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# Introduction

## Purpose

This application was developed to make it easier to classify, select and sort information about iStripper models, cards and clips and to use this to create playlists.

## Interaction With iStripper

This application does not touch the iStripper application. It reads the models.lst and names.xml files from your data folder and the card xmsl files for each card folder. It also downloads the current staticProperties\_iStripper.xml file from Totem’s web site. Finally, it reads and creates playlist files.

## Development Environment

This application was developed in Microsoft Access 2016 under the Windows 10 operating system operating on a virtual machine created by VMware Fusion running on a Mac Pro under OSX 10.14. This beta version has only been tested under Windows 10 using Access 2016.

## Evolution

This version represents a major revision. It has been revised to work with the new models.lst file format which was released with the hide cards capability was added to iStripper in the fall of 2019. Models can now be managed the same way as cards and clip. The methods and UI for filtering and sorting models, cards and clips have been improved and made more consistent.

## Run-Time Requirements

This version should run on a number of different configurations, but has only been tested in the development environment. In particular it should run under other versions of Access. It should also run under the free run-time support package for Access 2016 that is available from Microsoft. Please report any difficulties.

This application was designed to work on a computer with a 1920 X 1080 display or larger. It is possible to run it on a 1200 X 900 display but only if you maximize Access, close the toolbar, close the sidebar and maximize the application itself. Even then, you’ll lose a little data off the bottom of the screen.

## Change Tracking

Change tracking was on when revising this document from one version to the next. That way you can see what changes were made to these notes as a result of the latest software update.

The end of this document also has a section describing the major changes in each version.

## Error reporting and correction

When possible, please report errors on the iStripper Forum under bugs and fixes. I’ll create a message thread titled “Dorsai Playlist Generator Trouble and Help” to support this. Please reply to that thread.

For things too complicated or unusual for the forum, set me a private message on the Forum.

For things that require a lot of detail back-and-forth interaction, I’ll provide my email address by private message on the forum.

## Acknowledgements

I’d like to thank members of the iStripper forum for their feedback and suggestions.

@Wyldanimal has provided enormous technical support in making sense out of the models.lst file and the registry.

Others, TBD.

# Getting Started

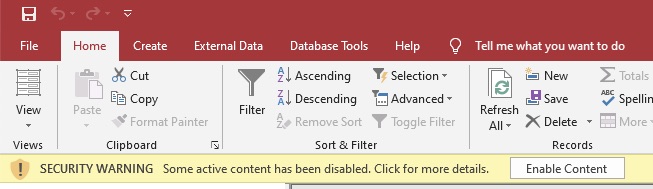
If you are upgrading from an earlier version of the *iStripper Playlist Generator*, export all your custom information from the old version so you can reload it later. For users of version 3, click the ***Export Import*** button and use the dialog’s functions to do this.

UnZIP the file and place the *iStripper Playlist Generator – 3.03.accdb* wherever you wish.

If you have Access 2016, all you need to do is double click the application to run it. If you don’t have Access 2016, but do have another version it will probably work. If you have no version of Access, you will need to install it or install the free run-time application available from Microsoft at [https://www.microsoft.com/en-us/download/details.aspx?id=55555](https://www.microsoft.com/en-us/download/details.aspx?id=55555" \o "https://www.microsoft.com/en-us/download/details.aspx?id=55555" \t "_blank)

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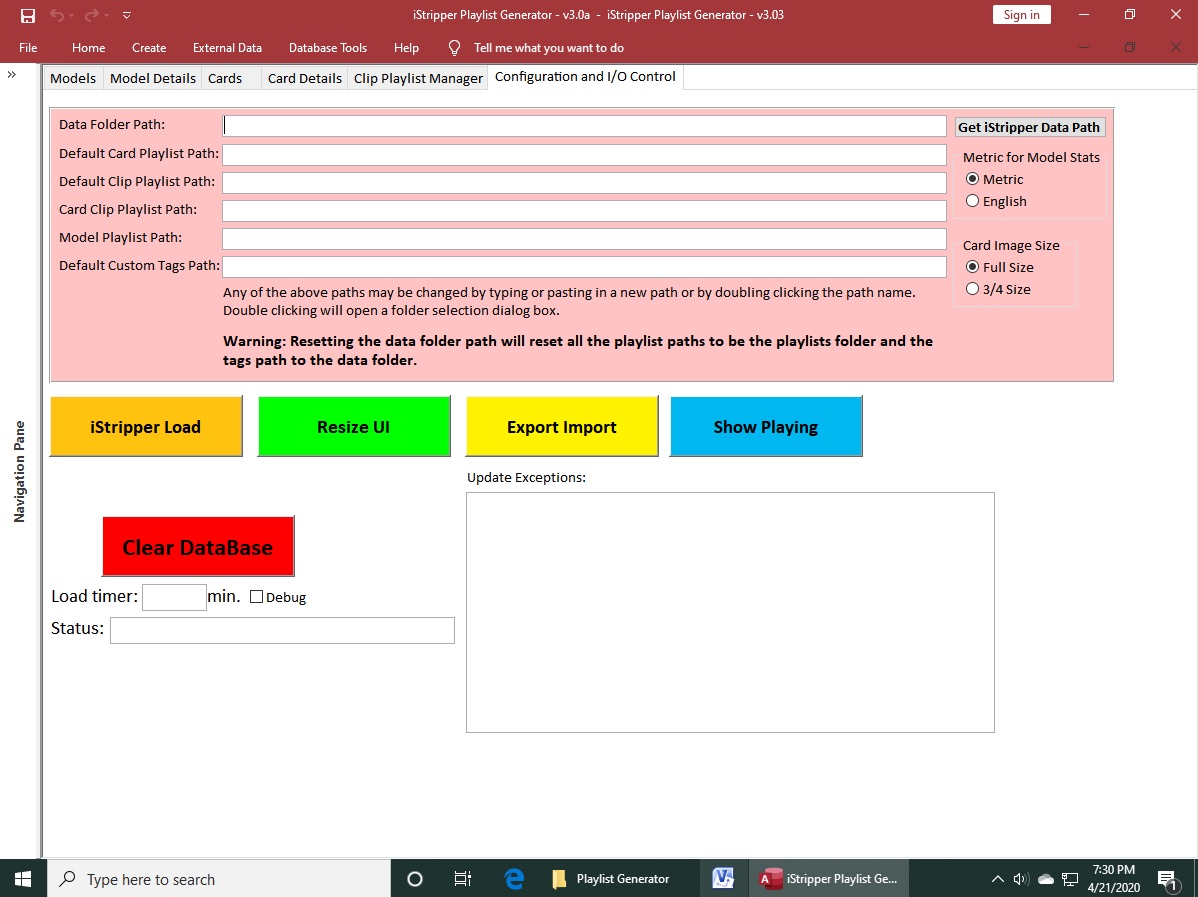
The first time you start the application, you will see the following security warning.



