

MusicManIII_e

COLLABORATORS

	<i>TITLE :</i> MusicManIII_e		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MusicManIII_e	1
1.1	Table of contents	1
1.2	preface	2
1.3	requirements	3
1.4	Installation	3
1.5	copyright	3
1.6	Starting MusicManIII	5
1.7	basics	6
1.8	Online-Help	6
1.9	localize	6
1.10	Guided Tour	7
1.11	requesters	11
1.12	The File Requester	11
1.13	The Directory-Requester	13
1.14	The Screenmode-Requester	13
1.15	The Font-Requester	14
1.16	The Color-Requester	14
1.17	Entry fields	15
1.18	Keyboard commands	15
1.19	The F-Keys-Help-Window	18
1.20	The Selection-Window	18
1.21	Sub-Records	19
1.22	Mark Songs	20
1.23	Control Codes	20
1.24	The Records Window	21
1.25	Shortcuts	23
1.26	The Pull-Down-Menu	25
1.27	The Project-Menu	25
1.28	The Record-Menu	27
1.29	The Song-Menu	28

1.30	The File-Menu	29
1.31	The Macros-Menu	31
1.32	The Settings-Menu	31
1.33	The Record Control Window	32
1.34	The Song Control Window	33
1.35	The Note Window	34
1.36	The CD-Player	35
1.37	The Find-Window	36
1.38	The Selection-Window	37
1.39	The 'Change file'-Window	37
1.40	The Printing-Window	37
1.41	The File-Manager	39
1.42	The File-Manager-Settings-Window	40
1.43	The 'Create MC'-window	41
1.44	The Pull-Down-Menu	43
1.45	The List-Window	43
1.46	Shortcuts	44
1.47	The Settings Screen	44
1.48	The Pull-Down-Menu	45
1.49	The Project-Menu	46
1.50	The Edit-Menu	46
1.51	The Options-Menu	46
1.52	The Programm Page	47
1.53	The Printer Page	48
1.54	The F-Keys Page	48
1.55	The Screens Page	49
1.56	The Others Page	50
1.57	The Others2 Page	51
1.58	The ARexx-Interface	51
1.59	authorreqtools	58
1.60	authorcdplayer	58
1.61	authorpopupmenu	58

Chapter 1

MusicManIII_e

1.1 Table of contents

Table of contents

Introduction

Preface

Requirements

Installation

Copyright

Starting MusicManIII
Usage

Basics

Online-Help

Localize

Guided Tour
Description of the windows

Requesters

The File Requester

The Directory-Requester

The Screenmode-Requester

The Font-Requester

The Color-Requester

Entry fields

Sub-Records

Mark Songs

Control Codes
 The Main Screen

The Records Window

Shortcuts

The Pull-Down-Menu

The Record Control Window

The Song Control Window

The Note Window

The CD-Player

The Find-Window

The Selection-Window

The 'Change file'-Window

The Printing-Window

The File-Manager
 The List Screen

The Pull-Down-Menu

The List Window

Shortcuts

The Settings Screen
 The Pull-Down-Menu

The Settings Window

The ARexx-Interface

1.2 preface

Preface

Welcome to "MusicManIII V3.06a"

MusicManIII is a program, to help you managing your LP-, MC-, CD- and Single collection. Powerful features as Searching,

Selecting, List Viewing, Printing and many more will help, i.e. print Covers for your MCs.

If you own many music articles and you need fast access to an album or song, or if you are often asked "Do you own 'ABC' from 'XYZ'?", you will soon love MusicManIII.

You are often searching for songs with a certain length? Or for a song having a playing time up to (at least of) anything? Why don't you ask MusicManIII?

Just have a look at MusicManIII, you will not regret.

Much fun and success with MusicManIII!
Andreas Mair

1.3 requirements

Requirements

MusicManIII requires at least the following configuration:

- Amiga computer with any processor of the Motorola 680x0 series
- 1.0MB RAM
- Kickstart and Workbench V37 (AmigaOS V2.04)
- reqtools.library V38
- bgui.library V41
- popupmenu.library V4

Recommended configuration:

- Amiga computer with at least MC68020 processor
- Kickstart and Workbench V39 (AmigaOS V3.0)
- Harddrive
- CD-ROM-drive (if you want to use the integrated CD-Player)
- cdplayer.library (if you want to use the integrated CD-Player)
- xpkmaster.library
- xpk Sublibraries of your choice (if you want to create packed backups)

1.4 Installation

Installation

Please uses the supplied install program.

1.5 copyright

Copyright

©1991-1997 Andreas Mair. All rights reserved.

Author

Andreas Mair
Karlsbader Str. 23
D-86529 Schrobenhausen
Germany

Tel.: 08252/7588

E-Mail: amair@informatik.fh-augsburg.de

Author of cdplayer.library

Patrick Hess
Holsteinstr. 27
41564 Kaarst
Germany

Tel.: V+49-2131-669556Q

E-Mail: poseidon@newswire.gun.de
poseidon@canta.gun.de

Author of reqtools.library

Magnus Holmgren
Kvarnbergsvägen 5
S-444 47 Stenungsund
SWEDEN

E-Mail: cmh@lls.se

FidoNet: 2:203/512.10 (Magnus Holmgren)

Author of popupmenu.library

Henrik Isaksson
Garvarvägen 33
950 40 Töre
SWEDEN

E-Mail: henrik@kalix.com

amiga_rules@hotmail.com

Author of bgui.library

Ian J. Einman

P.O. Box 5711
Bellingham, WA 98227
USA

E-Mail: ie@az.com

Licence

- The author supplies this software-package "AS IS". The author is not responsible for any damage caused direct or indirect by this program. This includes loss of data and creation of incorrect files.
- This software-package must not be modified. No files must be removed or added. Translating parts of this package is only allowed with the author's permission. Reverse-engineering is forbidden.
- You may not duplicate, distribute, hire or sell a registered MusicManIII package or "MusicManIII.key" files. You may not distribute original keyfiles nor are you allowed to create, use or distribute reverse-engineered keyfiles. Distribution of keyfiles is a violation of copyright laws.

1.6 Starting MusicManIII

Starting MusicManIII

You can start MusicManIII like any other Amiga-Program by clicking twice with the left mousebutton on its icon or by typing "MusicManIII" in a shell-window and then pressing RETURN. If you start MusicManIII in a shell-window you'll have to insure that the MusicManIII-directory is the current directory.

MusicManIII knows the following tooltypes which you may also use as arguments f start MusicManIII in a shell-window:

DEVICE

This lets you select you device-driver for your cd-drive.
The default is "DEVICE=cd.device".

UNIT

This lets you select the number of the device to use.
The default is "UNIT=0".

