PIEd

Thomas Igracki

PIEd ii

COLLABORATORS			
	TITLE:		
	PIEd		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

PIEd

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Chapter 1

PIEd

1.1 ProductInfo-Editor Documentation

```
ProductInfoEditor / by Thomas Igracki

AFD - C O P Y R I G H T

What should be in the archive?

The history of the program

What is it for?

How to contact me?

How to start?

Description of the menus

Product-Info fields

The Magic-User-Interface

The TextField-Gadget
```

This software is subject to the "Standard Amiga FD-Software Copyright Note" It is GIFTWARE as defined in paragraph 4g. [...] For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

1.2 PIEd/What should be in the archive?

```
The following files should be in the archiv:

help/deutsch/PIEd.guide --> german documentation, AmigaGuide Format
```

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```
help/deutsch/AFD-COPYRIGHT.de --> german COPYRIGHT-Note
help/english/PIEd.guide --> english documentation, AmigaGuide Format
help/english/AFD-COPYRIGHT --> english COPYRIGHT-Note
Product-Info --> Product-Info file for PIEd
PIEd.liesmich --> short, german doc, ASCII
PIEd.readme --> short, english doc, ASCII
PIEd.iff --> IFF-Bild of PIEd displaying PIEd's product-info
PIEd --> the main program
```

1.3 PIEd/What is this program for?

```
This program enables you to create the so called 'Product-Info' \leftrightarrow files
```

'easily' (mouse driven, and keyboard driven of course.

PIEd uses the

MagicUserInterface

by Stefan Stuntz and the

TextFieldGadget by Mark Thomas.

Click on this button to get a first impresssion of PIEd.

On the left top there is a list with all available fields. If a field is used, it will be displayed in another color as if it is not used, to let you quickly see what fields you have defined and what not.

On right there are some string gadgets with the common fields you should define. You can do this by filling in the string gadgets or selecting a list entry and then typing in the editor.

you can see and type-in the contents of the current field.

At the bottom there are some buttons with the following action:

- Activate : Activate the editor (TextField-Gadget)

- Set : Write the contents of the editor to the field

- Get : Get the contents of the field and display it in the editor

- Clear : Clear the contents of the editor and the field

1.4 PIEd/How to start

```
Start from a shell:
   [Run] PIEd [<ProductInfoFile>] [FOTL=FieldsOnTheLeft]
The parameter [<ProductInfoFile>] is optional!.
```

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It specifies the pi-file, which should be loaded at startup.

The FOTL=FieldsOnTheLeft parameter specifies if the pi-fields should be placed totaly on the left side -> the list is bigger!

1.5 PIEd/Description of the menus

