

The smurf collector

Content

Introduction.....	2
General information.....	2
Starting up.....	3
Change language.....	4
Manufacturers.....	5
Categories.....	6
Condition.....	7
Import data.....	8
Export data.....	8
With images.....	8
Without images.....	8
Create a smurf.....	9
View my collection.....	10
Seek and edit a smurf.....	12
Edit a smurf.....	14
Lists / Printing.....	15
Complete collection.....	15
Report based on selections.....	15
Statistics.....	16
Backup and Restore your collection.....	16
Export entire DB.....	16
Import complete DB.....	16
Resetting the database.....	17
License key.....	17
Contact.....	18
Examples.....	18
Using “Article number” creatively.....	18
Using “Smurf name” creatively.....	18
Editing a smurf.....	19

Introduction

This program was born out of my need for a way to keep track of my own collection. I have been a programmer for 35+ years, though fairly new to windows and C#. In the Help menu, you can see more.

General information

The program was tested using 115 smurfs and 119 smurf pictures, with an average size of 1 MB and works fine. But please consider that 100 images x 1 MB will take at least 1 GB of memory! Many collections will be much larger than 100+ smurfs so PLEASE consider reducing your images in size, BEFORE uploading them in the program!

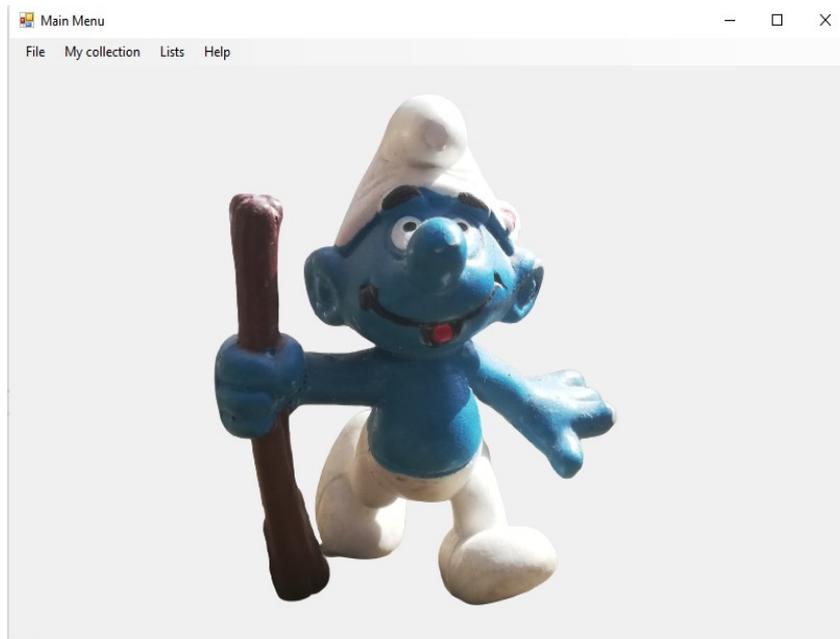
All input fields have a "Hover" text to help you with the purpose of the field.

I recommend that you do an "Export entire DB" of your collection on a regular bases, as long as you are entering all of your collection! This program is still in it's early stage and may still contain errors. This function will enable you to restore your entire collection at a later time, should that ever be necessary!

I recommend that you create 2-3 smurfs and inspect the "My collection" view and the "Seek and edit a smurf". This will give you a good impression of how the program works and how you can use the program!

Starting up

The VERY first thing you might want to do, will be to change the language of the application.

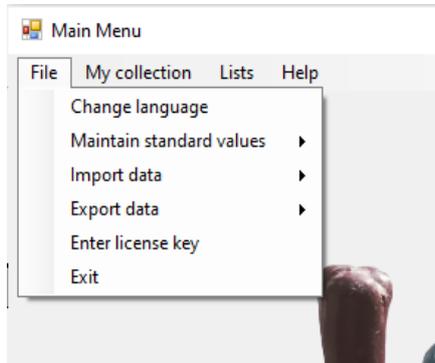


The program will default to English, but you can also choose "Danish" as language!
See Change language.
Other languages may be added in the future.

