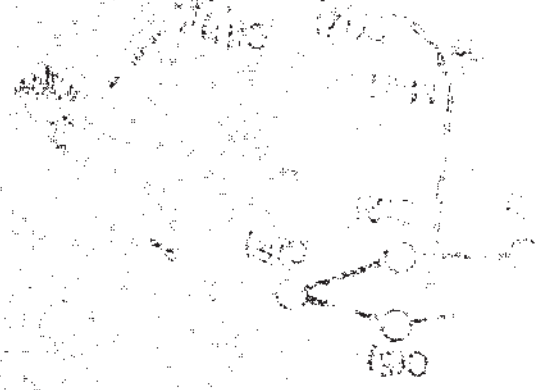
FLASHBACK

USER GUIDE



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Thanks are due to:-

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Chas Dillon.
Alf Kendall.

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FLASHBACK

INTRODUCTION

The simplest approach to FLASHBACK stems from its basic facility for holding information. The term that probably springs to mind is "Database". This will possibly invoke many preconceptions, if like me your exposure to serious computing began and remained with the QL, the term "Database" means Archive. After all, Archives job is to contain, manipulate and display data, but then that is true of most useful programs that allow the saving and loading of files.

Over the past year or so it has become evident that a number of users are storing information in Quill, Abacus and Chas Dillon's Editor not as documents or spreadsheets, but as an alternative to Archive. One obvious benefit of this approach is that the structure of data storage may be altered at any time, which is not the case with Archive.

Consider using Quill as a database for the present. If for example you were using it as a store for names and addresses you would not be restricted to predefining name$, title$, address1$, address2$ etc. If at any time you needed to add an address that did not fit in with your field definitions, never mind, Quill will open a gap for your new information. You will also be able to scroll back and forth visually in order to locate the required information with single key presses and to use Quills "search" for a meaningful part of the entry. Also, when the dreaded lock ups and crashes occur or you forget to "close" a file you will only lose data inserted since the last save instead of being locked out of the whole file.

Now for the down side, no ordering of the file is possible (not the case with Editor), no facility to select a group of entries, no flexible manipulation of records etc. In short a very inflexible method of storing information, but of some use to the user with a modest file who only needs a correct on screen response to "search". ABOVE ALL THE LOCATION OF DETAILS WILL BE S L O W.

The concept of FLASHBACK is not totally divorced from the ease of use aspect of Quill, indeed you could easily write a document from within the program, but it could exist as a field within a record, a record within a file or even an entire file. In effect you may think of a FLASHBACK file as being a long (or short) block of text. This text may be divided into records and the records may be sub-divided into fields.

If a file has record boundaries then only 1 record will be displayed in FLASHBACKS window(s) at a time. If the record exceeds the size of the window then it may be scrolled back and forth just as in Quill. Under these circumstances file navigation commands such as "Next" and "Back" will cause either the following, or preceeding record to appear in the window, as within Archive. Field division is easily made at any time by inserting a field marker, which appears on screen as a small white rectangle. If field markers are inserted then the facility to select records from a file exists by stipulating field presence or contents. The command in FLASHBACK to select records from a file is "Group".

You are probably now getting a feel for the way FLASHBACK handles data so it should be mentioned that as well as being able to divide blocks of information retrospectively, the file structure may also be defined before any data is inserted. If this is done then of course this structure may be altered at any time during use by amending, adding or deleting field markers.

FLASHBACK also provides a sub record structure facility which may be utilised for more sophisticated data display applications. This will be of interest to those experienced in database applications and to the users who require FLASHBACK to operate on a more advanced level. Unlike Quill, Archive etc. FLASHBACK is implemented as a utility, that is to say rather than be considered as a program to load and run, a facility that will overlay the current program when desired, and restore the current program display when not required.

Above all FLASHBACK is FAST. It will display the required information in an easy to use, easy to understand format in seconds rather than minutes.

There are 2 additional modules for FLASHBACK currently under development and these will be announced in the order in which they are finished and tested.

The first of these is a report generator. This will provide much more selective selection and display of required information and will provide a built in mail merge facility.

