

AFRAGM

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

AFRAGM

1.1 Amiga Format ReaderAds Guide Documentation

Amiga Format Reader Ads Guide Maker
AFRAGM!
Version 2.0

By Chris Haynes
(C)11-08-97

INTRODUCTION

SYSTEM REQUIREMENTS

WHAT DO I DO?

A BIT OF INFO

THE MENUS

THE DATA FILES

Amiga Format, have fun with this program, it took me five ↵
days of
solid coding in Blitz2.1 to get it finished. I hope you like it!
I hope you can use it!

Yours,

CHRIS HAYNES

1.2 introduction

INTRODUCTION...

Sorry to be inconsistent, but version 1.0 was ready to send to you, then I had a better idea two days later, and so was born AFRAGM V2.0!

This is a great :) little utility I've written for you people at Amiga Format! You know how just recently you've started running a Reader Ads section on the CD, well this program makes creating the AmigaGuide file a heck of a lot easier!

It's simply a database program that allows you to enter all your details that readers send in. You can enter details into three sections: For Sale, Wanted, and Misc. Let AFRAGM create the Guide file and stick it on the CD. Nothing could be easier! :) And now in version 2.0, readers can send in their own data files created with AFRAGM's sister utility AFRA, which you can then collate and create the guide file using AFRAGM! Simplicity in itself!

1.3 What Do I Need?

SYSTEM REQUIREMENTS...

- Any Amiga
- 2MB RAM
- The

ReqTools
library

AFRAGM uses two 640 width windows. I'm not sure what it'll do on anything less but Autoscroll will sort that out. Anyway, hi-res screens aren't that bad, at least not on a 17" monitor! The font used is Topaz 8. If you are using a font greater than 8 in the Y-size, AFRAGM will ask you to change your WB font prefs to Topaz 8, and will then quit. Sorry, but using a font larger than this makes the window VERY ugly! Topaz 8 is OK anyway, I haven't got anything against it!

The program has been tested on my A1200 with my Blizzard 1260 50MHz and 18MB total RAM.

Hey, if it doesn't work on your system, write me.
Chris

1.4 Hey, Write Me!

MY ADDRESS...

Chris Haynes,
5 Trench Close,
Trench, Telford,
Shropshire.
TF2 6QY

I've tested the program thoroughly, and there don't appear to be any bugs, but you know what it's like, different systems, a different OS version, anything

can happen. We don't have as many problems as PC users do though! Ha! :)
So, if you find a bug, write me, and I'll squash it. Promise.

1.5 Thanks To Nico!

THE REQTOOLS LIBRARY...

The ReqTools library is copyright (C) Nico Francois. Thank you Nico.

1.6 OK, So I've Got This Program, What Do I Do With It?

WHAT DO I DO?...

OK, after loading up the program, start entering your details. No, really, it IS that simple. I've included an example data file and the resulting guide. (They are called Example.AFRAGM and ReaderAds.Guide)

If you don't like the format of the guide file, tell me, I'll change it for you. I think it's OK though. Load the example data file, and you'll pick up on how to use the program really quickly.

In the window, you'll see a number of buttons and gadgets:

BUTTONS...

- "For Sale" - When clicked on, this will change to "Wanted" and then "Misc". You can choose which section of the guide file this particular record will be entered into. As a default, all records are set to "For Sale".
- "Previous" - This lets you move to the previous record. The maximum number of records you can have is 999.
- "Next" - Moves to the next record.
- "Clear" - This button will clear the current record. You will be asked to confirm this action.
- "O.N.O." - You can choose to put the item as 'Or Nearest Offer' by clicking on this to show a '*'.
- "Display Only Telephone Number And E-Mail" - This lets you choose whether the readers address is displayed or not. If you click it to show a '*' the amigaguide file will only show the Name, Telephone number and E-Mail address.

STRING FIELDS...

- TEXT - These five gadgets let you type in the text which will be used to describe the current item, e.g.: For Sale: A Blizzard 1260. Maximum 70 characters per field.

- Price - This is where you enter the price which that reader wants for their item, or how much someone is willing to pay for a 'Wanted' item, or a joining fee for a user group, for example in a 'Misc' record. You can enter just one price, or two to show what someone is asking for their item. For example, someone may pay between £100 and £120 for a copy of LightWave (I wish!). The output of the amigaguide file will adapt to reflect whether the item has two prices, or one, and whether it is ONO or not.
Maximum 4 characters per field.
- Name - Enter the readers name in this field.
Maximum 64 characters.
- Address - Three lines for the address.
Maximum 64 characters per field.
- PostCode - The readers postcode.
Maximum 15 characters.
- Telephone - Their telephone number.
Maximum 15 characters.
- E-Mail - The readers E-Mail address (if applicable).
Maximum 64 characters.
- Node/Window Title - This is where you can set some text to be displayed in the title bar of this persons record/node.
Maximum 56 characters.
- Link Button Text - This is what the button link will appear as in the Main section. A space will be added to the beginning and end of the button, just to make it look nicer :)
Maximum 56 characters.

All of the string fields above can have anything entered into them. Both text and numbers can be entered. I may change the program to accept any form of currency, if you want me to, but for now, you can emphasise which currency is accepted in the TEXT fields. Also, after pressing Enter to finish editing in a string field, if you press Enter again, you'll move down to the next string field. This saves you having to click the mouse on the next field, and makes it a lot quicker :)

OK, that's a quick description of the buttons and gadgets. Now browse to the next section - "The Menus..."

