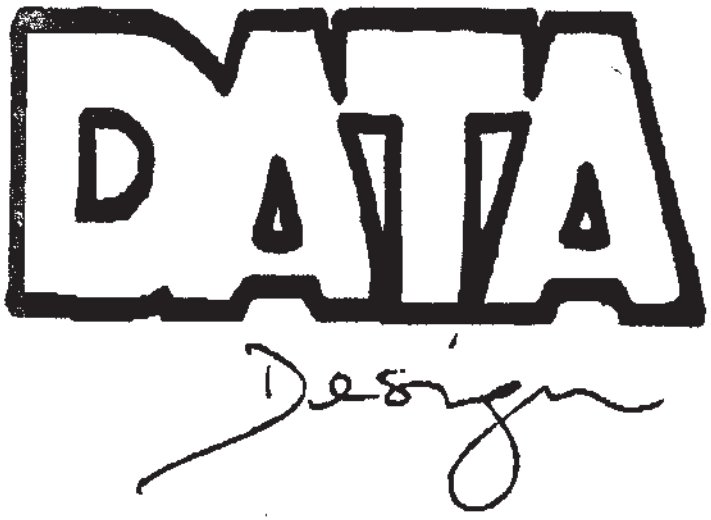

Contents

DATAdesign from PROGS (c)1990

1. Introduction

We have developped this new database because we thought there is a need for a fast, userfriendly database, with the option of multiple lines in a field.
We also wanted a powerful sorting routine and a powerful printer independant printer driver.
All this is possible with DATAdesign. Of course DATAdesign is also very fast (it was completely written in assembler or machinecode!).

If you haven't bought the program directly from us, we have to advice you to send the return coupon back to us. Then we know you are a user of the program and we can notify you when the program is improved or something.
Of course we will also take your remarks into account.
If you have bought the program directly from us, you are automatically registered.

Don't forget to take a backup, and use that one!

If you still have questions after reading this manual, don't hesitate to write to us.

We hope you will have much fun using this program.

Joachim.

2. Generalities

In the program, you can always indicate things using the cursor keys or the mouse (if you have QIMI, a SQB with mouse, or an ST-QL-emulator). But you can also activate everything by pressing a key.
An underscore under a letter indicates the key with which an item can be activated, switched on or off.
Some other cases :

QUIT	<Esc>
DO	<Enter> or <Return>
Move	<Ctrl f4>
Resize	<Ctrl f3>

The items in the main window are stated with the function keys.
In 'Load..' de items can be activated with their first letter.

Outside the main window where practically all items have a pulldown window, the items which have a pulldown window are indicated by a '..' at the end of the name.

Some notations:

key	:	<key>
sequence of keys	:	<key1>-<key2>
optional things	:	[optional]

3. Pointer Environment

As you might have already noticed, DATAdesign runs completely under the Pointer Environment.
This is an environment which is written by Qjump and which insures a universal environment as in eg. Qram, Qpac, QD II, and many other programs.
Thanks to the Pointer Environment you can use a mouse.

The Pointer Environment also improves multitasking. Each program gets its own screen so screens never have to be redrawn. If you want you can run several DATAdesigns at the same time, or you can use them together with Quill, or QD II or whatever. You can even work in Basic.

4. Menu Extensions

This is a universal interface written by Jochen Merz, and it can control the input of strings, selection of filenames and soforth.
In DATAdesign we use these extensions in 'Load..' and 'New field..'. In both cases the window and windowhandling is controlled by the Menu Extensions.

5. Fast introduction to creating files

First you have to press <E> to get into the inputwindow, or you can press <space> or <enter> when you're pointing at it. Then you can type some data.
First you have to key in the fieldnames, each on a seperate line.
To initialise these fieldnames you have to implement them. This can be done with 'Next' or 'Previous' (<f4> or <f5>).
The fieldnames are now displayed with colons behind them. You just have to fill in the records.
You can get to the next line in a field with <enter> and you can go to the next field with <tabulate>.
To implement records you can either press <f4> or <f5>, but using <f4> is adviceable because then you can get an empty record again. (For more details about this see 9. and 10.).

