
>>> E. W. Database <<<

version 1.0.0 beta

User's Manual

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For bugs and idea's please mail to:

bugs@hofhom.nl

!!! Please mention “E.W. Database” in the subject !!!

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What is it?

Now we have had the official part, maybe you want to know what kind of program you just downloaded. E.W. Database is a (very) simple database managing program. You can save / delete / change and explore user-defined records. It is the first full version with probably many bugs. I would appreciate if everyone who found a bug would mail me at bugs@hofhom.nl and mention "E.W. Database" in the subject.

The E.W. Database I/O-control is based on the JOS-FS of the E.W. Commander I releases a time ago, but totally rewritten to improve speed.

I'm sorry I wrote it in TI-BASIC and not in Z80 Assembly, but at this time I'm not very good in Assembly and this is kind of a complex program, so it would be 10 times buggier then this release!

I could this release version 1.0.0 (beta), but it is far from a full version. It is only the first working version which was good enough to release.

Everybody who would like to help me developing this database, or porting it to Assembly, is welcome. Thanks already!

Contents

There are many files in this archive who you don't need. First I will explain why I released them and what their function is.

Specially for the developers I add some extra files and sub archives (also known as GROUPs). I will now briefly discuss all the released packages:

<i>Directory</i>	<i>Package</i>	<i>Files</i>	<i>Function</i>
/releases/full/	DBALL	DB DBFSCP1 DBFSCP2 DBGET DBINPNUM DBINPSTR DBLOAD DBNEW DBREAD DBRECADD DBRECDEL DBRECSHW DBSORT DBSTO DBSTORE	This is the full release for normal users. It contains all the application files needed to run E.W. Database. If you don't want to do something special (like developing), install this package.

<i>Directory</i>	<i>Package</i>	<i>Files</i>	<i>Function</i>
/releases/full/	DBALLDEV	DB DBFSCP1 DBFSCP2 DBGET DBINPNUM DBINPSTR DBLOAD DBNEW DBREAD DBRECADD DBRECDEL DBRECSHW DBSORT DBSTO DBSTORE	This Package is almost the same as the previous. The only difference is that the files in this one are not protected and can be edited in de PRGM->EDIT menu. "DEV" stays for developers.
/releases/packages/	DBOLD	DBRECDEL (STR1)	This package contains the old DBRECDEL. Because I made one hour ago some major changes in this file, I released the old too. The new one should work, but if it turns out very buggy, you can use this one. STR1 is only included to make a GROUP, you can safely delete it. It will be remade when you start the program.

The following packages are for developers. All these files (except DBFSDEBG, which you don't need when you use DBFS) are included in DBALL.

<i>Directory</i>	<i>Package</i>	<i>Files</i>	<i>Function</i>
/releases/packages/	DBBASE	DB DBLOAD DBNEW	This package contains the base of the program. DB starts the database, DBLOAD opens it (the second menu) and DBNEW creates a new database.
/releases/packages/	DBFS	DBGET DBREAD DBSTO DBSTORE	This package contains the default I/O files. DBREAD and DBSTO are the low-level files (decoding the _L DB list and loading / saving 4 bytes) and the other two are using those two to get / store a value (X) on byte theta.
/releases/packages/	DBFSDEBG	DBGET DBREAD DBSTO DBSTORE	This package is optimized. Yes, it is not a mistake, this package contains the same files as the previous. Really? No. These files do the same, but are very verbose to the user. You can use this if you made a module which contain bugs, but you can't find them. DO NOT use this when you want to work with the database in a normal way, it is very slow and you probably become crazy from pressing ENTER.
/releases/packages/	DBINPUT	DBINPNUM DBINPSTR	These two are common input routines for numerical

<i>Directory</i>	<i>Package</i>	<i>Files</i>	<i>Function</i>
			values (NUM) and characterstrings (STR)
/releases/packages/	DBRECMGT	DBRECADD DBRECDEL DBRECSHW DBSORT	These files are for common record management. ADD stays for adding, DEL for deleting, SHW for showing and SORT for?
/releases/packages/	DBSTRING	DBFSCP1 DBFSCP2	These two files are for number <=> character converting. They are not using the ASCII table, but a small table from me.

Installation

The first part of the installation is simple:

1. Send the GROUP file(s) you want to your calculator (with TI-CONNECT, TILP,)
2. Ungroup these files (DBALL or DBALLDEV go first!)