PORT

This lets you select the name of the ARexx-Port of the MusicManIII-session.
The default is "PORT=MUSICMAN".

1.7 basics

Basics

In MusicManIII three screens may be opened:

- the main screen
- the list screen
- the preferences screen

There will be opened different windows on these screens. After starting MusicManIII you will see the record window, which gives you information of an album. Optionally the windows "Record control", "Song control", "Note" and CD player" may be open. One of these windows active, you will get the pull down menu of the main screen while pressing and holding the right mouse button. This pull down menu will be described later.

If you select in this pull down menu "File" and then "Show list..." (or shorter: "File/Show list"), the list screen and the list window will open. In this window all records of the current file are displayed one below the other. This screen may also be configured, so that it will not open but all windows that should open on it will use the main screen instead.

Select "Settings", "Set" (or shorter: "Settings/Set") to open the preferences screen. This screen may also be configured, so that windows that should open on it will open on the main screen.

1.8 Online-Help

Online-Help

MusicManIII offers an extensive Online-Help. That means that wherever you are presing the HELP key brings up the documentation of the current window or menu item.

You'll get help on a menu item if you move the mouse cursor onto the menu item but pressing the HELP key instead of releasing the mouse button.

To use the Online-Help feature the "amigaguide.library" has to be installed in the "LIBS:" directory and the file "MusicManIII_Help.guide" has to be installed, too.

1.9 localize

Localize

From Workbench V2.1 on MusicManIII supports different languages. That means that MusicManIII uses your preferred

language for its strings if a catalog file is available.

Currently the following languages are supported:

- English
- German

1.10 Guided Tour

Working with MusicManIII

In this chapter you learn how to manage you CD collection with the help of ↔ MusicManIII.

This knowledge can also be used if you you want to manage your MC, Lp- or Single-collection. New users of MusicManIII really should read this chapter!

1. Starting MusicManIII

Like any other Amiga program you first have to start MusicManIII. Therefore you have to change to the directory where you've installed MusicManIII and then double-click the MusicManIII icon with the left mouse button. The directory where MusicManIII has been installed is displayed by the installation program before you quit it.

2. Create a CD

To create a new CD you have to select the item "Create" in the menu "record". Attention: from now on this will be shortend to "Record/Create"!

But what happened by selecting that menu item?

First of all every entry field and the songs listview are cleared and the entry field "No." is set to "1" (or: "Number of records + 1"). (In MC mode cycle gadgets like "Dolby", "Source" etc. are set to their defaults and the entry field "Recorded" is set to the current year.)

Now you can start to enter. First enter the artist, then the title and so on. Remember to use to TAB-key to activate the next entry field. Don't use the RETURN-key! After you've filled the entry fields you'll have to press the RETURN-key: you now can enter the songs. Use the TAB-key to jump to the next field which can be the Length-, the BPM-, the Special-field or the next song. Use the RETURN-key if you've entered all your songs.

Now the record will get saved.

Now it's time to set fields like the "Recording method". This modifications will be saved if you quit MusicManIII or if you load or create a new record.

Tip #1:

If there's a CD drive in your Amiga you can maybe set the song length ↔ automatically.

You can do this tath way:

- insert the CD
- select "Record/CD-Player"
- click on "Read in" in the
 CD-Player
 - if your CD drive is supported, the column "Length" gets filled!

Attention:

It happens, that some CD have more tracks than songs are named on the cover.
In that case you have to adjust manually, sorry!

Tip #2:

You can set the columns you want to jump to if you press the TAB-key. Take care that you are not in edit-mode! You just have to click the column's headers with the left mouse button. If you haven't changed the palette, active headers are displayed white and inactive headers are displayed blue. Of course it's not possible to disable the songs column!

Tip #3:

Read the chapter
 LineEd
 to learn more about the unnumberous
possibilities for editing.

3. Even more CDs

After successfully entering your first CD you should enter some more CDs. About 10 CDs would be good. Follow step 2 to do this exercise.

4. And now?

As you now entered some CDs in MusicManIII you'll maybe wonder what you can do with them. MusicManIII offers following features:

- Printing (menu item "Project/Print")
 Print your CD collection as an overview list or together with all songs
 - Find (menu item "File/Find")
 Find any CD.
 - Select (menu item "File/Selection/Create")
 Select all CDs of an artist...
 - Show list (menu item "File/Show list")
 Show your CD collection as an overview list.
 - Create MC (menu item "Project/Create MC")
 Create a new MC that contains the best songs of your CD collection.
 - and many more
-

In the following we first want to print your CD collection, then we will find a CD, print it and then select some CDs. After we've seen your CD collection as list we'll create a new MC with the best songs of your CD collection.

5. Print

As said above we now want to print your CD collection. If you don't have a printer you can "print" to a file. So now open the

Print window

:

"Project/Print". At the first sight there seem to be too much gadgets. But don't mind, we only need 2 or three for our first trial. The most important gadgets are currently the "Output to", "Mode" and "Print" gadgets.

Use the "Output to" gadget to tell MusicManIII whether you want to print on your printer or to write in a file. The default filename is the basename of the current file (e.g. "CD-file") with the extension ".prt" (for "print"). The file will be created in the same directory as the MusicManIII-files (default: "PROGDIR:Files").

Since we want to print a list of your CD collection, we have to change the gadget "Mode" to "File". Otherwise the current record with all songs would be printed.

That's all for now! Press the "Print" gadget to start printing.

Isn't that a success? But nevertheless you should read the chapter

Print

to get more information to this theme.

6. Find

As you now are holding a list of your CD collection in your hands, we'll take the next step and will find a CD in your database. First of all we have to open the

Find window

: "File/Find".

You see, there are lots of possibilities to specify the CD you are looking for. But don't be afraid, you don't have to specify them all! Leave unneeded fields simply empty or enter "#?" (for "don't mind")!

Usually you even won't need the cycle gadgets in the middle part of the window.

Now enter any patterns. Please ensure that at least one CD can be found. ←

Afterwards

press the "OK"-gadget. If MusicManIII finds a matching CD it will load it and you ←
are

asked whether you want to search for the next one or stop searching. If no (more) records are found MusicManIII will tell you.

Now find in this documentation the chapter

Find

to get more

information.

7. Select

You want to work only with CDs of a certain Artist? Then you just have to select them. Call "File/Selection/Create". The opened windows again calls some entry fields where you can specify with what CDs you want to work: specify some. Start the selection by pressing the "OK" gadget.

After MusicManIII selected your CDs, he will tell you the number of selected records. Now you can work with this selection as if you would work with the whole file. In addition a new menu item is available: "File/Selection/Save as". This item lets you save the currently selected records into a new file.

