mind about altering the record, just click again and you will return to where you came from. NO Alterations will be recorded.

1.34 delete

The Delete Button.

Very simple, the DELETE Button will ERASE any Day Memo, Address or Birthday Record. It will NOT give you any SECOND CHANCE or WARNING! The Size of the File will be reduced by the Length of the Record.

You cannot DELETE a Record from the Colour Code File (CCfile), only ALTER the file Names.

1.35 cut

The Cut Button.

The Cut Button works like any other Cut Menu item. After Marking the area using the Mouse, (with the RIGHT Mouse Button held down), just Click on the CUT Button. The Cut text will be erased from the editing text and will be put into a Cut buffer. This text can then be placed into the same Memo, another Memo, or a Address or Birth Record.

1.36 copy

The Copy Button.

The Copy Button works like any other copy Menu item. After Marking the area using the Mouse, (with the RIGHT Mouse Button held down), just Click on the COPY Button. The Copied text goes into the copy buffer. This text can then be placed into the same Memo, another Memo, or a Address or Birth Record.

1.37 paste

The Paste Button.

The Paste Button works like any other paste Menu item. Move the Mouse POINTER to the position you wish in the Editing Window and click the LEFT Mouse Button, the Edit Cursor will be moved to that place, then Click the Paste Button.

1.38 cpaste

The Calc Paste Button.

The Answer to any mathematical sum, goes into the CalcPaste Buffer, this will be transferred to any point where the Editing cursor is, on clicking the CalcPaste Button. The CALC Button must be in the Off position to do this.

1.39 save

The Save Button.

When Saving a Day Memo from the Calendar, you must Click on the SAVE button TWICE. Upon the First click, the INFO Window will ask for

a Colour Code and/or Alarm. For a NEW Memo you MUST click on one of the colour coded buttons, (I hope you have already renamed these buttons to your own liking), you may now click On the ALARM button if you wish to SET it for this Day. Now Click On the SAVE Button again, the Memo will be SAVED. In the case of re-editing an old Memo, and you wish to Keep the Old Colour Code, and with No Alarm, just click Save again.

When Saving an Address/Phone or Births Record, you need only click SAVE Once.

1.40 testing

Testing and Credits.

***** IMPORTANT NOTICE *****

There are TWO (2) Versions of this Program.

* Almanac_F1 * AND * Almanac_F1P *

Almanac_F1. This version of the program runs perfectly well on my Amiga 2000. It does NOT need the two (2) IFF Title pictures files, (Title0.pic and Title1.pic), present in the Almanac drawer. However upon a very brief testing on an Amiga 1200, at the local Computer Store, discovered the opening graphics were NOT quiet right, (surprisingly they came good as the program was used). After reflecting on the problem for a while, decided to write a second version of the project.

Almanac_F1P. The (P) stands for Pictures NEEDED. It didn't take much alteration to create the Second version of the program. Instead of drawing the screen, you load the two IFF files. This does mean an extra two files in the directory.

I can only suggest that you try both versions on your machine. If you find Almanac_F1 works OK, you may disperse with the two IFF files and the Almanac_F1P file, (unless you plan to up-grade your system in the near future).

** LATEST NEWS **

Almanac_F1P appears to work on the Amiga 4000, as long as you use the OLD Chip Set, (AMOS Sprites, evidently don't like the Latest Chips).

My Gratitude and Thank are given to the following People.

Helmut Reichert of
PD_Diskovery. 46 Yarana St. Ferntree Gully. 3156. PH: 9758 6852

For his bug hunting and friendly service.

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