

readme

COLLABORATORS

	<i>TITLE :</i> readme		
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Chapter 1

readme

1.1 main

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1.2 1.0 Installation

Simply copy siliconjournal to <filename> where <filename> is where you want to put it. For example:

```
copy siliconjournal to dh0:c
```

The program will run from either workbench or CLI. However the machine must have been booted from workbench or it may not work properly.

The program currently assumes an 80 column display setting (topaz 8 font). It might operate on different settings, but the screen layout will be pretty chaotic. It is also assumed that all workbench printer drivers etc. are set up correctly.

1.3 2.0 Main Menu

When the program is run, a black screen will appear with six large icons on it. This is the main menu. At this point the mouse can be used to select one of six possible operations :-

```
Enter text -          shown as a pair of hands typing
```

at a keyboard

- Print text - shown as a computer, an arrow pointing to the right and a printer
- Load text - shown as a computer, an arrow pointing to the left and a disk drive
- Save text - shown as a computer, an arrow pointing to the right and a disk drive
- View entry - shown as a book with a page torn out and an arrow pointing to a screen
- Exit - shown as a large exit door.

In all cases, (except Exit ,) the program then switches to an 80 column screen which is blue on white for WB1.3 and grey for WB2 and WB3 users. After the completion of the selected operation, (again except for Exit ,) the program will return to Main Menu.

Note: Although it is possible to switch between the two screens using the standard front/back gadgets, this is not advised because you will need to return to and reactivate the screen the program was on at the time, before the program will let you continue.

1.4 3.0 Enter Text

When selected, this part of the program will first clear any existing diary entries out of memory in order to prevent multiple copies of an entry being stored by mistake.

Next the program will ask you for a subject heading to identify the new entry. This is just to make it easier on yourself when locating it later. If you give all entries the same subject title it may be harder identifying which is which. Enter up to fifty characters at this point. You will be able to use the backspace to delete a character to the left of the cursor. (Except when on the 50th character when it will delete the character under the cursor.)

Next the program will attempt to read the time and date from the system. If your computer is not fitted with a real-time clock, then this information will probably be completely wrong.

The program will ask if you wish to change the information. If you do wish to then press the 'Y' key, otherwise the program will proceed to the editor stage where you type in the entry itself.

If you wish to change the date and time, the program will first ask for a new date and then (if it accepts the former) a new time. The program will expect exactly 8 characters in each case and the backspace will behave as with the subject heading, only this time the backspace key will only delete the character under the cursor when on the eighth character. The third and sixth characters are ignored.

If the program does not accept the information it will ask you for it again, otherwise it will ask you to confirm it. (Type 'Y' to confirm)

1.5 3.1 The editor

The program has a (somewhat) full screen editor. I say somewhat because it lacks the sort of facilities found in word processors or other programs of a similar nature. The system operates entirely from the keyboard (with one exception which is explained shortly.)

The program will automatically attempt to word-wrap any text as it is typed in. The cursor is moved with the four cursor keys and you can insert text in a previously typed in paragraph by simply moving the cursor to where you want it to be and starting to type in you new text. With the first keypress the line will be split with the text to the right moved down onto a new line to make room. As you type, new text will be word-wrapped automatically. When you have finished, just move the cursor away using one of the cursor keys and the paragraph will be tidied up again.

If for some reason a paragraph is not correct it is possible to ask the program to reformat it by pressing the F1 key.

A new line can be inserted by use of the ENTER key.

Both the 'delete' key and the 'backspace' key work in this editor

The HELP key can be used to call a small 'help' window with a list of these keys in.

Closing the window with the mouse (select the close window gadget in the left hand corner of the window that appears) will return you to the editor.

If you press 'return' at the beginning of a line to insert a blank line, it may add two lines. This is not a bug, but simply a quirk of the way the editor works. The second one will vanish when the paragraph is reformatted.

A more noticeable quirk is that because of the way the word-wrapper works, if you insert a new piece of text inside an existing word the program will create an extra space. This might happen if you wanted to make an existing word into a longer word. Just get rid of this space by move the cursor over it and using the delete key.

To leave the editor press the ESCape key or holding 'CTRL' and then pressing '\' .

Because this is meant to be a diary program (of the journal kind, not one of the hundreds of appointment book programs doing the rounds) a design decision was taken that once an entry is finalised it is permanent and the program will not allow you to change the entry later - so get it right before leaving the editor. The idea being that a diary is a sort of historical document and that once a thing is

committed to silicon it should stay that way and not be altered at a future date.

[Of course you CAN change the file on the disk using an ordinary editor, but this does rather defeat the object of the program, and unless the record lengths created by the program are also changed to match, the data thus changed will not load properly]

When you try to leave the editor a warning requester should appear. If you are happy with what you have typed in click on the 'proceed' box. If you decide to make some changes at this stage, click on the 'go back' box.

At the end of all this the program will automatically jump to the 'Save' routine (explained later) to put the entry on the disk.

1.6 4.0 Print Text

If there is no entry currently in memory this routine will first call the load to load all the entries into memory so that it has something to print.

You are first asked if you wish to print all the entries. Press the 'Y' key if you want to print out the lot, otherwise press the 'N' key.

Printing all entries is not recommended if there are a lot of them, which can all too easily happen if the diary is in use for any length of time. At present the only way to stop the routine once this has been selected is to turn off the printer and then when about 30 seconds later the 'printer trouble check cabling' requester comes up select 'cancel'.

Pressing 'N' invokes the search routine. Having identified the entry it will be printed.