```
Project
  New
    Create a new file.
    If you are currently editing a file which isn't saved yet,
    you will be confronted with a requester.
  Open...
    Open a new 'Product-Info' file.
    There appears a file requester where you can choose a
    'Product-info' file to be loaded.
    It has to match the following AmigaDOS-Pattern:
    (.Product-Info|.Produkt-Info|Product-Info|Produkt-Info|#?.pi)
  Save
    Save the file.
  Save as...
    Save a file with a requester.
  Save as '.readme'
    Save the file as .readme, you have to specify the following fields for this:
                short.
                aminet-dir
                 or
                type
                author
                version
                 and
                description
  Save as '.liesmich'
    Save the file as .liesmich, you have to specify the following field for this:
                beschreibung
                  About...
    Display some informationen about PIEd.
  About MUI...
    Display some informationen about MUI.
  Hide
    Hide the window. You can pop it up with ExChange or the popup key
    (adjustable with MUI).
  Quit...
    Quit PIEd, if you didn't saved the current file a requester appears.
Edit
    Cut any highlighted text to the clipboard.
  Copy
```

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Copy any highlighted text to the clipboard.

Copy all

Copy all of the gadget's text to the clipboard.

Paste the text from the clipboard to the gadget.

Erase

Delete any highlighted text.

Delete any highlighted text, then insert the text from the undo buffer.

1.6 TextField-Gadget

PIEd uses TextField-Gadget by Mark Thomas v3.1 for displaying and editing. See aminet (dev/gui) for the archive.

Here is a part of the doc which keys are supported:

DOCS FOR USERS

You can mark text for cutting, copying, and erasing by simply clicking and dragging. Hitting alphanumeric keys replaces the text that is highlighted. Hitting cursor keys moves you to the front or end of the highlighted text.

If your cursor is already somewhere in the textfield, you can hold the SHIFT key and click to mark the text from the current cursor position to the place where you clicked.

And the last way to mark text is to double-click, which will mark the word you clicked on. If you didn't click on a word, but rather you clicked on spaces, the whole block of spaces is marked. And if you clicked on word delimiters, the whole block of delimiters is marked.

While you drag to scroll, the farther away from the gadget your mouse pointer is, the faster the gadget will scroll.

For key sequences, the Amiga Style Guide was followed. Anywhere the undo buffer is mentioned, the statement is only valid if the UndoStream is supplied (see tag section below).

Key Sequence	Function
TAB	Activate next gadget (if GA_TabCycle)
SHIFT TAB	Activate previous gadget (if GA_TabCycle)
SHIFT CURSOR UP	Move to the top line in the current page, or scroll up one page if cursor is on top line
SHIFT CURSOR DOWN	Move to the bottom line in the current page, or scroll down one page if cursor is on top line

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CTRL SHIFT	or CURSOR RIGHT	Move to the right end of the current line
CTRL SHIFT	or CURSOR LEFT	Move to the left end of the current line
SHIFT	BACKSPACE	Delete all text to the left of cursor on the current line
SHIFT	DELETE	Delete all text to the right of the cursor on the current line (in block cursor mode this also includes the highlighted character)
CTRL	CURSOR UP	Move to the top line of the text
CTRL	CURSOR DOWN	Move to the bottom line of the text
ALT	CURSOR RIGHT	Move to the next word (using the delimiter characters provided by the programmer)
ALT	CURSOR LEFT	Move to the previous word (using the delimiter characters provided by the programmer)
ALT	CURSOR UP	Move to first character in gadget
ALT	CURSOR DOWN	Move to last character in gadget
ALT	BACKSPACE	Deletes the word to the left of the cursor starting at the current cursor position
ALT	DEL	Deletes the word to the right of the cursor starting at the current cursor position
CTRL	X	Deletes the whole line that the cursor is on
RAMIGA	[Switch to left justification (if TEXTFIELD_UserAlign is set)
RAMIGA RAMIGA		Switch to center justification (if TEXTFIELD_UserAlign is set)
RAMIGA	1	Switch to right justification (if TEXTFIELD_UserAlign is set)
RAMIGA	E	Erase all text in gadget (saved in undo buffer) (no read-only)
RAMIGA	V	Paste text from clipboard to current cursor position (no read-only)
RAMIGA	A	Mark all text
RAMIGA	U	Undeletes (pastes) the last block of text

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marked, or recover from RAMIGA E
(no read-only)

When text is highlighted the following keys have functions:

BACKSPACE Erase marked text (saved in undo buffer)

DEL Erase marked text (saved in undo buffer)

RAMIGA X Cut marked text to clipboard (no read-only)

RAMIGA C Copy marked text to clipboard

RAMIGA V Replace marked text with text from clipboard (save marked text in undo

buffer) (no read-only)

(any text key) Replace marked text with that character

1.7 PIEd/Programhistory

```
Release 1.0:
   37.15 (28.05.96): New: If a field wasn't set and you select another one
                           then a requesters appears asking if you would like to \ \leftarrow
                               save.
                      Chg: Now all last ' \ n' will be removed not just the last.
                      New: Added field .uploader for writing .readmes.
   37.14 (27.05.96): New: HelpNodes for the String-Gadgets
                      New: The PI-Fields-Listview can be made larger if you use
                           FOTL=FieldOnTheLeft/S on startup.
                      New: Menu/Settings/MUI added
                    : New: Menu "Project/SaveAs '.liesmich'
   37.13 (01.05.96): New: 7 new fields (used in pitool) added:
                            .aminet-dir, .comment, .contents, .fax, .keywords, . \leftarrow
                               locale, .phone,
                      Chg: The .aminet-dir field is used for the "type:" line . \leftrightarrow
                          readme's
                           if available, else .type is used like before.
                      New: After successfully saving a .readme a requester comes \leftrightarrow
                          saying
                           that it is saved.
                      New: The last \setminusn of a field content will be removed on \leftrightarrow
                         setting.
   37.12 (25.04.96): New: The user has control over left/center/right \leftrightarrow
      justification
                           of text through RIGHT-AMIGA [,=,] keyboard shortcuts.
                      New: SPACE for activating the textfield.
                      New: Some more references to guide file.
                      New: rightAmiga RETURN for activating the textfield.
                      New: If you have made changes and want to quit, you will be
                           asked if you really want to quit, else quit immediatly.
   37.11 (29.03.96): Fix: Changed the hotkeys of the editor buttons so they
                           can be used out of the editor gadget (with ramiga).
   37.10 (01.03.96): New: WindowTitle displays the name of the file
```

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```
New: Clipboard support for the editor.
                  New: Pass amiga-commands within the editor.
37.9
      (23.11.95): Fix: Fix für MUI3, der Scrollbar fehlte bei den Listviews!
37.8
      (31.10.95): Fix: fixed a small bug
                  New: Added field ".beschreibung" and ".release"
37.7
      (04.09.95): New: Menu "Project/SaveAs '.Readme'"
37.6
      (28.08.95): Bug: Das letzte Feld wurde nicht eingelesen.
37.5
      (08.08.95): Data typed in string gadget will be recognized
                  and the FieldList will be updated.
37.4
      (11.09.94): Änd: Der 1. Parameter ist nicht mehr nötig, falls er
                       weggelassen wird, kommt ein FileRequester.
      (27.08.94): Neu: Project/Hide zum verbergen des Programms
                 ·Neu: ARexxPort-Name wird im About-Requester angezeigt
37.2 (23.08.94): Bug: Falls die Datei ein Verzeichnis war oder nicht
   existierte.
                 ·Neu: Menu "Edit/Copy" zum kopieren des Inhaltes des aktuellen \hookleftarrow
                     Feldes
                       ins Clipboard.
                 ·Neu: Jetzt werden nur noch die Felder angezeigt, die \leftarrow
                     vorhanden sind!
37.1
      (13.08.94): · So, nun läufts erstmal!
                 ·Shell-Support eingebaut
37.0 (12.08.94): Angefangen, da ich heute die FrozenFish CD bekam und ein
                  Programm brauchte, womit ich mir die Product-Info Files
                  komfortabel ansehen kann!
                  Erstmal die Oberfläche programmiert.
```

