MusicManIII_Help_e

COLLABORATORS

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Contents

Chapter 1

MusicManIII_Help_e

1.1   The File-Requester

```
The File-Requester

The file requester is used if you have to enter a file- and
path name. Following gadgets are available:

ListView-Gadget
 In the big ListView-Gadget the contents of directories are
 shown. You may change the appearance of this list with the
 preference program for the "reqtools.library".
 Files and directories are displayed in different colors.
 Directories are marked with "drawer" in the right column,
 too. In the right column of files the size is shown.
 Pressing the left mouse button above a directory name twice
 will show this directory afterwards. Pressing the left
 mouse button twice above a filename will close the requester
 and return the filename (including path name) to
 MusicManIII.

Pattern
 This entry field displays the current pattern. The ListView-
 Gadget displays files only if they match this pattern.
 Normally you do not have to edit this patterns because
 MusicManIII offers you a pattern that fits the current
 situation, for example only display preferences or
 MusicManIII files.
 You will find more about patterns in your AmigaDOS manual.

Entry fields
 Beyond the "pattern" entry field two more entry fields are
 present. The above one contains the path name shown in the
 ListView-Gadget, the other one contains the current
 filename. Entering a non-existent filename in the filename
 field and pressing "OK" will create a new file.

Get
 The current directory is read in again.

.info
```

```
 This option lets you activate or deactivate the displaying
 of ".info" files.

OK
 Closes the requester and returns the selected file to
 MusicManIII.

Volumes
 A list of all available drives is shown in the ListView-
 Gadget. Pressing the right mouse button above the requester
 has the same effect.

Parent
 This will bring you back to the parent directory.

 Example
  You are in "SYS:".
  You click the left mouse button above "Prefs" and will
  find yourself in "SYS:Prefs".
  Click with the left mouse button in "Parent" to get back
  to "SYS:".

Cancel
 Closes the requester without returning anything to
 MusicManIII.
```

1.2 The Directory-Requester

```
The Directory-Requester

This requester looks like the file requester, so only the
differences are explained:

ListView-Gadget
 Only directories are displayed clearly and can be selected.
 Files are ghosted.

Pattern, .info
 These gadgets are not available.

Entry fields
 Only the path name gadget is available.

OK
 Closes the requester and returns the selected path to
 MusicManIII.

New, Volumes, Parent, Cancel
 These gadget have the same functionality as in the file
 requester.
```

1.3 The Screenmode-Requester

```
The Screenmode-Requester
```

```
In this requester you can select the screen mode, the number
of possible colors and the width and height of the screen.
Following gadgets will help you:
```

```
ListView-Gadget
 Here you will find all possible screen modes. Press the left
 mouse button on the mode of your choice to select it.
```

```
Overscan
 Select the overscan mode of your choice:
  - Regular size
  - Text size
  - Graphics size
  - Maximum size
```

```
Width
 Enter the width of your choice in the entry field or choose
 the option "Default" to get the default width.
```

```
Height
 Enter the height of your choice in the entry field or choose
 the option "Default" to get the default height.
```

```
Colors
 Select the number of colors you like to have.
```

```
Autoscroll
 If this option is active and the screen's height and/or
 width is greater than the visible part of the screen, the
 visible part will be scrolled depending on the position of
 your mouse.
```

```
OK
 Closes the requester and uses the changes.
```

```
Cancel
 Closes the requester without using the changes.
```

1.4 The Font-Requester

```
The Font-Requester
```

```
In this requester you can select the font of your choice:
Following gadgets will help you:
```

```
ListView-Gadget
 All available fonts are displayed. The number behind the
 font's name is its the size.
```

```
Entry fields
 The left entry field displays the name of the currently
 selected font. The right one shows the size. If you want to
```

 use a size which is not shown in the list you can enter it
 in that entry field. The wanted size will be calculated.

 Attention:
 If you choose to large fonts, it may happen that some
 windows will not fit in the screen. In this case the font
 "topaz" with size 8 will be used.

Bold, Italic, Underline
 You may set the text attributes "bold", "italics" and
 "underlined" with these options.

1.5 The Color-Requester

The Color-Requester

In this requester you can change the colors. Following
gadgets are available:

Palette Colors
 This gadget displays all available colors. Press the left
 mouse button above the color you want to change.

Copy
 Press the left mouse button above the color that should be
 copied to the already selected color.

Swap
 Press the left mouse button above the color that should be
 exchanged with the already selected color.

Spread
 Press the left mouse button above the color you want to
 spread to. The color will spread from the first to the last
 color.

Red, Green, Blue
 Use this to set the colors wanted values.

OK
 Closes the requester and uses the colors.

Undo
 Undoes all made changes.

Cancel
 Closes the requester without using the changes.

1.6 Entry fields

                Entry fields

This chapter describes the entry fields used in MusicManIII.

You are confronted with entry fields every time you do an
input, for example songs or interpreters. In MusicManIII a
user friendly line editor is integrated to make this inputs
much more comfortable. The usage is compatible to the string
gadgets of the AmigaDOS while having additional features.

Keyboard comands

You will find a complete description of all keyboard commands
in the following:

 Backspace
  Deletes the character in the left of the cursor.

 DEL
  Deletes the character under the cursor..

 CursorLeft
  The cursor is moved one character to the left.

 CursorRight
  The cursor is moved one character to the right.

 CursorUp
  In the songs ListView-Gadget the cursor is moved one line
  up. In strings gadgets the previous string gadget will be
  activated.

 CursorDown
  In the songs ListView-Gadget the cursor is moved one line
  down. In strings gadgets the next string gadget will be
  activated.

 Return, Enter
  This leaves the current line.
  If you've changed to the edit-mode with "Record/Edit"
  before and you press one of these keys in a string gadget
  the cursor is moved to let you enter the first song.
  If you are already entering songs and you are in the most
  right column (depending on your preferences) the edit-mode
  will end.

 ESC
  Undoes all changes to the current line before leaving it.
  Please read the previous paragraph to learn which gadget
  is activated afterwards.

 TAB
  Leaves the current line.
  Pressing TAB at the most right column in the songs
  ListView-Gadget (depending on your preferences) will add
  songs to the current list.

 Shift+CursorLeft

Moves the cursor to the beginning of the line.

Shift+CursorRight
 Moves the cursor the end of the line.

Shift+CursorUp
 Moves the cursor to the first song of the current side.

Shift+CursorDown
 Moves the cursor to the last song of the current side.

Shift+Backspace, right Amiga+Backspace
 This will delete all characters from the current cursor
 position to the beginning of the line.

Shift+Del, rechte Amiga+Del
 This will delete all characters from the current cursor
 position to the end of the line.

Shift+TAB
 This leaves the current line and jumps to the previous
 entry field.

Ctrl+CursorLeft
 Moves the cursor to the beginning of the current word.

Ctrl+CursorRight
 Moves the cursor to the beginning of the next word.

Ctrl+CursorUp
 Moves the cursor to the first line of side a.

Ctrl+CursorDown
 Moves the cursor to the first line of side b.

Ctrl+1, Ctrl+2, Ctrl+3
 Changes the edit mode for the current line:
  1: abc=abc
  2: abc=ABC
  3: abc=Abc
 These functions are only available while editing songs.

Ctrl+c
 Exchanges the character left of the cursor with the
 character under the cursor.
 While typing at high speed it may happen that one enters
 two letters the wrong way. Use this feature to correct
 them.

Ctrl+i
 Toggles between insert and overwrite mode.

Ctrl+k
 This will delete all characters from the current cursor
 position to the end of the line and puts it into a buffer
 which can be inserted by pressing Ctrl+y.

Ctrl+q, rechte Amiga+q
  Undoes all changes to the current line.

Ctrl+w
  This will delete the word the cursor is placed in.

Ctrl+x, rechte Amiga+x
  This deletes the contents of the current line.

Ctrl+y
  This inserts the text cut with Ctrl+k.

Ctrl+u
  This delete from the current cursor position to the
  beginning of the line.

rechte Amiga+z
  Changes the character under the cursor: lower case to
  upper case and vice versa.

Alt+CursorLeft
  If you are in the songs ListView-Gadget the cursor will
  placed in previous left column.

Alt+CursorRight
  If you are in the songs ListView-Gadget the cursor will
  placed in next right column.

F-Keys
  The text set in the "F-Key" preference window is inserted.

HELP
  This will show all supported shortcuts.

Shift+HELP
  This will display the definition of the F-Keys.
  You'll find more information on this window in the chapter

                The F-Keys-Help-Window
                  .

