

# **Menus**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> Menus		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Menus

### 1.1 , "The

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Contents:

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THE MUSIC FILE SYSTEM  
BY R.F.BISSCHOP  
(c) 95/96/97/98 Version 1.55

Extra information!

Project menus

Tape menu

Show the index

### 1.2 Project menus

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Single & Multi file menus

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MFS menu  
Single & Multi file

Project menu  
Single file only

Project menu  
Multi file only

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Summary menu  
Single & Multi file

Edit menu  
Single file only

Tape menu  
Single & Multi file

## 1.3 Extra information menu

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### Extra information

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Amos pro.  
MFS is written in Amos professional v2.0

Calculation  
Tape caculation explained

Clock/Alarm  
How to set use the Alarm Clock

Contents  
How to display a contents

ExtenstionType  
Different type of extensions in MFS

File modes  
Two file modes in MFS

Fonts  
About the 3 fonts used

Help  
Online help using the guide viewer

Index +  
About MFS' file format (storage methode)

Loader  
How to operate the File Requester

Medium types  
Info about Medium types

The printer  
Some notes about using the printer

Print to file  
Send printer output to file

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Samples  
 About sound samples

Screen layout  
 Explanation of the screen layout

Set buffer  
 Explain buffer size (Amos:Set Buffer)

Startup notes  
 Some notes

Tape layout  
 Explanation of the tape layout

Tape general  
 What is tape? + Tape indicator

Text input  
 Extra explanation about entering text

Troubles  
 Trouble shooting

Question req.  
 The 'Question' requester

## 1.4 Extra/Clock&Alarm

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### Clock & Alarm

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#### Function:

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The Music File System has a built in clock displayer. To see the clock go to the Preferences and set Clock to ON. The computer will now display the time and date in the top of the screen.

#### Operate:

-----

Whether the Clock is set or not you can always set the Alarm. You do this by clicking on the Time/Date/Message button at the top of the screen. A small window will appear. In order from up/down, left to right: Alarm time, Hours down/up, Minutes down/up, Start and Cancel. To set the Alarm time, click on the time box and enter a new, four digit number. By clicking on the left/right buttons on either side you can also set the Alarm time. Select Cancel if you want to have no alarm, c.q. to set the current Alarm off. Select Start to set the Alarm.

If you have selected Start, this will happen: The Alarm window will disappear and the Time & Date/Message will be highlighted, Bar colour.

When the Alarm goes off the border will flash, a bell will ring and a

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message will appear. Select OK to turn the Alarm off.  
 Note that when the Alarm goes off all current M.F.S. activities will be halted, including the blanker, time display and background tasks.

Note:

-----

When the screen blanker is activated and ACTIVE, the screen is black, then when the Alarm goes off or I should say wants to go off the screen blanker will first remove itself from the screen. The normal M.F.S. screen will be displayed. Now the system will wait for the Alarm to go off.

Alarm & sample play

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If a sample is being played while the Alarm goes the sample will stop playing in favour of the Alarm.

## 1.5 Extra/Online help

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### Online help

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Function:

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With this function you can view the Menus.Guide.

The display:

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At the right-bottom of the screen, between the arrows, you can find a little question mark. Select the button and the Help window will open. You can use the following buttons:

Window close gadget	Exit help
Contents	Show the contents of the guide
Index	Show all available topics/subjects
Retrace	Retrace your steps. This button will bring you back to the last chosen item. (Max. 25 steps)
Print (Left m-key)	Print text, see below
Book (Right m-key)	Book function, see below
Arrow up/dn & bar	Move trou the text

After clicking '?' or pressing the 'Help' key:

-----

If you start Help for the first time in the program the computer will want to create a Node-list, a list with subjects.  
 If a file called 'MFS:Nodes.sys' exists the computer will auto-load this file. If the file 'Nodes.sys' gives an error or if it does not exists the computer will create a new list and will auto-save it to disk.  
 Read also the 'Special node' section below!

General operation:

-----

Help works the same as Multiviews' guide reader. You can use the Arrow

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buttons and the Bar to move around in the page. If you click on Contents the main index will be shown. If you click on Index the computer will show you a list with all available function-buttons. Retrace will bring you back to the page you came from. You can retrace a maximum of 25 steps. If, in the display part, a button is visible you can click on it. The button will link with another page in the guide. Use the Window close gadget to leave Help.

#### Help notes:

-----

- You can also activate the online help by pressing the HELP KEY.
- Help allocates it's own variables, therefore make sure you have some memory left before activating help.
- You can't use Help within Help!!
- Help is not supported in the following functions:  
The loader (file requester), Text input and the volume requester.  
This is due to the fact that these parts are standard routines.

#### Special node function:

-----

If for some reason the Node list in your system is corrupted, you get lots of 'can't read node' etc., you can reset the Node list in memory by clicking on the text 'Help, guide viewer'. No button will be visible! This will bring up a window asking you if you want to erase the Node file on disk. Select Yes. Select Okay. The computer restarts Help and so creates a new list. This new list will be auto-saved to disk. If you have selected NO nothing will change.

#### IMPORTANT NOTE:

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If the Menus.Guide has been updated or if ANY changes have been made to it you ALWAYS have to create a new list of nodes. This is because the list also includes the nodes position (Pof(x)) in the guide.

#### Print text:

-----

With this function you can print the information that's displayed on the screen. Select START to begin printing, select PPREFS to change some printer settings and select the Window close gadget to return to Help. You can abort printing by clicking on the ABORT button.

#### Print text notes:

-----

- The printed text is only 76 characters wide.
- Text will be centered.
- Header function will be OFF-LINE, instead the computer will use the first 3 lines of text of a guide page as the header, of which the second line will be printed 2x the normal width.
- The Footer will be set as according to the preferences.
- Any buttons will be printed as: [button text]

#### Book function:

-----

This function allows you to print the (Menus.) guide as a manual. First the computer will create an index, this might take a while. Select ABORT to cancel the Book function. When done with creating the index the computer will display the index on the screen.

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The 4 buttons in the top of the Window will have changed to:

Start	Begin printing
PPrefs	Printer preferences, change some settings
1-2-3-5	Select chapter
Cancel	Exit the book function

Ofcourse you can use the Bar and the Arrows to move trou the page.

Select PPrefs if you want to change some settings. I have to remind you of the notes about the Book function. Select Cancel or the Window close gadget to exit the book function and return to help. Select button '1-2-3-4-5' to select the chapters you want to print. The computer will ask you 5 times if you want to print a certain chapter, if so select Yes, if not select No. When done the button will show the chapters that the computer will print. Select Start to begin printing.

After start the computer will start printing with the first chapter, then the next and so on until all selected chapters are printed. You can abort by hitting the ABORT button, which is displayed in 4 times. Once everything is printed the computer will stay in the Book function.

Book notes:

-----

- The printed text is only 76 characters wide.
- Text will be centered.
- Header function will be OFF-LINE, instead the computer will use the first 3 lines of text of a guide page as the header, of which the second line will be printed 2x the normal width.
- Footer function will be OFF-LINE, instead, the computer will use a two line footer with an addapted page number.
- Any buttons will printed as: [button text]

See for PPREFS the preferences menu :

!

## 1.6 Extra/Tape calculation

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Tape calculation

-----

This is the way the computer calculates the side times.

The examples uses 10 songs of 5 minutes (300 seconds), a fade time of 10 seconds and a space time of 3 seconds.

Disco mode: Total time = song times - ( ( songs - 1 ) \* fade time )

example:

Song time = 10 x 300 = 3000 seconds

songs - 1 = 10 - 1 = 9

fade time = 10 seconds

total time = 3000 - ( ( 9 ) \* 10 ) = 3000 - 90 = 2910 or 48:30

Fade & normal mode: Total time = song times + ( ( songs - 1 ) \* space time )

example:

Song time = 10 x 300 = 3000 seconds

Songs - 1 = 10 - 1 = 9  
space time = 3 seconds  
total time = 3000 + ( ( 9 ) \* 3 ) = 3000 + 27 = 3027 or 50:27

Why songs minus 1?

Because if you have 4 songs there are 3 spaces in between the songs.

Like this : Begin Song - space - song - space - song - space - end song

## 1.7 Extra/Question requester

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### Question requester

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Function:

-----  
This is a requester that pops up when something goes wrong or when a decision has to be made.

Operate:

-----  
The requester is used in 4 different ways:

- 1: Message requester  
Press right mouse key to abort!
- 2: Question requester  
Are you sure you want to continue?
- 3: Disk/Volume requester  
Insert Volume [name]
- 4: Printer requester  
Printer is off-line

Instead of using the mouse you can also hit a key. Use the begin letter of the button you want to use. Here's a list:

Ok.....O  
Retry.....R  
Cancel....C  
Yes.....Y  
No.....N  
Exit.....ESCAPE

You can use the Return key as well. If you press the Return key the most positive button will be pressed. Like Yes or Ok.

Notes:

- 
- The requester for inserting a disk has changed. You can still answer the requester the usual way but if you put the right disk in the drive the computer will automatically select Yes, just like it should.
  - The requester for the printer now checks itself. So if an error resolves itself you don't have to press a thing!

## 1.8 Extra/Troubles

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 Troubles
 

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Q:My sample sometimes has a 'break' or 'pause' between sections.

A:Make sure that there are as less as possible background tasks running!

Q:The text on the printer is like garbarge.

A:Set the 'Wait prt:' in the preferences menu to a higher setting.  
Amos professional has to REALLY wait after sending text to the printer otherwise the sended text might get corrupted.

Q:When I double click on my Project Icon, the Music File System gives an error like if the file was not complete, what should I do?

A:This is a bit of a problem. Amos does only recongize the name, not the drawer where the project is located. Therefor MFS will only receive the name of the file and will presume it's in the MFS directory which is not always the case, hence your problem. There is a small solution however. If you created a project inside the MFS directory or in a directory inside the MFS directory you can modify the Icon's tool type and everything will be fine.

You can change the tool type by clicking one time on the icon, so that it is selected and then press the following key combination: Right Amiga + I, or from the workbench menu : Icons/Information. Now click on the box beside 'Default tool' and change it. After the change click on SAVE and your done. Examples:

A)If your project is in the same directory as the Music File System then your DEFAULT TOOL should be MFS:MFS.MAIN (or just MFS.MAIN)

B)If your project is within a directory of the Music File Systems' directory then your DEFAULT TOOL should be /MFS.MAIN

C)If your project is within a directory of a directory of the MFS directory then your DEFAULT TOOL should be //MFS.MAIN.

Option B is the default setting. I just assume you will store your files in the FILES directory. If you do, you don't have any problem!

In short, for every directory/drawer inside the drawer where The Music File System is located you add a '/' before MFS.MAIN!

If you don't want to change the Tool type everytime you create a project you can also change the Tool type of the default icons that are stored in the ICONS drawer. You see, every time you create a new project, MFS uses one of the two icons inside the ICONS drawer!

## 1.9 Extra/Storage methode

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 Storage methode
 

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MFS database:

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This database consists of:

- |                |  |
|----------------|--|
| 1... Main .MFS | This is the main file that holds all the information except for the contents. This file is NOT sorted, unless you have preformed a 'Reorganize' job. |
|----------------|--|
-

- 2... Contents            This is a file containing the contents of a key number in the main .MFS file. The contents is saved in a sub-directory by using the key number of the main .MFS file.
- 3... Index.Alfa        A sorted list of your .MFS file, the Index.
- 4... Sample            Only when attached.

So, your main could look like this:

```
name:  .../Test.MFS
key   Information
0001  [free]
0002  Abba etc..
0003  Collection etc..
0004  [free]
0005  Duran duran etc..
-end-
```

Your sorted index will look like this (using Sort : Artist, Title)

```
0002 0005 0003
```

So, first Abba then Duran Duran and then the Collection album.

The next time the computer will load your index it will display the database by the index and, in this case, in alphabetical order.

The index will be saved like this:

```
Directory = Main name, without .MFS =
.../Test/Alfa.IND
```

Now the contents. The contents is a separate file. It's name is the key number of the album it belongs to. So, the contents of the Abba album will get the file name 0002.

The contents will be saved like this:

```
Directory = Main name without .MFS + first two digits of key number
In the Abba example this would be : .../Test/00/0002
```

Why not save all contents in one directory. Well the answer is quite simple. Try loading a list of 9999 items in a file requester?? It's too much, 100 items is more than enough for our poor Amiga-tje!

Notes:

If you perform a Sort Index/Key number the MFS file and the index will be the same apart from the empty keys.

If you perform a Reorganize the MFS file and the index will be alike except that the index does not hold empty keys and will be sorted like Sort index/Keys.

MFL database:

-----

Like you know, or not, an MFL file consists of 2 or more (max.5) MFS files. So besides the MFS files we will get another file. Let's name this file Total.MFL. Total.MFL can consist of max. 5 MFS files.

In this example we use 3:

- 1.. CD.MFS     Let's assume you have some CD's in this database
- 2.. Tape.MFS  A database filled with tapes
- 3.. Test.MFS  From our last example

Well, our TOTAL.MFL file will consist of those 3 databases (by name only) plus some additional information like the sort method you use.

This method is important otherwise the computer will not join the MFS files correctly!

There is one more file that is needed in multifile mode. A index! This file is called [name].MFI, in our example it would be : TOTAL.MFI TOTAL.MFI consists of key numbers only. The key number are taken from the MFS files. Like this: 00012/10100/20002 etc.. A number should be read like this 0:0012, were the first zero is the MFS file name in the MFL file (+1), in this case it would be CD.MFS. Next we get the key number from the MFS file. So, number 10100 means : Take MFS file 1+1=2 (=Tape.MFS) and get key number 100. Number 20002 means : Take MFS file 2+1=3 (=Test.MFS) and get key number 2, and that would be the Abba album! A index is sorted using the chosen sort method.

Small note:

MFI and MFS files are 'Random Access' files. Any other file within the Music File System is 'Sequential' in nature.

See also File modes:

!

## 1.10 Extra/Print to file

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### Print to file

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What?

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You can put the output to a file instead of a printer.

How do I do this?

-----

Go to the preferences menu. Look at the left side of the middle section. Click on 'ToFile' so that it will display 'ON'. Click on the box at the right side of 'ToFile'. The Loader will pop up. Select a directory. Next you will click on the 'File' box and enter a filename. Click on 'OK', this will return you to the preferences window. That's all. The output will now be send to the chosen file.

Look at Printer prefs:

!

What else should I know?

-----

-The computer will ALWAYS add a number to the output file. If the file and it's number exist the computer will increase the number. The number has a maximum of 999. Here are a few examples:

Like this: 'File\_001' or 'File\_002' ... until 'File\_999'.

-Before sending the output to the file, the computer will tell you the name of the file and will ask you if you want to continue. Any other answer then 'OK' will abort the operation.

-With every output file an icon will be send along. If you double click on the icon the computer will automaticly send the file to the printer!

-With every output file an Information file will be send along. If you

---

double click on the icon the computer will show some information about the PrinterFile like, for example, the date of creation!

## 1.11 Extra/The printer

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### The printer

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When you start a print job always make sure the printer is online. If not, this might give problems!

If you Abort a print job note that the printer won't stop. The rest of the page will not be filled with text but will be filled with blanks. When the page is finished the job will end and ONLY then!

If you haven't done any printing as yet the computer will load the Workbench settings and utilises them. Remember this in case you have to select manuel the very first time (pitch). It won't work! You set the printer and then the computer will reset them to the workbench settings. Solution: Go to the Preferences and click IP, init printer.

When NLQ is select the font of the printer is used that was last used in NLQ. So, if you had set your printer to NLQ:Script, then printed draft and then select NLQ again, NLQ will use the Script font of the printer. By default it will use the first NLQ font of the printer.

If anything goes wrong while printing a requester will appear. If you decide to abort then NO extra blanks will be printed!

Do not forget that the computer will start the page numbering with the number that is set in the preferences.

The computer will auto select NLQ or draft printing.  
Pitch styles support: Pica (10), Elite (12), Pica Condensed (17)  
Not supported: Semi-Condensed (15), Elite Condensed (20)  
Supported pitches will be selected by the computer automaticly!

Don't forget to set the 'WAIT PRT:' in the preferences at a usefull setting. Amos professional makes a mess of things if you don't. Amos changes, some how, the text send to the printer if you don't set 'WAIT PRT:'. The default is 25 and that should be enough even if you print in fast Draft mode.

See Printer prefs:  
!  
and Print to file:  
!

## 1.12 Extra/Fonts

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## Fonts

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Fonts, or character sets, are stored in the Fonts directory. Normally this directory can be found on your startup/boot disk.

MFS makes use of 3 fonts, namely:

- 1...MFS\_MN.Font  
This is the small 160 columns character set.
- 2...MFS\_RB.Font  
This is the standard MFS font. 80 columns.
- 3...MFS\_PC.Font  
This is a PC font. 80 columns.

The small font is made so that you can display all the information on the screen without having to scroll.  
The PC font is available because we HAVE TO use PC printers.  
Some Amiga characters do not correspond with their PC counterparts.

If the Small and/or PC font is not available in the FONTS: directory, the About window will show the text 'NA', Not available. This also means that you can not select the font in the Screen preferences.

## 1.13 Extra/Startup notes

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### Startup notes

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Fonts:

-----  
Make sure that the 3 fonts used in MFS are in SYS:Fonts, where SYS: is your system/startup disk. When the fonts are not found the system will use the standard Amiga font.

See Fonts:

!  
Configuration:

-----  
If MFS.CFG is not in the current directory and not in the MFS: directory the computer will use the default configuration.