1.8 PIEd/How to contact me?

If you have suggestions, bug reports or any question you can reach me by the following addresses, e-mail preferred!

Z-Netz: T.Igracki@BAMP.berlinet.de
FIDO : Thomas_Igracki%2:2410/309.34
UseNet: lokai@cs.tu-berlin.de -or-

t.igracki@bamp.berlinet.de (preferred!)

Mail : Thomas Igracki, Siegener Str. 34, Germany-13583 Berlin

If you want to send me some money for my work on PIEd, then send it by cash or transfer it to the following bank-account:

Thomas Igracki Account 860169138 Sparkasse Berlin BLZ 100 500 00

Please add a note like "Gift for PIEd <Your name + email>".

If you send me an email, I will notify you if a new version is out and send it to you if desired!

At least you should write me an email if like my program!

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Have fun with my program!

1.9 The Magic-User-Interface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz Eduard-Spranger-Straße 7 80935 München GERMANY

1.10 Product-Info fields

The following are the fields defined by the Product-Info $\ \ \hookrightarrow$ Specification

v6 as designed by Fred Fish and Udo Schuermann (with some extra fields used by pitool!).

address

aminet-dir

author

construction

comment

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```
contents
 date
 described-by
 description
 distribution
 docs
 email
 exectype
 fax
 fullname
 installsize
 keywords
 locale
 name
phone
price
 reference
 requirements
 restrictions
 run
 short
 source
 stored-in
 submittal
tested
type
version
Now three I have added:
beschreibung
```

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release

uploader

1.11 Product-Info field: .address

.address:

<<<OPTIONAL>>>

PURPOSE: Describe a full postal address of the author, to

be used if it becomes necessary or desirable to contact the author. Do not specify the author's

name, as this is already in the

author field.

FORMAT: Multiple lines; formatting symbols n are not

required, as physical line breaks are equivalent.

NOTES: SEE THE

author

FIELD FOR IMPORTANT INFORMATION

1.12 Product-Info field: .aminet-dir

.aminet-dir:

<<<OPTIONAL>>>

PURPOSE: Sets the directory where to put it on aminet. FORMAT: 1 line, see below for a list of possible strings.

NOTES:

All directories on Aminet

new Upload area

priv Private uploads

recent Files uploaded the last seven days

biz Business software
biz/dbase Data base software
biz/dopus Directory Opus files

biz/demo Demo versions of commercial software

comm/bbs BBS programs
comm/cnet CNET BBS related
comm/dlg DLG BBS related

comm/envoy Envoy network software

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comm/fido FIDO software
comm/mail Mailing soft
comm/maxs MaxsBBS related
comm/mebbs MEBBSNet BBS related
comm/misc Misc communications

comm/net Networking
comm/news Newsreaders

comm/ums Universal Message System

comm/uucp UUCP software

comm/xeno Xenolink BBS related

demo Gfx and sound demos

demo/40k 40K intros

demo/aga Demos requiring AGA chipset

demo/disk Demos on diskettes

demo/ecs Demos for the ECS chip set demo/euro Euro demos in file form

demo/file Single file demos

demo/funet From the Funet collection

demo/intro Intros

demo/mag Demo coder magazines

demo/mega Euro demos requiring floppies

demo/slide Image oriented demos
demo/sound Sound oriented demos
demo/ta95 The Assembly 1995 demos
demo/tg93 The Gathering 1993 demos
demo/tg95 The Gathering 1995 demos
demo/tp92 Demos from The Party 92
demo/tp94 Demos from The Party 94

demo/track Trackmos

dev/asm Assembly language related dev/basic BASIC language related dev/c C language related dev/cross Cross development dev/debug Debugging software dev/e E language related GNU C compiler dev/gcc dev/qui GUI builders dev/lang Various languages Modula-2 related dev/m2

dev/misc Misc development software dev/moni Monitors/disassemblers dev/obero Oberon related software

dev/src Tutorial sources

disk/moni Disk monitors
disk/optim Disk optimizers

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disk/salv Disk recovery software

docs Text documents

docs/anno Announcement documents docs/etext Project Gutenberg books docs/help Help on various issues docs/hyper Hypertext documents docs/lists Lists and tables

docs/mags Magazines