1.7 Hold The Right Mouse Button Down And...

THE MENUS...

OK, there's three menus for this program: "Project", "Node Text" and "Record". They are not accessible when you are entering any Node Text.

PROJECT...

New Project - This will clear ALL data currently in the buffer. You need to confirm this before it happens.

Load AFRA Files - This option will bring up a file requester asking for some .AFRA data files to be selected. AFRA data files are the ones that readers will send in. You can choose up to 999 files. This is my inbuilt maximum. When you load AFRA files in, you can either Replace the data in the buffer, Append the new data to the end of the records, or Cancel the operation. You will be shown a requester. Choose the appropriate one. If you already have a lot of records, and you try to load more in, if the new total is above 999, then anything after 999 is NOT loaded in. Once all AFRA data files have been chosen, they are loaded into the buffer. You can then edit them, or simply create the guide.

Load AFRAGM Data - This will show a requester asking for a valid AFRAGM

data file

. When you load the new data file in, you can choose to accept the new data, or cancel it if you made a mistake. This way you will not lose any data currently in the buffer. If there is an error in a certain section of the file, you will be told by a requester. If the file is not recognised, it will not be loaded, and your data is safe. If any records were blank when the data file was saved, they will be loaded into the first available records, and not into their original records, e.g.: records 1, 4 and 9 were saved. When loaded in they will appear as records 1, 2 and 3. Remember, a record is only valid if the Link Button Text field is used!

Save AFRAGM Data - This also shows a requester asking for the name and location to save the data currently in the buffer. As a default, I have added ".AFRAGM" to the requesters filename gadget. This should prompt you to save the file with this extension. Only those records with anything in are saved, so space is not wasted.

Create Guide - This is the greatest bit of the program. All you have to do is supply a filename and location. As a default the filename is: "ReaderAds.Guide". You can change this if you want to.

NOTE: When you create the guide file, an icon is not created for it automagically. You will have to do this yourselves. I didn't want to make you use my icon. It's not very good!

About AFRAGM 2.0 - This just displays a requester showing you when I wrote AFRAGM. It's nothing special, but do note that AFRAGM V2.0 is COPYRIGHT to

ME

. It is also CD-Single Ware!

Quit - Quits the program after a confirmation from you.

NODE TEXT...

Firstly, what is Node Text? Node Text contains up to five lines of text which

you specify, for each section of the guide file. You need to enter what you want to be displayed above each section. There are four sections: "Intro", "For Sale", "Wanted" and "Misc".

When you choose this menu option, a new window will appear with the familiar five TEXT fields. Enter your text into each field. You do not have to use all five lines. Maximum is 70 characters per field.

After you are done, click on the Close gadget in the top-left of the window, and a requester will appear. It has three options on it. You are being asked if you want to 'Accept' the new text you just entered, 'Revert' to the original text, or 'Cancel' and continue editing the text. Choose the appropriate one.

Intro - This text will be shown in between the title of the guide file, and the For Sale section.

For Sale - This will appear after the Intro text and above the For Sale buttons.

Wanted - This will appear after the For Sale section and above the Wanted buttons.

Misc - Guess ;))

There is also an option called Author. I just added this if you want to say who created the guide file. Choose it and a requester appears asking for the new Author text. Maximum is 50 characters. Click to accept or cancel and revert to the original Author text. As a default, the text is set to AFRAGM :)

RECORD...

From here you can choose to move through the records one at a time, or clear the current record.

1.8 The Structure Of The Data Files

THE DATA FILES...

There are two types of data files which AFRAGM uses. The first is a file with a ".AFRA" extension. This file is saved by AFRA - the sister program for this one. Readers use AFRA to create a .AFRA data file, send it in to yourselves and you use AFRAGM to create the guide file from those data files. If a reader has more than one item, they will send you more than one data file. Only one item per data file. The structure is thus:

AFRACDH - required to check if it is a valid data file;
FS/W/M - can be either option: For Sale, Wanted or Misc;
TEXT - 5 lines to describe the item;
- the first price field;
- the second price field;
Y/N - is the item ONO or not;

Name - the name of the reader;
Address - 3 lines for their address;
PostCode - :)
Telephone - :)
E-Mail - :)
Y/N - should AFRAGM display only their telephone number and e-mail;
Node - node title in the guide file;
Button - the text for the button in the guide file.

The second data file is created by AFRAGM only. It is the collection of all of the data currently in the buffer. It is saved independently of the guide file. It is basically a guide file, without all the fancy keywords. You can load in a data file at any time, but it will overwrite the previous data in the buffer. The structure is like this:

AFRAGM2.0CDH - required to check if it is a valid data file;
- number shows how many For Sale, Wanted and Misc items are in
the file;

Author - the author of the file (you) (if it's blank, it's AFRAGM!);
TEXT - the Intro text (5 lines);
TEXT - the For Sale text (5 lines);
FS - shows where the For Sale items start;
TEXT - the description text (5 lines);
- the first price field;
- the second price field;
Y/N - Is the item ONO or not;
Name - name of the person;
Address - address (3 lines);
PostCode - postcode;
Telephone - telephone number;
E-Mail - e-mail address;
Y/N - should AFRAGM display only their tel. number and e-mail;
Node - node title in the guide file;
Button - the text for the button in the guide file;

Repeat for the number of For Sale items;

W - start of Wanted items;

Repeat for the number of Wanted items;

M - start of Misc items;

Repeat for the number of Misc items.
