

StarBase_SCR

COLLABORATORS

	<i>TITLE :</i> StarBase_SCR		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	StarBase_SCR	1
1.1	StarBase_SCR	1
1.2	Starting StarBase_SCR	2
1.3	Mouse & Keyboard Controls	3
1.4	Main Screen	3
1.5	Creating Text Files	4
1.6	Adding Pictures	5
1.7	Adding On-Screen Pictures	6
1.8	Adding Samples	6
1.9	Adding Animations	7
1.10	Adding Music Modules	7
1.11	Adding External Programs	8
1.12	StarBase_CLI Differences	8

Chapter 1

StarBase_SCR

1.1 StarBase_SCR

StarBase_SCR
freeseve.co.uk

amiga@sbryant. ←
www.sbryant.freeseve.co.uk

The SBCP font must be installed in your Fonts drawer.

You can place the files anywhere you like as long as StarBase_SCR and the Data Drawer (containing the Settings Drawer), are in the same directory.

Also needs : diskfont.library
asl.library

Starting StarBase_SCR

Mouse & Keyboard controls

Main screen display

Creating Text files

Adding Pictures

Adding On-Screen Pictures

Adding Samples

Adding Animations

Adding Music Modules

Adding External Programs

StarBase_CLI Differences

The background sound (Data/Settings/4.8svx) can be removed.
Or replaced with another looped sample (must be less than 128k).

The file "1.Ilbm" only appears on 800x600 screens and can also be replaced.
The size of the picture is 140x55 and must only have 8 colours.

1.2 Starting StarBase_SCR

Starting StarBase_SCR

StarBase_SCR is started using CLI with three arguments, the first is the title to appear on screen (which can be up to 56 Characters long) and the second is the name of the Text file without the extension. The amount of on screen colours can now be selected with a third entry.

SRTK.Text Example : > StarBase_SCR "Star Trek" SRTK 3

Or create a script file like "Example_Script" for each text file.

The colour range is between 3 and 8; 3=8 colours, 4=16 colours,
5=32 colours, 6=64 colours, 7=128 colours, 8=256 colours.

IF you double-click on StarBase_SCR it will either load the supplied Text file or the "STEP.Text" file without having to use CLI (if you have them).

First Running of StarBase_SCR

When run for the first time, a screenmode requester will appear. You must select a 640x480, 640x512 or 800x600 screenmode.

To change the current screenmode, hold down "Left Shift" while starting StarBase_SCR, or edit the file in a plain text editor (will cause errors if entered wrongly).

The settings are stored in "Data/Settings/[Text Name]_SCR.Prefs" and will be used in future executions of this program.

Layout Of [Text Name]_SCR.prefs

1> Screenmode in Decimal

```

2> Screen Height (480 or 512 or 600)
3> Screen Width (640 or 800)

4> Location and name of Picture viewer
5> Before CLI options      <"C:PicView [options] [filename]">
6> After CLI options       <"C:PicView [filename] [options]">

7> Location and name of Animation viewer
8> Before CLI options      <"C:AniView [options] [filename]">
9> After CLI options       <"C:AniView [filename] [options]">

10> Location and name of Sample Player
11> Before CLI options     <"C:SndPlay [options] [filename]">
12> After CLI options      <"C:SndPlay [filename] [options]">

13> Location and name of Module Player
14> Before CLI options     <"C:ModPlay [options] [filename]">
15> After CLI options      <"C:ModPlay [filename] [options]">

```

Decimal Screenmode Values

```

-----
Multiscan Productivity = 233508
PAL High Res Laced    = 167940

```

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.

When reading a file you can go to the next or previous entry by clicking the Right Mouse Button on the two unmarked buttons on the right hand side of the bar that runs across the display. Also, White text can also be selected with the Left Mouse Button to take you to that entry. You can return to your original selection by Right Clicking on the "LIST" Button in the Top-Left corner of your screen.

