

**000f0818-0**

Lawrence Manning

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# Chapter 1

## 000f0818-0

### 1.1 Contents page

AB v1.2 by Lawrence Manning

This program is FREeware!

#### CONTENTS

~~~~~Distribution~~~~~

FREeware notice.

~~~~~Introduction~~~~~

What this program does.

~~~~~Installation~~~~~

The system requirements are listed here too.

~~~~~Starting up AB~~~~~

Loading up through Workbench or CLI.

~~~~~Operation~~~~~

The main section.

~~~~~Menus~~~~~

Description of the menus.

~~~~~Configuring~~~~~

Setting up AB to suit you.

~~~~~AREXX support~~~~~

---

All about AB'S ARexx port.

~~~Version~History~~~  
Fascinating...

~~~~~Author~~~~~  
My beta-testers are listed here too.

AB and its documentation are (c) 1995-96 Lawrence Manning

## 1.2 AB is FREEWARE!

### Distribution and Warranty

AB is FREEWARE. There are no limitations to how it may be distributed, provided that the original archive remains intact, and none of the files are removed or modified. It can be put in public domain libraries, on Fred Fish CDS and the like, provided I am notified of this. If it is included on any magazine cover-disks, then I would also like to be informed. The archive contains the following files:

|                        |   |
|------------------------|---|
| AB                     | Executable.                                     |
| AB.info                | The executable's icon.                          |
| AB.guide               | Documentation.                                  |
| AB.guide.info          | Documentation's icon.                           |
| ARexx                  | Directory containing some example scripts.      |
| ARexx.info             | Above directory's icon.                         |
| ARexx/simple_list.rexx | Example script showing listing of project.      |
| ARexx/dial.rexx        | Example script showing searching and dialling.  |
| ARexx/search.rexx      | Example script showing searching and hide/show. |
| ARexx/import.rexx      | Example script showing text file importing.     |

Please do not powerpack (or similar) any of the files, as this can decrease compatible with any future systems.

No warranty is given for use of this program. Use it at your own risk! I can not be held responsible for any loss of data, or damage to equipment. So if your hard disk crashes when you use the program, don't go moaning to me. It wasn't my fault, honest!

## 1.3 Introduction to AB

### Introduction

AB (short for Address Book) is a little utility for storing and accessing the names of addresses of people you know. It was primarily designed to be small, and easy to use. There is also no limit to the length of the individual fields. Actually, the limit is 200 characters, but this should be acceptable to everyone.

---

You can store the following pieces of information for each person: the name, address (five lines), phone number, E-mail address, and a comment about the individual. All fields are optional, except for the person's name.

After entering the details, it is possible to search for specific people, and also produce printouts of people in the database. Another handy feature is the ability to use the Amiga's audio output to tone-dial someone's phone number. The program can also be controlled via ARexx scripts.

#### Features

- \* Unlimited number of entries. Memory permitting of course.
- \* Field text length limited to 200 characters. Should be enough for everyones' needs.
- \* Configurable printing support.
- \* Font-sensitive GUI.
- \* Tone-dial using Amiga's audio output.
- \* Almost entirely controllable using ARexx scripts. Example scripts included in distribution.
- \* Installs as a commodity.

See:

Installation  
,  
Starting~up~AB  
and  
Operation

## 1.4 Installing AB

### System Requirements

The only system requirement is that your Amiga has OS 3.0 installed. It will run fine from a floppy based system, and has very small memory requirements.

### Installation

Simple. Make a directory on your hard disk, and drag the icons across. AB does not need any external libraries, besides those present on the standard Workbench disk.

---

## 1.5 Loading AB from the Workbench and CLI

### Starting AB

#### Workbench usage

AB can be started from the Workbench, either through the program icon, or through a suitably configured project icon. AB can also be configured by setting tooltypes in the program icon. If you are going to run AB via the WBStartup drawer, it is advisable to set the DONOTWAIT tooltype.