The other module will be an interface to Superbasic. This will allow FLASHBACK to be driven from Superbasic programs in a similar fashion to driving Archive from its inbuilt programming language.

GETTING STARTED

The FLASHBACK disc / microdrive master should be auto booted from drive 1. The sole purpose of the master copy is to create a working copy of the program. DO NOT ATTEMPT TO RUN Flashback FROM THE MASTER COPY BUT ONLY FROM THE WORKING COPY.
DO NOT RENAME THE Flashback FILE ON EITHER MASTER OR WORKING COPIES.
DO NOT SAVE ANY FILES COMMENCING "Flashback" TO YOUR WORKING COPY.

After a short loading sequence the screen will indicate what events are taking place:- "Loading Flashback / Dbase_dba / Empty_dba / Import_bas / Config_bas / Import_cde.

Then you will be asked to indicate the device you normally boot from:- Flp1_ / Mdv1_ or Fdk1_ by pressing the appropriate number.

You will then be instructed to remove the master and keep safe.

Next comes the instruction to insert a disc / microdrive with at least 200 free sectors and then to hit "ENTER".

Microdrive users will then be told that the necessary files are being saved to microdrive 1. Following this the screen will clear and you will be told that the process is complete and you should reset the QL.

Disc users at this stage will be asked if the inserted disk already contains a file called "boot" and you should indicate yes or no.

The reason for this is that at this stage of configuration you may want to install the program files onto their own disc or to install to the disc that you normally boot up from (TaskMaster for example).

If the latter is the case, then you will be informed that the existing boot will be renamed as "Flashboot2". This file will then be run on future loadings AFTER the Flashback loading sequence as it is essential that Flashback is loaded first.

Alternatively if you have answered "no" then the 6 files will simply be copied to the device which you have indicated.

That's all there is to it. You have now produced a working copy of FLASHBACK configured for your system.

USING FLASHBACK

When the working copy of FLASHBACK is booted at the start of a session you will be presented with ..... absolutely nothing! No loading screen , no "Press this to load that" prompt, nothing. This is in response to the (few) users of SPELLBOUND who objected to a loading screen with prompts. We hear you.

FLASHBACK is loading from the desired device and immediately loading in its default file called dbase_dba.

When all disc/cartridge action has ceased and the screen looks as it did before you installed your new acquisition, FLASHBACK is ready to spring into action at the press of a couple of keys.

Hold down the ALT key with your thumb and tap the top right hand key (backslash) and the FLASHBACK screen will appear on the left of your screen.

The larger upper part of the window is displaying the address and 'phone number of your favourite (only) QL. magazine and the cursor is on the Q of QL World (the current field). The smaller lower section of the window is showing the current field number and name (Company) the work space before a backup must be done, the reference (record) position, the number of records in the current file and the file name.

The upper part of the window may be regarded in a similar way to Quill. Cursor to the end of "World" and type in "the quick brown fox jumps over the lazy dog". You will notice that this short phrase was word wrapped when it reached the edge of the window, just as in Quill this will be the case regardless of the size of the window. An ENTER pressed at this time will move all the following text down by one line by inserting a line break and this will not be word wrapped (as Quill). In general you may add to, edit and delete the contents of the window but no text will be accepted when the cursor is over one of the rectangular field markers.

Having typed this short piece, cursor down one line at a time. As the cursor passes over each piece of text that is preceeded by a field marker you will see that the field number and name are indicated in the status window. A field consists of all text, however long and in whatever format that occurs after one field marker, and before the next.

If you place the cursor on a field marker and press ENTER then it and any following text will be moved down by one line. As there is no rule which says that you must have field markers on new lines, if you place the cursor on a field marker and delete back one character, you will move the field marker and its contents back onto the previous line. Place the cursor on "Phone" marker and delete back 1 character (CTRL+BACK ARROW) and you will see that the marker and 'phone number have been appended to the "Postcode" field. Press ENTER now and the 'phone field will be moved back to its original position.