Ctrl+HELP
  If you are about to enter an interpreter or a type, this
  shortcuts will open a window displaying all already
  entered interpreters or types. You'll find more information
  on this window in the chapter
                The Selection-Window
                  .
  This function is only available if the options "Use
  MusicManIII.Art" and "Use MusicManIII.Int" in the
  "Program" preference window are active.

The F-Keys-Help-Window"

This window will display the current definition of the
F-Keys. Use the "Qualifier"-Gadget to select the quali-

fier you want the F-Keys to be displayed. Close the
window with the "OK"-Gadget.

The Selection-Window

This window will display a list of all entered artists or
types, depending on the entry field where you pressed
Ctrl+HELP. When the window opens the first entry in the
list is selected that starts with the characters that had
been in the entry field.

If you press the RETURN-Key the list is searched for an
entry that starts with the characters in the entry field.
This entry will then be selected. Use the ESC-Key to de-
activate the entry field.

To select the wanted entry the following shortcuts are
available:

 CursorUp
  Select the previous entry.

 CursorDown
  Select the next entry.

 Shift+CursorUp
  Select the first entry of the list.

 Shift+CursorDown
  Select the last entry of the list.

 Ctrl+CursorUp
  Scroll back one page.

 Ctrl+CursorDown
  Scroll forward one page.

This keys are only available if the entry field is not active:

 TAB
  Activate the entry field.

 RETURN
  Close the window and use the selected entry.

 ESC
  Close the window without using the selected entry.

1.7 The F-Keys-Help-Window

The F-Keys-Help-Window

This window will display the current definition of the

F-Keys. Use the "Qualifier"-Gadget to select the quali-
fier you want the F-Keys to be displayed. Close the
window with the "OK"-Gadget.

1.8 The Selection-Window

The Selection-Window

This window will display a list of all entered artists or
types, depending on the entry field where you pressed
Ctrl+HELP. When the window opens the first entry in the
list is selected that starts with the characters that had
been in the entry field.

If you press the RETURN-Key the list is searched for an
entry that starts with the characters in the entry field.
This entry will then be selected. Use the ESC-Key to de-
activate the entry field.

To select the wanted entry the following shortcuts are
available:

 CursorUp
  Select the previous entry.

 CursorDown
  Select the next entry.

 Shift+CursorUp
  Select the first entry of the list.

 Shift+CursorDown
  Select the last entry of the list.

 Ctrl+CursorUp
  Scroll back one page.

 Ctrl+CursorDown
  Scroll forward one page.

This keys are only available if the entry field is not active:

 TAB
  Activate the entry field.

 RETURN
  Close the window and use the selected entry.

 ESC
  Close the window without using the selected entry.

1.9 Sub-Records

Sub-Records

MusicManIII offers the possibility of creating sub-records
for a record. It's useful if you want to manage double CDs.
In MusicManII every CD had to be created as a standalone
record, but now with MusicManIII you only have to create a
record and to create a sub-record for the second CD.
Sub-records are available in all modes. There is a maximum of
255 sub-records.

1.10 Mark Songs

Mark Songs

This function should make it easier to manage medleys. In
existing CD bases there are only two ways for entering
medleys: first enter the medley name and in the following
lines enter the songs. Or you only enter the medley name.
Method 1 has the disadvantage that if you print a sorted list
of songs the songs of the medley are split. Method 2 has the
losing of information as disadvantage.

This is where "Mark Songs" comes in: enter your medleys with
name and songs, select the color (= number) for marking by
using "Song/Mark/Change color" and select for every medley
song "Song/Mark/Mark: xx". All songs marked with the same
color are managed as an unit, that means in the above
mentioned example only the medley name is used for sorting
and all contained songs would follow directly. The medley
name is the first song marked with the color.

The number of possible markings depends on the number of
colors of the main screen. On a screen with 4 colors 3 colors
are useable. The background color removes the dependency of a
song to a medley. If you want to enter more than 3 medleys
you have to increase the number of colors in the "Screens"
preference window.

1.11 Control Codes

Control Codes

MusicManIII uses ESC control codes for printer functions not
accessible with the "printer.device" by sending them directly
to the printer. These control codes may differ from printer
to printer. Predefined are codes needed for the "Epson LQ-
570+" (ESC-P2) printer. If your printer offers the Epson mode
(ESC-P2) no problems should occur. Otherwise you have to look
up and enter the control codes yourself.

A control code is a set of ASCII codes. You may enter them as
characters in quotations (e.g. "A"), hex number with a "$"
(e.g. $0D) or as decimal number (e.g. 27). The codes have to
be separated by commas.

As almost all control codes start with ESC you do not have to
enter it as a number (27) but you can enter ESC instead.

Example:
 ESC,"M",15
 These control codes make 20cpi character width active in the
 "Epson LQ-570+" printer.

1.12 The Records Window

                     The Records Window

This window contains following entry fields:

Interpreter
 The interpreter of the album. The maximum length is 255
 characters.

Title
 The album's title. Maximum length: 255 characters. This field
 is deactivated in the single mode.

No.
 The number of the album. Maximum length: 5 characters. This
 field is set automatically while creating records. This
 number must not be the same as the number of the record. It
 is used while printing to have a consistent numbering no
 matter what the sorting order's like.
 If you want to load a record having a specific number, just
 click into the "?"-Gadget and type the wanted number in the
 opened window.

Recorded
 The recording year with a maximum length of 4 characters.
 While creating records this field is set to the current
 year. This field is only available in the MC mode.

Released
 The releasing year with a maximum length of 4 characters.

Type
 The type of music of the album. Maximum length: 255
 characters. This field is only available in the MC mode.

Tape
 The name of the cassette. Maximum length: 255 characters.
 This field is only available in the MC mode.

Additionally following gadgets are available:

Length
 This field contains the calculated playing time of the shown
 side.

Playing time
 The rectangle contains the calculated playing time of the
 whole album. In the MC mode you can set the length of the
 cassette by using the Cycle-Gadget.

Dolby
 With this Cycle-Gadget you can set the Dolby noise
 reduction. This field is only available in the MC mode.

Source
 With this Cycle-Gadget you can set the source used for
 recording. This field is only available in the MC mode.

Recording methode
 Here you can select the wanted record method of a CD. This
 gadget is only available in the CD mode.

Cassette type
 Select the wanted type of you MC. This gadget is only
 available in the MC mode.

A Side / B Side
 With this gadget you can select the side to show. This
 gadget is not available in the MC mode.

Sub-record
 With this scroll bar you can select the sub-record to show.
 You will find more information on sub-records in the chapter

                 Sub-Records
                  .

^
 Increases the record number. The number is increased by
 (from right to left) 1, 10, 100, 1000 or 10000.

v
 Decreases the record number. The number is decreased by
 (from right to left) 1, 10, 100, 1000 or 10000.

F
 This will show the first record.

G
 This will get (load) the record with the shown number.

L
 This will show the last record.

The big range with the scroll bar on the right is used to
enter the songs of an album. Every album may have a maximum
of 255 songs with 255 characters each.

The range is split into five pieces:
The first column on the left contains the number of the song
with a maximum of 3 characters. Additionally it contains the
marking of the song. You will find more information on
marking in the chapter
                    Mark Songs
                    . The second
column contains the song's name, the third the song's length
with a maximum of 5 characters (including ":"). To enter the
counter instead of the length (that is to not include ":"
automatically) you have to change the setting for "Counter
instead of Length" to "Counter" in the "Program" preference
settings. The next column contains the "beats per minute"
(BPM) with a maximum length of 3 characters. The last column
is the "special" column. It can be used to enter additional
information such as the interpreters of the songs of a sample
CD or the composers. A maximum of 255 characters is available.
To edit a song's name, length, the BPM or the special entry
press the left mouse button above the corresponding column of
the song. Pressing the left mouse button above song's number
the corresponding song is made the current one, that is it
will be displayed with an other color and the functions of
the "Song" pull-down-menu and of the song control window use
it for there operations.

Shortcuts

In addition to the shortcuts for the pull-doen-menu and the
gadgets following shortcuts are available:

 RETURN
  You may edit the current song.

 DEL
  This will delete the current song.

 CursorUp
  This will mark the previous song.

 CursorDown
  This will mark the next song.

 CursorLeft
  This will load the previous record, if the "Auto-load
  records" option is active in the program-settings-window.
  Otherwise only the shown record number decrements.

 CursorRight
  This will load the next record, if the "Auto-load records"
  option is active in the program-settings-window. Otherwise
  only the shown record number increments.