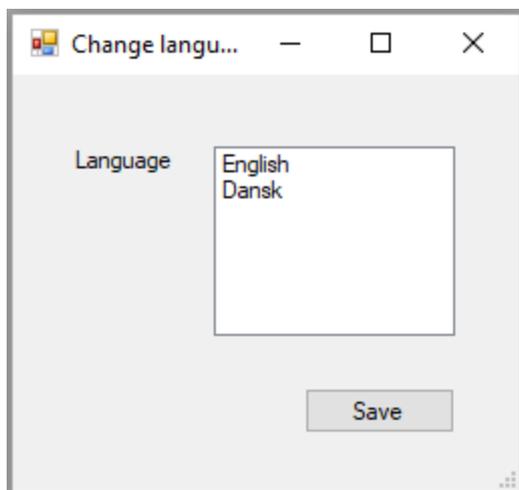
You should also create your own categories, Create the manufacturers (of smurfs) and change the condition texts.

Change language

If you open the "File" menu, the very first item will be the "Change language" item



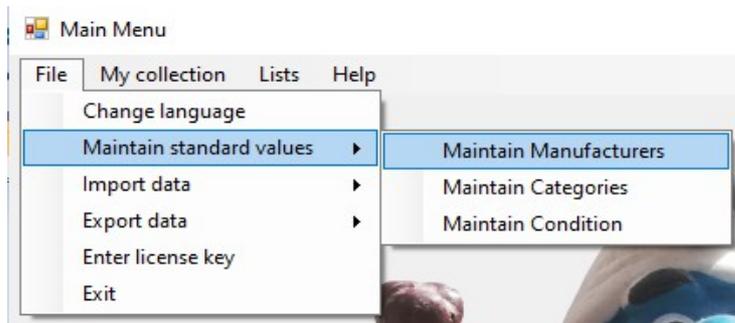
In the window that turns up,



mark the language you wish to change to and click "Save". The program will then reboot and automatically startup using that language AND keep using that language, until you change it again.

Manufacturers

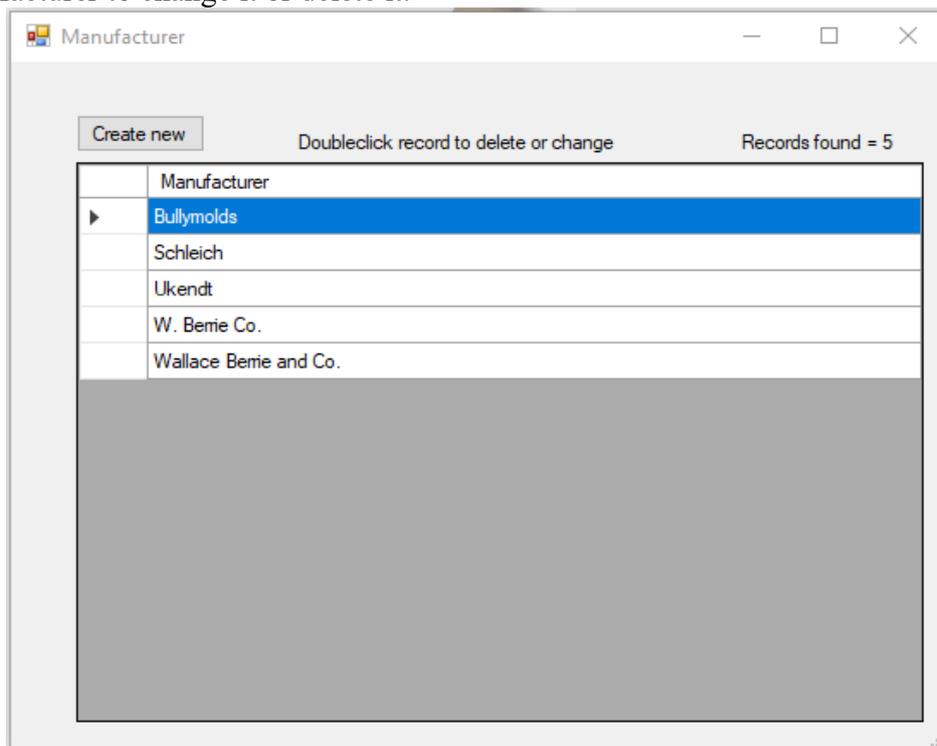
The maintain manufacturers form is in the "File" menu, under "Maintain standard values".



Two manufacturers are included in the installation of the program.

1. Schleich
2. Bullymolds

Click on the "Create" button to create a new manufacturer or double-click on an existing manufacturer to change it or delete it.