You must Enable Content to allow the Visual BASIC code this application depends on to work.

When the application first starts you will see a blank Models tab since nothing has yet been loaded.

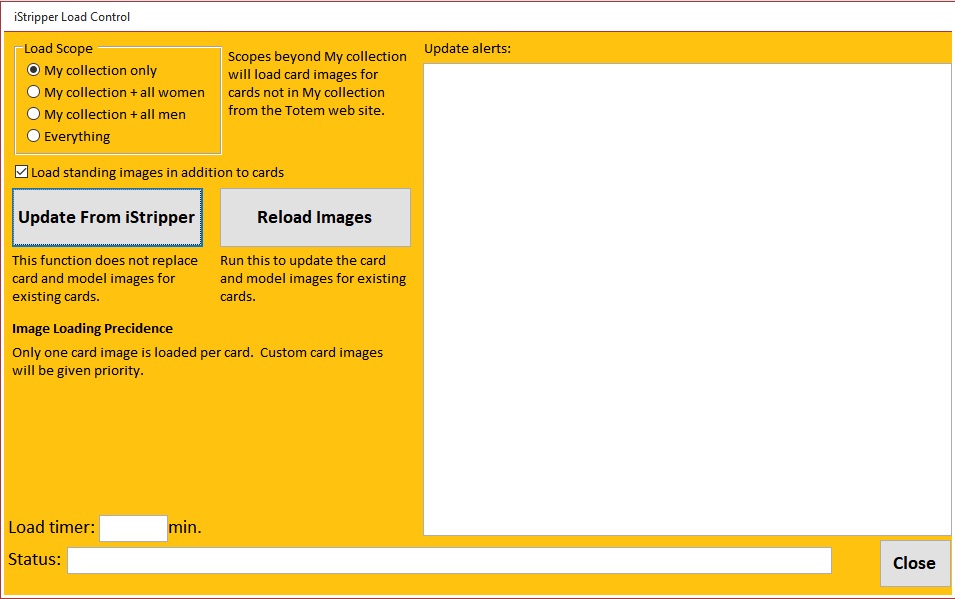
Click on the **Input and Output** tab. You should now see the following screen.



This screen shot shows what the application looks like on a 1200 X 900 display. All the other screen shots show the 1920 X 1080 version.

Click the ***Get iStripper Data Path*** button to copy the data folder path from the Windows Repository.

Now click the ***iStripper Load*** button to open the **iStripper Load Control** dialog:



For a first-time user leave the ***Load Scope*** at ***My Collection Only***. The other choices will take more time to load and will result in a much larger database. The other choices will also result in loading card images from the Totem web site and may result in an internet service charge. Depending on the size of your collection and the power of your computer, a load can take between 30 minutes and 2 hours.

If you have a large collection, you might want to disable ***Load standing images…*** since they account for more than 70% of the database size and Access has a 2 GB upper limit.

Click the ***Update From iStripper***. A dialog will appear asking to download the staticProperties file from the Totem server. Click OK.

While the load is in progress, the elapsed time will display in ***Load Timer*** and the current activity in ***Status.***In a few cases ***Load Timer*** may not change for a minute or so, but for most actions it is updated every second. Non-critical events are recorded in ***Update alerts.***

When the load is complete, click the ***Close*** button to close this window.

If you wish to increase the UI size for larger display, click the ***Resize Window*** button on the **iStripper Load Control** window.

If you exported custom information from an older version, click the ***Export Import*** button to open that dialog and import all the files you saved from the prior version.

Totem has combined a wide collection of card descriptors under the single title of category. I’ve found it useful to organize these into separate related groups. If you wish to use my structure, use the ***Export Import*** button and dialog to import the file *Dorsai alternative Totem Tags.tab*. You can always reset the tags to Totem’s or reorganize them as you like.

The following pages describe the basic concepts of the application and the functions of each of the UI tabs.

# Basic Concepts

This application maintains separate tables of information about Models, Cards and Clips. Totem data is locked, but you can add descriptive tabs as you wish. Models, Cards and Clips can be selected, sorted and tagged independently of each other but using the same methods. Filters set a selected flag for individual Models, Cards and Clips. Selected items may be used to select other items. For example, you can select all cards for all selected models and vice versa. Selected items can be tagged as a group.

Filters can be named and saved for reuse. A saved filter can be used later when your collection has increased to see what additions you wish to make to various tags.

The sort controls let you control the order in which models and cards appear in the UI. The sort order for the **Models** tab also controls the order in which models appear in the **Model Details** tab. The same is true for the **Cards** and **Card Details** tab. However, the display order of cards on the **Model Details** tab is independent of that on the **Cards** tab.

Models, cards and clips can be tagged with any tags you devise. You can tag items one-by-one using the UI, as selected groups or while watching them perform. Your custom tags can be exported and shared with others. Other people’s tags and filters can also be imported and applied to your collection.

Playlists can be generated consisting of cards or clips, but not both in the same playlist. Playlists can also be imported and used to set the selected status of cards or clips.

All dialogs are modal. This means that while a dialog is open it is the only thing you can interact with within the application.

# Models Tab

This tab shows one card image for every model. The application has logic to make a default choice of which card image to use. You can override that choice.

**Actions:**

***Single Click a Model*** to change her select status.

***Double Click a Model***to jump to the **Model Details** tab for that model.

**Buttons:**

***Set Model Sort***opens a dialog that allows you to set the sort order for models.

***Set Model Filter*** opens a dialog that allows you to set the filtering rules used to mark models as “Selected.”

***Clear Selected Models*** will turn off the selected flag for all models.

***Invert Selected Models*** marks all models in your collection that are not currently selected as selected and clears the selected flag of those who are currently selected.

***Selected Models*** is the activated mode for ***Show Selected*** which filters the display to show only selected models. This applies to the **Model Details** tab too.

***Show Only Collection*** filters the display to show only models in your collection. It is only useful if you have loaded data about models not in your collection.

***Select Models of Sel. Cards*** sets the selected flag for all models who perform in any of the currently selected cards. Currently selected models who do not appear on any of the selected cards are not affected. If you wish to select only models from selected cards, use the ***Clear Selected Modes*** button first.

