

FKM-Help

COLLABORATORS

	<i>TITLE :</i> FKM-Help		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

FKM-Help

1.1 Contents

F K M v1.32
The manager for the expenses of your vehicle
Der Fahrzeugkosten-Manager
=====

Author: Stefan Thomé

Contents:

- Introduction
- Copyright and licence
- How to start the FKM
- Basics about the FKM
- The menus
- Index

1.2 introduction

Introduction
=====

Who doesn't know the situation: The tank of your car is nearly empty. You go to the next filling station and you are angry about the ascent of the petrol-price since the last refueling. After the refueling you leave much money at the filling station attendant. You think this would last for a while, but in a short time the same procedure repeats.

The FKM can't prevent this situation, but it can help to reduce these procedures and to lead to more economic driving. Moreover you have a general view of your expense of fuel and your distance covered and you can let it show you these values in a clear diagram.

You have only to notice the datas on the bill of the refuelings

regularly and to transmit it to the FKM.

Features of the FKM:

- Output of the datas in an diagram
- Statistical evaluation of prices, distance and consumption
- Print of a list of all the refuelings
- Print of the screen contents
- Style-Guides compatible User-Interface
- Comfortable online-helpsystem for menus and requesters with AmigaGuide
- Variable fonts for diagrams and statistics
- Self-configurable with menu or tool-types
- variable units for length, capacity and currency, as well as decimal point and dateformat

1.3 copyright

Copyright and licence

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Copyright (c) 1991-93 Stefan Thomé

With purchase of the COMPLETE Version of the FKM you get the right for the installation and the using of the FKM on one computer-system. Backup-copies for yourself are allowed.

The DEMO-version of the FKM is freely distributable. All files described in the file "Contents.txt" must be included. But the copyright belongs to Stefan Thomé.

The program may not be copied without my permission in several PD-series and not be commercially distributed.

It may be copied by everyone who does not demand more than DM 5,-- or US \$ 5,--.

There is no guarantee that the FKM is 100% errorfree. You use the program under your own risk. The author can not be made responsible for any damages caused by the program.

The FKM was programmed with Kick-Pascal 2.1 from MAXON-Computer.

Installer and Installer project icon

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amigaguide.library

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1.4 start

How to start the FKM

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- System requirements
- The installation
- Start from the Workbench
- Start from the Shell

1.5 system requirements

System requirements

To start the FKM any Amiga with at least 512 KByte memory and one disk drive is required. The program is compatible to Amiga OS 1.3, 2.0 and 3.0.

1.6 installation

The installation

The FKM uses the Commodore Installer for his installation. Start the Installer by double clicking on the the icon »FKM-Install dt« (german Installation) or »FKM-Install engl« (englische Installation) dependign on the language you want the FKM to use with.

At the beginning of the installtion you will be asked about the installation mode:

- Novice - all decisions made by Installer
- Average - only important decisions made by user
- Expert - user confirms almost all actions

After this the installation will begin. If the »amigaguide.library« is not available or only in an old version it will be copied in the system drawer »libs«.

If you want to update an existing version of the FKM you also should use the Installer. In this case you have to choose »Average« or »Expert« for installation mode. So you will be asked if you want to update the FKM. At the update only the modified files will be copied. The car-files will be untouched.

1.7 Starting from the Workbench

Starting from the Workbench

To start the FKM from the Workbench, double click on the FKM program icon.

There are following tool types to set in the program icon.

DISPLAYID (OS 2.0 or higher):

After this tool type you have to type the DisplayID of the FKM-Screen. 0 will start the FKM on the Workbench screen.

Some examples:

Hires	32768
Hires Interlace	32772
Productivity	233508

See Screenmode .

WINDOW (OS 2.0 or higher):

This tool type defines the position and the size of the FKM window. You can set four values: left edge, right edge, width, height. The maximal size is preset. But the screenbar will be free. You need not to set all values. At the values -1 the window will be adjusted correctly to the screen.

See Input Windowsize .

FONT, HFONT:

With these tool types you can set the fonts for the statistics and the diagram. HFONT is the font for headlines. The FKM adjusts automatically the diagram to the chosen fonts.

You can set three values: The first one is the font-name. It is important to type the ending ».font«.

The second value is the font-height. If the fonts with the desired height is not available, the right height will be calculated under OS 2.0 or higher. This will happen as well at the old bitmap-fonts as at the new compugraphic-fonts.