Use "File/Selection/Free" to free the selection and work again with the whole file ←

.

Don't forget to read the chapter
 Select
 to get more information.

8. Show List

Even if the detail-view is ok, if you want to see the songs too, often an overview is wanted. Use "File/Show list" to view the current file as a list with only artist, title and type shown. If you want to load a record into the detail-view just click on it.

Do also open the detail-view of the
 List window

.

9. Create MC

You are having a lot of CDs and you want to record the best songs of them to an MC ←
 ?

How do you do this? First of all you look up all your CDs for those songs and note them? Now you arrange them until the fit best? And then you would enter the new MC(s) in MusicManIII?

Well, that's much easier with MusicManIII!

You do the same things as said above, but with the help of MusicManIII:

- look up all your CDs with MusicManIII
- if you want to record a song, you press the right mouse button above the song and select "Record"
- if you've "noted" all songs, change to MC mode (-> "File/Load" -> "MC" -> "OK"- ← gadget)
- select "Project/Create MC"
- this window shows all recorded songs

Now you can (let) arrange all songs. Therefore those gadgets are used:

- Delete
 if you don't want to record, you can delete it
- Move to other side
 the song is move to the end of the list of the other side of the MC

- ^
the song is moved up one position
- v
the song is moved down one position

Always keep an eye at the "Length" gadget. It will show the playing time of the current side. Don't forget to correctly set the gadget "Time between songs" so that calculations are correct.

Take care that the fields "Artist" and "Title" are filled before you create the MC by pressing the "OK" gadget.

You learn more about the possibilities of this window in the chapter
Create MC

.

1.11 requesters

Requesters

MusicManIII takes use of man requesters of the
"reqtools.library" by
Magnus Holmgren

.

Following chapters will explain the usage of the used requesters. If you have already work with the "reqtools.library" and if you are familiar with its usage, you may skip this part. All others will learn the basic usage. For detailed information you should look up the original documentation.

The File Requester

The Directory-Requester

The Screenmode-Requester

The Font-Requester

The Color-Requester

1.12 The File Requester

The File Requester

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

ListView-Gadget

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

Pattern

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

Entry fields

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

Get

The current directory is read in again.

.info

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

OK

Closes the requester and returns the selected file to MusicManIII.

Volumes

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

Parent

This will bring you back to the parent directory.

Example

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

Cancel

Closes the requester without returning anything to

MusicManIII.

1.13 The Directory-Requester

The Directory-Requester

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

ListView-Gadget

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

Pattern, .info

These gadgets are not available.

Entry fields

Only the path name gadget is available.

OK

Closes the requester and returns the selected path to MusicManIII.

New, Volumes, Parent, Cancel

These gadget have the same functionality as in the file requester.

1.14 The Screenmode-Requester

The Screenmode-Requester

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

ListView-Gadget

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

Overscan

Select the overscan mode of your choice:

- Regular size
- Text size
- Graphics size
- Maximum size

Width

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

Height

Enter the height of your choice in the entry field or choose

the option "Default" to get the default height.

Colors

Select the number of colors you like to have.

Autoscroll

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

OK

Closes the requester and uses the changes.

Cancel

Closes the requester without using the changes.

1.15 The Font-Requester

The Font-Requester

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

ListView-Gadget

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

Entry fields

The left entry field displays the name of the currently selected font. The right one shows the size. If you want to use a size which is not shown in the list you can enter it in that entry field. The wanted size will be calculated.

Attention:

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

Bold, Italic, Underline

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

1.16 The Color-Requester

The Color-Requester

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

Palette Colors

This gadget displays all available colors. Press the left

mouse button above the color you want to change.

Copy

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

Swap

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

Spread

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

Red, Green, Blue

Use this to set the colors wanted values.

OK

Closes the requester and uses the colors.

Undo

Undoes all made changes.

Cancel

Closes the requester without using the changes.

1.17 Entry fields

Entry fields

This chapter describes the entry fields used in MusicManIII.

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

Keyboard commands

The F-Keys-Help-Window

The Selection-Window

1.18 Keyboard commands

Keyboard commands

You will find a complete description of all keyboard commands

in the following:

Backspace

Deletes the character in the left of the cursor.

DEL

Deletes the character under the cursor..

CursorLeft

The cursor is moved one character to the left.

CursorRight

The cursor is moved one character to the right.

CursorUp

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

CursorDown

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

Return, Enter

This leaves the current line.

If you've changed to the edit-mode with "Record/Edit" before and you press one of these keys in a string gadget the cursor is moved to let you enter the first song.

If you are already entering songs the edit-mode will end.

ESC

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

TAB

Leaves the current line.

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

Shift+CursorLeft

Moves the cursor to the beginning of the line.

Shift+CursorRight

Moves the cursor the end of the line.

Shift+CursorUp

Moves the cursor to the first song of the current side.

Shift+CursorDown

Moves the cursor to the last song of the current side.

Shift+Backspace, right Amiga+Backspace

This will delete all characters from the current cursor position to the beginning of the line.

Shift+Del, rechte Amiga+Del

This will delete all characters from the current cursor position to the end of the line.

Shift+TAB

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

Ctrl+CursorLeft

Moves the cursor to the beginning of the current word.

Ctrl+CursorRight

Moves the cursor to the beginning of the next word.

Ctrl+CursorUp

Moves the cursor to the first line of side a.

Ctrl+CursorDown

Moves the cursor to the first line of side b.

Ctrl+c

Exchanges the character left of the cursor with the character under the cursor.

While typing at high speed it may happen that one enters two letters the wrong way. Use this feature to correct them.

Ctrl+i

Toggles between insert and overwrite mode.

Ctrl+k

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

Ctrl+q, rechte Amiga+q

Undoes all changes to the current line.

Ctrl+w

This will delete the word the cursor is placed in.

Ctrl+x, rechte Amiga+x

This deletes the contents of the current line.

Ctrl+y

This inserts the text cut with Ctrl+k.

Ctrl+u

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

rechte Amiga+z

Changes the character under the cursor: lower case to upper case and vice versa.

Alt+CursorLeft

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

Alt+CursorRight

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

F-Keys

The text set in the "F-Key"-page in the settings window is inserted.

HELP

This will show all supported shortcuts.

Shift+HELP

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

The F-Keys-Help-Window

.

Ctrl+HELP

If you are about to enter an artist or a type, this shortcuts will open a window displaying all already entered artists or types. You'll find more information on this window in the chapter

The Selection Window

.

This function is only available if the options "Use MusicManIII.Art" and "Use MusicManIII.Int" in the settings window on the "Program" page are active.