Memory:

-----  
If you don't have enough memory for the buffer, MFS will fail to start. NEVER set the buffer value higher than the amount of free memory.

Start from workbench by clicking on project icon:

-----  
If you do this the computer will load the Music File System. Next the computer will load the selected project. Remember that the 'Autoload' function will be disabled. If an error occurs while loading the selected project you'll get an error message, the display will stay empty,

---

project name will be 'Unnamed' and the 'About' window will show an error message behind the text 'Autoload:'.

See Troubles shooting:

!  
Autoload:

-----

If any error occurs when 'Auto-loading' an .MFX file a message will be given and the display window will be empty + project name will be Unnamed. The 'About' window will show an error message behind the text 'Autoload:'. See About:

!  
MFS:

----

The MFS: volume is the directory where the MFS.Main program is stored. The computer assumes that it can find the /Documents/.Guide files there too. If the MFS volume is not assigned when the program starts the computer will do this using the current start-up directory. So, MFS: (Volume) could be something like Work:Software/MFS/ (directory).

## 1.14 Extra/Display contents

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### Contents

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Operation:

-----  
You can display the contents of an album simply by clicking on a title. The contents will be loaded and displayed in a new window.

The display:

-----  
The following is being displayed:

Top bar	Total time, Album artist, Album title and total songs
Song number	Side and number
Artist	Yep
Title	Ok
Composer(s)	Nou nou
Time	Alright

Buttons:

-----  
The following buttons are available:

Play	If there's a sample attached to the album you can play it
Tape All	Copy all songs to tape
Print	Print the contents on paper
Extra info	Click on the top bar, a new window will be shown
Select 1 song	This is not a button but a function. Select one song to add to the selection in memory.

Play:

-----  
This will make the computer play a sample. The sample is played as set in the preferences. If you want to abort simply hold one of the mouse

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buttons down.

Alarm & play:

-----

If a sample is being played while the Alarm goes the sample will stop playing in favour of the Alarm.

Tape All:

-----

This will copy all songs to tape. If the tape window is not open the computer will ask you if it can do so. No=Cancel. When the tape window is open, all songs will be copied. If there is a tape file the computer will add the new songs. If this tape file has an Indicator you can't use Tape All. To update the display in the Tape window you will have to leave Contents!

See for info about the indicator, Tape general:

!  
Print:

-----

This will print the contents or a selection of it. A new window is opened and you can select some buttons, but first the display. On the left side we can find the start of the range to print, Song number, Artist and Title. At the right side we can find the end of the range: Song number, Artist and title.

The buttons:

PPrefs	Printer prefs
Start	Begin printing
Left <>	Select start
Right <>	Select end

On the bottom part of the window more buttons. When pressed they are active otherwise they are not included. What is pressed is what is printed.

Top row:

Key	Key	Printing Contents will start with one line of
Art	Artist	information about the contents origin. Select what you
Tit	Title	want to print. Select centre On/Off if you want the
Tim	Time	text to be centred.
Son	Songs	
Typ	Type	
Yea	Year	
Lab	Label	
Com	Comment	

Bottom row:

Side	Side number	Next the contents will be printed.
Artist	Artist name	Select what you want to print.
Title	Song title	If you want the contents to be centred then
Composer	Song writer	hit the rotate button of the centre gadget!
Time	Song time	

Press START to begin printing. Press ABORT to cancel the printing. The computer will print the contents using the plain character set.

See Printer prefs:

!  
and Printer notes:  
!  
Extended information:

-----  
 Just click on the bar with the time, album artist and album title in it.  
 A new window will open giving you the following information:  
 MFS file name, Album artist, Album title, Total songs, Total time, Type,  
 Year, Label, Comment and the name of the attached sample.  
 Click on the Window close gadget the leave this information window.

Select 1 song to add to Tape file:  
 -----

If you click on a song that you want add to the tape file it will  
 be highlighted and added. If the tape window is not open the computer will  
 ask you if you want to do so. No=Cancel.  
 If there is a tape file in memory the song will be added unless this tape  
 file has a Tape Indicator, in that case the song will be Inserted.  
 See for more info about Inserting, Insert song:

!  
 and about the indicator, Tape general:  
 !

## 1.15 Extra/Samples

-----  
 Samples  
 -----

Since version 1.50 it is only possible to play SMM samples.

I dropped the IFF play routine in favour of the SMM play routine.  
 There is not much difference between IFF and SMM mono, however there is  
 a big difference between stereo IFF and stereo SMM samples. Since stereo  
 is nicer then mono and the fact the SMM mono play just as well as IFF mono  
 I choose to support SMM only. If you have a problem with that I like to  
 know about it and I might support IFF mono in future versions.

## 1.16 Extra/Loader, the file requester

-----  
 Loader  
 -----

Function:  
 -----

The loader is the part in which you select a file or directory.  
 It works like any other file requester.

Display: (Left/right, top/bottom)  
 -----

Close gadget	Same as Cancel
[Text]	Gives a message
*.*/*.MFS etc..	This toggles between two search patterns, mostly the first paterren is like '*. [Extension]' and the second pattern is almost always *.* , except when selecting a directory!

Display window	White [name] This is a device, volume or directory Dark [name] This is a file Click ones on a file/directory/device to select Double clicking to select & use
Bar & arrows	Use these to move trou in the display window
Drawer box	Displays device and/or directory. Click on this box if you want to change the directory path.
File box	Displays a filename. Click on this box if you want to edit the file name.
Drawer/File note:	Drawer and filename will be passed on to the program part that activated the Loader
Ok	Done with selecting
Volumes	Display volumes/devices
Assigns	Display assigns
Parent	Go one directory back
Cancel	Cancel the loader

#### Note1:

-----

The loader can hold upto 150 names. If a directory has more then 150 names only the first 150 will be displayed.

#### Note2:

-----

If you do a save operation a file name can be displayed in the file box, in any other case the box will be empty at start.

## 1.17 Extra/Screen layout

---

### Screen layout

---

The main screen will display the following things;

#### Top left:

-----

-Quit gadget, Exit the Multi File System  
-Project name, Unnamed = No project

#### Top right:

-----

-Clock/Message  
See Clock/Alarm:

!

-Flip to Workbench gadget

A requester will appear on the Workbench screen. If you want to go back to MFS click on 'Return me'. Instead of the Flip To Workbench gadget you can also press the Amiga+M key combination.

#### Window:

-----

The big window box displays the data of the current project:  
Key, Album artist, Album Title, Total time, Total songs, Type, Year,

---

Label and Comment.

Bar left/Right & Up/down:

-----  
 Indicators that show the section that's displayed relative to the total, or width, of the project. If you click on a bar you can drag it around. If you click on a bar, but don't move, the screen will be refreshed. When Italic text is displayed the scroll arrows left/right will make the text look funny. This is why it's handy you can refresh the display. If you click beside the bar the display will jump a page up/down or left/right.

Arrows up/down & left/right:

-----  
 Move trou the project.

Question mark:

-----  
 This will bring the help screen to the front, which is infact a guide reader. The question mark will almost always be available!  
 See Help:

!  
 Others:

-----  
 -Press the right mouse key to see some menus!  
 -Select an album to get the contents.  
 See also Contents:

!  
 Note:

-----  
 If a Tape window is active the size of the main window will be smaller!  
 See also Tape layout:

!

## 1.18 Extra/Tape layout

-----  
 Tape layout  
 -----

What does the Tape window display:

-----  
 Window Title bar (left to right):

Close window gadget	Close window, this will not erasing any tape file
Tape file name	Project name
Empty box	Not used yet
Size button	Toggle between normal and big tape window

On the right:

Bar & Arrows	Move in tape selection
--------------	------------------------

In the centre: (Selection display)

Tape indicator	Tape number like 001-A (Tape 1, side A)
Song artist	Artist
Song title	Songs title
Song time	Time of the songs

Bottom bar:

Songs	Number of songs in the tape file
Mode	Record mode : Normal, Fade or Disco
Total time	Total time of selection: Hours:Minutes:Seconds
Sides a [time]:[nr]	Total sides used when you would start calculate [time]: Time of a tape side. [nr]: Number of sides you would use, this number is just an indication.

Question mark:

-----  
This will bring the help screen to the front, which is infact a guide reader. The question mark will almost always be available!

See Help:

!  
Menus:

-----  
Press the right mouse key to see some menus!

Tape	Tape-function functions
Edit	Editing the tape file
Selection	Selection functions
Printer	Send selection to printer
Exit	Close window

Extra information:

-----  
Press left mousekey on a song to see from which album this song is of. By pressing the PLAY button (if available) you can hear the sound that is attached to this album. Select Window close gadget to exit the 'Info tape song' window.

See for information about Play, Contents:

!

## 1.19 Extra/General information about Tape

-----  
Tape general  
-----

What is Tape?

-----  
We all know how diffucult is when a person comes up to you and asks you if you can tape a certain album. Well, afcourse you can just press record and wait until the tape stops, reverse side and press record again. But if you are a bit like me you like to put some quality in the recordings you make. So you make sure that the tape is nicely filled and that the tape does not end in the middle of a song. Anyway, I like the tapes I make to be as perfect as can be. So I calculate exactly the number of songs/time and then start taping. I even use a Soundmixer and two CD player to make sure that I don't have to press pause while recording. Like you know, Pause often results in a 'clicky' noise. Anyway, the main reason why I built this part into MFS was that I like to have music in the car. Not just one artist, but a collection. So I pick songs from all over my collection and put them in a tape file. Then I ask the computer to calculate. The computer will then try to fit as much on one side as possible. When the computer is finished the

only thing I have to do is to record the tapes! Tape also support the 'EDIT' function found on many CD players.

So, in short. By using Tape you can select a range of songs and put them in the right order for taping!

Tape indicator:  
-----

The Tape indicator indicates whether a tape selection is calculated or not! If not, the indicator is set to '-----'. If so, the indicator is set to 'Number/Side'. Number:000-999, Side:A or B It is very important for the program to know if you have an indicator or not. Some function can not work with an indicator because there would be a conflict. See, If you have an indicator it also means that you have calculated your selection using a specific preferences. For this reason it's not possible to mix a calculated and a non-calculated selection together. Lots of other restrictions/protections are in place to make sure that the two are separate. The only function wish allows mixing of indicators is the Merge function. But be warrend!

## 1.20 Extra/Entering text

-----  
Text input  
-----

General:  
-----

When you enter text in a text box a small cursor will be displayed. Any entered text will be put below the cursor. Any text below and on the right of the cursor will be moved to the right 1 position. You can use any character you like.

Extra functions:  
-----

Shift+Cursor Left	Jump to the begin of the text
Shift+Cursor right	Jump to the end of the text
Backspace	Delete character left from the cursor
Shift+Backspace	Delete all character left from the cursor
Delete (del)	Delete character right from the cursor
Shift+Delete	Delete all character right from the cursor
Shift+F[nr]	Put text in memory buffer (Cursor will 'move')
F[nr]	Recall text from buffer, Use function key F1/F10
Return/Enter	Confirm text input/End text input
Help	Select special character. Select character and click USE. Abort with Close gadget/Cancel. Keyboard: Use cursor control to move to the character you want to use. Press ESC or C to cancel Special character. Hit the U key or Return to use the character you've chosen.

Exception:  
-----

Header/Footer input works slidely different. The text input can scroll around, because the text input can be bigger then the size of the input

---



box and text is not stored in a buffer, but in the preferences.  
 |-> means that there is more text stored then what is shown on the screen.  
 Also the Header/Footer use the { code. Meaning that you can use different styles in one sentence. B.t.w., this is not displayed on screen.

## 1.21 Extra/Extension types

---

### Extension types

---

The following file extensions are used in MFS.

.MFS A single file database (Music File System).  
 This file holds the following album information: Artist, Title, Number of songs, Type of medium, Totaal time, Label and Comment.

.IND A single file's index (INDEX). Name is always ALFA.IND!  
 Consists of key numbers of an .MFS project.

.MFL A multifile main file (MultiFiLe).  
 This file holds the 5 select MFS databases and the sort methode.

.MFI A multifile index file (MultiFile Index).  
 This file will hold key numbers in a pre-selected order, made from 1 til 5 plus a key number.

.TCG A tape configuration file (Tape ConfiGuration).  
 This file holds the tape preferences settings.

.CFG A configuration file (ConFiGuration)  
 This file holds the Preferences settings (Screen/Printer/Other).

.STT A statitics file (STaTistics)  
 This file holds all the information from a statistics job.

.TPE A tape selection file (TaPE selection)  
 This file holds the song data of a Tape selection, including key numbers. If a tape indicator is present the Tape preferences will be a the end of this file.

## 1.22 Extra/File modes

---

### File modes

---

File modes?

-----  
 There are 2 file modes in the Music File System, namely:  
 Single file mode Edit/Display an .MFS file  
 Multi file mode Display (max.) 5 .MFS files

What's the difference?

-----  
 In the single file mode you can EDIT a database, while in Multifile mode you can only display. In single file mode you can 'only' input 9,999 albums. Normaly this is enough, but the there might be somebody

---

out there how has more than 9,999 albums. In that case he (or she) can edit a second or even a third database and then mix them together using Multifile. In multifile mode you can't edit a database. You can display up to 5 .MFS files. This gives a maximum of  $5 \times 9,999 = 49,995$  albums!

Example:

You could have three .MFS (Single file) databases:  
 1...CD-Data (including collections and soundtracks)  
 2...DCC-Data (This databases could consist of DCC's)  
 3...Cas-Data (A databases filled with tapes)  
 And you could have one .MFL (Multifile) database:  
 1...Alltogether (CD-Data, DCC-Data and Cas-Data mixed together)

So if you would tape a new DCC, you would input this in 'DCC-Data'.  
 Next you switch mode to Multifile and update 'Alltogether'.

In short:

-----

Single file: Edit max. 9,999 albums  
               Display max. 9,999 albums  
               One file only!!  
 Multifile:  No edit  
               Display max. 49,995 albums  
               Max. 5 files on diplay.

If you would like some additional information,  
 Multi Update:

              !  
               Storage methode:  
               !

## 1.23 Extra/Amos professional

-----  
 Amos Professional  
 -----

The Music File System is written in Amos Professional Version 2.0.  
 Amos Professional is an Europress software production.

You can flip between MFS/Amos & Workbench with Right Amiga + M !!

MFS makes use of the Craft instruction 'Sys Request ()'.  
 Craft is a Black Legend Software and Solaris product.

MFS uses 1 bob bank, which contains buttons.  
 MFS draws its own windows by the standard Amos graphic functions.  
 Additional banks are reserved for playing samples (4 banks and erased after use) and banks for storing the background of a window (windows=banks, erased when window is closed).

## 1.24 Extra/Memory management (Set Buffer)

---

### Set buffer

---

The Set Buffer command in Amos sets the buffer size for storing data.

I had one problem with Amos that was not easy to solve. It WAS impossible for me to change the Set Buffer value, used in Amos Pro for data storage, AFTER the program was compiled. A program that also suffers from this is OTM's Powerbase. In the dutch "Amiga Magazine", nr 39 - May/June 1996, the question was raised why Powerbase could not configurate it's memory. Well, now we know!

Here is the solution to the problem.

Somewhere inside the compiled, unpacked Amos program you will find a certain string, namely: \$0000223C. This is the Set buffer command used in Amos. After the Set Buffer string you will find the size of your Set Buffer command.

Example: \$00003410: 203C0000 0000223C 00032200 4EACFAC4

Well, in this example we can see the '0000223C' string. After the string will see '00032200'. The first six figures we need. We will get '000322'. If you change this hexadecimal number to a decimal number you will get '802'. Next we will subtract 2 and then divide the number by 4, like this:  $802-2=800$ ,  $800/4=200$ , 200 is the buffer size.

If you want to put in a buffer size of 350 you should apply the next formula:  $\text{Value} = ( (\text{Size} * 4) + 2 )$ .  $350 * 4 = 1400 + 2 = 1402$ . Afcourse you have to change this decimal number to hexadecimal (\$57A=\$00057A).

Notes:

- It's best if you start at the end of the program and work backwards to find this string.
- Do not, when changing the buffer size, affect any other part of the string besides the first 6.
- Once changed, you have to restart the program for effect.
- This works, as far as I can tell, only with Amos Professional.

For memory management see Config buffer :

!

## 1.25 Extra/Fonts used in MFS

---

### Fonts

---

MFS makes use of 3 fonts, namely:

- 1...MFS\_MN.Font        This is the small 160 colums character set.
- 2...MFS\_RB.Font        This is the standard MFS font. 80 colums.
- 3...MFS\_PC.Font        This is a PC font. 80 colums.

The small font is made, so that you can display all the information on

---

the screen without having to scroll. The PC font is available because we have to use PC printers. Some Amiga characters do not correspond with their PC counterparts.

If you move these fonts into your SYS:FONTS directory don't forget to initialize them with FIXFONT in the SYSTEM drawer!

## 1.26 MFS menu

---

### MFS menu

---

Preferences  
    Change settings

Config load  
    Load configuration file

Config save  
    Save configuration file

Config buffer  
    Change the memory buffer

Tools  
    Disk and project tools

About  
    Some info about MFS

Quit  
    Exit the Music File System

## 1.27 MFS/Tools

---

### Tools

---

Make directory  
    Create a directory

Rename  
    Rename file, directory or project

Delete  
    Delete file, directory or project

---

Copy  
Copy file or directory

Relocate  
Relocate a tape file

Select here for more info about the Loader :

!

Select here for more info about the Requester :

!

Note:

Due to the nature of Amos, there CAN NOT be a project open!!