With the third value you define the style. For every style type you have to type the corresponding char: »b« for bold, »i« for italic, »u« for underlined.

The tool type »FONT=times.font,15,bi« ,for example, will open the font »Times« with the size 15 pt and the styles bold and italic.

Default is topaz,8 for text and topaz,9 for headlines.

See Font .

DISTANCE, CAPACITY, CURRENCY:

With this tool type you can set the linear measure, the capacity and the currency of your country. You have to input the contraction, the normal form and the plural form separated by a comma.

See International Settings .

DATEFORMAT:

You can set any format for the date. »D« is the day, »M« the month and »Y« the year. The char for separation can be any char. But it does not make sense to take numerals. Default is »T.M.J«

See Dateformat .

DECIMAL:

With this tool type you can choose the char for the decimal-point. You can take any char. But it does not make sense to take numerals. Default is the point.

See Numericformat .

STDREQUEST (OS 2.0 or higher):

Here you can define which requester, a standard requester of the Amiga or an FKM-requester, should be opened at questions or confirmations (On, Off).

See Standard Requesters .

AUTOREDRAW:

The automatic redraw of the window after diagram-settings can be turned on or off with this tool type.

See Automatic Redraw .

DRWMODE:

Here you can set the drawing-mode (week, month, year).

See Drawing Mode .

GRID:

Here you can turn on or off the grid for the diagram (On, Off).

See Grid .

SECTION:

Here you can turn on or off the drawing of the important section of the diagram (On, Off).

See Section

At the first run a requester appears in which you have to type the main datas of you car. These are the name, the date of the installation, the mileage and the volume of the tank. You finish your inputs with OK. With Help the use of the requester is explained.

The definite use is explained in
 Create new car-file
 and the general use of requesters in
 How to use the requesters .

Now the sartup-file and the car-file are automatically installed in the directory of the FKM. You can begin to input your refuelings.

1.8 Starting from the Shell

Starting from the Shell

The run from the Shell is more difficult. Because the FKM can not get the path in which he is you have to type it in.

You can do this in typing the following command into the Shell:
 RUN FKM <Path>
 or only
 RUN FKM

If you choose the second way it is possible that the FKM asks you at the beginning for the path-name, which you have to type in the open requester to let him find resp. create the startup-file and the car-files.

If the FKM can't find the startup-file in the given path you will be requested if you want to create a new one. In this case you are asked, if you intend this, or if you only typed the wrong path-name. The startup-file is created, if you click OK in this requester.

At the first run a requester appears in which you have to type the main datas of you car. These are the name, the date of the installation, the mileage and the volume of the tank. You finish your inputs with OK. With Help the use of the requester is explained.

The definite use is explained in How to use the requesters " link } and the general use of requesters in 4.1.2.

Now the sartup-file and the car-file are automatically installed in the directory of the FKM. You can begin to input your refuelings.

1.9 Basics about the FKM

Basics about the FKM
 =====

The basic principle of the FKM

The autosave-function
How to use the menu
How to use the requesters
The online-help
The numeric- and dateformat
The diagram-information

1.10 link

The basic principle of the FKM

The basic principle is to register every refuelings and then to analyze them. That means that you have to give the FKM after every refueling the following datas: the date, your mileage, the amount of money, which is paid for the fuel and the price or the quantity of the fuel. After having typed you can let the FKM show and print some calculations of the latest or of other refuelings. These can be for example the distance covered, the reach, the consumption of fuel and especially the expenses for the car. Furthermore it is possible to see the average values of a certain period. Finally these values can be given out in a clear diagram.

1.11 The autosave-function

The autosave-function

After starting the FKM the datas of the first car will be loaded. Changes in this car-file will be saved automatically by quitting the program or by loading of an other car-file. This means that you have to quit the program with the menuitem End, with the shortcut <Rt Amiga Q> or with close-gadget of the FKM-Window and not with a reset or by turning off the computer. In this case all the new changes in the car-file will be lost.

1.12 How to use the menu

How to use the menu

You activate the menu-line in pressing the right mouse-button. Hold down the button and got to the menuitem you want. Now leave the mouse-button.

A lot of menuitems can be selected via shortcuts. The keys which you have to press in combination with the right Amiga-key are shown behind the particular menuitem.

You can get some help and information about any menu, item or subitem. When the mouse-arrow is above a menu, item or subitem you can press the key <Help> and a window will open with the particular help-text.