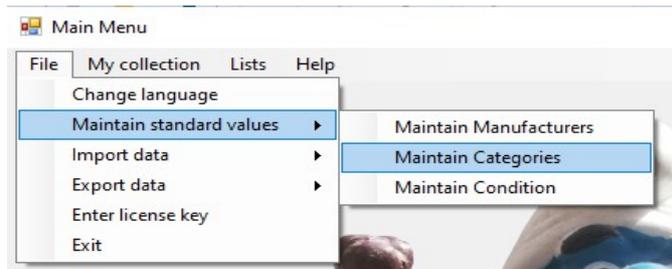


You CANNOT delete a manufacturer, if a smurf exist in the system with that manufacturer!
(You will get an error)

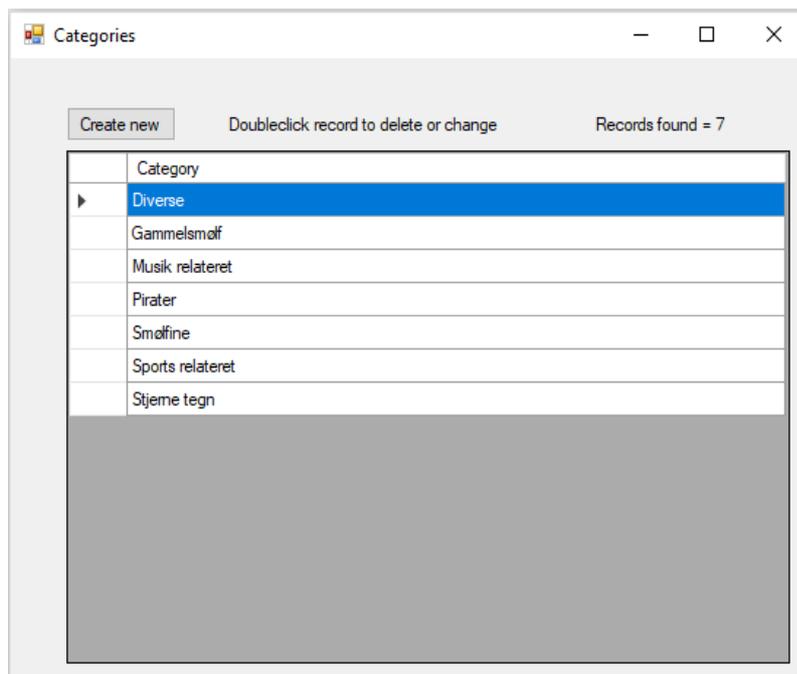
Categories

"Pirates", "Sports related" and "Music related" are all three categories that is installed together with the program.

Categories are meant as a help for you. When you look at your entire collection you will have the ability to filter several fields, among them "Categories".



Categories are found under the "File" menu, in "Maintain standard values".

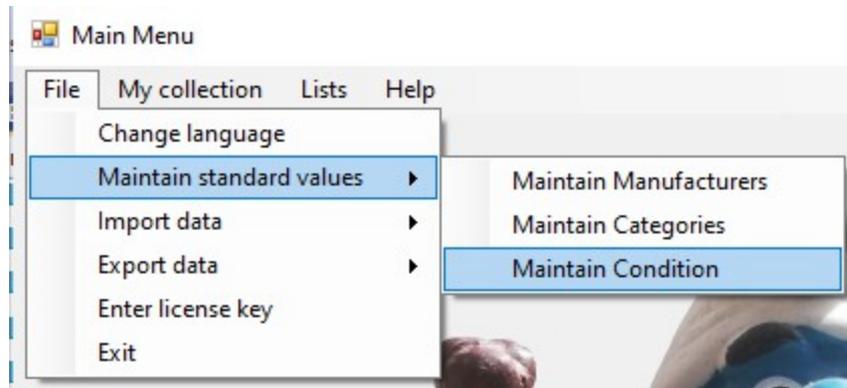


Click "Create new" to create a new category. Double-click on an existing category to edit it or delete it.

