

ddbbase_guide

COLLABORATORS

	<i>TITLE :</i> ddbase_guide		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

dibase_guide

1.1 DDBASE Documentation

```

DDBASE Version 6.42
~~~~~
©MADCAP-SOFTWARE
~~~~~
@{ "What You Need    " link Chapter_1 } <|Shows the Resources you will need to run ↔
  DDBASE
@{ "Getting Started  " link Chapter_2 } <|How to Install DDBASE
@{ "Introduction     " link Chapter_3 } <|A brief guide to some of DDBASE's ↔
  features
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@{ "Epilogue         " link Chapter_7 } <|Just a few words from the author.
@{ "Useage           " link use } <|The use of DDBASE
@{ "Disclaimer       " link disclaim } <|The author claims Ignorance
@{ "PowerPacker      " link powerpacker } <|©Nico Francois
@{ "AmigaGuide       " link guide } <|©Commodore
@{ "Sound Samples    " link sound } <|How to Play Sound Samples in DDBASE.
@{ "Animations       " link anim } <|How to play Animations in DDBASE
@{ "Tutorial         " link tut } <|Tries to explain how to use DDBASE.
@{ "General Use      " link gen } <|Military view of DDBASE.
@{ "DDBASE-TOOLS     " link tools } <|Useful Tool Tips 'URR URR'.
@{ "Important Notes  " link note }
@{ "Function Keys    " link function} <|What the Function Keys do!
@{ "DDBASE to Guide  " link cguide} <|Create an AmigaGuide Database
@{ "Speech           " link shutup}

```

1.2 Speech

If you press F6 function key DDBASE will say the Contents of the current record. (Excepting Display fields)

Also with a memo field pressing F6 DDBASE will say the contents of a open memo field.

1.3 Function Keys

What the Function Keys do

KEY	FUNCTION
F1	Displays the Keyboard shortcuts.
F2	Displays Document Filenote.
F3	Create/Edit Document Filenote {You need to have a database open First}
F4	Edit DDBASE tools {Play Soundtracker Modules etc}
F6	Say the contents of current record.
F9	Create a Amigaguide Database from the current DDBASE File.
F10	Runs DDBASE AmigaGuide help file.

1.4 General Use

Some useful tips not covered.

1> Entering Data . Pressing '>' and return will copy the previous record field.

2> Pass arguments from Cli Eg.

```
>1 ddbase <filename>
```

Where <filename> if a database that you wish to load straight away.

MEMO'S

~~~~~

3> Editing Memo . If you wish to delete a line then press 'Esc' and press return.

4> Selecting Data for a Memo field. Pressing 'l' will load a new directory , ie if 'Fonts' was the current line pressing 'l' would load the Fonts directory. Obviously the current line should contain the name of a directory.

5> Reverting to root Directory. Press '\*'.

6> Get a Title . Press 't' if you wish any line to be a title in any other field . To recall the title enter '<' and press return. (Only works for fields positioned after the Memo field.)

## 1.5 What you need

A 2MB Amiga running OS2.04 or higher

DDBASE May work with 1.5 Megs of ram. Try setting the maximum amount of

records to say 300. (ToolTypes - DDBASE icon)

The Program DDBASE

The Files

- ddbase.guide
- main.guide
- preferences.guide
- Organise.guide
- print.guide
- selector.doc
- search.doc

in the same directory as DDBASE

The programs 'crunch', 'decrunch' in the C directory {on Powerpacker disk}  
Also a Sample Player such as DSOUND ©Dave Schreiber

LIBRARIES you will need:

- Reqtools.library
- ILBM.library
- AmigaGuide.library\*
- Powerpacker.library

If you haven't got either of these libraries already in your Libs Directory then copy them from the DDBASE disk (or the Directory).

\*You will also need the AmigaGuide.library to view the DDBASE.GUIDE. For those with WorkBench 2.1 or higher this will be on your workbench disks.

You can obtain AmigaGuide along with the required Licence on Fish Disk 870

Or you can copy it from the DDBASE disk

If you wish for the complete ILBM/Reqtools release then contact your local PD Library for the most recent release.

## 1.6 Getting Started

Use a program like SID or OPUS etc to copy the Reqtools.library and the ILBM.library to your libs directory. You will find them on the DDBASE disk.

OR:- Use the supplied program to copy Reqtools.library, ILBM.library and DDBASE to your Hard Disk or Floppy disk.

Just double click on the Install icon and DDBASE will be installed. Just enter the destination and press return.

---

Install\_DDBASE will now copy

```
Regtools.library (If you haven't got it already)
ILBM.library      (If you haven't got it already)
Powerpacker.library
AmigaGuide.library
```

```
DDBASE
DDBASE.info
ddbase.guide
All the example databases
Copy Crunch and decrunch to c directory
Copy DSOUND to C directory
AmigaGuide to C:
```

To your destination. Next you will be asked if you want to create a Prefs file. If you do press 'y' .This will write a small prefs file called 'ddbase.prefs' in the ram:env/sys drawer.

OR:- To create a bootable disk just Select the Make\_BootDisk icon.

It is Imperative {most important} that Ram:env/sys, and Prefs/Env-Archive exists. If they don't look in your workbench manual to see how to create them.

If you had a problem and did not create the ddbase.prefs then just run DDBASE from its new home.You will see a requester stating that DDBASE could not find then Help file.Select either options.Next you will be in DDBASE main display,select Prefs and then select Path gadget.Enter the path press return then select Save+Use. You will not have any more problems. If you do take 2 Aspirins and lay down in a dark room for two hours with a damp cool towel over your head singing 'Nee Neeee'.

WARNING:- Some possible problems!!

```
~~~~~
{1} Memory
```

If you run DDBASE several times you may get a problem{ A GURU } This is because DDBASE takes about 600+K of ram: to store all the data etc.When you exit DDBASE this ram: is passed back to the system. The problem is that programs like DDBASE need contiguous memory {all in one block} but after a program has passed the ram: back the memory gets fragmented and so even when you see displayed enough ram: to run DDBASE there may not be enough contiguous memory. If you are ever unsure then just reset your Amiga .I would like to say that this is not my fault but its just the way the Amiga handles memory Allocation.

