

MusicManII.dok

COLLABORATORS

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Contents

1	MusicManII.dok	1
1.1	main	1
1.2	einleitung	2
1.3	allgemein	3
1.4	datensatz	3
1.5	datei	5
1.6	anhang	6
1.7	Preface	6
1.8	Legal Stuff	6
1.9	Illegal Stuff	8
1.10	Thanks	8
1.11	Registration	8
1.12	System Requirements	9
1.13	installation	9
1.14	updates	10
1.15	The LineEditor »LineEd«	10
1.16	requester	13
1.17	Status Line	14
1.18	req.library	14
1.19	Messages	14
1.20	Help mode	15
1.21	iconify	15
1.22	Quit	15
1.23	Input Mode	16
1.24	Edit-Mode	16
1.25	Load a record	16
1.26	Save a record	16
1.27	Re-Enter	17
1.28	Lent to	17
1.29	Append a record	17

1.30	Insert a record	17
1.31	Delete a record	17
1.32	Other page	18
1.33	Enlarge	18
1.34	Shorten	18
1.35	Undo	18
1.36	Delete a song	18
1.37	Insert a song	19
1.38	New File	19
1.39	Other file	19
1.40	Change Path	19
1.41	Delete a file	19
1.42	Delete All	20
1.43	Sorting	20
1.44	Searching	20
1.45	Show List	21
1.46	Create	22
1.47	Save	23
1.48	Re-Organize	23
1.49	File-Information	23
1.50	Selection	24
1.51	Printing	24
1.52	prefs	26
1.53	ascii	31
1.54	Error reports	33
1.55	Future	33
1.56	history	33
1.57	ESC Sequences	34
1.58	Glossary	34
1.59	Glossary - Files	35
1.60	Glossary - Record	35
1.61	Glossary - Default-Icon	35
1.62	Glossary - ENV: / ENVARC:	36
1.63	Glossary - Extension	36
1.64	Glossary - FD	36
1.65	Glossary - Gadget	36
1.66	Glossary - Ghosted	36
1.67	Glossary - Icon	36
1.68	Glossary - Menuitem	36

1.69 Glossary - Mode	36
1.70 Glossary - Pathname	37
1.71 Glossary - Preferences	37
1.72 Glossary - Pull-Down-Menu	37
1.73 Glossary - rAMIGA	37
1.74 Author	37

Chapter 1

MusicManII.dok

1.1 main

INTRODUCTION

- 1) Preface
- 2) Legal Stuff
- 3) Illegal Stuff
- 4) Thanks
- 5) Registration
- 6) System Requirements
- 7) Installation
- 8) Updates

GENERAL

- 1) The LineEditor »LineEd«
- 2) Requester
- 3) The Status-Line
- 4) The »req.library«
- 5) Messages
- 6) Help-Mode
- 7) Iconify
- 8) Quit the Program
- 9) The Input-Mode
- 10) The Edit-Mode

RECORD

- 1) Loading a record
 - 2) Saving a record
 - 3) Lending a record
 - 4) Other Page
 - 5) Enlarge
 - 6) Shorten
 - 7) Undo
 - 8) Delete a song
 - 9) Insert a song
 - 10) Append a record
 - 11) Insert a record
 - 12) Delete a record
-

13) Re-Enter

FILE

- 1) New File
- 2) Other File
- 3) Change Path
- 4) Delete File
- 5) Delete All
- 6) Sorting
- 7) Searching
- 8) Show List
- 9) Create
- 10) Save
- 11) Re-Organise
- 12) File-Information
- 13) Selecting

PRINTING

PREFERENCES

APPENDAGE

- A) ASCII-Table
- B) Error-Reports
- C) Future
- D) History
- E) Escape-Sequences

GLOSSARY

AUTHOR

1.2 einleitung

Preface

Legal Stuff

Illegal Stuff

Thanks

Registration

System Requirements

Installation

Updates

1.3 allgemein

- 1) The LineEditor »LineEd«
 - 1.1) Shortcuts
 - 1.2) Input-Modes
- 2) Requester
 - 2.1) Savety-Requesters
 - 2.2) Error-Requesters
 - 2.3) Information-Requesters
- 3) The Status-Line
- 4) The »req.library«
 - 4.1) The File-Requester
 - 4.2) The Color-Requester
- 5) Messages
 - 5.1) Author
 - 5.2) User
 - 5.3) Distribution
- 6) Help-Mode
- 7) Iconify
- 8) Quitting the program
- 9) The Input-Mode
- 10) The Edit-Mode

1.4 datensatz

- 1) Load a record
 - Menu: Record/Load
 - Gadget: "^", "v", "F", "G", "L"
 - 2) Save a record
 - Menu: Record/Save
 - Gadget: "Speichern"
 - 3) Re-Enter
 - Menu: Record/Re-Enter
 - Gadget: not available
 - 3.1) With old text Submenu: Record/Re-Enter/With old text
-

-
- 3.2) With empty lines Gadget: "Re-Enter"
 Submenu: Record/Re-Enter/With empty lines
 Gadget: not available
- 4) Lent to
Menu: Record/Lent to
 Gadget: Lent To
- 5) Append a record
Menu: Record/Append
 Gadget: "Append"
- 6) Insert a record
Menu: Record/Insert
 Gadget: not available
- 7) Delete a record
Menu: Record/Delete
 Gadget: not available
- 8) Other page
Menu: Record/Other page
 Gadget: "Other page"
- 9) Enlarge
Menu: Record/Enlarge
 Gadget: not available
- 10) Shorten
Menu: Record/Shorten
 Gadget: not available
- 11) Undo
Menu: Record/Undo
 Gadget: UNDO
- 12) Delete a song
Menu: not available
 Gadget: "Delete Song"
- 13) Insert a song
Menu: not available
 Gadget: "Insert Song"
-

