

# DFAEditor

**COLLABORATORS**

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## DFAEditor

### 1.1 DFAEditor.guide

DFA - DFAddress

the address utility for the Amiga and OS 2.0

(C) Copyright 1992-1994 Dirk Federlein

\*\*\* DFA is an SASG product \*\*\*

- Shareware -

keyboard usage

Peculiarities of the keyboard usage in DFA

DFA-Editor

The DFA-Editor program

### 1.2 DFAEditor.guide/Keyboard

Keyboard

\*\*\*\*\*

#### \* Button Gadgets

All Gadgets have a corresponding text. In this text you'll find one character underlined. This character is the "shortcut" to the gadget. To use this shortcut, just push the corresponding key. You don't have to push any qualifier like CONTROL or ALT. To simple buttons it doesn't matter if you push the "normal" or the capital letter. To other gadgets it can make a difference (see below for details).

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\* Listviews

Listviews are used in the DFA-Editor as well as in the DFA-Preferences program. There are two different types of listviews: Listviews in which you can select entries (raised border), e.g. the address listview in the DFA-Editor main window, and listviews that only display information (recessed border), e.g. the listview in the DFA-Editor full window.

If not mentioned otherwise, all listviews can be used as follows:

Input listview:

Shortcut	The next entry becomes the active one, the list scrolls accordingly.
----------	--

Shift Shortcut	The previous entry becomes the active one, the list scrolls accordingly.
----------------	--

Read only listview:

Shortcut	The list scrolls up.
----------	----------------------

Shift Shortcut	The list scrolls down.
----------------	------------------------

Sometimes the listviews can be controlled by the cursor keys or it is possible to scroll page by page. If this is the case, the enhanced usage of that particular listview is described seperately on that place.

\* Cycle Gadgets

In front of a cycle gadget there is short text, which describes the function of the gadget. Again there is one character underlined. However, here it does matter if you use the capital letter or not. The "normal" letter cycles forward, the capital letter backward.

\* Radio Buttons

Only one of the buttons that belong together can be activated at once. You can select an entry by pushing the proper shortcut. The case of the shortcut is not important.

\* Check Boxes

A check box can be selected (shown by a tick) or deselected ("blank"). You can switch the current state by pushing the corresponding hotkey.

\* String Gadgets

The string gadgets have the same functions as the "original" string gadgets. However, I added some features, which should make them easier to use:

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- Hit RETURN to end the input to the current gadget and go to the next string or integer gadget. You may use the ENTER key alternatively.
- Hit SHIFT RETURN to end the input to the current gadget and go to the previous gadget.
- CURSOR UP or CURSOR DOWN brings the cursor to the previous or next string gadget respectively.
- Hit ESCAPE to cancel the input completely. The window which contains the gadget is closed and all previous input is discarded.
- If the cursor stands within a string gadget, the shortcuts can be reached by hitting RIGHT AMIGA-<letter> and SHIFT. If you don't hit SHIFT additionally, the keyboard shortcut is used either by the internal string gadget edit features (like RIGHT AMIGA X or RIGHT AMIGA Q) or by additional tools like NewList.

You activate an string gadget by pushing the according shortcut. Usually there is no difference if you hit the upper case or the lower case character, as long as there is no button gadget behind the string gadget. This button gadget that contains a small symbol instead of text, activates a requester, which allows a more comfortable input in the string gadget in front of it. If there is such a button, you activate the string gadget with the lower case key and the button gadget behind the string gadget with the upper case key.

#### \*       Text Gadgets

Usually text gadgets don't have a shortcut, as they only display text, but don't allow any input. Some text gadgets however have a small button gadget behind them (cf. DFA-Preferences: Font-Preferences) After you have hit this gadget a requester pops up and you may select an entry which is displayed in the text gadget as soon as you've completed the requester. Therefore the gadget shortcut doesn't refer to the text gadget itself, but to the button gadget behind it.