game Games

game/2play 2 and more player games

game/actio Action games game/board Board games

game/demo Demos of commercial games

game/gag Gag programs

game/hint Game hint documents
game/jump Jump-n-run games
game/misc Miscellaneous games
game/patch Patches for games
game/role Role, adventure games
game/shoot Shoot-em-up games

game/think Mind games

game/wb Workbench games

gfx Graphics

gfx/3d 3D graphics software

gfx/3dobj 3D objects

gfx/aga AGA chip set softwaare gfx/board Custom gfx board software gfx/conv Gfx conversion tools

gfx/edit Paint programs

gfx/fract Fractals and Mandelbrots
gfx/misc Misc graphics software
gfx/pbm Pbm+ gfx conversion
gfx/show Image/anim displayers

gfx/x11 Amiga X-Windows

hard Hardware

hard/drivr Drivers for hardware hard/hack Selfmade hardware

hard/misc Misc hardware related files

info General FTP information
info/adt Machine readable filelists
info/index Various Aminet index files
info/sites Info on other FTP sites
info/start Beginner information

info/stats Statistics about this site

misc Miscellaneous
misc/amag German Amiga Mag PD
misc/antiq Nostalgic stuff
misc/edu Educational software

misc/emu Emulations

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misc/math Mathematics
misc/misc Uncategorizable
misc/sci Scientific software

misc/unix Amiga related UNIX software

mods Music modules
mods/8voic 8-voiced songs
mods/airon Mods by Airon
mods/boing Boing collection
mods/chart Module hits

mods/chip Mods without samples mods/ctp MODs by Counterpoint mods/demo Demo style music mods/ephnx Modules from Euphonix

mods/fby Mods by Fabio Barzagli mods/funet Funet collection mods/funk Funky/jazzy mods mods/hardc Hardcore techno mods mods/hje Mods by H.J.Ehrentraud mods/hw Mods by Hillware

mods/nw Mods by Hillware mods/instr Instrumental mods

mods/maxym Mods by Maxym mods/med MED modules

mods/misc Miscellaneous songs mods/mpeg Samples in MPEG format

Pop music

mods/otis Modules by Otis mods/piano Piano mods

mods/pop

mods/pro Protracker songs
mods/przk Modules by Parzek
mods/rated Misc rated modules
mods/s3m Multichannel S3M mods

mods/smpl Sound samples
mods/sets Module collections
mods/spark Modules by P.D. Spark
mods/sidew Modules by Sidewinder
mods/slc Modules by Slice
mods/slow Slow/melodic mods

mods/synth Synthesizer modules
mods/rock Rock'n'Roll
mods/techn Techno music

mods/tranc Trance techno mods
mods/voice Music with voices
mods/xm Multichannel XM mods

mus Musical software
mus/edit Composing software
mus/midi MIDI software
mus/misc Miscellaneous

mus/misc Miscellaneous mus/play Sound players mus/smpl Sound samples

pix Pictures pix/anim Animations

pix/astro Astronomy pictures

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pix/art Hand drawn imagery pix/bill Bill Graham traces pix/clip Clip art pix/eric Eric Schwartz anims pix/fauna Animals pix/fract Fractals pix/guard Guardians traces pix/icon Icons and backdrops pix/illu Illustrations pix/imagi Imagine traces pix/irc The people on IRC pix/misc Miscellaneous images pix/mwb MagicWB icons pix/real3 Real3D traces pix/sport Sports pictures pix/trace Raytraced pictures pix/vehic Vehicle images pix/views Scenery, countries Example WB screens pix/wb text Text related text/bfont Bitmap fonts text/dtp Desk top publishing text/edit Editors text/font Fonts of all formats text/hyper Hypertext tools text/ifont Compugraphic IntelliFonts Misc text software text/misc Adobe Postscribt fonts text/pfont text/print Printing tools text/show Text displayers text/tex TeX formatting package util Utilities util/app Appicons, appwindows util/arc Archivers util/batch Script software util/boot Startup sequence software util/blank Screen blankers util/cdity Commodity type software Command line interface util/cli util/conv File conversion util/crypt Encryption tools util/dtype Datatypes for OS 3.x util/dir Directory utilities util/gnu GNU utilities util/libs Libraries util/misc Miscellaneous util/moni System monitors util/mouse Mouse accelerators util/pack Packers util/rexx AREXX tools util/shell Shells util/sys Commo file replacements Clocks and timing util/time util/virus Virus checkers

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util/wb Workbench utilities

1.13 Product-Info field: .author