1.5 datei

- 1) New File
 - 2) Other File
 - 3) Change Path
 - 4) Delete a file
 - 5) Delete All
 - 6) Sorting
 - 7) Searching
 - 7.1) Patterns
 - 7.2) Range
 - 7.3) Direction
 - 7.4) File(s)
 - 7.5) The Search-Process
 - 8) Show List
 - 8.1) The Gadgets
 - 8.1.1) The List-Gadget
 - 8.1.2) The Navigation-Gadgets
 - 8.1.3) The "Go Back"-Gadget
 - 8.2) The Pull-Down-Menu
 - 8.2.1) Selection
 - 8.2.2) First # to show
 - 8.2.3) Show First Page
 - 8.2.4) Show Last Page
 - 8.2.5) Informations
 - 8.2.6) Help-Mode
 - 8.2.7) Go Back
 - 9) Create
 - 9.1) MusicManII.Int
 - 9.2) MusikManII.Art
 - 10) Save
 - 10.1) Index
 - 10.2) MusicManII.Int
 - 10.3) MusikManII.Art
 - 11) Re-Organize
 - 12) File-Informations
 - 12.1) Filename
 - 12.2) Mode
 - 12.3) Record
 - 12.4) Lent to
-

- 12.5) Is it sorted
- 12.6) Chip-, Fast-, Public-Ram

- 13) Selection
 - 13.1) Create
 - 13.2) Free
 - 13.3) Save as

1.6 anhang

- ASCII-Table
- Error-Reports
- Future
- History
- Escape-Sequences

1.7 Preface

- 1) Preface

Wellcome to "MusicManII V2.13" !!!

MusicManII is a program, that helps you organizing your Lps, MCs, CD and Singles. Additionally it's full of useful functions like Searching, Sorting and Printing of e.g. MC-Covers. Anyone having lots of CDs, MCs, Lps or Singles will soon appreciate MusicManII and will no longer lack it!

This document is (at least in my eyes) detailed and describes all functions with the care it needs. To learn the usage of MusicManII very quickly, it's recommended, that you try described functions directly at your computer. And allways remember: most problems will be solved by consulting this manual! Nevertheless, for any questions just send me a mail (EMail or SMail) or give me a call.

By the way: MusicManII is Shareware! PLEASE read Chapter 5
Registration
!

Enjoy MusicManII,
Andreas Mair

1.8 Legal Stuff

2) Legal Stuff

MusicManII is Shareware, that means the Demo-Version may/should be copied. It's purpose is to give you a change of testing the possibilities of MusicManII. If you recognize that you like MusicManII and you want to use it, you'll have to pay the Shareware-fee. More in chapter 5

5) Registration

.

To make it easier for you to come to a decision, this Demo-Version has some limitations:

- Only one

File
per
Mode

- Only 20 Records per File

- Annoying Requester when you load a record

MusicManII must always be copied completely, that means following files must

be included:

- MusicManII_Demo Main-Programm
- MusicManII.doc this documentation
- MusicManII.guide AmigaGuide-Help-file
- MC-Datei.mm File with examples
- LP-Datei.mm - " -
- CD-Datei.mm - " -
- Single-Datei.mm - " -
- MusicManII.Prefs Example Preferences
- MusicManII_Demo.info Workbench-
Icon
- MusicManII.doc.info - " -
- MusicManII.guide.info - " -
- def_mc.info Default-Icon
- def_lp.info - " -
- def_cd.info - " -
- def_single.info - " -
- def_prefs.info - " -

This file must not be altered by anyone except the author. Except Packing and Archiving.

If anyone want to translate this document in an other language, you are allowed if you post me a disk with it (disk will be sent back if you provide envelope with postage. The document will be included in future releases of MusicManII.

You are allowed to design the icons of MusicManII as you like them, too. If you like to, you may send them to me, too. See paragraph about document for details.

```
*****
*
* YOU USE »MUSICMANII« AT YOUR OWN RISK !!! THE AUTHOR IS NOT
* RESPONSIBLE FOR THE CORRECTNESS OF THE FUNCTIONALITY OF
* »MUSICMANII« !!! THERE WILL BE NO COMPENSATION FOR ANY DAMAGES
* OR LOSS OF DATA WHICH MAY OCCUR DIRECT OR INDIRECT THROUGH THE
* USE OF »MUSICMANII«.
```

```
* YOU AGREE TO THIS TERMS BY THE FIRST TIME YOU YOU START      *
* »MUSICMANII« !!!                                             *
*                                                                 *
*****
```

As this program is a product created by man, there may be hidden Errors in it.
Read Chapter

B) Error-Reports
in the appendage.

1.9 Illegal Stuff

3) Illegal Stuff

It must be said: DO NOT spread pirate copies!
First of all it's illegal and second it's unfair because of the programmer,
because he works many monthes or even years on a project 'til it's ready.
You may imaging how frustrating it is if his top program that is used by
many people has only small selling because everyone uses a pirate copy.

The same is with MusicManII: the Shareware-Version may be copied freely,
but NOT the registered full-version!!!

1.10 Thanks

4) Thanks

Thanks go to anybody working with MusicMan.
Special thanks go to those who find errors in MusicManII.

Thanks go to Mr. Fred Fish that provided me with lots of useful Tools on his
AmigaLibsDisks. The same thanks go to the distributors if the TIME-disks, to.

MusicManII has been created using the following hard- and software:

- GFA-Basic Interpreter & Compiler V3.5 / V3.52
- BeckerText II V1.11
- GoldEd
- Amiga500 with 3 disk-drives and 2.8MB RAM ('til V2.04)
- Amiga4000/040 with 2 disk-drives, 6.0MB RAM and 240MB harddisk (since V2.04)
- Kickstart 1.3 ('coz of GFA-Basic Interpreter) ('til V2.04)
- Kickstart 2.0 (documents, Help-Texts, Testing etc.) ('till V2.04)
- Kickstart 3.0 (since V2.04)

1.11 Registration

5) Registration

To register have to print the file "Registration.ASC", answer the questions
and send it together with the Shareware-fee to me (you 'll find my adresse

at the end of this documentation).

Registration will give you following possibilities:

- Updates; for details see Chapter 8) Updates
 - you may contact me if you have any questions
 - no limitations like the Demo-Version
- etc.

And never forget: The more registrations I get the more time I'll invest in future version!