#### \*       Online Help

Since version 1.2 has been finished, DFA supports an Online Help feature. To invoke it, just hit the Help key and the help window pops up. Please remember that the GUIDEFILFILE tootype of the DFA-Editor and the DFA-Preferences program have to be set correctly. The installer program usually has already done this for you.

## 1.3 DFAEditor.guide/DFAEditor

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## DFAEditor

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The DFA-Editor is the graphical user interface of DFA.

It can be started seperately or may be invoked (by the hotkey for example) out of the DFA-Server.

Tooltypes	
CLI-Parameter	
Main Window	
Tool Gadgets	The Gadget row
Menus	Menus of the main window
Full	The Full window
Edit	The Edit window
New	The New window
Search	The Search window
Print	The Print window
Dial	The Dial window

## 1.4 DFAEditor.guide/EditorTooltypes

Tooltypes  
=====

If you click once on the DFA-Editor icon and then activate the Information program of the Workbench, you may adjust the following tooltypes:

\* PUBSCREEN

If you enter the name of a public screen together with this



tooltype, you may select an alternate (public) screen for the DFA-Editor to open on.

For example:

```
PUBSCREEN=TERM
```

If the given public screen exists when the DFA-Editor comes up, it opens its window(s) on this screen, otherwise on the default public screen, usually the Workbench screen.

\* UPPERPUBSCREEN

If you enter UPPERPUBSCREEN=YES, you tell the DFA-Editor to open its window(s) on the frontmost public screen. If the current frontmost screen isn't public, the DFA-Editor comes up on the screen you selected with the tooltype PUBSCREEN; if this fails as well, the DFA-Editor opens its window(s) on the default public screen.

\* GUIDEFILE

To make the online help work, the DFA-Editor has to know where to find the online help file. This can be done via the tooltype GUIDEFILE. This tooltype is usually already be set by the install program.

\* DFAPREFS

As the DFA-Preferences program can be started directly out of the DFA-Editor, the DFA-Editor has to know where to find the DFA-Preferences program. The complete path name must be given with the tooltype DFAPREFS and is already set by the install program usually.

## 1.5 DFAEditor.guide/EditorCLIParams

CLI parameter

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If you start the DFA-Editor from the shell (or the CLI), it uses the tooltypes of the corresponding .info file! However, you may overwrite these setting by giving one or more of the following CLI parameters:

```
PUBSCREEN/K,UPPERPUBSCREEN/K,GUIDEFILE/K,DFAPREFS/K
```

This means, you may use...

```
... DFAEditor PUBSCREEN=TERM to make the DFA-Editor open its
window(s) on the public screen named TERM.
```

```
... DFAEditor UPPERPUBSCREEN=YES to make the DFA-Editor open its
```

window(s) on the frontmost screen, as long as this is a public screen.

... DFAEditor GUIDEFILE=Help:DFAEditor.guide to set another path for the online help file.

... DFAEditor DFAPREFS=C:DFAPrefs to set another path for the call of the DFA-Preferences program.

## 1.6 DFAEditor.guide/EditorMainWindow

### The Main Window

=====

The main window of the DFA-Editor can be resized using the sizing gadget on the lower right corner of the window. The window contents automatically adapts on the new window dimensions.

As the main window is a so-called application window you may drag the icon of an address file on this window and drop it, to let the DFA-Editor load the corresponding address file.

The main window of the DFA-Editor gives you the following possibilities:

\* The address listview

The address listview displays the stored addresses that are available as soon as you entered some (more details about this subject later on). This listview can be controlled by mouse as usual or completely by keyboard:

Cursor down	The next address becomes the current one.
SHIFT+Cursor down	The list scrolls up by one page.
CRTL+Cursor down	The last address becomes the current one.
Cursor up	The previous address becomes the current one.
SHIFT+Cursor up	The list scrolls down by one page.
CRTL+Cursor up	The first address becomes the current one.
	The current entry is selected.
SPACE	To make this state visible, the current entry is leaded by a > character.
RETURN	Activates the Full window, as long as there is an active address item.
SHIFT+RETURN	Activates the Edit window, as long as there is an active address item.

