

**SP-ProjectMan**

**COLLABORATORS**

	<i>TITLE :</i> SP-ProjectMan		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 9, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## SP-ProjectMan

### 1.1 SP-ProjectMan

SP-ProjectMan

A user friendly multi-projects files manager

Version 1.02

User Documentation

© Copyright 1996-1998 by Bernard Kruppenacher

- Shareware -

----- This file is still under work -----

Introduction...

Concept

What the hell is SP-ProjectMan?

System requirements

Which computers can SP-ProjectMan run on?

Installation

How do I install SP-ProjectMan?

Getting started

How do I start the program?

Unregistered limits

Limitations of the unregistered version.

Main window... (not finished yet)

Projects page...

Sites management  
Managing projects and references sites.

References management  
Managing references.

Project management  
Managing projects.

Subproject management  
Managing subprojects.

Files lists page...

Unregistered files  
List of unregistered files in programmer's tree.

New files  
Files recently added in project by other programmers.

Obsolete files  
Files modified by other programmers.

Updated files  
Files up to date for this programmer.

Locked files  
Files locked for modification by this programmer.

More files page...

Masked files  
Files in project that this programmer don't use.

Other locked  
Files locked for modification by other programmers.

Deleted files  
Files proposed for deletion by this programmer.

Other deleted  
Files proposed for deletion by other programmers.

Import/Export page...

Import  
Importing files from outside of SP-ProjectMan.

Export  
Exporting files.

Backup

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Backup the project.

Release

Preparing an archive file for public release.

Other windows... (not finished yet)

Locking file

Dialog when locking a file.

Modifying file

Dialog when modifying a file.

Restoring file

Dialog when restoring a file.

Deleting file

Dialog when proposing to delete a file.

About SP-ProjectMan

SP-ProjectMan "About" window.

About MUI

Standard MUI "About" window.

About textfield.gadget

textfield.gadget "About" window.

Menus... (not finished yet)

Project/About SP\_ProjectMan

Opening the SP-ProjectMan "About" window.

Project/About MUI

Opening the MUI "About" window.

Project/About textfield.gadget

Opening the textfield.gadget "About" window.

Project/Quit

Quitting the SP-ProjectMan program.

Other topics... (not finished yet)

Customising the Edit command

Instruct SP-ProjectMan how to edit your files.

Customising the Show command

Instruct SP-ProjectMan how to display your files.

Inside SP-ProjectMan

Some details about internal SP-ProjectMan working.

Portability

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Multi-platform projects management.

To do list

A never ending list of possible improvements.

Acknowledgments

The author wishes to thank...

Author

Who's that guy?

Distribution policies...

Disclaimer

Warranty? No warranty.

License

License agreement.

Installer

About the installer program.

## 1.2 SP-ProjectMan.guide/INTRO\_CONCEPT

The SP-ProjectMan concept

SP-ProjectMan is a program that's intended to maintain coherancy of common sources files between programmers working on different projects.

The programmers could work on the same workstation, on different workstations of the same kind, or even on different workstation with heterogenous operating systems.

This program is definitely not as complete as SCCS or other project management tools. However, it was designed to be easily portable under any operating systems and through any LAN software. It only needs to have file and directory access and also simple file protection capabilities. It doesn't use links nor multiuser control.

## 1.3 SP-ProjectMan.guide/INTRO\_SYSREQ

System requirements

SP-ProjectMan requires version 3.0 of the Amiga operating system or higher. It should work on version 2.1, but has not been tested so far.

Minimum screen width : 640 x 400 with the XHelvetica/13 font.

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Topaz/8 font needs a wider screen.

MUI 3.0  
or higher.

Any Amiga compatible computer with enough RAM and HD space for real software developpement. I remember those funny days of 1987 when I was programming some small Modula-2 programs on a 512K A1000 with a single floppy drive and no HD at all. Disks swaps about every ten seconds. :-))

## 1.4 SP-ProjectMan.guide/INTRO\_INSTALL

Installation

SP-ProjectMan is distributed with a standard Installer script.

As SP-ProjectMan is intended for programmers, only the EXPERT user level has been implemented. The pretend mode is not implemented yet. You don't need to be an expert. The installation procedure is extremely simple.

The script is localized in english and french. It detects automatically the user's preferred language.

## 1.5 SP-ProjectMan.guide/MISC\_PORTABILITY

SP-ProjectMan is currenlty supported only on the Amiga.

There were command based versions of release 0.9 for PC and MAC. No further developpement is under work nor planed unless there is a real interest from many registered users.

Porting it to UNIX should not be a problem, but that has not been done yet.

