PDBase

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	COLLABORATORS		
	TITLE : PDBase		

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PDBase

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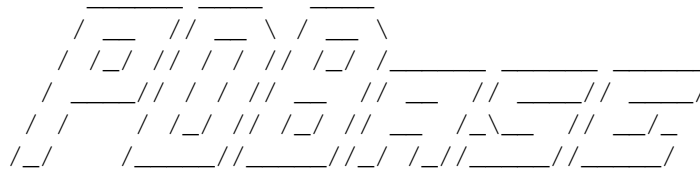
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              – PDBase 1.0a –
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1.2   Introduction

   PDBase has been made for people like me, who download thousands of
files from their BBS and want to archive them on disks in an efficient
way.

   According to me, efficient means:

 * Possibility to class files in different categories.

    * Possibility of adding comments to each program. Actually, I bet you've already experienced this kind of situation, when a friend asks you: "what is this program aqs28krp2.lha I've just found on your disk?"

    * Easy updating of programs.

    * And above all: maximum of automation.

    Since I couldn't find any program that could satisfy me, I took my favorite C compiler and created PDBase. I hope this program will help you saving time in keeping your files in an organized way.

1.3 Installation

    Simply double-click on the Install icon and follow the instructions. (note: Installer must be in the path).

    If you haven'got yet Installer, you 'll have to install it by hand. It's very easy: just copy PDBase drawer where you want and delete the "Install" file.

1.4 Usage

    Let's see how to use PDBase.

    First, just run it from Workbench or CLI. The main~window appears. On the top, you can see a page gadget showing the current mode. Two modes are available:

    * Search: you can search a program in your database using jokers.

    * Edit: you can edit your database, i.e. adding categories and programs. That's the mode we'll use in this chapter.

    To understand the explanations below, you need to know the terminology used in this document. Then you can first read the three following paragraphs in sequence to learn how to use PDBase. The hypertext links in these section are here only for you convenience.

    Here are the main steps for creating your database:

  ~1)~Creating~categories~
  ~2)~Creating~programs~~~
  ~3)~Updating~program~~~~

1.5 Terminology

To understand the explanations, you have to know the terminology used for
PDBase. There are three entities in PDBase:

* Category:
   Categories are similar to drawers on a disk. They help to
      separate your datas in logical groups.

* Program:
   A piece of software, like ReOrg, MUI, MUIBuilder, etc...
      It can be composed of several files.

* File:
   A physical file. A program can include several files: for instance,
   the program ReOrg is composed of two files: reorg31.lha and
   reorg311pch.lha.

1.6 Create Category

You can create your own organisation as you like, but I suggest you use
the Aminet organisation. You can use the project/open menu to load the
included file "aminet.pdb" which is the tree of aminet.

If you don't use Aminet organisation, you can create your own categories
with the "Add" gadget. The category~window will then open: type the name of
the category you want to create and click "OK". That's all.

You can navigate into the categories:

   - double click on a category in the main listview makes you enter
      in this category.

   - Parent brings you back in the parent category.

1.7 Create Program

Here is the main part of your job.
Let's suppose you have just downloaded the two files:

      reorg31.lha
      reorg311pch.lha

which form Holger Kruse's ReOrg disk optimiser.

Go in the category where you want to put it (for instance, "disk/optim")
and click on "Add" gadget for programs.

The program~window opens.
Fill in the strings gadgets. Example:
   Name: ReOrg
   Version: 3.11

Comment: Fabulous disk optimiser

Then add the two files in "Files" listview with "Add" gadget (and file
requesters). When you're done, you can see in "Files" listview two entries:
reorg31.lha and reorg311pch.lha with a little harddisk icon in front of
them. This icon means that they are not yet archived (they are still on your
hd).

Then, click on "OK".

The copy~window appears, indicating which file (name, size, and current
location) will be copied on an archive disk.
You can choose the destination archive disk with two gadgets:

* the ASL Popup: opens a file-requester for you to select the destination
disk.

* the classic popup (down arrow): you can only select a disk already
known from PDBase. Known disks are disks where archived programs are.

Note that PDBase chooses as default destination disk the known disk where
the file will best fit.