SHIFT+SPACE            Set the start of the block or the end of the block respectively

You may select entries of the address list with Shift Left Mousebutton or Middle Mousebutton Left Mousebutton (3-Button mouse needed); alternatively you may hit SPACE on the keyboard. If you hit RETURN, it has the same effect as if you had selected the Full button: The current address is displayed in another window in further detail (please see

Full  
for details). Synonymously you may hit SHIFT RETURN to envoke the Edit window (see Edit  
).

SHIFT RETURN sets the start of the block or -- if you've already set it previously -- the end of the block. After the block end is set, the selection state of all items between start end end of the block is toggled, i.e. the selected addresses become deselected and vice versa. The same result can be reached, if you use the left mouse button together with the SHIFT qualifier.

Please notice that you may change the fields of the addresses that are displayed in the address listview using the DFA-Preferences program.

\*        Der Panel-Listview

Below the address listview you find another listview. It is used to display some more fields of the current address item. If you use the default settings you'll see the phone number, the three email addresses and the comment. However, by using the DFA-Preferences program you may change the contents of these lines!

As this listview doesn't have a title and for this reason no shortcut either, you may scroll it using the following keys:

ALT+Cursor down    The list scrolls up by one line.

ALT+Cursor up      The list scrolls down by one line.

Of course, the list can only be scrolled if there is 1st an active entry and 2nd more lines to display than visible at the same time.

The contents of this listview can be configured in quite a wide range (see DFA-Preferences: Panel Listview, for details).

Just below the the address listview there are four buttons that may be used to change the selection of the displayed addresses:

\*        All

Selects all displayed addresses.

\*        By name

---

A window is opened in which you may enter a search pattern (case insensitive!). After you hit Ok (or RETURN) all entries of the address list are selected that match the pattern. The difference to the Search function is that 1st you can't toggle case sensitivity and 2nd all address fields are searched through. Furthermore all matching items are marked and the first matching item is activated. A detailed description of the allowed search patterns can be found in

Search

.

\* Clear

All selected addresses are deselected.

\* Jump to

The next selected entry becomes the current one, as long as there is at least one selected entry left.

At the lower end of the main window of the DFA-Editor you can find the gadgets Quit and Remove.

If you hit Quit the DFA-Editor is terminated! The DFA-Server, if it is currently running, is not ended however, so you can still reach the DFA-Editor by a doubleclick on the application icon and/or the hotkey (default: Left Amiga F5)

If you select Remove, not only the DFA-Editor is ended, but although a currently running DFA-Server.

If you terminate the DFA-Editor using Quit or Remove, the addresses are saved if they had been modified before. This behaviour can be customized in the DFA-Preferences however.

## 1.7 DFAEditor.guide/EditorTools

Tool Gadgets

=====

It is possible reach the so-called tool gadgets from the DFA-Editor. Using these gadgets you can easily reach the following functions :

\* Full

Shows the current entry in another window in great detail; see

Full  
, for details.

\* Edit

If you hit Edit, you may change the current entry. If there is no

current address, this button is displayed "ghosted" and can't be selected (cf.

    Edit  
    ).

\*     New

If you select New, you may enter a new address. The functions within this window are exactly the same as within the Edit window; see

    Edit  
    for details.

\*     Kill

Kill can either be used to delete the current entry (if there is one) or all marked entries. To make sure that nobody deletes precious addresses, a safety requester pops up!

\*     Search

Another window pops up, in which you may enter a search string as well as some other search related settings (cf.

    Search  
    ).

\*     Search Next

Search Next can be selected only, if there has been given a search pattern previously using the Search function. If this is the case, the next matching entry is displayed (not marked!).

\*     Print

After you have selected Print, another window pops up, which gives you several ways to print your addresses, as it is described in

    Print  
    .