You now have all the information which is relative to direct text and field marker manipulation in the main window with 3 exceptions. The red field marker at the bottom of the screen is not a field marker at all, but end of record marker. You will be unable to move the cursor past this and with the cursor placed on this marker you will be unable to delete forward or backward. In fact this marker is also the start of the next record, that is why the first line of the current record appears to have no marker, it is always considered to be shown as the terminator of the previous record.

Before we get on to look at the commands in detail we should look at 2 of them that are relevant to basic text editing. Assuming that you have made some changes to the current record as above, hold down the CTRL key and press "a". The red box that is flickering on the screen is indicating the current window size and position. Hold down the ALT key and press the right arrow key until the window has dramatically increased in width. Now press ENTER. You will see that the text has been reformatted to the new window size and word wraps in relation to the new right hand boundary. If the whole of the record is not in view press the up cursor until it is. Now, to tidy up the record and get rid of quick brown foxes and random characters, hold down the CTRL key and press "u". The record will now be in its original format and the status window will indicate "Changes Undone". This is the Undo command in action, but remember it will only operate on the current record before moving to another. If another record were to be called and this one returned to, the Undo key would have no effect.

THE DISPLAY

The record display window will always be split into 3 distinct sections. The top line will display as much of the record as is possible on 1 line. The text area will display as much of the current record as possible, but the size of this window has no connection with the size of record as it may be scrolled back and forth. The bottom section of the window is the status area. This will display a record count, the current field name, the work space available, the current command, the file name and any error conditions encountered.

There are 3 other displays that may be called up in Flashback.
The view screen refers to a particular selection (Group) of records and is covered under the relevant command definition.
The command prompt screen is also covered in the command section.
The other display window available is the second record screen.
This screen is toggled on and off by pressing F4, press it now. This is another window onto the current record. Its size and position are altered in exactly the same way as the first screen. One obvious use for this screen is that you may have large records, but for general navigation and identification purposes a modest window showing the top of the record will suffice. When additions are to be made or when editing the record a larger screen may be more convenient to use. There are no restrictions on the size and relationship of the two windows and either may completely overlay the other. There are variations in record display available in the second window but these are concerned with sub record structures and are covered later.

THE COMMANDS

With 1 exception all Flashback commands may be used in any of 3 ways.

Method 1 :- Dab the F3 key twice, you will now see the Flashback command set. If you are using a small window you may have to scroll down to see the complete list. If we take 1 example, scroll the inverting bar until it is over "Next". There is also a list of direct commands that may be invoked from the record display screen. Pressing ENTER at this stage would briefly return the current record and then move on to display the next record in the sequence.

Method 2 :- Dab the F3 key once and then the key for the command that you wish to carry out. In this case it would be F3 then "n". This will also move you to the next record in the sequence.

Method 3 :- Hold down the CTRL key and press the relevant letter, in this case "n". This is the direct command entry and will also move you to the next record in the sequence.

The 1 exception to this is the command to insert a record marker. As this is in effect, a way of irreversibly dividing 1 record into 2, it has been made less straightforward to key in, and even then requires confirmation.

COMMAND SET

A = Adjust window
B = Back
C = Create new record
D = Delete record
E = Edit field names
F = First
G = Group
K = Kill group
L = Last
M = Merge
N = Next
P = Printer
R = Read file
S = Search
T = Transfer
U = Undo
V = View
W = Write file.

The commands are covered in detail, alphabetically in the following section. So that the introduction to Flashback commands can be made progressively, any variations that apply to more advanced use will follow the general command definitions.

It should be mentioned that from the general record display window, pressing the ESCape key will return you to the program running beneath Flashback. Pressing ESCape from within the status window after say, miss keying will return to the record display window.

ADJUST WINDOW.

CTRL A: Move window position with cursor keys. Adjust window size with ALT+cursor keys. This will always operate on the current window.

BACK.

CTRL B: Makes the previous record the current record unless using sub record structures, in which case moves back by reference.

CREATE RECORD.

CTRL C: Produces a new blank record for input. This should only be done on the first record window, as, if you create a record whilst the second window is active, you will be prompted to press ESCape first, thus reverting to the initial window. Records may be created regardless of file grouping or ordering.

DELETE RECORD.