 Shift+CursorLeft
  Decrements the shown record number by 10 and loads it if
  the "Auto-load records" option is active in the program-
  settings-window.

```
Shift+CursorRight
 Increments the shown record number by 10 and loads it if
 the "Auto-load records" option is active in the program-
 settings-window.

Shift+CursorDown
 This will mark the last song of the current side.

Shift+CursorUp
 This will mark the first song of the current side.

Ctrl+CursorLeft
 Decrements the shown record number by 100 and loads it if
 the "Auto-load records" option is active in the program-
 settings-window.

Ctrl+CursorRight
 Increments the shown record number by 100 and loads it if
 the "Auto-load records" option is active in the program-
 settings-window.

Ctrl+CursorDown
 This will display side B and mark the first song. This
 shortcut is not available in CD mode.

Ctrl+CursorUp
 This will display side A and mark the first song.

Ctrl+F
 This will show the first record.

Ctrl+G
 This will get (load) the record with the shown number.

Ctrl+L
 This will show the last record.

Alt+CursorLeft
 Decrements the shown record number by 1000 and loads it if
 the "Auto-load records" option is active in the program-
 settings-window.

Alt+CursorRight
 Increments the shown record number by 1000 and loads it if
 the "Auto-load records" option is active in the program-
 settings-window.

left Alt+TAB
 Use this shortcut to step through the records window, the
 records control window, the song control window and the CD-
 player window.
```

```
The Pull-Down-Menu
```

```
The pull-down-menu is displayed if you press the right mouse
```

button. The screen's title will change and "Project Record
Song File Macros Settings" is shown. If you move the mouse's
cursor onto one of these words while still pressing the right
mouse button more menu items will appear depending on the
mouse's position. These items may display sub-item or start
functions if you release the right mouse button above them.
If an item's name ends with "..." it means that selecting (=
releasing the mouse button) it will open a dialogue window.
If it ends with "?" it means that this is an option that may
be set active (with a checkmark) or inactive (without a
checkmark). The status toggles every time you select this
item. If an item's name displays ">>" at its right side it
means that sub-items will appear if you keep holding the left
mouse button while you point at it.
After explaining the basics of using pull-down-menus the
single items will be explained.

                      The Project-Menu

                      The Record-Menu

                      The Song-Menu

                      The File-Menu

                      The Macro-Menu

                      The Settings-Menu

1.13 The Project-Menu

                      The Project-Menu

Following items are available:

Create MC
 This function is not yet available.

Import
 This function is not yet available.

Export
 This function is not yet available.

Print
 The "Printing" dialogue will be opened. You can output the
 record(s) on your printer or in an ASCII file. This window
 is explained in the chapter
                  The Printing-Window
                      .

About
 More sub-items are available:
   File

   This will display the current mode, filename, number of
   records in this file, number of records of all files of
   the current mode, the number of selected records and the
   input done with "Lent to".
  Program
   The program's name, version, copyright and the name of the
   ARexx port are displayed.
  Author
   The program's name, version, copyright and the authors
   name and address are displayed.
  User
   The registered version will display name, address and
   registration number of the user.
   The demo release will display the name of the FD series
   the key was created for and the limits for records and
   files that are supported and the day of expire, if any.
  Distribution
   The current distribution notes are displayed.

Iconify
 All windows on the main screen and the main screen itself
 are closed and as much memory as possible is freed.
 Additionally a small window named "MusicManIII" is opened
 on the workbench. To get back into MusicManIII activate the
 window with a mouse click and then press the right mouse
 button. To quit MusicManIII directly press the left mouse
 button above the window's Close-Gadget and confirm the
 security check.

Help-Mode
 This will toggle the help mode. With the help mode set
 active selecting functions (menu items, gadgets) will show
 an explaining help text for it.

Close Workbench
 With this option you may close the workbench and free some
 memory. If there is a program's window opened it can't be
 closed. If there happens an error while opening or closing
 MusicManIII will tell you in a message.

Quit Program
 This will quit MusicManIII after a security check. If you
 change the current record and didn't save it yet,
 MusicManIII will save it, ask you or do nothing, depending
 on your settings. Changed settings will be saved too.

1.14 Project/Create MC

Create MC
 This function is not yet available.

1.15 Project/Import

```
Import
 This function is not yet available.
```

1.16   Project/Export

```
Export
 This function is not yet available.
```

1.17   Project/Print

```
                 Print
The "Printing" dialogue will be opened. You can output the
record(s) on your printer or in an ASCII file. This window
is explained in the chapter
                 The Printing-Window
                 .
```

1.18   Project/ABout

```
About
 More sub-items are available:
  File
   This will display the current mode, filename, number of
   records in this file, number of records of all files of
   the current mode, the number of selected records and the
   input done with "Lent to".
  Program
   The program's name, version, copyright and the name of the
   ARexx port are displayed.
  Author
   The program's name, version, copyright and the authors
   name and address are displayed.
  User
   The registered version will display name, address and
   registration number of the user.
   The demo release will display the name of the FD series
   the key was created for and the limits for records and
   files that are supported and the day of expire, if any.
  Distribution
   The current distribution notes are displayed.
```

1.19   Project/About/File

```
File
 This will display the current mode, filename, number of
 records in this file, number of records of all files of
 the current mode, the number of selected records and the
 input done with "Lent to".
```

1.20   Project/About/Program

```
Program
 The program's name, version, copyright and the name of the
 ARexx port are displayed.
```

1.21   Project/About/Author

```
Author
 The program's name, version, copyright and the authors
 name and address are displayed.
```

1.22   Project/About/User

```
User
 The registered version will display name, address and
 registration number of the user.
 The demo release will display the name of the FD series
 the key was created for and the limits for records and
 files that are supported and the day of expire, if any.
```

1.23   Project/About/Distribution

```
Distribution
 The current distribution notes are displayed.
```

1.24   Project/Iconify

```
Iconify
 All windows on the main screen and the main screen itself
 are closed and as much memory as possible is freed.
 Additionally a small window named "MusicManIII" is opened
 on the workbench. To get back into MusicManIII activate the
 window with a mouse click and then press the right mouse
 button. To quit MusicManIII directly press the left mouse
 button above the window's Close-Gadget and confirm the
 security check.
```

1.25   Project/Help-Mode

```
Help-Mode
 This will toggle the help mode. With the help mode set
 active selecting functions (menu items, gadgets) will show
 an explaining help text for it.
```

1.26   Project/Close Workbench

```
Close Workbench
 With this option you may close the workbench and free some
 memory. If there is a program's window opened it can't be
 closed. If there happens an error while opening or closing
 MusicManIII will tell you in a message.
```

1.27   Project/Quit Program

```
Quit Program
 This will quit MusicManIII after a security check. If you
 change the current record and didn't save it yet,
 MusicManIII will save it, ask you or do nothing, depending
 on your settings. Changed settings will be saved too.
```

1.28   The Record-Menu

```
                 The Record-Menu

The following items are available:

Load
 A window will open where you can enter the number of the
 record you want to load.

Save
 This will save the shown record. This item is only
 available if the record has changed.

Lend
 A window will open where you can enter the name of the
 person you lent the current album to. Returning an empty
 string will set the field to "Nobody".

Enter
 The edit mode is activated. The cursor is set into the
 "Interpreter" entry field and you can jump to the next
 entry field by pressing TAB or CursorDown. Press SHIFT+TAB
 or CursorUp to jump to the previous entry field. Press
 RETURN to jump to the entering of first song. As long as
 you use TAB to jump to the next line songs will be added.
 Press RETURN to quit the edit mode. Please note that RETURN
 only has this function if the next entry field is in the
 next line and not if there are still columns to skip to
 (the number of available columns depends on your settings).

Clear
 This will clear all entry fields, sub-records and songs.

Create
 All entry fields, sub-records and songs are cleared and the
```

edit mode (see above) is activated. If you press RETURN to
quit the edit mode the record will be saved. The record is
sorted into the file so that the sorting order for
interpreter and title still is OK. The entry field "No." is
set to the new numbers of records.

Sub-record
 This items displays two sub-items:
  Create
   A sub-record is appended.
  Delete
   The shown sub-record is deleted. If it's the last one it
   can't be deleted with this function. Use "Record/Delete"
   therefor.
   You'll get more information on sub-records in the chapter

                Sub-Records
                .

Delete
 The current record will be deleted after a security check.

Copy
 This function is not yet available.

Undo
 The recently made changes on the record are taken back.
 Deleted (sub-)records are inserted again, and inserted
 ones are deleted.