See The online-help

1.13 How to use the requesters

How to use the requesters

All requesters in the FKM are constructed rather similar. If you use OS 2.0 or higher they will have the typical Amiga 3D-Style. You can operate them as well via mouse as via keyboard. This increases the comfort of work very much because everyone can use the requesters in the way he prefers; either the fast one via keyboard or the comfortable one via mouse. Of course you can always use both ways simultaneously. It depends on the actual situation which way is more advantageous.

There are three typical gadgets which are used in the FKM: buttons, radio buttons and string-gadgets. The differences between them are explained in the following:

- Buttons
- Radio buttons
- String-gadgets

1.14 buttons

Buttons

Buttons make the FKM execute a function. This can be for example the closing of a requester, the confirmation of some inputs or the opening of a new requester.

In the name of these gadgets is mostly one char underlined. This means that you can select the button by pressing this particular key. Buttons with no char underlined but with an emphasized 3D-effect (under OS 1.3 the shadow of that gadget will have another colour) can be selected with <Return> or <Enter>. These gadgets have mostly the name OK.

The button Cancel has mostly neither an underlined char nor a special shadow. But this doesn't mean that you can't select via keyboard. You can activate it by pressing <Esc>. By the way every requester can be closed with no consequence by pressing <Esc>.

Moreover in the most requesters there is a button called Help.

You can read more about it in [Online-help](#) .

1.15 radio buttons

Radio buttons

With radio buttons you can choose one of the given possibilities. There are often groups in requesters which are mutual exclusive. This means if you klick on one button another one will be deselected.

You can select these buttons with the mouse or by typing the underlined char in the gadget-name. Mostly they are selected automaticly if you make an input in the belonging string-gadget.

1.16 string-gadgets

String-gadgets

To submit text and numeric inputs to the FKM dstring-gadgets are used. You reache them in klicking with the mouse on it or in pressing the underlind key in the name of the particular string-gadget. After this the input mode is activated. In this mode you habe to make inputs. For this you are supported by the following key-functions:

<Cursor Right>: The cursor will be moved one char right.
<Cursor Left>: The cursor will be moved one char left.
<Shift> <cursor Right>: The cursor will be moved to the end of the string-gadget.
<Shift> <Cursor Left>: The cursor will be moved to the begin of the string-gadget.
: The char under the cursor will be deleted.
<Backspace>: The char at the left of the cursor will be deleted.
<Shift> : The chars at the right of the cursor to the end of the line will be deleted.
<Shift> <Backspace>: The chars the left of the cursor to the begin of the line will be deleted.
<Rt Amiga> <X>: The whole line will be deleted.
<Rt Amiga> <Q>: Changes since the selection will be undone.

All the string-gadgets of one requester are linked. When you are in the input-mode you can jump with the following keys between them.

<Tab>: The cursor will be set to the begin of next string-gadget. At the last one it jumps in the first one.
<Shift> <Tab>: The cursor will be set to the begin of the pre-

vious string-gadget. At the first one it jumps in the last one.
<Return>: The cursor will be set to the next string-gadget. At the last one the input mode will be deactivated.
<Shift> <Return>: The cursor will be set to the previous string-gadget. At the first one the input mode will be deactivated.
<Cursor Down>: The cursor will be set to the next string-gadget. At the last one it jumps in the first one.
<Cursor Up>: The cursor will be set to the previous string-gadget. At the first one it jumps in the last one.
<shift> <cursor down>: The cursor will be set to the last string-gadget.
<shift> <cursor up>: The cursor will be set to the next string-gadget.
<Esc>: The input mode will be deactivated.

1.17 The online-help

The online-help

You are supported by the online-help always when you don't know what a certain function causes and when you haven't this manual at hand. In such a case you can call a help-window, which gives you a short description of the functions of the particular requesters.

In the requesters you can call the help-window by clicking on the help-button with the mouse or by pressing <Help>.

There is also a help in the string-gadget, if you don't know the key functions. You can call it only with <Help>.

You can call the help in the menus by pressing <Help> when the mouse is above the desired menu, item or subitem you need information about.

When you want some information about the current screen-display, you only have to press <Help> and the FKM will give you some information about it.

Every help text will be shown with the comfortable Commodore help-system AmigaGuide. So references to belonging pages are possible.

To close the help-window you have to click on the close-gadget of the window or to press the key <Esc>.