CTRL D: Deletes the current record. As this is a major file alteration you will be requested to confirm this command with a Y/N prompt. As with Create, this must be done from the first window.

EDIT FIELD NAME.

CTRL E: The cursor will be placed on the first character of the current field name in the status window. The current field name may be edited, or by pressing the up or down cursor keys the field numbers from 1 to 60 can be edited or defined. When fields have been edited or defined it is important to remember that pressing ENTER when complete will insert the current status window field at the cursor position in the record window. Alternatively, if no field marker insertion is required then simply exit from field name editing with ESCape. Unless a field name has been defined you will be unable to insert that particular field number into a record. There is no need to leave sections of field numbers undefined between defined field numbers for future insertions as that facility will be dealt with later. Defined fields therefore should commence with 1 and continue sequentially up to the number required.
There are several other facilities available from within Edit which are more relevant to advanced usage. They will therefore be covered in the section following these general command instructions.

FIRST.

CTRL F: Moves to the first record (reference) in the Grouped or unordered file.

GROUP.

CTRL G: This is like the Archive Select command. When used, the status window will display the word Group, and a cursor for input.
There are 3 possible actions here.

1. To select every record containing a particular field, no text is input at the cursor but the target field may be selected with the up or down cursor keys. When the required field is indicated press ENTER and you will then have to specify the field to be ordered on. This is done in the same way, scroll fields with up and down cursor keys and select with ENTER.

2. If when the Group prompt is displayed a text string is typed before pressing ENTER, only the records in which the specified field matches the text will be selected, the Order On prompt requires that a field be indicated with the up or down cursor keys, then selected with ENTER. Case dependant Grouping may be selected as in search.

3. ESCape may be pressed to cancel the instruction.

KILL GROUP.

CTRL K: Returns the file to its pre-Grouped and ordered conditon.

LAST.

CTRL L: Repositions the file to make the last record current. When used at advanced levels can refer to sub field reference.

MERGE.

CTRL M: Will merge a file from a device into the current record at the cursor position. This command will merge plain text files (Quill list files etc.) and Superbasic program listings. DO NOT merge Flashback files or Archive _dbf files as these are not plain text. Files to be merged must be smaller than the work space figure displayed in the status window. When invoked, you must type in the device and file name at the Merge prompt in the status window. It is vital that you DO NOT MERGE ANYTHING BUT A PLAIN TEXT FILE AS THIS WILL CORRUPT YOUR FILE AND MAY CRASH THE MACHINE.

NEXT.

CTRL N: Will display the next record (or reference) in the file.

PRINTER.

CTRL P: Will send the entire file to the printer or device. If the current file has been grouped, then only the current grouping of records will be printed. In this way it is possible to print a single record. The current file may be printed in either of 2 formats. If the command is accepted with ENTER, the full record contents will be printed, if however, the command is accepted by holding down SHIFT and pressing ENTER, only the first 80 characters of each record will be printed. In this case the 80 characters would be minus the printed field separators and spaces. You may abort printing by pressing ESCape at which time the printing will be terminated at the next record boundary.

READ.

CTRL R: Will read in a Flashback file with the same status as it was written in. That is to say that any grouping and ordering will be restored, and the current record and cursor position will also be the same as at the time of writing.

SEARCH.

CTRL S: Will search the file for a given text string. When the string is matched, the record it was found in will become the current record. When the search command is invoked you may select a case dependant or non case dependant search. This is done by keying SHIFT plus CAPS LOCK when the Search prompt appears in the status window. A visual indication of case dependacy is given, the word Search being highlighted in white. This can be toggled on and off with the SHIFT CAPS LOCK combination. The text string to be matched should be typed in at the cursor position adjacent to the word Search.

The search command defaults to all fields as shown in the status window, but a particular field may be specified with the down cursor key. Pressing ENTER will search the file from the current position onward, whereas SHIFT plus ENTER will search the file starting with the first record. The search command is very fast in any file, but if the file has been grouped and the search is carried out on the Order field, it will be instant. An asterisk appended to a search string is the equivalent of an ENTER. By using this it is possible to select only the "Mr" from a field that also contains "Mrs". This feature is only relevant to a case independent search / Group.

