Address

Kristoffer Larsson

COLLABORATORS

	TITLE : Address		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Kristoffer Larsson	July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Address

1.1 Address 1.0 Copyright © 1997-1998 by Kristoffer Larsson

```
     Address 1.0

Copyright © 1997-1998 by Kristoffer Larsson

    ~Disclaimer           Oh no, don't blame me!
    ~Introduction         What is Address?
    ~Requirements         What are the needs of this program?
    ~Features             What can Address do?
    ~Installation         The installation procedure

    ~The Main Window      What are the basic components of Address?
     The New Window       How can I create a new record?
     The Edit Window      Darn, I want to change that record!
    ~The Show Window      Now, what's that particular person's address?
    ~Strange Sorting      Why does it sort so strangely?

     The Author           Who am I?
    ~Bugs~~~~~~~~~         Why doesn't it work?!
    ~Acknowledgements     Graditude is everything
     History              What has happened?
    ~The Future~~~        What will happen?
```

1.2 Disclaimer

```
     Disclaimer
     ~~~~~~~~~~
```

THERE IS NO WARRANTY FOR THIS PROGRAM, TO THE EXTENT PERMITTED BY
APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT
HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT
WARRANTY OF ANY KIND, NEITHER EXPRESSED NOR IMPLIED, INCLUDING, BUT
NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS
FOR A PARTICULAR PURPOSE. THE QUALITY AND PERFORMANCE OF THE PROGRAM
IS   NOT   GUARANTEED   AND   ALL USE WILL BE ON THE USER'S OWN
RESPONSIBILITY. SHOULD THE PROGRAM PROVE DEFECTIVE, PROSPECTIVE COSTS

FOR SERVICE, REPAIR OR CORRECTION WILL BE COVERED BY THE USER.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING
WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE
PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING
ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING FROM
USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS
OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU
OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY
OTHER PROGRAMS), EVEN IF SUCH A HOLDER OR OTHER PARTY HAS BEEN ADVISED
OF THE POSSIBILITY OF SUCH DAMAGES.

PERMISSION IS GRANTED TO THE COMPILERS OF THE AMINET CD-ROM TO
DISTRIBUTE ADDRESS ON THEIR CD-ROMS.

THE PROGRAM ADDRESS, THIS DOCUMENTATION AND ALL OTHER FILES IN THIS
ARCHIVE ARE COPYRIGHTED © 1997-1998 BY KRISTOFFER LARSSON, IF NOT
SPECIFICALLY STATED OTHERWISE.

1.3 Introduction

      Introduction
      ~~~~~~~~~~~~~

Address is for the time being E-mailware. This means that if you want
to use the program you must send me a letter telling me what you think
about it, or what I might do to improve it, or what annoying little
bugs you have discovered. If you fail to do so, the Address Monster
will haunt you in your nightmares forever ...

However, let's get serious. Address is a very small and hopefully
pretty fast tool that handles addresses in a most effective way. The
program allows you to store a great deal of information about a person
– such as his name, E-mail address, phone number, street address, et
cetera – and then access all this data simply by double-clicking the
person's name, which is presented in a listview in the Main Window.
Of course you can also edit the data in any way you see fit at any time
after storage, you can make a paper hardcopy of all the data using your
printer and you can remove a person from the database.

This is my first major Amiga program ever, so I hope you'll forgive me
if it doesn't fill all your needs and expectations. There exist so many
programs out there that can do at least part of what Address can do.
However, I haven't found anything this small – the program is only
22 kilobytes – that has all the features Address has. Mostly these other
programs are very large and slow and can do so much more than what is
really necessary. This is one reason I made Address. Another is my
sister's expressed need for a digital database where she can store all
her friends' addresses, phone numbers, nicknames and so on. The third
reason, and perhaps the strongest one, is that I've recently learned how
to program in C, and I needed to find out just how good a programmer I
was and how much I had really learned.