1.12 System Requirements

6) System Requirements

MusicManII has been tested with following configurations:

- A500, 2.8MB (1.0MB CHIP) RAM, 3 Disk-drives, Kick 1.3 and 2.05
 - A500, 2.8MB (1.0MB CHIP) RAM, 1 Disk-drives, Kick 2.04
 - A500, 1.0MB (0.5MB CHIP) RAM, 1 Disk-Laufwerk, Kick 1.2
 - A4000/040, 6.0MB RAM (2.0MB CHIP), 2 Disk-drives, 240MB harddrive
- ...and run fine

Registert users own folloing systems, which means that MusicManII runs fine on these systems, too:

- A2000, 3.0MB RAM, Kick2.0
- A2000, 68030/68882, Kick1.3 & Kick2.0, 2 Disk-drives, 9.0 MB (1.0MB Chip), 52MB+120MB harddrives
- A1200, 2.0MB RAM, 2 Disk-drives, Kick3.0
- A600, Kick2.1, 1MB RAM, 1 Disk-Laufwerk
- A4000/030, Kick3.0, 4 Disk-drives, 120MB harddrive, 4MB RAM
- A 600, Kick1.3 & Kick2.0, 2MB RAM, 2 Disk-drives

MusicManII should run on any AMIGA having at least 1.0MB RAM.

1.13 installation

7) Installation

To install MusicManII you should use the provided Installation-program. Therefor you need the Commodore "Installer". WB2.1+ users will find it in "SYS:Utilities/", other users will have to look out for AmigaLibDisk #870. The installation-program will let you install MusicManII both on disk(s) (1-3) and on harddrive.

To install on disks you'll need 3 empty disks named:

- "MusicManII"
- "MusicManII_Files"
- "HELP"

To format disks please consult your "AmigaDOS" manual. Remember: to create self-booting disks you need the "Install"-command.

If you install MusicmanII on harddrive it's startable via doble-klick on it's

icon.

1.14 updates

8) Updates

Development on MusicManII will of course go on and new versions will be released (on AmiNet and some FD-disks). Registered users will get new registered versions by sending me a 3.5" disk with postage. There's the possibility of automatic update-delivering. For this you'll have to send me US\$5.-- for each coming update you want. This fee includes disk and postage.

1.15 The LineEditor »LineEd«

1) The LineEditor »LineEd«

All inputs you'll have to do via keyboard go through an especially developed LineEditor named »LineEd«. It's compatible to DOS1.3s NEWCON: and AmigaOS2s CON: but has man enhancements. In the following summary you'll find all shortcuts.

1.1) Shortcuts

BACKSPACE

Deletes the character at the left side of the cursor.

DEL

Deletes the character under the cursor.

CursorLeft

Cursor will be moved one character to the left if not at the beginning of the line.

CursorRight

Cursor will be moved one character to the right if not at the end of the line.

CursorUp

The cursor will be moved up one line if in input- or edit-mode.

CursorDown

The cursor will be moved down one line if in input- or edit-mode.

RETURN

ENTER

The current line will be left. If you are in input-mode, the cursor will be placed in the next line you'll have to enter.

ESC

All changes in the current line will be lost and the line will be left.

SHIFT+CursorLeft

The cursor is moved to the beginning of the line.

SHIFT+CursorRight

The cursor is moved to the end of the line.

SHIFT+CursorUp

In edit- or input-mode the cursor will be placed in line 1 of the current page.

SHIFT+CursorDown

In edit- or input-mode the cursor will be placed in the last line of the current page.

CTRL+CursorLeft

The cursor is moved to the beginning of the current word.

CTRL+CursorRight

The cursor is moved to the beginning of the next word.

CTRL+CursorUp

The cursor will be moved to line 1 of page 1 if in input- or edit-mode.

CTRL+CursorDown

The cursor will be moved to line 1 of page 2 if in input- or edit-mode.

CTRL+l-3

The input-mode of the current line may be changed:

1 : abc=abc

2 : abc=ABC

3 : abc=Abc

You'll get more informations in the next chapter.

CTRL+c

The character at the left side of the cursor will be exchanged with the one under the cursor.

CTRL+i

Toggle Insert- and Overwrite-Mode.

CTRL+k

Deletes text from the current Cursor-position to the end of the line and writes it to a buffer that may be insertet again with CTRL+y

CTRL+q

rechte AMIGA+q

Undos all changes to the current line.

CTRL+u

Delete from the beginning of the line to the current position.

CTRL+w

Deletes the word under the cursor.

CTRL+x

rechte AMIGA+x

Deletes current line.

CTRL+y

Inserts text deleted with CTRL+k at current cursor-position.
This shortcut has no effect when entering numbers.

CTRL+z

Toggles Uppercase to lowercase.

CTRL+RETURN

The current input side will be ended. That means if you entered all songs of the current side this shortcut will bring you to the input-line that follows the last line of the current page. This may save you some RETURN hits.

rechte AMIGA+BACKSPACE

SHIFT+BACKSPACE

Deletes line from the beginning to the current cursor-position.

rechte AMIGA+DEL

SHIFT+DEL

Deletes line from the current cursor-position to the end of the line.

Alt+CursorLeft

If you are to input songs or song-length this will put a row left.

Alt+CursorRight

If you are to input songs or song-length this will put a row right.

F1 - F10

rAMIGA+F1 - rAMIGA+F10

SHIFT+F1 - SHIFT+F10

CTRL+F1 - CTRL+F10

ALT+F1 - ALT+F10

The text entered in "Define F-Keys" at the corresponding key will be placed at the cursor-position.

HELP

By pressing this key you'll get help (or what did you expect?).
You'll be shown all shortcuts.

SHIFT+HELP

Help again...

This time you'll be given the contents of the F-Keys.

The "+"-gadget will sho the next page, "-" the previous page.

You may leave this box with the "OK"-gadget.

CTRL+HELP

This shortcut has only an effect if you have to enter an interpret or a type of music. It will bring you a list of all available interprets (types) where you may select one via the cursor up and down. RETURN will write the text into your current line, ESC will cancel. With DEL you are able to delete the hilighted entry. You may also jump to the first entry starting with the key you pressed (e.g. "z" may bring you to "ZZ Top").
Of course you'll need "MusicManII.Art" and "MusicManII.Int" to view the list!.