TRANSFER.

CTRL T: This will transfer the chosen text to the underlying program. When invoked, Transfer will prompt with R=rec F=Fld in the status window. At this point the current field contents or current record contents may be stipulated, or ESCape pressed to cancel the command.

UNDO CHANGES.

CTRL U: Because all record additions and editing must be carried out in a buffer area of memory to allow for the required speed of input when using large files, some points regarding Undo should be noted. You cannot be expected to know, (or be concerned with) your current position within the buffer so, some general ground rules regarding Undo should be adhered to.

1. Changes may only be undone up to the point of any file navigation. Therefore any unwanted changes to a record must be undone during that particular visit. You will be unable to remove changes to a record if it is left and subsequently returned to.

2. You may only rely upon changes being Undone if no major scrolling up and down a large record has taken place.

3. In short if you can see the changes and you have not moved up and down the record ..... they will be undone.

VIEW GROUP.

CTRL V: This will recall the Group window so that a synopsis of the selected records can be seen. The format of the display is always as follows. On the left of every line will be the very first 9 characters of the primary field (the top one with no apparent marker). If the primary field contains less than 9 characters the next field marker will be appended. The following text will always commence 10 character positions across the window and will display from the record order field onwards, as much text as will fit in the window. The record order field will be highlighted in white.

If the list of records to be displayed is deeper than the window size, the remaining records may be scrolled using the up and down cursor keys. A record may be selected by pressing ENTER. The first record displayed will always be the current record when view is invoked, so if you wish to view records that occur before this you should press the up cursor key.

WRITE.

CTRL W: Will write the current file to a device. When invoked you will be presented with the current file name for possible amendment, pressing ENTER carries out the Write command. The file will be written out in its present format, so when it is subsequently loaded it will be in exactly the same condition as when written (see READ). The command may be cancelled before pressing ENTER, with the ESCape key.

FIELD INSERTION

Field markers may be inserted into the record at any position. To insert a field marker it must be defined, that is to say, the relevant field number must have been assigned a name under the Edit Field command. To insert a field marker go into Edit Names and select the field with the up or down cursor keys, pressing ENTER will insert the specified field at the cursor position in the record. Field markers may be manoeuvred in the same way as characters within Quill.

INTELLIGENT FIELD INSERTION

This is of most use when used following the creation of a new record, in that field markers may be entered sequentially. As an example, create a new record and type some text at the cursor position, the field indicator in the status window will be showing "Field 01". When you wish to insert the next field marker, hold down SHIFT and press the ENTER key. A field marker will now be inserted, ready for input and you will see that the field indicator has been incremented to the next defined field. Alternatively, if you wished to insert the next field marker on the current line, press SHIFT and SPACE.

VERY INTELLIGENT FIELD INSERTION

Within Flashback is a facility for implementing a sub record structure. This stems from the ability to have more that 1 occurrence of a given field within a single record. A description of this feature is best done by demonstration so, read in the file called "empty_dba". To give ourselves a clear working area, adjust the window to full width and create a new record. Now Edit the field names as follows:-
1:Company. 2:Address. 3:Town. 4:County. 5:Post Code. 6:Telephone. 7:Department 8:Ext. No. 9:Surname. 10:Position.

Now ESCape from Edit field names and then (ignoring all quotation marks), type in at the record cursor position "Massive International Ltd" SHIFT+ENTER (onto new line) "Impressive Tower" ENTER "Central Road" SHIFT+ENTER "Leyland" SHIFT+ENTER "Lancashire" SHIFT+ENTER"PR5 3NA" SHIFT+ENTER "0772 454328" SHIFT+ENTER "Sales" SHIFT+SPACE "1234" SHIFT+SPACE "Brown" SHIFT+SPACE "Director".
Up to now you may have seen an asterisk in one or two of the Flashback windows and wondered what its significance was. All is about to be revealed.

This character is the key to all sub record features and is therefore of prime importance. It may be attached to any field, and when this is done, that particular field marker appears in the record window as an asterisk. Also it is appended to the relevant field name in the status window.

