

StarBase

COLLABORATORS

	<i>TITLE :</i> StarBase		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

StarBase

1.1 StarBase

StarBase (amiga@sbryant.freeseve.co.uk - www.sbryant.freeseve. ←
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, are in the same directory.

Also needs : Diskfont.library
Iffparse.library
ReqTools.library
ASL.library

Starting StarBase

Mouse & Keyboard controls

Main screen display

Creating Text files

Using CreateList

Adding Pictures

Adding Samples

Adding Animations

Adding Music Modules

1.2 Starting StarBase

Starting StarBase

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

First Running of StarBase_SCR

When run for the first time, it brings up a screenmode requester. You can select any 640x480 mode (Multiscan, CGX, etc.).

You will then be asked for the location and filename of your favourite image viewer, select "Cancel" if you don't use pictures or animations. Another requester will then appear that will allow you to enter CLI options of your viewer, that can be placed before or after the filename of the image. Select "None" for no CLI options.

```
example: PicAniViewer <before CLI> filename <after CLI>
```

It will then ask the same questions about your favourite animation player.

First Running of StarBase_CLI

Almost the same as StarBase_SCR , but only asks for a picture and animation viewers and CLI options, and is fixed with a 640x256 screenmode.

Settings

The settings are stored in "S:SB_[CLI/SCR]_[Text Name].prefs" and will be used in future executions of this program.

To change the settings, hold "Left Shift" after running the program, before the main display appears, or edit the file manually in any ASCII editor.

Layout Of SB_[CLI/SCR]_[Text Name].prefs

```

1> Screenmode in Decimal (not read by StarBase_CLI, but still needed)
2> Location and name of Picture viewer
3> Before CLI options          <"C:PicView [options] [filename]">
4> After CLI options           <"C:PicView [filename] [options]">
5> Location and name of Animation viewer
6> Before CLI options          <"C:AniView [options] [filename]">
7> After CLI options           <"C:AniView [filename] [options]">

```

You can enter before and after CLI options by using a Text Editor.

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.

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.

You now have to run the CreateList program to generate an index file.
(not required from version 3.0/1.2 of StarBase)

1.6 Using CreateList

As From StarBase 3.0/1.2, CreateList is no longer needed as StarBase checks the Text file itself. A new version of this program is included in this

archive. The Date and Time of the Text file is stored in the comment box of the List file, and if a difference is detected, StarBase will create a new List. (change made after a request by "Leigh Parry").

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.

This picture can be in any format your selected viewer can handle.

Make sure it 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.

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 StarBase_CLI or 552x376 in StarBase_SCR. It must be a standard IFF ILBM picture.

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 Animations

Adding Animations

Code = *A*

Click on the "RESO" button to view.

This can be any type of animation that your selected viewer can handle.

Entered in the second line of the selected entry.

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

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

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).
