

SP-ProjectMan

COLLABORATORS

	<i>TITLE :</i> SP-ProjectMan		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

SP-ProjectMan

1.1 SP-ProjectMan

SP-ProjectMan

A user friendly multi-projects files manager

Version 0.7

User Documentation

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- Currently freeware -

----- This file is still under work -----

Introduction...

Concept	What the hell is SP-ProjectMan?
System requirements	Which computers can SP-ProjectMan run on?
Installation	How do I install SP-ProjectMan?
Getting started	How do I start the program?

Main window...

Projects page...

Project selection	Selecting an existing project to work with it.
Project creation	Creating a new project.
Project deletion	Deleting a project.

Files lists page...

Unregistered files	List of unregistered files in programmer's tree.
New files	Files recently added in project by other ←
programmers.	
Obsolete files	Files modified by other programmers.

Updated files	Files up to date for this programmer.
Locked files	Files locked for modification by this programmer.
More files page...	
Masked files	Files in project that this programmer don't use.
Other locked programmers.	Files locked for modification by other ↔
Deleted files	Files proposed for deletion by this programmer.
Other deleted	Files proposed for deletion by other programmers.
Other windows...	
Locking file	Dialog when locking a file.
Modifying file	Dialog when modifying a file.
Restoring file	Dialog when restoring a file.
Deleting file	Dialog when proposing to delete a file.
About SP-ProjectMan	SP-ProjectMan "About" window.
About MUI	Standard MUI "About" window.
About textfield.gadget	textfield.gadget "About" window.
Menus...	
Project/About SP_ProjectMan	Opening the SP-ProjectMan "About" window.
Project/About MUI	Opening the MUI "About" window.
Project/About textfield.gadget	Opening the textfield.gadget "About" window.
Project/Quit	Quitting the SP-ProjectMan program.
Other topics...	
Customising the Edit command	Instruct SP-ProjectMan how to edit your files.
Customising the Show command files.	Instruct SP-ProjectMan how to display your ↔
Inside SP-ProjectMan working.	Some details about internal SP-ProjectMan ↔
Portability	Multi-platform projects management.
To do list	A never ending list of possible improvements.
Acknowledgments	The author wishes to thank...
Author	Who's that guy?
Distribution policies...	
Disclaimer	Warranty? No warranty.
License	License agreement.
Installer	About the installer program.

1.2 SP-ProjectMan.guide/INTRO_CONCEPT

The SP-ProjectMan concept

SP-ProjectMan is a program that's intended to maintain coherancy of common sources files between programmers working on different projects.

The programmers could work on the same workstation, on different workstations of the same kind, or even on different workstation with heterogenous operating

systems.

This program is definitely not as complete as SCCS or other project management tools. However, it was designed to be easily portable under any operating systems and through any LAN software. It only needs to have file and directory access and also simple file protection capabilities. It doesn't use links nor multiuser control.

1.3 SP-ProjectMan.guide/INTRO_SYSREQ

System requirements

SP-ProjectMan requires version 3.0 of the Amiga operating system or higher. It should work on version 2.1, but has not been tested so far.

Minimum screen width : 640 x 400 with the XHelvetica/13 font.
Topaz/8 font needs a wider screen.

MUI 3.0 or higher.

Any Amiga compatible computer with enough RAM and HD space for real software developpement. I remember those funny days of 1987 when I was programming some small Modula-2 programs on a 512K A1000 with a single floppy drive and no HD at all. Disks swaps about every ten seconds. :-))

1.4 SP-ProjectMan.guide/INTRO_INSTALL

Installation

SP-ProjectMan is distributed with a standard Installer script.

As SP-ProjectMan is intended for programmers, only the EXPERT user level has been implemented. The pretend mode is not implemented yet.

The script is localized in english and french. It detects automatically the user's preferred language.

1.5 SP-ProjectMan.guide/MISC_PORTABILITY

SP-ProjectMan is currently supported on three platforms:

Amiga Full GUI interface.
PC Simple DOS program.
Mac Simple console application.

Porting it to UNIX should not be a problem, but that has not been done yet.

1.6 SP-ProjectMan/GUIDE_START

Getting started

SP-ProjectMan may be started from CLI or from the workbench. It doesn't need any parameter or tooltypes. However the stack size should be at least 8K bytes. The stack size in the SP-ProjectMan icon is already set to this value.

The program opens a window with a three pages register group. The project page is shown by default. On this page are displayed the list of projects, a string gadget, three buttons and the attributes of the selected project.

Just after software installation, the list is empty. The buttons and the attributes string gadgets are disabled.

Creating a first project

to create a project, type its name in the string gadget just under the list. As soon you typed in the first character, the "New" button and the attribute gadgets are enabled.

You must now select two directories. One is the directory where to store the reference copy of the project's files. All projects sharing the same files should select the same reference directory. The other is the directory where are stored the programmer's copy of the project's files. Each project should have its own directory.

You should also enter the programmer's name. This name will be used in the computer assisted documentation features of SP-ProjectMan.

When all fields are correctly filled, press on the "New" button. The project will be created. Its name will be added in the projects list. The "New" gadget is disabled again.