1.18 The numeric- and dateformat

The numeric- and dateformat

Decimal values in the string-gadgets can be input with a point or any other char you can set in international settings. They are shown always with the chosen char for the decimal point.

For example if you choose a comma for the decimal char, you can input the values with point or with comma. But all the values the FKM shows will have a comma.

You can input the date in several ways. The chars between the numerals can be any char you want except numerals (e.g. 1*1S93 is correct, 121293 is incorrect). The date is shown with the char set in International settings (default is ".": 1.1.1993).

3-digit

The position of day, month and year is specified by the settings and will be assigned respectively.

2-digit

The day will be set to 1. The position of month and year is specified by the settings and will be assigned respectively. For example "D.M.Y" is set. You input "7.93". The FKM reads it like "1.7.1993".

1-digit

The day and the month will be set to 1. The input will be assigned to the year. For example you input "93". The FKM reads it like "1.1.1993".

At the year you can leave the century. The FKM will add it automatically.

1.19 The diagram-information

The diagram-information

Because the values in the diagram can not be read exactly this function will give you a more accurate information. The height and the time of a selected column, of the highest and also of the lowest column will be shown.

You can call this function when a diagram is shown in the FKM-window. There you click with the mouse on that column the exact height you want to get from. The clicked column will be emphasized and the window diagram-information will be opened. The following values will be shown.

Clicked value

This is the value of the mouse-pointer on the vertical axis.

Clicked value

The height of the clicked column and the exact date of the column will be shown. If the drawing-mode is week then the first and the last day of the week are displayed.

Maximum, Minimum

Here the values of the highest and the lowest column will be shown.

Average value

The average value, which is displayed in the diagram by a horizontal line.

With Cancel you leave the diagram-information.

1.20 The Menus

The menus

=====

In the following the menus, their menuitems and possibly their subitems are described.

- Project
- File
- Statistics
- Diagram
- Settings
- Help

How to use the menu

1.21 project

Project

Under this menutitle all important file-operations are collected, for example the creation, the loading and the saving of your car-files. Moreover you can get informations about the FKM and your car and you can print figures an your printer.

- New
- Open
- Save
- Print
- Redraw
- Information
- Quit

1.22 new

New

With this function you can install a new car. It is automatically called at the first run of the FKM, because no single car-file is set up. The FKM can manage maximal ten cars.

It is important that your car is refueled, otherwise the next datas would be calculated false and the average-values would be influenced in a negative way.

Requester: Create new car-file

1.23 Requester: Create new car-file

Requester: Create new car-file

Car-name

In the first string-gadget you have to input the name of your car.

Date

The date of the creation must be input. The current date is given you possibly only have to confirm. Dateformat

Odometer

Here you have to read the mileage at the speedometer of your car and to carry it over.

Tank-volume

The last entry concerns the tank-volume of your car. You can get the maximal volume either from the indicator for the tank-volume on your dashboard or in the operating instruction of your car. Of course you can also ask your garage for this.

OK

Check your inputs before clicking OK, because later you can't change it anymore. After clicking OK the car-file will be created on disk or hard-disk and opened for further inputs. If an open file was modified, it will be saved.

Cancel

With Cancel you leave the requester without having installed a car-file.

1.24 open

Open

This function will open a car-file for inputs. The menuitem Open has one or more subitems. It depends on the number of car-files you have installed in the FKM. Under these subitems you can choose the car you want to work with. You can also select them with shortcuts. How to use the menu . For this you have to press one of the ten numeric-keys in combination with <Rt Amiga>.

The car-files have all the ending ».FKM«. When you open a car-file the FKM looks for the name of the selected car with this ending. If the program can not find this file, it searches for the backup-file with the ending ».BAK«. If it is not available, too, the FKM will show you an error message.

An opened file which you have modified will be saved before opening a new one.

1.25 save

Save

With this menuitem the modified data of the current car are saved on disk or hard-disk. The FKM makes a backup-file of the old data. This file will have the ending ».BAK«. If you have saved wrong data or if you have deleted important old data by mistake and then saved the car-file, you have to delete the file with the ending ».FKM«. At the next run the program will load automatically the backup-file with the ending ».BAK«.

The backup-files are also very useful in the situation when you have a hard-disk crash or a destroyed disk, you can perhaps rescue one of the both files. So you perhaps will not lose all your registered refuelings which you have input for years. But it is still recommended to store the bills of the refuelings with the mileage for emergency.