Also if you have a large file with a big 'Memo' field, doing any editing of any field may cause a Out Of Memory Error.

On a 1+ Meg Amiga you will be able to have upto 1600 Records. On a 1 Megabyte Amiga you will be able to have about 1000 Records.

## {2} The- Dating Game

If you have already created and entered data and then you edit a field to a Date Field this may trash any existing data you have entered.

If you find that it does trash the data then you can either add a new field as a date field and then Update each existing record. Or you can export the data and then edit the field to a Date Field after which select New and Delete Data. This will leave you with just the fields so you can import the data back into the database.

## {3} The Import Game

Always make sure when you wish to import data ascii or Superbase that you have selected the same amount of fields that was exported. DDBASE is not very forgiving and may produce a error requester that will mean early retirement from DDBASE. A most infuriating thing.

## {4} Errors

I have spent some time trying to ensure that most errors have or will be trapped. DDBASE is protected with quite a good error routine.

If however DDBASE finds an error that it does not like you will only be able to recover from one such error. If this happens please let me know exactly what you did to create the error.

## {5} ILBM Files

DDBASE will not accept DPAINT BRUSHES. Why I dont know. So please dont use them in conjunction with DDBASE.

Or See Tool Time.

## 1.7 Introduction

One of the features of DDBASE is the on line help , so if you get stuck just press the Help key for a AmigaGuide help file.

DDBASE uses the ReqTools Library ©Nico Francois and uses emulated GadTools Gadgets. Uses Gadtools BevelBoxes and FlippedBevelBoxes. Also used is the ILBM Library to display IFF Pictures.

You can pass an argument from a cli EX:

```
>1 DDBASE <filename>
```

Where <filename> is a DDBASE database that you wish to load on entry.

```
FEATURES
```

```
~~~~~
```

```
ON LINE HELP - Just press the Help Key.
```

---

EXTERNAL FIELD Displays a Gadget {Has a Blue Border  
External Fields are:

ASCII field - Display any ASCII file.The External field is  
displayed as a Gadget.

IFF Field - Display any non HAM/AGA ILBM IFF.When I get an A1200  
this will change.

AMIGA GUIDE Display Guide Documents

SOUND SAMPLES Play standard sound samples {Via Player}

POWERPACKER ASCII,IFF,GUIDE can all be Powerpacked

POSITION FIELDS -Position any field anywhere you like on screen  
you can always reposition them at any time.

FIELD TYPES - STRING Enter any type of data.OR Required Data

DATE Date format -DD/MM/YY or DD MMM YYYY

NUMERIC Various Formats

BBOX TEXT in a BevelBox

FBOX TEXT in a FlipBox

TEXT TEXT.

EXTERNAL Display IFF, ASCII, AMIGAGUIDE Files,  
Sound Samples,Anims.

MEMO Capture data from disk,Directories,Keyboard

EDIT FIELDS Move,Edit,Add,or Delete fields.

EXPORT/IMPORT Export to ASCII or SuperBase ©Precision Software,  
format.Import ASCII or Superbase format.

FAST SORT Uses a Shell Metzner Sort

SNAP Saves current record in T:snap[n].ddb

REQTOOLS Uses ReqTools ©Nico Francois Requesters

GADTOOLS Uses Gadtools Bevel/Flip Boxes

DRAW BOX Draw BevelBoxes,FlipBoxes,Boxes, and Double Bevel  
boxes. Upto 10 boxes allowed.

LOOKS Totally WB2 look.All functions accessed by Gadgets  
and keyboard shortcuts.Press 'h' to see current  
shortcut.

CAPACITY Upto 2000+ Records (Keep an eye on the memory displayed  
on the Window Title Bar).  
Upto 20 Fields.  
Draw upto 10 boxes.

POWERPACKER Can read powerpacked files.

SOUND SAMPLES Using a program like DSOUND will play any sample

ANIMATIONS      Can play animations {via PPANIM etc}

## 1.8 Tool Time 'URR URR'

TOOLTYPES

MAX      Max amount of records required.  
 GIF      PC MAC Graphic Format  
 TIF  
 JPEG      Graphic Format  
 MED  
 SYNTHSOUNDS  
 SOUNDTRACKER  
 DOC\_READER=ppmore  
 ILBM-READER=-  
 ANIMPLAYER=biganim \*      Prefs  
 SAMPLEPLAYER=dsound -w -m Prefs  
 PAGELENGTH=63      Prefs  
 SEPERATOR=\*      Prefs  
 CURRENCY=£      Prefs  
 TASKPRI=0      Prefs  
 DOUBLEBEVEL=N    Y or N    =Y Display field contents in DoubleBevel Box.  
                   =N It Doesn't.

NOTE If you do not set the Pagelength then DDBASE will attempt to get the pagelength from the preference settings.

DDbase will recognise in total 13 different file formats.

You can add tools to Play/View 8 different formats.

These are:-

1= Sound Samples    :See Prefs  
 2= Animations      :Ditto  
 3= GIF Picture Format :Try Viewtek  
 4= TIF Picture Format :Know Ideah  
 5= JPEG Picture Format :Try Viewtek  
 6= MED Music Format :Medplayer  
 7= MED SynthSounds  
 8= SoundTracker Modules :Try NoisePlayer

ILBM {Not Dpaint Brushes} can be displayed by DDBASE itself and so does not need a tool. If you want to use a 'tool' to display a ILBM file then using a text editor add the tool to 'ddbase-tools' see below.

The 'Other' formats are:

Maxiplan  
 Pagesetter  
 The Publisher  
 Final Copy  
 GFABASIC

AMOS

ARCHIVED FILES {LZH LHA} If you have LHA in your C directory then  
DDBASE will output a list of the archive.

HOW TO ADD A TOOL.