1.2) Input-Modes

There are differnt input-modes:

- Text will be output like selected in "Program Settings"
(abc=abc : output=input / abc=ABC : output=input with uppercases / abc=Abc : output=input with first character of word uppercase)
- Text will be output in uppercase.
This mode is used if you have to enter interprets and titles.
- Only numbers "0-9" and colon ":" are output.
This mode is used while entering time. The colon must not be input, because it will be inserted before the last to characters. If you entered more than four characters, the first one will be deleted to make place for the colon. So there's a limit of 99 minutes and 59 seconds (but I guess that's enough). If you enter seconds of greater than 59, they'll be replaced by 59.
- Only number "0-9" are output.
This mode is used if you have to enter years. If you just enter two numbers, 19 will be placed before.

1.16 requester

2) Requester

In MusicManII different Requesters are used:

- Savety-Requesters
- Error-Requesters
- Information-Requesters

You may handle this requesters with the mouse and with the keyboard. Using the mouse you'll have to put you arrow into the wanted box and press the left mouse-key once. Using the keyboard you may select the left gadget with "Y" or "V" and the right gadget with "ESC", "N", "B" or "Q". The middle gadget is selected with "M".

2.1) Savety-Requesters

Before some functions are executed a savety-requester pops up asking you whether you agree or not (e.g. quitting the program; deleting s.th.). There's one savety-requester that may be set to your like or dislike: It's the one that takes care of unsaved work. You may adjust it in "Program Settings", it's called "Save-Mode".

2.2) Error-Requesters

MusicManII tries to catch as many errors as possible.

Remark:

Because of an error in GGFA-Basic error handling got smaller: you will only get a note when an error occurs and after responding the program will exit.

2.3) Information-Requesters

These requesters do only have one gadget (most of the time "OK"). The only give you a not, you can't change program execution.

1.17 Status Line

3) The Status-Line

The status line is placed at the bottom border. It's split into two pieces. The left one, named "Status:", displays current messages, the second one, name "Line:", displays the number of the song under the mouse and the side (1/2). In MC-mode "S2" is displayed if you pressed "Other page", otherwise "S1" is displayed.

I recommend that you always keep one eye at the status line so that you are not surprised about what happens.

1.18 req.library

4) The "req.library"

The "req.library" is © by Colin Fox & Bruce Dawson. It's used because of the file and color requester (see next chapters for details). If you want more information about "req.library", please consult it's documentation.

4.1) The File-Requester

With the file-requester you may select the

Path
to a
file
or the file itself

by selecting the device (e.g. "DF0:") or the disk-name (e.g. "MusicManII:") in the left scroller by double klicking it. In the big scroller all directories and files will be shown. By double-klicking a directory its contents will be shown. A double-klick on a file will load it or save into it. With the Parent-

Gadget

you'll get one directory level higher (the directory where you double-klicked the shown directory). You'll leave the file-requester without saving or loading by klicking in the "Cancel"-Gadget.

4.2) The Color-Requester

With the color requester you may adjust the display colors of MusicManII by selecting the color with the "R", "G" and "B" gadgets. "OK" leaves the requester and takes care of the changes, "Undo" undos all changes and "Cancel" leaves the requester without taking care of your changes.

1.19 Messages

5) Messages

This functon is used to tell you something. You may quit this requester by

klicking the "OK" button.

5.1) Author

Name and address of the author will be shown.

5.2) User

Name and address of the registered user will be shown. In the FD-Version name of the source is shown.

5.3) Distribution

Some information about distribution are given.

1.20 Help mode

6) Help-Mode

MusicManII has a detailed online help. That means wherever you are pressing the HELP-key or, if present, klicking the Help-Gadget brings you into help mode where you may select functions you want a description of. Information will be shown in a window via AmigaGuide.

You'll recognize the help mode because the mouse pointer changes its form to display "HELP" in it.

Turn off help mode by pressing the HELP-key again.

Attention:

Help is only available if "HELP:MusicManII.guide" and "LIBS:amigaguide.library" are present.

1.21 iconify

7) Iconify

By chosing this function the MusicManII screen is closed and as much memory as possible is freed. A window named "MusicManII" will be opened on the Workbench screen. To get back to MusicManII activate this window and then press the right mouse button. You may klick into the closegadget, too. This will open the MusicManII screen and pop up the requester asking you if you are sure.

1.22 Quit

8) Quitting the program

Selecting "Project/Quit" menu or "Quit" button will quit MusicManII.

A requester pops up asking you if you are sure.

1.23 Input Mode

9) The input mode

You switch to input mode by selecting one of the following buttons or menus: "Append", "Re-Enter", "Record/Append", "Record/Re-Enter/#?" or "Record/Insert"

Now you are able to (re-)enter a record.

Take a look at the shortcuts of LineEd to see how to get through this.

1.24 Edit-Mode

10) The Edit-Mode

You switch to edit mode by clicking the left mouse button above the line you want to edit. You leave the edit mode by pressing ENTER, RETURN or ESC. For all other keys see LineEd.

1.25 Load a record

1) Load a record

This function (Menuitem: "Record/Load") pops up a requester where you may enter the number of the record you want to load.

There's an other way of loading records too:

Klicking the buttons "^" and "v" will add (sub) from right to left 1, 10, 100, 1000 or 10000 to (from) the current record number. If you've activated "Auto-Load record", records will be loaded at once. If you didn't, you'll have to klick into the the "G" button. "F" button and "rAmiga+F" will load the first record, "L" ← button

and "rAmiga-L" the last one.

You may also add or sub one record by pressing "rAmiga++" or "rAmiga+-".

1.26 Save a record

2) Save a record

By selecting this function (Menuitem: "Record/Save"; Gadget: "Save") the shown record will be saved to (hard)disk if edited. You may also activate "Save-Mode: Auto" in preferences which will save edited records automatically if you load a new one or quit etc.

1.27 Re-Enter

3) Re-Enter

3.1) With old text

You may re-enter the current record with current contents.
(Menuitem: "Record/Re-Enter/With old text"; Gadget: "Re-Enter")

3.2) With empty lines

The same as "3.1)", but contents is cleared before.
(Menuitem: "Record/Re-Enter/With empty lines")

1.28 Lent to

4) Lent to

With this function (menuitem: "Record/Lent to"; Gadget: "Lent to") you may enter whom you lent this record. This is useful if you give CDs etc. to your friends and sometimes do not really know whom you give them.