Note due to a slight oversight, the program currently assumes that there are no printer margins set in workbench preferences, so if there are any, the text will be printed, but may look a bit strange on the printer.

1.7 4.1 Search routine

This may seem a little complicated at first, but bear with me, it's actually intended to speed up entry identification for printing (or viewing.) First a page headed 'Search for Entry' appears with various boxes which can be selected and typed into. The idea is that you can use as many or as few of these as you wish. You don't actually have to type anything into any of them. The program will actually run faster (sometimes considerably so) if you leave them all blank, but this may put more work onto you later on and less onto the machine.

The first two boxes are to allow you to narrow the search by not

allowing entries before a given date or after a give date. The accepted form is in British notation.

DD MM YY (the space character is actually ignored except for alignment purposes, so you could type 28#03@94 if you like.)

DD is the day (must be two digits in the range 01 to 31)

MM is the month (01 - 12)

YY is the year (00 - 99)

Next is the subject box. I personally prefer not to use this one much, because the program is case-sensitive (capitals matter) and it's all too easy for a small typing error to mean that the routine rules out an entry you actually wanted.

The last six boxes are for up to six optional keywords. However the program will run more slowly if you use them. In fact, the more keywords used, the slower the search. If you have a large number of entries (several hundred say) the program can take several minutes, just on the one keyword. However this facility is provided because if you can stand the wait, it can considerably reduced the number of entries for you to choose from at the next stage.

The big box with the writing in is actually a switch for use with the aforementioned keywords. You can have it so that either the program must find entries which contain all of the keywords you have asked for, or for it to be sufficient for a entry to contain just one of them.

The last two icons are the important ones. The tick means 'proceed' and the cross means 'cancel'..

The easiest thing to do is simply to click on the tick mark as soon as the page appears. This will use whatever is currently in the boxes. If there has not been any change to the diary since the last search operation, then it will also skip over the next section without wasting time looking for what it found last time it was called.

When the search is complete the screen changes to show a list of all the entries that fulfil the conditions that you have specified. (If there weren't any it will be the complete list).

Each entry in the list is represented its subject header, the date and time it was created, number of lines long and the first line in the entry.

To select the entry just click the one you want.

IF there are more than nine to choose from, a slider gadget will appear to the right of the screen. By pulling the slider bar, you can adjust the position in the list that can be seen on the screen.

At the bottom of the screen is the total number of entries available.

1.8 5.0 Load Text

After checking that there is nothing in memory about to be overwritten, (a warning requester will appear if there is, giving you one chance to change you mind,) the program will first clear all entries from memory and then display a file requester asking for the name that of the disk file that the diary is stored in. The complete diary is then loaded into memory.

Users of WB1.3 (Older A500s - Not plusses) will have to put up with my attempt at a file requester. It lacks the little arrows of the ARP one or the plush look of CBM. It's even rather slow but it does actually work. If the lack of speed is driving you bananas it is possible with a bit of practice to short-cut the operation when it first appears by typing in the path and filename into the string gadgets using the mouse to select each gadget (without pressing ENTER) and selecting the tick mark before the requester starts chugging away at the disk.

The cross symbol means cancel, the tick means proceed, drive really means DOS device which can be saved to or loaded from and the rest should be fairly easy to figure out if you have used file requesters before. You must use the tick mark to proceed. You can't simply double click on the filename you want to use.

Users of more modern machines get to use CBM's standard new look file requester instead. It's functionally much better than mine as well as looking better. The programmers among you will know it's the one in the asl.library from workbench 2 onwards.

1.9 6.0 Save Text

This routine is actually very similar to the previous one - it uses the same file requester although WB2+ users get to use CBM's slightly different 'save requester'.

Apart from the obvious difference except that it saves text to disk instead of loading it, there are two other small differences.

It doesn't actually 'save' text in the usual fashion. If the file to be used already exists, as will usually be the case unless you are in the habit of keeping multiple diaries, it appends the text. ie. it adds the new entries onto the end of the file immediately after the old ones.

The other difference is that if the routine is invoked when there are no entries in the memory, it then invokes the load routine first. If the load is cancelled, it gives up and just returns to the main menu screen.

1.10 7.0 View an entry

There wouldn't be much point in a journal if you couldn't look at what you've got stored in it, so this is the routine that lets you do just that.

If there are no entries in memory already the routine will call the load routine first in order to have something to 'view'.

In order to determine which entry you wish to look at the program first goes through the same search routine as explained in section 4.1.

Having told the program which entry you wish to see the program then invokes the 'viewer' routine.

As with the editor will bring up a little window explaining what the various keys which control it do.

However this are not the quite the same.

The keys that control the viewer are as follows...

HELP	Brings up list of keys in window (close window to get rid of it)
'Down' cursor key	moves down one line
'Up' cursor key	moves up one line
Shifted 'Up' key	moves up a whole page [33 lines]
Shifted 'Down' key	moves down a whole page
HOME key	Moves to top of entry [first page]
END key	Moves to end of entry [last page]
ESC key	leaves viewer and returns to main menu screen

As it happens the following keys also work

8 and A	= 'up' arrow
2 and B	= 'down' arrow "
9	= Shifted 'Up' arrow
3	= Shifted 'down' arrow
7	= END
1	= HOME

Q and ENTER both leave the editor

1.11 8.0 Exit

No prizes for guessing what happens when you select this icon.

The program terminates and returns you to the Workbench screen (if called from there.) If it closed down the Workbench - as it will do if there are no other tasks running, although the program should be able to multitask - it will reopen it.

If you like this program please send £5.00 to...

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