

Sheet1

LEVEL,C,20	XOFYOFFXCFYCF	FIELD_NAME,	FIEFIEFIEKE'	CONDITI
	0 1 0 0			0 0
	0 16 0 0			0 0
	0 31 0 0			0 0
1	3 1 0 0			0 0
1	4 1 0 0			0 0
1	5 1 0 0			0 0
1	6 1 0 0			0 0
13	2 1 0 0			0 0
13	3 1 0 0			0 0
13	4 1 0 0			0 0
1	1 1 0 0			0 0
13	1 1 0 0			0 0
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14	2 1 0 0			0 0
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12	2 1 0 0			0 0
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2	1 1 0 0			0 0
1	9 1 0 0			0 0
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3	1 1 0 0			0 0
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3	4 1 0 0			0 0
3	5 1 0 0			0 0
3	6 1 0 0			0 0
3	7 1 0 0			0 0
3	8 1 0 0			0 0
3	9 1 0 0			0 0
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38	3 1 0 0			0 0
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35	3 1 0 0			0 0
35	4 1 0 0			0 0
34	2 1 0 0			0 0
34	3 1 0 0			0 0
34	4 1 0 0			0 0
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34	6 1 0 0			0 0

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33	3	1	0	0		0	0
33	4	1	0	0		0	0
33	6	1	0	0		0	0
32	2	1	0	0		0	0
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3A	2	1	0	0		0	0
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32	5	1	0	0		0	0
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3B	4	1	0	0		0	0
3A	3	1	0	0		0	0
3A	4	1	0	0		0	0
3A	5	1	0	0		0	0
3A	6	1	0	0		0	0
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132	2	2	0	0		0	0
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1420	2	3	2	9	CITY	C	25 0 Y
1420	4	3	4	9	STATE	C	2 0 N
1420	4	15	4	19	ZIP	C	10 0 N
1420	6	2	6	19	TEXT	M	10 0 N
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3A	1	1	0	0		0	0
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321	3	2	0	0		0	0
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331	3	2	0	0		0	0
331	6	2	6	34 MOPTS		4	0
33100	2	3	2	9 CITY	C	25	0 Y
33100	4	3	4	9 STATE	C	2	0 N
33100	4	15	4	19 ZIP	C	10	0 N
33100	6	2	6	19 TEXT	M	10	0 N
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332	2	2	0	0		0	0
332	3	2	0	0		0	0
332	4	2	0	0		0	0
332	5	2	0	0		0	0

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332	7	2	0	0		0	0
3320000	2	2	2	8	FNAME	C	15 0
3320000	3	3	3	8	LNAME	C	20 0
3320000	5	2	5	8	PHONE	C	10 0
33200	1	2	0	0			0 0
33200	2	2	0	0			0 0
33200	3	2	0	0			0 0
33200	4	2	0	0			0 0
33200	6	2	0	0			0 0
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342	7	2	0	0		0	0
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343	4	2	4	19	MPART_TYP	1	0
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341	2	2	0	0		0	0
341	3	2	0	0		0	0
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345	6	2	0	0		0	0
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347	4	2	4	15	MSTUFF	20	0
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351	8	2	9	2 CDRCTRY	60	0
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352	3	2	0	0	0	0
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353	1	2	0	0	0	0
353	2	2	0	0	0	0
353	3	2	0	0	0	0
353	5	2	6	2 CDRCTRY	60	0
354	1	2	0	0	0	0
354	2	2	0	0	0	0
354	3	2	0	0	0	0
354	4	2	0	0	0	0
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354	7	2	7	20 MFILE	12	0
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381	7	2	0	0	0	0
381	8	2	0	0	0	0
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38100	0	0	4	2 MDUMMY	20	0
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391	3	2	0	0	0	0
391	5	2	5	20 MHEXNBR	10	0
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392	5	2	5	26 MDECNBR	10	0
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3A1	3	2	0	0	0	0
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3A1	5	2	0	0	0	0