#### CLI usage

If the program is launched through a CLI, you can also automatically load an AB project by supplying its filename as an argument. eg:

```
AB s:addresses
```

would attempt to load s:addresses into AB on startup.

## 1.6 Program operation

### Operation

Upon loading, you will be presented with the main window. This is where you can access the menus, add new people to the database, and obtain print-outs. Most of this window is used to display record details. At the bottom of the window are buttons for moving through the database (First, Prev, Next, and Last), as well as buttons for adding new people, editing the currently viewed record, and removing people from the database.

To add a new person, click on the button marked New. You will be presented with another window, where you should type in the details for this new person. Any boxes can be left blank, except the name one. When you have finished, click on the Ok button at the bottom. If you decide not to add this person, click on Cancel, or just close the window.

If you want to edit the currently displayed person's details, click on Edit. You will be presented with the same window as described above. Change the fields which need changing, and click on Ok. Cancel aborts any changes you have made.

Once you're done adding everyone's details, you can get a printout by selecting Print from the Project menu. It is possible to configure the output that is sent to the print using the Settings menu.

It is also possible to search the database, and to have your Amiga dial a persons phone number for you. AB also installs as a commodity, so it is possible to control it via the Exchange program.

See:

Menus

---



,  
Tone-dial~usage  
and  
Configuring

## 1.7 Description of the menus

Menus

The menus are divided into three sections:

~~~Project~~~~  
~~~Edit~~~~~  
~~~Settings~~~

## 1.8 Description of the Project menu

Project Menu

New (shortcut Amiga-N)

This clears the current address book from memory.

Open... (shortcut Amiga-O)

This loads a new address book database into memory. If the database could not be loaded for some reason, then you will lose the currently viewed database.

Save (shortcut Amiga-S)

This saves the currently named project. If the project has no filename, then you will be asked to enter one using the standard file requester.

Save As... (shortcut Amiga-A)

This saves the current project under a new name.

Print (shortcut Amiga-P)

This prints entries from the current project. The actual format of the entries printed depends on choices made in the settings menu.

About... (shortcut Amiga-?)

Displays some information about the program.

---

Hide (shortcut Amiga-H)

Removes AB's GUI, but does not quit the program. You can open the GUI again either by pressing the user-definable hotkey (by default it is ctrl alt a) or by using the Commodities Exchange program.

Quit (shortcut Amiga-Q)

I wonder what this does?

## 1.9 Description of the Edit menu

Edit Menu

Search (shortcut Amiga-F)

This option searches for a specific record. It will open up a new window where you can type in the search details. A cycle button selects the type of search to perform. Name, phone number and E-mail address searches are possible. The search string entered can be a partial string so you could, for example, search for people with a London phone number. Another use for this is if you can only remember the first name of a person you are searching for. If the person is found, then you will be taken to that record, else you'll hear a beep.

Search Again (no shortcut)

This option repeats a previously defined record search.

## 1.10 Description of the Settings menu

Settings Menu

Print Headers? (no shortcut)

Check this menu to print the "--- Entry x of y ---" text that appears at the top of every printed entry.

Print All? (no shortcut)

Check this menu item to make AB print all entries in the current project. If this is not checked, then only the current entry is printed.

Save Settings (no shortcut)

This option saves current window positions into the program's tooltypes. See

Configuring  
for more information.

---

## 1.11 Tone-dial usage

Using AB's tone-dial feature

AB has a built in feature that allows the user to dial the phone number of the currently viewed person. To use it, hold the handset near the left speaker of your Amiga setup. Then press the Dial button at the bottom of AB's main window. You'll then hear the dial-tones. When the last number has been 'dialled' the call should have been made.

If you have problems getting audio output to work, you may have an application running which is using the audio channels. Close that program down and try clicking on Dial again. AB does not 'hog' the audio channels like some programs; it allocates the channels only when it actually needs to dial the number.

It is possible to configure AB's tone-dial feature in order to change the duration of the dial-tones, and the delay between successive tones.

See:

Configuring

## 1.12 Configuring AB

Configuring AB

The following tooltypes are supported by AB:

|                  |   |                                                                                                                                      |
|------------------|---|--------------------------------------------------------------------------------------------------------------------------------------|
| MAIN_WINDOW_LEFT | : | Horizontal position of the main window.                                                                                              |
| MAIN_WINDOW_TOP  | : | Vertical position of the main window.                                                                                                |
| EDIT_WINDOW_LEFT | : | Horizontal position of the edit window.                                                                                              |
| EDIT_WINDOW_TOP  | : | Vertical position of the edit window.                                                                                                |
| DIAL_DURATION    | : | The length of an individual tone-dial tone, in 50ths of a second.                                                                    |
| DIAL_DELAY       | : | The time-gap between each tone-dial tone, in 50ths of a second.                                                                      |
| PUBLIC_SCREEN    | : | Name of the public screen that AB should try to open on. If it can't open on this screen then it will try the default public screen. |
| PRINT_HEADERS    | : | YES prints entry headers, NO doesn't.                                                                                                |
| PRINT_ALL        | : | YES prints every entry, NO only prints the currently displayed one.                                                                  |
| CX_PRIORITY      | : | Commodity priority.                                                                                                                  |