Attention

When you close this window the Undo buffer is cleared. That means if you leave the entry field with the ESC key or if you press Ctrl+q ther will be shown the string that has been in it after closing the window and not the string that was in it when you entered it.

1.19 The F-Keys-Help-Window

The F-Keys-Help-Window

This window will display the current definition of the F-Keys. Use the "Qualifier"-Gadget to select the qualifier you want the F-Keys to be displayed. Close the window with the "OK"-Gadget.

1.20 The Selection-Window

The Selection-Window

This window will display a list of all entered artists or

types, depending on the entry field where you pressed Ctrl+HELP. When the window opens the first entry in the list is selected that starts with the characters that had been in the entry field.

To select the wanted entry the following shortcuts are available:

CursorUp

Select the previous entry.

CursorDown

Select the next entry.

Shift+CursorUp

Select the first entry of the list.

Shift+CursorDown

Select the last entry of the list.

Ctrl+CursorUp

Scroll back one page.

Ctrl+CursorDown

Scroll forward one page.

RETURN

Close the window and use the selected entry.

ESC

Close the window without using the selected entry.

DEL

Delete the selected entry.

TAB

Activate the entry field.

You can now enter the first characters of the wanted entry.

If you press the RETURN-Key the list is searched for an entry that starts with the characters in the entry field.

This entry will then be selected.

1.21 Sub-Records

Sub-Records

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

1.22 Mark Songs

Mark Songs

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

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

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

1.23 Control Codes

Control Codes

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

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

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

Example:

```
ESC,"M",15
```

These control codes make 20cpi character width active in the "Epson LQ-570+" printer.

1.24 The Records Window

The Records Window

This window contains following entry fields:

Artist

The artist of the album. The maximum length is 255 characters.

Title

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

No.

The number of the album. Maximum length: 5 characters. This field is set automatically while creating records. This number must not be the same as the number of the record. It is used while printing to have a consistent numbering no matter what the sorting order's like.

If you want to load a record having a specific number, just click into the "?"-Gadget and type the wanted number in the opened window.

Recorded

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

Released

The releasing year with a maximum length of 4 characters.

Type

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

Tape

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

Catalogno.

The catalognumber of the record. Maximum length: 255 characters. This field is currently only available in the CD mode.

Additionally following gadgets are available:

Length

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

Playing time

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

Dolby

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

Source

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

Recording methode

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

Cassette type

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

A Side / B Side

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

Sub-record

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

Sub-Records

.

^

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

v

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

F

This will show the first record.

G

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

L

This will show the last record.

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

The range is split into five pieces:

The first column on the left contains the number of the song with a maximum of 3 characters. Additionally it contains the marking of the song. You will find more information on marking in the chapter

Mark Songs

. The second

column contains the song's name, the third the song's length with a maximum of 5 characters (including ":"). To enter the counter instead of the length (that is to not include ":")

automatically) you have to change the setting for "Counter instead of Length" to "Counter" in the "Program"-page of the settings window. The next column contains the "beats per minute" (BPM) with a maximum length of 3 characters. The last column is the "special" column. It can be used to enter additional information such as the artists of the songs of a sample CD or the composers. A maximum of 255 characters is available. To edit a song's name, length, the BPM or the special entry press the left mouse button above the corresponding column of the song. Pressing the left mouse button above song's number the corresponding song is made the current one, that is it will be displayed with an other color and the functions of the "Song" pull-down-menu and of the song control window use it for there operations. In this range a PopUp-Menu is available. Press the right mousebutton to show it. Before it is opened, the song located under the mouse cursor is made the current one. Depending on the song more or less functions are displayed. The items have the same functionality as the same named gadgets in the

Song-Control-Window
and

in the

CD-Player
.

1.25 Shortcuts

Shortcuts

In addition to the shortcuts for the pull-down-menu and the gadgets following shortcuts are available. These shortcuts are although available in the windows "Note", "CD-Player", "Record control" and "Song control".

RETURN

You may edit the current song.
(Not available in the note window)

DEL

This will delete the current song.
(Only available in the records window)

CursorUp

This will mark the previous song.

CursorDown

This will mark the next song.

CursorLeft

This will load the previous record, if the "Auto-load records" option is active in the "Program"-page of the settings window.

Otherwise only the shown record number decrements.

CursorRight

This will load the next record, if the "Auto-load records" option is active in the "Program"-page of the settings window.

Otherwise only the shown record number increments.

Shift+CursorLeft

Decrements the shown record number by 10 and loads it if the "Auto-load records" option is active in the "Program"-page of the settings window.

Shift+CursorRight

Increments the shown record number by 10 and loads it if the "Auto-load records" option is active in the "Program"-page of the settings window.

Shift+CursorDown

This will mark the last song of the current side.

Shift+CursorUp

This will mark the first song of the current side.

Ctrl+CursorLeft

Decrements the shown record number by 100 and loads it if the "Auto-load records" option is active in the "Program"-page of the settings window.

Ctrl+CursorRight

Increments the shown record number by 100 and loads it if the "Auto-load records" option is active in the "Program"-page of the settings window.

Ctrl+CursorDown

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

Ctrl+CursorUp

This will display side A and mark the first song.

Ctrl+F

This will show the first record.
(Only available in the records window)

Ctrl+G

This will get (load) the record with the shown number.
(Only available in the records window)

Ctrl+L

This will show the last record.
(Only available in the records window)

Alt+CursorLeft

Decrements the shown record number by 1000 and loads it if the "Auto-load records" option is active in the "Program"-page in the settings-window.

Alt+CursorRight

Increments the shown record number by 1000 and loads it if the "Auto-load records" option is active in the "Program"-page in the settings-window.

left Alt+TAB

Use this shortcut to step through the records window, the records control window, the song control window and the CD-player window.

1.26 The Pull-Down-Menu

The Pull-Down-Menu

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

The Project-Menu

The Record-Menu

The Song-Menu

The File-Menu

The Macro-Menu

The Settings-Menu

1.27 The Project-Menu

The Project-Menu

Following items are available:

File-Manager

The "File-Manager"-window will open. You can add, delete,

reorganise files, make backups, append files to the current file and change filename and path. You'll find more information in the chapter

The File-Manager

.

Create MC

A window will open where you can create a new MC. Before you can create a MC you have to record all wanted songs with the menuitem "Song/Record/This" or "Song/Record/All". These songs will be stored in an internal list which you can modify within this window. MusicManIII is also able to organize all songs in an order that fits your new MC as much as possible. You'll find more information in the chapter

The 'Create MC'-window

.

Print

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

The Printing-Window

.

About

More sub-items are available:

File

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

Program

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

Author

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

User

The registered version will display name, address and registration number of the user.