\*     Sort

Sort sorts the complete address list. As long as you use the default setting the list is sorted by name, first name and city (in this order). If you prefer another sort order, you may change it in the DFA-Preferences.

\*     Dial

Another window pops up, which allows you to dial phone numbers (cf.

    Dial  
    ).

Please notice that there is a corresponding menu item for every tool gadget. All functions can therefore be reached by keyboard shortcuts as well!

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## 1.8 DFAEditor.guide/EditorMenus

The Menu Items

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Project Menu

About

Info

New file

Open

Append

Save

Save as...

Save as default

Quit

Remove

Edit Menu

Full

Edit

New

Kill

Copy to Clipboard

(Un)set Groups

Misc Menu

Search

Search Next

Print

Sort

```
        Dial
Settings Menu

        Preferences

        Edit Template

        Write Access

        Save Preferences
```

## 1.9 DFAEditor.guide/EditorMenuAbout

About

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The About window gives you some useful informations about the program and the author:

- \* The version number and a corresponding remark, if you got a registered version.
- \* The copyright notice and the author's address (incl. email addresses).
- \* Your name and your address, as well as the serial number of the program, if you are a registered user.

## 1.10 DFAEditor.guide/EditorMenuInfo

Info

----

The window which pops up as soon as you select the Info menu item gives you some useful informations:

- \* Arexx Port

In this field you can look up the name of DFA's AREXX port. Usually this is DFA. However, you can change the portname by changing the PORTNAME tooltype (of the DFA server program!)

If you have already started a program that uses the portname DFA, DFA adapts the portname by appending "numbers" (e.g. DFA.1, DFA.2,...) until a clear portname is found.

- \* Addresses
-

The number of the currently loaded address is displayed here. The first number (d means displayed) is the number of actually displayed entries, the second number (a means available) is the number of addresses available.

\* Memory Condition

The three fields give a quite detailed report about the current memory condition.

## 1.11 DFAEditor.guide/EditorMenuNewFile

New file

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If you want to create a new, i.e. empty address file, you may use this menu item. A new address file named unnamed.dfa is created then. You may use the Save as... menu item to save this address file under another name.

Be careful:

Please do never use Save as default after you created a new file to save it, as the new address file (the empty one!) would overwrite your old "default" address file, which means that the old addresses would have been lost!

## 1.12 DFAEditor.guide/EditorMenuOpen

Open

----

Use Open to load another address file. The currently loaded addresses are not kept in memory but replaced by the loaded! After you selected Load, a file requester pops up, which lets you enter the address file. Notice that only files can be loaded, which have the proper format -- files that have been created by DFA before! Files with the wrong format can't be loaded by DFA and the already loaded addresses keep unchanged!

## 1.13 DFAEditor.guide/EditorMenuAppend

Append

-----

Append allows you to append further addresses to the existing ones. The

---



already loaded addresses are not deleted before. Be careful! If you append two identical address lists, every entry will appear twice, which is usually not desired.

It is possible to set the group selection for the addresses that are to be appended in the little window that appears after you selected Append. These group selection flags are set to all addresses that shall be loaded!

Please notice that already existing group flags of addresses in the file to append are not erased! This means that you may only add new group flags to the addresses but not unset existing ones!

Ok accepts the set group selection and appends the selected address file; Cancel not only cancels the group selection but the complete appending procedure, i.e. no addresses are appended!

## 1.14 DFAEditor.guide/EditorMenuSave

Save  
-----

Save saves the addresses under the current name. The current name is either the one you entered in the preferences (default: s:adr.file) or the one you selected before when loading an address file.

## 1.15 DFAEditor.guide/EditorMenuSaveas

Save as...  
-----

Save as saves the address as well. However, you are able to select a filename before (a file requester pops up). This may be useful, if you have several address files for different purposes or you've created a new address file just before (cf.

New file  
) and want to enter a new name for your address file.