1.29 Append a record

5) Append a record

A record ist appended to the current file.
(Menuitem: "Record/Append"; Gadget: "Append")

1.30 Insert a record

6) Insert a record

A record is inserted before the current one.
(Menuitem: "Record/Insert")

1.31 Delete a record

7) Delete a record

The current record will be deleted.
(Menuitem: "Record/Delete")

1.32 Other page

8) Other page

In MC mode you may enter 15 songs per side or 30 songs per side. To see the songs 16-30 you'll have to select "Other page" button or "Record/Other page" menuitem.

The status line will display "S1" if songs 1-15 and "S2" if songs 16-30 are shown.

1.33 Enlarge

9) Enlarge

Only available in MC and CD mode. Per default in MC mode are only 15 songs per side allowed and in CD mode only 15 (one side only). With this function you may double the number of allowed songs for the current record.

Chose "Other page" for showing songs 1-15 or 16-30.

"Shorten" will delete extra songs again.

(Menuitem: "Record/Enlarge", only shown if record is not yet enlarged)

1.34 Shorten

10) Shorten

Deletes extra songs of a record in MC and CD mode.

(menuitem: "Record/Shorten", only shown if record is enlarged)

1.35 Undo

11) Undo

Undos all changes done to the current record since saving.

(Menuitem: "Record/Undo"; Gadget: "Undo")

1.36 Delete a song

12) Delete a song

Let's you delete a song line. You are asked to select the wanted song or press ESC to abort. Select the song with the mouse or with cursor keys and RETURN.

(Gadget: "Delete Song"; Shortcut: "rAmiga+CursorUp")

1.37 Insert a song

13) Insert a song

Let's you insert a song line. You are asked to select the song before that the song should be inserted or press ESC to abort. Select the song with the mouse or with cursor keys and RETURN.

(Gadget: "Insert Song"; Shortcut: "rAmiga+CursorDown")

1.38 New File

1) New File

The file-requester pops up where may select or enter the wanted file. If file already exists (and of current mode!) the path to the file will be updated and the number of containing records will be calculated.

In MusicManII are only 12 files allowed per mode!

(Menuitem: "File/New", "Project/New file"; Gadget: "New file")

1.39 Other file

2) Other file

You may change the current mode and the current file.

(Menuitem: "Project/Open file", "File/Open"; Gadget: "Other File")

1.40 Change Path

3) Change Path

A requester pops up displaying 12 gadgets with all files of the current mode. Select the file you want to change the path of and klick "Change" or klick "Cancel" to abort.

(Menuitem: "File/Change Path")

Remember:

This will only update the path so MusicManII finds the file again if you moved it, but you'll have to move it by hand.

1.41 Delete a file

4) Delete a file

The same requester as in "Change Path" pops up.

(Menuitem: "File/Delete")

1.42 Delete All

5) Delete all

A requester pops up where you may select of which mode ALL files should be deleted. "Delete" really deletes them ALL, "Cancel" aborts without deleting. (Menuitem: "File/Delete all")

1.43 Sorting

6) Sorting

Let's you sort the current file. A requester pops up where you may select the criterions of sorting. The second one is taken if the first one occurs more than once.

Sorting takes place in 3 steps:

- reading all records (abort sorting with "STOP" button)
- sorting (abort with "STOP" button)
- saving the index file

(Menuitem: "File/Sort"; Gadget: "Sort")

1.44 Searching

7) Searching

You may search for a record in the current mode. (Menuitem: "File/Search"; Gadget: "Search")

You'll have to do following selections:

7.1) Patterns

You may enter patterns for interpret, title, song, song-length, type and free time. In some modes some patterns have no use, they are ghosted. To get more information about patterns see chapter "13.1) Create".

7.2) Range

Let's you select the range of the current file where searching should take place. Note that all other file are searched completely!

Possible ranges:

- First one - last one
Searches through whole file.
- First one - current pos.
Searches from the first record ti the current record.
- Current pos. - last one
Searches from current record to last record.

7.3) Direction

Possible directions

- "Forward" searches from range beginning to range end
- "Backward" searches from rang end to rang beginning

7.4) File(s)

Let's you select which in files should be searched:

- This one
The current file
- All ones
All files of the current mode
- Some
Every new file of the current mode you are asked if you want to search in it

7.5) The Search-Process

A requester pops up telling you that MusicManII is searching. Klick into the "STOP" button to abort searching.

If a matching record is found it'll be shown and ou have the possibility to work with this record by pressing RETURN or try to search for the next record by pressing ESC.

1.45 Show List

8) Show List

You are presented a new screen which shows you the contents of the actual file as a list.

(Menuitem: "File/Show list"; Gadget: "Show list")

Additionaly there are some gadget a a pull-down menu:

8.1) The Gadgets

8.1.1) The List-Gadget

This is the big part where your records are shown. To load own to the main screen you'll have to klick the left mouse button above it.

You may also select a record with the Cursor-Keys and RETURN.

8.1.2) The Navigation-Gadgets

These are the gadgets with the arrows on them ("<<<<", "<<<", "<<", "<", ">", ">>", ">>>", ">>>>"). You may navigate with there help:

"<<<<"	1000 pages back
"<<<"	100 pages back
"<<"	10 pages back
"<"	1 page back
">"	1 page forward
">>"	10 pages forward
">>>"	100 pages forward
">>>>"	1000 pages forward

8.1.3) The "Go Back"-Gadget

This will bring you back to the main screen with the record shown that was shown before you entered the list view mode.

8.2) The Pull-Down-Menu

8.2.1) Selection

Please read chapter "13) Selection"

8.2.2) First # to show

A requester pops up where you may enter the number of the record you want to see in the first line.

8.2.3) Show first page

Displays as much records as possible starting with the first one.

8.2.4) Show last page

Displays as much records as possible with the last one in the last line.

8.2.5) Information

A requester pops up showing you the number of records in the current file, the number of selected records and patterns for interpret, title and type.

8.2.6) Help-Mode

Toggles Help and Execution mode. A requester pops up telling you whether help is aktiv or not.

For details see chapter "5) The Help-Mode" in the "General" section.

8.2.7) Go Back

Same as menuitem "Project/Go Back"

1.46 Create

9.1) MusicManII.Int

All interprets of the current file are saved in this file. These interprets can be selected in a requester while editing a record (see LineEd shortcuts). If this file already exists the new interprets are appended.

