

## Quick Notes User Guide

Quick Notes is a simple application, which provides you a quick and easy way to type out brief notes, on your C64 or C128, and saves them to floppy disk as SEQ files.

Each note can contain up to 25 line of text and is saved on the floppy disk for later retrieval.

### I - Loading The Program

Insert the program disk in your 1541, 1541-II, or 1571 floppy disk drive and ensure the drive is configured as Drive 8, on your C64 or C128.

To use the C64 version of the program, type in the command: **LOAD "QNOTES",8** and press RETURN. To use the C128 version, type in the command: **DLOAD "QNOTES128"** and press RETURN.

To run the program, type **RUN** and press RETURN.

### II - Creating New Notes

When Quick Notes is launched, you are asked to enter the date. Enter the date using only numbers, in the formate of YYYYMMDD, then press RETURN.

You will now be presented with Quick Notes' Main Menu. To create your first note, type **C** to be taken to the note entry screen.

Begin typing your note and, when you reach the **↑**, presss RETURN to go to the next line. Contine you your note and when you're done, on a blank line, type **Q** and RETURN.

You will then have the opportunity to either redue your note (F3), cancel the process (F5) or save your note (F7). If you save your note, the program will then ask you to specify a file name.

Note: You can only include letters, number and some special characters. Avoid using commas or colons in your notes.

### III - Reading/Modifying Existing Notes

To read or modify an existing note, type **R** from the Main Menu. You will then be asked to enter the file name of the note you wish to retrieve.

If you don't remember the file name of the note you wish to access, type **D** and press RETURN. Quick Notes will then display a disk directory of all of the notes stored on the floppy disk. Then type the name of the note and press RETURN.

You will then have the option to either edit the note (F3) or print a hard copy of it to the printer (F5).

When editing the note, type the line number you wish to change, or type **0** for a list of the lines available.

### IV - Configuration Setting

There's an option to set your data disk drive to something other than Drive 8.

From the Main Menu, type **A** to go to the Configuration menu. At the prompt, enter the drive number you wih to make active.

## 64 / 128 GameLogger User Guide

64/128 GameLogger is a program to help you record and keep track of your video gaming hi-scores and accomplishments.

It is a simple flatfile database, which stores its infomation in a SEQ on your floppy disk. You can then use this information to track how many of your games you've completed, have not yet finished and

what hi-score you reached.

### I - Loading The Program

Insert the program disk in your 1541, 1541-II, or 1571 floppy disk drive and ensure the drive is configured as Drive 8, on your C64 or C128.

To use the C64 version of the program, type in the command: **LOAD "64GAME",8** and press RETURN. To use the C128 version in 40 column mode, type in the command: **DLOAD "128GAME"** and press RETURN. To use the C128 version in 80 column mode, type in the command: **DLOAD "1280GAME"** and press RETURN.

To run the program, type **RUN** and press RETURN.

### II - Getting Started

When you RUN the GameLogger, you will be presented with the Main Menu. From here, all of the available functions are displayed.

When you List or Add new games to the database, you will have the ability to view or assign them to one of three classifications: Beaten, Unbeaten, or Hi-Score.

Classifying a game as "beaten" means that you have successfully reached the end of the game, or have played and completed all levels that can be achieved.

A game classified as "unbeaten" means that you have yet to beat the game, as previously described.

A "hi-score" game is one that doesn't have an ending, but your goal is to continue playing as long as you can to achieve the highest score possible.

### III - Listing Games

To list the games in the database, type **1** and press RETURN from the Main Menu. You will then be taken to the "Listing" screen and be given the choice of what games to display. Type **A** to see all of the games in the database. Type **B** to see just the "beaten" games. Type **U** to see just the "unbeaten" games. Type **H** to

see the “hi-score” games. And finally, type **S** to do a search for a specific game title.

When searching for a game title, the name that you enter must exactly what is recorded in the log. Otherwise, you will receive a “no match” message.

At the top of the screen, you will also see a breakdown of the number of games you have in the database, how many (percentage-wise) are “beaten” and how many remain “unbeaten”. Note that, because of rounding issues, these two numbers will either add up to 99 or 100 percent.

As of this update, the database does not sort the records in any way. They are listed in the order that they were entered. At some point in the future, the plan is to add a sort function.

#### IV - Adding Games

To add new games to the database, type **2** and press RETURN from the Main Menu. This will take you to the “Add To Gamelog” screen.

The program will inform you which record number you are about to add and then wait for you to enter the game title. Type in the name and then press RETURN.

You will then be asked for the game’s Status (Beaten, Unbeaten, or Hi-score), the hi-score and finally a Progress Note. If the game does not provide a score, you can skip this by just pressing RETURN at the prompt.

The Progress Note is provided so you can record the last level you’ve reached on the game, or the level of difficulty that you played at, or any other information you think would be useful to record.

The program will then ask you if you’d like to add another game. If you answer **N**, the program will take you back to the Main Menu.

Please note that your updates will only exist in memory and not be saved to the floppy disk until you

choose to save, which is option **6**, on the Main Menu.

#### V - Edit a Record

To edit an existing record in the database, type **3** and press RETURN from the Main Menu. This will take you to the “Edit a Record” screen.

Type in the name of the game you wish to edit, followed by RETURN. Make sure that the name you enter matches the name of the game in the log exactly, or you will get a “no match” message.

The program will then print out the data that is stored for the game and ask you to enter the new data that you want to record. If you don’t wish to change a particular record (like Game Title), you can just press RETURN and not type anything at the prompt. The program will retain the data already recorded.

When you’re done, the program will return you to the Main Menu. Note that your updates will only exist in memory and not be saved to the floppy disk until you choose to save, which is option **6**, on the Main Menu.

#### VI - Delete a Record

To delete a record from the database, type **4** and press RETURN from the Main Menu. This will take you to the “Delete a Record” screen.

Type in the name of the game you wish to edit, followed by RETURN. Make sure that the name you enter matches the name of the game in the log exactly, or you will get a “no match” message.

The program will then locate the record in the database and remove it. When it’s done, it will return you to the “Main Menu”. Note that your updates will only exist in memory and not be saved to the floppy disk until you choose to save, which is option **6**, on the Main Menu.

#### VII - Saving Your Changes

To save your changes and updates to the database,

type **6** and press RETURN from the Main Menu. This will take you to the “Save/Quit” screen.

To save all of the updates you have performed to your game log, type **S** and then press RETURN. The information will then be saved to the SEQ file named **GAMES**, on the floppy disk.

If you ever decide to copy the program to another floppy disk, ensure that you also copy over the **GAMES** SEQ file.

To quit the program, type **Q** and then press RETURN.

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Quick Notes and Quick Notes 128 were written by David Bouley, copyright 2018.

64GameLogger and 128GameLogger were written by David Bouley, copyright 2019.

For more retro Commodore goodness, visit my website at: <http://www.my64.in.nf>

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