Conatct97

Steve Boxall

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	TITLE : Conatct97		
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WRITTEN BY	Steve Boxall	November 29, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Conatct97

1.1   Contact97 Address Book

Contact97

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1.2   introduction

Introduction

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Contact97 is my solution to the address book problem. I wanted a small address / telephone book program that did only what I needed. The result is Contact97.

This program provides, using GadToolsBox & Dice 'C' ,data fields for the following:

Name

Company Name

Address (Address has a variable no' of lines)

E-mail Address (currently max 30 characters)

Telephone No.

Fax No.

I have also provided a Search / Find function whereby you can select which fields you wish to search for the text entered.

This was one function that I have always looked for in programs like this.

ONLINE Help is available by pressing the <HELP> key, providing no Edit boxes are active.

#######

####### This is only my Second Amiga program

#######

####### (anything could happen - but I have tested it using Enforcer / Mungwall)

#######

I have a question to those that can answer :

when the program executes it does not return some of its memory unless I AVAIL FLUSH twice, is this normal?

Contact97 is Giftware, by which a gift could be programming hints / tips , registered shareware programs (from the shareware author), or even cash (UK £). You are, however, under no obligation to send anything as the program is not disabled in any way.

The 'C' code and GadToolsBox GUI is included in the archive. (DICE compatible)

1.3   Disclaimer & Distribution

Disclaimer

The author is in no way liable for any changes made to any part of the program, or consequences thereof as he is in no way liable for damages or loss of data directly or indirectly caused by this software.

Distribution

Neither fees may be charged nor profits may be made by distributing this piece of software.

Only a nominal fee for costs of magnetic media may be accepted, the amount of US $5 shouldn't be exceeded for a disk containing Contact97.

CD Manufactures are specifically granted the right to include this program on CD collections, as long as they are for the Public Domain.

Magazine Publications may use Contact97 on their cover disk / CD-ROM, providing a , preferably CD-ROM, copy of the magazine containing the program is supplied to the author free of charge.

1.4   The Author of this software

The Author

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I am Steve Boxall of 12 Forstal Close, Snatchill, Corby, Northants, UK

Like many others I have previously owned Commodore Vic 20's and C64's which I programmed in 6502 Assembler.

However, despite owning an Amiga A1200 for over 3 years I had not until recently written any Amiga specific progams.

Of course through work or college I had used languages such as BASIC, DBase IV/V, ANSI 'C' and some that are more obscure but the Amiga initially had me stumped. Then I acquired the Amiga Developer CD-ROM and I was at the same time learning to use DELPHI 1.0 on the ***dows PC, things began to become clearer on how to program using the excellent Amiga O/S. It is alot more work than in Delphi but the programs are very much smaller and you have more control.

The Only other Amiga program that I have written is Hangman97, also included in this archive.

This is also my first attempt at creating an AmigaGuide document and using it from within my own program.

My Amiga System :

Amiga A1200 Commodore Model

Blizzard A1230 III Turbo 50mhz 8mb Fast Ram

Seagate 290mb 3.5" Harddrive

Power HD external Floppy

4x IDE CD-ROM

All running on a Standard A1200 Power supply!!

Eventually I want to add a POWERUP board, a tower case and a graphics card.

1.5 Installing Contact97

Installing

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I have to appologise for not providing an install script, but I do not yet know how to create one.

Contact97 requires the following libraries to be present:

Asl.Library O/S 3.0+

Diskfont.Library O/S 3.0+

AmigaGuide.Library O/S 3.0+

GadTools.Library included

It also requires the following (included) font:

XHelvetica

The Contact97 directory can be placed anywhere but the AmigaGuide file must be in the same directory or in the system Help: directory

The data file created is written to the system S: directory as Contact97.Dat when you first choose to quit Contact97.

1.6 Using Contact97

Contact97

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Main Window The Main Window

Edit Window Editing Window

Find Window Find Window

Quiting Installing Contact97

1.7 Main Window

Main Window

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Add Button Adding New Names

Edit Button Editing Names

Find Button Finding Names

Delete Button Deleting Names

Quit Button Exiting Contact97

1.8 Adding Names

Adding New Names

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To add a NEW name simply type the name into the edit box on the Main Window and select Add using one of <R-Amiga a>, Contacts Menu->Add, Add Button.

If a duplicate Name is given then a requester will appear, click Ok and enter a different name.

The name is then added and the Edit window will appear.

1.9 Edit Button

Edit Button

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To edit an existing name simply type the name into the edit box on the Main Window or double-click the name in the list on the Main Window.

If the name exists the Edit window will appear.

Names can also be edited via the Find Window.

1.10 Find Button

Find Button

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This button takes you to the Find Window.

1.11 Delete Button

Delete Button

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To Delete an existing name simply type the name into the edit box on the Main Window or selecting the name in the list on the Main Window.

If the name exists a requester will appear asking if you are sure that you want to delete the name.

1.12 Quiting Contact97

Quit Button

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This button allows you to save your data and/or quit the program.

It will first bring up a requester asking if you wish to save your data.

Then it will ask if you wish to quit.

(TIP : if you are adding names then select quit, save YES, Quit NO)

1.13   Edit Window

Edit Window

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The Edit Window contains the following gadgets:

Name Name of Person*

Company Name Company Name

Company Address Company Address

Email Email Address

Telephone Telephone Number

Fax Fax Number

Ok Accept Changes

Cancel Cancel Changes

1.14   Name of Person

Name Of Person

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NEVER change the contents given in this gadget.

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1.15   Name of Company

Company Name

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Company Name can be Max 30 characters - DO NOT use commas in name

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1.16   Address of Company

Company Address

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Each Company Address Line can be Max 30 characters

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DO NOT use commas in name

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Use the '+' gadget to add another line to the bottom of the list

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Use the '-' gadget to delete the selected Address Line

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To change an address line SELECT it in the list then enter the

changes in the edit box.

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1.17 Email Address

Email Address

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Email Address can be Max 30 characters - DO NOT use commas

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1.18 Telephone Number

Telephone Number

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Telephone Number can be Max 20 characters - DO NOT use commas

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1.19 Fax Number

Fax Number

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Fax Number can be Max 20 characters - DO NOT use commas

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1.20 Accept Edit Changes

Accept Changes

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Accept the changes made

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1.21 Cancel Edit Changes

Cancel Changes

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Cancel the changes made

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1.22 Find Window

Find Window

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The Find Window contains the following gadgets:

Find Text Text to Search for

Find Fields Fields to Search

Find Result Search Result

Find Search

Cancel Return to Main Window

1.23   Text to Search For

Find Text

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Text to search for, can be Max 30 characters - DO NOT use commas

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1.24   Fields to Search

Search Fields

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Place a check mark (a tick) against each of the fields you wish

to search for the text entered

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1.25   Search Result

Find Result

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This displays the result of the search, double-click the item

that you wish to view or edit

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Double-Clicking an Item brings up the Edit Window

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1.26   Accept Search

Accept Search

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Do the search using the criteria entered

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1.27   Cancel Search Window

Cancel Search

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Returns to the Main Window

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1.28   Development History

Development History

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97-06-24 First Internal Release V1.0 - No Printing Functions

- List of Names NOT sorted

1.29   Development History

Credit where Credit due

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Credits in no particular order :

Amiga Technologies For supporting the Amiga

Schatztruhe For publishing the Developer CD

Gateway 2000 For giving the Amiga another chance

JABA Development For GadToolsBox

Mat Dillon For DICE 'C'

BSB Books For their Mastering Amiga series