## 1.16 DFAEditor.guide/EditorMenuSaveasdefault

Save as default  
-----

The addresses will be saved under the name specified in the preferences (default: s:adr.file), if you select Save as default, even if you

---

loaded a file with another name before.

Be careful:

If you have loaded an address file with another but the default name before (or you've created a new address file), you should not use Save as default in any case, as the current address file would overwrite the default address file.

## 1.17 DFAEditor.guide/EditorMenuQuit

Quit

----

Quit ends the DFA-Editor! The DFA-Server, if it is currently running, is not ended, so it the DFA-Editor still can be reached by a double click on the application icon or by the hotkey (Default: Left Amiga F5).

## 1.18 DFAEditor.guide/EditorMenuRemove

Remove

-----

Select Remove to end not only the DFA-Editor but a currently running DFA-Server as well.

If you end the DFA-Editor using Quit or Remove DFA, the addresses are saved, if they have been modified before. This behaviour can be customized in the DFA-Preferences program however.

## 1.19 DFAEditor.guide/EditorMenuFull

Full

----

Shows the current entry in a separate window. All fields of the address are displayed here; See

Full

.

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## 1.20 DFAEditor.guide/EditorMenuEdit

-----  
Edit

Using Edit gives you the chance to change the current address item, if there is one. If there is no current entry, the corresponding button is "ghosted" and can't be selected (see

Edit  
).

## 1.21 DFAEditor.guide/EditorMenuNew

---  
New

Select New to enter a new address. The functions inside of this window are exactly the same as within the Edit window; see

Edit  
for details.

## 1.22 DFAEditor.guide/EditorMenuKill

Kill  
-----

Use Kill to delete either the current entry (if there is one) or all marked addresses. To make sure that nobody deletes precious addresses, a safety requester pops up.

## 1.23 DFAEditor.guide/EditorMenuCopyToClip

Copy to Clipboard  
-----

This function makes it possible to copy the current address to the clipboard (unit 0).

Every other program that supplies clipboard support, can access these data.

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## 1.24 DFAEditor.guide/EditorMenuSetGroups

(Un)set Groups  
-----

After you have selected this menu item, another window pops up that allows you to change the group flags of one, several or all addresses fast and comfortably.

Using the upper eight group checkboxes, you can select, which group flags you want to have cleared.

The lower eight group checkboxes can be used to set the corresponding group flags. To control even these gadgets by keyboard, you have to push the CTRL key in addition to the shortcut itself.

Please notice that these actions take effect only to the active addresses, i.e. the addresses that can be seen within the main address listview.

Hit Active to change the current address (if there exists one), Marked to change all marked addresses and All to (un)set the group flags of all (visible) addresses.

## 1.25 DFAEditor.guide/EditorMenuSearch

Search  
-----

Another window pops up that allows you to enter several search criteria (cf.

Search  
) :

## 1.26 DFAEditor.guide/EditorMenuSearchNext

Search Next  
-----

Search Next can be selected only, if there has been given a search pattern previously using the Search function. If this is the case, the next matching entry is displayed (not marked!).

## 1.27 DFAEditor.guide/EditorMenuPrint

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Print

-----

After you have selected Print, another window pops up, which gives you several ways to print your addresses, as it is described in

Print

.

## 1.28 DFAEditor.guide/EditorMenuSort

Sort

----

Sort sorts the complete address list. As long as you use the default setting, the list is sorted by name, first name and city (in this order). If you prefer another sort order, you may change it in the DFA-Preferences.

## 1.29 DFAEditor.guide/EditorMenuDial

Dial

----

Another window pops up, which allows you to dial phone numbers (cf.

Dial

).

## 1.30 DFAEditor.guide/EditorMenuPreferences

Preferences

-----

The DFA-Preferences program is loaded. Please notice that the tootype DFAPREFS of the DFA-Editor has to be set correctly to enable the DFA-Editor to find the DFA-Preferences program! This has usually already been done by the install program.