```

CX_POPKEY           :   The hot key which when pressed will open AB's
                        main window.  Default is ctrl alt a.

CX_POPUP            :   If this is YES then the main window will open
                        automatically when AB is started.  NO means it
                        will not.

```

All settings have sensible defaults.

See:

```

    Tone-dail~usage
    and
    Settings~menu

```

## 1.13 AB supports ARexx

AB supports ARexx

The ARexx port AB uses is called "AB\_AREXX". This port allows you to control AB using ARexx scripts. You can do nearly all the things you would do with AB's ARexx port as you would with the GUI.

The following code shows how to set up a script to give commands to AB:

```

/* Fragment of code showing how to access AB's ARexx port. */

/* First check that AB is running. */
if ~(show(PORTS, 'AB_AREXX')) then do
    say 'AB is not currently running! Please start it and try again.'
    exit
end

/* Now direct commands to AB. */
address 'AB_AREXX'

```

The code above directs ARexx to send commands to AB. For instance, the line:

```
'DIAL_ENTRY'
```

would make AB tone-dial the currently displayed person.

About AB's return-codes

After you call one of AB's functions you can see if it succeeded or not by looking at the RC variable. It can take one of four values, depending on the severity of the error:

```

RC = 0      Command was executed successfully.
RC = 5      Command failed to execute, but was syntactically correct.
RC = 10     Command's parameter(s) was not specified, or was invalid.
RC = 20     Command was not recognised by AB.

```

Also, several commands return the ARexx variable RESULT, which contains additional information. For instance, the  
    GET\_ENTRY\_DETAILS  
    command uses  
the RESULT variable to tell the script the contents of a particular field in the current record.

As is usual for ARexx scripts, the command 'options results' must be issued in order to receive the commands RESULT value.

See:

    ARexx~commands  
    and  
    Example~scripts

## 1.14 AB supports loads of commands!

    ARexx command list

Command:

    QUIT [NO\_CONFIRM]

Function:

    QUIT quits AB. If NO\_CONFIRM is specified, then there will be no confirmation requester if the project has changed.

Results:

    RC is always 0.

Command:

    HIDE

Function:

    Removes AB's GUI from the screen.

Results:

    RC is always 0.

Command:

    SHOW

Function:

    Opens AB's GUI. If the selected public screen is no longer open, then AB will appear on the default screen, which is usually Workbench.

Results:

    RC is always 0.

Command:

    FIRST\_ENTRY, PREV\_ENTRY, NEXT\_ENTRY and LAST\_ENTRY

---

**Function:**

These commands navigate about the project.

**Results:**

See

ARexx~support

.

**Command:**

DELETE\_ENTRY

**Function:**

This command deletes the current entry.

**Results:**

See

ARexx~support

.

**Command:**

DIAL\_ENTRY

**Function:**

This command dials the currently viewed entry, using the Amiga's audio output.

**Results:**

Command fails (RC of 5) if any of the following occur: Project is empty, current entry does not contain a phone number, audio.device fails to open, or the audio channels are stolen by another application during playing of the dial-tones.

**Command:**

DIAL\_NUMBER <number>

**Function:**

This command can be used to dial the phone number specified in <number>.

**Results:**

RC will be 5 if AB was not able to dial the phone number.

**Command:**

NEW\_PROJECT, OPEN\_PROJECT <filename>, SAVE\_PROJECT, SAVE\_AS\_PROJECT  
<filename>

**Function:**

These four commands load, save and remove projects in the same way as if the command was selected from the project menu. <filename> is the name of the project file to use.

**Results:**

See

---

ARexx~support

.

Command:

SEARCH <type> <string>

Function:

Starts a search for <string>. The type of search depends on the <type> specified:

- 1 Name searches.
- 2 Phone number searches.
- 3 E-mail address searches.

If the search is successful, then the matching entry will be displayed. Note that the presently displayed entry will also be searched, so if that entry matches the search parameters then nothing will appear to have changed.

Results:

RC will be 0 regardless of whether a match is found or not. If a match is not found then RESULT will be 'Not found'. See the `example~scripts` for a demonstration of searching.

Command:

SEARCH\_AGAIN

Function:

Repeats a previously defined search. Note that the search starts at the next entry after the current one.

Results:

See the results section of the command `SEARCH`

.

Command:

SAVE\_SETTINGS

Function:

This command saves the current settings the the program icon's tooltypes.

Results:

See

ARexx~support

.

Command:

GET\_ENTRY\_DETAILS <field number>

Function:

---

This command extracts information from the currently viewed entry. <field number> is the number of the field that you wish to look at:

- 1 Name field.
- 2 to 6 Address fields one through five.
- 7 Phone number field.
- 8 E-mail address field.
- 9 Comment field.

**Results:**

If the field is empty, then RESULT will contain the string 'Field empty'. Otherwise, RESULT will be the string contained in the relevant field of the current entry.

**Command:**

NEW\_ENTRY <string>

**Function:**

This command creates a new entry with the name set to <string>. It is made the currently viewed entry.

**Results:**

See  
 ARexx~support

**Command:**

PUT\_ENTRY\_DETAILS <field number> <string>

**Function:**

This command changes the text in the specified field to that of <string>. The <field number> used is the same as for the GET\_ENTRY\_DETAILS command. Note that if the name field is changed, then the ordering of the entries within the project will change also. This is because the entries are sorted alphabetically with respect to the names. Passing a <string> of 'Field empty' (case is important) will clear the selected field. It is not possible to clear the Name field of an entry in this way though.

**Result:**

See  
 ARexx~support

## 1.15 AB comes with some example scripts

### Example scripts

AB's archive contains an additional directory (called ARexx) which contains some example scripts for you to look at, and see how the various commands function.



To use these scripts, run AB and then open a Shell window. CD to the ARexx directory and then type RX <script name>, where <script name> is the name of the script that you wish to run.

List of the example scripts

Script:

simple\_list.rexx

What it does:

This script simply prints out a list of all the names of people in the project.

Script:

dial.rexx

What it does:

This script asks for a persons name. Then it searches through the entry list and tone-dials any entries that match the name specified.

Script:

search.rexx

What it does:

Asks user for a name, and then opens the AB window with the person specified displayed. Demonstrates searching commands, as well as hideing and showing from within an ARexx script.

Script:

import.rexx

What it does:

A simple importing script. Supply this script with the name of a file containing entry details and this script will add these entries into the current project. Each entry should consist of nine lines. The first one should be the name field, the second should be address line one, and so on.

## 1.16 Version history for AB

Version History

v0.1 Unknown date

\* Test version.

v1.0 7-11-95

\* First release (on my web page)

v1.0a 21-11-95, 28-11-95, 3-12-95, 18-12-95

---

- \* Major bug in search function fixed. It resulted in an accidental change of search type. Picard reported strange things when searching.
- \* Added command line support, you can now load an AB file on startup.
- \* Added default tool and shift-clicking to wbmain(). Only works on AB files which are in the same dir as program. Need to fix this!