For the purposes of this demonstration, go into Edit Name and select the field "O7:Department". When this is the current field in the status window and the cursor is flashing on the "D", carefully hold down the SHIFT key and press ENTER. You will in future see that the asterisk has been appended to the "Department" field, and that the field marker in the record window has also changed to the asterisk character. There is another way of appending this character, that is to go into Edit Name, select the required field, cursor to the end and actually type in the asterisk character (SHIFT+8).

Flashback now considers that all the field markers including, and following the asterisk, in whatever format are forming a sub record within the main record.

On with the demonstration. In the record window, move the cursor until it is immediately following the"r" in Director. Now, as before, carefully hold down the SHIFT key and press ENTER. You should now see that the sub record marker (asterisk) has been inserted on a new line.

Type "Finance" in to this field and then SHIFT+SPACE. Then enter the Ext. No. "1235" and SHIFT+SPACE again. Now enter the Surname "Smith", then SHIFT+SPACE. Type in "Manager".

Now, even though we have only 2 records (one of which is empty) in our new file we can investigate the sub record handling.

Before we continue, we must ensure that you and I are working on the same window. Mentioned earlier were the 1st and 2nd windows (the 2nd one being toggled on and off with F4). Make sure that you only have the 1st window selected at the moment.

Because you are a major shareholder in many large multi national conglomerates, you have just started to construct a file of their names, addresses and telephone numbers. Further to this, you see a need to list the key personnel of these companies as sub records owned by the main company record. Reports on these companies and personnel will be handled in a different way by the 1st and 2nd windows.

Assuming that we are all on the first window, we will now produce a report from our file. The information we require is to list all the directors on the file, put all duplicate departments together, and identify the company for which the director works.

Go into "Group" and select field 10:Position. Adjacent to the Group prompt, type in "dir" (for director) and press ENTER. Now the prompt says "Order On" to which you should scroll back to field O7:Department, and then press ENTER. Now we have the view screen but, whats this ?, we only wanted a list of directors and there is a manager on the list. What has happened? The 1st window deals with matches within a record, and as long as the Group and Order fields exist, and any match criteria is met by any 1 sub entry, it will display all the other sub entries as well. The 1st window then can be seen as a good general purpose tool at record level.

Now accept either of the entries and then Kill Group (CTRL+K) and call up the 2nd window with F4. Group and Order On exactly the same fields as before and press ENTER. Providing that your window is wide enough, you will have a list of all the directors, their departments, their extension numbers and the company they work for, all one of them!

Ideally you should now add more records and more sub records to this new file. The different reports that can be achieved will be a lot more meaningful to you and will assist you in understanding the logic behind the 2 display screens and the asterisk.

When using the 2nd window, BOTH the Group and Order fields must be EITHER before or after the first sub record asterisk and before the second.
A further point on the asterisk. You cannot remove it from the field names altogether, and, having placed it, it will stay in position until it is placed elsewhere, If it gets in the way move it far down the field numbers.

GROUP further comments.

When a file is Grouped, a record in which the reference no longer meets the Grouping criteria will be forced out of the file Grouping with the following conditions.

Whether a reference remains in the Group differs between the 2 windows. For a reference to remain in the Group there must be a matching grouping field:-
A: In the first window, within the record anywhere.
B: In the second window, within the block of text delimited by sub record fields.

The above rules can only apply as long as the window which is current when Grouping is also the window used for editing and viewing.

It should be borne in mind that it is quite likely that at some stages of Grouping you will generate more reference numbers than the file had when originally loaded.

This is to be expected but, it is also possible to generate more references than the memory allocation for indexes can accommodate. If this occurs you will produce the message "Too Many" in which circumstance the only immediate solution is to restrict the Grouping criteria. Subsequently you may run the program called "config_bas" which will allow you to increase the index pointer memory allocation for future use. The "config_bas" program may also be used to increase the general work space allocation of Flashback, and also to change the name of the default loading file.

EXTRA COMMANDS

The command to insert a new record marker is a serious file structure change and has therefore been made somewhat cumbersome to carry out. Go into the Edit Name command and select field O1. Then hold down the SHIFT key and press TABULATE, you will then be required to confirm that you wish to split the current record at this point. The newly divided record will commence with the character that the cursor was on when the division took place.