6. General method of working

Some things are quite obvious. Like having to define the fieldnames first. Therefore we have to get into the inputwindow. This is possible by pressing <E> or by pressing <space> or <enter> when the pointer is in the inputwindow. If necessary you can allways get out of the inputmode by pressing <esc>.

To include the fieldnames, you just have to type each fieldname on a seperate line. Colons are automatically attached, so you don't have to worry about that.
To have these fieldnames implemented you just have to press <f4> (Next) or <f5> (Previous), just as with normal records.

After this you can fill in and implement records in a similar way.

If you are somewhere in the file and you want to include a new record, you just have to go to the last one, and then take the next (<f3>-<e>-<f4>).

7. Input of data

Wherever in the file you are, you can always adjust and re-implement the current record.

To implement a new record there is always an empty one just after the last record in the list. You can reach this one by pressing <f4> if you are already on the last record, or else by first going to the last record, and then taking the next one (<f3>-<e>-<f4>).
If there is no sorting on the file, you always get another empty record if you implement a new one with <f4> (Next).

If sorting is on, one jumps to the record after the newly implemented one by pressing <f4>. So if you want to include several new records, it is advicable to switch 'Sort..' off for a while (see 12.4 for this).

8. Inputwindow and -controls

The input of data is quite similar to using a wordprocessor. There are some significant differences though.
If a line is wider then can be visualised, then part of the line will pan into the left margin. This will only happen to this line and the fieldnames allways remain visible.

You can use all printable characters.

Controlkeys :

<tabulate>	goto start of next field
<enter>	New line in field
<esc>	leave inputmode, get pointer back
<left>	cursor left 1 character
<alt left>	cursor to start of line
<ctrl left>	delete left 1 character
<ctrl alt left>	delete line
<right>	cursor right 1 character
<alt right>	cursor to end of line
<ctrl right>	delete character under cursor
<ctrl alt right>	delete to end of line
<up>	cursor up one line
<down>	cursor down one line
<ctrl down>	delete line
<shift tabulate>	goto start previous field

There are several ways to get out of the input mode (for as far as this is necessary).
You can always press <esc>.
You can go up on the first line.
You can go down on the last line.
If you use DATAdesign on a QL you just have to move your mouse.
If you use DATAdesign on an ST-QL-emulator you just have to press the left mouse button and move up or down.

9. Next

In the beginning this can be used to implement the fieldnames.

If you have just filled in a new record then this will be implemented. Then the next record will be displayed. If there is no sorting then this will be a new empty record. Else it will be the record just after the newly implemented one.

If you have changed something to an old record then this one will be overwritten. The place of the new record is always correct: the same place as the old one, or possibly a new place if sorting is active.

You can also just browse through the list of records. The next record will always be displayd, till the end off the list. After that an empty record will be displayd, ment to type in a new record.

10. Previous

In the beginning fieldnames can be implemented with this function.

If you have created a new record then this will be implemented. The previous record will be displayd. If you have just implemented the first record then this will be an empty one, otherwise it will be the record just before the implemented one in the list.

If you have changed something in a record, then the old one will be overwritten. Then the previous record will be displayd. Again the position in the list is always correct, the same place as the old one or if sorting is active possibly the new position in the list.

You can also just browse through the list of records in reverse order. After the start of the list has been reached an empty record will be displayd, so you can fill in a new one. Then everything will start all over again at the end of the list.

11. Files

11.1 Load

With this function a previously saved file can be loaded again. Here we use the Menu Extensions (in case you have already used them previously).

You can directly type the filename (after typing <F>), or indicate the file in the directory. If you indicate the file using <enter>, then it will immediatly be loaded. If you indicate it with <space> then you also have to indicate the 'OK' box.

If you want to load something from another medium then you can edit the medium by pressing <D>, or you can select it if you indicate the 'Dir'-item with the <enter>-key.

11.2 Save

This is probably one of the more easy and clever commands available.
All it does is save the current file, thus overwriting the old file without confirmation request.

You can only indicate this if you have already saved with 'Save As' or if you have loaded the file, thus defined a file-name.

11.3 Save As

With this you can edit the filename before saving it.

If the file already exists there will be a confirmation request.

The appendix ('_ddf') which indicates that it's a DATAdesign file is automatically attached if not typed.

This has to be used to save a file for the first time.