## 1.31 DFAEditor.guide/EditorMenuEditTemplate

### Edit Template

-----

The window that pops up will be quite familiar to you, as it is exactly the same as in

Edit  
or  
New

. You may enter several presets here, which are automatically copied into the corresponding fields, just before you enter a new address. The template strings are saved in the address file, so it is possible to have different templates for every address file.

## 1.32 DFAEditor.guide/EditorMenuWriteAccess

### Write Access

-----

This menu item can only be selected, if you have activated the network mode before.

Starting with version 2.0, DFA supplies a simple network mode. This network mode has been developed to make it possible that several connected computers can use the same address file. The problem that comes up, when an address file is used by more than one user at the same time is the following:

If several users change the address file at the same time, the last saved address file overwrites the previously saved ones. The previously saved changes are lost!

DFA tries to solve this problem in the following way:

If the network mode is active, all operations that change the address database are forbidden, i.e. saving, changing, marking of addresses is not possible. It is allowed however, to view the addresses (Full), to scroll within the address list, to print the addresses and so on.

If you want to do some changes on the addresses, you have to obtain write access to the address file. This can be done using the AREXX command ATTEMPTLOCK or by selecting the menu item Write Access in the DFA-Editor.

If your try to get write access was successful, you may change the addresses. If you've completed your changes, you should free the write access using either the AREXX command FREELOCK or the menu item Write Access in the DFA-Editor. After you have done so, other members of the LAN can get write access to this address file.

Please note that you will only get advantages out of the network mode, if you have really installed a network and access the same address file

from different computers! Activating the network mode on a computer that is not connected to a network has no advantages at all!

### 1.33 DFAEditor.guide/EditorMenuSavePrefs

Save Preferences  
-----

As the window coordinates and several other settings of the DFA-Editor are saved together with the preferences that can be tuned in the DFA-Preferences program, there is the opportunity to save the preferences not only from within the DFA-Preferences program, but from the DFA-Editor as well using this menu item.

### 1.34 DFAEditor.guide/EditorFull

Full

====

Full can only be selected, if there is a current address! If this is the case, another window pops up (title: Full address...), which displays all fields of the current address.

If there is an external file for the current address, you may select the View external button to start the ASCII viewer together with the corresponding external file.

Please notice that the ASCII viewer of your choice may be entered in the DFA-Preferences program (cf.

Edit  
).

The listview that displays the different fields of the current address may be scrolled as follows:

Cursor down            The listview scrolls up.

Cursor up              The listview scrolls down.

Below this listview there is a gadget panel that may be used to step through the addresses:

\*     First

The first entry of the address list is displayed. Besides the underlined letter you may alternatively use CTRL + Cursor Left as the corresponding gadget shortcut.

\*     Last

The last entry of the address list is displayed. Besides the underlined letter you may alternatively use CTRL + Cursor Right as the corresponding gadget shortcut.

\* Prev. Sel.

If there is a selected item in front of the current one, it is displayed. Besides the underlined letter you may alternatively use SHIFT + Cursor Left as the corresponding gadget shortcut.

\* Next Sel.

If there is a selected item behind of the current one, it is displayed. Besides the underlined letter you may alternatively use SHIFT + Cursor Right as the corresponding gadget shortcut.

\* Prev.

The previous entry of the address list is displayed. Besides the underlined letter you may alternatively use Cursor Left as the corresponding gadget shortcut.

\* Next

The next entry of the address list is displayed. Besides the underlined letter you may alternatively use Cursor Right as the corresponding gadget shortcut.

Ok closes the window, Edit opens the Edit window. The Edit window is described in further detail in

Edit

.

## 1.35 DFAEditor.guide/EditorEdit

Edit

====

If there exists a current address (cf.

Full

), a window pops up, where

you may change any part of the address. The string gadgets have some additional features compared to the "original" ones:

- Hit RETURN to end the input to the current gadget and go to the next string or integer gadget. You may use the ENTER key alternatively.
- Hit SHIFT RETURN to end the input to the current gadget and go to the previous gadget.
- CURSOR UP or CURSOR DOWN brings the cursor to the previous or next string gadget respectively.