Control window
 This option will toggle the record control window. The
 status of this option is saved in the preferences and is
 available after the next program start. The record control
 window is described in the chapter
                The Record Control Window
                .

Note window
 This option toggles the note window. The status of this
 option is saved in the preferences and is available after
 the next program start. The note window is described in the
 chapter
                The Note Window
                .

CD-Player
 This option toggles the CD player. The status of this
 option is saved in the preferences and is available after
 the next program start. The CD player is described in the
 chapter
                The CD-Player
                .

1.29 Record/Load

```
Load
 A window will open where you can enter the number of the
 record you want to load.
```

1.30 Record/Save

```
Save
 This will save the shown record. This item is only
 available if the record has changed.
```

1.31 Record/Lend

```
Lend
 A window will open where you can enter the name of the
 person you lent the current album to. Returning an empty
 string will set the field to "Nobody".
```

1.32 Record/Enter

```
Enter
 The edit mode is activated. The cursor is set into the
 "Interpreter" entry field and you can jump to the next
 entry field by pressing TAB or CursorDown. Press SHIFT+TAB
 or CursorUp to jump to the previous entry field. Press
 RETURN to jump to the entering of first song. As long as
 you use TAB to jump to the next line songs will be added.
 Press RETURN to quit the edit mode. Please note that RETURN
 only has this function if the next entry field is in the
 next line and not if there are still columns to skip to
 (the number of available columns depends on your settings).
```

1.33 Record/Clear

```
Clear
 This will clear all entry fields, sub-records and songs.
```

1.34 Record/Create

```
Create
 All entry fields, sub-records and songs are cleared and the
 edit mode (see above) is activated. If you press RETURN to
 quit the edit mode the record will be saved. The record is
```

sorted into the file so that the sorting order for
interpreter and title still is OK. The entry field "No." is
set to the new numbers of records.

1.35 Record/Sub-record

                 Sub-record
This items displays two sub-items:
 Create
   A sub-record is appended.
 Delete
   The shown sub-record is deleted. If it's the last one it
   can't be deleted with this function. Use "Record/Delete"
   therefor.
   You'll get more information on sub-records in the chapter

                 Sub-Records
                    .

1.36 Record/Sub-record/Create

Create
 A sub-record is appended.

1.37 Record/Sub-record/Delete

                 Delete
The shown sub-record is deleted. If it's the last one it
can't be deleted with this function. Use "Record/Delete"
therefor.
You'll get more information on sub-records in the chapter

                 Sub-Records
                    .

1.38 Record/Delete

Delete
 The current record will be deleted after a security check.

1.39 Record/Copy

Copy
 This function is not yet available.

1.40   Record/Undo

Undo
 The recently made changes on the record are taken back.
 Deleted (sub-)records are inserted again, and inserted
 ones are deleted.

1.41   Record/Control window

                    Control window
 This option will toggle the record control window. The
 status of this option is saved in the preferences and is
 available after the next program start. The record control
 window is described in the chapter
                    The Record Control Window
                       .

1.42   Record/Note window

                    Note window
 This option toggles the note window. The status of this
 option is saved in the preferences and is available after
 the next program start. The note window is described in the
 chapter
                    The Note Window
                       .

1.43   Record/CD-Player

                    CD-Player
 This option toggles the CD player. The status of this
 option is saved in the preferences and is available after
 the next program start. The CD player is described in the
 chapter
                    The CD-Player
                       .

1.44   The Song-Menu

                    The Song-Menu

The following items are available:

Mark
 Following sub-items are shown:
  Mark
    The current song is marked with the number of the color

   shown behind "Mark". You'll find more information in
   the chapter
                   Mark Songs
                   .
 Change color
   You can change the color songs are marked with in the
   color requester. You'll get more information in the chapter

                   The Color-Requester
                   .

Append
 A new song is appended to the existing list. A maximum of
 255 songs are allowed per side.

Insert
 A new song is inserted before the current song. A maximum
 of 255 songs are allowed.

Delete
 This deletes the current song.

Up
 The current song is moved up a position in the list.

Down
 The current song is moved down a position in the list.

Record
 More menu items are displayed:
  This
   The current song will be appended to an internal list
   that is used by "Project/Create MC".
  All
   All songs of the current side will be appended to an
   internal list that is used by "Project/Create MC".
  Delete list
   The internal list that is used by "Project/Create MC"
   is deleted.

Control window
 This option will toggle the song control window. The status
 of this option is saved in the preferences and is available
 after the next program start. The song control window is
 described in the chapter
                   The Song Control Window
                   .

1.45 Song/Mark

                   Mark
 Following sub-items are shown:
  Mark
   The current song is marked with the number of the color
   shown behind "Mark". You'll find more information in

```
  the chapter
                Mark Songs
                  .
 Change color
   You can change the color songs are marked with in the
   color requester. You'll get more information in the chapter

                The Color-Requester
                  .
```

1.46 Song/Mark/Mark

```
                Mark
The current song is marked with the number of the color
shown behind "Mark". You'll find more information in
the chapter
                Mark Songs
                  .
```

1.47 Song/Mark/Change color

```
                Change color
You can change the color songs are marked with in the
color requester. You'll get more information in the chapter

                The Color-Requester
                  .
```

1.48 Song/Append

```
Append
 A new song is appended to the existing list. A maximum of
 255 songs are allowed per side.
```

1.49 Song/Insert

```
Insert
 A new song is inserted before the current song. A maximum
 of 255 songs are allowed.
```

1.50 Song/Delete

```
Delete
 This deletes the current song.
```

1.51 Song/Up

```
Up
 The current song is moved up a position in the list.
```

1.52 Song/Down

```
Down
 The current song is moved down a position in the list.
```

1.53 Song/Record

```
Record
 More menu items are displayed:
  This
   The current song will be appended to an internal list
   that is used by "Project/Create MC".
  All
   All songs of the current side will be appended to an
   internal list that is used by "Project/Create MC".
  Delete list
   The internal list that is used by "Project/Create MC"
   is deleted.
```

1.54 Song/Record/This

```
This
 The current song will be appended to an internal list
 that is used by "Project/Create MC".
```

1.55 Song/Record/All

```
All
 All songs of the current side will be appended to an
 internal list that is used by "Project/Create MC".
```

1.56 Song/Record/Delete list

```
Delete list
 The internal list that is used by "Project/Create MC"
 is deleted.
```

1.57   Song/Control Window

```
                  Control window
This option will toggle the song control window. The status
of this option is saved in the preferences and is available
after the next program start. The song control window is
described in the chapter
                  The Song Control Window
                   .
```

1.58   The File-Menu

```
                  The File-Menu

The following items are available:

Load
 A window is opened to open another MusicManIII file and to
 change the mode. This window is described in the chapter

                  The 'Change file'-Window
                   .

Show list
 The list window is opened. Depending on your settings it
 will open on the additionally opened list screen or on the
 main screen. This window is described in the chapter

                  The List Screen
                   .

Sort
 This function is not yet available.

Search
 The "Search"-window will open. You can search for
 interpreters, titles, songs, song length, types and free
 time. You'll get more information in the chapter

                  The Search-Window
                   .

Selection
 More menu items are displayed:
  Create
   The "Select"-window will open. You can select
   interpreters, titles, types and releasing years. This
   window is described in the chapter
                  The Selection-Window
                   .
  Free
   The selection is freed. You'll working with the whole file
   afterwards.
  Save as
```

    You can save the selection to another file. Chose path and
    filename in the file-requester. The new created file will
    be added to the files list so that you can open it later.
    You'll get more information on the file-requester in the
    chapter
                    The File Requester
                    .

Create
 Additional items will be shown:
  MusicManIII.Int
   A file will be created that will contain all artists of the
   current file. If the file already exists, they will be in-
   serted.
   This list is used in entry fields if artists have to be
   entered and you press Ctrl+HELP.
  MusicManIII.Art
   A file will be created that will contain all types of the
   current file. If the file already exists, they will be in-
   serted.
   This list is used in entry fields if types have to be
   entered and you press Ctrl+HELP.

Save
 Additional items will be shown:
  Index
   If the current index is modified, it can be saved. The
   index is saved automatically if MusicManIII quits or
   another file is loaded.
   laden wird.
  MusicManIII.Int
   The list with the artists is saved. The list is saved
   automatically if MusicManIII quits.
  MusicManIII.Art
   The list with the types is saved. The list is saved
   automatically if MusicManIII quits.