The two checkmarks indicate the actions that will be taken when you click
on OK.

* Copy file to destination: the file will really be copied from your
harddisk to the archive disk. See tricks for examples.

* Delete file from source: after copying, the file will be deleted from
your harddisk.

Click on OK. The file is probably getting copied (depending on the
checkmarks). When this is done, the copy window opens again for processing
the second file. The operations are similar to the first and won't be
specified.

1.8 Update Program

Marvellous, you've just received the new version of ReOrg: 12.23 (this is
just an example) !

Go in the corresponding category (for instance, "disk/optim") and
double-click on "ReOrg".
The program window opens. You can edit the string gadgets to update the
version (you can also edit name and comment if you want).

Now, you've got to update the files. Note that there are two entries in
the "Files" listview: reorg31.lha and reorg311pch.lha. They have a disk icon
in front of them which indicates that they are archived on disk.

    Select "reorg31.lha" and click "Remove". The disk icon in front of it
disappears, indicating that this file will be removed from database.
Reiterate operation with "reorg311pch.lha".

    Now add the new file: click on "Add" and select "reorg1223.lha" as
described in Add~program section.

    Then click OK. The delete window will appear, indicating that PDBase
wants to delete "reorg31.lha" from your archive disk.

    The checkmarks "Do not delete file on disk" allows you to remove the file
from the database without really deleting it from disk.

    Click OK: PDBase asks you the disk where reorg31.lha is, and then deletes
the file from the disk.

    When this is done, the delete window opens again for "reorg311pch.lha".
No comment, same as above.

    Finally, the copy window opens for "reorg1223.lha".
    Refer to Add~Programs.

1.9 Reference

    Windows:
       Main~window~~~~~~~~
       Category~window~~~
       Program~window~~~~
       Copy~window~~~~~~~~
       Delete~window~~~~~
       Edit~disks~window~
       Rename~disk~window

    Menus:
       Project~~~~~~~~~~~~
       Prefs~~~~~~~~~~~~~~
       Edit~~~~~~~~~~~~~~~

1.10 Main window

    This is the main window of PDBase. From there, you can navigate in your
    database, search a program, or edit this database.

    Search/Edit (page gadget):
       Select PDBase mode:
          Search mode allows you to search a program in the database.
          Edit mode allows you to edit your database.

```
Left listview:
   Lists the programs and categories included in the current category.

Text below:
   Shows the current category.

Parent:
   Goes to parent category.

Rigth listviews and Version:
   If a program is selected in the left listview, shows the version,
      the files composing the program, and the comment.



In Search mode:

   Search:
     The pattern PDBase will search for. All amigados jokers are
      allowed.

   In Category:
      Shows the category the search is restrained to when in
         "selected category" search mode.
         The popup gadget is used to select the category.

   Next:
      Goes to next program matching search requirements.

   Previous:
      Goes to previous program matching search requirements.

   Name/File/Desc (checkmarks):
      Select which field(s) are compared to the pattern you gave.

   Selected category/Whole database:
      Select whether the search is done in the whole database or in
         a specified category.


In Edit mode:

   Add (Programs) :
      Add a new program to database

   Edit (Programs) :
      Edit the selected program. Opens Program window.
         Same result with a double-click on a program.

   Remove (Programs) :
      Remove selected program.
         Select program you want to remove then click on "Remove".
         PDBase will ask you the disks where the files composing the
         program are to delete them. If it can't delete a file, it will
         ask you if you want to continue the removal. At the end of the
```

                    operation, if it couldn't delete all files of a program,
                    PDBase will ask you if you really want to remove the program
                    from the base.

        Move (Programs) :
           Move selected program.
              Usage: select program you want to move then click on "Move".
              The program is removed from the list. Then go in the category
              you want the program to be moved and click again on "Move".

        Add (Categories) :
           Add a new category to database

        Edit (Categories) :
           Edit the selected category. Opens Category window.

        Remove (Categories) :
           Remove selected category.
              Select category you want to remove then click on "Remove".
              PDBase will try to remove all programs and sub-categories of
              this category. If it can't delete a program or a category, it
              will ask you if you want to continue the removal. If it can't
              delete all programs and categories of the category, PDBase
              will ask you if you really want to remove the category from
              the base.