~~~~~

EXAMPLE: To Display a GIF Picture :^)

After you have selected the field ,a requester will ask you if you wish
to Add a Tool, answer by selecting AddTool. Next simply enter the program
that you wish to use with this format IE: vt . Which is short for ViewTek.
The next time you select a GIF Picture Format file it will be displayed
using viewtek.

HOW DOES DDBASE REMEMBER THE TOOLS

~~~~~

DDBASE reads the DDBASE icon tooltypes as default. If it cannot read  
the tooltypes DDBASE will then look for the file - ddbase-tools in the  
current directory.

TOOLTYPES

MAX Max amount of records required.

GIF

TIF

JPEG

MED

SYNTHSOUNDS

SOUNDTRACKER

DOC\_READER=ppmore

ILBM-READER=-

ANIMPLAYER=biganim \*

SAMPLEPLAYER=dsound -w -m

PAGELENGTH=63

SEPERATOR=\*

CURRENCY=£

TASKPRI=0

HOW TO EDIT TOOL TYPES

~~~~~

You could use a texteditor to edit 'ddbase-tools' or you could just
press the function key F4.

OR just edit the tooltypes from the DDBASE icon.

1 GIF

2 TIF

3 JPEG

4 MED

5 SYNTHSOUNDS

6 SOUNDTRACKER

7 ASCII FILE READER {PPMORE}

8 ILBM FILE READER {PPSHOW}

To set any format to nil just replace the tool name with a dash '-'.

~~~~~  
 I have found that DDBASE does not always get it right. I tried a PROTRACKER module and found that DDBASE did not recognise it although my Module player did. To remedy this you can ensure that a External file will be enacted on properly by using the following:

```

FILE  TYPE          FILENAME
~~~~~
TRACKER MODULE - | mod.#? (Prefix)
MED MODULE | #?.med (Suffix)
JPEG | #?.jpg (Suffix)
GIF | #?.gif (Suffix)
SOUND SAMPLE | #?.svx (Suffix)
ANIMATION | #?.anim (Suffix)
~~~~~

```

Also this will speed things up quite a lot. BEWARE the file will not be decrunched so make sure any tools that you use can handle powerpacked files.

Use and enjoy!!

## 1.9 Play Animations

DDBASE can and will detect animations. So with the help of a program such as 'PPANIM'@Nico Francois, you can play back animations.

NOTE If your anim player only works from a CLI then use the '\*' command

IE. biganim \* [commands]

See Preferences to see how to select your favourite Anim Player.

## 1.10 Sound Samples

With the aid of a program such as DSOUND @Dave Schreiber DDBASE can play any sound sample.

NOTE If your sample player needs a shell output use the '\*' command.

IE. dsound \* -w -m

See Preferences to see how to select your favourite Sample Player.

## 1.11 Main Display Gadgets

```

@{ "Create          " link create }
@{ "Field Definitions" link field  }
@{ "Delete          " link delete  }

```

---

```

@{ "Sort           " link sort   }
@{ "Load           " link load   }
@{ "Add            " link add    }
@{ "Edit           " link edit   }
@{ "Search         " link search }
@{ "Quick Search   " link quick  }
@{ "Cursor Keys    " link cursor }
@{ "GoTo           " link space  }
@{ "About          " link about  }
@{ "Print          " link print   }
@{ "Save As        " link ssave  }
@{ "Snap           " link snap   }
@{ "New            " link new    }
@{ "Save           " link save   }
@{ "Organise       " link organ  }
@{ "Preferences    " link prefs  }
@{ "UpDate         " link update }
@{ "Report         " link rep    }
@{ "The Z KEY      " link zkey  }

```

## 1.12 The Z Key

Pressing 'z' will display a field selector so you can view any EXTERNAL or MEMO Field

## 1.13 Create

Create

Synopsis: Creates a database.

ShortCut- c (LowerCase)

Enter How many fields you wish to have.Next enter the field name ,see Field Types, next enter the length.You will then be asked for the 'Field Type'.

SELECT: STRING | DATE | INTEGER | BBOX | FBOX | TEXT | EXTERNAL | MEMO

Field Types.

~~~~~

```

STRING   Input Data any Format
STRING   {Required Data}
DATE     Input data as Date DD/MM/YY
INTEGER  Input Data as Numeric.
BBOX     Displays as text in a BevelBox
FBOX     Displays as text in a Flipped Box
TEXT     Displays as text.
EXTERNAL Display ASCII,IFF, AMIGAGUIDE, Play Sound Sample
MEMO     Capture Data from Disk,File,Keyboard.

```

After you have defined your fields you now have to position them on the screen using the Mouse. When the field is in the desired position press the left mouse button. After you have positioned all of your fields you will then be able to add data as you wish. However If you have made a mistake this can be easily rectified by using the functions found in Organise.

STRING {Required} This means that an input is needed. To create a required field just select 'Yes' from the requester after you have selected the String Field. Next you will have to enter a list of data to choose from.

To do this just type in the data and separate the items with a colon ':' Ex:

```
IE Credit:Debit:Payments:Bank:
```

This would create a list -

```
Credit
Debit
Payments
Bank
```

DATE -- You have the choice of two date formats.

DD/MM/YY as in 15/05/94

DD MMM YYYY as in 15 May 1994

NUMERIC --You have the choice of 5 Formats.

1 --- 999.9

2 --- 9999.99

3 --- £ 99.99

4 --- £ 9999.99

5 --- Any

NOTE You can set the Currency sign from Prefs

EXTERNAL - Any external field will be displayed as a Gadget.To access the file just click the gadget.To display the contents of the field select Snap.You can edit the field as usual.A ASCII Field Gadget has a broken blue border whereas a MEMO Field Gadget has a solid blue border.

Iff

Synopsis: Displays ILBM IFF Pictures

ShortCut p

Similar to External but displays a IFF File instead.To print the file select 'Searching' from the 'Print ' requester.