You will not need the function Save very often since modifications are saved automatically. The autosave-function . But when you input all your selected bills of old refuelings then you can call this function from time to time, that your inputs will not be lost at a system-crash.

1.26 print

Print

After activation of this menuitem the current contents of the window will be printed on a connected printer. The FKM uses the settings in the preferences.

If you print a diagram the contents of the window will be redrawn on a new screen and then printed. So the size of the graphic is at least 640 * 512 points. This will enhance the quality of the printing. To print a diagram enough memory must be available.

1.27 redraw

Redraw

With this menuitem you can redraw the contents of the window. It is especially important if you have changed the settings of the diagram and Automatic Redraw is not active. This menuitem will be automatically called when you change the size of the window.

1.28 information

Information

This menuitem gives you informations of the current car in a requester. These are the inputs at the installation of a new car: the name of the car, you can also read in the window-title of the FKM-window, the date of installation, the mileage at that time and the tank-volume of your car.

Furthermore there is a copyright, the number of the version of the program and the name of the author of the program.

When you click on OK with the mouse or press <Return> or <Esc> the information window will disappear.

1.29 quit

Quit

You can quit the work with the FKM by selection this menuitem. The current car-file will possibly be saved.
Autosave

1.30 file

File

In this pulldown-menu you find the function for editing the current car-file. Moreover you can let show the separate entries.

New Entry
Modify Entry
Delete Entry
Show Entries

1.31 new entry

New Entry

This menuitem opens a requester, in which the datas of each refueling have to be input. This means, that you have to notice after each filling the mileage and possibly the current contents of the tank. The best place for these notes is the bill of the filling. At home you have to transmit it to the FKM.

Requester: New Entry

1.32 Requester: New/Modify Entry

Requester: New/Modify Entry

Date

In this string-gadget you have to input the date of filling. At New Entry the FKM will give you the current date, under the condition that your Amiga has a clock. So you need not input the date, when you prompt the datas at the day you have filled at. Otherwise you have to correct the line.

Date-format

You may not tank on one day twice. In this case please give in two following days.

Furthermore the refuelings have to be input in the correct order. The date must always succeed the previous filling. But generally this will occur anyway.

Odometer

Here you have to prompt the odometer after the filling. In the string-gadget the mileage of the previous refueling is given. This is only for orientation and has to be changed in any case. As at the date it is also important the mileage is greater then

the previous one.

Total amount

In this line you have to input the total amount for the filling, you have paid. The amount of the previous filling is given.

Price per liter

The price of the petrol per capacity unit (liter, gallon...) has to be input in this string-gadget.

Volume of petrol

The volume of petrol, you have tanked, has to be input here. The one of the previous filling is given.

With the mutual-exclude buttons you can select which value of the last two should be use for the calculation: This means you only need to input one of these both values. It is important when you have a bill on which either the price per liter or the quantity of petrol is recorded. Otherwise you may choose which value you want to input.

Tank-contents

At least you can modify the tank-contents. Normally the FKM thinks that the car is totally refueled. Therefore in the line Tank-contents you can find the maximal volume of the tank.

If you have not totally refueled, you can input here the current contents of your tank. It is possible to do that either in liter or in percent. If you want to give it in percent you have to add the percent-character. you may decide which method is more suitable at your indicator of petrol.

Example: Your tank-volume is 60 liter. You have filled it to the half. Then you can input either "30" or "50%".

It is not necessary that the value is totally exact, because at the most tank-indicators a correct reading isn't possible. It may be at most that the calculated values of the consumption and the reach of one separate filling are inaccurate.

At the Average consumption and the Average reach these inaccuracies will be equalized.

Number

This shows only the running number of the entries. It serves only for the designation of the separate refuelings.

Up to 500 entries are allowed. But I think it is hardly possible to exploit it fully.

OK

After having made all the inputs, they have to be confirmed with OK. Then the FKM checks them and indicates possible input-errors. The program assumes that you inform it of every refueling. Otherwise its calculations would be inaccurate and wrong.

Cancel

With Cancel you can leave the requester without an effect on the program and the car-file.

1.33 modify entry

Modify Entry

With this function you can modify the inputs of the last entry. The FKM only allows modifications on the last entry because I think it is senseless to change datas which you prompt perhaps five years ago. You can use this function, when you only noticed an input-error at Show Entries and want to correct it quickly, without reentering all other datas of an entry.