## 1.28 MFS/Tools/Create directory

-----  
Make directory  
-----

Function:

-----

Create a directory, with or without an icon.

Operation:

-----

Select a place where you want the new directory, using the Loader.  
Input a name into the filename box. The filename box will hold the  
name for the new directory.

So, if you would select; Directory:Ram Disk: & Filename:Data  
the computer will create a new directory in your Ram Disk called Data.  
It would look like this : Ram Disk:Data/

If you are sure the create a directory then select YES, otherwise  
select No. The computer, if you clicked Yes, will ask you if you want  
to create an icon for the new directory. Select YES if you want to  
and select NO if you want to leave the directory without an icon.

Note: The icon for the directory is copied from your system/boot disk.  
The file is : SYS:Prefs/Env-Archive/Sys/Def\_drawer.info  
Make sure the file is there if you don't want an error.

## 1.29 MFS/Tools/Rename

-----  
Rename  
-----

Function:

-----

Change the name of a file, project or directory.

Rename an .MFS/.MFL project:

-----

Use the Loader to select an MFS or MFL project.

If you select an .MFS project the following will happen:

- The computer will ask you to change the .MFS file's name.
  - Are you sure you want to rename? Select Yes or No. No=abort
  - The computer will try to rename the following 3 files:  
[name].MFS + [name].MFS.info + [name] directory
- If an error occurs while renaming, the operation will abort.

If you select an .MFL project the following will happen:

- The computer will ask you to change the .MFL file's name.
  - Are you sure you want to rename? Select Yes or No. No=abort
  - The computer will try to rename the following 3 files:  
[name].MFL, [name].MFL.Info and [name].MFI
- The computer will abort if an error occurs.

The rest will happen for both .MFS and .MFL files:

- Now the computer will ask you if you want to check Tape files, Config files and Statistics files for the old name and change it into the new name. You see, the config file has the AutoLoad filename to check. The Statistics and Tape files hold the name of the project that they were created with. So if you have a tape file that belongs to the project you've just renamed then you NEED to change the project name inside the tape file as well. If you don't do this the computer will not load the file, or just a limited load. Select Yes or No. No=Abort
  - Select a directory (to check all) or just one filename. If you click on (for example) Boeh.STT the computer will just check this file. If you select a directory with lots of .STT and .TPE files, you DON'T give a filename, just click on OK. The computer will now check all .STT, .TPE and CFG files.
  - Explanation of the checking:
    - 100% match : The computer has found the old name and will change it into the new name.
    - None (name): No match. The 'name' is the project the file was created with.
    - Error () : An error occurred.  
( ) will be the explanation.
- If an error occurs the computer will abort the current check and will continue with the next file.  
If all goes well the computer will pop up the 'check' question again.  
If you're done just select NO.

Notes:

- To change the name inside an .STT, TPE or .CFG file the computer will create a new file. This file name is the oldfile plus an 'X'. After the file is COPIED & CHANGED the computer will delete the original file and will rename the 'X' file to the old file name.
- The computer does not load any file into memory, it reads and writes at the same time using a 1000 bytes buffer.

Rename a directory:

-----  
You select a directory name by entering the directory and not to give the computer a filename. For example, the Loader could say:

Ram Disk:Files/

This will mean that if you would click on OK the computer will assume

---

you want to change the FILES directory.

Next you can change the name, don't forget the '/' at the end.  
Press enter when done.

The computer will now ask you if you are sure the rename the directory.  
Select Yes if you are or select No if you're not. No=Abort.  
After 'Yes' the computer renames the directory and the .info file if  
it's there. Any error will be reported. All done? Renaming finished!

Rename a file other than an .MFS or .MFL project:

-----  
Like with rename directory, except this time you WILL select a  
filename. Next you change the filename without '/' and press return.  
Are your sure about renaming then select Yes, otherwise No. No=Abort.  
If all goes well the computer will end with 'Ready...'

### 1.30 MFS/Tools/Delete

-----  
Delete  
-----

Function:

-----  
Remove a file, project or directory from disk

Delete an .MFL or .MFS project

-----  
Use the Loader to select an MFS/MFL project. The computer will now ask  
you if you are sure you want to delete. After you have click YES to  
delete, the computer will try to delete the following files:

MFL: [name].MFL, [name].MFL.Info and [name].MFI

MFS: [name].MFS, [name].MFS.Info and directory [name] (without .MFS)

See also directory deletion. The computer will remove the database  
directories using the 'Delete directory' routine.

Delete a directory

-----  
You select a directory name by entering the directory and not to give  
the computer a filename. For example, the Loader could say:

Ram Disk:Dopus/

This will mean that if you would click on OK the computer will assume  
you want to delete all the files in the Dopus directory.

Select YES if you want to delete all, select No if you don't want  
to delete anything.

The computer will try to empty the directory, including files, icon  
files and sub directories. Once the directory is empty its deleted and  
so is its .info file!

Delete a file other than an .MFS or .MFL project:

-----  
Select a filename using the Loader. If you are sure then click on  
YES, if not click on NO. No=Abort. After you have clicked YES the computer

will try to delete the file and its .info file.

### 1.31 MFS/Tools/Copy

---

#### Copy

---

Function:

-----  
Copy a file, directory or project.

Copy .MFL or .MFS project:

-----  
To copy an .MFS/.MFL project use the 'Split' option.

See for more information:

.MFS project: Project split

!

.MFL project: Multi split

!

Copy file:

-----  
Select a source directory & file using the loader.

Select a destination directory. If you don't enter a filename the computer will use the source filename. If you DO enter a filename then the computer will 'copy as'.

Copy directory:

-----  
Select a source directory using the loader, NO filename.

-The directory will be shown in the loaders' display window

Select a destination directory, NO filename.

-The directory will be shown in the loaders' display window

That's all! Make sure that you want to copy ALL files & directories from the source to the destination directory. If so, reply the 'sure' question with YES. If you would select as source, for example, DH0: and for destination RAM: the computer will copy all files from DH0: to RAM: including the DEVS, C, etc.. directories and the files in the directories and directories inside directories etc. etc.

You can abort the file search and copy session by pressing the right mouse key. You'll have to wait for the computer to finish the current copy.

Note:

-----  
The computer will scan the source directory first and will remember all filenames. If there are too many filenames this could give an error. It all depends on the size of the buffer. Don't worry, the computer will keep track of the buffer for you. If there's not enough memory the computer will let you know!



## 1.32 MFS/Relocate tape file

---

### Relocate tape file

---

#### Function:

With Relocate you can adjust a tape file in such a way that it can be used with another .MFS/.MFL database or with a 'changed' database.

#### Why? That's why:

##### 1..After Reorganize

If you have used reorganize on your database all the key numbers will have been changed. A tape project/file made with the 'old' database, before the reorganize, will then have the wrong key numbers. Well, if you would use Relocate, the computer will try to find the new key numbers. In this way, no errors will occur when you open the tape file with the 'new' database.

##### 2..After a project rename

Besides some song data, a tape file also holds the name of the database it was created with. If you have changed the name of the database the computer will not load the tape file because it will think that the tape file was made with another database. Well, you can use Relocate to correct this problem. If all goes well, the new tape file will hold the correct database name.

Ps. Normally, when you have used Rename project from Tools the computer could & would have done this for you!

##### 3..Convert from one .MFS database to another

Or convert from one .MFS database to an .MFL database and vice versa. See point 2! Also, you can use an 'alien' tape file (a tape file created by someone else, on a different system with different contents) and convert it to match your database.

##### 4..After a Multi Update.

Multi Update has the same effect on a Tape file as Reorganize. So, if you want your Tape file to be used after a Multi Update then you SHOULD use relocate.

#### Note:

An .MFS database and .MFL database are different and therefore the key number data, held by the tape file, points to a contents with an .MFS database and to a reference point with an .MFL database.

#### Operate:

First select the tape file that you want to relocate/convert.  
Next, select the database (.MFS or .MFL) that you want to use to relocate the tape file.

Select how many per cent the match must be for a song to be relocated.  
Select between 100%, 75% or 50%.

100%: Click on Yes or press the Y key

Artist name, Title song, Time & Song number

75%: Click on No or press then N key

Artist name, Title song & Time

---

50%: Click on the Window close gadget or press ESCape  
Artist name & Title song

Next, the computer will ask if you are sure you want to start relocating. Anything other than YES will abort Relocate.

Now, some info about the tape file will be displayed:  
Original database, the one the tape file was created with.  
Total songs, the number of entries in the tape file.  
Match %, the per cent number to match a song.

The computer will now load the selected tape file into memory.  
After that, the computer will start Relocating the tape file.

You can follow the proceedings in the window. It will display the following information about the song that is currently relocated:  
-Number of the song in the tape file  
-Artist, Title & Time of the song  
-Original key number of the Album the song is from.  
-Tape side.

First the computer will try to relocate on the old information stored in the tape file. If succesfull, the computer will move on to the next song. If not, the computer will search all contents of the database to match the song. If succesfull, the computer will store the new information in the song data and move on to the next song. If the computer fails to relocate a song it will automaticly skip to the next song. When all is done the computer will display the status.

Note that you can Abort by pressing the right mouse key.

Status:

-----  
Entries, Total number of entries in the selected tape file.  
Found, The number of entries that the computer could match.  
Not found, The number of entries the computer could not match.

After the status the computer will try to save two files:  
1..V2\_[name]: Here you will find all the songs that were found.  
2..V3\_[name]: All the songs that were NOT found.  
The original tape file will not be effected. In this way, you will always have your 'old' version the go back to when V2\_ fails.  
If a V2\_ file already exist the computer will remove it before saving.  
Afcourse this also is true for a V3\_ file.

Important note:

-----  
V3\_[name] will hold the original data of the original tape file, adapted to work with the destanation database (by name only, no by data). But remember, all key numbers are set to 0 and therefor you WILL get an error if you preform certain actions on the file!  
V3\_ file only exists to show you the songs the computer could not match!  
There are no saveguards inside the program, so USE V3\_ AT YOUR OWN RISK!!

### 1.33 MFS/Preferences

---

#### Preferences

---

With the Preferences you can change some settings. The preferences window features three sections. Top, middle and bottom section. Select:

- Screen prefs  
Preferences relating to the screen
- Printer prefs  
Preferences relating to the printer
- Other prefs  
Preferences other than the above two

### 1.34 MFS/Preferences/Screen preferences

---

#### Screen preferences

---

##### Screen settings:

---

This is the top part of the Preferences window. Here you can find all screen related settings. Note that this section is not available when in Printer Prefs (PPrefs) mode!

##### Colour settings:

---

You can change a colour value by changing the position of the 'box' inside Red, Green or Blue. At the right side of the RGB boxes you can find 9 buttons with colours. Select one of these buttons for colour change.

Left colum : Up=Border colour Mid=Highlighted colour Dn=Background colour  
 Middle colum: Up=Shadow colour Mid=Text colour Down=Bar colour  
 Right colum : Change the three mouse colours.

##### Screenmode:

---

With Screenmode you can change the screen display. There are 3 options:

- 1...Best available It will select Pal over NTSC
- 2...Force PAL Screenmode will always be PAL (640x256)
- 3...Force NTSC Screenmode will always be NTSC (640x200)

Note : PAL (booted) Amiga's which select NTSC will still get a PAL view with NTSC sizes! Solution : Boot NTSC (A1200)

##### Screensize:

---

With Screensize you can double the height of a Screenmode, 2 options:

- 1...Normal Screen height will stay at 256 or 200
-

2...Laced                      Screen height will be doubled to 512 or 400

Font:

-----

With Font you can change the character set of MFS. There are three options:

1...8x8 PC font                This will use a PC font to display text

2...8x8 Amiga font            This is the standard Topaz 8 font

3...4x8 Small font            This font is half the width of the topaz font

Note that the small font has only effect on main window of an .MFS or .MFL project. Other text will be displayed using the Amiga font.

For more information about fonts:

!

Buttons:

-----

LOAD.....Load configuration file from disk

SAVE.....Save preferences as a configuration file to disk

DEFAULT...Change to default settings

LAST.....Change settings to last used

USE.....Use the new settings

The close gadget acts as a cancel button, any changes will be undone.

Notes:

-Only LAST & USE are available in Printer Prefs (PPrefs) mode!

-When you use SAVE, you still have to select USE to use the new settings.

## 1.35 MFS/Preferences/Printer preferences

---

### Printer preferences

---

Printer settings:

-----

This is the middle part of the Preferences window. Here you can find all printer related settings. Note that this section is the only section available when in Printer Prefs (PPrefs) mode!

Header & Footer:

-----

The top line is for the Header, the bottom line is for the Footer.

Next to the header/footer text you can find a ROTATE BUTTON. This button rotates between On and Off (Off saves two lines of text).

With EDIT you can change the header/footer text that will be printed.

A new window will open. In the top box you'll see the text to be printed on paper. Also you will see a cursor. The bottom 5 boxes (F1/F5) are the buffer. You can store & recall text to & from the buffer. You can edit text longer than the size of the text box. Maximum length is 200 characters (incl. style characters). If you want to use a special text style then use one of these codes:

{P..Plain text from now on

{B..Print all text bold from now on

{I..Print all text italic from now on

{U..Underline all text from now on

The letter after '{' does not have to be a capital.

---

To undo a style you need to use {P. This will reset all other codes.  
 To recall a piece of text from the buffer press F1/F5. The text will be inserted at the position of the cursor. To store text in the buffer press SHIFT+F1/F5. The complete text will be stored. Finished? Press the return key, this will close the window and will bring you back to the preferences window. I have to remind you of a few notes. First, if you have selected as print form '<-Text Page->' and the last few characters of the text are 'and no more{B', the date will be printed bold! Secondly, if the buffer text ends with '|->' the text is bigger then the buffer box can show.  
 Read more about inputting text, Text input:

!  
 With WIDTH you can change the width of the header/footer text. ←

Note this

has only effect on the text, not the minus characters. Rotate between NORMAL and DOUBLE WIDTH (2x). Note that the text may not exceed the width of the paper. If it does, the computer will give a message. As last you can set the way you want to print the header/footer text. Use the rotate gadget and select the methode:

Header: Text centre, text in the middle of the paper  
 Left text, Right date  
 Left text, Right page number  
 Footer: Text centre, text in the middle of the paper  
 Page number centre  
 Left text, Right page number

Paper size:

-----

With the left 3 boxes (Top/Text/Bottom) you can enter the size of the sheet you are using. If you use continues paper then you should make sure that the printer starts and ends at the same position. For example if the sheet of paper you use can hold 65 text lines and it takes 3 empty lines to go to the beginning of the next sheet you should enter the next values : 0/65/3. If you use single sheets, like me, you could enter the next values : 2/60/0. This means that my sheet of paper can hold 62 lines of text, but I only use 60 of them (2 lines are blank). Use the Arrow buttons or click on the button with the number.  
 Top margin ..... How many lines from the top do you want start printing?  
 Text lines ..... How manu lines of the text do you want to print.  
 Bottom margin .. How many blank lines do you want to print.

Here are some usefull notes about settings margins:

The top margin + text lines + bottom margin = maximum lines on sheet.  
 Unless you use ring sheets, in this case the bottom margin should hold some extra lines to go to the beginning of the next sheet.  
 An example with a sheet that can hold 64 lines, 3 for top margin, 3 for bottom margin and it takes 6 lines to go to the beginning of the next sheet. This would be what you enter:  
 Single sheet:Top=3 - Text=58 - Bottom=3  
 Continues :Top=3 - text=58 - Bottom=9

Important note:

If FormFeed is set (to on) the bottom margin will have NO effect!!

ToFile:

-----

Use the rotate button to select if you want to printer output to go to a file or not. If you don't (Off) the computer will send all output

to the printer. If you have set this function to 'On' or 'On NoC' the computer will send the output to the file as stated in 'Output file'. If this file can not be created the computer will abort the printing. The difference between 'On' and 'On NoC' is that the latter one will NOT send any Printer Escape Codes with the text!!

Note that you will get a 'Printer error message' if any error occurs while opening, writing or closing the (to) printer file. Note that 'Change' (Printer Preferences) has no affect when printing to file. See also Print to File:

!  
Output file:

-----  
If 'ToFile' is set all printer output will be send to the file (-name) that's displayed. On the right side of 'ToFile' you can find the output file name. Click on the box to select a new filename.

Use the Loader to select a directory. Set the filename by clicking on the Loaders' 'File' box and typ in a filename.

Note that the computer will auto created an icon for the output file. Double click on the icon and the file will be send to the printer. Also note that the computer will add a number to the file starting with 001. If the file and its number exist the computer will increase the number. The number can increase with a maximum of 999.

Filename .. : Ram:Output  
Output .... : Ram:Output\_001  
Next ..... : Ram:Output\_002 etc...  
See also Print to File:

!  
Page:

-----  
You can set the Page number the computer needs to begin numbering with! Use the arrow buttons or enter a number by clicking on the number box.

Pitch:

-----  
Printer letter size & character width of the printer. Select the rotate gadget to select the pitch size you want to use.

10.... 80 characters of text  
12.... 96 characters of text  
15....120 characters of text  
17....136 characters of text  
20....160 characters of text

You can set the number of characters to any number you like by clicking on the box with the number and change it.

For more information, take a look at The printer:

!  
Change:

-----  
When a new sheet of paper has to be inserted, do you wish the computer to ask for that? With 'ASK' the computer will bring up a requester, tellings you to change the sheet. With 'CNT' (Continue) the computer will not bring up a requester, the printing will go on.

Init printer (IP):

-----  
If you click on the small 'IP' button computer will open a channel to the printer. It will then send a form feed command. When done, the computer will close the channel. This process will force the loading of the

Workbench printer settings. This might be usefull if you start printing the very first time.