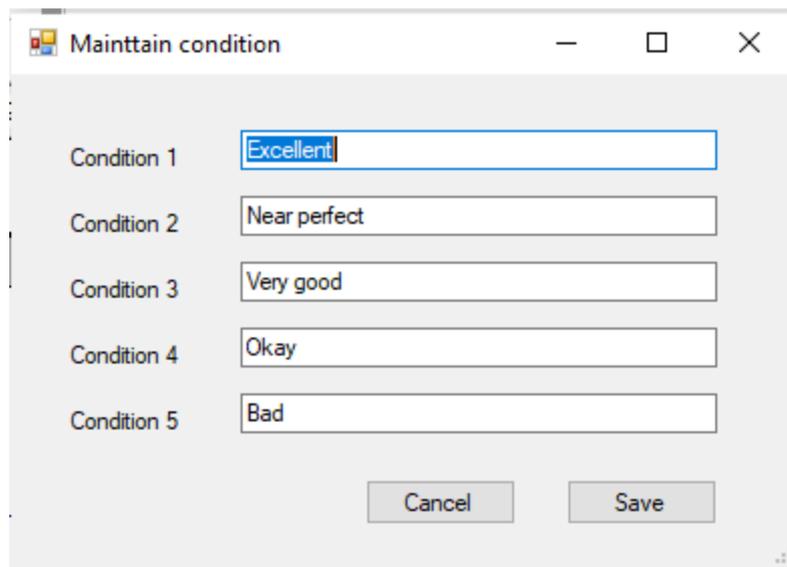
You CANNOT delete a category, that is in use by a smurf!
(You will get an error)

Condition

Conditions are found under the "File" menu, in "Maintain standard values".



There are 5 different conditions, all predefined when the program was installed and in English.



Condition 1 will be the VERY best condition and 5 the VERY worst, you can change the texts as you see fit and click "Save".

It is the condition NUMBER that is saved, when you create a new smurf, so if you change the condition TEXTS, ALL your smurfs with that condition number, will display your new text!

Import data

Do not ever use these functions unless you are VERY sure about what you are doing!

Export data

Under "File" in the export data submenu you can choose to export your smurf WITH or WITHOUT images.

With images

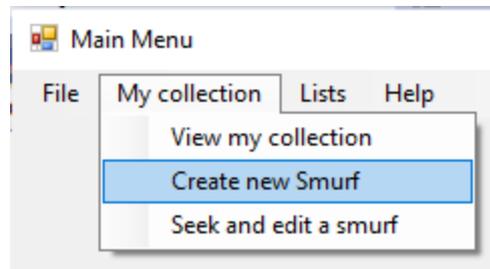
This function will export your smurfs AND all their images to a folder of your choosing!, they CANNOT be imported using the import function!

Without images

This function will ask for a CSV file name, and export ALL your smurfs to a CSV file!

Create a smurf

The "Create smurf" is in the "My collection" menu.



 A screenshot of the "Create a smurf" form. On the left, there are several input fields: "Article number" (a text box), "Markings" (a long text box), "Smurf name" (a text box), "Value" (a text box), "Condition" (a dropdown menu with "Excellent" selected), "Year" (a text box), "Category" (a dropdown menu with "Diverse" selected), and "Commentary" (a large text box). Below these are checkboxes for "Doublet?", "For sale?", "Accessory?", "New wanted?", and "Fake?". The "Manufacturer" dropdown is set to "Bullymolds". In the center, there is a large preview image of a blue smurf. To the right of the preview is a grid of six smaller images showing different views of the smurf. Below the preview is an "Image Description" text box and "Upload image" and "Add to archive" buttons. At the bottom right are "Cancel", "Save", and "Save +" buttons.

The article number is 10 characters long, do you can enter BOTH the article number, like "20022" or for variants 5 extra characters like BIGM (for a big mold etc.)

You can give your smurf a name (it will be displayed in "My collection") and in print-outs.

The "Value" field has NO currency, so you can enter any number you please, but NOT a decimal point!

The "Value" is used when the average value is calculated in the statistics print-out AND to calculate the value of your collection!

The condition will be the texts that you previously defined (Excellent, bad etc.)

"Year" is the release year of the smurf or house or what you a creating.

”Category” will be one of the categories you previously defined!

”Commentary” is a field where you can write whatever you like, I use it to describe what my smurf is missing, if it's not a perfect smurf. Or what my house is missing.

”Doublet” is a check mark, that indicates that this smurf is a doublet.

”For sale” is a check mark, that indicates that this smurf is for sale.

”Accessory” is a check mark, that indicates that this is NOT a smurf, but an accessory, like a house, jigsaw puzzle etc.

”New wanted” is a check mark, that indicates that you want a better version of this smurf than the one, you are creating just now!

”Fake” is a check mark, that indicates that the item you are creating is a fake smurf, accessory etc.