```
.author:
PURPOSE:
              Any and all authors who have a part in the program
FORMAT:
              Any number of lines, treated as one line (n in the
              text will "break up" the line into multiple visual
              lines.)
EXAMPLE:
              Joe R. User, Tea Rexx.
              J. Jonesn
EXAMPLE:
              Random Hackern
              B. Clinton
NOTES:
              Addresses should be placed in the
          address
           field.
              There should be only one
          address
           field for each
          author
           field.
              If more than 1
          author
           field is specified, then the
              same number of
          address
           and
          email
           fields must also
              be given in a 1-to-1 relationship (i.e. the 3rd
          author
           field must be associated with the 3rd
              address, and the 3rd
          email
           field.)
              EX: see the example "Joe R. User, Tea Rexx" above;
              Assume that Joe R. User has long vanished and no
              known address, but that Tea Rexx has supported the
              program for a while. If an
          address
           and/or
          email
                               field is available for Tea Rexx, then you must
              specify EMPTY
          address
           and/or
          email
           fields for the
              author listed BEFORE the ones for Tea Rexx.
              Likewise, if the two authors names were reversed,
              you would NOT have to specify blank
          address
           and/or
```

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email
 fields for the second author. I hope that
 makes sense.

1.14 Product-Info field: .construction

.construction:

<<<OPTIONAL>>>

PURPOSE: Describe the type of language(s) used to create

this program and the methods used to build the final executable. If possible, include the compiler version(s) and possibly important

options, such as optimization.

FORMAT: Free form; see

description

for more information.

EXAMPLE: SAS/C++ 6.5 with full optimization.

EXAMPLE: AdaEd.

EXAMPLE: Fortran with self-made compiler.

EXAMPLE: AMOS

NOTES: This is usually closely related to the

exectype

field but differs from it in that the

exectype

might be "Compiled C" but the compiler used $\, \leftarrow \,$

was

"RottenC 0.97"

1.15 Product-Info field: .comment