Manager
 The "File-Manager"-window will open. You can add, delete,
 reorganise files, make backups, append files to the current
 file and change filename and path. You'll find more
 information in the chapter
                    The File-Manager
                    .

1.59 File/Load

                    Load
 A window is opened to open another MusicManIII file and to
 change the mode. This window is described in the chapter

                    The 'Change file'-Window
                    .

1.60 File/Show list

                  Show list
 The list window is opened. Depending on your settings it
 will open on the additionally opened list screen or on the
 main screen. This window is described in the chapter

                  The List Screen
                    .

1.61 File/Sort

Sort
 This function is not yet available.

1.62 File/Search

                  Search
 The "Search"-window will open. You can search for
 interpreters, titles, songs, song length, types and free
 time. You'll get more information in the chapter

                  The Search-Window
                    .

1.63 File/Selection

                  Selection
 More menu items are displayed:
  Create
   The "Select"-window will open. You can select
   interpreters, titles, types and releasing years. This
   window is described in the chapter
                  The Selection-Window
                    .
  Free
   The selection is freed. You'll working with the whole file
   afterwards.
  Save as
   You can save the selection to another file. Chose path and
   filename in the file-requester. The new created file will
   be added to the files list so that you can open it later.
   You'll get more information on the file-requester in the
   chapter
                  The File Requester
                    .

1.64   File/Selection/Create

```
                Create
The "Select"-window will open. You can select
interpreters, titles, types and releasing years. This
window is described in the chapter
                The Selection-Window
                  .
```

1.65   File/Selection/Free

```
Free
 The selection is freed. You'll working with the whole file
 afterwards.
```

1.66   File/Selection/Save as

```
                Save as
 You can save the selection to another file. Chose path and
 filename in the file-requester. The new created file will
 be added to the files list so that you can open it later.
 You'll get more information on the file-requester in the
 chapter
                The File Requester
                  .
```

1.67   File/Create

```
Create
 Additional items will be shown:
  MusicManIII.Int
   A file will be created that will contain all artists of the
   current file. If the file already exists, they will be in-
   serted.
   This list is used in entry fields if artists have to be
   entered and you press Ctrl+HELP.
  MusicManIII.Art
   A file will be created that will contain all types of the
   current file. If the file already exists, they will be in-
   serted.
   This list is used in entry fields if types have to be
   entered and you press Ctrl+HELP.
```

1.68   File/Save

```
Save
 Additional items will be shown:
  Index
   If the current index is modified, it can be saved. The
   index is saved automatically if MusicManIII quits or
   another file is loaded.
   laden wird.
  MusicManIII.Int
   The list with the artists is saved. The list is saved
   automatically if MusicManIII quits.
  MusicManIII.Art
   The list with the types is saved. The list is saved
   automatically if MusicManIII quits.
```

1.69   File/Create/MusicManIII.Int

```
MusicManIII.Int
 A file will be created that will contain all artists of the
 current file. If the file already exists, they will be in-
 serted.
 This list is used in entry fields if artists have to be
 entered and you press Ctrl+HELP.
```

1.70   File/Create/MusicManIII.Art

```
MusicManIII.Art
 A file will be created that will contain all types of the
 current file. If the file already exists, they will be in-
 serted.
 This list is used in entry fields if types have to be
 entered and you press Ctrl+HELP.
```

1.71   File/Save/Index

```
Index
 If the current index is modified, it can be saved. The
 index is saved automatically if MusicManIII quits or
 another file is loaded.
 laden wird.
```

1.72   File/Save/MusicManIII.Int

```
MusicManIII.Int
 The list with the artists is saved. The list is saved
 automatically if MusicManIII quits.
```

1.73   File/Save/MusicManIII.Art

```
MusicManIII.Art
 The list with the types is saved. The list is saved
 automatically if MusicManIII quits.
```

1.74   File/Manager

```
              Manager
The "File-Manager"-window will open. You can add, delete,
reorganise files, make backups, append files to the current
file and change filename and path. You'll find more
information in the chapter
              The File-Manager
               .
```

1.75   mainmacrospdm

```
The Macros-Menu

These functions are not yet available.

 - Start learning
 - Stop learning
 - Assign Macro
 - Load
 - Save
```

1.76   macrostartmi

```
Start learning

This function is not yet available.
```

1.77   macrostopmi

```
Stop learning

This function is not yet available.
```

1.78   macroassignmi

```
Assign Macro

This function is not yet available.
```

1.79   macroloadmi

```
Load
```

```
This function is not yet available.
```

1.80   macrosavemi

```
Save
```

```
This function is not yet available.
```

1.81   The Settings-Menu

```
                The Settings-Menu


The following items are available:

Create Icons
 With this option you can chose whether to create icons to
 new created MusicManIII files or not.
 Therefor the following icons are needed in
 "ENV:MusicManIII/":
  - def_MC.info
  - def_CD.info
  - def_Lp.info
  - def_Single.info

Set
 The following sub-items pop up:
  Program
   The Program-Settings-Window will open. It'll be described
   in the chapter
                The Program Settings Window

                .
  Printer
   The Printer-Settings-Window will open. It'll be described
   in the chapter
                The Printer Settings Window

                .
  F-Keys
   The F-Key-Settings-Window will open. It'll be described in
   the chapter
                The F-Key Settings Window

                .
  Mixed
   The Mixed-Settings-Window will open. It'll be described in
   the chapter
                The Mixed Settings Window

                .
 Depending on your settings for the preferences screen these
 windows will open on the preferences screen or on the main
```

```
screen.

Last saved
 The settings saved in the file
 "ENVARC:MusicManIII/MusicManIII.Prefs" are set.

Default
 The settings saved in MusicManIII itself are set. The
 settings "number of files", "filename" and "number of
 records" aren't changed.

Load
 Select the MusicManIII settings you want to set in the file-
 requester. You'll find more information on the file-
 requester in the chapter
                The File Requester
                 .

Save
 The current settings are saved in
 "ENV:MusicManIII/MusicManIII.Prefs" and
 "ENVARC:MusicManIII/MusicManIII.Prefs".

Save as
 Select the file the current settings should be saved in in
 the file-requester. You'll find more information on the
 file-requester in the chapter
                The File Requester
                 .
```

1.82 Settings/Create Icons

```
Create Icons
 With this option you can chose whether to create icons to
 new created MusicManIII files or not.
 Therefor the following icons are needed in
 "ENV:MusicManIII/":
  - def_MC.info
  - def_CD.info
  - def_Lp.info
  - def_Single.info
```

1.83 Settings/Set

```
                Set
 The following sub-items pop up:
  Program
   The Program-Settings-Window will open. It'll be described
   in the chapter
                The Program Settings Window
                 .
  Printer
```

```
   The Printer-Settings-Window will open. It'll be described
   in the chapter
                The Printer Settings Window
                .
 F-Keys
   The F-Key-Settings-Window will open. It'll be described in
   the chapter
                The F-Key Settings Window
                .
 Mixed
   The Mixed-Settings-Window will open. It'll be described in
   the chapter
                The Mixed Settings Window
                .
Depending on your settings for the preferences screen these
windows will open on the preferences screen or on the main
screen.
```

1.84 Settings/Set/Program

```
                Program
The Program-Settings-Window will open. It'll be described
in the chapter
                The Program Settings Window
                .
```

1.85 Settings/Set/Printer

```
                Printer
The Printer-Settings-Window will open. It'll be described
in the chapter
                The Printer Settings Window
                .
```

1.86 Settings/Set/F-Keys

```
                F-Keys
The F-Key-Settings-Window will open. It'll be described in
the chapter
                The F-Key Settings Window
                .
```

1.87 Settings/Set/Mixed

```
                Mixed
The Mixed-Settings-Window will open. It'll be described in
the chapter
```

                    The Mixed Settings Window
                    .

1.88   Settings/Last saved

Last saved
 The settings saved in the file
 "ENVARC:MusicManIII/MusicManIII.Prefs" are set.

1.89   Settings/Default

Default
 The settings saved in MusicManIII itself are set. The
 settings "number of files", "filename" and "number of
 records" aren't changed.

1.90   Settings/Load

                    Load
 Select the MusicManIII settings you want to set in the file-
 requester. You'll find more information on the file-
 requester in the chapter
                    The File Requester
                    .

1.91   Settings/Save

Save
 The current settings are saved in
 "ENV:MusicManIII/MusicManIII.Prefs" and
 "ENVARC:MusicManIII/MusicManIII.Prefs".