Working with this project

You may now select your project to work with. Double click on it in the list. The "Files lists" page of the register group is automatically shown. This page contains five lists. If your reference path is not shared with another project, all lists are empty, but the top left one "Unregistered files", which shows the files stored in the programmer's directory tree. Four more lists are contained in the "More file lists" page.

Adding files to the project

To include files in the project, select some of thoses shown in the "Unregistered files" list and drop them on the "Lockable files" list. You may also press on the "Add in project" button after files selection.

The files added in the project appear in the "Lockable file" list and disappear from the "Unregistered files" list. They will also appear in the "New files" list of the other projects sharing the same reference directory.

By adding a file in the project, SP-ProjectMan puts a copy of the programmer's file in the reference directory tree. This copy as well as the original file are made read only. Therefore the programmer's copy is no more

editable.

Lock a file for modification

To make a file editable, you have to lock it. Select the files to lock and drop them on the "Locked files" list. You may also press on the "Lock" button after files selection.

For each file to lock, a window opens, asking you to explain what modifications you are planning to make to this file. This is part of the computer assisted documentation features of SP-ProjectMan. You have to type at least one character in the TextField gadget. To add to your motivation :-), you have to know that the programmer's name is automatically added with your comments in the documentation file.

Once a file is locked, the programmer's copy is made writable, therefore editable. SP-ProjectMan guarantees that only one project at a time has a given file writable.

The locked files are removed from the "Lockable files" list and added to the "locked files" list. They are also added to the "Other locked files" list of the projects sharing the same reference files.

Edit a file

To edit a file, double click on it in the "Locked files" list. You may also press on the "Edit" button after file selection. An AREXX script analyses the file name and select the editor tool according to the file type. This AREXX script is easily customisable to adapt at your preferred editors. As default, the Commodore (Oops! Amiga Technologies) .. (Oops again! Viscorp?) ED text editor is called.

Unlock a file without retaining modifications

If you decide that the modification you made to a file are just bullshit, select the file in the "Locked files" list and drop it to the "Lockable files" list. You may also press on the "Restore" button after file selection. SP-ProjectMan will open a requester asking you to confirm that the modifications made to the file should be thrown away.

If you confirm by pressing on the "OK" button, SP-ProjectMan replaces your local copy of the file by the reference one. The file is made read only again.

Unlock a file and modify the reference copy

In fact, your modifications are not bullshit at all, but are good enough to be used by all other projects sharing the same reference directory. Then, select the modified files and press on the "Modify" button.

For each file to modify, a window opens, asking you to explain what modifications have been to this file. This is part of the computer assisted documentation features of SP-ProjectMan. The TextField gadget contains the text introduced when the file was locked. You have to modify this text by typing at least one character. To add to your motivation :-), you have to remember that the programmer's name is automatically added with your comments in the documentation file.

By pressing on the "OK" button you confirm the modification of the file. The reference copy is replaced by the one in the programmer's directory. This last one is made read only. The file name is removed from the "Locked files" list and added in the "Lockable files" list. Moreover, it appears also in the "Obsolete files" list of the other projects sharing the same reference files.

Masking unused files

When more than one projects share files, every project doesn't use all the shared files. Therefore, unused files may be masked for some projects. To mask one or more files, select them and press on the "Don't use" button. This could be made from the "New files", "Obsolete files", "Lockable files" or "Other locked files" lists. It is also possible to drop them on the "Masked files" list from the "Other locked" list.

Masked files are removed from the list they were selected and added in the "Masked files" list. The programmer's copy of the file is deleted.

Deletion of files

Eventually, some files have no more reasons to exist. They may be removed completely from the database and all copies of them deleted. However, as this is an irreversible action and needs a consensus from all the programmers, files are never directly deleted. They may be proposed for deletion instead.

To propose a file for deletion, it seems obvious that a programmer doesn't use it. Therefore, the file should be masked at first. Then, select the file in the "Masked files" list and drop it in the "Deleted files" list. You may also press the "Delete" button after file selection.

The file proposed for deletion is removed from the "masked files" list and added to the "Deleted files" list. It also appears in the "Other deleted files" list of the other projects sharing the same reference files.

By looking at the "Other deleted files", you may know what files are proposed for deletion by the other programmers. If you agree with the proposition, you should propose the file for deletion too. When the file is proposed for deletion from every project, the file is automatically removed from the database and deleted from the reference directory.

Using new files

As said before, files added to a project will appear in the "New files" list of the other projects sharing the same reference. To be able to use these files from the other projects, their programmers should select them from the "New files" list and drop them on the "Lockable files" list. They may also press on the "Use" button after file selection.

The files are removed from the "New files" list and added to the "Lockable files" list. A read only copy of the file is put in the programmer's directory from the reference.

Using again masked or proposed for deletion files

Masked and proposed for deletion files may be usable again the same way. You have to select them and press the "Use" button associated with the list.

Updating obsolete files

When files has been modified in a project and these modifications applied to the reference, they appear in the "Obsolete files" list of the other projects sharing them. Your project may be updated by selecting obsolete files from the "Obsolete files" list and dropping them on the "Lockable files" list. It's also possible to press on the "Update" button after files selection.