```
.comment:
```

<<<OPTIONAL>>>

PURPOSE:

FORMAT:

NOTES:

1.16 Product-Info field: .contents

.contents:

<<<OPTIONAL>>>

PURPOSE:

FORMAT:

NOTES:

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1.17 Product-Info field: .date

.date:

PURPOSE: The program's official release date; not the date

it made it into the database.

FORMAT: year.month.day

1 line only

EXAMPLE: 1993.09.27

NOTES: The date format is chosen to be easily sortable.

Note the use of leading zeros in month and day. The full year is to be given in anticipation of

the coming change to a new millenium.

1.18 Product-Info field: .described-by

.described-by:

<<<OPTIONAL>>>

PURPOSE: Specifies who created the description (Product-Info

file) for the program.

FORMAT: Free form; should include an electronic mail

address, too, if available.

EXAMPLE: Fred Fish (fnf@fishpond.cygnus.com)
EXAMPLE: Udo Schuermann <walrus@wam.umd.edu>

1.19 Product-Info field: .description

.description:

PURPOSE: A full-text description of your program, containing

anything that is NOT ALREADY available through the other fields (see above and below.) The reader should gain a good understanding what your program can and cannot do. If you mention other programs

please do not forget to provide a

reference field

for each such mention.

FORMAT: Any number of lines, treated as one line.

Formatting is permitted, but generally discouraged.

NOTES: Do not indent your text if you choose to format

your text into multiple paragraphs. Do not use t as a tab. Leave paragraph formatting to KingFisher.

1.20 Product-Info field: .distribution

.distribution:

<<<OPTIONAL>>>

PURPOSE: Describes the distribution and ownership status

of this software. Please see below for a list of

common (and recommended!) terms to use.

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FORMAT: 1 line EXAMPLE: Shareware

NOTES: Please see the table below for descriptions of the

recommended terms.

LIST OF SOFTWARE STATUS KEYWORDS

Commercial Commercial software is owned and distributed through licenses. It costs money to individual end-users and is not freely distributable.

SUCH PIECES SHOULD NOT APPEAR ON DISKS THAT ARE MEANT FOR FREELY DISTRIBUTABLE SOFTWARE!

Commercial Demo

Represents a demonstration of a commercial package. As such, commercial demos are freely distributable and may have limitations as described in the .limitations field.

Giftware Like shareware, usually.

Shareware Such software is owned and copyrights are held by the author(s). The software may be distributed freely, but not sold for profit, of course. Shareware often specifies a limit of some time after which you are requested or required to register the software (i.e. pay for it.) This provides you with the means to evaluate the software thoroughly before paying for it.

Freeware Such software is owned and copyrights are held by the author(s). The software may be distributed freely, but not sold for profit, which would mean the software is no longer FREEware. No payments are required for such software.

Public Domain Software labeled PD (Public Domain) belongs to the public, i.e. ANYONE. Some people release their software into the public domain with the mistaken idea that they can continue to own and control the program. Not so. Software that is labeled Public Domain (or said by the author to be released into the public domain) truly belongs to anyone and everyone. It is quite legal for someone to take such a program and sell it for profit as is. Likewise, it it perfectly acceptable to modify public domain software to build a better product (or whatever) out of it and then sell it for profit.

GNU Public License

The terms and conditions of this license are long and not easily reproduced here. Suffice to say that software released under the GNU Public License must be distributed with source code.

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They are not public domain, however.

GNU Library Public License

The terms and conditions of this license are long and not easily reproduced here. Suffice to say that software released under the GNU Library Public License must be distributed with source code. They are not public domain, however.

Copyright but Freely Redistributable

The author holds all copyrights but allows the material to be freely distributed under specified conditions.

1.21 Product-Info field: .docs

.docs:

<<<OPTIONAL>>>

PURPOSE: List all documentation files, possibly for viewing

from within KingFisher for more detailed info.

FORMAT: 1 line per file
EXAMPLE: HomeBase.guide
HomeBase.dvi

HomeBase.dvi
HomeBase.doc

NOTES: KingFisher examines the EXTENSION and invokes the

appropriate viewing tool: MultiView/AmigaGuide for .guide files, ShowDVI for .dvi files, more for anything else. These files can also be sent to the

printer via KingFisher (i.e. print .ps or .doc $\,$

files.) KingFisher will honor the PAGER environment variable (defaults to 'more') to

display standard text.

NOTES: Omit any path to these files, unless it is a

relative path from within the program's CD-ROM or disk directory. Do not specify these files if they are located within archive files; remember: the files must exist as they are given here!

1.22 Product-Info field: .email

.email:

<<<OPTIONAL>>>

PURPOSE: Describe a full electronic mail address. Make

sure that this address is complete and reachable even from less well-connected sites. The author of KingFisher, for example, can be reached as

walrus@wam.umd.edu

It would be an error to specify only "walrus" or "walrus@wam" even though these will work within the particular organization where this address

is valid.

FORMAT: Multiple lines; formatting symbols n are not

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required, as physical line breaks are equivalent. Do not specify more than one email address per line. The more you abide by RFC-822 specifications

the better.

EXAMPLES: walrus@wam.umd.edu (Udo Schuermann)

Udo Schuermann <walrus@wam.umd.edu>
"Udo Schuermann" <walrus@wam.umd.edu>