1.92   Settings/Save as

                    Save as
 Select the file the current settings should be saved in in
 the file-requester. You'll find more information on the
 file-requester in the chapter
                    The File Requester
                    .

1.93 The Record Control Window

                    The Record Control Window

The following functions are available:

Load
 A window will open where you can enter the number of the
 record you want to load.

Create
 All entry fields, sub-records and songs are cleared and the
 edit mode (see above) is activated. If you press RETURN to
 quit the edit mode the record will be saved. The record is
 sorted into the file so that the sorting order for
 interpreter and title still is OK. The entry field "No." is
 set to the new numbers of records.

Delete
 The current record will be deleted after a security check.

Clear
 Alle Eingabefelder werden gelöscht bzw. auf "0" gesetzt.
 Alle Songs werden ebenfalls gelöscht.

Enter
 The edit mode is activated. The cursor is set into the
 "Interpreter" entry field and you can jump to the next entry
 field by pressing TAB or CursorDown. Press SHIFT+TAB or
 CursorUp to jump to the previous entry field. Press RETURN
 to jump to the entering of first song. As long as you use
 TAB to jump to the next line songs will be added. Press
 RETURN to quit the edit mode. Please note that RETURN only
 has this function if the next entry field is in the next
 line and not if there are still columns to skip to (the
 number of available columns depends on your settings).

Save
 This will save the shown record. This item is only available
 if the record has changed.

Undo
 The recently made changes on the record are taken back.
 Deleted (sub-)records are inserted again, and inserted
 ones are deleted.

Lend to
 A window will open where you can enter the name of the
 person you lent the current album to. Returning an empty
 string will set the field to "Nobody".

Note
 This option toggles the note window. The status of this
 option is saved in the preferences and is available after
 the next program start. The note window is described in the
 chapter

                        The Note Window
                        .

Copy
 This function is not yet available.

Create SR
 A sub-record is appended to the current record.
 You'll find more information on sub-records in the chapter

                        Sub-Records
                        .

1.94 The Song Control Window

                        The Song Control Window

Following functions are available:

Mark
 The color-requester will open where you can select the color
 you want to use to mark the current song. You'll find more
 information on the color requester in the chapter

                        The Color-Requester
                        . Read the chapter
                        Mark Songs
                         to learn more about marking songs.

Append
 A new song will be appended to the existing list. A maximum
 of 255 songs is allowed.

Insert
 A new song will be inserted the existing list before the
 current song. A maximum of 255 songs is allowed.

Delete
 This will delete the current song.

Up
 The current song is moved up one position in the list.

Down
 The current song is moved down one position in the list.

Record
 The current song is appended to an internal list that is
 used by "Project/Create MC".

1.95 The Note Window

The Note Window

In MusicManIII it is possible to add a note to every record.
These notes can be up to 255 lines long with 255 characters
each line. You can anything you want as a note, e.g. what's
necessary for you but MusicManIII does not yet support.

The note is displayed in the big ListView-Gadget. To alter
the it click into the "Edit"-Gadget. The editor set in the
environment variable "EDITOR" will be started. Close the
window by using the "OK"-Gadget the use the changes or by
using "Cancel" to use them not.

1.96 The CD-Player

                The CD-Player

MusicManIII now also contains a simple CD player. If your
Amiga is equipped with a CD-ROM drive, you can play music CDs.

MusicManIII uses the "cdplayer.library" by
                Patrick Hess
                 to
play audio CDs. So only CD-drives supported by this library
are supported by MusicManIII. It's possible, that some
features have no effect on your CD-drive. This is because of
the compatibility "cdplayer.library"/CD-drive. If you own a
CD-drive not supported, please contact the"cdplayer.library"'s
author.

The available gadgets are described in the following:

|>
 Start playing.

[]
 Stop playing

||
 Toggle pause mode.

<<
 Fast backward.

>>
 Fast forward.

|<
 Jump to the previous song.

>|
 Jump to the next song.

^

```
Eject CD.
```

Read in
  The length of the songs of the inserted CD are read and
  copied into the songs ListView-Gadget.

Balance
  This feature is not yet supported.

1.97 The Search-Window

The Search-Window

In this window you can enter search patterns to find a
specific record. You can enter patterns for the following
fields:

Interpreter
  The wanted interpreter.

Title
  The album's title. This entry field is not available in the
  Single mode.

Song
  The wanted song.

Length
  The song length to search for. Enter the length and end your
  entry with "+" to find lengths greater or end with "-" to
  find lengths lower than your entry. To find the exact length
  you'll have to enter only the wanted length.

Type
  The wanted type of music.

Special
  Here you can enter text, that you want to find in a song's
  special-field.

Free time
  This entry field is only available in the MC mode. A
  cassette is looked for that only has the entered time free.
  End your entry with "+" to find free times greater or end
  with "-" to find free times lower than your entry. To find
  the exact free time you'll have to enter only the wanted
  length.

You'll find more information on patterns in your AmigaDOS
manual.

Furthermore the following gadgets are available:

Range

```
 Select the range to search:
  Beginning-End
   Searches the whole file from the first to the last record.
  Beginning-current Position
   Searches the file from the beginning to the current record.
  current Position-End
   Searches the file from the current record to last one.

Direction
 The direction of searching:
  Forward
   Searches from the lower to the upper limit.
  Backward
   searches from the upper to the lower limit.

File(s)
 This function is not yet available.
```

After you've done all your entries end settings press "OK" to
start searching or press "Cancel" if you don't want to
search.

If a record is found you are asked if it is the wanted and
you want to stop searching or if you are looking for another
one and therefor want to continue searching. If no record is
found the record shown before searching was started is shown
again.

1.98   The Selection-Window

The Selection-Window

With this function you can select your file, i.e. you don't
have to work with the complete file but with a selection. Use
the following gadget to create your selection:

Interpreter, Title, Type, Released
 Enter a valid pattern. You'll get more information on
 patterns in your AmigaDOS manual.

Start selection with "OK". Press "Cancel" if you don't want
to select. To work with whole file again you have to free the
selection. Use "File/Selection/Free" or
"Project/Selection/Free" if you are on the list screen.

1.99   The 'CHange file'-Window

The 'Change file'-Window

In this window you can change the current file and mode.
Chose the wanted mode by clicking the corresponding gadget
"LP", "MC", "CD" or "Single". Then select the wanted file in

the ListView-Gadget.
Press "OK" to load the selected file or "Cancel" to abort.

1.100 The Printing-Window

                        The Printing-Window

Use this function to output the shown record or the current
file on your printer or in an ASCII-file. Following gadgets
are available:

Quality
 Select the wanted quality of printing:
  - (N)LQ
  - Draft
 You can set the default of this gadget in the "Printer"
 settings window.

80 chars/line (Std=69)
 Use this option if you want to print with a condensed
 writing. If this option is active in a line of a MC cover 80
 characters instead of 69 are printed. You can set the
 default of this option in the "Printer" settings window.

Sort-Mode
 This function is not yet available. The output is always
 sorted for interpreters and titles.

Select
 This function is not yet available.

Output to
 You can chose if you want output to the printer or into a
 file. If output goes to a file you can enter a filename in
 the "Filename" entry field. The default is the path name and
 filename of the current file with the suffix ".prt" instead
 of ".mm3".

Filename
 Enter the path name and filename or select it in the file-
 requester that opens if you press the "?" gadget.

Mode
 Select what you want to output:
  Record
   The current record is output. In the MC mode the printing
   can be used as a MC cover.
  List
   All records of the current file are output as a list. The
   first column shows the number of the record (that one you
   entered in the "No.:" entry field). Then the interpreter,
   title and type are output. You can disable the output of
   the number in the "Printer" settings window.
   In the MC mode the output for each record uses two lines.
   The first one contains the data of the A side, the second

    one those of the B side without repeating number or play-
    ing time.
    In the single mode the first song name is output instead
    of the title.

Format
 This function is not yet available.

What to output
 This function is not yet available.

Range
 This function is not yet available.

Print
 This will start the output. The "Printer" window is closed
 afterwards.

Settings
 The "Printer" settings window will open. You'll find more
 information on this window in the chapter

                  The Printer Settings Window
                   .

Cancel
 Closes the "Printer" window without printing.

1.101   The File-Manager

                  The File-Manager

The file-manager offers functions to edit the files of the
current mode. Following functions are available:

Files
 This ListView-Gadget contains all files of the current mode.
 The chosen one will be effected by the following functions.

Add
 The File-Requester will open where you may enter the file
 you want to create. You may also chose an existing file.
 MusicManIII will append it to its file list and create a new
 index if it's missing or out of date.
 You'll find more information on the File-Requester in the
 chapter
                  The File Requester
                   .

