Basics

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Chapter 1

Basics

1.1 Datastore: Datastore Basics

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              Datastore Basics
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This section of the help covers the basics on databases and
Datastore.

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              How To Use Datastore Requesters

              How To Use Requester Gadgets

              How To Use File Requesters

              Datastore Tool Types
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1.2 Datastore: What Is A Database?

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What Is A Database?
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A database is a software program which lets you store and
organise information on a computer. The main advantage is that
once added, the information can be easily accessed and
manipulated.

To use a database like Datastore effectively, it is important to
understand some of the basic computer terminology:

File   This is the container which holds the data (information).
        In a file, the data is divided into sections, or records.

Record This is one section of the file (usually one page).
        A record is divided into elements, or fields.

Field This is an element (usually one line) within the record.

For example, a file would contain all of the people, a record
contains one person, and each field contains one part of the
person's details.

With Datastore, you can easily open, save and close any number
of files from the Project menu. When you open a file, the first
record appears on the screen and you scroll through the other
records using the Record Browser palette (the icons work like
the controls on a VCR).

1.3   Datastore: Datastore Requesters

Datastore Requesters

Requesters are special windows that Datastore uses to request
information. This normally occurs after you have chosen a menu
command.

To exit a requester, using the default button (which normally
executes the command), press the Enter key or Ctrl-Return key.
The default button is displayed in bold type.

To cancel a requester press the Esc key.

Requester Gadgets
Requesters consist of the different types of gadget.

Gadgets are part of the Amiga operating system. They are
standard items which appear on screen, like buttons, lists,
check boxes or scroll bars.

When you select gadgets with the mouse, it is unnecessary to
position the arrow pointer precisely, you can click the gadget
or its title.

Buttons   Click these pushbutton-like gadgets to confirm or
            cancel an action.

            On a requester, one of these buttons may appear in
            a bold font, this is the default. You can select
            the default by clicking it, or pressing the Enter
            key (or Ctrl-Return key).

            Here are a few example buttons:
            Button   Does
            OK   Accepts changes and closes requester

            Use   Accepts changes and performs the Use
                        command

            Options... Reveals Options requester

Apply   Accepts changes, requester stays open

Done   Closes requester

Cancel   Disregards changes and closes requester

You can also cancel a requester by pressing the Esc
key. However, you cannot cancel any requester
changes once you have clicked Apply.

Text Gadget   Boxes into which you type information. Del and
              Backspace are used as normal along with the left
              and right arrow keys.

              When editing:
              Key Press   Does
              Right Amiga-X   Deletes contents

              Shift-Right Arrow Move to end of box

              Shift-Left Arrow   Move to beginning of box

              Right Amiga-Q   Restore box contents

              Tab   Move to next box

              Shift-Tab   Move to previous box

              Return key   OK's contents and exits box

              Enter or   Finish editing box and quit
              Ctrl-Return key   requester

              If you are editing a text gadget, you can jump to
              another gadget using a keyboard shortcut. Hold down
              the Ctrl key and press the underline letter of the
              gadget title to which you wish to jump.

Radio   Groups of buttons where only one may be selected.
Buttons   Selecting another radio button will deselect the
              previous one, similar to the buttons on some
              radios, hence their name.

              They are used for presenting a variety of options
              only one of which may be selected.

Check Box   Small, square box which can be turned on or off by
              clicking. Their status being shown by a check mark
              (tick) in the box.

Scrolling   Large boxes which present a list from which a
List Gadget   selection is made by clicking one item. If the list
              contains more items than can be shown, you can

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                     scroll through the list using the scroll bars and
                     scroll arrows on the right of the list box.


Slider          Drag the bar in the gadget to select a value. As
Gadget          you move the slider bar, different values are
                displayed. You can also click either side of the
                bar.


Pop-up          These are buttons which display the selection, and
Gadget          when clicked, reveal a list of options. Drag the
                mouse through the list to change the selection. To
                cancel a selection release the Selection button
                with Arrow pointer away from the list.

                Datastore places an inactive scroll bar next to
                large lists to indicate that more options are
                available. You can display these extra options by
                dragging the mouse beyond the top or bottom of the
                list (not clicking the inactive scroll bar).


Pop-up Text     The same as pop-up gadgets, except you can also
Gadget          type and edit in the same way as text gadgets. To
                scroll through the list of options, use the Up and
                Down Arrow keys when editing the text.


Read Only       For displaying information and cannot be edited.
Gadget
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1.4 Datastore: File Requesters

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                    File Requesters
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There are two types of file requester: The Open requester which
appears with a grey background to the File list, and a Save
requester which appears with a black background.

A menu can be displayed by holding down the menu-button (right
mouse key), this menu is called the Control menu.

Control Menu
To Open or Save a file, select the file from the File list and
click either the Open or Save button, alternatively choose OK
from the Control menu.

In the case of Open, you may double-click the file from the list
to Open it.

You can delete a file by selecting it from the list and choosing
Delete (Control menu).

A new drawer can be created by typing the name into the Drawer
text gadget and pressing Return. A confirmation requester will
then appear.

The default path for the contents of the File List can be
specified by changing a
                tool type
                 on the Datastore program icon.

Keyboard
The Up or Down cursor keys will move the selection bar up and
down the list.

Alt-Up/Down will move the selection bar up or down a page at a
time.

Shift-Up/Down will move to the top or bottom of the list.

1.5   Datastore: Tool Types

Tool Types

Tool types are parameters used by the program. Tool types are
usually in the form of 'KEYWORD=argument'. Case differences do
not matter when entering the information and spaces should not
be typed.

Tool types can be commented, or disabled, so that the program
ignores them on loading. Commented tool types are enclosed in
parenthesis of preceded by a semi-colon (;).

Datastore Tool Types

Default Files Drawer
The tool type "DEFFILES=<path>" specifies the default drawer for
Open, Save and New (templates).

Replace '<path>' with the default drawer path.

Default Picture Drawer
The tool type "DEFPICTURES=<path>" specifies the default drawer
for Picture Fields and Picture Items.

Replace '<path>' with the default drawer path.

Help Drawer
The tool type "HELP=<path>" specifies the Help files drawer.
This is useful if you wish to make room on the 'DS-Files' disk
for more database files.

Just move the Help drawer onto another disk and replace '<path>'

with the new Help destination.

Windows
The tool type "SIMPLEREFRESH" specifies that all of the windows
used by Datastore are redrawn by the program instead of the
operating system. Simple Refresh windows use less memory but are
slower.

To make the windows smart refresh (redrawn by the operating
system) just disable this tool type.

Miscellaneous
The tool type "LANGUAGE=<country>" specifies which language
files Datastore should use and the value of certain program
defaults.

For example, the default Currency format (Number Field Options
requester) is changed depending on the language specified.

Supported Languages:
 English
 German
 Australian
 American