FIELD INSERTION

At some stage you may wish to insert a newly defined field number into the current sequence. This may be done as follows.

Go into Edit Names and select the field with the cursor keys. When the field you wish to move is current, press F5. You will now see that the field in question is undefined and all following defined field numbers have been incremented by 1. You now have a spare field number to define for future sequential insertion.

FIELD ORDERING

It may appear that Flashback is capable of ordering on one field only. In fact ordering is carried out on all text which follows the order field up to a limit of .5k, or the end of record marker, whichever comes first. It is therefore possible to order any reasonable number of fields without paying a penalty on maximum record numbers, by laying out the record in a suitable fashion.

All ordering in Flashback is done by the characters ASCII value, ie. A B C D etc. is followed with a b c d etc.

The ordering in a selected file is maintained. If the order field(s) contents is changed in a selected record, the record will take its new place in the order. However, the current logical file position is recorded, so, except in the most unlikely circumstances, a Next would move to the next record from the newly positioned records old location.

TEXT INSERTION

There is a facility within Flashback to "pick up" text and use it for any prompt which requires the input of text. Try this now as an example. Go to the top of a record and cursor to a position just past the last character of a field. Insert any record marker at this point, SHIFT+SPACE is probably the easiest way. Now, type in a word that you know exists somewhere in the rest of the record / file. Having done that place the cursor on any of the text characters of the new field. Now go into Search, but instead of typing in a search string, press F4. You will now be moved to the next occurrence of the text of the new field. In effect, the F4 key is picking up the string, inserting it at the prompt and pressing ENTER. This particular method of searching only works from the present file position onwards.

TOOLKIT USERS

The Flashback entry in the job table must not be removed.

PROGRAM CONFIGURATION

In order to minimise memory waste, the supplied program "Config_bas" may be used to adjust the critical aspects of Flashback. By running this program from a reset machine you may adjust the available work space figure, the allowance for possible sub record pointers, whether Flashback should attempt to save windows and the default file name. The configuration is a short process and easily carried out by following the prompts within.

ARCHIVE DBF FILES

Also supplied is a program called Import_bas.
This will easily convert any Archive export file into a Flashback _dba file. The first step is to create an export file on the desired device. This is easily accomplished by following the instructions in the QL User Guide. Having created the export file you should reset the machine and run the program called Import_bas.

Having done this you will see a small window prompting for a device only. Either accept the suggested device or specify an alternative. Having done that the device will be scanned for Archive export files and they will be listed in the window. On selecting the required file 2 other windows will appear. The left window will be showing the Archive field names with the inverting bar on the top one. If you wish to construct a copy of the old file in the new format, just press the space bar when the inverting bar moves onto each field name. This will cause the names to be duplicated in the right hand window.

Other options available are:-

ENTER will join the current left hand field with the previous field.

SHIFT+ENTER will copy the current field across but with the same Flashback field number as the previous field. This is not the case with the primary field as there can be only one. The numbering of the new field works as follows. The number before the decimal point refers to the Flashback field number, the number after the point refers to the number of occurrences of the field.

ALT+UP or DOWN ARROW changes the default number of the next field number for the Flashback file so that particular field numbers may be specified.

UP AND DOWN ARROWS allows you to overide the default selection of the left hand fields.

When the right hand window has been set up to your satisfaction press the ESCape key to carry out the specified conversion. The number of records converted will be printed on screen as they are completed. When the process has finished you will be asked if you wish to join another Archive export file to the newly created Flashback file. If so, it must be of identical format.

TASKMASTER

Flashback is completely compatible with TaskMaster and SPELLBOUND but as with SPELLBOUND you should switch off Flashback before switching to another program.

FLASHBACK AND THOR

We see no reason to suspect that Flashback should be any less Thor compatible than SPELLBOUND proved to be, but unfortunately we do not have one of these wondrous beasts for testing. (Hint CST).

SPEEDSCREEN

Flashback is fully compatible with Creative Codeworks Speedscreen.