11.4 Forget

This command is used to go back to the initial status of the program as when it's just loaded.

The current file is therefore completely lost.

11.5 Print

This is used to print all, or part of, the records in a self defined format.

To start with you can change the device of printing. Normaly this is 'prt', like in Qram etc., but this can be changed or even configurated (see 16.).

If you want you can select which records you are going to print. For this you have to select on a string. This string is then compared to the first line of the field as stated in the scrollable window.
You always have to indicate how the comparing has to be done, otherwise he will just print all the records.
You can choose between '.. smaller than ..' (<), '.. bigger then ..' (>), '.. equal to ..' (=) and '.. different from ..' (NE).
The comparing is alphanumerical (see 18.4).

If the 'Form' string isn't specified, then all the fields are printed one after the other, all starting on a different line, without margins. You could call this a 'record-list'.

But using the 'Form' string you get complete control over the output, without using any printer-dependant codes.
Everything is arranged by saying what, in which order, where has to be printed. A fase which is automatically repeated for each record which has to be printed.
Here are the possible controls:

- fieldnumber[.number of lines] : with this you can decide which field has to be printed. You can restrict the number of lines, and these will then always be filled. Lines have to be regarded upon in an abstract way, this all depends on the margins (see further).
Fieldnumbers count from zero (0 = first field).

- n : this switches the status whether fieldnames have to be printed or not. If it's there ones, the fieldnames are added, if it's there a second time they are omitted again, etc.

- \ : a newline is sent through. The next data comes on the next line.

- ! or space : a space is sent through.

- f : a form feed is sent through. The page scrolls out of the printer.

- | : seperationmark.

- m number[.number][.number] etc. : this is used to set the margins. Spaces are always sent through to make sure everything comes at the right place. You can define as much margins as you want. Each line of the field comes at the next margin.

Generaly everything has to be written in one piece.
Numbers larger than 248 can cause some strange effects.
Margins are relative to possible margins as set in the printer.
You have to take care when using the 'form' string. No error messages are reported.
The status in the beginning of each record is the same : no margins, no fieldnames.

If there is an error during printing, no error messages are reported. Printing is aborted though.

12. Commands.

12.1 Begin/first

Using this command you can jump to the first record in the list (file).

12.2 End/last

Using this command you can jump to the last record in the list (file).

After this there is only the empty record which is used to type in new data. This record can be reached with 'Next' (<f4>).

12.3 Find

With this you can search a string in all records further in the list (file) then the current record.

In the scrollable window you can indicate in which part of the records there has to be searched. This is in just one field or in all fields (Global).

You can edit the string which has to be found by pressing <F>.

Searching for strings happens case-independant, this means that no difference is made between small and capital letters.

12.4 Sort

This is one of the more powerful commands in DATAdesign. You can sort files on two levels. If the first level (field, degree) is equal, then sorting (comparing) will be done on the second level (field, degree).

- First degree / Second degree : indicates whether you are adjusting parameters for the first or the second degree.

- Reverse : if this is indicated then sorting is done in reverse order on this level.

- Off (no sort) : if this is indicated, then sorting is switched off (so there is no sort).

- Alphanumerical / Numerical : With these you can indicate whether fields have to be compared as letters (alphanumerical), or as numbers (numerical).

- In the scrollable window you can indicate which field has to be sorted on this level. This is done by making that field visible.

12.5 View

This is another practical command. Here you can directly select the records you want to print or delete, or you can jump to a specific record.

First you have to indicate which field is going to be displayd in 'View..'.

Now you can select all the items you want (with <space>).

- Jump to : with this you can jump to the first record in the list which is indicated. This record is displayd.

- Delete : all the indicated records will be removed from the list.

- Print : you get the Print-window as described in 11.5, but you can't select on the records. Only the records which were indicated will be printed.

12.6 New field

With this you can create a new field. The only thing you have to do is type the new fieldname.

The new field will be empty in all records.

The new field will always be added behind the other fields.

12.7 Erase field

On the contrary to 'New field..' you can delete one or more fields with this.

All you have to do is indicate the fields you want to delete as in 'View'. Then the fields will automatically be deleted from all the records.

Beware : all data that was still in the fields will be lost forever.