9.2) MusicManII.Art

All types of the current file are saved in this file. These types can be selected in a requester while editing a record (see LineEd shortcuts). If this file already exists the new types are appended.

1.47 Save

10.1) Index

The index in memory will be saved. Index is saved automatically if you change the current file or quit MusicManII.

10.2) MusicManII.Int

The interprets in memory will be saved. This file is saved automatically if you change the current file or quit MusicManII.

10.3) MusikManII.Art

The types in memory will be saved. This file is saved automatically if you change the current file or quit MusicManII.

1.48 Re-Organize

11) Re-Organize

Re-organizes your current file, that means that the records are saved in the same order as the index: deleted records are wiped, inserted are really inserted etc. This may shorten your files and may speed up listing.

After re-organization you are asked whether you want to copy the new file above the old one or not. If not you will still work with your old files until you change to the new one.

Attention:

You MUST NOT select the same filename for the destination and the source!

1.49 File-Information

12) File-Information

This will give you information to the current file. Quit this requester by clicking into the "OK" button.

(Menuitem: "Project/About/File"; Gadget: "Infos")

12.1) Filename

The filename is displayed without pathname and extension.

12.2) Mode

The current mode is displayed: LP, MC, CD or Single.

12.3) Record

The current record number, the number of records of the current file and the number of records of the current mode are displayed.

12.4) Lent to

If you've lent this record to someone this will be displayed here.

12.5) Is is sorted

This will display if the current file is displayed or not.

12.6) Chip-, Fast-, Public-Ram

This will display the amount of free RAM. After the slash the size of the maximum block is displayed.

1.50 Selection

13) Selection

13.1) Create

A requester will pop up where you may enter the patterns for interpret, title and type. Wildcards are supported:

```
? any character
# the following character must at least be come once
#? any string
```

(This is just a little overview, for details see the documentation to the pattern.library)

Examples for wildcards:

```
"Te?t" will find "Test", "Text" but not "Teilt"
"Ma#n" will find "Mann", "Man" but not "Mannomann"
"Ma#?" will find "Mann", "Man", "Mair" but not "Meier"
```

Attention:

Selection is available until you free it, change the current file or quit.

13.2) Free

The current selection is freed. You're present the complete file afterwards.

13.2.1.3) Save as

The file requester pops up asking you for the name of file the selection should be saved in.

1.51 Printing

```
*****
***                                     ***
***                               P R I N T I N G                               ***
***                                     ***
*****
```

This allows you to print the records of the current file. The "Print" gadget start printing, "Cancel" aborts.

You may alter the settings with the following gadgets (settings are lost after printing is done):

1) Quality

You may alter the quality of printing:

Draft = faster

(N)LQ = slower but of better quality

2) 80 chars/line (Std.=69)

You may alter if you want to print condensed or not. If it's activated, a MC cover contains 80 chars per line instead of 69 (therefore no song-length are printed).

To get correct printings, the corresponding ESC sequence has to be filled in correctly in the settings module.

3) Sort-Mode

You may sort your printing in list mode the following way:

- None

do not sort

- Interpret

will sort the interprets; for the same interprets the title (or first song in Single mode) is sorted too

- Title

similar to "Interpret"

- Song

will sort for songs; same songs -> interprets ->title

(note: this will need a very long time if you have a lot of records!)

Attention:

This will activate the list mode and change the "Output-Format" to the current "Sort-Mode".

4) Selection

You may enter the patterns for interpret, title, song and type. Only matching records will be printed.

See chapter "13.1) Create" in the "File" section.

5) Output to

You may select if you want the printer or a file as output.

The filename must be given in the next field.

6) Filename

In the textfield you may enter the filename wher you wish to go output to.

The default filename is the name of the current file but with extension ".ASC"

The "GetFile" button in front of the textfield will pop up the file requester where you may chose the filename.

7) Output-Mode

Selects whether you would print as record with full information or as list. ausgegeben werden sollen.

8) What to output

Chose the file(s) you want to print:

- This one
prints current record (or file, see above)
- All ones
prints all records (or files, see above)
- Some
ask you for every record (or file, see above) whether you want to print it or not
- Range
prints range of current file (records or list)
range must be defined (see next)

9) Range

In the two textfields you may enter the first record to print (from) and the last one (to).

This will change "Output-Mode" to "Range".

10) Output-Format

You may chose between three formats:

- Interpret
Interpret, Title, Type, Playing Time
- Titel
Title, Interpret, Type, Playing Time
- Song
Songs, Interpret, Title, Song-Length
in Single mode: Songs, Interpret, Song-Length

If you selected in the Printer settings "Print list numbers", the number of the record will be printed before each line.

1.52 prefs

```
*****
***                                     ***
***                               P R E F E R E N C E S                               ***
***                                     ***
*****
```

This chapter describes the definition of settings.

1) Settings

1.1) Create Icons

This option enables or disables the creation of icons for new files and preferences of MusicManII.

Following icons must be present in "ENV:MusicManII/":

- def_mc.info for MC files
- def_lp.info for LP files
- def_cd.info for CD files
- def_single.info for Single files
- def_prefs.info for Preferences files

You'll have to take care that those icon files are of "Project" type, and that "MusicManII" with complete path is present as "Default-Tool".

1.2) Settings

The external Preference Editor is started (see chapter 2). Therefore "MMII_PrefsEd" must be present in the current directory.

1.3) Last saved

The last saved preference file will be loaded. that's the preferences file that can be found in "ENVARC:MusicManII/".

1.4) Default

All settings are set to the internal defaults.

1.5) Load

The file requester pops up where you may chose the settings you want to work with.

1.6) Save

The current settings will be saved in "ENV:MusicManII/MusicManII.Prefs" and "ENVARC:MusicManII/MusicManII.Prefs".

1.7) Save as

The file requester pops up where you may select or enter the file your current settings should be saved in.

2) The Preference Editor

It contains 8 main gadgets:

- Program Settings
do general program settings (see chapter 2.2)
- Printer Settings
do some settings concerning the printer (see chapter 2.3)
- Define F-Keys
define text for your f-keys (see chapter 2.4)
- Adjust Colors
change the palette of MusicManII (see chapter 3.2 in "General" section)
- Print F-Keys
prints f-keys and the text defined for them:

	None	Shift	Ctrl
F1	(30)	(30)	(30 characters)
.			
.			
.			