Quality:

-----  
 On the right side of the window we find a rotate gadget for the print quality. Select between (N)LQ, (Near) Letter Quality or Draft.  
 For more information see The printer:

!  
 WAIT PRT:

-----  
 Also on the right side. With this we let the program wait before sending another text to the printer. Use the rotate button to set the time that the program has to wait before sending the next line of text. The number is in 50th of a second. The default is 25, half a second. See for more Trouble shooting:

!  
 See for more about WAIT PRT:  
 !  
 Form Feed:

-----  
 This will allow a Form Feed after each page. After the text has been printed the printer will sort of eject the sheet and continue on a new sheet at the top. When this option is set to On the 'bottom margin' has no effect. Use this option (for example) with single sheets. I use this option with my Epson Styles 600c.

Line spacing:

-----  
 Function not in operation

Buttons:

-----  
 LOAD.....Load configuration file from disk  
 SAVE.....Save preferences as a configuration file to disk  
 DEFAULT....Change to default settings  
 LAST.....Change settings to last used  
 USE.....Use the new settings  
 The close gadget acts as a cancel button, any changes will be undone.

Notes:

-Only LAST & USE are available in Printer Prefs (PPrefs) mode!  
 -When you use SAVE, you still have to select USE to use the new settings.

## 1.36 MFS/Preferences/Other preferences

-----  
 Other preferences  
 -----

Settings other then Screen/Printer related settings:

-----  
 This is the bottom part of the Preferences window. Here you can find all other settings. Note that this section is not available when in

Printer Prefs (PPrefs) mode!

Blanker:

-----

Do you wish the screen to blank after MFS has not been used for x minutes? Rotate between On=Yes and Off=No. If the blanker is activated you can remove it by Moving the mousekey (Recommended), Pressing a key (Recommended) and Clicking a mousekey (Not recommended). Why? Because all MFS functions will still be available when the screen is blanked. So by clicking you might trigger an event! If the Alarm time is due the screen blanker will remove itself.

Time:

-----

If the blanker is on, after howmany minutes do you want the screen to blank? Use to rotate gadget to select the number of minutes.

Clock/Date:

-----

Do you want the time & date to be displayed in the top of the screen? Rotate between On=Yes and Off=No. If selected 'OFF', MFS will display a small text. If you want to set the Alarm then click on the Clock/Date button, at the top of the screen.

For more information, Alarm:

!

Filter:

-----

Do you want the sound filter to be On or Off?

Volume:

-----

How loud do you want to play a sample? Use arrows to select the volume.

Mono mode:

-----

How do you want the sound to be played? Mono, left & right channel will play at the same time or with a 2 of a 50th second Delay. Stereo samples will not be affected by this option.

Status:

-----

When performing a task you can ask for the 'STATUS BAR'. This bar will display how many % of the task is done. Select ON if you want the bar to be displayed. Note that the time displayed besides the bar is only an indicating of the amount of time needed to complete a operation. It can be wrong sometimes.

Auto load:

-----

Do you want MFS to load a selected file after booting: On=Yes, Off=No. Click on the long box on the right of 'Auto Load file' to select the 'auto load' file. Select no filename in the Loader if you want no auto load! Remember that this function only works when you start MFS by it self. It won't work when you start MFS by selecting an .MFS/.MFL icon from the Workbench.

You might want to take a look at Trouble shooting:



!  
Set medium type:

-----  
A new window will appear. This window can hold 50 medium types.  
Select a button to change the (text of the) medium type.

Other buttons:

CL..... Clear. Select this button. Now every medium type you  
select will be cleared. To stop this function click on  
the 'CL' button again.  
DF..... This will ADD the default settings  
LS..... Change to last settings, before current SET TYPE session  
??..... Search database for types and add them  
Note that upper & lower case are treated different  
While working, you can abort by hitting a mouse key  
SW..... Swap medium types  
Press this button, then select two medium types.  
Keep on doing this until you're finished, then click  
on the SW button again.  
You can, of course, also select empty buttons

Note that when the computer ADDs medium types it will do this  
in the empty buttons wherever they maybe inside the grid.  
For the 'Manipulations' or 'Goto Album/Type' it does not matter if there  
are empty buttons between buttons, they will be skipped.  
Also the rotation order as used in Manipulations is by column. So first  
column, top to bottom, until the last column, top to bottom.

Here are some example types you could use;  
CD-Sgl ... For Compact Disc Singles  
DCC090 ... For a recorded DCC tape of 90 minutes  
DVD ... For a DVD disc  
Use the Window close gadget to exit.

Buttons:

-----  
LOAD.....Load configuration file from disk  
SAVE.....Save preferences as a configuration file to disk  
DEFAULT....Change to default settings  
LAST.....Change settings to last used  
USE.....Use the new settings  
The close gadget acts as a cancel button, any changes will be undone.

Notes:

-Only LAST & USE are available in Printer Prefs (PPrefs) mode!  
-When you use SAVE, you still have to select USE to use the new settings.

## 1.37 MFS/Config load/Save

-----  
Config Load & Save  
-----

This menu item will load or save a complete configuration to a file on disc.  
Just select a file name and MFS will do the rest.

**Load:**

Use the LOADER to select an .CFG file to load.

**Save:**

Use the LOADER to enter a file name. Remember that if the name does not end with .CFG the computer will add it to the file name.

After loading a configuration file the computer might reset the screen. If so, the screen might be blank for an instant.

## 1.38 MFS/Configurate buffer

---

### Config buffer

---

**Function:**

With Config Buffer you can change the size of the buffer that holds your data. The more memory you have, the bigger the size can be. Note that if you make the size too big on a small Amiga the Music File System will fail to start.

**Operation:**

First MFS will try to locate the buffer size in MFS.Main, the program file. It depends on 'it' how long it takes, but it won't be too long! If you think it takes too long you can Abort by pressing the right mouse key.

If the buffer is not found, because you own a corrupt version or maybe you have a packed version, an error message will be displayed.

The top part of the window displays the current settings. On the left side you can see the free memory of your Amiga. You can also see the current buffer size and how much of this buffer size is free to use for your data. On the right side we can see some information of how much data you can store in the current buffer size, if that item was used on its own, having the buffer to itself.

Sort.....How many entries will fit when sort is used  
 Search.....How many entries can the search function hold  
 Contents.....Always m150  
 Tape songs.....How many tape songs can the buffer hold (Max=2500)  
 Key range.....Always m9999  
 Storage buffer...Used for temporary values, like with the LOADER.  
 Example: Max. Tape songs(\*) : 780 means that with the current buffer size you can store up to 780 tape songs. Remember that these figures are only indications. If an 'm' is added to a number it means that it can reach its maximum.

On the bottom part of the window we can set some new values. The right side is the same as in the top part, except this is now related to the new buffer value. This new buffer value we can change on the left side. Select an arrow key or select a preset button to set the value. To get the max. out of MFS in theory a buffer size of 1250 Kb (1,2Mb)

---

will do the job, but a little extra won't hurt because there are more 'things' in MFS that take memory from the buffer.

The most important thing you have to look at is the MAXIMUM SORT. This should always be bigger than the entries you have. Because if you decide to make a 'full sort' all the entries are loaded in to memory. If your MAXIMUM SORT is smaller then the number of entries you can't preform a full sort, you have to use Quick sort in that case.

In theorie you can select a minimum buffer (250 kb) and still have a project filled to it's maximum, as long as you don't preform a Full Sort, because there would not be enough memory for it.

When you're done, you can take a pick from the bottom three buttons:  
Save.....Save the (new) buffer value  
Cancel...Leave Config buffer  
Exit.....Exit Config buffer  
Remember that to activate the new buffer size you have to RESTART the Music File System.

Note:

-----  
Amos professional programmers should check out the EXTRA menu.  
There is some interesting info about the SET BUFFER command.  
See Set Buffer :

!  
Small detail:

-----  
The original MFS version had a program called MCP (Memory Control Program) to change the buffer. MFS, at that moment, couldn't do it! MCP last version date was 23/09/1996. It's now completly, and in it original state, incorporated into the Music File System.

## 1.39 MFS/About

-----  
About  
-----

Function:

-----  
With this menu item you can get some information about the Music File System and some of its settings.

Top of the window:

-----  
The top line of this window holds the MFS text.  
Below this, we can find the copyright, programmer, version number and date of the latest version.

Loading:

-----  
At Loading we can find some information about the loading status of MFS.  
Config : Ok, NA (Not available) or DF (Default=Error loading)  
Autoload: Ok, NA, -- (Not used/Activated) or Er (Error)

Font4x8 : Small font, Ok or NA  
FontIBM : IBM/PC font, Ok or NA  
FontAMI : Amiga font, Ok or NA

A small note about Config load & Autoload, they will always display NA.  
The only time it won't display NA is straight after you've started MFS.  
Note that the Autoload display can also give the status of a project that is activated by a Project icon from the Workbench.

Memory:

-----

Memory will display how much chip & fast memory is free on your Amiga.  
It will also display the current buffer size, the amount of free space that is left in the buffer.

Data storage:

-----

On the right side we can see some information of how much data you can store in the current buffer size, if that item was used on it's own.  
Note that these values are taken from the first moment MFS was started!

Sort.....How many entries will fit when sort is used  
Search.....How many entries can the search function hold  
Contents.....Always m150  
Tape songs.....How many tape songs can the buffer hold (Max=2500)  
Key range.....Always m9999

Storage buffer...Used for temporary values, like with the LOADER.  
Example: Max. Search(\*) : 2000 means that with the current buffer size you can store up to 2000 searched entries. Remember that these figures are only indications. If an 'm' is added to a number it means that it can reach its maximum.

Exit about:

-----

If you have seen it all you can select CONTINUE to exit About.

## 1.40 MFS/Quit

-----  
Quit  
-----

Function:

-----

Exit the Music File System.

Operation:

-----

The computer will ask you if you are sure you want to quit.  
If so, select Yes. You will return to the Workbench screen.  
If not, select No. You will stay in the Music File System.

Notes:

-----

-If you select YES and a project is open the computer will close it.  
-If you select Yes and you have a Tape selection in memory you will

loose the selection.

## 1.41 Project menu

---

### Project menu

---

Project new  
Create a new project

Project open  
Open project from disk

Project close  
Close open project

Project merge  
Merge project in current project

Project split  
Split current project

Project info  
Some info about current project

Multi file  
Change mode to multifile

## 1.42 Project menu/Project new

---

### Project new

---

#### Function:

-----  
With Project New you can create a new database. If you want to use this function you have to make sure that there is no open file.

#### Operation:

-----  
Click on DRAWER or the Directory box to select a directory by using the Loader. Within the Loader you can also set the filename!  
Click on FILE or the Filename box to enter a filename.  
If a filename does not end with .MFS, it will be added to it!  
Use Cancel to cancel Project New.  
Select 'OK' to create a new database.  
MFS will create a new file with 1 free key and leaves it open so you

---

can use it straight away.

Note:

-----

If you need more keys you can add them by using Add Free keys,  
See Add Free keys:

!

### 1.43 Project menu/Project open

-----  
Project open  
-----

Function:

-----

Open a previously created & closed project.

Operate:

-----

Select a project by using the Loader. If there is an open file  
the computer will ask you if you want to close it.  
If you select No you will cancel Project open.

After selecting an .MFS file the computer will open and display  
the file on the screen.

Notes:

-----

- If you get an error message like '... missing' then maybe the [filename]  
directory is missing or the index within this directory.  
If you're missing anything other then the Index I can't help you.
- If this index is missing, you can create a dummy index.  
This dummy index has only 1 item. To create a new index you have to  
select Sort from Edit menu!

### 1.44 Project menu/Project close

-----  
Project close  
-----

Function:

-----

This will close a project.

Operate:

-----

As soon as you have chosen this menu item the operation is already done.

Notes:

-----

---

You can't close a project if there is a Tape selection in memory. If you want to close the project anyway you first have to remove the Tape selection from memory. After you've closed a project the Main window will be come empty and the project name will say Unnamed.

## 1.45 Project menu/Project merge

---

### Project merge

---

Function:

-----  
 With this function you can merge an .MFS file into the current .MFS file. This function is the opposite of Split.

How to operate:

-----  
 Select the project that you want to merge by clicking on the Directory box and set the Directory by using the Loader. If you're smart you will also select the Project to merge at the same time, if not you can select a project by clicking on the File name box. After you've selected a project you can press Start to begin.

Merging:

-----  
 A new small, user unfriendly, window will appear. It will display some information about the operation. Among the info:

\*Coping into main

  Reading [index number] (key number merge file)

  Writing [key number current file]

  Writing new []

When the file is merged all the available (free) keys will be used first. If they are all gone NEW keys will be created and used!

Abort the operation by pressing the right mouse key.

Note:

The file will be merged using the INDEX, not by key!

When all goes well the operation will finish by telling you that it is 'Ready.'

Finished?

-----  
 Select the Window close gadget to close the small window. Select the Window close gadget again to return to main.

## 1.46 Project menu/Project split

---

### Project split

---

-----  
Function:

-----  
With this function you can copy/move a range of your selecting into a new .MFS file.

## Display:

-----  
Left: Start of the range; Key number, Artist and Title  
Right: End of the range; Key number, Artist and Title

## First some buttons:

-----  
Start Start the operation  
Left Q, <> Select the start position of the range  
Right Q, <> Select the end position of the range  
When Q (quick) is used the window will go away.  
Now select an album in the main screen. You can use the arrows, drag some bars etc. etc. Cancel with the Window close gadget! When finished the window will reappear.

## More buttons:

-----  
Mode Do you want to make a copy of the range or do you want to move the range into the new file. Remember that if you MOVE the range, the range will copied first and then erased from the current database.  
Directory Select destantation directory by using the Loader. You can also set the filename at the same time.  
File Enter a filename using the keyboard. Don't forget the .MFS extension. If so, it will be added.

## What happens after start:

-----  
A message will be displayed to tell you that you can abort by pressing the right mouse key. It will also asks if you want to continue. If so, a new window will open.  
This small (user unfriendly) window will give information about the Split operation. Among the info:  
\*Coping range  
From [Index number] (Key number) <-Current file  
to [new file key=index number] <-Destanation file  
I don't think that needs any explanation!

If all goes well the operation will end with 'Ready....", meaning that a new .MFS file has been created and the data copied/moved.

## Note:

-----  
An error can occure by any number of reasons. If this happends then check disk, file name etc. etc. It's also possible the data from the source file is corrupt. If so, you have to check the contents of your range! (You can use Second Counter for that).

## The end:

-----

---



Select the Window close gadget to close the small window.  
 Select the Window close gadget again to return to main.

## 1.47 Project menu/Project info

---

### Project info

---

Function:

-----  
 Project Info will display some information about the current .MFS file.

Operate:

-----  
 Select Start to begin. After Start you have to wait a bit.  
 If you think it takes too long you can abort by pressing the Abort button.

What's being displayed:

-----  
 -Directory & name of the .MFS file  
 -Left:  
   Total records, Total entries made and Total free keys left.  
   Free keys is Total records minus Entries Made.  
 -Right:  
   Main .MFS file size, Index size and Data size.  
   Data size is all content sizes added up. Numbers are in bytes!

Stop:

-----  
 You can exit Project Info by a click on the Window close gadget

## 1.48 Project menu/Multifile

---

### Project menu/Multifile

---

Function:

-----  
 This will change the mode from Single file to Multi file.

Instructions:

-----  
 You can not change mode if there's a Tape selection in memory.  
 You can not change mode if there is a Project open.

More information:

-----  
 Take a look at File modes:

!

---

or maybe even Storage methode:  
!

## 1.49 Summary menu

---

### Summary menu

---

Goto album  
    Goto an album

Search record  
    Search a record

Statistics  
    Statistics of current project

To printer  
    Print project on paper

#### Note:

The only difference is the key number. In single file mode the key number will be restricted to 4 digits, in multi file mode it will be 6 digits!

## 1.50 Summary menu/Goto album

---

### Goto album

---

#### Function:

-----

With this function you can quickly go to a desired position.  
Just enter your information and click on Start or Next.

#### Display/Buttons:

-----

Key	Enter a keynumber
Artist	Max. 30 characters
Title	Max. 30 characters
Label	Max. 30 characters
Comment	Max. 30 characters
Type	Use the rotate button, or click on the box beside it.

#### Operation:

-----

Press START to search from the beginning of the .MFS file.  
Select NEXT to start searching from the position of the top of the screen.  
Just click on Cancel or the Window close gadget to get rid of GOTO.

---

When an album is found it will be highlighted!

Notes:

-----

- You don't have to input all items. One will do, unless you want to go to something specific.
- If you want to search for "The blues brothers" then just by entering 'Blues' as Artist, that should get the job done.
- The computer searches in the 'And' mode, thus:  
If you've entered an Artist and a title then...  
IF ARTIST=TRUE AND TITLE=TRUE THEN display album

## 1.51 Summary menu/Search record

---

### Search record

---

Function:

-----

With this function you can search for a certain song, title or composer.

The display:

-----

Top bar:

Start                      Click on Start to begin the search

Completely left:

Artist                    Click on the box to the right to input an artist

Title                     Click on the box to the right to input a title

Composer                 Click on the box to the right to input a composer

Left:

Rotate And/Or            And: All songs must be confirm the 3 entries

Or: All songs must be confirm 1 of the entries

Rotate II                 Not in use!

MediumType              Left mouse key: Select which mediums to search in

Right mouse key: Force a new list of mediums

Middle:

Normal                    When pressed the computer will search in 'normal' albums

Collection               Search in Collection albums

Soundtrack               Search in Soundtrack albums

Right:

To Prt                    To printer. When there is something found you can send the list to the printer.