<walrus@wam.umd.edu> Udo Schuermann

NOTES: You may specify multiple electronic mail addresses

in order of decreasing reliability and permanence,

each on its own line.

SEE THE

author

FIELD FOR IMPORTANT INFORMATION

1.23 Product-Info field: .exectype

.exectype:

<<<OPTIONAL>>>

PURPOSE: Describe the type of executable(s) that make up

your program. Examples: 68xxx, AMOS, Script,

ARexx, Compiled basic, Amigabasic, etc.

FORMAT: Free form; see

description

for more information.

EXAMPLE: AMOS

EXAMPLE: 68000, 68020, and 68040.

EXAMPLE: Compiled BASIC EXAMPLE: Compiled ARexx

NOTES: AMOS-based software has been said to not work on

some systems at all; this entry allows a user to determine if the software is worth obtaining in the

first place.

1.24 Product-Info field: .fax

.fax:

<<<OPTIONAL>>>

PURPOSE:

FORMAT:

NOTES:

1.25 Product-Info field: .fullname

.fullname:

<<<OPTIONAL>>>

PURPOSE: The program's full (or complete) name

FORMAT: 1 line only

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EXAMPLE: Amiga Intuition Based Benchmarks

EXAMPLE: GNU C Compiler

NOTES: If the

name

is not an abbreviation then omit the

fullname. No sense in giving the name twice!

1.26 Product-Info field: .installsize

.installsize:

<<<OPTIONAL>>>

PURPOSE: Indicate the minimum and maximum sizes of the

executable as it is installed. The minimum size should give an indication of how much diskspace is required for a minimal installation (perhaps lacking help files and miscellaneous tools) while the maximum size should indicate the absolutely highest amount of diskspace required by the

program.

FORMAT: 1 or more lines; Only the first line has a fixed

format, the rest are free-form. See examples. Always indicate the number scales with a capital

K (for kilobyte) or M (for megabyte)

EXAMPLE: 220K - 2M

Most of the database files can be kept on floppy disks, so valuable harddisk space is not wasted.

EXAMPLE: 18K

EXAMPLE: 38K - 500K

Lots of documentation and example scripts make up

the bulk of the installation.

1.27 Product-Info field: .keywords

.keywords:

<<<OPTIONAL>>>

PURPOSE:

FORMAT:

NOTES:

1.28 Product-Info field: .locale

.locale:

<<<OPTIONAL>>>

PURPOSE:

FORMAT:

NOTES:

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1.29 Product-Info field: .name

.name:

PURPOSE: The program's name

FORMAT: 1 line only EXAMPLE: KingFisher EXAMPLE: HomeBase VI

EXAMPLE: AIBB EXAMPLE: gcc

1.30 Product-Info field: .phone

.phone:

<<<OPTIONAL>>>

PURPOSE:

FORMAT:

NOTES:

1.31 Product-Info field: .price

.price:

<<<OPTIONAL>>>

PURPOSE: Describes the cost of this program to the user.

FORMAT: Any number of lines, treated as one line.

EXAMPLE: \$50 (US), DM75.

NOTES: In order to make this field more useful, it is

STRONGLY recommended that the FIRST currency listed is United States Dollars as shown in the EXAMPLE above. This allows a search to be limited to a common price base. If you charge no money

for this program, omit this field!

1.32 Product-Info field: .reference

.reference:

<<<OPTIONAL>>>

PURPOSE: Full path to where this program's files are stored,

as well as the version that is stored there.

FORMAT: 2 lines per reference: the first line specifies

the full path (with trailing slash) and the second

line, the version.

NOTES: Multiple such fields may be provided to reference

previous versions of this program, as well as other programs that might be of interest. The versions should be listed in reverse chronological

order and SHOULD include the CURRENT entry. Please note that it is VERY VERY VERY important

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that you specify the CORRECT PATH! Without a correct path, this entry will be nearly useless! SPECIFY THE PATH WITH A NEW SUBMISSION ONLY IF YOU KNOW WHERE IT IS STORED; NEW SUBMISSIONS WILL HAVE A PATH ASSIGNED HERE AUTOMATICALLY. YOU SHOULD PROVIDE THE PROPER PATHS TO KNOWN AND EXISTING SOFTWARE.

EXAMPLE: FishROM-0002:Productivity/Databases/HomeBase VI/

417.0

FishROM-0001:Productivity/Databases/HomeBase VI/

415.12

1.33 Product-Info field: .requirements

.requirements:

PURPOSE: List requirements for your program. These should

give the reader enough information to determine if the software will run on his/her system or not. Be sure to specify operating system versions, (hard)disk space requirements, etc. If your program requires any external libraries that are not part of the system software, it would be nice to list them here and comment on whether or not

they are included in the archive.

If your program is known to run on every existing

(Amiga) platform, state this in this field!

FORMAT: Free form; see

description

for more info.

EXAMPLE: 68020, 68030, or 68040 CPU; 3M free RAM; 18M disk

space; at least 640x480 display capabilities!

EXAMPLE: Requires WB2.1 (V38)

EXAMPLE: Requires 1024x768 (or larger) display capability. EXAMPLE: Works only with 4096-channel, 230db BLAZETHUNDER

Audio board.

EXAMPLE: Requires MUI (MagicUserInterface) version 5.

1.34 Product-Info field: .restrictions

.restrictions:

PURPOSE: List restrictions placed upon this program. These

should indicate in which way this program has been made dysfunctional (for demo purposes), problems (bugs) known to exist with this program, or any other thing that lets the user know that this program, as seen in this distribution, may not

fully satisfy the user in some form.

FORMAT: Free form; see

description for more info.

EXAMPLE: Demo version has SAVE and PRINT options disabled. EXAMPLE: The ReadOperatorsMind command fails to work with

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CDTV units. Incompatible with the Discus Ejector

utility.

EXAMPLE: Crashes if iconified while loading a sample or

image larger than 64K.

EXAMPLE: Requires a PAL display.

The program is in German but the documentation $\ \ \,$ EXAMPLE:

offers translations into English and Swahili on

a menu-by-menu and gadget-by-gadget basis.

Do NOT use this field for things like "won't work NOTES:

with KS 1.3" or "won't run with less than 2 Megs

of RAM."

1.35 Product-Info field: .run

.run:

<<<OPTIONAL>>>

PURPOSE: Specifies how to start the program.

FORMAT: visible=type, command

Where 'type' is either WB or CLI to indicate the

required startup environment.

EXAMPLE: HomeBase VI=WB, HomeBase VI

HomeBase VI=CLI, ExecuteMe. HB6

HomeBase VI Fixer=CLI, ExecuteMe. HB6Fixer

EXAMPLE: FishTub=WB, ExecuteMe

NOTES: KingFisher requires that this entry strictly

follows the above format.

The user is shown all text up to the first equal sign (the 'visible' portion.) The 'type' portion must be terminated with a comma (,) and following

it will be the command to be executed.

Selecting it will either invoke the program from the Workbench (invoking it as if double clicked on its icon (if the .info file exists), or execute the indicated shell command line as if it has been

typed at an open console window.

1.36 Product-Info field: .short

.short:

<<<OPTIONAL>>>

A one-line description, preferrably not exceeding PURPOSE:

> 40 characters in length. This description is to give a single-glance insight into the program's

purpose.

FORMAT: 1 line only.

EXAMPLE: Software catalog/search/maintenance tool, multi-user.

1.37 Product-Info field: .source

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.source:

<<<OPTIONAL>>>

PURPOSE: Describe what source code is available with this

program. If source code is not available then

omit this field. The

construction field often

helps further identify the type of source if you

omit details here. How large is the source?

FORMAT: Free form; see

description

for more information.

EXAMPLE: SAS/C, Manx, DICE source (750K) available for \$15

EXAMPLE: Oberon source included. 85K
EXAMPLE: Limited C source (15K) included.

EXAMPLE: All source plus custom libraries, included: 12MB

1.38 Product-Info field: .stored-in

.stored-in:

PURPOSE: Specifies where and especially HOW the application

is stored. This field should specify EITHER the name of a directory (ending with a : or a /) OR the name of a file (one that does NOT end with : or /)

FORMAT: 1 or more lines.

EXAMPLE: FF1000:Disks701-1000/Disks941-960/Disk950/Enforcer/

FF1000:BBS/Disks501-1000/Disks941-960/Disk950/Enforcer.lha

NOTES: It is up to the particular application to decide

how to handle this information. If the extension on the file is .lha, .lzh, .Z, .zoo, .pak, .zip, etc. then you could, for example, call upon the archiver of choice to unpack the application into a

temporary directory and let the user run the

program or list the files, or whatever.

1.39 Product-Info field: .submittal

.submittal:

<<<OPTIONAL>>>

PURPOSE: Identifies who submitted the program to Fred or

else how this program came to be on the reference

disk.

FORMAT: Free form; usually one line.

EXAMPLE: Submitted on disk directly by the author.

EXAMPLE: Downloaded from wuarchive.wustl.edu in pub/aminet/util/misc

1.40 Product-Info field: .tested

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.tested:

<<<OPTIONAL>>>

PURPOSE: Give an indication of which configurations have

served as test environments.

FORMAT: Free form; see

description

for more information.

EXAMPLE: A500(512K Chip, 0K Fast, 1 Floppy), A2000(1M Chip,

2M Fast, 40M HD, 1 Floppy); not tested on 68020+

CPUs.

EXAMPLE: A1000, A500, A600, A2000, A2000/30, A3000, A1200,

A4000/30, A4000/40 with various amounts of Chip and Fast RAM, with and without MMU or FPU. Found to be free of Enforcer hits and able to work with virtual memory products; compatible with Retina, EGS/Spectrum, and Picasso software. Also tested

under V33 through V40 system software.

1.41 Product-Info field: .type

.type:

PURPOSE: A keyword that describes the nature of the program

FORMAT: Preferrably a single word or two.

EXAMPLE: Database
EXAMPLE: Spreadsheet
EXAMPLE: Animation Player
EXAMPLE: Animation Tools
EXAMPLE: Communications
EXAMPLE: Display Commodity
EXAMPLE: Mouse Commodity

NOTES: Avoid abbreviations. Refer to the list below for

suggestions.

EXAMPLES OF "TYPE" WORDS

Action Game Animation Animation Player

Animation Tool Archiver CLI Tool
Communications Compiler Compression

Database Disk Tool Display Commodity
Drawing Image Conversion Image Processing
Library Mouse Commodity Music Composition

OS Utility Painting Picture

Printing Sound Analysis Sound Editing Sound Playing Spreadsheet Strategy Game Text Text Editing Text Viewer Thinking Game Word Processing Workbench Tool

1.42 Product-Info field: .version

.version:

PURPOSE: The program's version number

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FORMAT: MAJOR.MINOR

1 line only

EXAMPLE: 37.100

NOTES: Please note that the Commodore guidelines specify

that the number after the period is NOT a FRACTION but rather a WHOLE NUMBER! Thus, the following is

a valid progression:

37.1 37.17 37.39 37.100 37.170

The following are all vastly different versions:

37.1 37.10 37.100 37.1000

NOTES: The format given for this field is really more of a

SUGGESTION rather than a RULE. There is no reason why you can't store "Today's Version" or "v940205" instead of 18.173. In an ideal world everyone would use Commodore guidelines, but there are

enough exceptions.

1.43 Product-Info field: .beschreibung

.beschreibung:

PURPOSE: Like

.description

but for german users.

FORMAT: Any number of lines, treated as one line.

Formatting is permitted, but generally discouraged.

NOTES: Do not indent your text if you choose to format

your text into multiple paragraphs. Do not use ${\sf t}$ as a tab. Leave paragraph formatting to KingFisher.

1.44 Product-Info field: .release

.release:

PURPOSE: The program's release number

FORMAT: MAJOR.MINOR

1 line only

EXAMPLE: 1.3

NOTES: This should be the "public number".

.version

should be the internal, if exists.

1.45 Product-Info field: .uploader

.uploader:

<<<OPTIONAL>>>

PURPOSE: Specifies who will upload the archive to the aminet.

FORMAT: 1 line with 1 email-address. EXAMPLE: T.Igracki@Bamp.berlinet.de

NOTES: Main purpose is for .readme files.