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3A2	1	2	0	0	0	0
3A2	2	2	0	0	0	0
3A2	3	2	0	0	0	0
3A2	4	2	0	0	0	0
3A2	6	2	0	0	0	0
3A2	7	2	0	0	0	0
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393	3	2	0	0	0	0
393	5	2	0	0	0	0
393	6	2	0	0	0	0
393	8	2	0	0	0	0
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393	10	2	0	0	0	0
393	11	2	0	0	0	0
393	12	2	0	0	0	0
393	14	2	0	0	0	0
393	15	2	0	0	0	0
3B2	1	2	0	0	0	0
3B2	2	2	0	0	0	0
3B2	3	2	0	0	0	0
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3B2	5	2	0	0	0	0
3B2	8	2	0	0	0	0
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3A4	5	2	0	0	0	0
3A4	6	2	0	0	0	0
3A4	8	2	8	21 MNUMTST	10	0
3B	2	1	0	0	0	0
32	11	1	0	0	0	0
341	8	2	0	0	0	0
341	9	2	0	0	0	0
341	10	2	0	0	0	0
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3A5	4	2	0	0	0	0
3A5	5	2	0	0	0	0
3A5	6	2	0	0	0	0
3A5	8	2	0	0	0	0
3A5	9	2	0	0	0	0
3A5	10	2	0	0	0	0
3A5	12	2	0	0	0	0
3A5	13	2	0	0	0	0
3B4	1	2	0	0	0	0
3B4	2	2	0	0	0	0
3B4	3	2	0	0	0	0
3B4	5	2	0	0	0	0
3B4	6	2	0	0	0	0
3B4	8	2	0	0	0	0
3B4	9	2	0	0	0	0
3B4	10	2	0	0	0	0
3B4	11	2	0	0	0	0
3B4	12	2	0	0	0	0
3B1	1	2	0	0	0	0
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3B1	4	4	0	0	0	0
3B1	5	7	0	0	0	0
3B1	7	2	0	0	0	0
3B1	8	2	0	0	0	0
3B1	9	2	0	0	0	0
3B1	10	2	0	0	0	0
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122	6	2	0	0	0	0
122	7	2	0	0	0	0
122	8	2	0	0	0	0
122	0	0	10	3 MDUMMY1	1	0
122	0	0	10	7 MDUMMY2	1	0

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122	0	0	10	11	MDUMMY3	1	0
122	0	0	10	15	MDUMMY4	1	0
122	0	0	10	19	MDUMMY5	1	0
122	0	0	10	23	MDUMMY6	1	0
32	12	1	0	0		0	0
32C0	1	2	0	0		0	0
32C0	3	2	3	14	QCMPRS	40	0
32C0	5	2	5	14	QLNDCMP	40	0
32C0	7	8	7	14	QRESET	40	0
32C	1	2	0	0		0	0
32C	2	2	0	0		0	0
32C	3	2	0	0		0	0
32C	5	2	0	0		0	0
32C	6	2	0	0		0	0
32C	8	2	0	0		0	0
1	7	1	0	0		0	0
18	1	1	0	0		0	0
18	2	1	0	0		0	0
1820					CITY	C	25 0
1820	0	0	0	0	STATE	C	2 0Y
1820	0	0	0	0	ZIP	C	10 0Y !"0" \$ x
1820	0	0	0	0	TEXT	M	10 0Y
1820	0	0	0	0	< SEE ME >		0 0Y
18200	0	0	0	0	FNAME	C	15 0Y
18200	0	0	0	0	LNAME	C	20 0Y
18200	0	0	0	0	PHONE	C	10 0Y
122	17	2	17	23	NCOLOR		7 0
1820	0	0	0	0	BOOLEAN	L	1 0Y
122	17	31	0	0			0 0

PICTURE,C,80

!!
!XXXXXXXXXXXXXXXXXXXXXXXXXXXX
!!
@R 99999-9999

!!!!

@MENU:{"Red","Green","Blue","Yellow","Orange"}

"!!!!"

!xxxxxxxxxxxxxxxxxxxxxxxxxxxx

!!

@R 99999-9999

!xxxxxxxxxxxxx
!xxxxxxxxxxxxxxxxxxxxx
@R (999) 999-9999

@!

!

"@R 99999 9999"

@!

@!

@!

@!

9999999999

!

!
!
!
!

!!

@MEMO

@EXEC:MsgBox({ "Execute Any Function","With This Technique!" })

!xxxxxxxxxxxxxxx

!xxxxxxxxxxxxxxxxxxxx

@R (999) 999-9999

@DROPDOWN:{"Red","Green","Blue","Yellow","Orange"}

Sheet1

LABEL,C,75	INTIVAL,C,40	ENFM'OPT
About Builder		1
About Breport		2
Library Functions		3
Menus		1
Dialogs		2
Picklists		3
File Maintenance		4
No Options		1
Bounded by Option		2
QWERTY Scroll Option		3
Description		5
Description		4
Description		1
Sample		2
Description		1
Show Dialog		2
Description		1
Description		1
BMOUSE.OBJ		6
Description		1
Description		1
Screen		2
Database		3
Valid		4
DOS		5
Text Files		6
Memo		7
Control		8
Conversion		9
Hex2Dec()		1
Dec2Hex()		2
Asc2Bin()		3
Timeout()		1
TtlKeyOn()/TtlKeyOff()		2
Edt_Memo()		1
Show_Memo()		2
fEof()		1
fGets()		2
fGetsR()		3
TextView()		4
ChgDir()		1
ChgDsk()		2
MakDir()		3
Show_Text()		1
PckVld()		2
ChkChr()		3
InFile()		4
DupChk()		5