To Tape                   Send it all to Tape.

Sort                       Sort the 'found' alfabetically

What to do:

-----

Click on the 'Artist box' and enter an artist.

Example: Cocker Search for any song of Joe Cocker or somebody else how has 'Cocker' in his name. Well, you know that you do not posses an album of Joe, but he might have a song on one of your Collection albums.

So, make sure that only 'Collection' is pressed. You don't have to

---

set 'AND/OR' since you have only inputed 1 item. Next, set the mediums the computer has to look trou by pressing the 'SelectType' button. For more info about 'SelectType' see below! When all is done you can press Start and wait. If the waiting takes to long you can abort! The computer will look for the word 'COCKER' in entries that have 'COLLECTION' as artist name. If the computer has found something it will display this in the window below the buttons.

-or

Click on the 'Artist box' and enter an artist.

Example: Bowie [Search for any song of David Bowie]

Click on the 'Composer box' and enter a composer.

Example: Bowie [Now, Search for songs of Bowie, written by Bowie]

Select 'Collection' & 'Soundtrack'. Set 'And/Or' to 'OR'.

Select the mediums the computer has to look trou. See section below!

Press start to begin to search.

The computer will search trou the entries with 'Collection' or 'Soundtrack' as artist name. If the Contents artist matches 'Bowie' or when the Contents composer matches 'Bowie' the computer will display this in the window.

While searching the computer will display in the bar above the window: Key number, Album artist, Album title, songs and songs left in search. 'Songs left' number which is greater then 99 will display ??.

Like I mentioned before, select 'Abort' to abort the search operation.

The display window:

-----  
If there are some entries found the computer will display them in the window. You can see to following things:

Key number, Side/Number, Artist, Title, Composer and song time!

Use the bars and arrows to trou in the window. If you click with the left mouse button on one of the displayed songs the computer will load and display the Contents of the album which the song came from.

Example:

0211 1/003 David Bowie Rosalyn Bowie 2:22

Click... the computer will display contents of key number 211.

That will be 'Bowie Pinups'. See for Contents:

!

SelectType:

-----  
Left mouse key:

A window will open showing you all the different types. If a medium type is pressed it will be looked at. If a medium type is not pressed the computer will not use the albums with that peticular type of medium. Select the Window close gadget to exit 'Select Type'. Select 'SMT' to check for different Medium types. For more explanation take a look at the 'Right mouse key' section, it's exactly the same as 'SMT'!!

Right mouse key:

The computer will ask you if you want to create a list of Medium types or use the Medium types in the preferences. Select Yes for creation, select No to use the Medium types from the preferences. The Window close gadget will leave everything as it is. While creating you can abort the operation by pressing a mouse key. If so, it is possible that the computer will have no Medium types in memory. If this happens the Window will be re-displayed and you HAVE TO select either Yes or No! The rest of this function is the same as the 'Left mouse key' section above!

---

Why select type?

-----

It is possible that you have changed a Medium type inside Manipulations. If so, this (new) medium type will not be in the preferences settings. In that case the computer will not look at this medium because it simply is not in the list. With 'Select type' you can scan your database for different medium types that you are actually using!

To printer:

-----

Left : Start of printing range  
 Right : End of printing range  
 Use arrow keys to select start/end of range.

On the bottom: (What is pressed is being printed)

Key	Key number
Side	Side/number
Art	Artist
Title	Title
Comp	Composer
Time	Time
Length	Length of the Text
Centre	Do you wish to center the text? Rotate between Yes and No.

PPrefs Go to the printer prefs to make some adjustments.  
 For example header and footer text.  
 For more info see Printer prefs:  
           !  
           Start     Begin the printing.  
 While printing you can press Abort to stop printing!

Notes:

-The computer will print using the 'plain' character set.  
 -See for more info about The Printer: {"!" link "TheP"b}

To tape:

-----

If you want the list to be transferred to Tape selection then hit this button. If there is no Tape window open the computer will ask you if you want to open Tape. No window = No To Tape. If your Tape window shows a tape selection the list will be added, but not if there is a Tape indicator present. Important note, You HAVE TO close the Search window to display your new tape selection.

Sort:

-----

This will sort the list alphabetical. Press Abort to cancel sorting.

## 1.52 Summary menu/Statistics

-----

Statistics

-----

-----

What is statistics?  
-----

Statistics gives you information about your MFS/MFL database.  
Like total time, average tape time etc..

Display & Buttons:  
-----

Top Bar;

Window close gadget ... Exit Statistics  
Title bar ..... Displays 'Statistics: [Filename]'  
Click on it and the following info will be shown:  
MFX Database/Data & time of creation.  
Load ..... Load a statistics file  
Save ..... Save statistics data  
Make ..... Create statistics file  
Print ..... Print statistics on paper

Below left you can find two Arrow buttons to go up & down in the list  
of mediums. Use the Bar for quick positioning.

The rest of the window is divided in columns, from left to right:

Colom 1 displays the medium type  
Colom 2 displays the number of these mediums you have  
Colom 3 displays total time ALL mediums added up  
Colom 4 displays total time ALL SONGS from medium contents  
Colom 5 displays Total number of songs  
Colom 6 displays songs a medium (-side)  
Colom 7 displays average medium (-side) time  
Colom 8 displays average song time

You can click on a colom and the computer will tell you what it displays!

Notes:  
-----

-Statistics can display up to 50 different mediums!  
-'Medium side' needs some explanation. The computer will look at the  
contents of an entrie. Then the computer will divide, for example, the  
total time of a contents by the number of sides of the contents. In this  
way the computer will always get the time of 1 side, nomatter how many  
sides a medium has. This makes the accuracy much greater!  
See also 'Input: Type' at Manipulation:

!  
Window close gadget:  
-----

Exit statistics. Any file in memory will be erased.

File info:  
-----

Click on the bar with the text 'Statistics: [Filename]'. A requester will  
appear giving you the name of the MFL or MFS project the Statistics file  
was created with. Also the requester will give you the Date and Time  
of creation. Select Ok the exit the information window.

Load:  
-----

Use the 'Loader' to select a .STT file to load.  
If this file is from another MFS database the computer will ask if  
you want to load it anyway. If so, Save & Print will be disabled!

Save:



## To printer

## Function:

Print your selection, or a range of your selection on paper.

## The display:

## Top bar:

PPrefs            Set some preferences, see Printer prefs:  
                  !  
                  Start            Start the print job.

## Middle section:

Left display    Start of the range (Key, album artist, album title)  
Right display   End of the range (Key, album artist, album title)  
Q, <>            Select the start/end position of the range  
                  When Q (quick) is used the window will go away.  
                  Now select an album in the main screen. You can use the  
                  arrows, drag some bars etc. etc. Cancel with the Window  
                  close gadget! When finished the window will reappear.

## Bottom:

Select what you want to print. What's pressed is being printed.  
Key, Art (artist), Tit (title), Tim (time), Song (songs), Typ (type),  
Yea (year), Lab (label) and Com (comment).

## More display &amp; buttons:

## Length:

This displays the length of all selected items together.  
If the length is greater than the width of the paper, as you have  
set in the preferences, the computer won't allow you to print.

## Centre:

If the text length is smaller than the width set in the  
preferences then you might want to centre the text.  
If you do, the text will be centre.

## Start printing:

When all is set you are ready to press START.  
The computer will start printing. If you want to abort the print job  
then press ABORT. When the print job is finished a message will be  
displayed. If, in the preferences, you have set CHANGE at ASK,  
everytime you have to change paper the computer will give a message  
telling you to do so.

## Note:

The computer will use the text style, set for displaying text on  
the screen, when printing.

For more information about printing, The Printer:

!



## 1.54 Edit menu

---

### Edit menu

---

#### Manipulations

Input/Correct & remove entrie

#### Set style

Set the text style of an entrie

#### Remove range

Remove range of entries

#### Free key info

Display free keys for input

#### Add new keys

Add new empty keys to project

#### Second counter

Check time of an album

#### Time calculator

Little time calculator

#### Sort index

Sort a project

#### Reorganize

Reorganize project for fast access

## 1.55 Edit menu/Set style

---

### Set style (Tape & Project)

---

#### Function:

Set Style makes it possible to add a text style to an entrie, whether this is an album or a song from the tape window.

#### The display:

After selecting Set Style the text in the top bar of the screen will be replaced by 'Set text style' and a couple of buttons, namely:

ALL.....Effect all albums/songs

P.....Make text plain

B.....Make text bold

I.....Make text italic

---

U.....Make text underlined  
RNG.....Set the range to affect  
You can mix styles, like Bold + Italic. Plain is default.

Operate:

-----

To effect a single album or song you first set the style, then just click on the title and the computer will change the style. If you do this on a tape selection don't forget to SAVE, otherwise all changes will be lost!

To effect all albums or songs you first set the style, then just click on ALL, a requester will appear. With a tape selection displayed on the screen the requester will ask you what to affect. Responses:

YES.....Affect all albums

NO.....Affect all songs

Window close gadget...Don't change anything

Ps. If there's no tape selection on screen this window will not appear.

Next the computer wants to know if you are sure.

YES.....You're sure and want to continue

NO.....No, You're not

Window close gadget...Cancel the All function

Now the computer will notify you that you can abort by pressing the right mouse key. Press Ok or the Window close gadget to continue.

The computer will now start changing the text style of all albums/songs.

The right mouse key will abort the operation.

When ready, the computer will refresh the display.

To effect a range of albums/songs you will first select the style to use. Next you click on Range. Now the computer will ask you if you want to affect albums or songs. Responses:

YES.....Affect all albums

NO.....Affect all songs

Window close gadget...Don't change anything

Ps. If there's no tape selection on screen this window will not appear.

Next you can set the range. Use the arrow keys to select the begin and end of the range. If you are affecting albums you can select the 'Q' for Quick selection. Select 'OKAY' when ready. Click the Window close gadget to abort Set style Range.

Quick: In Quick the window will be removed, the top bar of the screen will be altered. Select an album or use the Window close gadget (Cancel) to let the Range window reappear.

Now the computer wants to know if you are sure.

YES.....You're sure and want to continue

NO.....No, you don't want to continue

Window close gadget...Cancel the RANGE function

Now the computer will notify you that you can abort by pressing the right mouse key. Press Ok or the Window close gadget to continue.

The computer will start changing the text style of the select range.

The right mouse key will abort the operation.

When ready, the computer will refresh the display.

Exit Set Style:

-----

To exit Set Style just click on the Window close gadget in the left top corner of the screen. The 'project' text will place the Set Style text, showing you that you have left Set Style.

Note:

-----

The printer will print text using the style set with this command!!

## 1.56 Extra/Medium types

---

### Medium types

---

Wie, wat?:

-----

Medium types will set the difference between an album recorded on X and an album recorded on Y.

General:

-----

Since version 1.4 you can set your own medium types.

You can change the presets in the preferences window.

See Other prefs:

!

You set & change the medium type for an album in manipulations.

See Manipulations:

!

A few notes:

-----

-Statistics can hold up to 50 different mediums. Statistics:

!

-Be consequent in using medium types.

-There is a smart function in the preferences menu under 'SET MEDIUM TYPE'.

With the function '??' you can search trou a database to collect new medium types. See Other prefs:

!

Example medium types:

-----

CD-SGL ... A CD single

DCC060 ... A home recorded DCC of 60 minutes

TPE ..... []

Note that it's best to make the medium types a little bit alike if they 'more or less' use the same medium device. Like this:

CD-SGL .... CD Single

CD ..... Normal Compact Disc

CD-DBL .... Double CD

CD-TRL .... Triple CD

In this example the first 2 letters are always the same.

The benefit of this system is that you can easily see what medium type the Album is on and when Statistics is finished it will always sort the data. Now the same mediums will be next to eachother.

This is the way I do it and it work perfectly!!

---

## 1.57 Edit menu/Manipulations

---

### Manipulations

---

Function:

-----  
 With this menu option you can enter, edit and remove an album

The window:

-----  
 Let's go trou the display.

On the top bar we can find the Window close gadget and three buttons:

Input : Enter an album  
 Change : Correct/Change an album  
 Erase : Delete an album

furthermore we can find, in the middle section of the window;

Key : This can be a number between 0 and 10.000  
 Artist : Artist of the album, Collection or Soundtrack  
 Title : Title of the album  
 Songs : Total songs of the album (Max. 150)  
 Total time: Total time of the album  
 Year : Release year  
 Type : Type of storage medium used  
 Label : Label  
 Comment : Add a comment here  
 Sample : You can 'attache' a sample

Side : Side of the medium. 1, 2 etc..  
 Song nmbre: Song number on the side  
 Artist : Song Artist  
 Title : Song title  
 Composer : Song composer  
 Time : Song time

At the bottom of the window there are two Empty buttons. These button will be used as soon as you start a function, like Input.

Let's start with entering an album...

INPUT mode:

-----  
 Select the Input button at the top of the screen. Now you have to input a key number, this key must be free and inside the size of your database. So if you have a database of 50 keys and you enter a key number like 9400 you will get an error. No, your key number must be between 0 and 51 (1/50). If a key is already used by another album this will also generate an error. If you don't know if you have a free key then check out the menu option Free Key Info. If you don't want to input an album you can enter a 'wrong' key number to abort, like 0 or a used key. Enter a free key and hit the return key. Note that if you press the Input button with the RIGHT mouse key instead of the left mouse key the computer will automaticly search for the first free key and use it.

---

If you already have used the Input button like this, in the same manipulation session, it will search from the last 'searched' position in your database. You can abort an auto-search by hitting one of the mouse keys. If there are no free keys a message will follow. Now it's time to enter the name of the Artist of the album. For example 'Bowie, David' or 'Queen'. If you have a 'Various Artist' or 'Collection' album you can enter 'COLLECTION'. If you have a soundtrack album then enter 'SOUNDTRACK'. Why? Because in 'normal' mode the computer will use the ARTIST-ALBUM name and transfer is straight to the ARTIST-SONG name. In Collection/Soundtrack mode the computer will ask you each time for the Artist-Song name. If you don't enter anything the computer will abort Input. Next in line is the Title of the album. Enter anything you like. You can also press the Help key to select special, hard to press, keys! No input will abort Input. Enter the number of Songs of the album. Enter anything between 0 and 151, 1/150. No input will abort Input. If you have a double CD or Triple CD, you can add up the songs of the discs and input the combined number into the computer. You can also do this with the total time of the CD! IMPORTANT: From now on YOU CAN'T ABORT INPUT!!!! Enter the Total Time of the album like MinutesSeconds. So if your album is 1hr, 20 minutes and 10 seconds you will input : 8010. The computer will assume that the last two digits are seconds. If you have a double CD you can input the combined time. Give the Type of Medium your album is on. Use cursor up/down to select between the different presets. Select one that comes close to your type and press the Return key. Now you CAN change the text of the type. When done, hit the return key to continue. Input the release/recording Year of the album. Example: 1985 or 2008. Enter the Label of the company that released the album. Example: DinoMusic, Telstar, Arcade. If you have done the recording yourself I don't know what you should or could input. It doesn't really matter, not really! With Comment you can enter some additional info. I often use it to add something like: Present 25th birthday. You can't input a Sample name. You can only do this when you 'change' an album. You will enter 'Change' mode after you've ended the Input session! See for more information about Medium type:

!  
To set the Medium types, see Other preferences:  
!  
Input contents:

-----  
Now it's time to enter the information about the different songs on the album, the contents. We will do one song together, the rest will work the same. Side: This number will tell you on which side of the medium the song is on. Note that side can have a maximum number of 9. Song number: What is the songs position on this side of the medium. Enter any 3 digit number! Like 1, 51 or 199. Next time you have to input the song number it will be added by one, unless you have changed side, in that case the song number will be 1. Song Artist: If you're album is not collection/soundtrack the computer will display the artist of the album. You can change this or just press return. If you have a collection/soundtrack album you WILL HAVE TO input the full name of the artist. Now it's time to enter the Title of the song: Enter a text and press the Return key. Next you can input the Composer of the song: I only input sir names, like 'Gibbs/Gibbs/Gibbs' or 'Jackson/Jagger'. Enter the Time of the song like MinutesSeconds: If a song time is 3 minutes and 25 seconds you will input 325 and hit Return. The computer will always assume that the last two digits are seconds! Well, continue this until you have entered all songs. Once you have completed the input you will enter the

---

'Change' mode. If you're input was correctly you can select SAVE to store the new album. If so, all display will remove it self and you're back at the beginning of Manipulations. Use Input to enter another album or select the Window close gadget to exit Manipulations. Select CANCEL to abort you're input. The computer will clear the memory and thereby erasing your album!

#### Notes:

-Some albums have 11 songs on 1 CD and 1 song on the second (Oasis). You could make the contents as 1/12 (1 side) instead of 1/11+1 (2 sides). Why? This is because of Statistics only. It would give the wrong averages.

-Don't mix different Mediums by using the same medium type. This could also mess up Statistics. So, if you enter a DCC with two sides (Next) then don't input one with 1 side (A/B) using the same medium type, for example 'DCC'. You should create a difference! You could use 'DCC NT' for then Next DCC and you could use 'DCC AB' for the A/B DCC. It's up to you!