This program uses MUI which is a splendid graphical user interface made
by Stefan Stuntz.

I hope you'll enjoy and make practical use of Address. Just remember,
send me some E-mail if you decide to use it regularly ...

Kristoffer Larsson – author of Address.

1.4 MUI

This application uses

MUI – MagicUserInterface

(c) Copyright 1992-97 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
lease 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

Support and online registration is available at

http://www.sasg.com/

1.5 Requirements

Requirements
~~~~~~~~~~~~

Address is a very non-demanding program when it comes to what it
requires in the form of hardware and software to run. However, it

has a few fundamental requirements:

* You need an Amiga.

* You need MUI 3.8.

* Since MUI needs AmigaOS 2.0 or higher, so does Address.
  However, if your system is not localized you might experience a not
  entirely correct sorting of the names in the listview. If your system
  is localized there is still a chance part of the sorting isn't totally
  correct for all languages. By installing the proper "#?.language" file
  that is included in this archive, you will in all probability achieve
  an accurate sorting. To find out more about this, click here.

* You don't really need a harddisk to run Address but since it's pretty
  difficult, if at all possible, to run MUI from floppy disks and since
  Address needs MUI you can figure out the rest for yourself.

* If you would like to make a hardcopy of your data you need a printer.

That's about it! If you experience some problems with Address on your
computer and all crucial demands above are fulfilled, please don't
hesitate to contact me immediately; that way perhaps we can work out
a solution together.

1.6 Features

      Features
      ~~~~~~~~

Below are a few features that I think best describe Address.

The program ...

* allows you to store a wide range of data about a particular person.

* has a very neat GUI (Graphical User Interface) which makes sure that
  every function is easy to find and understand in a fast and effective
  way.

* offers the possibility to save the data to a database. The only limit
  as to the size of this database is the available space on your
  harddisk/floppy disk.

* stores all changes to the database the split-second you confirm them,
  e.g., by clicking "OK". This minimizes the risk of a computer crash
  or Guru Meditation causing any errors in your valuable database. This
  also means that you don't have to worry your head about saving the
  data, it is done completely automatically the minute you add the entry
  to the database.

* permits you to print a person's data using your printer.

* automatically sorts the names in the listview alphabetically, which
  makes it very easy to find a particular entry.

* can be fully controlled using the keyboard as well as the mouse.

* is very small and thus very fast.

* will be continually supported by me.

* is a completely Swedish product. :-)

1.7 Installation

```
    Installation
    ~~~~~~~~~~~~
```

The best way to install Address is to run the program Install-Address
from your Workbench by double-clicking the appropriate icon. This file
uses Commodore's Installer and performs the installation procedure with
as little input from you as possible. I have encountered many programs
with defective installation procedures in my days; the Address
installation script shall NOT be another one of those faulty procedures.

Commodore's Installer is not included in this archive, but unless you
already have it - which I suspect many of you do - the program is easily
obtained from Aminet and other sources.

Good luck with the installation!

1.8 The Main Window

