STDB

COLLABORATORS

	TITLE : STDB		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 8, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

STDB

1.1   STDB - StarTrek DataBase

```
              STDB

lparry@ukonline.co.uk - web.ukonline.co.uk/lparry

V1.7

First thing, make sure you have required fonts.
(Xen/8 & FixPlain/16)

Also for included pictures a working JPEG datatype must be installed.


              Running Program

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              Main screen display

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              Thanks
              You do need all the 'Ent/###' files to have a fully working  ←
                  version.

If you don't have all the 'Ent/###' files the use a text editor to comment
out those file from the list at the top of the file 'mainmenus'.
```

1.2 Starting STDB

```
Starting STDB
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STDB is started by double clicking the Icon.


First Running of STDB
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When first ran, new index files will be created, this does take quite a
while, but is only done when first run or when updated files are used for
the first time.

To change the default resoulution, remove either of the screen or depth
tooltypes from the icon file.
```

1.3 Mouse & Keyboard Controls

```
Mouse & Keyboard Controls
-------------------------
Most functions are usually operated by clicking on a button or highlighted
text with the Left Mouse Button.

Keyboard use.

'ESC'   - Quits program

'r'     - 'Retraces' through the pages. (Same as 'parent' button)
's'     - Enter 'Search' mode. (Same as Find)
'n'     - Find the next occurence of search.
't'     - Goto top of this page.
'b'     - Goto Bottom of this page.

'p'     - Brings up a palette requester, to allow you to change the
            'Text' and 'Link' colours. (with ability to save them.

','     - Go to the page backward to this in the database. (Left arrow)
'.'     - Go to the page forward to this in the database. (Right arrow)

CrsUp  - Scroll Up. (Up Arrow)
CrsDwn - Scroll Down. (Down Arrow)
```

1.4 Main Display

```
Main Display
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Find  - Enter the text to find.
      - Find next occurence of search.
```

```
Info  - Gives info about STDB & database

Main  - Go to then First Page of the databse.

Quit  - Quit program (of course ;)


A - Z  - Goto a Index page of letter.

TOS-VOY - Goto the page for desired series.
  A-Z   - Goto list of all episodes.

TRIVIA  - Goto trivia pages.
```

1.5 Creating Text Files

```
                  Creating Text Files
------------------

When creating your own files, the dat drawer is still required.

All commands begin with '@', below i will insert a space where needed to allow
amigaguide to display text.

(Needless to say don't include the space when you write any commands)

Begin a new page with '@page', followed by it's own uniqueID description.
You can also follow it with "Title of page" (if required)

  E.G.   @page jelien "Jennifer Lien"


Each line of text should be formatted to a width of 90 characters
then add link tags.

A link to another page is @ {"Text in link"uniqueID}

Highlighted is similar but instead of the 'uniqueID' use '&' symbol.

For a link to a picture/sample instead of 'uniqueID' use '*' followed by
path+name of picture/sample.

  E.G.   @ {"Kes"*stv/_kes}

Paths are based on the directory the STDB is in, unless device is in filepath

  E.G.   @ {"Kes"*dh5:stv/_kes}

See
              Picture format
               to see dimensions of pictures


Samples are played through Datatypes so any sample must have the
```

corresponding datatype installed.

Your saved text files can be added to filelist of mainfile by inserting

   @file 'filename' into top of mainfile.

If there is no 'uniqueID' in the link then the text from that link will be
used as the 'uniqueID'.

   E.G.   @ {"Sensor"} - Will be taken to mean @ {"Sensor"Sensor} and would link
                         to the page defined by,
                         @page sensor

Look at my files to see how I've used links etc.

(not the demo ones as they are full of missing and deliberate deadend links)

A bar can be displayed by using the command @ {&}

If it is the first thing on the line then it goes across whole page.
If it indented then a bar 2/3rds of the display will be drawn.