- Hit ESCAPE to cancel the input completely. The window which contains the gadget is closed and all previous input is discarded.
- If the cursor stands within a string gadget, the gadget shortcuts can be reached by hitting RIGHT AMIGA-letter and SHIFT. If you don't hit SHIFT additionally, the keyboard shortcut is used either by the internal string gadget edit features (like RIGHT AMIGA X or RIGHT AMIGA Q) or by additional tools (like NewList).

There exist the following fields:

Address	Address
First	First name
Name	Name
c/o	may be used for additional information
Street	Street/No.
Zip	Zip
City	City
State	State
Country	Country
Birthday	Birthday
Phone	Telephone number
Fax	Telefax number
Email1	email address # 1
Email2	email address # 2
Email3	email address # 3
Comment	Comment

Please notice that it is possible to enter more than one phone number into the Phone field. These numbers can be dialed correctly as well, as long as you separate them by a pipe sign (|).

Using the Address selected checkbox you may set (or unset) the selection state of the current address.

If you hit External you activate the ASCII-Editor (default: ed). This makes sense if you want to enter a long text (for example: How to find the way to Joe User, living in New York City). When you have finished your inputs, save the file with the given name and quit the editor. The DFA-Editor remembers the file name, so it is possible from now on, to access this external file e.g. from the Full window (cf.

```

Full
) or from
the Edit window to modify it.
```

As soon as there is an external file for the current address item, the Del. button can be reached that makes it possible to delete an external file as soon as you no longer need it.

All external files get their unique file name by DFA. This file name is guaranteed to be unique within the given directory (default: s:DFAExternals). DFA only saves the filename -- not the file itself, so this is completely up to you. Please do not change the filename given by DFA, as if you do so, DFA will no longer be able to find this file! If you want to delete one (or more) external files, you have to use the Del. function of this window. This is the only way to make sure that

not only the file itself is deleted, but the filename, which is stored by DFA as well!

You may set your favourite ASCII editor as well as the wanted directory for the external files in the DFA-Preferences program.

Hit Ok to use the changes; if you select Cancel instead, all changes are discarded.

## 1.36 DFAEditor.guide/EditorNew

====  
New

New opens a window that looks exactly like the Edit window! The templates (cf.

    Edit Template  
    ) have been copied into the corresponding  
fields and you may enter a new address now. All functions within this window are the same as in the Edit window (see  
    Edit  
    for details).

## 1.37 DFAEditor.guide/EditorSearch

Search  
=====

You may enter several search criteria in this window.

\* Search for

Here you may enter the search pattern. You may (and must) use the known AMIGA patterns. It is needed to enter in front of and behind the search string either a #? or a \* if you want to look for partial strings! This means, you have to input #?PartialString#? instead of PartialString. Let's say you want to search for first names that start with Mi, you have to enter Mi#?. If you want to look for cities that end in town, you have to enter #?town.

The following patterns are supported:

?

The question mark matches any single character. For example, the pattern matching string A?B matches any string that is three letters long, that starts with an A and ends with a B.

#

---

The number sign matches strings containing zero or more repetitions of the expression that immediately follows the # in the pattern matching string. For example, the pattern matching string #A matches any string that consists of one or more of the A character. The pattern matching string #? matches any non-NULL string. The # can apply to entire substrings delimited by parentheses. For example, the pattern string #(AB) matches any string consisting of one or more repetitions of the substring AB (AB, ABAB, ABABAB,...).

%

Matches the NULL string.

|

This is the OR symbol. This matches strings that contain the expressions on either side of the OR sign. The expressions and the OR symbol need to be enclosed in parentheses. For example, the pattern matching string (A|B) matches the string A or the string B. The pattern matching string A(B|%|C) matches the strings AB, A, and AC.