The demo release will display the name of the FD series the key was created for and the limits for records and files that are supported and the day of expire, if any.

Distribution

The current distribution notes are displayed.

Iconify

All windows on the main screen and the main screen itself are closed and as much memory as possible is freed.

Additionally a small window named "MusicManIII" is opened on the workbench. To get back into MusicManIII activate the window with a mouse click and then press the right mouse button. To quit MusicManIII directly press the left mouse button above the window's Close-Gadget and confirm the security check.

Close Workbench

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

Quit Program

This will quit MusicManIII after a security check. Changed settings will be saved.

1.28 The Record-Menu

The Record-Menu

The following items are available:

Load

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

Save

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

Lend

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

Enter

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

Clear

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

Create

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

Sub-record

This items displays two sub-items:

Create

A sub-record is appended.

Delete

The shown sub-record is deleted. If it's the last one it can't be deleted with this function. Use "Record/Delete" therefor.

You'll get more information on sub-records in the chapter

Sub-Records

.

Delete

The current record will be deleted after a security check.

Copy

This function is not yet available.

Undo

The recently made changes on the record are taken back.

Deleted (sub-)records are inserted again, and inserted ones are deleted.

Control window

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

The Record Control Window

.

Note window

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

The Note Window

.

CD-Player

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

The CD-Player

.

1.29 The Song-Menu

The Song-Menu

The following items are available:

Mark

Following sub-items are shown:

Mark

The current song is marked. You'll find more information in

the chapter

Mark Songs

.

Change color

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

The Color-Requester

.

Don't mark

The marking if the current song is removed.

Append

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

Insert

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

Delete

This deletes the current song.

Up

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

Down

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

Record

More menu items are displayed:

This

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

All

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

Delete list

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

Control window

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

The Song Control Window

.

1.30 The File-Menu

The File-Menu

The following items are available:

Load

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

The 'Change file'-Window

.

Show list

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

The List Window

.

Sort

This function is not yet available.

Search

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

The Find-Window

.

Selection

More menu items are displayed:

Create

The "Select"-window will open. You can select artists, titles, types and releasing years. This window is described in the chapter

The Selection-Window

.

Free

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

Save as

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

The File Requester

.

Delete

This feature is not yet available.

Create

Additional items will be shown:

MusicManIII.Int

A file will be created that will contain all artists of the current file. If the file already exists, they will be inserted.

This list is used in entry fields if artists have to be entered and you press Ctrl+HELP.

MusicManIII.Art

A file will be created that will contain all types of the current file. If the file already exists, they will be inserted.

This list is used in entry fields if types have to be entered and you press Ctrl+HELP.

Save

Additional items will be shown:

Index

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

laden wird.

MusicManIII.Int

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

MusicManIII.Art

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

1.31 The Macros-Menu

The Macros-Menu

These functions are not yet available.

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

1.32 The Settings-Menu

The Settings-Menu

The following items are available:

Create Icons

With this option you can chose whether to create icons to new created MusicManIII files or not.

Therefor the following icons are needed in

"ENV:MusicManIII/":

- def_MC.info
- def_CD.info
- def_Lp.info
- def_Single.info

Set

The settings window will open. This window will be explained in the chapter

The Settings Screen

Depending on your settings for the preferences screen this window will open on the preferences screen or on the main screen.

Last saved

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

Default

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

Load

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

Save

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

Save as

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

1.33 The Record Control Window

The Record Control Window

The following functions are available:

Load

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

Create

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

Delete

The current record will be deleted after a security check.

Clear

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

Enter

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

Save

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

Undo

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

Lend to

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

Note

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

The Note Window

.

Copy

This function is not yet available.

Create SR

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

Sub-Records

.

1.34 The Song Control Window

The Song Control Window

Following functions are available:

Mark

The color-requester will open where you can select the color

you want to use to mark the current song. You'll find more information on the color requester in the chapter

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

The gadget's label will be displayed in the current color used for marking songs.

Append

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

Insert

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

Delete

This will delete the current song.

Up

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

Down

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

Record

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

1.35 The Note Window

The Note Window

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

The note is shown in the ListView-Gadget. You can alter the note with these gadgets:

New

A new line is appended to your note and the entry field is activated.

Delete

Delete the current line of the note.

Delete Note

Delete the whole note.

^

Move the current line one line upwards.

v

Move the current line one line downwards.

1.36 The CD-Player

The CD-Player

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

MusicManIII uses the "cdplayer.library" by
Patrick Hess
to

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

The available gadgets are described in the following:

|>

Start playing.

[]

Stop playing

||

Toggle pause mode.

<<

Fast backward.

>>

Fast forward.

|<

Jump to the previous song.

>|

Jump to the next song.

^

Eject CD.

Read in

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

Balance

This feature is not yet supported.

Volume

This feature is not yet supported.

1.37 The Find-Window

The Find-Window

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

Artist

The wanted artist.

Title

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

Song

The wanted song.

Length

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

Type

The wanted type of music.

Special

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

Free time

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

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

Furthermore the following gadgets are available:

Range

Select the range to search:

Beginning-End

Searches the whole file from the first to the last record.

Beginning-current Position

Searches the file from the beginning to the current record.

current Position-End

Searches the file from the current record to last one.

Direction

The direction of searching:

Forward

Searches from the lower to the upper limit.

Backward

searches from the upper to the lower limit.

File(s)

This function is not yet available.

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

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

1.38 The Selection-Window

The Selection-Window

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

Artist, Title, Type, Released

Enter a valid pattern. You'll get more information on patterns in your AmigaDOS manual.

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

1.39 The 'Change file'-Window

The 'Change file'-Window

In this window you can change the current file and mode.

Chose the wanted mode by clicking the corresponding gadget "LP", "MC", "CD" or "Single". Then select the wanted file in the ListView-Gadget.

Press "OK" (or double-click the left mouse button above the wanted file) to load the selected file or "Cancel" to abort.

1.40 The Printing-Window

The Printing-Window

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

Quality

Select the wanted quality of printing:

- (N)LQ
- Draft

You can set the default of this gadget in the "Printer"-page of the settings window.

80 chars/line (Std=69)

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

Sort-Mode

This function is not yet available. The output is always sorted for artists and titles.

Select

This function is not yet available.

Output to

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

Filename

Enter the path name and filename or select it in the file-requester that opens if you press the gadget at right side of the string-gadget.

Mode

Select what you want to output:

Record

The current record is output. In the MC mode the printing can be used as a MC cover.

List

All records of the current file are output as a list. The first column shows the number of the record (that one you entered in the "No.:" entry field). Then the artist, title and type are output. You can disable the output of the number in the "Printer"-page in the settings window.