#### CHANGE mode:

-----

If you're coming from 'Input' skip to the 'next' part. Enter a KEY number of the album you want to change. This key must be used and inside the size of your database. So if you have a database of 50 keys and you enter a key number like 9400 you will get an error. No, your key number must be between 0 and 51. If a key is free, not used by any other album this will also generate an error. If you don't want to change an album you can enter a 'wrong' key number to abort, like 0 or a free key. So, enter an 'used' key and hit the return key. The computer will display the data from this Key, including the Contents. NEXT you can see all the buttons that you can press, they will be highlighted. Just press on the text/number you want to affect. A cursor will appear and the computer will await your change. Use the Arrow buttons in the middle of the screen to go trou the different songs. Select SAVE if you want to save the 'changed' album. Select CANCEL if you want to abort, no changes will be made.

Note to people coming from 'Input': Your album will be lost forever, please select SAVE if you want to keep your album.

#### Change notes:

-----

Entering a new key number: It is possible if this new key number is free. When done, this will act as a sort of a copy function.

Entering different total song number: When the number is lower you will loose some songs. When the number is greater the computer will add some blank songs. When increasing you will have to input the new songs completely, that means incl. Side & song number!

Rotate gadget for medium type: Use the rotate gadget to rotate between the different medium presets. See also the 'Input' section for explanation.

By selecting Song number you CAN NOT skip to a disired song, its function is to tell you the position of the song within a side! If you want to go to a specific song then use the Arrow buttons!

#### Attache a SAMPLE:

-----

After 'Input' and while in 'Change' mode you can attache a sample to the album. This is how it's being done: Select the text box beside sample. The Loader will appear and you can now select a sample. Select the sample you want to attache and press OK. No file name & OK has the same effect as CANCEL. CANCEL will abort the sample selection. The Window close gadget of

the Loader has the same effect as CANCEL. An \* as sample name means that there is NO sample attached. If you've selected a sample the file name will be displayed in the text box. You can hear the sample using 'Contents' selection. Select the album, with sample, in the main part. The Contents will be loaded and displayed. Now press PLAY. Or select Song Player from the menu bar.

Note that the difference between entering text in Input and Change mode is that in Input mode the computer will auto-select the next item to input, while in Change mode this is not the case.

ERASE an entrie:

-----  
 With this option you can delete an album from your database. Enter a key number and hit return. The album will be loaded & displayed. Select the Arrow keys to see the different songs of the album. Select ERASE if you want to delete the album. Select CANCEL if you don't want to erase. Note that when you erase an album you DO NOT erase the attached sample.

References:

Free Key Info:

```

!
!           Song Player: !           Text input:
!
! The Loader:
!
!           Contents:
!
!           Samples:
!
! Note that this text looks better using an Amiga Guide reader!!

```

## 1.58 Edit menu/Second Counter

---

### Second Counter

---

What is Second Counter?

-----  
 With this function you can check if the total time of all songs added is equal to the total time given by the CD itself!

Why do you want to do this?

-----  
 I don't know. I do it because I like the times to be equal. Nowadays I use a Technics CD player, DP-4030. This CD player gives the time correctly, meaning that the total time of all songs is the same as the total time of the CD. Before this CD player I had a Pioneer CD player. This one gave the 'wrong' times, meaning that sometimes some songs were 'off' by 1 second.

The window:

-----

---

After the window is opened you can see some buttons:

FIRST-LAST	This is button has a Toggle function. Do you want to start
LAST-FIRST	with the first entrie until the last entrie or the other way
	around. Entries counted according to your index!
<<	While counting, Skip 50 entries to the begin
<	While counting, Skip 10 entries to the begin
>	While counting, Skip 10 entries to the end
>>	While counting, Skip 50 entries to the end
Start	Begin Second Counter
Abort	Abort Second Counter
Bar & Arrows	Go trou the list of 'wrong' albums
Display window	Display albums which the total time of all songs do not
	match the total time of the album.

Starting:

-----

Select mode (FIRST-LAST/LAST-FIRST) and press START.  
The computer will begin the operation. In the bar below the top bar you can find some info about the album that is currently counted. You can see keynumber, artist, title, album time and total time all songs in seconds. If the computer finds a album of which the times are different the computer will place this album in the display part of the window. If a time is greater than 9999 seconds the computer will display ????. You can use the skip buttons to skip entries. Press abort the cancel operation.

Ps. The left number is the Album time, the right number is the total time of all songs.

Ready..

-----

Use bar & arrow buttons to move the display.  
If the display window shows a 'wrong' album you can:  
Click on it with the left mousekey, the contents will be shown.  
Click on it with the right mousekey, manipulations will be activated.

Notes:

-----

- When the contents is shown you are unable to use ToTape.
- Manipulations will display the album using the CHANGE option.  
Select Save to save 'changed' contents or select Cancel to abort.  
After you've made some changes (or not) the computer will count the seconds of the selected album again and update the display.  
If the times are correct the computer will display 'Excellent', otherwise the computer will display the seconds again.
- You will always return to Second Counter after Contents/Manipulations.

More Information:

-----

See Contents:

!  
and Manipulations:  
!



## 1.59 Edit menu/Reorganize a project

---

### Reorganize project

---

#### Function:

-----

Reorganize is a sort of permanent Sort. Instead of creating an index with a list of sorted key numbers, this function reorganizes your database in the right, sorted, order.

Once your database is reorganized it works quicker. The computer does not have to move the Disk-Head (all) around to display your database in a certain order. Especially floppy users can benefit from Reorganize, because the floppy is slow when reading information from different parts of a disk. Harddisk users will notice less difference.

#### Window display:

-----

It's quite a simple window. The middle of the window is the STATUS part of the function. It will display FROM [keynumber] TO [keynumber]. There are three more boxes, these display the status of certain parts of Reorganize. At the bottom of the window we can see two buttons:

Start	Start reorganizing the database
Sort Index	Sort your database first, creating an up to date index
Window close gadget	Exit Reorganize.

#### What to do:

-----

Reorganize will reorganize according to the index. So, your index must be in order first. If not you can click on SORT INDEX the sort your database. When you have a sorted index you can start reorganize. Click Start to begin the job. A message will appear telling you that all Tape files will be useless. Why? Because tape files consists of keynumbers. Well, with Reorganize those keynumber will changes and therefor the Tape file will point to the wrong songs! Nevertheless, you might want to take a look at Tools/Relocate:

!

Another message will appear. Select No if you want to stop. Select ←  
Yes

if you want to continue. Now the computer will start the job. First it will load the index from disk. Then it will start to reorganize. FROM will display the keynumber that's first/second/third etc. in the index. TO will display the keynumber to which FROM is copied, starting with 1. The colours inside the boxes have no meaning except for the colour that's also used for the bars in the main window. If this colour comes up an error has occurred!

The Reorganize status display:

BOX1...Swap keynumber data in main .MFS file

BOX2...Rename/Copy keynumbers content files

BOX3...Swapping withing the index

At the end of the job a new index will be saved to disk.

Note that Reorganize requires a (small) RAM\_DISK!

---



entrie, removes it from the end of the list and saves it back to disk. All in all this can save you a lot of time.

Note that when you use Quick your database must already be sorted, apart from the new entrie. If not, the computer might insert in the wrong place.

Note that on Amiga's with limited memory the Sort Quick option is the best way to save memory and still keep a large database. A 'full sort' would not fit, because all items will be loaded into memory, however a Quick sort will hardly use any memory at all because only one item is loaded into memory.

What happens when you press:

-----

Start      The computer will load all keys, that are in use, into memory. Also loaded will be the items you sort on. So if you sort on Label, Artist, Title then the Label text, Artist text and title text of each key will be loaded. When the computer is done with loading the left 'number box' will display howmany keys will be sorted. The right 'number box' will display the number of the remaining keys that have to be sorted. If you abort the computer will load the 'old' sorted index from disk.

Quick     This is the same as Start except only one key is loaded into memory and compared with the other entries in your database. The computer will search for the place were the key should be and then takes it from it's old position in the list to the new position in the list and saves this new list to disk as an Index. You can abort if you want.

Exit:

-----

When you select Cancel or the Window close gadget the Sort window will disappear and the database will be (re-)displayed using the sorted index.

## 1.61 Edit menu/Remove range

-----

Remove range

-----

Function:

-----

With Remove Range you can quickly remove a range of keys/albums from your database. It works the same as 'Manipulations/Erase' except this time a whole range will be deleted from your database! Manipulation/Erase:

!

Display & operation:

-----

On the top right you can find the Start button. By selecting this button the computer will start to erase the range.

On the left of the window you can see the start of the range and at the right you can see the end of the range.

Select the Arrows to set the start/end of the range.

The 'Q' button makes it possible the select a start/end position quickly.

-----

If you select 'Q' the Remove window will disappear and in the top of the screen the 'Project' text will be replaced by 'Remove range ...'. Now select an album using the bars & arrows in the main window. When you have selected an album or when you have pressed the Window Close gadget the Remove window will reappear. If you have selected an album this will be displayed at the side of the pressed 'Q' button. If you press Start the computer will ask you if you are sure you want to delete the selected range. If so hit the YES button. You can not abort 'Remove range', so if you are very sure that you want to delete the range select YES again. If you have selected YES the computer will start with the job. When the computer is finished a message will appear. Press 'OK' to continue!

## 1.62 Edit menu/Free keys

---

### Free keys

---

Function:

-----  
Free keys displays all the key numbers that are free for use!

Display:

-----  
Start    Begin search for free keys  
Abort    Abort search, after Start  
Cont    The display is full  
          Select CONTInue to continue or  
          Select Window close gadget to leave 'Free keys'  
Window close gadget,    Leave Free Keys Info  
The window part will show all the keys that are free for use.

Operate:

-----  
Just press Start and wait. If necessary you can press CONT to continue the search. You can abort the search by clicking on the Abort button. The Window close gadget will exit Free Keys Info.

Notes:

-----  
If there are no free keys you will be unable to input any albums. In that case you'll have to create some new free keys. To do that you have to add keys, see Add free keys:

!

## 1.63 Edit menu/Add new keys

---

### Add new keys

---

## Function:

-----

With this menu item you can add free keys to the database. You need keys to input an album. You can have upto 9999 keys. After that you will have to create a new database and perhaps create a Multifile file.

## Operation:

-----

Select Cancel or the Window close gadget to exit Add keys. Select 5, 10, 15, 20, 25, 50 new keys to add. Press Start to create the number of new keys. The '?' button will make it possible to enter a number manually. Press Start and a cursor will appear in the '?' box. Enter a number and hit the return key. After you've pressed start (and inputed a number if needed) a new window will appear telling you how many new keys the computer will create. Select 'OK' to continue or select the Window close gadget to cancel the creating of new keys. After you've pressed 'OK' you can cancel the adding by holding down the right mouse button. When the operation is finished a message will appear. Click on 'Ok' to continue!

## Notes:

-----

If you have a database of 125 keys and you want to create new keys then don't be a fool by creating another 2000 keys. First of all, you don't need them and secondly they will slow down all operations you perform on your collection!

**1.64 Edit menu/Time calculator**-----  
Time calculator  
-----

## Function:

-----

Time calculator makes it possible to get the song time.

## Why?

-----

The problem was that some CD's have so many songs that the CD player refused to display the song time, just the total time. Well, with this little calculator you can extract the song time by entering the first total time and the next total time. The difference is the song time!

## The Display:

-----

Start time	Enter here the begin time
Stop time	Enter here the end time
Difference	Here the difference will be displayed

## Rotate button:

LSTFRT            LaST-FiRst  
 The last time entered (stop time) will automatically  
 be entered into the first time (Start time)

FRTSND            FiRst-Second  
 In this case you have to enter the Start time, then  
 the Stop time and then the Start time again and so on..

Operation:

-----

Press start and to what's behind LSTFRT or FRTSND.  
 You can enter a five figur number without any ':'.  
 After entering the time will be displayed with the ':':.

Examples:

234 <enter>      Displays 02:34  
 12 <enter>        Displays 00:12  
 15000 <enter>    Displays 50:00 (The '1' is not forgotten, just not displayed!)  
 99999 <enter>    Abort the operation

'Difference' will always display a possitive number.

You have to write down the times. This might seem primitive but I use  
 the function only ones every somemany time that it is not worth the  
 effort to make it possible the transfer the times straight to a  
 contents. Bytheway, it will also create some additional problems!

Exit:

-----

Select the Window close gadget to exit the calculator.

## 1.65 Tape menu

-----  
 Tape menu  
 -----

Tape activate  
     Activate tape section

Tape deactivate  
     Deactivate tape section

Clear tape  
     Clear tape file when not activated

## 1.66 Tape menu/Menu items

-----  
 Activate/Deactivate/Clear tape  
 -----

**Activate:**

-----

Select this menu item when you want to open the tape window. This menu item has a toggle function. If the window exists the item will say 'deactivated'. 'Tape activate' will give you access to all the tape functions within MFS. If there is a tape project in memory it will be displayed.

**Deactivate:**

-----

Select this menu item when you want to close the tape window. This menu item has a toggle function. If the window does not exist the item will say 'activate'. 'Tape deactivate' will close the window, not the tape project. A tape project in memory will not be closed by selecting 'deactivate'. If a window is closed and there is a tape file in memory a new menu item will appear in the Tape menu, namely 'Clear tape'.

**Clear tape:**

-----

This menu item is only available when a tape project is in memory and there is no tape window open. Select this menu item to clear the tape project from memory. You want to do this when you have a tape file in memory and you want to open a different project or when you want to change file mode.

## 1.67 Project menu

---

Project menu

---

Multi new  
  Create a new project

Multi open  
  Open project from disk

Multi close  
  Close open project

Multi update  
  Update project

Multi split  
  Split current project

Multi info  
  Some info about current project

Single file  
  Change mode to Single file

---

## 1.68 Project menu/Multi split

---

### Multi split

---

#### Function:

---

With this function you can copy a range of your selection to a new MFS file.

#### Display:

---

Left The start of the range: Keynumber, Artist and Title

Right The end of the range: Key number, Artist and Title

#### First buttons:

---

Start Start the operation

Left Q, <> Select the start position of the range

Right Q, <> Select the end position of the range

When Q (quick) is used the window will go away.

Now select an album in the main screen. You can use the arrows, drag some bars etc. etc. Cancel with the Window close gadget! When finished the window will reappear.

#### More buttons:

---

Mode The mode is set to Copy, because you can't move from an MFL database.

Directory Select destination directory by using the Loader. You can also set the filename at the same time.

File Enter a filename using the keyboard. Don't forget the .MFS extension. If so, it will be added.

#### What happens after start:

---

A message will be displayed to tell you that you can abort by pressing the right mouse key. It also asks if you want to continue. If so, a new window will open.

This small (user unfriendly) window will give information about the Split operation. Among the info:

\*Coping range

From [Index number] (Key number) <-Current file

to [new file key=index number] <-Destanation file

I don't think that needs any explanation!

If all goes well the operation will end with 'Ready....', meaning that a new .MFS file has been created and the data copied.

#### Notes:

---

-An error can occure by any number of reasons. If this happens then check disk, file name etc. etc. It's also possible the data from the source file is corrupt. If so, you have to check the contents of your range! (You can use Second Counter for that).

-While creating the new database the computer extracts the data from the

---



.MFS databases that are part of the .MFL database. This might slow down the process compared to 'Project split'!

The end:

-----

Select the Window close gadget to close the small window.

Select the Window close gadget again to return to main.

## 1.69 Project menu/Multi info

---

### Multi info

---

Function:

-----

Multi info will display some information about the current .MFL file, including the .MFS databases that are used!

Display:

-----

In the window, at the top bar, you can find the Start button. Press this button to gather information.

In the middle of the window you can find information about the current .MFL database.

Directory	Display the directory name
Filename	Display the name of the .MFL database
Records	The total numbers of keys in the database
Entries	Number of 'used' keys. This should always match 'Records'
Used	Most always be 0, if not... too bad!
Main size	Size of [name].MFL database in bytes
Data size	Size of [name].MFI index in bytes

At the bottom part of the window you find information about the different .MFS databases that are used. You can press the ROTATE gadget to cycle trou the different MFS files. Each will display the following information:

File number,	Directory & name of the MFS database
Main size	Size of the [name].MFS database in bytes
Data size	Size of all content-files added up, in bytes
Index size	Size of the index in bytes
Records	Number of keys in this database
Entries	Number of keys used
Unused	Number of free keys

Operate:

-----

After you have pressed Start it might take some time before the computer is finished. At any given time you can abort the operation by pressing the ABORT button. Use the Rotate gadget to cycle trou the MFS files in the Multi file. Click on the Window close gadget to exit Multi info.

---

## 1.70 Project menu/Single file

---

### Project menu/Single file

---

#### Function:

-----  
This will change the mode from Multi file to Single file.

#### Instructions:

-----  
You can not change mode if there's a Tape selection in memory.  
You can not change mode if there is a Project open.

#### More information:

-----  
Take a look at File modes:  
                          !  
                          or maybe even Storage methode:  
                          !

## 1.71 Project menu/Multi new

---

### Multi new

---

#### Function:

-----  
Create a new Multifile project.

#### Display:

-----  
A new window will appear. In the middle of the window you can see 5 long buttons. These 5 buttons can each hold an .MFS database.

#### The display:

-----  
A new window will appear. In the middle of the window you can see 5 long buttons. These 5 buttons can each hold an .MFS database.  
Click on one of the 5 buttons and select an .MFS file using the 'Loader'.

#### Operate:

-----  
Select a long button, the Loader will present itself. Now select an MFS database. Note that you have to select atleast two MFS databases to create a multifile!

When you have selected the MFS databases they will be displayed and you can continue by setting the Mode. Mode is the way your MFS databases

---

are sorted. Select between:

Key (as is)

Get all keys (so not sorted, no index) from the first MFS file, then get all keys from the next MFS file and so on.

Afcourse empty keys are not used!