        Move (Categories) :
           Move selected category.
              Select category you want to move then click on "Move". The
              category is removed from the list. Then go in the category you
              want the category to be moved and click again on "Move".

1.11 Category window

   This window opens when you add a new category or edit an old one.
   It contains all the parameters describing this category.

   Path:
      Shows the category where the edited category is located.

   Name:
      Name of the edited category.

1.12 Program window

   This window opens when you add a new program or edit an old one.
   It contains all the parameters describing this program.

   Category:

Shows the category where the edited program is located.

Name:
   Name of the edited program.

Version:
   Version of the edited program.

Comment:
   Comment on the edited program.

Files listview:
   Shows the files composing the program.

   * A disk icon in front of a file points out that this file is
     already archived (i.e. is on an archive disk).

   * A Harddisk icon in front of a file points out that this file has
     just been added and is not yet archived on one of the archive
     disks. This file will be copied to disk after you click on OK.
     See Copy~window.

   * No icon in front of a file points out that this file will be
     removed when you click on OK. See Delete~window.

Add:
   Adds a new file. Opens a file-requester for you to indicate this
      file.

Remove:
   Removes the selected file.

Restore:
   Restores a file you removed.

Replace:
   One-in-two gadget: removes the selected program and adds a new file.

1.13 Copy window

   This window opens after the editing of a program, if you have added files
to this program. The file will really be added to your database and
eventually to an archive disk under your control.

Gadgets:

   File:
      Name of the file to be copied

   Size:
      Size of the file to be copied

   Source dir:

        Directory where the file to be copied is at the moment.

    Dest dir:
        Select where the fil will be copied. You can use two popups to
            indicate the destination disk:

        * the ASL Popup: opens a file-requester for you to select the
            destination disk.

        * the classic popup (down arrow): you can only select a disk already
            known from PDBase. Known disks are disks where archived
            programs are.
            In the popup listview, PDBase highlights the disks it THINKS they
            have enough free space to receive the file.

        Notes: - PDBase chooses as default destination disk the known disk
                    where the file will best fit.

                - if you choose with the ASL popup a path corresponding to
                  a known disk, PDBase will inform you and select the known
                  disk as destination.

    Copy file to destination:
        Really copy file to dest disk when OK is clicked. If not checked,
            the file will be added to the database, but not physically copied
            to the disk. See tricks.

    Delete file from source:
        Delete file from "source dir" when copy has succedeed. For security
            reason, you are not allowed to delete file from source without
            copying it to disk.

    OK:
        Process the file according to your choices.

    Skip:
        Do not process this file but continues the editing procedure.

    Cancel:
        Do not process this file and stops the editing procedure.

Menus:

    Set copy defaults:
        Set the current checkmarks state as default.
            See Prefs/Copy~defaults.

1.14   Delete window

    This window opens after the editing of a program, if you have removed
files from this program. The file will really be deleted from database and

eventually from your archive disk under your control.

Gadgets:

    File:
      File to be deleted.

    Disk:
      Disk the file to be deleted is on.

    Do not delete file from disk:
      If checked, the file will only be deleted from database but not
        physically eliminated from the disk.

    OK:
      Process the file according to your choices.

    Skip:
      Do not process this file but continues the editing procedure.

    Cancel:
      Do not process this file and stops the editing procedure.

Menus:

    Set delete defaults:
      Set the current checkmark state as default.
        See Prefs/Delete defaults.

1.15 Edit disks window

    This window shows you the list of known disks (i.e. used by PDBase to
store your files) and lets you adjusts some elements.

    Listview:
      It has three colums,
        column1: name of the disk.
        column2: free size on this disk.
        column3: number of files archived by PDBase on this disk.

    Remove:
      Removes a disk from the list. You can remove a disk only if it's
        empty.

    Rename:
      Renames a disk. Note that you have to relabel physically yourself
        the disk. See Rename~Disk~window.

    Update:
      Reads the free space on the disk and updates it in the base.
        Useful if you've added files on this disk without using PDBase.