In the MC mode the output for each record uses two lines. The first one contains the data of the A side, the second one those of the B side without repeating number or playing time.

In the single mode the first song name is output instead of the title.

Format

This function is not yet available.

What to output

This function is not yet available.

Range

This function is not yet available.

Print

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

Settings

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

The Settings Screen

.

Cancel

Closes the "Printer" window without printing.

1.41 The File-Manager

The File-Manager

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

Files

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

Add

A window will pop up where you have to enter the name of the file you want to create. Please note that you must not include any pathname or suffix!

Append

This function is not yet available.

Re-Organize

The chosen file will get re-organized. That means that all records are stored one after another in the file. Afterwards accessing the file will be speed up and the file may be smaller, if the file was a lot fragmented.

Hint

After adding, deleting or resizing a lot of records in a file, you'd better run this function.

Delete

The chosen file is delete. You're asked whether you're sure

or nor.

Check

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

Delete all

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

Backup

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

The File-Manager-Settings-Window

.

Filename

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

Settings

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

The File-Manager-Settings-Window

.

Open

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

Go back

The File-Manager quits.

1.42 The File-Manager-Settings-Window

The File-Manager-Settings-Window

In this window you may alter the settings for the File-Manager.

To create packed backups you must have "xpkmaster.library" and at least one xpk-Sub-Library installed on your system.

Backup-Path

This will show the path where your backups are made. Edit this field to the path you want or select the wanted path in the Directory-Requester that pops up if you press the gadget at the right side of the string-gadget.

You'll find more information on the Directory-Requester in the chapter

The Directory-Requester

.

Pack

With this option you can select whether you want packed backups or not. Packed backups use less disk space on your harddrive.

Please remember that packed backups end in ".mmp" instead of ".mm3". To re-install packed backups you have to unpack them and then copy them to your files' directory. Unpacked backups just have to be copied.

Notice furthermore that index files are never packed.

Efficiency

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

Packer Information

Select this gadget to get information on the chosen packer.

xpk

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

OK

The window will close and the changes are used.

Cancel

The window will close without using the changes.

1.43 The 'Create MC'-window

The 'Create MC'-window

In this window you can modify the internal list you created with "Song/Record/This" and "Song/Record/All". It is also possible that MusicManIII organices all available songs so that they fit the new MC best.

The following gadgets are available:

Artist

Here you have to enter the artist of the new MC.

Title

Here you have to enter the title of the new MC.

A Side/B Side

Select the side that you want to see or modify.

Move to other side

The current song is moved to the other side. A song of side A will be moved to the end of side B and vice versa.

Delete

The current song will be deleted. This only effects

the list of the current side. If you leave the window this song will still be available if you open the window again.

So it is possible that you first step through your CD-, MC-, LP- and Single collection and record all songs you want to put on MCs. Afterwards you organize side A and B of the new MC (you delete all songs you want to put on another MC). Then you create it with "OK" and re-open the window again. Repeat this procedure until all MCs are created.

^

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

v

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

Time between songs

Select the time that should be inserted between two songs while calculating. This value is only needed if you create your MCs with "Calculate".

Current playing time

The playing time of the current side is shown. If you organize the new MC manually, you can see whether a song fits on the current side or not.

MC length

Here you can select the length of the new MC. This value is only needed if you use "Calculate" to create the MC.

ListView-Gadget

This Gadget contains all songs of the current side. The song's length is appended to the song. A comma is inserted between song and length.

OK

The MC will be created. All songs of the internal list will be deleted if they are on this MC.

Calculate

This feature is not yet available.

Cancel

The window is closed without creating a MC. The internal list is not modified.

Shortcuts

The same shortcuts are available as in the main window. The only exception is "RETURN": this will not change to input mode, but have the same effect as the "OK" gadget.

1.44 The Pull-Down-Menu

The Pull-Down-Menu

*** The Project-Menu ***

Selection

Additional sub-items are shown:

Create

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

Free

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

Save as

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

Show first page

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

Show last page

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

Information

A window will open displaying the following information:

Mode

The current mode

File

The current file

Records

The number of records in the current file.

Selected

The number of selected records.

Lent to

Whom you've lent the current record

Quit

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

1.45 The List-Window

The List Window

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

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

The following gadgets are present:

|<
Jump to the first record.

<<
Moves back 1 page.

Quit
Close the list-window without loading a record.

>>
Moves forward 1 page.

>|
Jump to the last record.

1.46 Shortcuts

Shortcuts

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

RETURN
This will load the marked record.

ESC
This will close the list-window.

1.47 The Settings Screen

The Settings Screen

This chapter describes the various settings of MusicManIII. The settings are done in one window that contains six pages. They are described in the following.

The window contains three gadgets:

Save

This will close the screen and the window. The settings are saved in ENV:MusicManIII/MusicManIII.Prefs" and "ENVARC:MusicManIII/MusicManIII.Prefs".

Use

This will close the screen and the window. The settings are saved in ENV:MusicManIII/MusicManIII.Prefs".

Cancel

This will close the screen and the window without saving the settings.

The window contains a pull-down-menu, too, which is described in the following:

The Pull-Down-Menu
MusicManIII offers these six settings-pages:

Program

Printer

F-Keys

Screens

Others

Others2

1.48 The Pull-Down-Menu

Das Pull-Down-Menü

Project

Edit

Options

Load

Default

Create icons?

Save

Last saved

Save as

Undo all

Quit

Undo

1.49 The Project-Menu

*** The Project-Menu ***

Open

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

The File Requester

.

Save

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

Save as

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

The File Requester

.

Quit

The window and screen are closed without using the changes.

1.50 The Edit-Menu

*** The Edit-Menu ***

Default

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

Last saved

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

Undo all

All changes made in the current settings window are undone.

Undo

The last made change is undone.

1.51 The Options-Menu

*** The Options-Menu ***

Create Icons

With this option you can chose whether to create icons to new created MusicManIII files or not.

Therefor the following icons are needed in
"ENV:MusicManIII/":

- def_MC.info
- def_CD.info
- def_Lp.info
- def_Single.info

1.52 The Programm Page

The Program Page

In this page's upper group the following gadgets are present:

Startup

Here you can select the behaviour of MusicManIII after starting up:

Load first

Load the first record.

Load last

Load the last record.

Append

You may start entering a new record.

Show list

Open the list window.

Input Song Length

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

Input BPM

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

Input Special fields

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

In the lower group you can do the following settings:

Input Length/Counter

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

Use MusicManIII.Int

This function is not yet available.

Use MusicManIII.Art

This function is not yet available.

Auto-Load records

Use this option to specify whether you want records to load automatically or not. If this option is on every time you change the record's number with the arrow gadget the record

with the new number gets loaded. That means you do not have to use the "G"-gadget anymore.