## 1.6 SP-ProjectMan/UNREG\_LIMITS

Unregistered limitations

If you don't have a registration key, you will face some limitations in the usage of SP-ProjectMan. These limitations may change from release to release.

For release 1.00, The limitations are:

- 3 projects per site.
- 20 files per project
- 5 locked files per project

Theses limitations have been tuned to enable you to evaluate SP-ProjectMan. However, it will not be practicable to use it for big projects without being

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registered.

Of course, registered usage is limited only by disk and memory space.

When any of the limitations is reached, a registration window opens. Believe me, it is really irritating. The best you have to do is to register right now.

## 1.7 SP-ProjectMan/GUIDE\_START

### Files organisation

SP-Project-Man organises your projects files in two categories: References files and programmers copies.

The references files constitutes the "official release" of the projects files.

The programmers works on copies of the references files. Basically, the programmer's copy of a file is read-only. If a file to be edited, it must be locked by a project. When locked, the lock owner's copy becomes writable. After edition, the reference file is updated from the programmer's copy. The copies of the other projects are marked as obsolete. they must be updated from the reference.

### Getting started

SP-ProjectMan may be started from CLI or from the workbench. It doesn't need any parameter or tooltypes. The stack size is adjusted internally. The user doesn't need to worry about that parameter.

The program opens a window with a three pages register group. The project page is shown by default. This page is divided in six groups of lists and buttons: Programmers, projects sites, projects, subprojects, references sites and references.

Just after software installation, all the lists are empty.

### Editing the programmers list

The Programmers group enables to personalize projects. Only projects related to the current programmer are listed. The projects list is updated even while editing the programmer's name.

You may add the current programmer name by pressing <CR> in the string gadget or by clicking on the "New" button.

To select a programmer name, open the popup list and select in the list.

To remove a programmer name, select it and click on the "Remove" gadget.

### Managing sites

For different reasons, mainly security, the references and programmers projects should not be stored at the same location. Ideally, they should reside on different disk drives, or even better, on different computers. Don't worry, I don't follow this rule myself. But your are advised to have a better practice

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than me! :-)

The references files are grouped in references sites and programmer's projects in projects sites. You must create at least one site of each, but you may create more of them if this makes sense for you.

A site is described by its name (something meaningful) and its path.

To add a site, type its name in the string gadget just under the list. As soon you typed in the first character, the "New" button is enabled. When you press the <CR> key or click on the "Add" button, a file requester opens to select the path. The site is created after the path selection.

To remove a site, just select it and click on the "Remove" button. Note that the content of the site is entirely preserved. you may add the site again if needed.

References are linked to the projects by their site name. Therefore, you should not change the name of a reference site if it is already referenced by any project.

Once you have created at least one project site and one reference site, you may create references, projects and subprojects.

#### Creating a first reference

References are in fact the last "release" of a sub project. Some references will be used by a single project, others will be shared by almost all of your projects.

To create a reference, type its name in the string gadget just under the list. As soon you typed in the first character, the "New" button is enabled. The reference is created after pressing the <CR> key or clicking on the "Add" button.

As long as a reference is empty, you may delete it. Just select its name and click on the "Delete" button. In the current version, the "Delete" button is activated even if the reference is not empty. This bug will be fixed in a following version. However, if you try to delete a non empty reference, nothing happens.

#### Creating a first project

To create a project, type its name in the string gadget just under the list. As soon you typed in the first character, the "New" button is enabled. The project is created after pressing the <CR> key or clicking on the "Add" button.

As long as a project is empty, you may delete it. Just select its name and click on the "Delete" button.

#### Creating subprojects

To add subprojects to a project, drag and drop references from the references list to the subprojects list. You may also drop the selected references on the "Include" button. A third possibility is to select the references and click on

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the "Include" button.

It is possible to delete a subproject as long all the references' files are new, masked or deleted by the project.

Working with a project

You may now select your project to work with. Double click on it in the list or press on the "Use" button. The "Files lists" page of the register group is automatically shown. This page contains five lists. If your subprojects are not shared with other projects, all lists are empty. Four more lists are contained in the "More file lists" page.

Including files to the project

There is two ways to add files to a project: Create a new file and import files from outside of the SP-ProjectMan data structure.

Creation of a new file is done by clicking on the new "New" button associated with "Locked files" list. A window opens showing the list of current project's subprojects and a string gadget. Select the subproject you want to create the file in and type the file name in the string gadget. Then click on the "OK" button to create the file. The file is automatically locked for modification.

If you managed to have files in the subprojects directories that are not part of the subproject, you may include them.