This is all the raw data on your smurf, we now go to the images.

Enter a description for the image you wish to attach to the smurf you are creating.

When you have entered a description, click on the ”Upload image” button.

Pick the right image from your disc. That image will then be loaded by the program in the center image placeholder. If it's the right image, click on the ”Add to archive” button, to save it. You can enter 6 images for EACH smurf you create! **HOWEVER, ONLY image 1 (the first uploaded image) will be shown in the ”My collection” overview and in the print-outs!**

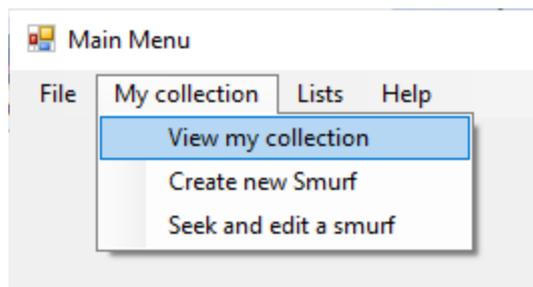
When you are finished uploading the image(s), you have 2 ”Save” buttons!

”Save” button will save your smurf in the database and close the window.

”Save+” button will save your smurf in the database, but WILL stay in the window and clear all values and you can continue with creating a new smurf!

View my collection

”View my collection” is found under the “My collection” item.



The window that starts up, will be empty!



The first you must do is click on one of the yellow buttons, to indicate what kind of view you want to see. The program will then get all items that corresponds to your choice!

In this example, I clicked “View ALL”.

Article number	Smurf name	Markings	Condition	Category	Year	Manufacturer	Value	For sale	Doublet	Accessor	New wanted	Fake	Image 1
20002	Normal smølf	3 W. Germany	Okay	Diverse	1965	Schleich	25	<input type="checkbox"/>					

All (currently) 115 of my smurfs are listed, together with image 1.

You can THEN use the filters!

You can filter on “Article number”, “Smurf name”, “Markings”, “Category”, “Year” and “Manufacturer”.

If you want to see all your smurfs that contain “200” in article number, enter “200” in article number and click the “Set filter” button. The program will then find both “40200” and “20002” and all others that contain “200”.

Every time you change filters, click the “Set filters” button.

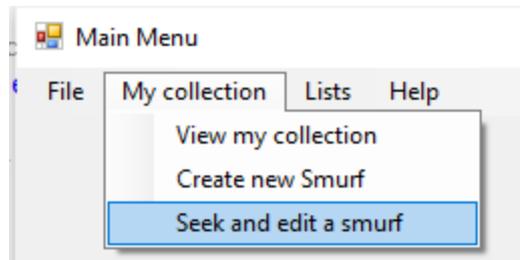
If you click the “Clear filters”, the original list will return!

If you click on the image in ANY list, you go directly to editing of that smurf!

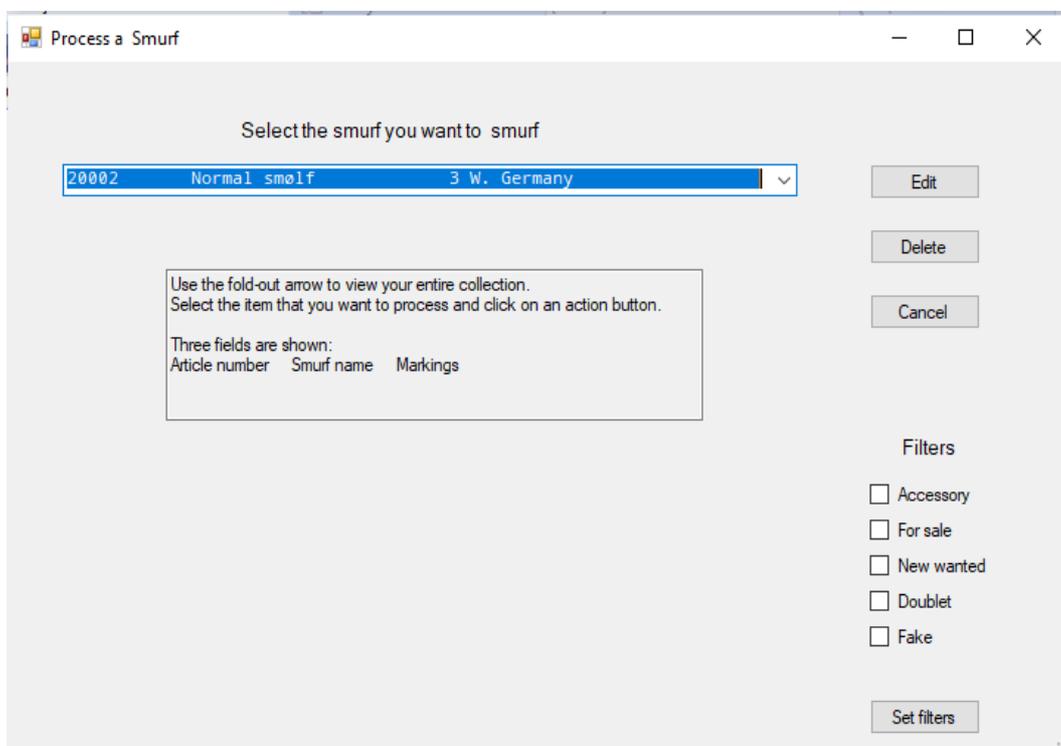
See under “Examples” how you can be creative.