Requester: Modify Entry

1.34 delete entry

Delete Entry

With this menuitem you can delete the last filling. A security-requester will ask if you really want to delete these datas. You can answer with OK or Cancel.

If you have deleted too many datas, you have the following possibilities to get them back:

- You quit the program with a reset or by turning off the computer. So the modified car-file isn't saved.
- After exiting the program you have to delete the particular car-file with the ending ».FKM«. At the next run the program will load automatically the backup-file with the ending ».-BAK«.

Of course by using these two methods you will lose all other non-saved entries and modifications. For this you never should delete datas too incautiously.

As in Modify Entry you are only able to delete the last entry. Otherwise the whole car-file would be falsified and useless, if there was missing a filling within the file.

1.35 show entries

Show Entries

Here a requester will be opened, which shows the separate re-fuelings. Besides the input datas (the date, the odometer, the total amount, the price and the quantity of petrol and the tank-contents) the following values will be shown: the distance covered between two refuelings, The consumption and the reach per unit of capacity. The both last values may be a little bit inaccurate because a correct reading of the tank-contents is not always possible. New/Modify Entry .

Requester: Show Entries

1.36 Requester: Show Entries

Requester: Show Entries

The current entry will be shown. With the different buttons you can move through the car-file:

Top

The first entry will be shown.

Backward

The previous filling will be shown.

Search

With this function you may jump directly to or search for a certain entry. After clicking on this gadget the

Requester: Search Datas will be opened in which you can input and select the criterion you want to search for.

Forward

The next entry will be shown

Bottom

The last resp. the current entry will be shown.

Print

The shown entry will be printed on a connected printer.

Cancel

The requester will disappear.

1.37 Requester: Search Datas

Requester: Search Datas

In this requester there are nine string-gadgets which are linked with an mutual-exclude-gadget. With this one you select the line you want to search in. In the appropriate string-gadget you have to input the value, you want to look for. The values of

the current showed entry is given.

Because of the comfortable surface of utilisation of the FKM it is enough to select the specific string-gadget. When you type a char in this one the mutual-exclude-gadget will automatically turn to it.

Now you have to click on Search and the FKM will look for the filling whose value is the most close to the value you have input.

With Cancel the requester is closed without searching anything.

You are able to jump with the function Search directly to the separate entries in entering in the first string-gadget the desired number.

1.38 statistics

Statistics

In this menu all functions are collected which serve for the interpretation of the input datas:

Every menuitem of this menu will first open the requester

Define period in which you have to specify the periode you want the statistical interpretation of. With the mutual-exclude-gadget you determinate one of the three methods of input:

- Prices
- Distance
- Consumption
- Print all
- Print List

1.39 Requester: Define period

Requester: Define periode

Number

Here you define the period with the number of the beginning and ending entry. At the first call of the function the maximal period will be given.

Date

You also can determine the period by date. Here you have to input in the two sting-gadgets a date.

Dateformat

The FKM will search for the filling whose dates are the most close to the ones you have input and it will calculate the period.

Odometer

The third possibility to specify the period is to input two mileages. Here the FKM will search for the entries whose mileages are the most close to the ones you have input and it will calculate the period.

OK

The FKM will calculate for the input period the desired statistical values and will show them on the FKM-window.

Cancel

The called function will be canceled and the requester will be closed.

Of course the calculations will be more exactly and representative when the determined period is as large as possible.

1.40 prices

Prices

Number of refuelings

The number of entries you have specified in the requester Define period, explicit by number and implicit by date or mileage.

Temporal interval

The average interval between the separate entries. That means after how many days you go filling on an average.

Total amount of money

The amount of money you spend for petrol in the specified period.

Amount of money per refueling

The amount you spend for one refueling on an average.

Price per liter

The price of the petrol per unit of capacity (e.g. liter) on an average.

Price per kilometer

The amount of money you spend on traveling for one unit of length (e.g. kilometer).

Price per day/month/year

The amount of money you spend resp. would spend per day, month or year.

1.41 distance

Distance

Distance covered (total)

The total distance covered with this car up to the end of the chosen period.

Distance covered

The distance you covered in the determined period.

Average distance between refuelings

This shows after which distance you go filling on an average. If you reset the indicator of the daily mileage after each refueling you are able to control if the consumption is above or below the average by putting in relation this mileage indicator and the tank indicator.