Append
 This function is not yet available.

Re-Organize
 This function is not yet available.

Delete
 The chosen file is delete. You're asked whether you're sure
 or nor.

Check
 The chosen file is checked whether the index is up-to-date
 or not and then it's updated.

Delete all
 All files of the current mode are deleted. You are asked
 whether you are sure or not.

Backup
 This will backup the chosen file. You may set the path to
 the copy and the mode of packing in the "File-Manager-
 Settings" window.
 You'll find more information to the settings in the chapter
 The File-Manager-Settings-Window.

Filename
 The filename of the chosen file is shown. To change it you
 just have to edit this field.

Path
 The path to the chosen file is shown. To change it you just
 have to edit this field. You may also use the "?"-Gadget
 which will bring up the Directory-Requester where you may
 select the wanted path.
 You'll find more information on the Directory-Requester in
 the chapter
                  The Directory-Requester
                   .

Settings
 The settings window of the File-Manager will open.
 This window is described in the chapter
 The File-Manager-Settings-Window.

Open
 The chosen file is opened and the File-Manager quits.

Go back
 The File-Manager quits.

1.102 The File-Manager-Settings-Window

                  The File-Manager-Settings-Window

In this window you may alter the settings for the File-
Manager.
To create packed backups you must have "xpkmaster.library"
and at least one xpk-Sub-Library installed on your system.

Backup-Path
 This will show the path where your backups are made. Edit

 this field to the path you want or select the wanted path in
 the Directory-Requester that pops up if you press the "?"-
 Gadget.
 You'll find more information on the Directory-Requester in
 the chapter
                   The Directory-Requester
                      .

Pack
 With this option you can select whether you want packed
 backups or not. Packed backups use less disk space on your
 harddrive.
 Please remember that packed backups end in ".mmp" instead of
 ".mm3". To re-install packed backups you have to unpack them
 and then copy them to your files' directory. Unpacked
 backups just have to be copied.
 Notice furthermore that index files are never packed.

Efficiency
 Select the efficiency of the packer. A higher efficiency
 needs more time but reduces the needed disk space.

Packer Information
 Select this gadget to get information on the chosen packer.

xpk
 This ListView-Gadget contains the list of the xpk-Sub-
 Libraries installed on your system. Chose the one you want
 to use for your packed backups.

OK
 The window will close and the changes are used.

Cancel
 The window will close without using the changes.

1.103 The List Screen

                   The List Screen

On this screen a window will open showing the current file as
a list. This screen contains the following pull-down-menu:

The Pull-Down-Menu

*** The Project-Menu ***

Selection
 Additional sub-items are shown:
  Create
   The "Select"-window will open. You can select
   interpreters, titles, types or the year of release. This
   window is described in the chapter
                   Selection-Window
                      .

```
 Free
   The selection is freed. Afterwards you will work again
   with the whole file.
  Save as
   Use this function to save the current selection to a file.
   Chose the wanted path and filename in file-requester. The
   newly created file will be appended to mode's file list so
   that you can load it later. You'll find more information
   on the file-requester in the chapter
                 The File Requester
                 .
```

First record to show
 A window will pop up where you can enter the number of the
 record you want to be displayed in the first line of the
 list.

Show first page
 Use this to display the list beginning with the first
 record.

Show last page
 Use this to display the list ending with the last record.
 How much records are shown above depends on the screen's
 height and the font's height.

Information
 A window will open displaying the following information:
  Records
    The number of records in the current file.
  Selected
    The number of selected records.
  Interpreter, Title, Type, Released
    The patterns for the selection are shown.

Help-Mode
 This will toggle the help mode. With the help mode set
 active selecting functions (menu items, gadgets) will show
 an explaining help text for it.

Quit
 The window and screen are closed without loading a new
 record.

The List Window

In this window the contents of the current file is listed.
The first column will show the number of the record, the
second one contains the interpreters, the next one the title
of the album and the last one shows the type of music.
In the Single mode the first song is displayed instead of the
album's title.
In the MC mode each record is displayed in two lines. The
first one contains the data of the A side, the second one
displays those of the B side without showing the record's

number twice.

If you move the mouse's pointer above the list, the record
under the pointer is hilighted. Press the left mouse button
to close the window and the screen and load that record in
the record window.

The following gadgets are present:

<<<<
 Moves back 1000 pages.

<<<
 Moves back 100 pages.

<<
 Moves back 10 pages.

<
 Moves back 1 page.

>
 Moves forward 1 page.

>>
 Moves forward 10 pages.

>>>
 Moves forward 100 pages.

>>>>
 Moves forward 1000 pages.

Shortcuts

In addition to the shortcuts of the pull-down-menu following
shortcuts are available:

 RETURN
  This will load the marked record.

 ESC
  This will close the list-window.

 CursorUp
  This will mark the previous record.

 CursorDown
  This will mark the next record.

 CursorLeft
  This will display the previous page.

 CursorRight
  This will display the next page.

```
Shift+CursorLeft
  Jump 10 pages backwards.

Shift+CursorRight
  Jump 10 pages forward.

Ctrl+CursorLeft
  Jump 100 pages backwards.

Ctrl+CursorRight
  Jump 100 pages forward.

Alt+CrsLeft
  Jump 1000 pages backwards.

Alt+CrsRight
  Jump 1000 pages forward.
```

1.104 Project/Selection

```
                Selection
Additional sub-items are shown:
 Create
  The "Select"-window will open. You can select
  interpreters, titles, types or the year of release. This
  window is described in the chapter
                Selection-Window
                .
 Free
  The selection is freed. Afterwards you will work again
  with the whole file.
 Save as
  Use this function to save the current selection to a file.
  Chose the wanted path and filename in file-requester. The
  newly created file will be appended to mode's file list so
  that you can load it later. You'll find more information
  on the file-requester in the chapter
                The File Requester
                .
```

1.105 Project/Selection/Create

```
                Create
The "Select"-window will open. You can select
interpreters, titles, types or the year of release. This
window is described in the chapter
                Selection-Window
                .
```

1.106   Project/Selection/Free

Free
 The selection is freed. Afterwards you will work again
 with the whole file.

1.107   Project/Selection/Save as

              Save as
 Use this function to save the current selection to a file.
 Chose the wanted path and filename in file-requester. The
 newly created file will be appended to mode's file list so
 that you can load it later. You'll find more information
 on the file-requester in the chapter
              The File Requester
                    .

1.108   Project/First record to show

First record to show
 A window will pop up where you can enter the number of the
 record you want to be displayed in the first line of the
 list.

1.109   Project/Show first page

Show first page
 Use this to display the list beginning with the first
 record.

1.110   Project/Show last page

Show last page
 Use this to display the list ending with the last record.
 How much records are shown above depends on the screen's
 height and the font's height.

1.111   Project/Information

Information
 A window will open displaying the following information:
  Records
    The number of records in the current file.
  Selected

```
  The number of selected records.
 Interpreter, Title, Type, Released
  The patterns for the selection are shown.
```

1.112   Project/Help-Mode

```
Help-Mode
 This will toggle the help mode. With the help mode set
 active selecting functions (menu items, gadgets) will show
 an explaining help text for it.
```

1.113   Project/Quit

```
Quit
 The window and screen are closed without loading a new
 record.
```

1.114   The Pull-Down-Menu

```
               The Pull-Down-Menu


*** The Project-Menu ***


Open
 The file-requester will open where you can select the file
 which MusicManIII settings are to be set. You'll find more
 information on the file-requester in the chapter

               The File Requester
                 .
Save
 The current settings are saved in
 "ENVARC:MusicManIII/MusicManIII.Prefs" and
 "ENV:MusicManIII/MusicManIII.Prefs".
Save as
 The file-requester will open and you can select the file in
 that the current settings should be saved. You'll find more
 information on the file-requester in the chapter

               The File Requester
                 .
Quit
 The window and screen are closed without using the changes.


*** The Edit-Menu ***


Default
 The settings saved in MusicManIII itself are set. The
 settings "number of files", "filename" and "number of
 records" aren't changed.
```

```
Last saved
 The settings saved in the file
 "ENVARC:MusicManIII/MusicManIII.Prefs" are set.
Undo all
 All changes made in the current settings window are undone.
Undo
 The last made change is undone.

*** The Options-Menu ***

Create Icons
 With this option you can chose whether to create icons to
 new created MusicManIII files or not.
 Therefor the following icons are needed in
 "ENV:MusicManIII/":
  - def_MC.info
  - def_CD.info
  - def_Lp.info
  - def_Single.info
```