1.53 The Printer Page

The Printer Page

In this page you can change settings for printing. The following gadgets are available:

Quality

The Quality of printing:

(N) LQ

Draft

Print record numbers

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

Print list numbers

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

80 chars per line (Default=69)

Use this option to set whether a condensed writing should be used for printing or not. If this option is on 80 characters instead of 69 are printed in one line of a MC cover.

Skip Perforation

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

Center printing

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

ESC-Codes

MusicManIII uses some function of the printer directly without the "printer.device" because the "printer.device" does not support them. You'll find more information on ESC codes in the chapter

Control Codes

. Currently

the following codes are used:

Condensed

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

1.54 The F-Keys Page

The F-Keys Page

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

The following gadgets are available:

F1-F10

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

Qualifier

Select the qualifier that has to be pressed together with the F-Key here. The following qualifiers are available:

- None
- Shift
- Ctrl
- Alt
- right Amiga

Print F-Keys

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

1.55 The Screens Page

The Screens Page

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

Main screen, List screen, Prefs screen

Select the screen for that you want to change the settings.

Screenmode

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

The Screenmode-Requester

.

Font

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

The Font-Requester

. This gadget is not

available if the option "Open on main screen" is on.

Colors

The Color-Requester opens where you can set the screen's

palette. You'll find more information in the chapter

The Color-Requester

. This gadget is not available if the option "Open on main screen" is on.

Open on main screen

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

Public Screen

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

The following screen names are used:

Main screen: "MMIII"
List screen: "MMIII_List"
Preferences screen: "MMIII_Prefs"

Clone Workbench

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

1.56 The Others Page

The Others Page

In this window you can set the values of the Cycle-Gadget

- Sources
- Dolby
- Playing times
- Cassette types
- Recording methods

in the main window. The usage is equal for every group:

ListView-Gadget

Select the wanted entry here.

String-Gadget

Alter the selected entry here.

New

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

Del

This will delete the selected entry.

^

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

v

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

1.57 The Others2 Page

The Others2 Page

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

The Directory-Requester

MusicManIII allows you to pre-set the following paths:

Default Path

The path to your MusicManIII files.

Macro Path

The path to your MusicManIII-ARexx-Pograms.

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

1.58 The ARexx-Interface

The ARexx-Interface

The implementation of the ARexx-Interface is was made to work with the free konfigurable Docks. If there is interest in a more extensive interface (please let me know!) this will change of course.

MusicManIII currently supports the following ARexx commands:

FILE LIST

The list window will open.

FILE OPEN

The window to change the current mode and file will open.

FILE MANAGER

The "File-Manager" window will open.

FIND PROMPT/S

The "Find" window will open.

NOTE [LEFTEDGE/N] [TOPEDGE/N] [WIDTH/N] [HEIGHT/N] [CLOSE/S]

The "Note" window will be opened or closed if you commit CLOSE/S.
Use LEFTEDGE/N, TOPEDGE/N, WIDTH/N and HEIGHT/N to specify position
and size of the window.

Example

```
NOTE LEFTEDGE=100 TOPEDGE=100 WIDTH=300 HEIGHT=300
NOTE CLOSE
```

PREFS DEFAULT

The settings saved in MusicManIII itself are set.

PREFS FKEYS

The F-Keys-page of the settings window will open.

PREFS LAST

The last saved settings are set.

PREFS LOAD [NAME/K]

The File-Requester will open where you can select the file
you want to load the settings from. If you commit NAME/K
this filename will be used and no File-Requester will open.

Example

```
PREFS LOAD NAME="Backup:MyMM3.prefs"
```

PREFS MIXED

The Other-page of the settings window will open.

PREFS MIXED2

The Other2-page of the settings window will open.

PREFS SAVE

The settings are saved.

PREFS SAVEAS [NAME/K]

The File-Requester will open where you can select the file
you want to save the settings. If you commit NAME/K this
filename will be used and no File-Requester will open.

Example

```
PREFS SAVEAS NAME="Backup:MyMM3.prefs"
```

PREFS PRINTER

The Printer-page of the settings window will open.

PREFS PROGRAM

The Program-page of the settings window will open.

PREFS SCREEN

The Screens-page of the settings window will open.

PRINT PROMPT/S

The "Print" window will open.

QUERY ...

With the help of this command you get information on the current record etc. Currently following information is available (you may also use more in a line):

ARTIST, TITLE, TYPE, TAPE, RELEASED, RECORDED, DOLBY, SOURCE
The named information is returned.

SIDELENGTH
The length of the current side.

WHOLELENGTH
The whole length.

SONG, LENGTH, BPM, SPECIAL
... of the current song.

RECM
The method of recording.

CASSTYPE
The type of cassette.

MODE
The current mode.

FILE
The filename (without path).

PATH
The pathname.

FILESCOUNT
The number of files of the current mode.

SUBRECORDSCOUNT
The number of sub-records of the current record.

SONGSCOUNT
The number of songs of the current side.

Example

```
QUERY ARTIST TITLE TYPE TAPE RELEASED RECORDED SIDELENGTH WHOLELENGTH
SAY "Artist:           " test.ARTIST
SAY "Title:            " test.TITLE
SAY "Type:             " test.TYPE
SAY "Tape:             " test.TAPE
SAY "Released:         " test.RELEASED
SAY "Recorded:         " test.RECORDED
SAY "Length of side:   " test.SIDELENGTH
SAY "Whole length:     " test.WHOLELENGTH
```

QUIT [FORCE/S]

Quit the program. If you commit FORCE/S there will be no request.

RECORD CLEAR

All entry fields will be cleared or set to "0". All songs will be deleted too.

RECORD CONTROL [LEFTEDGE/N] [TOPEDGE/N] [CLOSE/S]

The record control window will be opened or closed if you commit CLOSE/S. Use LEFTEDGE/N and/or TOPEDGE/N to specify the window's position.
geöffnet.

Examples

```
RECORD CONTROL LEFTEDGE 100 TOPEDGE 100
RECORD CONTROL CLOSE
```

RECORD DELETE [FORCE/S]

The shown record will be deleted. If you commit FORCE/ there will be no request.

RECORD EDIT

The edit mode is activated.

RECORD GET [NUMBER/N]

Load a record. If you commit NUMBER/N the record with this number will be loaded. Otherwise a requester opens where you can enter the wanted number.

Example

```
RECORD GET NUMBER 10
```

RECORD LEND [NAME/K]

A window will open where you can enter the name of the person you lent this record to. If you commit NAME/K that name will be used and no requester will open.