Then you need to set up your first database. You can do this in 2 ways:

1. Select PRGM -> EXEC -> DBNEW (ENTER) and initialize your first database.

2. Typ:

`{0} STO> LDB`

without spaces, "STO>" is the button above ON.

Press ENTER.

You just setup a 'fake' database. When you start the program chose "Create DB (New)" and not "Open DB" or the program will crash!!

Now you can select PRGM -> EXEC -> DB (ENTER) to start the program...

Using the program

Now we come to the section you probably wanted to be. You already know how to start the program. Now let's do it!

NOTE: In the whole program there is no error detection. If you enter an invalid value, the program will probably crash. So: Don't do this!

Create a new database

When you start the program you come in a menu. First time (if you didn't already do it) select "Create DB (NEW)".

Now you're been asked how many fields per record you want to have. Think about this carefully. There is no option to add a field later! At the other hand, every field consumes space, and must be defined. The maximum is 255, but I shouldn't use this!

Next next step must be done for every field:

- select the number of bytes for this field. For character strings every character needs 1 byte (you don't have to fill all the bytes, but can not use more characters then bytes. For numerical values you cannot using negative numbers or fractions (0.535 or 1.34) at this time. The numbers are

between 0 and 256 to the power off the number of bytes chosen minus 1. One byte is between 0 and 255, 4 bytes (**the maximum**, or the program will crash later!) between 0 and 4294967295.

NOTE: If you want to use the sort function, you must use a numerical field for field 1, which you later **must** use as record number to sort (1,2,3,4,5,6,etc.)

After defining all field, the program will create your new database.

Opening the database

When you are back in the main menu, you can select “Open DB” to open the database.

NOTE: Currently you can only use one database at the time. If you chose again “Create DB (NEW)” your previous database will be overwritten. “Open DB” will always open the current (and only) database.

While the database is loading, you see your current database statistics.

Now you come in a next menu. We will discuss every item of this menu.

Show record

select this to view your records. First you are asked for the field and record where the viewer should begin. Then you see the content of the field. Because the run-indicator is always on “running”, you cannot see when the program is ready. Therefore a “< WAIT >”

indicator at the bottom of the screen is available. When the last line of the screen is clear, you can use the following keys:

- **The cursors** to scroll trough the database. Up is the previous record, down the next, left the previous field, right the next.
- **The ENTER-key** to re-enter the current value.
- **The DEL-key** to delete the current record.
- **The CLEAR-key** to go back to the menu.

Add record

Select this to add a new record to the database. You are prompted for the contents of every field. After entering a value for every field, you will go beck to the menu.

NOTE: Some of the characters on your calculator are not yet supported. When you enter the characters, the number for this character will not be found and a 0 will be used. When you try to read the contents of the field, the string will be cut off by this character.

Everyone who wants to edit the DBFSCP* files (or better, rewrite them in Assembly) is welcome. Please send those files to bugs@hofhom.nl and put in the subject "Database Codepage" and they will be included in the next release.

Delete record

This is the second way to delete a record. Select this and typ the number of the record when asked. If you don't know this number, you better delete it using the "Show record"-way.

Sort database

I don't think I must say much here. If you select this, your database is sorted on the first field of every record. After this, you will be back in the menu.

NOTE: When you use sorting, the first field **must** be numerical. If this field is of the character type, the program will probably crash.

Close database

By selecting "Close Database" you return to the previous menu.

Clearing your RAM.

Because this database program is very big, it is sometimes handy to reset your RAM. If you hold the DBALL GROUP (or whatever you are using) in your Archive, you can safely do this, without losing data. Next time, just ungroup this group and start prgmDB. Because your database (in fact list _DB) is stored in the Archive after quitting the program, it's still there.

NOTE: At this time the sort-indexing (list _DBS) is not integrated in the database. If you clear your RAM, you must resort the database when using for the first time the program again.

Things to do

Now we are at the end of this manual, I would like to tell what is coming in the next releases. Again: everyone who wants to help is welcome.

- Integrating `LDBS`
- Error-detection.
- Porting to Assembly
- Creating more functionality.

Known bugs

I mentioned (almost) everything before, but here are the known bugs in E.W. Database:

- Cutting of strings on unsupported characters.
- Crashing when sorting when the first field is a character string.
- Database is unsorted after clearing RAM
- Database is crashing after exit when Archive is full.
- Crashing when using more then 4 bytes for numerical fields (not immediately)
- Crashing when _LDB is not present (or invalid)

If you find another bug, please write an email to bugs@hofhom.nl and put "E.W. Database" in the subject.