If you click on any word with the left mouse button, StarBase_SCR will search the list (search for mode) for any matches of that word, or click with the right mouse button and StarBase_SCR will scan the entire text file for that word (global search mode).

1.4 Main Screen

Main Screen

```

-----
Search For - enter the text to find in just the titles, then press "Return"
              or click on its button.

```

```

Global Search - Enter the text to find in Search For and click on this

```

button to scan the entire file. Text found will be highlighted Yellow.

Search Menu - If highlighted will display the previous search list.

List All Files - Displays all text file entries.

PICT/SAMP/MUSX/ANIM Settings - Change the default viewers/players.
(full pathname must be entered)

Background Sound On/Off - Turns On, or Off, that lovely (or annoying) ping sound from the Enterprise-1701.

Change The Stardate - Enter a date and StarBase_SCR will display it in a Star Trek stardate way. For the 3rd April 2000, you would enter 03042000.

Preset value is 01011947 for the current Sky One showing of the new season of Star Trek.

List Sorting On/Off - Sorts the file entry list (a-z). This slows down the searching as it has to find them and then sort them.

Stardate Dates

First showing on TV of each Star Trek series.

TOS = 08091966

TNG = 26091987

DS9 = 04011993

VOY = 16011995

1.5 Creating Text Files

Creating Text Files

Codes = ; (Character #161, Alt-i)

ø (Character #248, Alt-o)

ç (Character #231, Alt-c)

Standard ASCII text, with no special characters (except ;,~ø and~ç).

Your saved text file must end with the extension ".Text".

The length of each line cannot exceed 78 characters (102 in 800x600), and can only contain up to 3450 lines (including blank lines) in 640x480, 3750 in 640x512 or 4575 in 800x600. This count starts from the third line in your selected entry. Each page in StarBase_SCR displays 46 lines in 640x480, 50 lines in 640x512 and 61 lines in 800x600.

To begin an entry the title must have a ; (Character #161, Alt-i) before it. Titles can be up to 76 Characters long.

Example : ;Turnabout Intruder [TOS] #80

This is followed with either a blank line or a 4-Digit Code then a 3-Digit code. In the Star Trek Episode Guide I use these for the year of production and the length of the each episode.

```
Example : ;Turnabout Intruder [TOS] #80
          1968048
```

Now you can add your text about this subject, which can include links to other entries by adding an ø (Character #248, Alt-o) before and an ç (Character #231, Alt-c) after the text to be selected. This will be displayed as White for selection with the Left Mouse Button.

```
Example : ;Turnabout Intruder [TOS] #80
          1968048
          This is an example to lead to øThe Cage [TOS] #1ç.
```

The text inside the ø and the ç must be on the same line and must be entered exactly the same as the title (but without the ;).

```
Example : ;Turnabout Intruder [TOS] #80
          1968048
          This is an example to select øThe Cage [TOS] #1ç.
          ;The Cage [TOS] #1
          1965064
          This is an example to select øTurnabout Intruder [TOS] #80ç.
          ;Unknown Episode
```

This is an example of a blank line (no really!), and notice that the next entry continues after the previous one with no blank line separating them.

```
;Next Entry
```

Hello, I'm the Next Entry Text.

This file is then placed in the Data Drawer.

1.6 Adding Pictures

Adding Pictures

Code = *P*

Click on the "PICT" button to view.

This picture can be in any format your selected viewer can handle.

Entered in the second line of the selected entry.

```
Example : ;Title
          1999060*P*Data/SRTK/ILBM/One.Ilbm
          My text starts here.
```

```
Or : ;Title
      *P*Data/SRTK/ILBM/One.Ilbm
```


My text starts here.

1.7 Adding On-Screen Pictures

Adding On-Screen Pictures

Code = *O*

Displays a picture with the selected StarBase_SCR file entry.

The Picture must be no bigger than 556x365. It must be a standard IFF ILBM.