12.8 Truncate

This is a kind of undo or correction-function. If you have changed something in a record, but you don't want to implement these changes, then you can 'truncate' these changes.

Don't try doing this in any other way as the old record will be replaced by the new, changed one.

12.9 Delete

If you call this, then the current record will be deleted from the list.

Naturaly there is a confirmation request first.

If you have confirmed to delete the record, then there is no way to retrieve it.

12.10 Quit

This command is used to leave the program.

There will be a confirmation request if something has changed since the last time you saved.

13. Info

Here some information about the current file is displayed. Therefore at least one record has to be implemented.

The information displayed is : filename, filelength, number of records and number of fields.

14. DATAdesign

This is a window that just displays the name of the author and the adres of PROGS.

The window can be left by indicating any of the items or pressing <esc>.

15. Convert_bas

This is a basic program which can be used to convert export Archive files to DATAdesign files.

First you have to export your file from Archive.
Then you have to load and run the basic program. This can be done with a line like : LRUN flp1_convert_bas.

After that, you have to type the name of the export file (e.g. flp1_test_exp), and after that you have to type the name of the DATAdesign file which has to be formed (e.g. flp1_test or flp1_test_ddf).
If the '_ddf' appendix isn't typed, then it will automatically be attached.

This program can also be a start for other conversion programs with DATAdesign files.

16. Configurating

As has already been mentioned, you can permanently set the print device. But you can also change the colours of the windows, the so called 'Colourways'.

All this is possible with the 'Config' program, written by Qjump.

To run the Config program the Pointer Environment has to be loaded. The easyest way to do this is boot up DATAdesign and go to SuperBasic with <Ctrl C> and type : EXEC flp1_config. Then you get the config program.
Here you have to type the name of the program which has to be configurated first, so flp1_DATAdesign. Then you have to confirm that you want to configurate this, so we press <Y>.
Then you can change both the printerdevice and the Colourways.
To keep these changes you have to type <enter>-<Y>-<esc>.
Then the changes are effective.

You have to start the program again to notice the differences!

17. Boot files

To make DATAdesign run, some things have to be loaded, this is the Pointer Environment and the Menu Extensions. To be able to load the Menu Extensions, Hotkey System II has to be loaded.
The Pointer Environment is in two parts, the Pointer Interface and the Window Manager.
So we have to load 4 extensions, and then run DATAdesign. The boot file will be :

```
base=respr(14000):lbytes flp1_ptr_gen,base:call base
base=respr(8100):lbytes flp1_wman,base:call base
base=respr(10900):lbytes flp1_hot_rext,base:call base
base=respr(10600):lbytes flp1_menu_rext_english,base:call base
exec flp1_DATAdesign
```

If you use an ST-QL-emulator, you don't have to load the 'hot_rext' file as this is standard in the emulator. The emulator has to be partly loaded though. We can also use the tk2 command LRESPR. (Everyone who has tk2 can do this). So on the ST-QL it will be :

```
base=respr(42000):lbytes flp1_ATARI_english,base:call base
tk2_ext
lrespr ptr_gen
lrespr wman
lrespr menu_rext_english
exec flp1_DATAdesign
```

The first line is to load the emulator and can be omitted if it's already loaded.

If you want you can also call DATAdesign from Hotkey System II. You should look through your Hotkey Systems II or ST-QL emulator manual for this.

18. Appendixes

18.1 Files you get

Here is the list of files and their function :

boot	to get everything started
DATAdesign	the program
ClipART_english_ddf	example files..
ClipART_nederlands_ddf	..glossary of 'The ClipART'
convert_bas	to convert export Archive files
ptr_gen	Qjump : Pointer Interface
wman	Qjump : Window Manager
hot_rext	Qjump : Hotkey System II
config	Qjump : configuration program
menu_rext_english	Jochen Merz : Menu extensions

18.4 Order of comparing strings

This is only valid for alphanumerical sorting and the selecting of the records in 'Print..'.

First comes the space, then all letters in alphabetical order, capitals proceed the small letters ('AaBbCc...'), so 'Av' comes before 'aa'.
Then the figures from 0 to 9.
Then all the punctuation marks and special symbols. These come in the same order as mentioned in the chr$-table, only the comma and point come first.