```
    The Main Window
    ~~~~~~~~~~~~~~~~
```

Address consists of several different windows which all have different
meanings and functions. When you first start Address you are greeted by
the Main Window, which is split into two parts.

The upper one, Records, contains a listview. This is the core of Address.
Here is where you will see the names of all the people currently stored
in your Address database. By double-clicking any of the names the Show
Window will unfold in front of your anxious eyes and you will see every-
thing you have stored about this particular person. You can achieve the
same effect by clicking the "Show" button in the lower part of the
window, under Operations. Of course you can also press <S> or <s> on
your keyboard to activate the Show Window.

The entries in the listview are automatically sorted alphabetically
whenever you create them, but if you still would like to rearrange the
order, just select a record and drag it with your trusty mouse to a
place of your choice.

There are a few other interesting buttons in the lower part of the
window, i.e., the Operations part:

* New, which triggers and opens the New Window, where you can create
  a new record, i.e., input data to store a new person in your database.

* Edit, which triggers and opens the Edit Window, where you can alter
  any previously stored information. Thus, if your friend changes his
  street address, all you need to do is enter this window and change the
  "Street Address" field accordingly.

* Show, which triggers and opens the Show Window, which we talked about
  above. The New Window and the Edit Window are pretty alike in certain
  respects; the Show Window differs slightly in its layout and design.
  This is due to my ambition to make every window as well-organized as
  possible. The windows are also designed to fit their purpose in as
  smooth a way as possible.

* Print, which triggers a print-out to your printer of the stored in-
  formation about the selected person. There is not much more to say
  about this function, it's pretty self-explanatory. Try it!

* Remove, which deletes all data about the selected person from your
  database. Note: There is NO way to restore the information you are
  deleting, it's gone forever the second you activate this button.

You will notice there is no "Quit" button. The reason for this is I've
put that function in the menu instead. This is rather insignificant,
but you have your basic options:

* About, which triggers and opens an "About" window about the program.
  Here you'll find my e-mail address and some other, probably not too
  interesting, data.

* About MUI..., which triggers and opens the "About MUI" window, a window
  you might recognize from other programs.

* Settings... -> MUI..., which triggers and opens the MUI User Interface
  Settings for Address. Here you can configure the Graphical User Inter-
  face (GUI) of Address in more ways than most people thought possible.

* Quit, which would be a rather appropriate menu item to choose if you'd
  like to quit Address. Actually, I can't think of any reason to do this,
  but the human mind works in mysterious ways. :-)

You can reach the listview and all the buttons in the program through
the keyboard and the same goes for the menu items. Try <TAB>, notice the
underlining of certain letters and look to the right of the menu items,
and you'll understand what I mean.

Have fun!

1.9 The New Window

        The New Window
        ~~~~~~~~~~~~~~~

Whenever you want to insert a new record into your database, this is the
window you should open. Here you can input lots of information about a
person, such as his name, his e-mail address and perhaps the number to
his cellular phone.

When you open this window the cursor is automatically placed at the
beginning of the "Nickname" field. If the subject at hand, i.e., the
person you are currently registering in the database, has a nickname
you are aware of, just write it here and then press <ENTER>. You will
notice that the cursor now moves to the beginning of the "E-mail" field.
If there is no nickname to enter into the database you can of course
press <ENTER> without entering any data in the "Nickname" field and
still end up in the "E-mail" field. You don't have to input any data in
all the fields. In fact, you don't have to input any data in any field
at all, but what would be the point of an entry containing no data? :)

There is no need for you to enter the data in the order I suggested
above, you are free to click with your mouse in any field whenever you
choose. You can also enter the fields by pressing the underlined key of
the field you want to access. The only thing you have to remember is
that you must press <ENTER> after you have inserted any data, otherwise
it won't be registered in the database.

Finally, you can either choose to insert the entry you have created
into your database by choosing "OK" or you can skip the entry, i.e.,
throw it in the waste-basket, by choosing "Cancel".

Once you have clicked "OK", that is if you want to store the entry, the
record is entered into the database which then instantly saves itself to
your harddisk/floppy disk. In other words, you NEVER have to worry about
saving your data to a disk, it is done automatically the split-second
you press "OK".

1.10 The Edit Window

     The Edit Window
     ~~~~~~~~~~~~~~~~

This window looks almost exactly like the New Window and its purpose is
almost the same. You see, there is a difference. That's why they both