F10

Alt rAMIGA
F1 (30) (30 characters)

.
.
.

F10

- Save
the current settings are saved in "ENV:MusicManII/MusicManII.Prefs"
and "ENVARC:MusicManII/MusicManII.Prefs"
- Use
the current settings are kept but not saved. If you reboot your system
they are lost.
- Cancel
all changes done are lost and you'll be present the main screen again

2.1) The pull-down menu

2.1.1) Project

2.1.1.1) Open

The file requester pops up asking you for the settings you want to use.

2.1.1.2) Save as

The file requester pops up asking you where to save your current settings.

2.1.1.3) Help-Mode

Toggles Help mode (see chapter 6 in "General" section).

2.1.1.4) Quit

Done changes are lost and you are present the main screen.

2.1.2) Edit

2.1.2.1) Default

The internal settings of MusicManII are set.

2.1.2.2) Last saved

The last saved preference file will be loaded. That's the preferences file
that can be found in "ENVARC:MusicManII/".

2.1.2.3) Undo all

All settings are set to the values they had when the editor was started.

2.1.2.4) Undo

Undos the last change.

2.1.3) Options

2.1.3.1) Create icon

This option enables or disables the creation of icons for new files and preferences of MusicManII.

Following icons must be present in "ENV:MusicManII/":

- def_mc.info for MC files
- def_lp.info for LP files
- def_cd.info for CD files
- def_single.info for Single files
- def_prefs.info for Preferences files

You'll have to take care that those icon files are of "Project" type, and that "MusicManII" with complete path is present as "Default-Tool".

2.2) Program Settings

2.2.1) Mode

You may select the mode that's active when starting MusicManII:

LP - MC - CD - Single

2.2.2) File

You may select the file you want to load when starting MusicManII.

2.2.3) Startup

You may select what MusicManII should do after starting:

- Load first
The first record is loaded
- Load last
The last record is loaded
- Append
brings you into the append mode
(help full if you have to enter all your CDs, MCs etc.)

2.2.4) Save-Mode

Select the mode for saving a record:

- Auto
automatically saves a record if you load a new one, quit etc.
- Ask
asks you whether to save a record or not in the above mentioned situations
- User
user must keep track of saving records

2.2.5) Input mode

Select the input mode of default LineEd lines:

- abc=abc
does no changes to your inputs
 - abc=ABC
converts your input all to uppercase
 - abc=Abc
all words will have the first character uppercase
-

2.2.6) Close Workbench

Let's you chose whether you want to close your Workbench or not. This will save you some RAM, but remember that all non-Workbench windows must be closed before. If MusicManII is not able to close the Workbench, a short display beep will take place.

2.2.7) case-Sensitive

If on, text that is searched must be exactly the same as you entered it. If off, MusicManII will not take care of upper- and lowercase.

2.2.8) Enter Song-Length

By default MusicManII let's you enter the length of each song. If you do not want these information or if your printer can't print 80 chars per line, you may want to turn this option off.

2.2.9) Interlaced List-Window

If on, the list window will be opened interlaced: that means that double the lines are present on your screen but (if no flicker fixer in your Amiga) the screen will flicker. If off, the list window will be non-interlaced like the main screen.

2.2.10) Create MusicManII.Int

If on, new interprets are saved in this file (see chapter about LineEd for use).

2.2.11) Create MusicManII.Art

If on, new types are saved in this file (see chapter about LineEd for use).

2.2.12) Auto-Load record

If on, after klicking the "^" or "v" buttons the new record is load automatically. If off, you have to klick "G" if you want to load the record.

2.2.13) Counter instead of Length

If on, no colon is inserted if you enter song-length.

2.2.14) Filler

In MusicManII the same layout is used for all modes, but not all modes need every displayed line, so these lines have to be marked unused. It's done with this filler.

2.3) Printer Settings

2.3.1) Printing Quality

You may alter the quality of printing:
Draft = faster

(N)LQ = slower but of better quality

2.3.2) Print record numbers

If on, the number of the record is printed too.

2.3.3) Print List Numbers

If on, the number of the record is printed before every record in list mode printing.

2.3.4) 80 chars per line (default=69)

You may alter if you want to print condensed or not. If it's activated, a MC cover contains 80 chars per line instead of 69 (therefore no song-length are printed).

To get correct printings, the corresponding ESC sequence has to be filled in correctly (see next chapter).

2.3.5) ESC Sequence

Here you have to enter the ESC sequence your printer needs to print 80 character per line in an MC cover. You have to enter everything with its ASCII value (ASCII table included) separated by a semi-colon. Please read appendage E "ESC Sequences"!

Example:

My printer needs ESC\$, 'M', CHR\$(15) (that's Elite condensed). In MusicManII I have to enter "27,77,15" (note: ESC\$ is 27).

If you have any problems, just contact me!

2.3.6) Skip Perforation

If on, perforation of fanfold paper is skipped.

2.3.7) Center printing

Only for list printing:
centers printing if on.

2.3.8) ESC Sequence

Enter ESC sequence for center printing.
See also 2.3.5.

2.4) Define F-Keys

Here you may enter text that should be displayed when pressing a f-key with or without a qualifier.
You may defin f-keys with no, with SHIFT, CTRL, ALT and rAMIGA qualifier.

1.53 ascii

A) ASCII-Table

This is a complete table of all ASCII characters. It is split in two parts:
number of the character (for ESC sequences) and the corresponding character.