~

The tilde negates the expression that follows it. All strings that do not match the expression that follows the tilde will match the expression with the tilde. For example, the pattern matching string ~(#?.info) matches any string that does not match the string #?.info (does not end with the substring .info).

\*

The star is provided as an synonym to #?.

[ ]

All characters within brackets indicate a character class. Any character in the character class qualifies. Within a character class, a character range can be indicated by specifying the start and stop character, separated with a minus sign. Note that character classes are case sensitive. If character classes are to be used in a case insensitive form, they should be translated to uppercase. Here are some examples:

[ACF]#?

matches strings starting with A, C, or F

[A-D]#?

matches strings starting with A, B, C or D

[~ACF]#?

matches strings not starting with A, C or F

,

The quote character neutralizes the special meaning of a special character. Here are some examples:

'#'?

matches only the literal string #?

'?(A|B|C|%)'# matches the literal strings ?#, ?A#, ?B#, ?C#

"

The quote itself

( )

Parentheses group special characters. The expression within the parentheses is a subpattern.

\* Ignore case

If the box is "checked", the search will not be case sensitive. If the box is empty however, case will be noticed.

\* All

Select all fields.

\* None

Deselects all fields.

\* Fields to search

You may select which fields you would like to search through. It is possible to toggle each single field. The default is to search through all fields.

\* Search

Search starts the searching. If a matching item is found, the address listview scrolls to the corresponding place and the matching entry becomes the current one.

\* Cancel

Cancel terminates the search.

## 1.38 DFAEditor.guide/EditorPrint

Print

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This window contains all functions that may be used to print the addresses.

\* Print

You can choose between all (All), the marked (Selected) and the active address (Active). If there is an active item, it will be shown in the Active Item field.

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\* Print to

You can either print to the printer (PRT:) or to a file (File). If you print your addresses to a file, the settings below don't take effect. Notice that always all parts of an address are written to the file!

\* Print style

You may choose, whether the addresses are to be printed in NLQ or Condensed style (or both).

If you select Formfeed, a formfeed is performed after the very last printed address entry. To switch this off will be useful, if you want to print a few address labels only and you don't want to waste these sheets.

\* Print form

There are five different forms, between which you may choose:

- Short address list
- Full address list
- Phonelist (fixed columns)
- Mailing labels (70mm x 36mm)
- Address cards

\* Print

If you did select File for output, a file requester will be opened, which allows you to enter the filename. Be careful! This output file is not compatible to the internal address file format (default: s:adr.file); so don't overwrite this (these) file(s). To write the addresses to a file may be useful if you want to export addresses, but don't want to use AREXX.

If you send your addresses to the printer (PRT:), another window is opened that displays the progress of printing. You may stop the output after every complete address (Cancel). If only the active item is printed, no progress indicator is shown.

\* Cancel

Cancel terminates the complete printing process.

Please notice:

Of course the possibilities of DFA to print addresses are a bit limited and don't have any chance to compete with the facilities given by e.g. a DTP program. I think however that it does make much more sense to let programs print your addresses that are specialized in printing. Such programs give you much more features and often result in a much better printing quality than an address utility could ever reach. So DFA

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should be used to supply the stored addresses to (spezialized) printing programs and not not print the addresses by itself. An ideal mean for this purpose is the AREXX port for sure, which is not only part of DFA, but of many printing programs as well.

Even if your favourite printing program doesn't have an AREXX port, you may use DFA's AREXX interface to export and format the address, so other programs can easily use them.

### 1.39 DFAEditor.guide/EditorDial

Dial

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For owners of modems only!

If you have a modem connected to your computer, it will be possible to let the computer dial the phone number(s). If you have entered more than one number, it is strictly recommended that you seperate them by a pipe sign (|). When you start dialing (hit Dial), a window pops up that displays who is called. You can cancel the dialing at every time (Cancel) or skip the current number (Skip). The modem settings can be changed in the DFA-Preferences program.