Seek and edit a smurf

The “Seek and edit a smurf” is in the “My collection” drop-down menu.



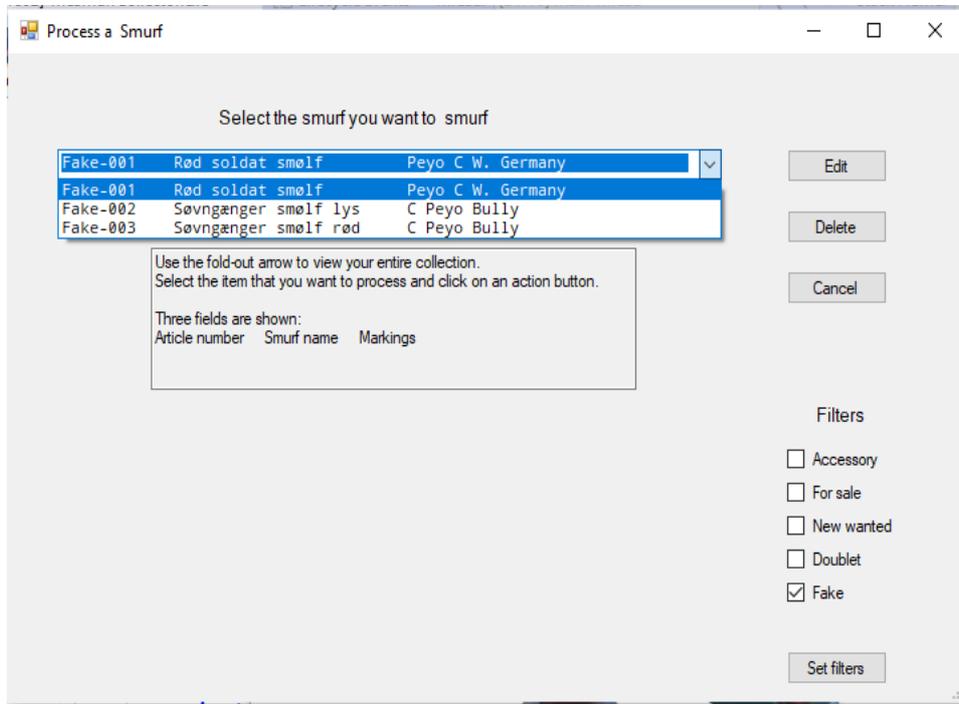
The “Seek and edit a smurf” was created, because I soon discovered that my collection was getting so big, that finding 1 smurf in over 100+ smurfs was getting hard.



When the window start up, ALL smurfs are selected! If you click on the drop-down line, you can scroll quickly through your collection, mark the smurf/item that you want and then select either the “Edit”, “Delete” or “Cancel” button for THAT single smurf/item.

If you want to filter your list, mark the filter that you want to use, I e. “Accessory”, “For sale”, “New wanted”, “Doublet” or “Fake” and click the “Set filter” button. The list will then be updated, with ONLY the items, that match your filter!

In this example I chose to see only my “Fake” smurfs and subsequently the list only contains 3 smurfs. (instead of all 115 currently in the collection.



Please note that the filters are INCLUSIVE, which means that if you mark both “Fake” and “For sale” BOTH conditions MUST be true i.e. the smurf must both be a “fake” AND be “For sale”, in order for the program to select it for the list!