Displaying the content of files

From all lists but the "Locked files" list, it is possible to show the content of a file. To do this, double click on the file to display. You may also press on the "Show" button of the associated list after file selection. An AREXX script analyses the file name and select the editor tool according to the file type. This AREXX script is easily customisable to adapt at your preferred file viewers. The default tool is Multiview.

Displaying the modifications history of files

From all lists but the "Unregistered files" list, it is possible to show the modifications history report of a file. To do this, select the file(s) to show the modifications history report and press on the "History" button of the associated list.

For every file to show the history report, a window opens containing a scrollable text field with the previously recorded modifications reports.

History reports windows openend from the "Locked files" list contains a second scrollable text field for the modifications under way.

1.7 SP-ProjectMan/PR_SELECT

Project selection

1.8 SP-ProjectMan/PR_NEW

Project creation

1.9 SP-ProjectMan/PR_DELETE

Project deletion

1.10 SP-ProjectMan/FL_UNREG

Unregistered files

1.11 SP-ProjectMan/FL_NEW

New files

1.12 SP-ProjectMan/FL_OBSOLETE

Obsolete files

1.13 SP-ProjectMan/FL_UPDATED

Updated files

1.14 SP-ProjectMan/FL_LOCKED

Locked files

1.15 SP-ProjectMan/ML_MASQUED

Masked files

1.16 SP-ProjectMan/ML_OLOCKED

Other locked

1.17 SP-ProjectMan/ML_DELETED

Deleted files

1.18 SP-ProjectMan/ML_ODELETED

Other deleted

1.19 SP-ProjectMan/WINDOW_LOCK

Locking file

1.20 SP-ProjectMan/WINDOW_MODIFY

Modifying file

1.21 SP-ProjectMan/WINDOW_RESTORE

Restoring file

1.22 SP-ProjectMan/WINDOW_DELETE

Deleting file

1.23 SP-ProjectMan/WINDOW_ABOUT

About SP-ProjectMan

1.24 SP-ProjectMan/WINDOW_MUI

About MUI

1.25 SP-ProjectMan/WINDOW_TEXTFIELD

About textfield.gadget

1.26 SP-ProjectMan/MENU_ABOUT

Project/About SP_ProjectMan...

1.27 SP-ProjectMan/MENU_MUI

Project/About MUI...

1.28 SP-ProjectMan/MENU_TEXTFIELD

Project/About textfield.gadget...

1.29 SP-ProjectMan/MENU_QUIT

Project/Quit

1.30 SP-ProjectMan/MISC_INSIDE

Inside SP-ProjectMan

1.31 SP-ProjectMan/MISC_PORTABILITY

Portability

1.32 SP-ProjectMan/MISC_ACKS

Acknowledgments

Mark Thomas for the TextField gadget.

Stefan Stuntz for the marvelous MUI package.

1.33 SP-ProjectMan/MISC_AUTHOR

The man who designed SP-ProjectMan

Believe it or not, it's me.

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1.34 SP-ProjectMan/POL_DISCLAIMER

Disclaimer

SP-ProjectMan SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY
OR RESPONSIBILITY IS ASSUMED.

1.35 SP-ProjectMan/POL_LICENSE

License

SP-ProjectMan is freeware in this preliminary release (version 0.9).

This will change in the following releases (if any).

SP-ProjectMan is distributed exclusively as an LHA archive file.

You may copy and distribute freely and without any limitation this original archive file at the express condition that you don't ask money for it.

For inclusion into any package sold for money, please ask the author.
Aminet has the autorisation to include SP-ProjectMan in its CD version.

You may not modify the content of the archive in any way and/or distribute modified version of the archive.

You may not disassemble, decompile, or reverse engineer the program in any way.

WARNING:

There is only one limitation on the usage of SP-ProjectMan:
You may not use it when working on military or weaponry projects, nor for programming violent games.

About that last point, remember that AMIGA means "GIRL FRIEND" in spanish. This way, how is it only possible to think to associate the idea of violence with that computer?

1.36 SP-ProjectMan/POL_INSTALLER

Installer

Along with SP-ProjectMan comes an 'Installer' project icon:

Installer 43.3 and Installer project icon
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INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY
OR RESPONSIBILITY IS ASSUMED.

1.37 SP-ProjectMan/ACK_TEXTFIELD

TextField gadget

textfield.gadget is Copyright © 1995 Mark Thomas.

1.38 SP-ProjectMan/ACK_MUI

MagicUserInterface

MUI is Copyright © 1992-1996 Stefan Stuntz.

1.39 SP-ProjectMan/MISC_CUST_EDIT

Customising the Edit command

1.40 SP-ProjectMan/MISC_CUST_SHOW

Customising the Show command

1.41 SP-ProjectMan/MISC_TODO

ToDo list

- Revision handling
 - Sub project handling
 - Distributed project management (Through INTERNET by Email, FTP or ...)
 - AREXX support
 - Your great ideas...
-