See ASCII

Add Field
 Edit Field
 Move Field

1.14 Field Definitions

Field Definitions:

String

Synopsis: Field Definition- String Field

ShortCut s {LowerCase}

Defines the current field to input strings {Alpha/Numeric}

Date

Synopsis: Field Definition- Date Field

ShortCut d {LowerCase}

Date Type 1 DD/MM/YY

Date Type 2 DD MMM YYYY IE. 12 Nov 1993

Defines the current field for a Date input.

NOTE: It is very important that you specify a date field BEFORE you enter any data.

If you have already created a database and have entered some data you will be alright if you Add a Date field.

On the other hand if you wish to change a current field to a Date field you will first have to Export the database, select New 'delete data' , then change the field type and Import the data back in.

Alternatively you could add another field and use the UpDate function to enter the correct dates.

UpDate

Integer

Synopsis: Field Definition- Numeric Data Input

ShortCut i {LowerCase}

Input Numeric data.

NUMERIC --You have the choice of 5 Formats.

1 --- 999.9

2 --- 9999.99

3 --- £ 99.99
 4 --- £ 9999.99
 5 --- Any

NOTE You can set the Currency sign from Prefs

BBox

Synopsis: Field Definition- Display Field

Shortcut b {LowerCase}

Displays field title only. The field title is embodied in a BevelBox .NOTE You need only set the field length to 1.

Text

Synopsis: Field Definition- Display Field

Shortcut t {LowerCase}

Displays field title only.
 NOTE You need only set the field length to 1.

FBox

Synopsis: Field Definition- Display Field

Shortcut f {LowerCase}

Displays field title embodied in a flipped bevel box.
 NOTE You need only set the field length to 1.

EXTERNAL

ASCII ~~~~~~

Synopsis: A Field Gadget that when depressed will display a ASCII file whose path and name is stored in the field.

Shortcut Non
 ASCII Gadget

Synopsis: To display a ASCII Field

Shortcut Non

A gadget that when pressed will display a ASCII file that has the Path and Name stored in the Field.To see the Name and Path of a External field select Snap.A External field Gadget can be identified by a blue broken border.

See External, Snap.

Iff Gadget

Synopsis: To Display a IFF Picture

ShortCut Non

A gadget when pressed will display a IFF Picture that has the name and path stored in the field. A IFF Gadget can be identified by a blue Border. Just to see the contents of the field select Snap.

See IFF, Snap

MEMO

====

Synopsis: Capture data from a File, Directory or Keyboard

Shortcut m

Displays a gadget with a solid blue border.

How to Use:-

When you add data for a Memo field you have a requester that asks you:

Use Existing | Load New | Key Board | Directory

How much data that can be held depends on the size of the field. If you wish to use a lot of data then you will have to have a large enough field size.

Load New

~~~~~

If this is the first Item and you wish to capture data from a file on a disk in DF1: then select Load New. Select the file using the file requester. After Some disk activity a window will open and the window title should read 'Use Cursor Keys Return to select.'

Press the Cursor Down key to scroll the text down the screen and the cursor up key to scroll the text up the screen. When you have displayed the start of the document press return. The window will clear and the start of the selected text will be displayed inverse on the screen. Using the cursor keys display the last line you wish to capture and press return.

Useful Tip- In any subsequent field entering '<' will display the first word from the text previously captured. ( Useful for Fish disk Content file).

#### Use Existing

~~~~~

This will allow you to grab more data from a file that has been

previously opened.

Directory

~~~~~

Selecting this function will allow you to select data from the directory of a Disk. You select the data in the same way as above.

#### KeyBoard

~~~~~

This allows you to enter data from the keyboard.

Grabbing Data

~~~~~

Use the cursor down/up keys. When you see the first line that you want, press return. If you have loaded a Directory and you wish to grab the contents of a Directory press 'l' this will load the directory, if you wish to go back to the previous directory press '\*'.  
.

Once you have hi-lited the lines you wish to grab press return.

-----

## 1.15 Delete

### Delete

Synopsis: Deletes current record

ShortCut- D (UpperCase)

Selecting this will result in LOSS OF DATA make sure that you have backed up your data before using this function.

## 1.16 Sort

### Sort

Synopsis: Sorts Records

ShortCut- S (UpperCase)

This function allows you to sort your data by any field. You can also sort numerically as well by string. After you select this function the select field requester appears. The sort routine is very fast and is case insensitive. In case you were wondering DDBASE uses a type of Shell Metzner sort routine.

## 1.17 Load

Load

Synopsis: Loads a previously saved file.

ShortCut- l (LowerCase)

This function does what it says- loads data from disk. The file requester has a pattern matching to '.ddb', this is added to all files saved with DDBASE. This makes finding and loading a lot easier. (Nico Francois is worth his weight in gold)

## 1.18 Add

Add

Synopsis: Adds a record to the database

ShortCut- Cr (CarriageReturn)

To add data just press the return key and then just type in your data and then select Accept or Cancel. Easy isn't it.

Also if you have any external fields you can choose the ASCII/IFF file from a File Requester (Reqtools of course), so if you have more than one external field it might make sense to keep all your external files in the same directory.

## 1.19 Edit

Edit

Synopsis: Edits current record

ShortCut- e (Lowercase)

## 1.20 Search

Search

Synopsis: Search Database (Case Insensitive)

Shortcut =

With this function you can search the database using any of the fields. Any field that you do not want to use just leave blank. You can use '^' '=' '|' (thats shift + \).

---

Using '^' {In String} You would use this :- ^fred -: this would search that field for any occurrences of 'fred' in the field.

Using '|' {Left String} You would use this :- |fred -: this would search that field for the left part of the field that equals 'fred'.

Using '=' {Exact Match} You would use this :- =fred -: this would search that field for an exact match.

Using '\*' {Range} You would use this :- \*Peter|Oscar -: This would display all the records from Peter to Oscar. If you want to do a range with a date or the field length isn't sufficient to enter your range the just enter '\*' and after to have entered all your other search criteria you will be able to enter your range using a string requester.

Quick Search

## 1.21 Quick Search

Quick Search

Synopsis: Quick Search (Case Insensitive)

Shortcut ?

This function will search all fields for any occurrence of the search word. Example :- If you entered 'fred' it would try to find any occurrence of fred in any of the fields. This is case insensitive.

See Search

## 1.22 Cursor Keys

|« Cursor Down

Synopsis: Move to start of Database

Shortcut Cursor Down

When a database has been open it moves to the start.

«« Cursor Left

Synopsis: Moves to the previous record

Shortcut Cursor Left

---

Displays the previous record.

»» Cursor Right

Synopsis: Displays the next record

Shortcut Cursor Right

Displays the next record.

»| Cursor Up

Synopsis: Moves to Last record

Shortcut Cursor Up

Moves to the last record.

## 1.23 Goto-

° Space - GoTo

Synopsis: Goto Line No

Shortcut Space

Allows you to Jump to any Line No.

## 1.24 About

About

Synopsis: Tells you all about me!

Shortcut A (Uppercase)

What can I say!!!!

## 1.25 Print

Print

Synopsis: Allows user to print using various output.

ShortCut- p (LowerCase)

See Help in Print Section.

---

## 1.26 Save As

Save As

Synopsis: Saves DataBase

ShortCut s (LowerCase)

Produces a ReqTools File Requester so you can choose what name to save the database with.

## 1.27 Snap

Snap

Synopsis: Takes a snapshot of current record

ShortCut P (UpperCase)

Those of you who have not heard of the utility 'SNAP' © Mikael Karlsson, may find this quite strange. When selected the program will save the current record to T: as snap{nn}.ddb. NN is updated for each record you Snap so after for instance you Snap 2 Records the directory T: would look something like this:

```
1.Ram Disk:> dir t:
snap1.ddb
snap2.ddb
1.Ram Disk:>
```

The reason why the current record is displayed in a Requester is quite simple SNAP © by Mikael Karlsson does not work due to the BevelBoxes.

## 1.28 Report

Synopsis: To Create a Report from a Database

Shortcut N

Select - Fields|Group|Report|Load|Save|Exit

Fields:

Object - Select the fields you wish to calculate.

Enter how many fields you wish to use. Then just select the fields from the requester.

Group:

Object - To group a database from the selected field.

Just select the field from the requester.

Report:

Object - To enter the search criteria and to display the report.

First you have to declare the fields to calculate (sum) and the field to group. If you have set DDBASE to Print while Searching, you will be asked for a title for the report. Next you can enter the search criteria, see Search. On finishing entering data a new window will be opened and your report will be displayed.

Load:

Object - To load a previously saved report.

Save:

Object - To save a report.

## 1.29 UpDate Database

Synopsis: Edit Selected fields only.

Shortcut u

Enables the user to Update a file using the selected fields. If for instance you add any extra fields after you have created a new file you would select the new fields and just update these.

See Select Fields

## 1.30 New

New

Synopsis: Deletes the whole database or data

ShortCut n (LowerCase)

You have the option Kill! | Data | Cancel. Selecting Kill! will delete the data and the data structure (fields etc). Whereas Delete Data will only clear the data leaving the data structure intact.

## 1.31 Save

---

Save

Synopsis: Save data direct without the option of a File Requester.

ShortCut v (LowerCase)

Save will only work if there is a database that has either been loaded or has previously been saved. In other words if the file path and name is null ("") it will not work

## 1.32 Organise

Organise

Synopsis: To alter fields and Import and Export Data

ShortCut o (LowerCase)

I believe that these functions make DDBASE stand out from other Database programs. To be able to alter the fields and their position to Add fields or delete them with ease.

## 1.33 Preferences

Prefs

Synopsis: Allows the user to alter some operations of DDBASE

Shortcut x (LowerCase)

ANIM Select 'l'. Enter the name of the ANIM player. It has to be in the C directory. To use with a CLI use the '\*' command.  
IE. biganim \* [other commands]

SAMPLE Select 'R'. Enter the name of your preferred sample player  
PLAYER , dont forget to enter any parameters that the player may require. IE dsound -m -w. It has to be in the C Directory.  
If your sample player needs a CLI then use the '\*' command.  
IE. dsound \* -m -w .

PRINT This option sets the page Length for output to a printer.  
SEE the Print section.

SEPERATOR This allows you to enter the field seperator. This is useful when you are exporting or importing data from SuperBase.  
{SuperBase ©Precision Software}

CALCULATE Calculate when searching [=]. Will open a window and display all the selected fields. {See Calculations}

PATH Set the Path for DDBASE.Keep all your files here.

CRUNCH Will crunch any DDBASE #?.dat file thats saved.Needs the command 'crunch' to be in the c: directory.

CURRENCY Set the currency sign to use.

TASKPRI Alter the TaskPriority. (-10 to 20)

EDIT

EXTERNAL If you wish to edit any ascii External files. If you do then select this function, then enter your favourite text editor and press return.

PRINTER Will display printer preference settings.  
Please Note: The output is correct on my machine but they may differ on later versions of the operating systems.  
(It works fine with OS 2.1)

SAVE This saves the preference settings.

USE This saves the preference settings to DDBASE directory  
This could be useful if you Rename DDBASE and ddbase cannot find the DDBASE icon.

LOAD This will load a DDBASE.PREFS file from DDBASE current directory.

## 1.34 Print Section