0	64	@	128	192	À
1	65	A	129	<F1>	Á
2	66	B	130	<F2>	Â
3	<Break>	C	131	<F3>	Ã
4	68	D	132	<F4>	Ä
5	69	E	133	<F5>	Å
6	70	F	134	<F6>	Æ
7	<Beep>	G	135	<F7>	Ç
8	<BackSpace>	H	136	<F8>	È
9	<TAB>	I	137	<F9>	É
10	<Line Feed>	J	138	<F10>	Ê
11	75	K	139	<HELP>	Ë
12	<Delete>	L	140		Ì
13	<RETURN>	M	141		Í
14	78	N	142		Î
15	79	O	143		Ï
16	80	P	144		Ð
17	81	Q	145		Ñ
18	82	R	146		Ò
19	83	S	147		Ó
20	84	T	148		Ô
21	85	U	149		Õ
22	86	V	150		Ö
23	87	W	151		×
24	88	X	152		Ø
25	89	Y	153		Ù
26	90	Z	154		Ú
27	<ESC>	[155		Û
28	<CrsUp>	\	156		Ü
29	<CrsDown>]	157		Ý
30	<CrsRight>	^	158		Þ
31	<CrsLeft>	_	159		ß
32	<SPACE>	`	160	~	à
33	!	a	161	ı	á
34	"	b	162	ç	â
35	#	c	163	£	ã
36	\$	d	164	¤	ä
37	%	e	165	¥	å
38	&	f	166	¦	æ
39	'	g	167	§	ç
40	(h	168	¨	è
41)	i	169	©	é
42	*	j	170	ª	ê
43	+	k	171	«	ë
44	,	l	172	\ensuremath{\lnot}	ì
45	-	m	173		í
46	.	n	174	®	î
47	/	o	175	¯	ï
48	0	p	176	\textdegree{}	ð
49	1	q	177	\ensuremath{\p}	ñ
50	2	r	178	²	ò
51	3	s	179	³	ó

52	4	116	t	180	'	244	ô
53	5	117	u	181	μ	245	õ
54	6	118	v	182	¶	246	ö
55	7	119	w	183	·	247	\div
56	8	120	x	184	,	248	ø
57	9	121	y	185	^1	249	ù
58	:	122	z	186	°	250	ú
59	;	123	{	187	»	251	û
60	<	124		188	$\frac{1}{4}$	252	ü
61	=	125	}	189	$\frac{1}{2}$	253	ý
62	>	126	~	190	$\frac{3}{4}$	254	þ
63	?	127		191	ç	255	ÿ

1.54 Error reports

B) Error reports

If you find any bugs in MusicManII I'd like to be informed. Please send me a mail (snail or e) with at least following information:

- VERSION of MusicManII you are using
- DETAILED system configuration (Kickstart/Workbench version, RAM, drives, programs in the background etc.)
- DETAILED action which causes the error

If you send me a disk and a envelope with postage you'll receive the new DEMO-version without this bug (register users off course receive the full version).

1.55 Future

C) Future

Currently I'm thinking of following things to do:

- program MusicMan in "C" (already started, getting better...)
- GadTools user interface (already complete)
- these two points mean: COMPLETE support of AmigaOS Release 2+ and High-end Amigas
- ReqTools-Requester
- no more support of AmigaDOS 1.2/1.3
- better pattern matching (Release 2 kompatible)
- less bugs (?!?)
- faster, better ... MusicMan :-)
- I also think of supporting IFF-files. (Having ideas? let me know!)
- I also plan a Layout editor
- functions requested by users that are useful (?) and possible (!)

And do never forget: The registrations I get the more time I'm willing to invest!

1.56 history

D) History

File not translated because it's the first english version.

1.57 ESC Sequences

E) ESC Sequences

The following list contains some ESC sequences for different printers, that should help you configuring MusicManII for your printer (condensed printing).

Printrname	ESC sequence
STAR LC-10	27,77,15
NEC P6 plus	27,33,5

Please take care that the american character table (see printer manual), so that all chars are printed correctly.

1.58 Glossary

GLOSSARY

or

the instructions for the document

Files

Records

Default-Icon

ENV:

ENVARC:

Extension

FD

Gadget

Ghosted

Icon

Menuitem

Mode
Pathname
Preferences
Pull-Down-Menu
rAMIGA

1.59 Glossary - Files

MusicManII creates the following files:

- MusicManII.Int
This file contains all interprets you've entered and is used in all four modes. It is put in the default directory.
- MusicManII.Art
This file contains all types you've entered and is used in all four modes. It is put in the default directory.
- #?.mm
these files contain the entered records
- #?2.mm
these file contain enlarged records (only MC and CD mode)
- #?.idx
these files contain the index for the corresponding ".mm" file
- #?.fre
- #?2.free
these files contain information about unused records in the corresponding files
- MusicManII.Prefs
These files contain you preferences for MusicManII

1.60 Glossary - Record

If I talk about a record, I actually mean a LP, MC, CD or Single, depending on the current mode.

1.61 Glossary - Default-Icon

Deafault icons were introduced with AmigaOS Release 2 that are placed in "ENV:". Their name starts with "def_", the file type follows and ".info" is put at the end (e.g. "def_MC.info"). The icon must be of "project" type and "MusicManII" must be entered as "Default-Tool" (together with the complete pathname). These icons are created for each file you create in MusicManII (if option is activ).

1.62 Glossary - ENV: / ENVARC:

Directories for environment variables and preferences.
MusicManII looks up its preferences in "ENV:MusicManII/".

1.63 Glossary - Extension

It's the part of a filename starting with a dot (e.g. ".mm").

1.64 Glossary - FD

Freely Distributably

1.65 Glossary - Gadget

Mostly areas of rectangular form, that can be clicked in with the left mouse button. If you got the wrong gadget you may move away the mouse before releasing it. Gadgets may also be selected by pressing the underlined character if present.

1.66 Glossary - Ghosted

This means that something is not allowed to activate.

1.67 Glossary - Icon

This are the more or less small pictures on the Workbench.

1.68 Glossary - Menuitem

This is an entry of a pull-down menu which is able to activate.
(e.g. "Project/Open" means press the right mouse button and move with pressed button to "Project", a menu will pull down where you have to select "Open").

1.69 Glossary - Mode

MusicManII knows four modes: Lp, MC, CD and Single

1.70 Glossary - Pathname

The path to a file. Must end with ":" or "/".

1.71 Glossary - Preferences

These are the settings that suit your needs.

1.72 Glossary - Pull-Down-Menu

The pull-down menu is shown if you press the right mouse button and move to the top of the screen.

1.73 Glossary - rAMIGA

I use this for "right AMIGA-Key".

1.74 Author

```
*****
***                                     ***
***                               A U T H O R                               ***
***                                     ***
***                               MusicManII V2.13 © 1991-1995                ***
***                                     ***
***                               by                                         ***
***                                     ***
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