Example : ;Title
1999060*O*Data/SRTK/ILBM/One.Iff
My text starts here.

Or : ;Title
*O*Data/SRTK/ILBM/One.Iff
My text starts here.

Unlike the "PICT" picture, the on-screen picture must contain the first 8 colours from the StarBase_SCR program, otherwise the picture will be corrupted. Mouse colouring also has to be added for pictures over 16 colours. The values of the colours from 0 to 7, 17 to 19 are refreshed internally.

Screen Colours > 0 = 0,0,0
1 = 240,240,240
2 = 160,110,100
3 = 180,160,180
4 = 140,100,140
5 = 130,80,70
6 = 100,60,100
7 = 240,240,0

Mouse Colours > 17 = 224,64,64
18 = 0,0,0
19 = 240,240,240

Note

As all of the buttons (PICT/ANIM/SAMP/MUSX/EXEC) can now be used for anything, not just for their designed functions, I've decided to give this option its own link.

1.8 Adding Samples

Adding Samples

Code = *S*

Click on the "SAMP" button to hear.

This can be any type of sample that your selected player can handle.

Entered in the second line of the selected entry.

Example : ;Title
1999060*S*Data/SRTK/8SVX/One.8svx
My text starts here.

Or : ;Title
*S*Data/SRTK/8SVX/One.8svx
My text starts here.

1.9 Adding Animations

Adding Animations

Code = *A*

Click on the "ANIM" button to view.

This can be any type of animation that your selected viewer can handle.

Entered in the second line of the selected entry.

Example : ;Title
1999060*A*Data/SRTK/ANIM/One.Anim
My text starts here.

Or : ;Title
*A*Data/SRTK/ANIM/One.Anim
My text starts here.

1.10 Adding Music Modules

Adding Music Modules

Code = *M*

Click on the "MUSX" button to hear.

This can be any type of module that your selected player can handle.

Entered in the second line of the selected entry.

Example : ;Title
1999060*M*Data/SRTK/MUSX/One.Med
My text starts here.

```
Or : ;Title
      *M*Data/SRTK/MUSX/One.Med
      My text starts here.
```

1.11 Adding External Programs

Adding External Programs

Code = *X*, *T* and *E*

Click on the "USR1", "USR2" or "USR3" button to run.

Run another program from StarBase_SCR.

Entered in the second line of the selected entry.

```
Example : ;Title
          1999060*X*Data/SRTK/EXEC/WarpChart.exe
          My text starts here.
```

```
Or : ;Title
      *X*Data/SRTK/EXEC/WarpChart.exe
      My text starts here.
```

Help With External Programs

This command will only work directly with programs that do not need any options. If you need options with your external program you will have to write a script file. To do this, open any text editor and enter the program name and any options that are required. Save this file, open its info window and tick the script flag and save it, then enter the name of this file into your Text file.

1.12 StarBase_CLI Differences

StarBase_CLI Differences

No screenmode requester appears as CLI can only be run on one screenmode. Each entry can have 3900 lines, displaying 26 per page. The on-screen picture must be no bigger than 556x180. There is only one extra button, *X*, for external programs.

Layout Of [Text Name]_CLI.prefs

```
1> Screenmode in Decimal (not needed, but must still be there)

2> Location and name of Picture viewer
3> Before CLI options      <"C:PicView [options] [filename]">
4> After CLI options       <"C:PicView [filename] [options]">
```

```
5> Location and name of Animation viewer
6> Before CLI options          <"C:AniView [options] [filename]">
7> After CLI options           <"C:AniView [filename] [options]">

8 > Location and name of Sample Player
9 > Before CLI options          <"C:SndPlay [options] [filename]">
10> After CLI options           <"C:SndPlay [filename] [options]">

11> Location and name of Module Player
12> Before CLI options          <"C:ModPlay [options] [filename]">
13> After CLI options           <"C:ModPlay [filename] [options]">
```