Maximal reach

At the time of this reach the consumption was the lowest. This is mostly the reach for long distances at which you do not accelerate and brake very much (e.g. highways).

Minimal reach

This reach indicates the time at which the consumption was very high. This is mostly the case when you drive in the city, because there you brake and accelerate very often.

The last two values may be a little bit inaccurate. This is the case when the input of the tank-contents is not exact since a correct reading of the tank indicators is not possible (see New/Modify Entry Tank-contents).

Average reach

The reach with a total refueled tank on an average.

Reach per liter

This shows which distance you can cover with one unit of capacity (e.g. liter).

Kilometer per day/month/year

The distance (e.g. in kilometer) you cover resp. would cover per day, month or year on an average.

1.42 consumption

Consumption

The following calculations will be shown:

Liter spent on traveling (total)

The quantity of petrol (e.g. in liter) you spent on traveling

in the specified period.

Liter per refueling

This shows how much petrol (e.g in liter) you tank at one refueling on an average.

Maximal consumption

This indicates the time at which the consumption was very high. This is mostly the case when you drive in the city, because there you brake and accelerate very often.

Minimal consumption

At this time the consumption was the lowest. This is mostly the reach for long distances at which you do not accelerate and brake very much (e.g. highways).

The last two values may be a little bit inaccurate. This is the case when the input of the tank-contents is not exact since a correct reading of the tank indicators is not possible (see New/Modify Entry Tank-contents).

Average consumption

The average consumption of your car.

Consumption per day/month/year

The quantity of petrol you spent resp. would spend on traveling per day/month/year.

1.43 print all

Print all

With this menuitem you can print all the calculations of the three functions above on a connected printer.

1.44 print list

Print List

With this function you can print all refuelings which are in the defined period on a connected printer. This offers you a whole view about the separate entries.

1.45 diagram

Diagram

In this menu there are all functions for a graphical representation of all the datas:

- Expenses
- Distance Covered
- Consumed Petrol
- Tanked Petrol total
- Consumption
- Reach
- Refuelings
- Period
- Drawing Mode
- Grid
- Section

The menu is split into two sections: In the upper part you make the FKM drawing a certain diagram (e.g. expenses, distance covered). In the lower part you can determine the look of the diagram. For example it is possible to figure the datas per week, month or year.

Some menuitems have the subitems total and per day. At these you can choose if, for example, the total expenses per month (it depends on the drawing-mode) or the expenses per day on an average for the month should be figured.

The average value in the determined period will be represented by a horizontal line.

1.46 expenses

Expenses

Here the expenses in the particular week, month or year will be shown. You can choose between the total representation and the per day representation.

1.47 distance covered

Distance Covered

The distance covered per unit of time (week, month, year) will be shown. You can choose between the total representation and the per day representation.

1.48 consumed petrol

Consumed Petrol

This is the quantity of petrol you spent on traveling in the particular week, month or year. You can choose between the total representation and the per day representation. The difference to Tanked Petrol total is that here the quantity of petrol will be distributed among the days.

1.49 tanked petrol total

Tanked Petrol total

Here the quantity of petrol you tanked in the particular week, month or year will be shown. The difference to Consumed Petrol is that here the quantity of petrol will not be distributed among the days.

Example: You tank in week 1 and week 4. At the menuitem Tanked Petrol total the corresponding value will be shown at week 1 and 4. At week 2 and 3 no column will appear since in these weeks you have not tanked. At the menuitem Consumed Petrol a column at week 2 and 3 will appear because the FKM thinks you have driven in this 2 weeks and so consumed petrol. Of course at week 1 and 4 the columns will be lower.

1.50 consumption

Consumption

After calling this menuitem the consumption per unit of length (e.g. kilometer) of each unit of time (day, month, year) will be shown.

1.51 reach

Reach

Here the reach per unit of capacity (e.g. liter) of petrol per unit of time (day, month, year) will be shown.

1.52 refuelings

Refuelings

The number of refuelings in the particular week, month or year will be shown.

1.53 period

Period

From this menuitem on settings for the diagram will follow. If Automatic Redraw in the menu Settings is activated then these menuitems will cause a screen redraw. Otherwise you have to select Redraw . You can save the following settings with Save Settings .

With Period you can determine the period for the diagram. The same requester Define Period will be opened. The difference is that here the date will not be adjusted to the input refuelings. So days can be defined which lay between two refuelings.