***Selected Models Tag Control*** opens a dialog that will allow you to assign a tag to all selected models with one click. It will also allow you to remove a tag from all selected models that currently have that tag.

***Reset Main Card for Models*** resets which card will be displayed for each model. The card that displays first on the **Models Details** tab for each model will be chosen. My practice is to set the card sort for models to display selected cards first and then make sure only one card per model is selected.

***Model Playlists Control*** opens a dialog that allows you to create a clip-level play list for each selected model that includes only selected clips from selected cards. You could, for example, create a playlist of just pole clips for each of your 50 favorite models. Each playlist will include the model’s name.

**Other displays and controls:**

***Sort*** shows the current sort order for models.

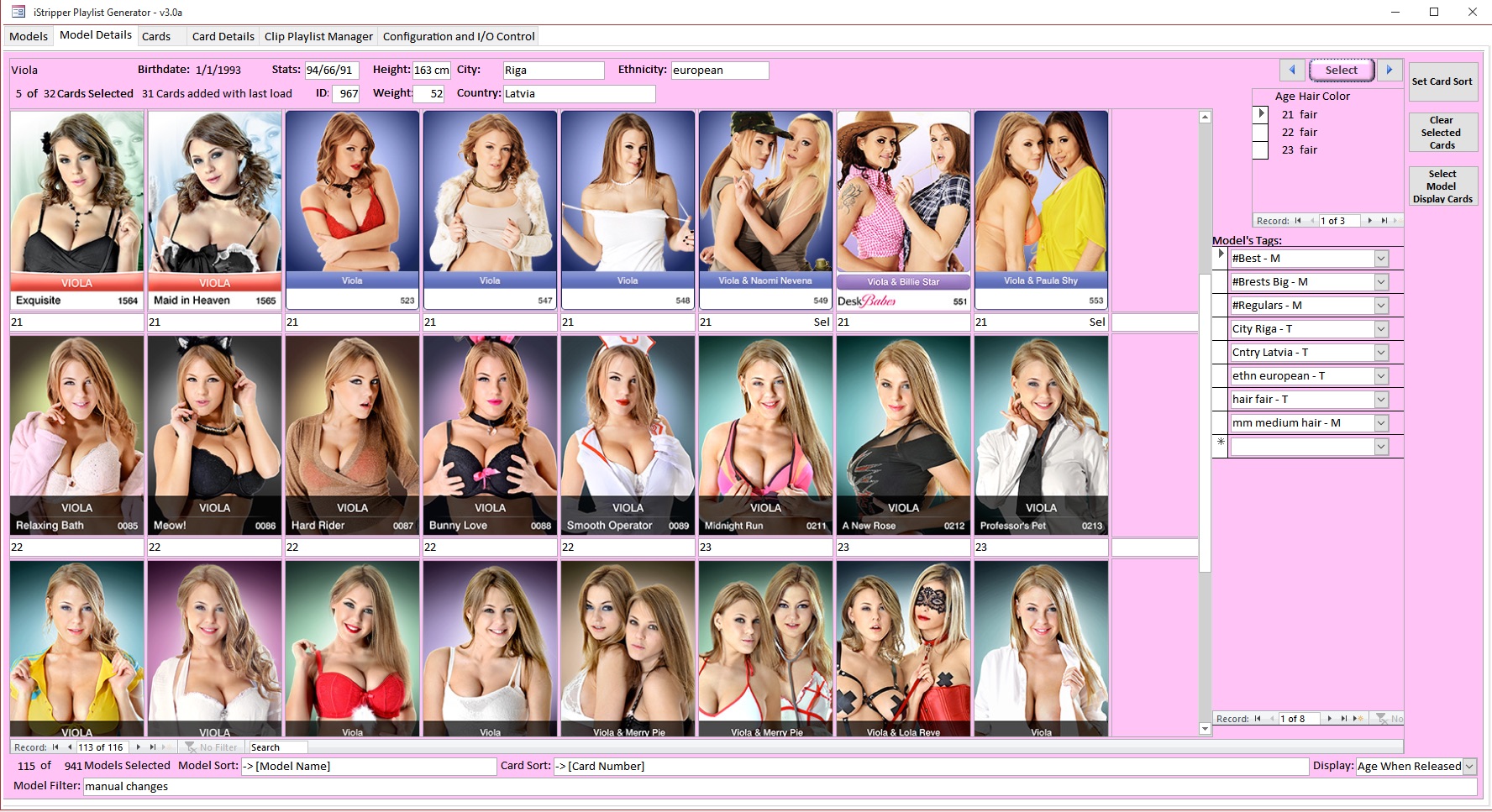
***Display*** is a pick list that lets you choose what information will be displayed below the model’s card image. In this example the number of cards in my collection vs the number of cards the model made plus the number of cards by category are shown. If you choose *Selected Tag,* a second pick list will be displayed that will allow you to show one tag below every card.

***Unique Tag*** shows any tag that is common to all selected models and only those models.

***Filter*** shows the current filter logic.

# Model Details Tab

This tab shows detailed information about one model at a time. You can page through models with the forward and backward arrow buttons.



**Actions:**

***Click on the model name and then do command-F*** to find a model by name.

***Single Click a Card*** to change its select status.

***Double Click a Card***to jump to the **Card Details** tab for that card.

**Lists:**

***Age, Hair Color*** shows all age and hair color combinations used to describe the model during her career with iStripper.

***Model’s Tags*** shows all tags assigned to the model by Totem or you. You can add or delete your tags on this form. Totem tags can’t be removed or added.

**Buttons:**

***Select***shows and allows you to change the select status of the model.

***Set Card Sort***opens a dialog that allows you to set the sort order for cards on this tab.

***Clear Selected Cards*** will turn off the selected flag for all cards.

***Select Best Cards*** will select only the cards used to identify models on the **Models** tab.

**Other displays and controls:**

***Model Sort*** shows the current sort order for models.

***Card Sort*** shows the current sort order for cards within a model’s display.

***Display*** is a pick list that lets you choose what information will be displayed below the card’s image. In this example the model’s age at the time the card was released is shown. This may not be her age when the card was recorded.

***Model Rule*** shows the current model filter logic.

# Cards Tab

This tab shows every card. If you choose to load all iStripper cards including those not in your collection, it will show all cards.