exist, and not just one of them.

Occasionally, because of changes in your life or in your friends' lives,
you need to update the database. Perhaps your uncle has moved and he has
a new address or maybe your grand-mother (!) has bought a cellular phone.
Events like these make the information you have stored in your database
obsolete and/or erroneous. You need to alter the data. You need to Edit
the data.

To do so, select the entry you wish to change in the listview and click
the "Edit" button. Now, the Edit Window will appear on your screen.
You will notice that some of (or all) the fields are occupied by all
kinds of data. This is the information you registered in the database
when you created this particular record, i.e., when you inserted this
particular person into your database.

Now all you have to do is access the fields you wish to edit, perform
the changes, press <ENTER> after every change and then trigger the "OK"
button to store the changes in the database. If you do not wish to make
the changes permanent, just trigger "Cancel" instead.

Once you have clicked "OK", that is if you want to store the changes,
the record is entered into the database which then instantly saves it-
self to your harddisk/floppy disk. In other words, you NEVER have to
worry about saving your data to a disk, it is done automatically the
split-second you press "OK".

1.11   The Show Window

    The Show Window
    ~~~~~~~~~~~~~~~~

To reach this window you have to select the record you wish to explore
and trigger the "Show" button. You can also just double-click the record
in the listview and you will automatically be transferred to the Show
Window.

The main purpose of this window is to provide you with an easy way to
find out what you have stored about a certain person in your database.
I imagine this is the window you will use the most. The whole meaning
of Address is to help you organize all the addresses, telephone numbers,
et cetera, that today lie on your desk in a very non-organized fashion.
However, there would be no sense in registering all these addresses and
numbers in the database if you couldn't access the data in a very easy
way, would there?

Well, ta-da! Here is your data! Just enter the Show Window and you'll
see what you have stored in the database about this particular person.
Can it be any easier? I don't think so. :)

1.12   Strange Sorting

    Strange Sorting
    ~~~~~~~~~~~~~~~~

If you are using AmigaOS 2.1 or higher and have chosen either "Svenska",
"Deutsch" or "Norsk" as your default language in Locale, or you speak
íslenska and haven't found any "íslenska.language" on your "Locale:" disk,
there exists a high probability that the sorting of the names in the
listview is not totally correct. The reason for this is that Commodore
released incorrect "#?.language" files. The "<yourlanguage>.language"
file is the one that resides in "Locale:Languages/" and it controls
various localized settings, like the proper spelling of the weekdays in
your language. If the file that is installed in your system is any of
the ones listed below, you should replace it with the correct one that
is included in this archive. If you speak íslenska you can also find a
correct "íslenska.language" file in this package.

The faulty files in question are:

svenska.language, version 38.5 (12.3.92), which was compiled on the
6th of July 1994 and has the size of 1056 bytes.

deutsch.language, version 38.4 (30.3.92), which was compiled on the
6th of July 1994 and has the size of 1068 bytes.

norsk.language, version 38.4 (7.4.92), which was compiled on the
6th of July 1994 and has the size of 1052 bytes.

1.13 The Author

       The Author
       ~~~~~~~~~~

Well, the author is me, Kristoffer Larsson. I am currently 21 years old
and live in Stockholm, the capital of Sweden. I'm studying Computer and
System Sciences at the Stockholm University and hope to become a skilled
computer wizard in a few years.

I am very fond of programming, but I prefer the third generation of
programming languages, like C or Pascal; 4GLs are not of any interest
to me. However, I find the particular fourth-generation language SQL
(Structured Query Language) rather okay to play around with. The third
generation language HTML (HyperText Markup Language) is pretty nice too,
I use it all the time when I'm updating my homepage.

When it comes to computers, I have an Amiga 1200 and I'm very proud of
it. In school I'm forced to use Macintosh, PC and UNIX (which is much
better than the first two ones) but the Amiga is and always will be in
the core of my heart. However, I am not one of those Amiga fanatics that
won't even touch a computer of another brand; I love computers too much
for that. ;-)

The Star Wars Trilogy are the greatest movies ever done and George Lucas
the greatest filmmaker in the world. I guess you could say I am a Star
Wars fanatic, but I won't let it control my life. Not that much, anyway.

I also believe Michael Jackson is one of the greatest entertainers of
all time; unfortunately his latter albums have not been that great. :(

I have a web site on the Internet where you can find more information
about me, about Star Wars, about movies in general, and about a lot of
other things.

The URL (Uniform Resource Locator) to my home page is:

http://www.nada.kth.se/~d95-kla

Please feel free to stop by any time!

If you'd like to contact me, which you do if you consider using Address
regularly since the program is E-mailware, these are a couple of
addresses that might be of use:

```
E-mail: kris-lar@dsv.su.se
        d95-kla@nada.kth.se
```

```
Fidonet: 2:201/506.42
```

When you have used Address a couple of minutes and are just beginning to
realize the enormous potential of the program and how deeply it will
affect and serve you in years to come, you might want to express your
extensive graditude to me by sending me some money, computers, cars or
anything else appropriate. To do so, you will need my snail-mail address.
So, I guess I'll have to give it to you:

```
Kristoffer Larsson
Stamgatan 69
125 74 Älvsjö
Sweden
```

If you have any questions or suggestions about Address, or you wish to
commend me on my excellent programming skills, please don't hesitate to
send me some e-mail. I'm reading my mail several times every day and
the addresses I mentioned above are equally valid.

I hope you will enjoy Address and have a need for it.

Kind regards,

Kristoffer Larsson

1.14 Bugs

```
Bugs
~~~~
```

I haven't found any bugs in Address so hopefully there aren't any, but
I'm sorry to say I have yet to see a completely error-free computer
program. Please report to me any bugs you find and I will fix them as
soon as I can.

Since I have only tested Address in my particular environment – consist-
ing of an Amiga 1200, AmigaOS 3.1, a Blizzard 1230-IV, 16 MB FAST RAM,
2 MB CHIP RAM, a HP LaserJet 5L, and some other stuff – I have no know-
ledge whatsoever as to how it would work – or not work – under other
configurations. It would be great if you could tell me what your con-
figuration is and how Address works in your system in the e-mail you
are sending to me when you have decided that you want to use the program
for the remaining of your days on this Earth. Thus I can include this
particular environment in the documentation of the next version of
Address as one that the program is guaranteed to work in.

If you have any suggestions as to how I can make Address even better
a program, don't be afraid to share also these with me. I have only
so much imagination. :-)

1.15   Acknowledgements

```
    Acknowledgements
    ~~~~~~~~~~~~~~~~~
```

Several people have contributed to the release of Address and I owe
them all my graditude.

Thank you so very much ...

* Philip A. Vedovatti, for his beautiful NewIcons especially made just
  for Address.

* The Strange Intelligence guys, for their fine icons especially made
  just for Address.

* Konrad Dubiel, who made the new "#?.language" files, for permitting
  me to include these files in the Address archive.

* My very dear friend Christel Kantola, who so excellently proofread
  this documentation.

Thank you, thank you, thank you ...

1.16   History

```
    History
    ~~~~~~~
```

Version 1.0: 20-Mar-98

Initial release.

1.17   The Future

```
    The Future
    ~~~~~~~~~~
```

So what will happen to Address in the future? Well, that all depends on
how much e-mail I get from you, the users of the program. If you have
any suggestions as to what you would like to see implemented, please
contact me and I'll perhaps make your wish(es) come true. :)

I already do have some features I would like to implement in the next
version of Address, though. These are:

* Localization. I would like for the program to be totally localized so
  you can all experience the true wonder of Address in your own, native
  language.

* Different databases for different users and/or different needs.
  Today all the data is stored into one file, the name and location of

which you, the user, cannot decide. I would like for Address to be a
little more flexible at this point; perhaps you will be able to use as
many different databases as you'd like and store them under the names
and in the drawers of your choosing.

* Extensive help bubbles. I would like for the users of Address to at all
  times know exactly what is possible to do and how it is done. By using
  help bubbles I will come a little closer to achieving that particular
  goal.

That is it! Any and all of your suggestions will be carefully considered,
so please let me hear them!

Until then, have fun using Address and don't abandon the Amiga; in a few
years time Amiga International will be a larger and more successful
company than Microsoft ever was. :-)