1.16   Rename disk window

```
This window lets you rename a disk.

Name:
   Name of the disk.
```

1.17   Project Menu

```
New:
   Clears current database to start a new project.

Open:
   Opens a disk based database.

Save:
   Saves the database on disk with the current name.
   (current name is set by successfull "Open" or "Save As")

Save As:
   Saves the database on disk but asks file name first.

About:
   Information about PDBase.

Quit:
   Quit PDBase. If database is not saved, opens a requester first to
      save database.
```

1.18   Prefs Menu

```
CopyDefault:
   This item and the corresponding sub-items select the default state
      the checkmarks will appear in when the copy window opens.

DeleteDefault:
   This item and the corresponding sub-items select the default state
      the checkmark will appear in when the delete window opens.
```

1.19   Edit Menu

```
Disks:
   Open the Edit Disks window.
```

1.20   Tricks

Here are some special situations that PDBase can handle:

~You've~already~got~archive~disks~~~~~
~Adding~inexistant~files~to~a~program~

1.21   You've already got archive disks

If you have already tried to maintain archive disks yourself of with
another program, you can keep this disks. The conversion to PDBase will just
need a little work.

1) On your archive disks, put all the files in the root directory.

2) Deselect menu checkmark: Prefs/Copy Default/Copy file to destination
   Then, when the copy window opens, the corresponding checkmark will
      be disabled.

3) Create your categories.

4) Add your programs.
   Let's say you want to add ReOrg to you database and ReOrg is already
   archived on disk "DSK64" as two files: reorg31.lha
   and reorg311pch.lha.

   Click on "Add" (program). The program window opens. Complete the
   string gadgets (name, version, comment) and add the two files with
   "Add" (file) gadget. Then click on OK.

   When the copy window appears, select as destination disk "DSK64"
(with the asl popup for the first file, the classic popup for the
second file). Click on OK: the files are added to the database but not
copied.

1.22   Adding inexistant files to a program

Sometimes, you may want to add a file to a program in your database, but
you haven't got yet this file.

Go in edit program window as usual, and add the file with the file
requester: type the name of the file "by hand" in the string gadgets of the
requester.

Then, click "OK" in the program window.
Before the copy window opens, a requester will inform you that the file
couldn't be found: this is normal. Then, the copy window opens: note that
the two checkmarks are unselected and disabled: this means that the file
will be added to the database, but no physical copy will occur.

1.23   History

```
1.0:
   Initial release

1.0a:
   PDBase was sometimes crashing when quitting. Fixed.
```

1.24 Credits

```
I would like to thank (in alphabetical order):

* Dietmar Eilert: for GoldEd.

* Holger Kruse: for ReOrg being a good example (to understand, read usage
                chapter 8^) ) but also a precious tool.

* Cedric Souchon: for beta-testing, help in designing PDBase GUI,
                  and creating the aminet example database.

* Stefan Stunz: for his incredible MUI package.

* Eric Totel: for MUIBuilder (great tool to save time).
```

1.25 Author info

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Please send me a mail if you use this program.
Of course, you can (and must!) send me all bugs reports and
   enhancements requests.
```

1.26 Legal Issues

```
~License~~~~~
~No~Warranty~
~Disclaimer~~

Copyrights
   ~GoldEd~~~~~
   ~MUI~~~~~~~~
   ~MUIBuilder~
   ~ReOrg~~~~~~
```

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problems if any are discovered, but is in no way required, nor bound to
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or data residing on a system attempting to run the programs. The user of
this program uses it at his or her own risk.

1.30   GoldEd

   GoldEd is (C) Dietmar Eilert.

1.31   MUI

                        This application uses

                      MUI - MagicUserInterface

                (c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the
aid of a preferences program, the user of an application has the ability
to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for a
file called "muiXXusr.lha" (XX means the latest version number) on your
local bulletin boards or on public domain disks.

           If you want to register directly, feel free to send

                      DM 30.- or US$ 20.-

                             to

                        Stefan Stuntz
                   Eduard-Spranger-Straße 7
                      80935 München
                         GERMANY

1.32 MUIBuilder

    MUIBuilder is (C) Eric Totel.

1.33 ReOrg

    ReOrg is (C) Holger Kruse.

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