To include files in a project, select some of thoses shown in the "Unregistered files" list (Import page) and press on the "Add in project" button after files selection. They will be directly locked for modification.

The files included in the project appear in the corresponding list and disappear from the "Unregistered files" list. They will also appear in the "New files" list of the other projects sharing the same subproject reference.

By including a file in the project, SP-ProjectMan puts a copy of the programmer's file in the reference directory tree.

Adding files to the project

To import files from outside of the project, you must use the special directory list (Import page).

First select a subproject. The files will be added to it.

Then select the files to add in the directory list and press on the "Add to project button". The files are copied to the subproject's directory as they are added to the project.

To navigate though the directories, you should use the "Volumes" and "Parent" buttons. The "Volume" button display the list of all mounted volumes. The "Parent" button goes up one directory level.

To enter in a subdirectory, doubleclick on its name.

Exporting files from the project.

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The operation to export files outside of the SP-ProjectMan environnement should unfortunately be made manually. You must copy the desired files from the subproject directory.

The subproject directory is:

```
"YourProjectsSitePath/Projects/YourProjectName/YourSubprojectName/"
```

An file exporter feature is planned for next release of SP-ProjectMan.

#### Lock a file for modification

To make a file editable, you have to lock it. Select the files to lock and drop them on the "Locked files" list. You may also press on the "Lock" button after files selection.

For each file to lock, a window opens, asking you to explain what modifications you are planning to make to this file. This is part of the computer assisted documentation features of SP-ProjectMan. You have to type at least one character in the

```
TextField
```

```
gadget. To add to your motivation :-),
```

you have to know that the programmer's name is automatically added with your comments in the documentation file.

Once a file is locked, the programmer's copy is made writable, therefore editable. SP-ProjectMan guarantees that only one project at a time has a given file writable.

The locked files are removed from the "Lockable files" list and added to the "locked files" list. They are also added to the "Other locked files" list of the projects sharing the same reference files.

#### Edit a file

To edit a file, double click on it in the "Locked files" list. You may also press on the "Edit" button after file selection. An AREXX script analyses the file name and selects the editor tool according to the file type. This AREXX script is easily

```
customisable
```

```
to adapt at your preferred editors. As default,
```

```
the Commodore (Oups! Amiga Technologies) .. (Oups again! Viscorp?) ...
```

```
(Amiga Inc! Yeaaaah!) ED text editor is called.
```

#### Unlock a file without retaining modifications

If you decide that the modifications you made to a file are just bullshit, select the file in the "Locked files" list and drop it to the "Lockable files" list. You may also press on the "Restore" button after file selection. SP-ProjectMan will open a requester asking you to confirm that the modifications made to the file should be thrown away.

If you confirm by pressing on the "OK" button, SP-ProjectMan replaces your local copy of the file by the reference one. The file is made read only again.

#### Unlock a file and modify the reference copy

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In fact, your modifications are not bullshit at all, but are good enough to be used by all other projects sharing the same reference. Then, select the modified files and press on the "Modify" button.

For each file to modify, a window opens, asking you to explain what modifications have been to this file. This is part of the computer assisted documentation features of SP-ProjectMan. The

TextField

gadget contains the

text introduced when the file was locked. You have to modify this text by typing at least one character. To add to your motivation :-), you have to remember that the programmer's name is automatically added with your comments in the documentation file.

By pressing on the "OK" button you confirm the modification of the file. The reference copy is replaced by the one in the programmer's directory. This last one is made read only. The file name is removed from the "Locked files" list and added in the "Lockable files" list. Moreover, it appears also in the "Obsolete files" list of the other projects sharing the same reference files.

#### Masking unused files

When more than one projects share files, every project doesn't use all the shared files. Therefore, unused files may be masked for some projects. To mask one or more files, select them and press on the "Don't use" button. This could be made from the "New files", "Obsolete files", "Lockable files" or "Other locked files" lists. It is also possible to drop them on the "Masked files" list from the "Other locked" list.

Masked files are removed from the list they were selected and added in the "Masked files" list. The programmer's copy of the file is deleted.

#### Deletion of files

Eventually, some files have no more reasons to exist. They may be removed completely from the database and all copies of them deleted. However, as this is an irreversible action and needs a consensus from all the programmers, files are never directly deleted. They may be proposed for deletion instead.

To propose a file for deletion, it seems obvious that a programmer's doesn't use it. Therefore, the file should be masked at first. Then, select the file in the "Masked files" list and drop it in the "Deleted files" list. You may also press the "Delete" button after file selection.