1.54 drawing mode

Drawing Mode

Here you have the choice between Week, Month or Year. This will be the unit of time for the columns in the diagram. Default is Month. If you tank often (e.g. once per week) or if you have determined a short period it is recommended to select the drawing-mode Week, because it is more accurate. The mode Year is recommended if your registered refuelings range over several years. Then you can make the FKM draw a billance-sheet, for example expenses, in the separate years.

1.55 grid

Grid

It is possible to lay a grid under the diagram for a better reading of the represented values. The drawing of the grid is default.

1.56 section

Section

If all the columns of the diagram have nearly the same high and only the difference of them is important (e.g. at the annual expense) you can select with this menuitem an optimal section so that all the endings of the columns are shown.

1.57 settings

Settings

The FKM is configurable by the user. For this there is the menu Settings. The full menu is only available under OS 2.0 or higher. Users of OS 1.3 can do the most settings with the tool-types (see Start from the Workbench).

- Screen (OS 2.0 or higher)
- Window (OS 2.0 or higher)
- Font (OS 2.0 or higher)
- International
- Standard Requesters (OS 2.0 or higher)
- Automatic Redraw
- Save Settings

1.58 screen

Screen

The FKM can open his window on the workbench or on an own screen. With this menuitem and his subitems you can choose that. At Workbench the FKM will open his window on the workbench. At Custom the screen-mode-requester of the ASL-Library (only OS 3.0 or WB 2.1) or the Requester: Screenmode , in which you have to input the DisplayID, will appear.

1.59 Requester: Screenmode

Requester: Screenmode

Here you have to enter the DisplayID of the Screen you want to open.

Some examples for the DisplayID:

Hires	32768
Hires interlace	32772
Productivity	233508

1.60 window

Window

With this menuitem the size of the FKM-Window can be set.

The Requester: Input Windowsize will be opened.

1.61 Requester: Input Windowsize

Requester: Input Windowsize

You can input four values: left edge, top edge, width and height of the window.

The Optimal size is default. There the window is maximal and the screenbar will not be covered. You need not to input all values. With "-1" the value will be adjusted to the maximum.

1.62 font

Font

Here you can set the fonts, heights and styles of the output-text and headlines. The font-requester of the ASL-library will be opened.

1.63 international

International

This menuitem will open the
Requester: International Settings
requester in which you can set the dateformate, the decimal-point and the units of length, capacity and currency.

1.64 Requester: International Settings

Requester: International Settings

Dateformat

If the desired format is not give you can enter it in the belonging string-gadget.

»D« ist day, »M« month and »Y« year.

Examples:

D.M.Y -> 4.8.1993 (the german dateformat)

M:D:Y -> 8:4:1993 (the american dateformat)

Y/D-M -> 1993/4-8 (also possible)

Decimalpoint

Normally you will choose the point or the comma. But it is also possible to use any other char execpt numerals, you can input in the string-gadget.

Length

This is the unit for distances. You can choose between Kilometer and Miles. If you use another unit you have to input it in the string-gadgets. First in the short form (e.g. »m«), then the singular form (e.g. meter) and at least the plural form (e.g. meters).

Capacity

This ist the unit for the petrol. You can choose between Liter and gallon. If you use another unit you have to input it in the string-gadgets. You have to enter the same forms as in Length.

Currency

You can choose between DM and Dollar. If you use another currency you have to input it in the string-gadgets. You have to enter the same forms as in Length.

1.65 standard requesters

Standard Requesters

You can choose if you want the FKM to open at questions and confirmations a standard requesters of the Amiga or an FKM-Requester.

1.66 automatic redraw

Automatic Redraw

After selecting a diagram setting in the menu diagram the contents of the window can be redrawn automatically when the function Automatic Redraw is active or manually with Redraw

1.67 save settings

Save Settings

After selecting this menuitem the current setting will be saved in the info-file of the FKM. At the next run the FKM will have these settings.

The setting for the diagram (drawing-mode, grid and section) will also be saved.

1.68 Help

Help

This menu contains help manuals giving information about basic qualities of the FKM.

- Current Information
- Basic Principle
- Use Of Requesters
- Online-Help

1.69 current information

Current Information

After selecting this menuitem informations about the current contents of the window will be shown.

If the window is empty the information window, which is also available with Information in the menu Project, will be opened.

It is also possible to call the current information by pressing <Help>.

1.70 index

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