```
@{ "Print While Searching " link sea }
@{ "Print Envelope " link env }
@{ "Print All Records " link all }
@{ "Print Current Record " link curr }
@{ "Table View " link table }
@{ "Record View " link record }
@{ "Form View " link form }
```

## 1.35 Print While Searching

Searching

Synopsis: Will send data to printer when you use the search function.

ShortCut- p (LowerCase)

You have the option to Output To Printer or a File. If you elect to output to a file you can select the Path and Filename with a requester.The data will Output to the screen and the file.

Selecting this function any data output from the next search will

be output to the screen and to the printer in the format you have selected, Table View or Record View.

## 1.36 Print Envelope

Envelope

Synopsis: Will output the selected fields to a Label or Envelope.

ShortCut- e (LowerCase)

You will be asked for the tab position and then it will print the current record (Selected Fields)

## 1.37 Print All Records

All Records

Synopsis: Prints all the records.

ShortCut- a (LowerCase)

This function will print all the records in the format that you have selected.

## 1.38 Print Current Record

Current Record

Synopsis: Prints Current Record

ShortCut- c (LowerCase)

Prints Current Record in the format you have chosen

## 1.39 Table View

Table View

Synopsis: Print Format

ShortCut t (LowerCase)

Prints selected fields horizontally across the Paper. After reaching 65 lines you will be asked to insert a new sheet of paper.

---

If you use tractor feed then set your printer to the top of the next page.

## 1.40 Record View

Synopsis: Print Format

ShortCut r (LowerCase)

Prints Selected fields vertically down the paper.

## 1.41 Form View

Synopsis: Print Format

Shortcut f (LowerCase)

Prints all fields as they appear on the screen. Saying that it will not display Bevel Boxes etc just the field Text and Data.

## 1.42 Organise

```
@{ "Calculations " link set }
@{ "Select Fields " link select }
@{ "Export Data " link export }
@{ "Import Data " link import }
@{ "Edit Field " link editf }
@{ "Move Fields " link move }
@{ "Add Field " link addf }
@{ "Statistics " link stats }
@{ "Draw Box " link draw }
```

## 1.43 Set Calculations

Calculations

Synopsis: Select fields you wish to Calculate the Sum of.

Shortcut Non c

Choose Select|GROUP|Cancel.

Select

To select fields click on select and enter how many fields you wish to use. Then with the Mouse select the fields from the

requester.

Group

Select Set to choose the field to group. Next providing you have set Caculate from the Preferences, the program will display the Search screen. Enter the search criteria and then the program will group your database accordingly.

## 1.44 Select Fields

Select Fields

Synopsis: Select the fields you wish to print

ShortCut s (LowerCase)

You have the option to select All | Select | Cancel. By selecting All this will enable you to print all the fields. With Select you can choose the fields that you want printed and their length. Enter how many fields you wish to use. The field requester will appear on the right and a list of chosen fields on the left.

## 1.45 Export Data

Export DATA

Synopsis: Exports data with out the field information.  
ASCI or SuperBase Format

ShortCut x (LowerCase)

ASCI

The selected fields will be output to a file. This will be useful to transfer data from one database to another or for a mail merge file for use with a word processor.

SuperBase

The data will be output in a format that SuperBase can Import. Also you will find a second file with a '.hlp' suffix, this file contains the field name and length of the records. To use the data in SuperBase you will first need to create a database that has the same amount of fields and the correct length. To find out how to do this look in the SuperBase manual.

## 1.46 Import Data

---

## Import DATA

Synopsis: Merges Data ASCII or SuperBase Format

Shortcut i (LowerCase)

Merges data to database. Their must be the same amount for fields in the file to be imported otherwise all sorts of problems will occur. However the actual length of the fields on the file to be imported is not important, BE WARNED if the fields are longer than the current database then they will be trimmed to the size of the current field lengths.

## Import SuperBase

Will import data that has been previously exported from Superbase Enter the field separator ie ',' or '\*' whatever you set in Superbase SuperBase ©Precision Software.

## 1.47 Edit Field

### Edit Field

Synopsis: Allows you to edit any field. Also change the length. Delete Field.

Shortcut e (LowerCase)

Displays the Select Field requester. After selecting the field you can change or alter the field name. After pressing return you can change the field length. Also you can change the Field Type.

### Delete Field

After selecting Edit and Selected the Field you choose to delete. It must be noted that deleting a field not only deletes the specified field but also the corresponding data in the database.

See Create

## 1.48 Move Field

### Move Field

Synopsis: Allows you to move any field to a new position.

ShortCut m (LowerCase)

You have the option to change all the fields or select field.

---

Change all fields is the same procedure you went through with Create after defining your fields.

However if you choose to select the field that you wish to move, choose Select. After selecting the field from the Field Requester, all the existing fields will be displayed. All you have to do is to move your new field to the correct position and press the left mouse button.

## 1.49 Add Field

Add Field

Synopsis: Add field

ShortCut a (LowerCase)

Allows you to Add another field. A string requester appears for you to enter the name of the new field. Then you enter the length. You then have to select the Field Type. After this you position the new field using the mouse, when it is in the desired position press the left mouse button.

## 1.50 Statistics

Statistics

Synopsis: Displays Information about your Database

Shortcut = S (UpperCase)

Will display a requester displaying how many records, fields and displaying all the fields with their length and Field Types. You can also print the information.

STATUS

This will display system memory, database memory the size of the current database, how many records and a very approximate of the maximum amount of records that you can achieve, it is only a approximation. If you have previously loaded a database prior to the current file it may not be very accurate.

## 1.51 Draw Box

Draw Box

Synopsis: Draw Flip / Bevel Boxes

Shortcut = b (LowerCase)

---

Select BEVEL|FLIP|RBOX|BBOX|DELETE|CANCEL

BEVEL Draws a bevelbox {GADTOOL}  
FLIP Draws a flipbox {GADTOOL} (DDBASE will not run on OS1.3)  
BOX Draws a box.  
BBOX Draws a box using Beveled Lines. (Best to Experiment a bit)  
DELETE Deletes Selected Box  
MOVE Allows the user to move a previously drawn Box.  
CANCEL Exits from the routine.

Position pointer to the top left corner of the box that you wish to draw, then press the left mouse button. Move the pointer to the bottom right corner, you will notice the rubber banding effect. When the box is to your desired size press the left mouse button. To cancel while in Draw Mode just press the right mouse key.

NOTE: You can only go from Left to Right and not Right to Left.

#### DELETE BOX

After selecting this option from the Draw Box requester just click in the top left corner of the box you wish to delete. To cancel while still in delete mode just press the right mouse key.

#### MOVE BOX

Just click the left mouse key at the top left of the box you wish to move. After a small pause you will be able to reposition the box using the mouse. To cancel just press the right mouse key.

## 1.52 Epilogue

If you like DDBASE and use it you might like to consider a small donation to the author of this breathtaking database. Or some blank disks or PD software, or a postcard but you are not obliged to do so although I would like any bug reports or any suggestions (Please No rude ones).

By Mail

Peter Hughes  
168 Wishingtree Road  
St Leonards on Sea  
East Sussex  
TN38 9LB

This is Version 6.42

---

If you want a copy of the latest version (if there is one) send 2 Blank disks and a stamped addressed envelope.

DDBASE @MADCAP-SOFTWARE 16 May 1994  
 ReqTools @Nico Francois  
 GFABASIC @GFA Data Media (UK) Ltd  
 SuperBase @Precision Software. (Gold Disk)  
 Gadtools @Commodore  
 SNAP @Mikael Karlsson  
 ILBM @Jeff Glat  
 DSOUND @Dave Schreiber