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**Actions:**

***Single Click a Card*** to change its select status.

***Double Click a Card***to jump to the **Card Details** tab for that card.

**Buttons:**

***Set Card Sort***opens a dialog that allows you to set the sort order for cards.

***Set Card Filter*** opens a dialog that allows you to set the filtering rules used to mark cards as “Selected.”

***Set Clip Filter*** opens a dialog that allows you to set the filtering rules used to mark clips as “Selected.”

***Clear Selected Cards*** will turn off the selected flag for all cards.

***Invert Selected Cards*** marks all cards in your collection that are not currently selected as selected and clears the selected flag of those that are currently selected.

***Selected Cards*** is the activated mode for ***Show Selected*** which filters the display to show only selected cards. This applies to the **Card Details** tab too.

***Show Only Collection*** filters the display to show only cards in your collection. It is only useful if you have loaded data about cards not in your collection.

***Select Cards of Selected Models*** sets the selected flag for all cards performed by any of the currently selected models. Currently selected cards are not affected.

***Selected Cards Tag Control*** opens a dialog that will allow you to assign a tag to all selected cards with one click. It will also allow you to remove a tag from all selected cards that currently have that tag.

***Select Cards from Playlist*** allows you to select an existing playlist and marks all cards in that playlist as selected. A card is marked as selected if even only one clip of that card is in the playlist. Currently selected cards are not affected.

***Save Card Playlist*** allows you to create a playlist of all selected cards.

**Other displays and controls:**

***Sort Rule*** shows the current sort order for models.

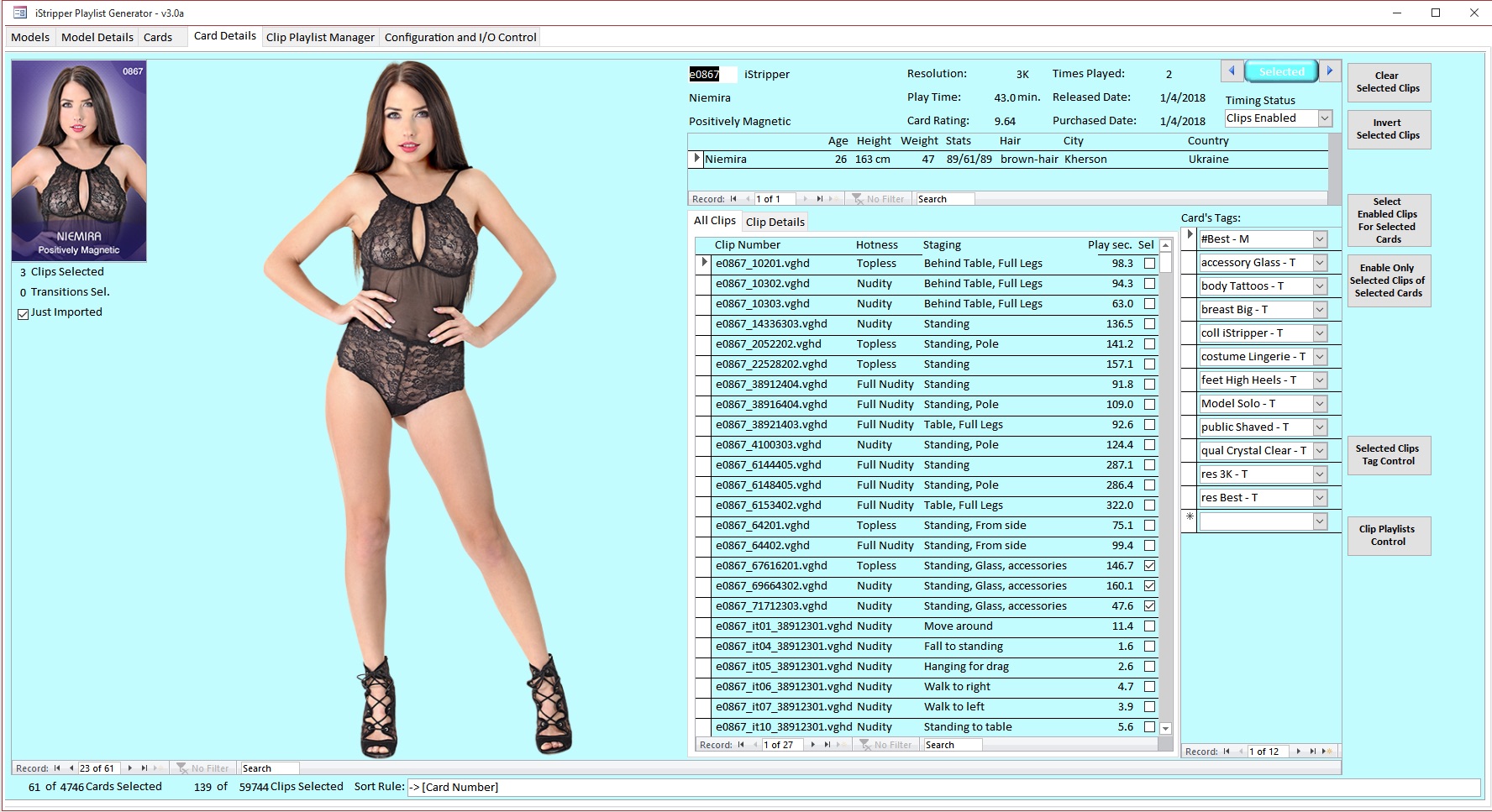
***Display*** is a pick list that lets you choose what information will be displayed below the model’s card image. In this example the card’s hotness level and the number of clips at each hotness level are shown.

***Unique Tag*** shows any tag that is common to all selected models and only those models.

***Filter Rule*** shows the current filter logic.

# Card Details Tab

This tab shows detailed information about one card at a time. You can page through cards with the forward and backward arrow buttons.



**Actions:**

***Click on the card number and then do command-F*** to find a card.

***Double Click a Model name***jump to the **Model Details** tab for that model.

***Double Click a Clip***to jump to the **Clip Details** tab for that clip.

**Detail displays:**

***Model list*** shows all models Totem has associated with the card along with information about them. ***Age*** is the model’s age at the time the card was released. ***Hair*** is usually the hair color at the time of the performance, but it may be a guess for the second model in a duo. The remaining information is about the model independent of the time the card was produced.

***Card’s Tags*** shows all tags assigned to the card by Totem or you. You can add or delete your tags on this form. Totem tags can’t be removed or added.

***All Clips*** shows all clips you have loaded for the card including transition clips. Regular clips are in the order used by iStripper.

***Clip Details*** shows more detailed information about one clip at a time. You can page through the clips with the record controls on the bottom of the sub form. This is the only place you can view and edit clip-level tags individually.