Index (as is)

Get the index from the first MFS file and extract the keys in a pecific order then do this with the next MFS file and so on.

Index: Artist, title

Get the index-es of all the select MFS files and compare them using the selected parameters. The first one, no matter which MFS file is from, will be used first then the next and so on...

Index: Artist, year, title

Get the index-es of all the select MFS files and compare them using the selected parameters. The first one, no matter which MFS file is from, will be used first then the next and so on...

Index: Label, artist, title

Get the index-es of all the select MFS files and compare them using the selected parameters. The first one, no matter which MFS file is from, will be used first then the next and so on...

In short:

Index: [order] will mix the selected MFS files together using the selected parameters. The other two will simply attache all selected MFS files together, by key or by index.

Also note that if you have sorted the selected MFS files different, so not all the MFS files are sorted alike, the resolt might be corrupt!

Start creating MFL database:

-----  
Well, all is set. You have selected more than one MFS file and you have set the mode then now it's time to press OK. If you want to cancel 'Multi new' then you should click the Cancel button or the Window close gadget.

Anyway, if you select OK a new window will appear.

In this new window you have the give the name of the new Multifile.

Select the Drawer text box for inputing the output directory.

Select the File text box for inputing the new filename.

Don't forget to give the filename the .MFL extention. If you forget this the computer will add it to the name.

When everything is set hit OK. If you want to Cancel then select the Window close gadget or the Cancel button.

Now a message window will be shown. Press YES to continue or No to Cancel!

If you have pressed YES the computer will try to create the MFL file.

A new window is shown:

In the top : Multifile name and the number of albums it's holding.

In the middle: The MFS file of which data is extracted and it's total number of keys, free or not.

At the bottom: The extracted album of the MFS file.

Key number, artist and title.

When the computer is finished a new window will appear giving you a small message. Click on OK to continue. All windows will be romoved and the new Multifile will be displayed.

Note:

-----

---

If you make any changes to the selected MFS databases, changes that have to do with keynumers, you have to preform 'Multi update' to let the computer know that you made changes. If not, you can end up with a corrupt MFL file. See for more info, Multi Update:

```

!
Extra information?
-----
File modes:
!
Storage methode:
!
```

## 1.72 Project menu/Multi update

---

### Multi update

---

Function:

-----  
Update the current Multifile project.

Why?

-----  
If you make changes to your .MFS database then you have to tell the .MFL (Multifile) that you made a change, it can't tell this by itself. If you don't update your .MFL file it could give you wrong information or give errors because it wants, for example, load a key which has just been deleted!

Note that Multi Update is the same as Multi New except for creating a file.

Display:

-----  
A new window will appear. In the middle of the window you can see 5 long buttons. These 5 buttons can each hold an .MFS database. The .MFS files that are in your .MFL file will be displayed.

Operate:

-----  
If you want to replace, change or erase an .MFS database from the list then hit the button. Use the 'Loader' to change .MFS file. No name=No file! Note that You have to select more than one .MFS file to create/update a multifile! You can continue by setting the Mode. Mode is the way your .MFS files are sorted. Select between:

Key (as is)

Get all keys (so not sorted, no index) from the first MFS file, then get all keys from the next MFS file and so on.

Afcourse empty keys are not used!

Index (as is)

Get the index from the first MFS file and extract the keys in a pecific order then do this with the next MFS file and so on.

Index: Artist, title

Get the index-es of all the select MFS files and compare them using the

---

selected parameters. The first one, no matter which MFS file is from, will be used first then the next and so on...

Index: Artist, year, title

Get the index-es of all the select MFS files and compare them using the selected parameters. The first one, no matter which MFS file is from, will be used first then the next and so on...

Index: Label, artist, title

Get the index-es of all the select MFS files and compare them using the selected parameters. The first one, no matter which MFS file is from, will be used first then the next and so on...

In short:

Index: [order] will mix the selected MFS files together using the selected parameters. The other two will simply attache all selected MFS files together, by key or by index.

Also note that if you have sorted the selected MFS files different, so not all the MFS files are sorted alike, the result might be corrupt!

As DEFAULT, the Mode is set to the last time you updated your Multifile.

Start the update:

-----  
When all is set it's time to press OK. If you want to cancel 'Multi Update' then you should click the Cancel button or the Window close gadget. Anyway, if you select OK a new window will appear. Select 'YES' if you have read the message. Any other button will Cancel.

When the computer starts the update, a new window is shown:

In the top : Multifile name and the number of albums it's holding.

In the middle: The MFS file of which data is extracted and it's total number of keys, free or not.

At the bottom: The extracted album of the MFS file.

First it's key number then the artist and title.

When the computer is finished a new window will appear giving you a small message. Click on OK to continue. All the windows will be removed from the screen and the updated Multifile will be displayed.

IMPORTANT notes:

-----  
-Before updating, the computer makes a backup of you .MFL file(s).

If the computer can't backup it will let you know. If the update fails the old .MFL/last version will be used.

-Any tape file made before Multi update will be useless, unless you convert them with Tools/Relocate. You see, after a Multi update all the key numbers will be different. A tape file uses key numbers!

For some more information:

-----  
See File modes:

!  
and Storage methode:  
!

## 1.73 Project menu/Multi open

---

### Multi open

---

#### Function:

-----

Open a previously created & closed project.

#### Operate:

-----

Select a project by using the Loader. If there is an open file the computer will ask you if you want to close it. If you select No you will cancel Multi open.

After selecting an .MFL file the computer will open and display the file on the screen.

#### Note:

-----

-If you get errors you might want to start loading the used MFS databases first using 'SingleFile'. This might clarify a problem!

## 1.74 Project menu/Multi close

---

### Multi close

---

#### Function:

-----

This will close a project.

#### Operate:

-----

As soon as you have chosen this menu item the operation is already done.

#### Notes:

-----

You can't close a project if there is a Tape selection in memory. If you want to close the project anyway you first have to remove the Tape selection from memory. After you've closed a project the Main window will be come empty and the project name will say Unnamed.

## 1.75 Tape menus

---

### Tape menus

---

Tape menu  
  General button

Edit menu  
  Edit functions

Selection menu  
  Selection functions

Exit menu  
  Exit tape

## 1.76 Exit menu

---

Exit menu

---

Function:

-----  
Close the Tape window, making room for the main window.

Operate:

-----  
With menu item 'Deactivate' you will close the Tape window.  
Note that any Tape selection will not be erased by this operation.  
If a Tape selection is in memory a new menu item will appear in  
the Tape menu of the Main window of the Music File System.  
This menu item will be 'Clear Tape'.

Info:

-----  
See for more information about Tape activate, Tape deactivate and  
Clear tape the Tape menu from the Main window:

!

## 1.77 Tape menu

---

Tape menu

---

Tape new  
  Clear a project from memory

Tape load  
  Load a tape selection

---

Tape save  
Save a tape selection

Tape merge  
Merge a tape selection

Tape split  
Split the selection

Preferences  
Set some prefs

## 1.78 Tape menu/Tape new

---

Tape new

---

Function:

-----  
With this function you can erase the tape file from memory.

Operate:

-----  
After you have selected the menu item the computer will ask if you are sure you want to New the project. If you want to erase the Tape project/selection then answer with YES, otherwise reply with NO.

Effect:

-----  
Your selection will be removed from memory.  
The Tape window will become empty.  
Your project will be renamed to 'Unnamed'.  
The Bottom line of the Tape window will be cleared of any influence of the last project.

Information?

-----  
Take a look at Tape clear:

!

## 1.79 Tape menu/Tape load

---

Tape load

---

Function:

-----  
Load a previously saved Tape selection

---



Operation:

-----

Use the Loader to select a Tape selection, an .TPE file.

If you already have a file in memory the computer will ask you if you want to close this file. Select YES if you want to erase the file from memory or select NO if you don't want to erase the file (No load).

When the computer is loading the selected Tape file it will check if the Tape file was created with the MFS or MFL database in memory, if not, a message will follow. The computer also checks if the selected Tape file has a tape indicator, if so, the computer will ask you if you want to use the preferences of the tape file. You see, if a tape indicator is present then this selection was calculated with a specific preferences. If you don't load the preferences from the file the computer will delete all tape indicators! Why? Otherwise the tape selection will not correspond with the preferences already in the memory of your beloved Amiga! When the computer is finished loading, the new selection will be displayed!

## 1.80 Tape menu/Tape save

-----  
Tape save  
-----

Function:

-----

With this function you can save the selection in memory onto disk.

Operation:

-----

Use the Loader to select a filename. If the selection has a tape indicator the preferences will be saved as well. Why? Let's say you have calculated your selection using a 60 minutes tape. Well, next time you load the selection you might have set you preferences to 90 minutes. The computer could get some problems then. So that's why the prefs are saved as well. The next time you load the selection you can select if you want to use to 'old' prefs or not. If not, the tape indicators will be removed. Why? Otherwise you might get a conflict with the existing preferences. Besides the Tape selection and the prefs, also the filename of the MFS/MFL project, with which the Tape selection was created, is saved along.

## 1.81 Tape menu/Tape merge

-----  
Tape merge  
-----

Function:

-----

Merge a previously saved selection with the selection in memory.

Operation:

-----

-----

Use the loader to select the Tape selection you want to merge.  
The computer will merge the file and will display then new combined project it in the Tape window. Also, the bottom line in the tape window will be adjusted!

What happens when:

- You try to merge a selection from one MFS/MFL file with a selection made with another MFS/MFL file : This will not be allowed!
- You try to merge a selection WITHOUT indicator into a selection WITHOUT a indicator : No problem.
- You try to merge a selection WITH indicator into a selection WITHOUT a indicator : This is not possible, it would create an 'indicator' conflict.
- You try to merge a selection WITH indicator into a selection WITH a tape indicator : You should do this with care, here are some golden rules
  - 1-Make sure that both the files use the same, or similar preferences.  
If not, the computer can hold only one preferences, you can select which one by using the requester that will pop up. The difference in time might give a problem, you could have one selection using 45 minutes sides and the other using 30 minutes sides! But the biggest problem might be the record mode. If one selection is using Disco mode and the other is using Normal mode you might forget how you have taped them and since the computer only holds one of the two preferences you can't backtrack the way you did it (unless you have the original files).
  - 2-Make sure the both selections do not use each others tape indicators.  
If both selection have a '001-A' side you will end up with a '001-A' side twice the size of normal! Why? Because after the merge operation, everytime the computer takes a look at your selection it can't tell the difference between the first and the second '001-A' side and will treat it as one (big) side.

Notes:

-----

- Both selections, the one in memory and the one on disk, must be made with, must share, the same .MFL/.MFS database.
- If the selection in memory is empty the computer will treat the merge operation as if it was loading normally!

To get more info about the tape indicator, Tape general:

!

## 1.82 Tape menu/Tape split

-----  
Tape split  
-----

Function:

-----

With this function you can copy/move a range of your selecting to a new tape file.

Display:

-----

Left Show the start of the range: Tape side, Song artist and title.

Right Show the end of the range: Tape side, Song artist and title.

First buttons:

-----

Start Start the operation  
 Left Q, <> Select the start position of the range  
 Right Q, <> Select the end position of the range  
 When Q (quick) is used the window will go away.  
 Now select a song in the tape window. You can use the  
 arrows, drag some bars etc. etc. Cancel with the Window  
 close gadget! When finished the window will reappear.

More buttons:

-----

Mode Do you want to make a copy of the range or do you want  
 to move the range to the new file. Remember that if you  
 MOVE the range, the range will copied first and then erased  
 from the current file.  
 Directory Select destination directory by using the Loader.  
 You can also set the filename at the same time.  
 File Enter a filename using the keyboard. Don't forget the  
 .TPE extension. If so, it will be added.

What happens after start:

-----

A message will be displayed to tell you that you CAN NOT abort the  
 operation. It also asks if you want to continue.  
 If so, the computer will create a new file and will copy all songs  
 to this file. If you have set mode to Move the computer will erase  
 the selected range from the selection in memory.

If all goes well the operation will end with 'Ready....', meaning  
 that a new .TPE file has been created and the data copied/moved.

Note:

-----

If you split the complete selection by using Move the selection, in memory,  
 will be left empty. The computer will know this and notify you.  
 It will then rename the 'selection' to Unnamed.

## 1.83 Tape menu/Tape preferences

-----

### Tape preferences

-----

Function:

-----

With this menu item you can set the way you are going to record  
 the selection.

Side length:

-----

Give the time of 1 side of the tape.

So, a 90 minutes tape has a length of 45 minutes etc.  
 Left <            Less minutes  
 Left >            More minutes  
 Box with number   Set minutes using the keyboard  
 Right <           Less seconds  
 Right >           More seconds  
 Box with number   Set seconds using the keyboard

## Mode:

-----

How are you going to record your music. Song after song or are you mixing them?

Normal            Record song after song. The last song will finish before the end of the tape.

Disco             Record using a soundmixer. Songs will overlap each other. At the end of the tape there is a fade out.

Fade              Record song after song. The last song will fade away.

## Space/Fade:

-----

To calculate correctly the computer needs to know one more thing, the space/fade time (in seconds). In Normal & Fade mode you can give the Space time, extra blank time between two songs (Besides the normal blank time after a song). By default this is 0. In Disco mode you can give the (Cross-)Fade time, the time that song x is overlapping song y. I always set the Fade time to 10.

## Some background info:

-----

The computer does not really care if there is a fade out at the end of the tape or not. It doesn't really matter, the computer will calculate according to the range (see below).  
 Nevertheless, I think a note is in place, here goes:  
 If you have a 30 minutes side (Let's say with a maximum of 30:55, that depends on the TapeDeck you use) you could set the side time to 31:00. You could also set the minus to 15 and the plus to 30. The computer will calculate between 30:45 and 31:30. That is beyond the size of the side, but that doesn't matter because you're gonna do a fade out at the end of the tape!

## Time range:

-----

When the computer starts calculating it will try to match the given side time. Of course it's impossible to get it exactly right, that's why you have to give the computer a range. When the calculation is between the begin and the end of the range the computer will consider it a perfect fit!

To set the range:

Tape time -      Side time minus x seconds

Tape time +      Side time plus x seconds

So, if you have a 30 minutes side and have set the minus to 10 and the plus to 25 the computer will try to calculate between 29:50 and 30:25!

Or, if you have a 45 minutes side and have set the minus to 0 and the plus to 30 the computer will try to calculate between 45:00 and 45:30!

There are 4 buttons at the bottom of the window:

-----

Load      Load preferences from disk. Use the Loader to select file.

Save Save preferences to disk. Use the Loader to select filename.  
Default Reset preferences to default.  
Use OK. Done. Use preferences.  
The Window Close gadget acts as a Cancel button.

Note:

-----  
If a tape indicator is present you can't change the preferences. Why not?  
The tape selection is calculated using the preferences in memory. If you  
would change that there might be a conflict!

Link to:

-----  
If you want to know how the computer calculates, Calculate:  
!

## 1.84 Edit menu

-----  
Edit menu  
-----

Clear  
Clear a project

Remove range  
Delete a range of songs

Swap song  
Swap songs in the project

Insert song  
Insert a song

Change side  
Change the tape indicator

Set style  
Set the text style of an entrie

To add a song please select a contents :  
!

## 1.85 Edit menu/Clear selection

-----  
Clear  
-----

## Function:

-----

With this menu item you can clear your selection from memory or you can clear the tape indicator of the selection.

## Operate:

-----

When the window appears it will set its default mode to your selection in memory. If you have a tape indicator with your selection the computer will adjust its mode to: Tape indicator. If your selection has no tape indicator the computer will set the mode to: All.

Of course you can change the mode by hitting the Rotate gadget.

Press Cancel or the Window Close gadget to cancel Clear.

Remember that when you press Start you can NOT abort the operation.

## Tape indicator:

-----

The computer will remove all tape indicators (001-A etc.) from your selection. After this operation it is, among other things, possible to set the preferences.

## All:

-----

The computer will erase the selection from memory. Nothing will be left. The computer will also rename the project to Unnamed.

See also Tape new:

!

## 1.86 Edit menu/Remove range

-----  
Remove range  
-----

## Function:

-----

Remove a selected range from your tape selection.

## Display:

-----

No window will be opened, the tape window will be a little bit adjusted. The Window Close gadget of the tape window will now end 'Remove range'. In the top bar of the window a new button has appeared. This button, Remove, will start removing the range from your selection. Next to this button you will find '????-????'. These question-marks will display the number of the start and end of your range. This number is really meaningless but it tells you that you have selected the range and how many songs will be erased, by subtracting the second number with the first number and then add 1.

## How to select:

-----

You can use all the functions normally available in the tape window.

Thus: Arrow keys up/down, The Bar and the Window size gadget.

You select a range by moving your mouse pointer to the start/end of the range and click with the left mouse button.  
The first 'click' will set the start of the range.  
The second 'click' will set the end of the range.  
The third 'click' will remove the range settings.

Removing:

-----  
Once you have set the range, you can erase it by hitting the Remove button in the top of the window. A new window will appear asking you if your are sure you want to remove the range. If so, select YES. You can not abort the operation.

Removing 1 song:

-----  
Just select the same song twice, that will do the job.

Removing all songs:

-----  
This will leave the selection empty. The computer will know this and, after you have closed Remove range, will let you know that the selection is renamed to Unnamed.

## 1.87 Edit menu/Swap songs

---

### Swap songs

---

Function:

-----  
This function you can Swap the position of two selected songs.

Display:

-----  
No window will be openend, the tape window will be a little bit adjusted.