1.6 Adding Pictures

```
Adding Pictures
---------------
Any picture can be in any format you have a datatype for.
Also must be 160*128. (can be more, but only that 160*128 will be used)

I personally use 'GFXCON2' to convert a file to required size.

I have a button on 'DOpus' set up as follows.

1.  c:gfxcon2 {fu} TO {d}{o} size 160 128 FORMAT JPEG
```


1.7 Tooltypes

```
Tooltypes
---------

CHECK=YES|NO  - check if a filelink exists before displaying link.
                If available display as a link.
                If not available then display as nornmal text.
                DEFAULT-NO


FLASH=YES|NO  - If a filelink doesn't exist and the text of a link is '*'
                then display the '*' in black (invisible) or as flashing
                colour.
```

```
                     DEFAULT-NO


CYCLE=YES|NO  - If this is set to yes the pens 20-30 are used for a cycle.
                (Used by @ {&} commands)
                If No then those pens are added to the remappable.
                (if 6 bitplanes you are advised to have this as no)
                DEFAULT=YES

TEXT=rrr,ggg,bbb
LINK=rrr,ggg,bbb

Sets the colour of the text used for normal and link text.
### can be hex ($68) or decimal (104) and must be three charcters,
representing each colour. (e.g. for 30 use 030)

From inside the program, if you press 'p' then you will get a
palette requester, which allows you to change the 'Text' and 'Link'
colours and has the ability to Save them to the tooltypes.
```

1.8 Legalities

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Copyrights
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All Pictures © copyright 1966-1999 Paramount Pictures.
All Rights Reserved.

Sound Clips © copyright 1966-1999 Paramount Pictures.
All Rights Reserved.

Star Trek is a registered trademark of Paramount Pictures.
All Rights Reserved.



Info
-----
Compilation in 1998/99 by Leigh Parry and may be used in any way
you wish , please send me any updates/alterations or suggestions.

I accept no responsibility for any damage done by the use of this program
or any file contained in it's archive.

Send any comments, bug-reports to e-mail address.

For any updates/new entries send to e-mail address.
You will be acknowledged in files as author of texts included.
with a web/e-mail address if you wish that to be included.



I know that there was a picture of a version very similar to
this on aminet, by Philip Reyntens.

This is in no way related to his version.
```

I hadn't seem this when I first set out the layout of my screen.
(Quite spooky as they are nearly identical, and colours are
nearly same as well. SPOOKY)

1.9 History

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History
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v1.5
----
* Added option of tooltypes TEXT=###,###,### and LINK=###,###,###
  to allow user to change colours of the text used for
  normal text an links.
  ### can be hex or decimal (MUST be 3 digits - 30 should be 030)

v1.4
----
* Changed tooltype code, so screenmode is stored in ttypes, rather
  than comment field.
* Also allow different depths of screen rather than set 8
* Added tooltype for CYCLE.
* Changed sound loader, now uses datatypes.

v1.3
----
Changed Datatype code, so now Jpeg's can be used.
(this cuts the picture sizes by 50% - 70%)

Typical. I tried for ages to get a jpeg remap (selected colours) working,
but couldn't, so I uploaded the RGFX picture version.
Next day - got it working. Typical.

v1.2
----
First public release.

v0 - v1.1
---------
Private versions, with bugs and unfinished parts.
```

1.10 Future

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Future
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Improve speed of picture loading. - Seeing this uses datatypes,
this may be impossible without writing a custom JPEG routine.
So unless really needed, I won't spend much time trying to do this.

Update text and picture files.
```

```
Any suggestions ?
```

1.11 Known bugs

```
Known Bugs
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Some JPEG datatypes don't return a perfect picture, if this happens on
your system, try changing to a different JPEG/JFIF datatype.
there are several different version available on aminet an CoverCD's.
- Also happens for Multiview - on WB windows


Send any reports to e-mail address.
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1.12 Acknowledgements

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Thanks
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Thanks go to Steven Bryant for help, information and a lot of the texts
used in this database.

Also to people on Blitzlist, a few problems solved with their help.
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