**Buttons:**

***Select***shows and allows you to change the select status of the card.

***Clear Selected Clips*** will turn off the selected flag for all clips.

***Invert Selected Clips*** marks all clips in your collection that are not currently selected as selected and clears the selected flag of those that are currently selected.

***Select Enabled Clips for Selected Cards*** will check the enabled status as found in the iStripper data folder of all currentlyselected cards and will set the clip select flag for those that are currently enabled.

***Enable Only Selected Clips of Selected Cards*** will update the contents of the iStripper data folder of all currentlyselected cards so that only selected clips are enabled. Clips that are **not** selected will be listed in the card’s inactive.txt file. Only selected cards are updated.

Once this function has updated the inactive.txt files, the **Rebuild Collection** button of the iStripper Advanced setting must be clicked for the change to take effect. Although this function is capable of adding transition clips to the inactive.txt file, it seems that iStripper ignores the presence of transition clips in that file so this function does not suppress transition clips.

***Selected Clips Tag Control*** opens a dialog that will allow you to assign a tag to all selected clips with one click. It will also allow you to remove a tag from all selected clips that currently have that tag.

***Clip Playlist Control*** opens a dialog that allows you to create a playlist of only selected clips for each currently selected card.

**Other displays and controls:**

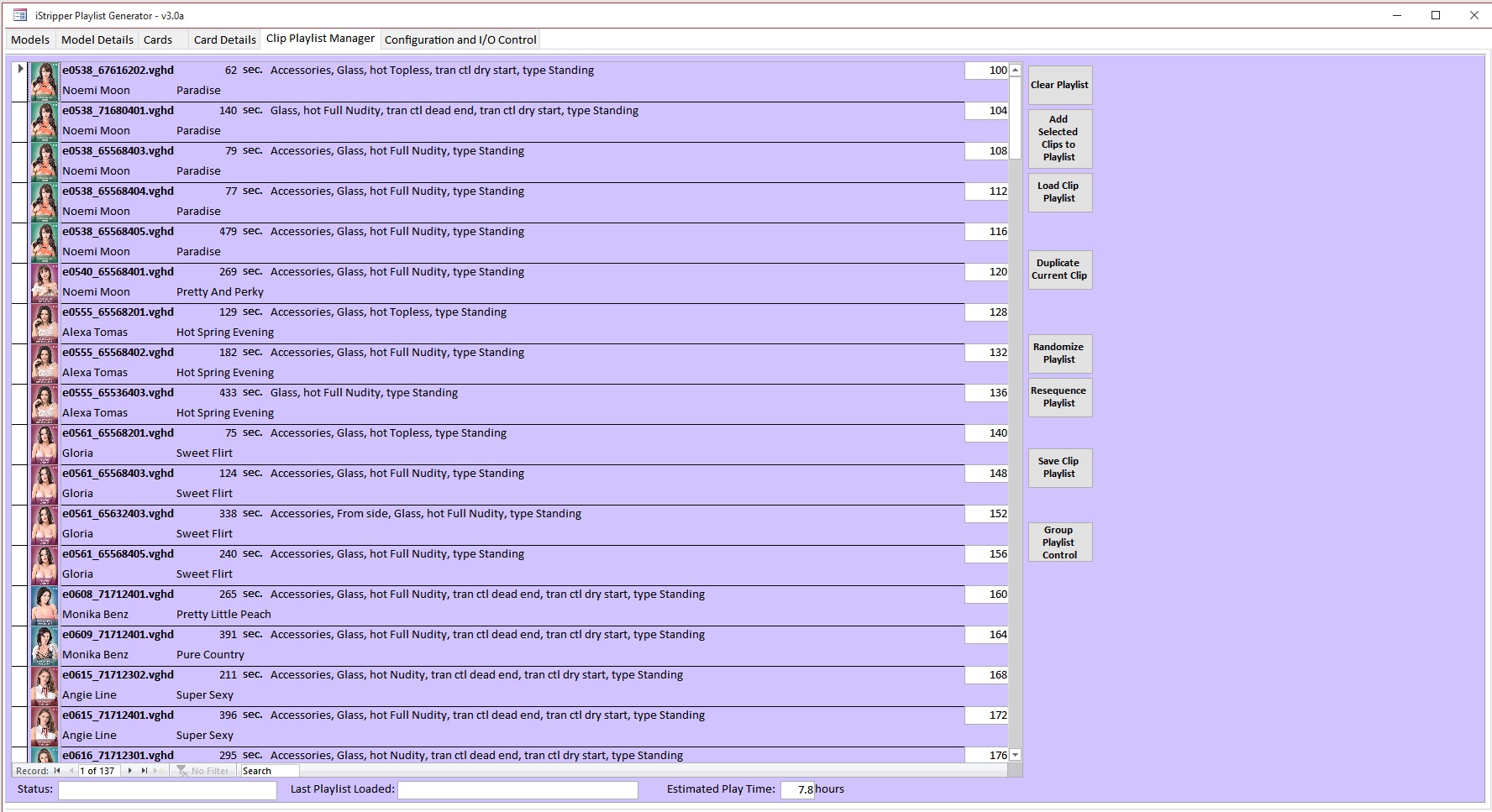
***Sort Rule*** shows the current sort order for models.

***Unique Tag*** shows any tag that is common to all selected models and only those models.

***Filter Rule*** shows the current filter logic.

# Clip Playlist Manager Tab

This tab allows you to assemble, organize and save clip-level playlists. It lets you create a playlist that will show the clips you want in the order you want. If you wish, the same clip may appear more than once in the same playlist.



**Actions:**

***Single Click the card image for a clip***to jump to the **Card Details** tab for that card with the ***Clip Details*** open for the chosen clip.

***Click the record selector at the far left of a clip*** to select that clip and ***hit the delete key*** on your keyboard to remove that clip from your working playlist.

**Buttons:**

***Clear Playlist*** will remove all clips from your working playlist.

***Add Selected Clips to Playlist*** will add all currently selected clips to the end of your working playlist. If some of those clips are already present, an additional copy will be added.

***Load Clip Playlist*** allows you to select a playlist and then adds all clips in that playlist to the end of your working playlist. If some of those clips are already present, an additional copy will be added.

***Duplicate Current Clip*** adds an additional copy of the currently selected clip (done by clicking the record selector at the far left of the clip list) at the end of your working playlist.

***Randomize Playlist*** randomly reorders the working playlist.

***Resequence Playlist*** will, if you have changed the sequence numbers that appear in white, resort the clips in the order you desire and assign new sequence numbers.