RECORD NEXT [NUMBER/N]

The next record is shown. If you commit NUMBER/N the record number will be incremented by that.

Example

```
RECORD NEXT NUMBER 10
```

RECORD NEXTSUB

The next sub-record is shown.

RECORD NEW

A new record is created and the edit mode will be activated.

RECORD NEW ARTIST/K TITLE/K

A new record is created with the given values.

RECORD PREVIOUS [NUMBER/N]

The next record is shown. If you commit NUMBER/N the record number will be decremented by that.

Example

RECORD PREVIOUS NUMBER 10

RECORD PREVIOUSSUB

The previous sub-record is shown.

RECORD SAVE/S

The shown record is saved.

The following three commands seem to be the same as those described above, but they don't use the record number under the songs ListView but the number shown in the "No." gadget!

RECORD OGET [NUMBER/N]

Load a record. If you commit NUMBER/N the record with this number will be loaded. Otherwise a requester opens where you can enter the wanted number.

Example

RECORD OGET NUMBER 10

RECORD ONEXT [NUMBER/N]

The next record is shown. If you commit NUMBER/N the record number will be incremented by that.

Example

RECORD ONEXT NUMBER 10

RECORD OPREVIOUS [NUMBER/N]

The next record is shown. If you commit NUMBER/N the record number will be decremented by that.

Example

RECORD OPREVIOUS NUMBER 10

REQUESTFILE TITLE/K [PATH/K] [FILE/K] [PATTERN/K]

A File-Requester will open. You have to specify its title with TITLE/K. Use PATH/K, FILE/K and PATTERN/K to set its defaults. The filename will be returned including the pathname.

Example

REQUESTFILE TITLE="Req" PATH="Src:" FILE="File.c" PATTERN="#?.c"

REQUESTNOTIFY PROMPT/K

An Information-Requester will be opened, showing the message specified with PROMPT/K. There will be only an "OK" gadget to close this requester.

Example

REQUESTNOTIFY PROMPT="Hi!\nI'm a requester!"

REQUESTNUMBER PROMPT/K

A Number-Requester is opened showing the message specified with PROMPT/K.

The entered number is returned.

Example

```
REQUESTNUMBER PROMPT="Give me a number..."
```

```
REQUESTRESPONSE PROMPT/K [TITLE/K]
```

A requester will open where the user can chose "OK" or "Cancel". PROMPT/K specifies the message that is shown. TITLE/K is the requester's title.

"1" is returned if the user selected "OK" and "0" if he selected "Cancel".

Example

```
REQUESTRESPONSE PROMPT="Give it to me!" TITEL="Title"
```

```
REQUESTSTRING PROMPT/K [DEFAULT/K]
```

A String-Requester will open. PROMPT/K specifies the shown message. If you commit DEFAULT/K that will be the default string shown. The entered sting is returned.

Example

```
REQUESTSTRING PROMPT="Waiting..." DEFAULT="Hi"
```

```
SELECT PROMPT/S
```

The "Selection" window will be opened.

```
SELECT FREE
```

The current selection is freed.

```
SELECT SAVE
```

A File-Requester will open where you can select the file you want to save the current selection in.

```
SIDE A
```

Side A is shown.

```
SIDE B
```

Side B is shown.

```
SIDE OTHER
```

The other page is shown,

```
SONG APPEND
```

A song is appended to the current list.

```
SONG APPEND NAME/K [LENGTH/K] [BPM/K] [SPECIAL/K] [NUMBER/K/N]
```

The song NAME is appended to the current list. If you supply some of the other values they will be set too. NUMBER specifies the number of the color that's used for marking.

```
SONG CONTROL [LEFTEDGE/N] [TOPEdge/N] [CLOSE/S]
```

The song control window be opened or closed if you commit CLOSE/S. Use LEFTEDGE/N and TOPEdge/N to specify the window's position.

Example

SONG CONTROL LEFTEDGE 100 TOPEDGE 100
SONG CONTROL CLOSE

SONG DELETE

The current song will be deleted.

SONG DOWN [NUMBER/K]

The current song is moved down one position. If you commit NUMBER/N the song will be moved down that far.

Example

SONG DOWN NUMBER 5

SONG INSERT

A song is inserted before the current song.

SONG INSERT NAME/K [LENGTH/K] [BPM/K] [SPECIAL/K] [NUMBER/K/N]

The song NAME is inserted before the current song. If you supply some of the other values they will be set too. NUMBER specifies the number of the color that's used for marking.

SONG MARK [NUMBER/N]

If NUMBER/N is committed the current song is marked with this color. Otherwise the Color-Requester opens where you can select the wanted color.

Example

SONG MARK NUMBER 3

SONG NEXT [NUMBER/N]

The next song is declared as the current one. If you commit NUMBER/N the song that is that number of songs above the current one is declared as the current one.

Example

SONG NEXT NUMBER 5

SONG PREVIOUS [NUMBER/N]

The previous song is declared as the current one. If you commit NUMBER/N the song that is that number of songs behind the current one is declared as the current one.

Example

SONG PREVIOUS NUMBER 5

SONG UP [NUMBER/N]

The current song is moved up one position. If you commit NUMBER/N the song will be moved up that far.

Example

SONG UP NUMBER 5

UNDO

The last done change to the record is taken back.

MusicManIII supports the possibility to execute ARexx-Scripts on some actions. These scripts must have a certain name and must be placed in the directory you specified in the "Other2"-page of the settings window at "Macros" in the "Paths" group.

The following auto-macros are supported:

Startup.mmx

This macro is executed when MusicManIII starts (after the screen and the main window are opened).

CloseDown.mmx

This macro is executed when MusicManIII quits (before the windows and the screen are closed).

OpenMainScreen.mmx, OpenPrefsScreen.mmx, OpenListScreen.mmx

These macros are executed when the named screen has been opened. Use this macros to e.g. start the utility to open the Docks.

CloseMainScreen.mmx, ClosePrefsScreen.mmx CloseListScreen.mmx

These macros are executed before the named screen is closed. Use this macro to e.g. stop the utility to open the Docks.

1.59 authorreqtools

Author of reqtools.library

Magnus Holmgren
Kvarnbergsvägen 5
S-444 47 Stenungsund
SWEDEN

1.60 authorcdplayer

Author of cdplayer.library

Patrick Hess
Holsteinstr. 27
41564 Kaarst
Germany

Tel.: V+49-2131-669556Q
eMail: poseidon@newswire.gun.de
poseidon@canta.gun.de

1.61 authorpopupmenu

Autor der popupmenu.library

Henrik Isaksson
Garvarvägen 33
950 40 Töre
SWEDEN

eMail: hki@heml.passagen.se
amiga_rules@hotmail.com