The file proposed for deletion is removed from the "masked files" list and added to the "Deleted files" list. It also appears in the "Other deleted files" list of the other projects sharing the same reference files.

By looking at the "Other deleted files", you may know what files are proposed for deletion by the other programmers. If you agree with the proposition, you should propose the file for deletion too. When the file is proposed for deletion from every project, the file is automatically removed from the database and deleted from the reference directory.

#### Using new files

As said before, files added to a project will appear in the "New files" list

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of the other projects sharing the same reference. To be able to use these files from the other projects, their programmers should select them from the "New files" list and drop them on the "Lockable files" list. They may also press on the "Use" button after file selection.

The files are removed from the "New files" list and added to the "Lockable files" list. A read only copy of the file is put in the programmer's directory from the reference.

Using again masked or proposed for deletion files

Masked and proposed for deletion files may be usable again the same way. You have to select them and press the "Use" button associated with the list.

Updating obsolete files

When files has been modified in a project and these modifications applied to the reference, they appear in the "Obsolete files" list of the other projects sharing them. Your project may be updated by selecting obsolete files from the "Obsolete files" list and dropping them on the "Lockable files" list. It's also possible to press on the "Update" button after files selection.

Displaying the content of files

From all lists but the "Locked files" list, it is possible to show the content of a file. To do this, double click on the file to display. You may also press on the "Show" button of the associated list after file selection. An AREXX script analyses the file name and select the editor tool according to the file type. This AREXX script is easily  
customisable  
to adapt at your preferred file  
viewers. The default tool is Multiview.

Displaying the modifications history of files

From all lists but the "Unregistered files" list, it is possible to show the modifications history report of a file. To do this, select the file(s) to show the modifications history report and press on the "History" button of the associated list.

For every file to show the history report, a window opens containing a scrollable text field with the previously recorded modifications reports.

History reports windows openend from the "Locked files" list contains a second scrollable text field for the modifications under way.

## 1.8 SP-ProjectMan/SI\_MANAG

Sites management

Sorry. Not yet finished. Please refer to  
Getting started

## 1.9 SP-ProjectMan/RF\_MANAG

References management

Sorry. Not yet finished. Please refer to  
Getting started

## 1.10 SP-ProjectMan/PR\_MANAG

Projects management

Sorry. Not yet finished. Please refer to  
Getting started

## 1.11 SP-ProjectMan/SP\_MANAG

Subprojects management

Sorry. Not yet finished. Please refer to  
Getting started

## 1.12 SP-ProjectMan/FL\_UNREG

Unregistered files

Sorry. Not yet finished. Please refer to  
Getting started

## 1.13 SP-ProjectMan/FL\_NEW

New files

Sorry. Not yet finished. Please refer to  
Getting started

## 1.14 SP-ProjectMan/FL\_OBSOLETE



Obsolete files

Sorry. Not yet finished. Please refer to  
Getting started

## **1.15 SP-ProjectMan/FL\_UPDATED**

Updated files

Sorry. Not yet finished. Please refer to  
Getting started

## **1.16 SP-ProjectMan/FL\_LOCKED**

Locked files

Sorry. Not yet finished. Please refer to  
Getting started

## **1.17 SP-ProjectMan/ML\_MASQUED**

Masked files

Sorry. Not yet finished. Please refer to  
Getting started

## **1.18 SP-ProjectMan/ML\_OLOCKED**

Other locked

Sorry. Not yet finished. Please refer to  
Getting started

## **1.19 SP-ProjectMan/ML\_DELETED**

Deleted files

Sorry. Not yet finished. Please refer to  
Getting started

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## 1.20 SP-ProjectMan/ML\_ODELETED

Other deleted

Sorry. Not yet finished. Please refer to  
Getting started

## 1.21 SP-ProjectMan/ML\_IMPORT

Importing files

Sorry. Not yet finished. Please refer to  
Getting started

## 1.22 SP-ProjectMan/ML\_Export

Exporting files

Sorry. Not yet implemented.

## 1.23 SP-ProjectMan/ML\_BACKUP

Backup the project

Sorry. Not yet implemented.

## 1.24 SP-ProjectMan/ML\_RELEASE

Prepare an archive for public release

Sorry. Not yet implemented.

