StarBase

COLLABORATORS

	TITLE : StarBase		
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REVISION HISTORY

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StarBase

1.1 StarBase

StarBase (amiga@sbryant.freeserve.co.uk - www.sbryant.freeserve. ↩
co.uk)

First thing, copy the SBCP.font to your FONTS: Drawer.

You can place the other files anywhere you like as long as StarBase
and the Data Drawer, containing CreateList, are in the same directory.

Also needs Diskfont.library & Iffparse.library which you should have.

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1.2 Starting StarBase

```
Starting StarBase
-----------------
First, select which version of StarBase you want to use. StarBase_CLI is
the PAL Hires version, StarBase_PRD is the Multiscan Productivity version.

StarBase is started using CLI with three arguments, the first is the
Title to appear on screen (which can be up to 56 Characters long) and the
second is the name of the Text file without the extension. The amount of
on screen colours can now be selected with a third entry;

 DEMO.Text Example : > StarBase_??? "Demo File For StarBase" DEMO 3

Or create a script file like "Run_Me" for each text file.

The colour range is between 3 and 8; 3=8 colours, 4=16 colours,
5=32 colours, 6=64 colours, 7=128 colours, 8=256 colours
```

1.3 Mouse & Keyboard Controls

```
Mouse & Keyboard Controls
-------------------------
Most functions are usually operated by clicking on a button or highlighted
text with the Left Mouse Button.

When viewing a "ILBM", the Left Mouse Button returns you to StarBase.

When viewing "RESO" pictures, the Left Mouse Button returns you to
StarBase, the Right Mouse Button displays the next picture.

To stop "MUSX" modules, press "ESC" (except on "ILBM and "RESO" screens).

When reading a file you can go to the next or previous entry by clicking
the Right Mouse Button on the two unmarked buttons on the right hand side
of the bar that runs across the display. Also, White text can also be
selected with the Left Mouse Button to take you to that entry. You can
return to your original selection by Right Clicking on the "LIST" Button in
the Top-Left corner of your screen.
```

1.4 Main Screen

```
Main Screen
-----------
Search For - enter the text to find in just the titles, then press "Return"
            or click on its button.

Global Search - Enter the text to find in Search For and click on this
```

```
                    button to scan the entire file. Text found will be
                    highlighted Yellow.

Search Menu - If highlighted will display the previous search list.

List All Files - Displays all text file entries.
```

1.5 Creating Text Files

```
Creating Text Files
-------------------
Codes = ¡ (Character #161, Alt-i)
        ø (Character #248, Alt-o)
        ç (Character #231, Alt-c)

Standard ASCII text, with no special characters (except ¡,~ø and~ç).

Your saved text file must end with the extension ".Text".

The length of each entry cannot exceed 78 characters, and can only contain
up to 3900 lines (including blank lines). This count starts from the third
line in your selected entry. Each page in StarBase displays 26 lines.

To begin an entry the title must have a ¡ (Character #161, Alt-i) before
it. Titles can be up to 70 Characters long.

 Example : ¡Turnabout Intruder [TOS] #80

This is followed with either a blank line or a 4-Digit Code then a 3-Digit
code. In the Star Trek Episode Guide I use these for the year of production
and the length of the each episode.

 Example : ¡Turnabout Intruder [TOS] #80
           1968048

Now you can add your text about this subject, which can include links to
other entries by adding an ø (Character #248, Alt-o) before and an ç
(Character #231, Alt-c) after the text to be selected. This will be
displayed as White for selection with the Left Mouse Button.

 Example : ¡Turnabout Intruder [TOS] #80
           1968048
           This is an example to lead to øThe Cage [TOS] #1ç.

The text inside the ø and the ç must be on the same line and must be
entered exactly the same as the title (but without the ¡).

 Example : ¡Turnabout Intruder [TOS] #80
           1968048
           This is an example to select øThe Cage [TOS] #1ç.
           ¡The Cage [TOS] #1
           1965064
           This is an example to select øTurnabout Intruder [TOS] #80ç.
           ¡Unknown Episode
```

```
        This is an example of a blank line (no really!), and notice
        that the next entry continues after the previous one with no
        blank line separating them.
        ¡Next Entry

        Hello, I'm the Next Entry Text.
```

This file is then placed in the Data Drawer with the CreateList program.

You now have to run the CreateList program to generate an index file.

1.6   Using CreateList

```
Using CreateList
---------------
When you've created your text file, you must run this CLI program followed
with the name of the text file, without the .Text extension.

Every time you change a text file, you have to run CreateList, or the list
might not point to the correct position in your text file. If you receive
the message "Incorrect File" after selecting a entry, quit StarBase and run
CreateList then restart StarBase.

So to Create a List for the DEMO.Text file you should double-click on the
CreateList program to bring up the "Execute a File" requester and enter;
```

```
|------------------------------------------|
| Execute a File                           |
|------------------------------------------|
|              Enter Command Arguments:    |
|          |-----------------------------| |
| Command: |CreateList DEMO              | |
|          |-----------------------------| |
| |----|                      |--------| |
| | OK |                      | Cancel | |
| |----|                      |--------| |
|------------------------------------------
```

This will generate a DEMO.List file in the Data Drawer that is used as an
index for the main program.

