ManageCDPics

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Chapter 1

ManageCDPics

1.1 ManageCDPics

ManageCDPics - © 1994 by Markus Hillenbrand

ManageCDPics (short: MCDP) is a program to create some kind of picture database. You can easily have a look at pictures stored in several databases. The program was written to be mainly used for compact disks.

Requirements Configuration The Program The Menus The Slideshow The Database Format The Database Format The Script MakeNewDataBase The Program DTShow The Author Copyright Thanks History Future Plans

1.2 Requirements

You need: - intuition.library v37 - gadtools.library v37 - graphics.library v37 - dos.library v37 - exec.library v37 - utility.library v37 - icon.library v37

- datatypes.library v39 (only for the slideshow)

You should also have enough datatypes installed on your system, if you want to use the slideshow.

1.3 Configuration

The program can be configured by editing the tooltypes of the program's icon. Currently the following tooltypes are supported:

JPG=... enter the name of the viewer for JPGs GIF=... enter the name of the viewer for GIFs OTHER=... enter the name for any other format

These tooltypes can be overridden by ENV: variabled:

MCDPics_G = the same as GIF in tooltypes
MCDPics_J = the same as JPG in tooltypes
MCDPics_O = the same as OTHER in tooltypes

This is useful for users who start it from a write protected disk (i.e. a compact disk).

The tooltypes SM_xxx_xxx and SM_HIGHER can be edited, too. But it is recommended to change them by using the program's built in menu entry 'save prefs'.

The following tooltypes do only affect the slideshow part of the program:

- IGNOREERRORS delete the brackets '(' and ')' if you do not want the program to stop a slideshow when an error occurs. An error can be low memory or a deletet file, that cannot be loaded. add bracket '(' and ')' if you want to stop a slideshow when an error occurs.
- DEBUG if this is enabled (i.e. no brackets, see above) the program will open a window where detailed error messaged will be printed if an error occurs.
- OWNSCREENMODES if this is enabled, the gadget 'define own screenmodes' will be enabled by default.

1.4 The Program

If you start the program, you can see three listviews and several gadgets. In the left listview you can select the database you want to have a look at. The middle one represents the categories in this database. Third there are the entries in these categories: the pictures.

The text gadget in the middle of the window is used to show some text related to the picture which is active.

Underneath the first listview there is a string gadgets that contains the calls of the external viewers for the pictures. The contents of this gadgets depends on the suffix of the picture: if the suffix is '.gif' the call defined via the tooltype GIF=... will be shown, if the suffix is '.JPG' the call for JPGs will be inserted, otherwise there will appear the entry for OTHERS=... You can change the entries everytime; but don't forget the '%s': it will be replaced by the name of the picture. Any change of the entry will remain until you end the program. You can save your entries by using the menu 'save prefs'.

Next there is a cycle gadget. You can specify 'CD', 'Category' and 'Picture'. If you select category, all pictures that follow the active one in the third listview (including the actual) will be affected by your further actions. If you select CD the whole database will be affected, if you select picture, only the actual picture is beeing affected.

The last gadget is a button. If you click here the picture(s) will be shown using the external viewer(s).

1.5 The Menus

The are two menus attached to the window. The 'Program' and the 'Special' menu. In the 'Program' menu you can save the prefs, see an about requester or quit the program.

The 'Special' menu lets you enter the slideshow part of the program.

1.6 The Slideshow

A new window pops up containing several gadgets:

Define Own Screenmodes: If active, the program forces the pictures into a specified screenmode (see below). This is especially useful for graphic cards. If you check this gadget, you can specify your screenmodes in the list above. Every picture with a resolution smaller or equal the dimensions printed in front of the text gadgets will be forced to use a screen with the new screenmode.

Loop: If this is active, the program won't stop if the end of the category or database is reached,

it will start from the beginning.

- Time Delay: 0 = wait for mousebutton to show next picture 3-300 = wait n seconds until showing next picture
- Start Sildeshow: well, it's obvious! Once you've started the slide show you can stop it by pressing the button in the window that appears or by sending a CTRL_C to the program's task. This slideshow will use the datatypes.library for decoding pictures. You will have to install the right classes for the pictures you want to slide.

1.7 The Database Format

```
- All data files must be located in a subdirectory called 'CDS'.
- First you have to give the root of your path:
 ROOT
    CD0:
 END
 Note: Before CDO: you must enter a TAB, no space.
- Then you define the categories:
    CATEGORIES
    ΧХ
    УУ
    . . .
 END
  Note: Before xx you must enter a TAB, no space.
- Then you must define the directory names belonging to every category:
        CALLS
    xx-dir
    yy-dir
    . . .
 END
  Note: Before xx-dir you must enter a TAB, no space.
- Now you define the pictures for every category:
    xx-dir
    pic1
    description.1
    pic2
    description.2
    . . .
 yy-dir
    picx
```

```
description.x
picy
description.y
picz
description.z
...
Note: Before pic.. you must enter a TAB, no space.
You need not enter END here.
```

Just have a look at the files in CDS, and you will understand how it works.

1.8 The Script MakeNewDataBase

This tool allows you to easily create a new database for the program. You can scan directories which must be organized this way:

- All pictures must be placed in subdirectories.
- only one depth of subdirs is allowed, a subdir of a subdir
- won't cause trouble, but no pics will be recognized.
- All files must be pictures, other files are added too.

Anyway you can try out the script; it will create something useful, or you may throw it away and create your database by hand.

CAUTION: If the script doesn't work, please have a look at the protection bits of the file 'script.2'; there must appear an 's'. If there is no 's', just type in your shell: 'protect script.2 s add', and everything should work fine.

1.9 The Program DTShow

This program uses datatypes.library to view pictures. You'll need OS3.0 and the monitor drivers 'SUPER72' and 'EURO72' and 'MULTISCAN' installed. Special Feature: Small pics will be shown in the middle of a screen!!!

1.10 The Author

Here is my address (bug-report, suggestions or something like that, and the postcard):

```
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1.11 Copyright

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Since version 1.2, MCDP is CARDWARE. So you'll have to send me a postcard of your country/home/city/... with a few words from you (in your own language ?) if you use MCDP regularly.

MCDP is Copyright (C) 1994 Markus Hillenbrand and it's freely distributable as long as all of its files are included in their original form without additions, deletions, or modifications of any kind, and only a nominal fee is charged for its distribution. This software is provided *AS IS* without warranty of any kind, either expressed or implied. By using MCDP, you agree to accept the entire risk as to the quality and performance of the program.

Of course, it was tested rather extensively before it was released...

1.12 Thanks

- Marcus Flehmig for beta-testing

- Stephan Sürken for his program 'Text2Guide'
- Christoph Feck for his JFIF datatype

1.13 History

v1.0: first official release v1.1: added cycle gadget for CD, category, single added some databases new icons v1.2: added slideshow added documents some bugfixes added some databases

1.14 Future Plans

- localization
- program 'EasySlide' for the shell
- thumbnails
- better handling of databases
- appwindow for adding pictures
- sorting of pictures, categories, CDs
- better support for HAM pictures in combination with graphic cards
- support for MPEG

And remember: the more cards I get, the faster I will write a new version of the program.