## 1.25 SP-ProjectMan/WINDOW\_LOCK

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Locking file

Sorry. Not yet finished. Please refer to  
Getting started

## 1.26 SP-ProjectMan/WINDOW\_MODIFY

Modifying file

Sorry. Not yet finished. Please refer to  
Getting started

## 1.27 SP-ProjectMan/WINDOW\_RESTORE

Restoring file

Sorry. Not yet finished. Please refer to  
Getting started

## 1.28 SP-ProjectMan/WINDOW\_DELETE

Deleting file

Sorry. Not yet finished. Please refer to  
Getting started

## 1.29 SP-ProjectMan/WINDOW\_ABOUT

About SP-ProjectMan

Sorry. Not yet finished. Please refer to  
Getting started

## 1.30 SP-ProjectMan/WINDOW\_MUI

About MUI

Sorry. Not yet finished. Please refer to  
Getting started

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### 1.31 SP-ProjectMan/WINDOW\_TEXTFIELD

About textfield.gadget

Sorry. Not yet finished. Please refer to  
Getting started

### 1.32 SP-ProjectMan/MENU\_ABOUT

Project/About SP\_ProjectMan...

Sorry. Not yet finished. Please refer to  
Getting started

### 1.33 SP-ProjectMan/MENU\_MUI

Project/About MUI...

Sorry. Not yet finished. Please refer to  
Getting started

### 1.34 SP-ProjectMan/MENU\_TEXTFIELD

Project/About textfield.gadget...

Sorry. Not yet finished. Please refer to  
Getting started

### 1.35 SP-ProjectMan/MENU\_QUIT

Project/Quit

Sorry. Not yet finished. Please refer to  
Getting started

### 1.36 SP-ProjectMan/MISC\_INSIDE

Inside SP-ProjectMan

Sorry. Not yet finished. Please refer to  
Getting started

### **1.37 SP-ProjectMan/MISC\_PORTABILITY**

Portability

Sorry. Not yet finished. Please refer to  
Getting started

### **1.38 SP-ProjectMan/MISC\_ACKS**

Acknowledgments

Mark Thomas for the  
TextField  
gadget.

Stefan Stuntz for the marvelous  
MUI  
package.

Bodo 'Dodger' Schulz for its early feedback.

### **1.39 SP-ProjectMan/MISC\_AUTHOR**

The man who designed SP-ProjectMan

Believe it or not, it's me.

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SWITZERLAND

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www.silicon-peace.com

### **1.40 SP-ProjectMan/POL\_DISCLAIMER**

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## Disclaimer

SP-ProjectMan SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;  
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY  
OR RESPONSIBILITY IS ASSUMED IN ANY WAY.

## 1.41 SP-ProjectMan/POL\_LICENSE

### License

SP-ProjectMan is shareware from release 1.00 and up.

SP-ProjectMan is distributed exclusively as an LHA archive file.

You may copy and distribute freely and without any limitation this original archive file at the express condition that you don't ask money for it.

For inclusion into any package sold for money, please ask the  
author

Aminet has the autorisation to include SP-ProjectMan in its CD version.

You may not modify the content of the archive in any way and/or distribute modified version of the archive.

You may not disassemble, decompile, or reverse engineer the program in any way.

-----  
WARNING: WARNING: WARNING: WARNING: WARNING: WARNING: WARNING: WARNING:

There is one limitation on the usage of SP-ProjectMan:  
You may not use it when working on military or weaponry projects, nor for programming violent games.

About that last point, remember that AMIGA means "GIRL FRIEND" in spanish. This way, how is it only possible to think to associate the idea of violence with that computer?

If it appears that a registered user of SP-ProjectMan doesn't respect this rule, his licence will be cancelled and his registration key will be blacklisted in the following versions of SP-ProjectMan.  
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## 1.42 SP-ProjectMan/POL\_INSTALLER

### Installer

Along with SP-ProjectMan comes an 'Installer' project icon:

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Installer 43.3 and Installer project icon  
(c) Copyright 1995-96 AMIGA Technologies. All Rights Reserved.  
Reproduced and distributed under license from AMIGA Technologies.

INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;  
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY  
OR RESPONSIBILITY IS ASSUMED.

### 1.43 SP-ProjectMan/ACK\_TEXTFIELD

TextField gadget

textfield.gadget is Copyright © 1995 Mark Thomas.

### 1.44 SP-ProjectMan/ACK\_MUI

MagicUserInterface

MUI is Copyright © 1992-1997 Stefan Stuntz.

### 1.45 SP-ProjectMan/MISC\_CUST\_EDIT

Customising the Edit command

### 1.46 SP-ProjectMan/MISC\_CUST\_SHOW

Customising the Show command

### 1.47 SP-ProjectMan/MISC\_TODO

ToDo list

- Revision handling
  - Compilators interfaces
  - Distributed project management (Through INTERNET by Email, FTP or ...)
  - AREXX support
  - Your great ideas...
-