***Save Clip Playlist*** will save your working playlist with the name and in the folder of your choice.

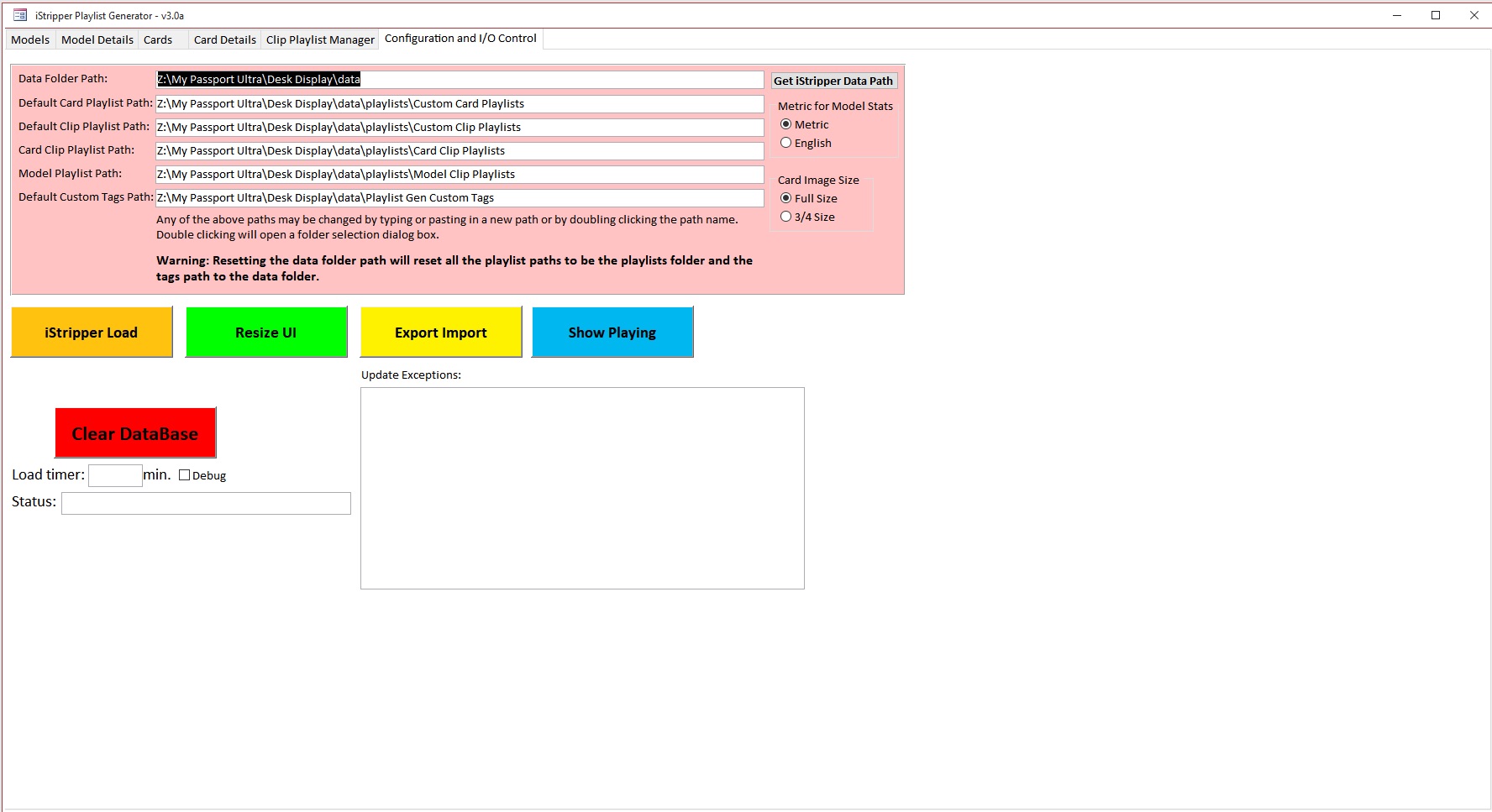
***Group Playlist Control*** opens a dialog that will allow you to break a large working playlist into multiple parts. It will allow you to either specify the number of parts or the minimum playtime of each part.

**Other controls:**

***Estimated Play Time*** is the sum of the estimated playtimes of all clips in the playlist.

# Configuration and I/O Control Tab

This allow you to perform a variety of seldom needed tasks.



**Folder Paths:**

***Data Folder Path*** specifies where the application will look to load data about your collection.

***Default Card Playlist Path*** specifies the default location used by the ***Make Card Playlist*** button of the **Cards** tab.

***Default Clip Playlist Path*** specifies the default location used by the ***Save Clip Playlist*** button of the **Cards** tab.

***Card Clip Playlist Path*** specifies the fixed location used by the ***Clip Playlists Control*** dialog of the **Card Details** tab.

***Model Playlist Path*** specifies the fixed location used by the ***Model Playlists Control*** dialog of the **Models** tab.

***Default Custom Tags Path*** specifies the default location used by the ***Export Import*** dialog of the **Configuration and I/O Control** tab.

***Get iStripper Data Path*** resets all paths to the data folder path specified in the Windows Registry.

**UI Controls:**

***Metric for Model Stats*** determines which metric system will be used for model descriptions.

***Card Image Size*** determines the size of the card images used on the **Models** and **Cards** tabs.

**Buttons:**

***iStripper Load*** opens a dialog that allows you to update this application to reflect you current collection.

***Resize UI*** opens a dialog that allows you to select a UI size that makes best use of your display size.

***Export Import*** opens a dialog that allows you to export your custom information for use as a backup or to share with others. It also allows you to import this information either from your own backup or as received from someone else.

Exports can be done in any order.

To avoid data integrity warnings, imports should be done in order from the top down on the dialog.

***Show Playing*** puts the application in a special mode that displays information about the currently playing clip and allows you to tag both the card and the clip as it plays. This only works correctly when just one clip is being played and does not work with full screen mode.