```
@{ "UseAge      " link use }
@{ "Disclaimer  " link disclaim }
```

### 1.53 Disclaimer

DDBASE is provided "as is", without warranty of any kind. In no event will the author be liable for any direct or indirect damage or loss resulting from the use or misuse of this program. By using DDBASE, you are accepting the above.

### 1.54 Use of DDBASE

The copyright stays with me @Peter Hughes {MadCap-Software} and is not transferable by any means. You only have permission to use this software and freely copy and distribute it only if all the files are in tact.

You may freely copy DDBASE and all the supporting files as long as only a minimal fee is charged for copying.

### 1.55 PowerPacked files

Any external file - ASCII, IFF, AmigaGuide may be 'crunched' using PowerPacker. Provided you have the program 'decrunch' in your C Directory.

Also any DDBASE database file ?#.dat may be crunched using PowerPacker. Again providing you have the command 'decrunch' in your C directory DDBASE will decrunch and load the file.

You have the choice to crunch ?#.dat files from within DDBASE. Again this will depend on you having 'crunch/decrunch' in your c directory.

A point worth mentioning is that DDBASE does not take into consideration how much memory decrunching a ?#.dat file will take.

This way DDBASE can detect and decrunch Powerpacked AmigaGuide format files, something that AmigaGuide can't do by it self.

I use PowerPacker Professional and I can highly recomend purchasing a copy.

If you have any trouble obtaining a copy of PowerPacker Pro contact

EuroPress Direct  
Europa House,  
Adlington Park,  
Macclesfield, SK10 4NP  
Telephone 0625 859333  
Price £14.99

Nico Francois is to be congratulated on this excellent program.  
(PowerPacker and Reqtools)

## 1.56 Create AmigaGuide Database

To create a AmigaGuide database from a DDBASE database.

NOTE:- GADGET FIELD - It is most important that you do not have any curly braces '{}' in the Gadget Field. If you do then the gadgets become quite confused. This is not my fault.

- 1: Load a database file
- 2: Sort the Field for use as the Gadget/Button
- 3: Press F9
- 4: Select/Enter a filename or select Cancel not to continue.
- 5: Select the Field for the Button/Gadget.
- 6: Enter the Title for the AmigaGuide Database.

If all has gone well DDBASE will create the AmigaGuide database.

NOTE: DDBASE will write the field title and contents from :-

- A) Integer Field
- B) Date Field
- C) String Field
- D) Memo Field

And thats all there is to it.

## 1.57 AmigaGuide

---

You will require AmigaGuide.library to be in the libs directory and AmigaGuide somewhere in your path. {Ex utilities,c etc}

You can obtain AmigaGuide along with the Licence from Fish disk 870. Or you can copy it from the DDBASE disk.(See the Licence)

## 1.58 Important Notes

DDBASE Will open on various screen modes

IE:

- NTSC Hires
- NTSC Hires Laced
- NTSC Lowres
- PAL Hires
- PAL Hires Laced
- PAL Lowres

DDBASE DOES NOT LIKE OVERSCAN

ALSO DDBASE WILL NOT HANDLE MORE THAN A 16 COLOUR SCREEN

AS DDBASE opens on the Workbench Screen it takes the resolution and bit plane from the workbench.

The answer would be for DDBASE to open its own screen. I have tried this but it causes serious problems when used with Workbench 3 ( and 2.1), it worked fine with WB2.04. One day I am sure I shall work this out. But until then if you want to use DDBASE then I am sorry to say that you will have to use a 4 to 16 colour Workbench. You could save a 4 color screenmode.prefs file to prefs/preset and run DDBASE from a script that will copy the the preset screenmode to env:

You could do it like this-

```
copy prefs:presets/[screenmode.4] to env:sys/screenmode.prefs
```

```
  ^
  |
  |_Or what ever you saved it as.
```

Because of these limitations at some near time in the future I shall have to rewrite DDBASE using a more powerful package, probably something like Blitz Basic but definitely not Amos.(Not that there is anything wrong with Amos, its because you just can't use system friendly calls - ASL, REQTOOLS, GADTOOLS, Real Windows/Screens etc).

DDBASE was written and compiled using GFABASIC 3.5.

I would like to thank my chief mentor - tester Bret McGee who through his determination incorporated REQTOOLS,ILBM Library and Gadtools Bevel/Flip Boxes into DDBASE.

THINGS TO COME (Well maybe)  
 ~~~~~

FILENOTE Attach a small note about a particular database.

SUBFIELDS Have fields in fields, similar to a Memo Field.
 (Sounds complicated)

DDBASE.LIBRARY .This will allow DDBASE to use more system friendly
 gadgets. Especially the Preference window. Also
 it will allow the use of ListView Gadgets. This is
 in the process of being created at the moment.
 Thanks Bret.

It may also Crunch and Decrunch files using
 Powerpacker.library.

BUGS
 ~~~~

Just when I think its safe to use DDBASE I find some undocumented  
 feature (BUGS). So if this happens to you please let me know.

Live Long and Prosper  
 Peter Hughes.

## 1.59 DDBASE Tutorial

DDBASE TUTORIAL.

In this tutorial we shall just learn how to create,add data, and  
 edit a database.