These files must remain in the Data Drawer.

1.7   Adding Pictures

```
Adding Pictures
---------------
Code = *P*

Click on the "ILBM" button to view.

A single standard IFF picture.
```

Make sure is does not have the extension ".Iff".

Entered in the second line of the selected entry.

```
Example : ¡Title
          1999060*P*Data/DEMO/ILBM/Demo
          My text starts here.

     Or : ¡Title
          *P*Data/DEMO/ILBM/Demo
          My text starts here.
```

This picture can be in any mode and size, as it now opens on a seperate
screen, but the amount of colours must not exceed 256 (8). The picture can
have its own palette, and does not need the first 8 colours to be set.

To return to StarBase, press The Left Mouse Button.

```
On-Screen Picture
-----------------
```
To add an on-screen picture, another picture with the same filename, and in
the same directory as the main picture, has to be added and given the
".Iff" extension, and be no bigger than 552x180 in PAL Hires or 552x376 in
Multiscan Productivity.

Unlike the "ILBM" picture, the on-screen picture must contain the first 8
colours from the StarBase program, otherwise the picture will be corrupted.
Mouse colouring also has to be added for pictures over 16 colours. The
values of the colours from 0 to 7, 17 to 19 are refreshed internally.

```
Colour values 0 = 0,0,0
              1 = 240,240,240
              2 = 160,110,100
              3 = 180,160,180
              4 = 140,100,140
              5 = 130,80,70
              6 = 100,60,100
              7 = 240,240,0

Mouse colours 17 = 224,64,64
              18 = 0,0,0
              19 = 224,224,192
```

The following examples will highlight the "ILBM" button and display the
smaller ".Iff" picture on-screen.

```
Example : ¡Title
          1999060*P*Data/DEMO/ILBM/Demo
          My text starts here.

     Or : ¡Title
          *P*Data/DEMO/ILBM/Demo
          My text starts here.

Example : DIR > Data/ILBM/Demo
                Data/ILBM/Demo.Iff
```

If you just want an on-screen graphic you have to include the ".Iff"
extension in the *P* line. You only need the smaller picture for this.

```
Example : ¡Title
          1999060*P*Data/DEMO/ILBM/Demo.Iff
          My text starts here.

    Or : ¡Title
          *P*Data/DEMO/ILBM/Demo.Iff
          My text starts here.
```

Example : DIR > Data/ILBM/Demo.Iff

This will not highlight the "ILBM" button but will display on-screen.

1.8 Adding Samples

```
Adding Samples
--------------
Code = *S*
```

Click on the "8SVX" button to hear.

8svx samples only, maximum length allowed is 128k.

Entered in the second line of the selected entry.

```
Example : ¡Title
          1999060*S*Data/DEMO/8SVX/Demo.8svx
          My text starts here.

    Or : ¡Title
          *S*Data/DEMO/8SVX/Demo.8svx
          My text starts here.
```

Samples will also be played when the first page of the selected entry is
viewed. Samples will not play when a module is playing.

1.9 Adding Resource Pictures

```
Adding Resource Pictures
------------------------
Code = *A*
```

Click on the "RESO" button to view.

A collection of standard IFF pictures with a numbered extension, "Demo.1",
"Demo.2" and so on (unlimited). All pictures must be the same size.

Entered in the second line of the selected entry.

```
Do not include the extension ".1", ".2", in the entry filename.

Example : ¡Title
          1999060*A*Data/DEMO/RESO/Demo
          My text starts here.

     Or : ¡Title
          *A*Data/DEMO/RESO/Demo
          My text starts here.
```

These pictures can be in any mode and size, as they now open on a seperate
screen, but the amount of colours must not exceed 256 (8). The pictures can
have there own palettes, and they don't need the first 8 colours to be set.
To view the next image press the Right Mouse Button. To return to StarBase,
press The Left Mouse Button.

1.10 Adding Music Modules

```
Adding Music Modules
--------------------
Code = *M*

Click on the "MUSX" button to hear.

Protracker or OctaMed (MMD0 / MMD1 Only), Size < 1MB.

Entered in the second line of the selected entry.

Example : ¡Title
          1999060*M*Data/DEMO/MUSX/Demo.Mod
          My text starts here.

     Or : ¡Title
          *M*Data/DEMO/MUSX/Demo.Mod
          My text starts here.
```

Samples will not play when a module is playing.

To stop the module playing and re-activate the samples, press "ESC"
(not available on "ILBM and "RESO" screens).

(Medplayer.library is needed in LIBS: to play the OctaMed Modules).