***Clear Database*** erases all contents of the application’s database.

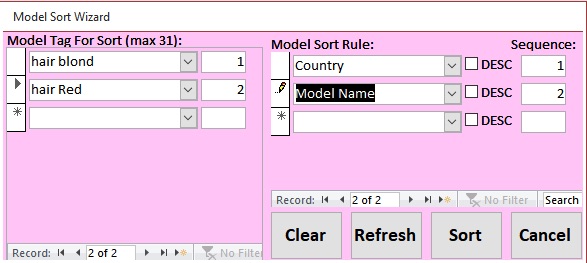
**Other Features:**

This tab, the **iStripper Load** dialog, and the **Export Import** dialog display progress but updating the ***Load Timer*** and ***Status*** field about once every 5-7 seconds. This is done to give you confidence that the program is not hung up. Right next to the ***Load Time*** is a ***Debug*** checkbox that cause all events to be displayed. Checking this will cause all status messages to display at the cost, in most cases, of a minor slowdown. However, in one case what should have been a 90 minute load took 9 hours with the checkbox on.

***Update Exceptions*** displays a list of any unusual (but not fatal) conditions encountered during the process.

# Sort Dialogs

This dialog allows you to sort models based on their tags and other characteristics. A nearly identical dialog does the same thing for cards.



Up to 31 tags can be specified.

A model with a tag will sort ahead of a model without that tag when all other tags are the same.

The tags are processed in order so a model with just the first tag will sort ahead of a model with all other tags, but not the first.

Tags are sorted ahead of all other properties.

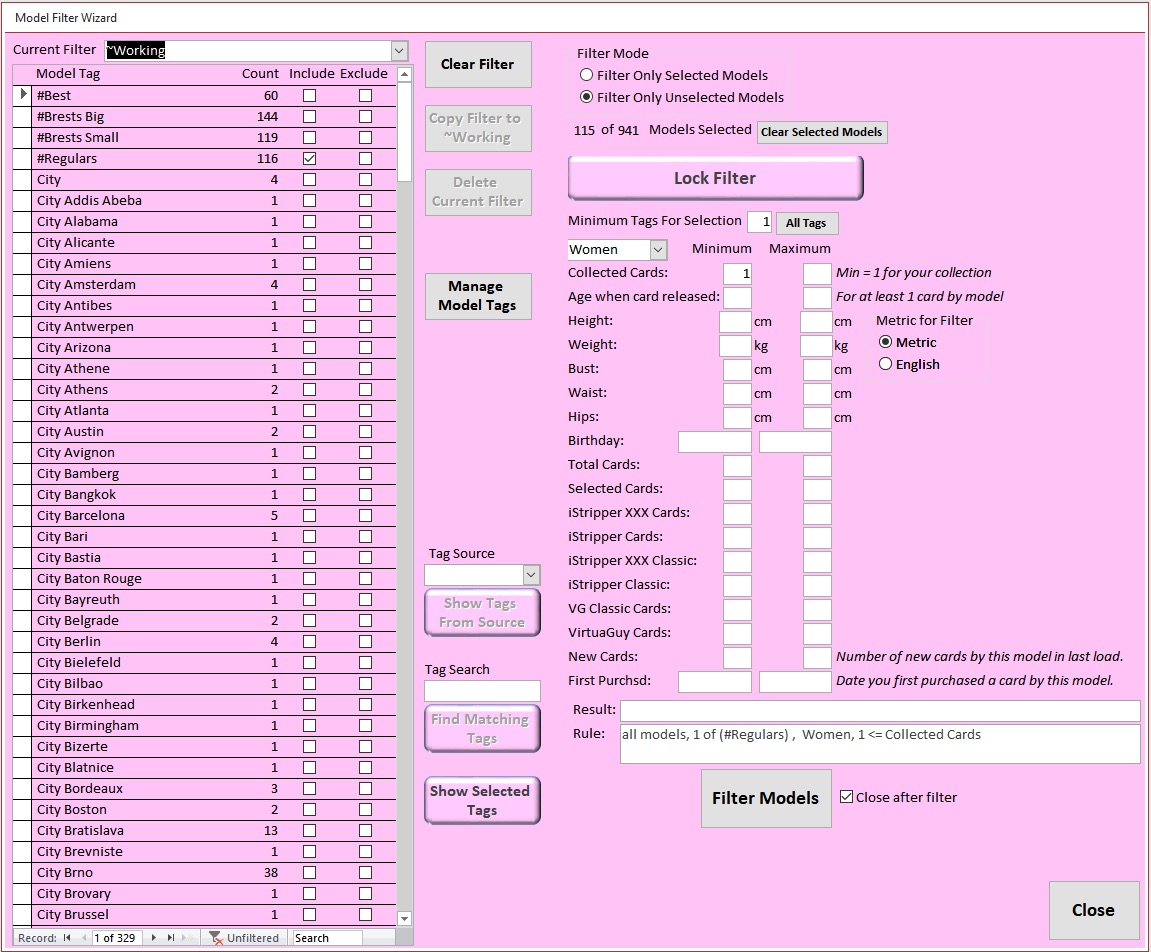
Other characteristics are sorted in the order specified.

In this example, blonds will be sorted ahead of red-heads. Since no distinction is made for other hair colors, they come last. If a model appeared in some cards as a blond and others as a red-head, she would appear before all others.

Within the four hair color groups (blond & red, blond, red, neither) models will be sorted first by country and then by name.

# Filter Dialogs

This dialog allows you to set or clear the selected flag for models. Similar dialogs do the same things for cards and clips.



There is one permanent filter named “~Working.” It is intended for short term use.

**Actions:**

***Select a filter from the Current Filter dropdown*** to make it current and display its settings.

***Click on the current filter name and type in a new name*** to create a new filter. The new filter will be a copy of the current filter.

**Buttons and associated controls:**

***Copy Filter to ~Working*** will copy the settings of the current filter to the ~Working filter and make that filter the current filter.

***Delete Current Filter*** will delete the current filter and make the ~Working filter the current filter. This is disabled when the current filter is the ~Working filter.

***Manage Model Tags*** will open a dialog that will allow you to rename tags and to reset their source. Non-Totem tags can also be deleted.

***Show Tags From Source*** will filter the tags list to show only tags created by the chosen ***tag source***. This is useful when you only want to work with tags you’ve created.

***Find Matching Tags*** will filter the tags list to show only tags containing the text entered in the ***tag source*** field. This is useful when you wish to find a group of tags with a common prefix.

***Show Selected Tags*** will filter the tags list to show only those tags with either the include or exclude checkbox selected.

***Filter Models*** will apply the filter. If models are selected, the **Models** tab will be displayed showing only selected models. If no models are selected, a warning will appear and this dialog will remain active.

***Close after filter*** will cause the filter window to automatically close after the requested filter runs.

**Close** will close this dialog without applying the filter. If you have cleared selected models, that change will have been made.