```

    ~~~~~
 Contents
    ~~~~~
    Loading A Database
    Creating a Database
    Adding a Field
    Editing a Field
    Search
    Memo Field
    ~~~~~

```

## 1.60 Load a Database

-----  
 The Tutorial 1>Loading a Database<1  
 -----

Load

Just select the Gadget called Load. Select the database from the File Requester and select OK.

You can move around the file with the cursor keys.

```
Cursor Left == Previous record Cursor Keys
Cursor Right== Next Record
Cursor Up == Last Record
Cursor Down == First Record
Space == GoTo Record
```

Dont forget to see what the shortcut is press 'h' or 'H'.

Or press the Help Key as DDBASE has on line help.

## 1.61 Create

```

Tutorial 2>Create a Database<2

```

If you had loaded a file previously select New and then select Kill from the requester.

Now select Create. A string requester appears for you to input how many fields you wish to have {1 to 20}. For now enter 4 and press return.

It is always wise to plan your database before you create it {Obvious again!} ie work out how many fields etc and note them.

For this example we are going to create a database with 4 Fields.These will be:

```
Field 1 == Name
Field 2 == Address
Field 3 == Post Code
Field 4 == Telephone
 Add Fields
```

After you have entered 4 in the requester the field requester appears. You will notice that the FieldName input is Active.So Enter 'Name' for the first field.Now the Field Length input gadget is active so enter 25.Just below this gadget you will notice 'Enter Field Type'. There are 7 gadgets displayed along the bottom of the requester.At this point you can select 'h' for the shortcut or Help for the on line help. Just for now though select the String gadget{ or 's' -shortcut}

What you have entered will now be displayed to see if it is correct.Select Correct {or press return} and you can enter the next fields.

Try doing these your self they are

|           |           |        |
|-----------|-----------|--------|
| Address   | Length=40 | String |
| Post Code | Length=10 | String |
| Telephone | Length=20 | String |

After you have entered these you will now be required to position them on the screen.

The first field {Name} is displayed at the pointer. By moving the mouse you move the field. Move the field until its about an inch {or Metric equivalent} from the top and about an inch from the left of the screen and press the Left Mouse Button.

You will go through the same procedure for the other fields. Position the other fields with about half an inch below the one in front.

Once you have done this you have created you first file in DDBASE. Dont forget to save this file.

To Save select Save As {save only works if there is a filename already declared}. If you are not in the desired directory then see the Load tutorial of how to change directories.

Once you are in the correct directory just type a filename, for instance myfile, there is no need to add .ddb as the program will do this for you. After you have entered the filename just press return or select Ok!.

## 1.62 Add a Field

---

Tutorial 3>Adding fields <3

---

### Add Fields

You can add more fields to your file quite easily. First select Organise If a window does not open then follow the procedure in Load to load a file.

You will notice 12 Gadgets. For now select Add Field, or h for shortcut or press help key and select the gadget you need help with.

After you have selected Add Field you will see the Field Definition Requester . Enter Comments for the Field name and enter 30 for the length. Then select the string gadget. Select Ok! if it is correct and then you can position the field on the screen using the same method described earlier.

You have just added a field.

Now select Organise and then select Add Field once more. This time enter the following into the Field Name:

DDBASE MADCAP-SOFTWARE

---

For the Length enter 1, this is because this field we are using just to display DDBASE MADCAP-SOFTWARE and no data. For the field type select Text and then select Ok! if it is correct.

Next you will position this field on screen. Position it any where you like but please be sensible about it!

The field Type Text, FBox, BBox are all similar as they all display only fields. The difference is the text in FBox is displayed in a Flipped Bevel Box and BBox in a Bevel Box. The fact that DDBASE uses GadTools.Library means that this program will not work on 1.3 machines.

If you have a pre WB2 machine then its tough. If you want to use DDBASE and other Wonderful programs that utilise the many benefits of WB2/WB3, then its time you upgraded. UPGRADE or LOSE OUT on the Benefits of the OS2.04 or Higher Machines.

## 1.63 Editing

---

Tutorial            4>Editing            Fields<4

---

You can Edit, Move, Delete Fields. All these functions can be accessed from Organise.

Edit All you have to do is select the field to edit and just follow the instructions.

Delete Field. Select the field to delete. The program will ask you if it is Ok to delete that field.

Move field. You can reposition either all or select the field/s you wish to reposition.

For more details see the DDBASE.DOC or the Help feature of DDBASE.

## 1.64 Searching

---

Tutorial            5>Search<5    Quick Search

---

There are two types of Search available. First there is a quick search that's the ? Gadget. If you select the Quick search all you have to do is enter the word or name that you wish to find in the string gadget and press return. The program will then search all the fields for any occurrence of the search word.

Secondly if you want to search specific fields then select '=' Gadget. You can Use:-

---

^ - Find any occurrence in the field. {Any Field}  
| - Find the Left most occurrence. {Any Field}  
<>- Greater than/Less Than. {Numeric/Date}  
\* - Range Between to Parameters {Any Field}

See DDBASE.DOC/Guide for more details.

## 1.65 Memo Field

---

Tutorial 6>Memo>6

A memo field can be almost any length you wish it to be. You are though limited to displaying around 20 lines of text approx 78 characters wide.

With a memo field you can get text from a text file, a disk directory or from the keyboard.

To create a Memo Field you would first enter Add Field or when you are creating a database select Memo from the Add Field function.

For this tutorial we shall assume that you have already created a memo field called 'Description' with a length of 600. We shall use the example of getting the description from the 'Contents' file present on Fish Disks.

When you add data to this field select 'Load New'. Insert a Fish Disk into any disk drive. Select this drive and select the contents file.

After some disk accessing a window will be displayed. Use the cursor up/down keys to display the text up/down the screen. When you have displayed the first program description, the top line, press return. When you press the cursor down key the text will be highlighted. Continue until you have reached the end of the description and press return.

If you have another field after the Memo field that you wish to keep the name in press '<' and then press return this will display the first word in the memo field.

---