Edit a smurf

You can edit a smurf in 2 ways, either by clicking the image in the “My collection” view or by finding it in the “Seek and edit a smurf”.

Article: 20021 Gul

Markings: C Peyo 2 W. Germany

Smurf name: Sovngænger smolf

Value: 25

Condition: Okay

Year: 1972

Category: Diverse

Commentary: Gul kvast

Manufacturer: Schleich

Image description:

Doublet?

For sale?

Accessory?

New wanted?

Fake?

Upload image Add to archive

DELETE THIS!

Cancel Save

The only difference in the edit smurf and the create smurf is that here, you can delete your smurf, and you can delete uploaded images and upload new images to your smurf. If you click the “Delete this”, you will get a warning, BEFORE all images on the smurf AND the smurf is deleted!

Lists / Printing

There are 3 different print reports, “Complete collection”, “Report based on selections” and the “Statistics”. All 3 reports will generate a PDF document.

The “file name” must ALWAYS be stated, no report will run without a file name.

Complete collection

All the “Sorting choices” influences this report, together with the “include image 1” check.

So in essence “Complete collection”, can be sorted in 4 different ways and be with or without image 1.

Report based on selections

The 5 check-marks, “For sale”, “Accessories”, “Doublet”, “New wanted” and “Fake” can be used together with this report. All the sorting choices also influences this report. The “Include image 1” is NOT used here, there are no images included in this report.

You can combine the 5 marks as you please!

Statistics

The statistics page, uses no sorting choices, nor any of the check marks!
To run it, you only need to state the file name for the PDF file!

A one page pdf file will be generated with statistics about your collection.

Backup and Restore your collection

Export entire DB

This function is found in the file menu, under Export data!

The function requires an empty folder on your disc.

Create a folder (like c:\mySmurfBackup) and run the export using
c:\mySmurfBackup\

The terminating \ MUST be there! Then the export function will export
all your images, all your smurfs, all categories, manufacturers, conditions
and image descriptions.

Always keep the folder up to date! The next time you do an export of the entire
DB, you simply delete everything in that folder and do the export again!

Or you create a new folder, for the new backup, but ALWAYS remember to use
an empty folder!

**Please, do not EVER change anything in these data, nor delete or rename
an image!**

Import complete DB

This function is in the “File” menu, under “Import data”. The import is done
from the folder that you created, when you did the “Export entire DB”!

**This function REQUIRES that you have CLEARED the DB FIRST !! Using
the “Help” menu item and selecting the “Clear the DB” function!**

Resetting the database.

To create a clean system, do these 3 points

1. Export your entire DB (verify that everything is there!)
2. In menu "Help", use the "Clear the DB".
3. Import "Complete DB" (from the same folder you did an export to!)

You now have a clean system!

License key

I have decided to drop all licensing for this product and hope that honest people will gladly support my effects with a little gratitude on PayPal account k@hlpedersen.dk

Contact

In menu “Help” under “Contact” you can see how to get in contact and what you can expect from me.

Examples

Using “Article number” creatively.

I have 2 variants of 20056, the Card player smurf, one with a ring around the ace of hearts and one without the ring.

20056 NØr	Kortspiller Smølf	C Peyo 2 78 W. Germany ...	Okay	Diverse	1978	Schleich	35	<input type="checkbox"/>					
20056 Wlr	Kortspiller smølf	C Peyo 2 1978 Schleich S...	Very good	Diverse	1978	W. Berrie Co.	50	<input type="checkbox"/>					

Using “Smurf name” creatively.

Here I have the harp smurf with and without eyebrows (in the Danish language “med“= with and “ingen”=no)

20070 M Ø	Harpe smøff med øjenbryn	C Peyo 2 Bully W. Germany	Near perf...	Musk relate...	1973	Bullymolds	35	<input type="checkbox"/>					
20070 NoE	Harpe smøff uden øjenbryn	C Peyo Bully	Very good	Musk relate...	1973	Bullymolds	35	<input type="checkbox"/>					

Editing a smurf

Here's how an edit of a smurf could look like.

Edit smurf

Article:

Markings:

Smurf name:

Value:

Condition:

Year:

Category:

Commentary:

Manufacturer:

Doublet?
 For sale?
 Accessory?
 New wanted?
 Fake?

Image description:

Every smurf can have 6 images in it's archieve, after uploa