v1.0b 12-1-96, 13-1-96, 20-1-96, 22-1-96

- \* Added printer support at last! Pretty basic still, but useful.
- \* Rearranged GUI layout slightly. Made the address details in the entry\_node into an array of 5 string pointers.
- \* Added tone dialling. Tested as a stand alone program, but is untested in AB. Rearranged gadget layout again to incorporate the dial gadget.
- \* Added tooltypes to make tone dialling times configurable. Fixed Workbench startup. Now accepts project icons in any directory.

v1.1 22-1-96

- \* New release on web page.

v1.1a 25-1-96, 31-1-96

- \* General tweaking.
- \* Added the quit message requester. If changes have been made since the last save, then a warning requester will appear.

v1.1b 4-2-96, 6-2-96, 10-2-96

- \* GUI is now font sensitive. Doesn't check that window will fit on screen though.
- \* Added an ARexx port! Command parser is a bit primitive, but it works. 15 commands are supported.
- \* Added ARexx command list and an example script to the documentation.

v1.1c 24-2-95, 28-2-96

- \* At the request of Philip Reyntens, printing has been improved so that blank fields are no longer printed. Also added two more commands: NEW\_ENTRY and PUT\_ENTRY\_DETAILS. These two commands make it possible to add new entries from with an ARexx script.
- \* Added the two new commands to the documentation.

v1.1d 5-3-96, 6-3-96, 7-3-96, 9-3-96

- \* Added Public Screen support. It appears that some programs which open public screens (namely MUI and Memacs) do not close their public screens when the last visitor window screen has left. Not sure if this is correct behavior yet.
  - \* Added a Zoom gadget to AB's main window.
  - \* Added Print Headings? and Print All? menu items, as well as their respective tooltypes. Also reorganized the way that default settings are stored.
  - \* Made Tooltype saving better, and also made it so you clear a
-

field with the PUT\_ENTRY\_DETAILS command. Updated documentation.

v1.1e 12-3-96, 13-3-96, 16-3-96

- \* Added HIDE and SHOW ARExx commands.
- \* Added commodity support.
- \* Added Amiga-F shortcut for Search function.
- \* Improved commodity support. Fixed potential bug in close\_commodity, and added code to properly detect for duplicate copies of AB being run together.

v1.2 26-3-96, 28-3-96, 29-3-96

- \* New release on web page.
- \* Problems in documentation. Fixed them.
- \* Changed the main window updating code so that the Dial button is only active when the current entry contains a phone number. Also added in new command, DIAL\_NUMBER which dials the number specified in its argument. Added command description to documentation. Now detects an illegal hotkey, but does nothing about it.

## 1.17 How to contact me

Author Information and Contact Details

Send bug-reports, and any other stuff to:

Snail mail:

Lawrence Manning  
9 Abbey Hill  
Netley Abbey  
Southampton  
Hants.  
SO31 5FB  
ENGLAND

Internet E-mail:

manningl@ee.port.ac.uk

World Wide Web:

<http://www.ee.port.ac.uk/~eb2-www/Aslak/index.html>

IRC:

You can sometimes find me on #10forward, or perhaps #amiga. My nickname is Aslak. These days I'm usually on the DALnet IRC network, so if you can't find me on EFnet, try there as well.

A plea for money, dosh, PD programs etc:

Because AB is FREeware, I expect no payment for use of the program. However any payment (money, PD programs, etc.) would be very gratefully received!

Thanks too...

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First of all I would like to thank Eddy Carroll for releasing the source code for his amazing SnoopDOS program into the public domain. This helped greatly with the writing of AB. I would also like to thank the following people for helping me bug-test AB, and also for suggesting improvements to make:

Philip Reyntens  
Grant Fribbens  
Imran Chaudhry

..and any other people I've missed out!

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