1.115   Project/Load

```
               Open
The file-requester will open where you can select the file
which MusicManIII settings are to be set. You'll find more
information on the file-requester in the chapter

               The File Requester
                 .
```

1.116   Project/Save

```
Save
 The current settings are saved in
 "ENVARC:MusicManIII/MusicManIII.Prefs" and
 "ENV:MusicManIII/MusicManIII.Prefs".
```

1.117   Project/Save as

```
               Save as
 The file-requester will open and you can select the file in
 that the current settings should be saved. You'll find more
 information on the file-requester in the chapter

               The File Requester
                 .
```

1.118 Project/Quit

```
Quit
 The window and screen are closed without using the changes.
```

1.119 Edit/Default

```
Default
 The settings saved in MusicManIII itself are set. The
 settings "number of files", "filename" and "number of
 records" aren't changed.
```

1.120 Edit/Last saved

```
Last saved
 The settings saved in the file
 "ENVARC:MusicManIII/MusicManIII.Prefs" are set.
```

1.121 Edit/Undo all

```
Undo all
 All changes made in the current settings window are undone.
```

1.122 Edit/Undo

```
Undo
 The last made change is undone.
```

1.123 Options/Create Icons

```
Create Icons
 With this option you can chose whether to create icons to
 new created MusicManIII files or not.
 Therefor the following icons are needed in
 "ENV:MusicManIII/":
  – def_MC.info
  – def_CD.info
  – def_Lp.info
  – def_Single.info
```

1.124   The Programm Settings Window

The Program Settings Window

In this window's upper left group you can select the mode and
file that should be opened after starting MusicManIII. First
click on "LP", "MC", "CD" or "Single" to chose the mode and
then select the wanted file on the ListView-Gadget.

In the upper right group the following gadgets are present:

Startup
 Here you can select the behaviour of MusicManIII after
 starting up:
  Load first
   Load the first record.
  Load last
   Load the last record.
  Append
   You may start entering a new record.
  Show list
   Open the list window.

Save-Mode
 Here you can select MusicManIII's behaviour if a record has
 been edited but not saved yet, but after the current action
 the changes would be lost. The following possibilities are
 available:
  Automatic
   Records are always saved automatically.
  Ask
   This will remind the user whether he wants to save the
   record now or not.
  User
   The user has to care for saving the records himself.
   MusicManIII does not warn if changes will get lost.

Input-Mode
 Here you can set MusicManIII's behaviour if you have to
 enter songs and special-fields:
  abc=abc
   MusicManIII will not alter your inputs.
  abc=ABC
   MusicManIII will alter your inputs to upper case.
  abc=Abc
   MusicManIII will alter every first letter of a word to
   upper case.

Close Workbench
 Here you can set whether MusicManIII should close the
 Workbench at start-up or not. A closed Workbench will give
 you a little more memory. If closing fails, because some
 programs have still opened windows on it, an error message
 will be given.

Input Song Length

Here you can set whether you want to enter the song's length
or not.

Input BPM
 Here you can set whether you want to enter the "beats per
 minute" (BPM) to each song or not.

Input Special fields
 Here you can set whether you want to enter the special field
 to every song or not.

In the lower group you can do the following settings:

Input Length/Counter
 Here you can set whether you want to enter the MC's counter
 or the song's length in the MC mode. If the settings is
 "Length" your inputs will automatically inserted a colon.

Use MusicManIII.Int
 This function is not yet available.

Use MusicManIII.Art
 This function is not yet available.

Auto-Load records
 Use this option to specify whether you want records to load
 automatically or not. If this option is on every time you
 change the record's number with the arrow gadget the record
 with the new number gets loaded. That means you do not have
 to use the "G"-gadget anymore.

1.125 The Printer Settings Window

                    The Printer Settings Window

In the Printer Settings Window you can change settings for
printing. The following gadgets are available:

Quality
 The Quality of printing:
   (N)LQ
   Draft

Print record numbers
 Use this option to set whether record numbers are to output
 or not.

Print list numbers
 User this option to set whether record numbers are to output
 in the list mode or not.

80 chars per line (Default=69)
 Use this option to set whether a condensed writing should be
 used for printing or not. If this option is on 80 characters

```
  instead of 69 are printed in one line of a MC cover.

Skip Perforation
 Use this option to set whether the perforation of fanfold
 paper should be skipped or not.

Center printing
 Use this option to set whether you want to print your lists
 centred or not.

ESC-Codes
 MusicManIII uses some function of the printer directly
 without the "printer.device" because the "printer.device"
 does not support them. You'll find more information on ESC
 codes in the chapter
                Control Codes
                . Currently
 the following codes are used:

 Condensed
  This control code should set a font with 20cpi (Characters
  per inch) on your printer. It is used to print 80 instead
  of 69 characters in one line of a MC cover.
```

1.126 The F-Key Settings Window

```
The F-Key Settings Window

In this setting window you can define your F-Keys. You can
define any text on them that should be inserted if you press
that key in an entry field.

The following gadgets are available:

F1-F10
 Enter the wanted text here. Please check the "Qualifier"-
 Gadget to enter the text for the right qualifier.

Qualifier
 Select the qualifier that has to be pressed together with
 the F-Key here. The following qualifiers are available:
  - None
  - Shift
  - Ctrl
  - Alt
  - right Amiga

Print F-Keys
 This function will print the current F-Key definition on
 your printer after performing a request.
```

1.127 The Mixed Settings Window

                    The Mixed Settings Window

In this window you can set the values of the Cycle-Gadget
 - Sources
 - Dolby
 - Playing times
 - Cassette types
 - Recording methods
in the main window. The usage is equal for every group:

ListView-Gadget
 Select the wanted entry here.

String-Gadget
 Alter the selected entry here.

New
 Use this to add a new entry and then enter the text in the
 String-Gadget.

Del
 This will delete the selected entry.

Up
 Use this to move the selected entry up one position in the
 list.

Down
 Use this to move the selected entry down one position in the
 list.

Additionally the following two gadgets are available:

Screen Preferences
 A window will open where you can pre-set the screens
 MusicManIII uses. You'll find a description of this window
 in the chapter
                The Screens Settings Window
                  .

Path Preferences
 A window will open where you can set the help's, macro's and
 file's path. You'll find a description of this window in the
 chapter
                The Path Settings Window
                  .

1.128 The Screens Settings Window

                    The Screens Settings Window

In this window you can define the screens MusicManIII uses.
The following gadgets are available:

Main screen, List screen, Prefs screen
Select the screen for that you want to change the settings.

Screenmode
 The Screenmode-Requester opens where you can select the
 wanted screenmode. This gadget is only available if the
 option "Open on main screen" is on. You'll find more
 information in the chapter
                  The Screenmode-Requester
                  .

Font
 The Font-Requester opens where you can select the wanted
 font. This gadget is only available if the option "Open on
 main screen" is on. You'll find more information in the
 chapter
                  The Font-Requester
                  . This gadget is not
 available if the option "Open on main screen" is on.

Colors
 The Color-Requester opens where you can set the screen's
 palette. You'll find more information in the chapter

                  The Color-Requester
                  . This gadget is not available if
 the option "Open on main screen" is on.

Open on main screen
 If this option is on the depending screen will not open but
 all windows that are to open on it are opened on the main
 screen. This option is not available if you are doing the
 settings for the main screen.

Public Screen
 Use this option if you want the screen to be a public
 screen. On public screens other programs can open there
 windows.

 The following screen names are used:
  Main screen: "MMIII"
  List screen: "MMIII_List"
  Preferences screen: "MMIII_Prefs"

Clone Workbench
 If this option is on the screen will be opened with the same
 settings as the Workbench.

OK
 This closes the window and uses the changes.

Cancel
 This closes the window without using the changes.

1.129   The Path Settings Window

                    The Path Settings Window

In this window you can set the paths MusicManIII should use.
You can enter the path name by using the keyboard or you can
select it by using the Directory-Requester that pop up when
you click in the "?"-Gadget. You'll get more information on
the usage of the Directory-Requester in the chapter

                    The Directory-Requester
                           .
MusicManIII allows you to pre-set the following paths:

Default Path
 The path to your MusicManIII files.

Help Path
 The path to the MusicManIII online help file.

Macro Path
 The path to your MusicManIII-ARexx-Pograms.

Close the window with "OK" to use the changes or with
"Cancel" to lose the changes.

1.130   authorcdplayer

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