**Filter Controls:**

***Filter Only Selected Models*** will cause the filter to examine only models that are currently selected and to turn off the selected flag for those that do not meet the criteria set.

***Filter Only Unselected Models*** will cause the filter to examine only models that are not currently selected and to turn on the selected flag for those that do not meet the criteria set.

***Clear Selected Models*** will turn off the selected flag for all models. This is used to start fresh rather than building on a previous filter result.

**Filtering with tags:**

***Checking Include in the Tags list*** will limit the final selection to models with the selected tags.

***Minimum Tags For Selection*** allows you to set the number of ***Include*** tags that must be matched to select a model. A value of zero will effectively ignore these tags.

A good example of the use of this field is when you want to select models from three cities. You would check ***Include*** for the desired cities but the minimum would be 1 since any of the three are what you want. Now if you only want blonds from those cities, you would also ***Include*** that tag and set the minimum to 2. If you left it at 1 you’d get all blonds from anywhere plus all non-blonds from the three cities. A value of 3 would produce no results since a model can only be from one city.

***Checking Exclude in the Tags list*** to exclude any models with that tag no matter how well they match any other criteria.

# Tag Manager Dialogs

This dialog allows you to rename, merge, reclassify or delete tags used to describe models. It is accessed from the Filter dialog. Similar dialogs do the same things for cards and clips.



***Type a new name in the Model Tag field*** to rename it.

***Click the record selector at the far left to select a tag and hit the delete key*** to delete it. This does not work for Totem tags.

***Choose a better source from the dropdown*** to reclassify a tag. Totem tags may not be reclassified. Non-Totem tags may not be classified as Totem tags.

***Choose a rebuild filter from the dropdown*** to (in the future) cause this application to automatically assign this tag to any newly loaded models who meet the filter’s criteria. The choice works, but there is no supporting logic to perform this function.

***Add notes*** to remind yourself of the criteria used to assign this tag.

***Choose a tag to eliminate and a tag to merge into*** to give all models that have the first tag to the second tag and to remove the first tag from the system.

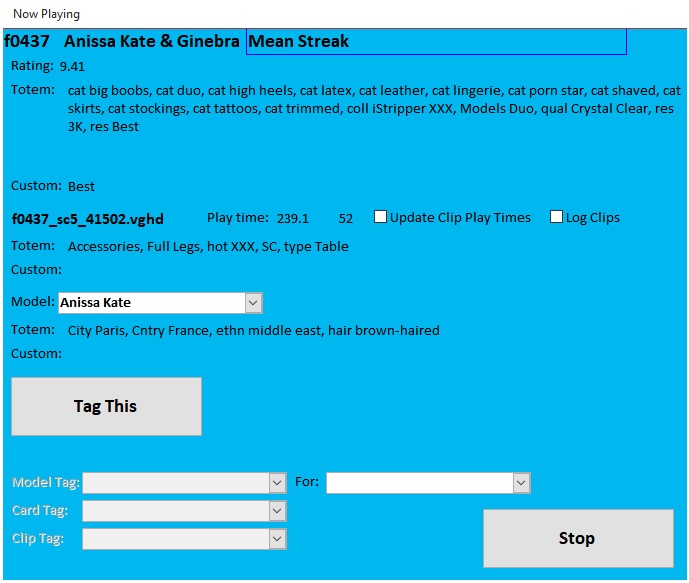
***Reset Totem Tags*** will restore the original application-assigned names to Totem tags.

***Show Tags From Source*** will filter the tags list to show only tags created by the chosen ***tag source***. This is useful when you only want to work with tags you’ve created.

**Close** will close this dialog and preserve all changes you’ve made.

# Now Playing Dialog

This dialog shows you what is currently playing and lets you tag the model, card and clip while watching the show.



This application monitors the iStripper Registry to learn what is playing. Since it can only track the first card position it is best to set the small mode of iStripper to show just one card at a time.

Once it has identified the clip, it looks up and displays relevant information about the card, clip and model.

Totem tags appear on the lines marked **Totem**.

Any tags you assign will appear on the lines marked **Custom.**

Unlike all other elements of this application, this dialog is never dormant. It operates continuously and consumes CPU resources as long as it is running.

**Filtering with tags:**

***Update Clip Play Times*** will cause this application to record the actual play times of each clip as it plays. Because of latency problems with both the Registry and this application, these times are not too precise.

***Log Clips*** will cause this application to record a log of the order in which clips are played.

***Model dropdown*** allows you to view data about alternate models when the card has two or more models.

***Tag This*** captures identifying information about the current clip so that you can add tags even after another cards has started. Once you have clicked this button additional information will appear below identifying the captured card and clip, and the three tag fields will be enabled.

***Xxx Tag*** allows you to select an previously defined tag to apply to the captured card, model or clip. You may also type in the name of a new tag to apply.

***Stop*** will stop the continuous look and change the name of the button to ***Close***. Clicking the ***Close*** button will close the dialog. I tried and failed to find a way to make this happen with just one clip.

# Change Log

## Version 3.02

Added a missing line of code that caused ***iStripper Load*** to fail.

Added changed Declare commands Declare PtrSafe in the module Levans GetSetScrollBar to support 64 bit Access. This change may fail to work in older verstions of Access. I’ve tested in my 32 bit version of Access 2010 and it works.

Corrected errors in ***Clear Database***.

Added alert list when ***Import Filters*** is used.

## Version 3.03

Revised the way filters interact with the main UI to prevent locking the application.

Added logic to handle collections with deleted cards.

Revised logic so only regular clips are counted for hotness levels.

Added logic so that double-clicking a card in the **Model Details** tab will open that card in the **Card Details** tab even if it was hidden by the ***Only Selected*** or ***In Collection*** controls.

Added logic so that double-clicking a model name in the **Card Details** tab will open that model in the **Model Details** tab even if it was hidden by the ***Only Selected*** or ***In Collection*** controls.

Corrected logic errors that prevented Quality Assurance cards from loading.

Reformatted a few fields for consistency and better display of large numbers.

I discovered that I’ve been developing with Access 2016. I thought I was using 2010.

Modified timer function to redisplay every 5-7 seconds. (It was slowing down some people’s Uploads.)

Modified the location of some supplemental data on the bottom of various tabs.

Version 3.03b corrected 3 logic errors in the **Clip Filter** dialog.

Version 3.03c switched to byte 15, bit 6 to recognize In My Collection.

Version 3.03d changed the hotness count logic to ignore transition clips and corrected an error that caused a crash when trying to use a very complex clip filter. Also added a new tag for “tran all types”