The Window Close gadget of the tape window will now end 'Tape swap'.  
In the top bar of the window a new button has appeared. This button, Swap, will start swapping two selected songs. Next to this button you will find '????-????'. These question-marks will display the number of the first and second song. This number is really meaningless but it tells you that you have selected two songs for swapping.

How to select:

-----  
You can use all the functions normally available in the Tape window.  
Thus: Arrow keys up/down, The Bar and the Window size gadget.  
You select a song by moving your mouse pointer to the desired song and then click with the left mouse button.  
The first 'click' will set the first song to be swapped.  
The second 'click' will set the second song to be swapped.  
The third 'click' will remove the settings.

Swapping:

---

```

-----
Once you have set the two songs to swap you can swap them by hitting the
Swap button in the top of the window. A window will appear asking you
a question. See below for the question and response.
1...You can swap songs that have NO tape indicator without any problem.
   Are you sure? Select YES, NO and the Window close gadget for NO.
2...You swap songs that have the SAME tape indicator without any problem.
   Are you sure? Select YES, NO and the Window close gadget for NO.
3...You can swap songs with DIFFERENT tape indicators by answering
   the following question: Do you want to swap with tape indicator?
   Window close gadget, No swapping today!
   YES, the songs will be swapped including the tape indicator.
   NO, the indicator will stay at the same position, only the song
   'data' will be swapped. Example:
1...001-A David Bowie - Bang Bang
2...002-B Dalbello - Whore
   If you swap these songs with YES it will look like this:
1...002-B Dalbello - Whore
2...001-A David Bowie - Bang Bang
   If you swap the songs with NO it will look like this:
1...001-A Dalbello - Whore
2...002-B David Bowie - Bang Bang

```

## 1.88 Edit menu/Insert song

---

### Insert song

---

Function:

Normally, once you have calculated your selection and a tape indicator is present, you can't add a song. Well, with this menu function you can.

Note:

Adding a song in a selection that has no tape indicator can be done using the contents of an album. See Contents:

!

The window:

```

-----
Top bar : Insert      Insert the 'selected' song
         : Cancel      Exit Insert

```

Input:

```

-----
Tape      Tape number 001/999
Side      A or B. Like : 002-A
Key       Key number of the album from which the song will be taken
Side      What side, in the album, is the song on
Number    What number does the song hold in the side

```

Display:

```

-----
Artist    The artist of the selected song

```

---



Title        The title of the song  
Composer    This is the person who wrote the song  
Time        The time [minutes:seconds]

Inputing the song:  
-----

First you have to set the tape indicator of the song. You do this in two steps. First you enter the tape number [001/999] and then you enter the side of the tape [A/B]. Then it's time to enter the song that you want to insert. What is the key number of the album your selected song is on. Enter a number at Key. Next the computer needs to know what side the song is on and the number it's holding.

Album example:

0004 A-HA     Hunting High and Low     .....

Contents:

1/001 A-HA    Take On Me     ....

1/002 A-HA    Train of Thought     ....

1/003 A-HA    Hunting High and Low     ....

1/004 A-HA    The Blue Sky     ....

Etc..

Let's say you want to insert 'Hunting High and Low' into your selection at tape side 003-A. This is what you have to enter:

Tape        : 003

Side        : A

Key         : 0004        (Key number of the A-HA album)

Side        : 1            (The number before the /)

Number      : 3            (The number after the /)

If all goes well the computer will display this:

Artist     : A-HA                                Ps. All information is about

Title      : Hunting High and Low        the song, not the album!

Composer: Waaktaar

Time       : 003:45

After you've inputed the song information you can change it again by selecting the Tape, Side, Key, Side and Number buttons that have appeared.

You can now insert the song. If for some reason the computer can't find the desired song you can not do an Insert. Display will be N/A.

Inserting the song:  
-----

Select the Insert button in the top of the window.

The window will disappear.

No window will be opened but the tape window will be a little bit adjusted. It will now be the tool to set the position where you want to insert the song. The Window close gadget of the tape window will now end 'Insert song'.

In the top bar of the window two buttons have appeared:

Insert       : Insert the song at the selected position

Cancel       : This will cancel Insert altogether

              The Window Close gadget will do the same

How to select the Insert Position:  
-----

You can use all the functions normally available in the tape window.

---

Thus : Arrow keys up/down, The Bar and the Window size gadget.  
 You select a song by moving your mouse pointer to the desired song and then click with the left mouse button, it will be highlighted.

Once the position is selected you can click on the Insert button and the computer will insert the song without any question asked.

INSERT FROM CONTENTS:

-----  
 Read the above. These are the differences:  
 -The contents window will be closed.  
 -You don't have to input the Key, Side and Number of the song.  
 All you have input is the Tape number and side the new song will have.  
 The rest of the process is the same as 'normal' Insert.  
 -After you finished inserting, or after a cancel, the computer will re-open the contents window.

## 1.89 Edit menu/Change side

-----  
 Change side  
 -----

Function:

-----  
 This will allow you to change the tape indicator settings.

The window:

-----  
 Top bar : The Window close gadget will end 'Change side'  
 : One, Change only one indicator, see One section below

The middle part:

-----  
 Change one indicator into another.  
 From What tape indicator has to be changed  
 To in to THIS tape indicator?  
 Start Activate the change

Example:

Enter at from : 001-A  
 Enter at to : 045-B  
 Now press START, the top one!  
 All songs that have 001-A as an indicator will be changed into 045-B.  
 If the 'TO' indicator exists the computer will let you know and will ask you if you want to go trou with the change. If so, select YES.

The bottom part:

-----  
 In/decrease the indicator by x  
 Rotate gadget Select between increase and decrease  
 [number] Set the value to in/decrease using the keyboard  
 < > arrows Change the value of the number to in/decrease  
 Start Start to in/decrease the tape indicator

Example:

Set mode to increase.

Set number to '2' by using the arrow keys.

Press START, the bottom one!

All tape indicators will be added with the number 2. So, indicator 001-A will become 003-A. 010-B will become 012-B etc..

Ps. The number beside the Start button will show the number of the song it is currently checking/changing.

One:

----

Change only the indicator of 1 song.

Select ONE, the 'Change' window will close and the Tape window will be a little bit adjusted. The Window close gadget will now act as a Cancel button for 'Change One', if pressed it will turn the Tape window to normal and also re-open the 'Change' window. What you now need to do is to pick the song you want to change. When done, the song number will be displayed in the box beside the Change button.

The number is not important, it just tells you that you have selected a song. Next press CHANGE. A new window will appear. In this window you can see the Artist and Title of the selected song. On the right side we can find two Tape indicator buttons. The top button is for the original Tape indicator and the bottom button is for the 'Changed' indicator. Press on the bottom button to change the indicator.

Press START to make the change. Press the Window close gadget to Cancel this section of 'Change one' and return to the previous section.

## 1.90 Selection menu

---

### Selection menu

---

Shuffle

Shuffle the project

Sort

Sort the project

Info

Time info of all tape indicators

Calculate

Calculate the selection for recording

To printer

Print your selection

## 1.91 Selection/Sort selection

---

---

 Sort selection
 

---

## Function:

-----  
 This will sort your selection alfabeticly.

## Operation:

-----  
 After the window is open you can use the rotate gadget to selected between  
 Tape indicator -Default if indicator is present in selection  
 and  
 All -Default if there's no indicator present

Press Start to begin the operation. You can abort by pressing the Abort  
 button. Cancel will bring you back to the Tape Window.

The box with the 4 digit number is just a left over of old times.  
 It has the same effect as the statusbar except it counts down, from  
 the total of songs to zero.

## Mode, Tape indicator:

-----  
 This will sort ONLY songs within the same tape indicator.  
 It will sort your selection by Tape indicator, Artist and Title.

## Mode, Tape All:

-----  
 This will sort your selection by Artist and Title, = Alfabetical!

## Selection example:

-----  
 001-A David Bowie - Tonight ...  
 001-A David Bowie - Glass Spider ...  
 001-A Mott The Hoople - All The Young Dudes ...  
 002-A 2 Unlimited - The Real Thing ...  
 002-A ZZ Top - Tush ...  
 002-A 2 Unlimited - No One ...

## Tape indicator sort:

001-A David Bowie - Glass Spider  
 001-A David Bowie - Tonight  
 001-A Mott The Hoople -All The Young  
 002-A 2 Unlimited - No One  
 002-A 2 Unlimited - The Real Thing  
 002-A ZZ Top - Tush

## All Sort:

002-A 2 Unlimited - No One  
 002-A 2 Unlimited - The Real Thing  
 001-A David Bowie - Glass Spider  
 001-A David Bowie - Tonight  
 001-A Mott The Hoople -All The Young  
 002-A ZZ Top - Tush

Selections without an indicator will look like Sort All.

## 1.92 Selection/Shuffle selection

---

 Shuffle selection
 

---

-----  
Function:-----  
This will randomize your selection.

## Operation:

-----  
After the window is open you can use the rotate gadget to selected between  
Tape indicator -Default if indicator is present in selection  
and  
All -Default if there's no indicator presentPress Start to begin the Shuffle. You can abort by pressing the Abort  
button. Cancel will bring you back to the Tape Window.The box with the 4 digit number is just a left over of old times.  
It has the same effect as the statusbar except it counts down  
from '3 x Songs' to zero.

## Mode, Tape indicator:

-----  
This will randomize ONLY songs with the same tape indicator.  
The songs will keep there indicator. The tape indicator keeps the same  
position within your selection.

## Mode, Tape All:

-----  
Shuffle the complete selection. This will randomize the whole selection.  
The songs will keep there indicator, whether it's percent of not, but  
just will shift position within your selection.

## Selection example:

-----  
001-A David Bowie - Glass Spider ...  
001-A David Bowie - Tonight ...  
001-A Mott The Hoople - All The Young Dudes ...  
002-A 2 Unlimited - The Real Thing ...  
002-A ZZ Top - Tush ...  
002-A 2 Unlimited - No One ...

## Tape indicator shuffle:

001-A David Bowie - Tonight  
001-A Mott The Hoople -All The Young  
001-A David Bowie - Glass Spider  
002-A 2 Unlimited - The Real Thing  
002-A 2 Unlimited - No One  
002-A ZZ Top -Tush

## All shuffle:

002-A 2 Unlimited - The Real Thing  
002-A 2 Unlimited - No One  
001-A David Bowie - Glass Spider  
001-A David Bowie - Tonight  
002-A ZZ Top - Tush  
001-A Mott The Hoople -All The Young

Selections without an indicator will look like Shuffle All.

**1.93 Selection/Calculate selection**  
-----

---

 Calculate
 

---

## Function:

-----  
 This is probably the most important part of the tape section.  
 This will calculate Raw-selected songs and put them on a tape side,  
 confirm the settings of the tape preferences.

## The window:

-----  
 On the topbar we can see two button:  
 Tprefs      Set the tape preferences  
             See for more info Tape Preferences:  
             !  
             Start      Begin calculation

The middle part of the window, on the left side when can set some settings:

-Burn      Calculate until the computer drops dead  
 Once      Only one attempt  
 -Random    Allow the songs to be randomized when calculating  
 Order      Calculated in order of appearance  
 Edit      Calculated like a CD player  
 -Fast      Display notes & info Fast  
 Slow      Display at readable speed

In the middle part of the window, we can find the tape preferences:  
 Mode, Minimum time, Maximum time and Space/Fade time in seconds.

On the right side we can find the computers 'calculation' status.

Attempt [x] [y] X=Full attempt, Y=Tape side attempt.

Tape side      Display the tape side it's 'now' calculating

Length      The length of this tape side in seconds

Songs left      Songs remaining to be calculated

The bottom part is reserved for notes.

If you want to change any of these settings be my gast. If you're done  
 press START to begin the calculation.

See 'How to Calculate' if you want some more info:

!  
 Notes:

-----  
 -If a tape indicator is allready present when you select calculate the  
 computer will ask if it can remove them. The computer can only calculate  
 when there is no tape indicator present.  
 -When the computer attempts to calculated Side 003-B it can have 15  
 tries (Y). If the computer has not calculated succesfully the computer will  
 start all over again, starting with tape side 001-A (X).  
 -In burn mode the computer will continue until it succesfully has  
 calculated your selection. With 'once' the computer will only try once  
 the get it right!  
 -Random will allow the computer to pick a song from anywhere in the  
 selection. Order and Edit need some extra explanantion. In ORDER mode,  
 the computer will start calculating with song 1, then song 2 and so  
 on. If song, let's say 10, does not fit on the tape side any more then  
 the computer will consider this a succesfull calculation, nomatter  
 how much time is left on the tape side. In Order mode the computer  
 does not care for the begin time (-) of the calculation range, just  
 the end time (+), this will mean that song 10 will be the at the

---

beginning of the next side. In EDIT mode, just like with Order, the computer will start calculating with songs 1, then song 2 and so on. If song, let's say 10, does not fit on the tape side the computer will see if the next song will fit. If not, the computer will look at the next song. This the computer will do until it has found a match, or until there are no more songs to look at. Also, in Edit mode the computer will try to keep as close as it can to the maximum time (+) of the calculation range. It will not use the minimum time (-) when calculating. Anyway, in Order & Edit mode the computer will look at a song, starting at the beginning and ending at the end. With randomize the computer can pick a song any where in the selection, if the computer thinks this is necessary!

You can check how the computer has performed her task by checking the status of your selection with Selection Info:

!

## 1.94 Selection/Print selection

-----  
 To printer  
 -----

Function:  
 -----

Print your Tape selection on paper.

Top window:  
 -----

On the top bar of the window we can find two button:

PPrefs Set some printer preferences

Start Start the print job

Middle section:  
 -----

In the middle section we can see the range of what's going to be printed. On the left side the start and on the right side the end of the range. Displayed are Tape indicator, song artist and song title. Also we can find 3 buttons on each side;

Q, <> Select the start/end position of the range. When Q (quick) is used the window will go away. Now select a song in the tape window. You can use the arrows, drag some bars etc. Cancel with the Window close gadget! When finished the window will reappear, displaying the chosen range.

Bottom part:  
 -----

At the bottom part of the window we can set some preferences.

Mode: Set printing mode

Summary Print summary as one big list of titles

Record normal This a print giving you a nice 'by tape' list.

Record extended Same as 'normal', but it also includes the album the song is taken from and the Recording method.

Coloms:           Set the coloms (only in Summary mode)  
 <>               Colom up/down  
 LENgth           Display the total length of the text  
 BReaK            Determane if a break is allowed of not.  
                   By break I mean that the computer will print until  
                   the last line of the sheet and then continue on the  
                   next sheet, hereby it could interrupt the display of  
                   a tape side, one piece on one sheet and one piece on  
                   another. Is the computer allowed to do this then  
                   selected OFF, if not select ON. Use the rotate gadget!  
                   Ps. Break has no effect in summary mode!  
 CentRe           Do you want the text to be centred? Use the rotate  
                   gadget to select between ON (Yes) and OFF (No).

When all is set press START to begin the print job. If you want to stop when you are printing then press ABORT, the computer will end the page with blanks and stop.

For more information about printing, The printer:

!

Notes:

- 
- When you print in summary mode and in more than one colom, let's say 2, the first text line will contain the first & second song. The second line will contain the third and forth song and so on.
  - When printing in 'record...' mode the computer will search for all songs of a certain tape side and print them, no matter were they are in the range, they don't have to be in alfabetical order or something like that.
  - The best way the know how you want to print is by trying!
  - I would use 'Record normal' as a print to go with the tape.  
And I would use 'Extended' when I would record something on tape.
  - Only in Summary mode the computer will use the text style. In all other modes the computer will print the text plain!
  - The computer will start with the page number as set in the preferences.

## 1.95 Selection/Information

-----

### Selection information

-----

Function:

-----

Ones you have calculated your selection you would like to know how the computer has preformed her job. With this function you can ask for the different sides and there times.

Display:

-----

Left in the window we can find the way the selection is recorded.

Mode	Normal, Disco or Fade
Length	Give the length of a side in seconds or minutes:seconds
Minus time	In seconds
Plus time	In seconds, Minus & Plus gives the range.



Space/Fide time In seconds  
 For a little bit more info about recording:  
 Tape preferences:  
 !  
 How to Calculate: !

Buttons:  
 -----

At the top of the window we can find 4 buttons:

SngTim Change display between 'total number of songs' and 'total time'.  
 If you select SecMin when 'total songs' is displayed  
 the display will switch to time. Default = Time.  
 SecMin Change display between seconds and minutes:seconds  
 The default is seconds.  
 Start Create a list of Tape sides. A Tape side includes Total number  
 of songs and the total time of a Tape side.  
 < > Move the display left/right.  
 Only when there are more than 15 sides!

Example:  
 -----

Ok, let's assume you have a caculated selection in memory and would like  
 to get the info. Press Start to let the computer know that you want to.  
 When the computer is finished you might have a list like this:

Side	Sec	Mode	Min	mode	Songs	
001-A	1850		30:40		7	Ps. This could be a valid display!
001-B	1830		30:20		8	If I would see something like this I would
003-A	1845		30:35		6	think that side 2A & 2B were erased and
003-B	361		6:01		1	that 3B is a 'left over' side.

Exit:  
 -----

Hit the Window Close gadget to leave the information window.

## 1.96 Alfa function index

---

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Explanation of the tape layout

Tape load  
Load a tape selection

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Tape general  
What is tape? + Tape indicator

Tape menu  
Single file, Tape menu

Tape menu  
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Tape merge  
Merge a tape selection

Tape new  
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To printer  
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To printer  
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Disk and project tools

Troubles  
Trouble shooting

Question req.  
The 'Question' requester

Quit  
Exit the Music File System

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