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Gen_Maint()			1
Rel_Maint()			2
Plist()			3
Save_It()			4
WinPush()/WinPop()			1
Browser()			5
Center()			2
Other			10
ErrTone()			1
Fld_Repl()			6
GenVld()			6
InPath()			4
iSeek()			7
MaxHndls()			5
Message()			3
MsgBox()			4
Req()			7
SetMsgLin()			5
Thermometr()			6
Rght_Jst()			8
Open_Fil()			8
Mouse			11
SetMouse()			1
AddMPad()/DelMPad()			2
WaitKey()			2
Between()			3
Numeric()			4
DbState()			5
Loading File...	N	N	0
The Following Picklist Will Only Display Records From the State You Select.	N	Y	0
State Code:	Y Space(02)	N	0
City			0
State			0
Zip			0
Edit Memo Field?		M	0
Display Text In Your Dialog Box...	N	N	0
Display	N	N	0
Highlighted	N	Y	0
Text also...	N	N	0
Issue SAYs and/or GETS	Y Space(04)	N	0
Issue a MENU type GET that Will Return Either a Unique Character or Numeric Value:	N	Y	0
What is Your Favorite Color?	Y Space(01)	N	0
Follow Up a Dialog with Hand Code to Take a Confirmation Prompt.	N	N	0
Processing...	N	N	0
Description			7
Description			9

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Description			9
Description			6
Description			5
Description			3
Description			4
Description			3
Description			6
WinPush()ing Displays Windows on the Screen	N	Y	0
WinPop()ing Removes the Last Window from the	N	Y	0
This Window was WinPush()ed onto the Screen.	N	N	0
Press ESC to WinPop() This Window.	N	N	0
Screen.	N	Y	0
The Builder Center() Function is Designed	N	Y	0
to be Useable Inside a Window.	N	Y	0
Press Any Key to Remove Window.	N	N	0
The Message() Function Simply Displays a	N	Y	0
Screen Message. It is Most Useful When	N	Y	0
One Screen Line is Used for Several Messages.	N	Y	0
Plain			1
Array			2
Menu			3
Prompt			4
The SetMsgLin() Function Works Like the	N	Y	0
Clipper SetColor() Function, Except that	N	Y	0
It Saves/Changes the Bottom Screen Line	N	Y	0
Instead of the Screen Color.	N	Y	0
For Example:	N	N	0
cLin24 := SetMsgLin()	N	N	0
Would Set "cLin24" Equal to the Text From	N	N	0
Screen Line 24. And:	N	N	0
Lin24 := SetMsgLin("2 Enter Stuff 2")	N	N	0
Would Save the Contents of Screen Line 24	N	N	0
in "cLin24" and Set Line 24 to the Character	N	N	0
Data Passed.	N	N	0
Processing...	N	N	0
The Gen_Maint() (Generic Mainenance) Library	N	Y	0
Function is a Full Feature File Maintenance	N	Y	0
Routine that is Typically Created by the	N	Y	0
Enter the Allowed Menu Options:	Y "ACDF"	N	0
City			0
State			0
Zip			0
Edit Memo Field?		M	0
Builder Code Generator (Not by Hand).	N	Y	0
The Rel_Maint() Function is a File Maintenance	N	Y	0
Function That Works Like the Gen_Maint()	N	Y	0
Function, Except that Rel_Maint() is Used	N	Y	0
to Edit the Many Records of a One-to-Many	N	Y	0
Database Relationship.	N	Y	0

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Press <Space> for Sample or ESC to Exit	N	N	0
First	N	N	0
Last	N	N	0
Phone	N	N	0
The Following Windows Will Present a	N	Y	0
Picklist of Cities. Following it Will be	N	Y	0
a Rel_Maint() to Enter a List of Friends	N	Y	0
in That City.	N	Y	0
Press Any Key to Continue	N	N	0
AddPrompt()/AbMenu()			8
The Builder Menu System Consists of Two	N	Y	0
Functions. The AddPrompt() Function Which	N	Y	0
Works Like the Clipper @..PROMPT Command and	N	Y	0
the AbMenu() Function Which Works Like the	N	Y	0
Clipper MENU TO .. Command.	N	Y	0
The Menu System is Mouseable. This Demo	N	N	0
Program's Menus Use The Builder Menu System.	N	N	0
Normally Builder Writes All the Menu Source	N	N	0
Code. Look at the Program Source for Samples.	N	N	0
Ask()			9
AskMenu()			10
The Builder Ask() Function Allows a Question	N	N	0
to Be Asked. The Ask() Function Erases	N	N	0
it's Prompt When Finished.	N	N	0
Sample:	N	N	0
The AskMenu() Function Works Much Like the	N	N	0
Ask() Function Except That Instead of Pressing	N	N	0
a Single Key The User Can Select From a Menu.	N	N	0
Sample:	N	N	0
The Builder Plist() (Picklist) Function is	N	Y	0
a Very Powerful Database Scanning Tool.	N	Y	0
There are Many Options in Plist(), Most	N	Y	0
Can be Set Using Builder Alone.	N	Y	0
Setting Both a 'Bounded by' AND a QWERTY	N	N	0
Plist(), However, Requires Adding 3 Parameters	N	N	0
to the Plist() Call After Builder Creates	N	N	0
the Source Code.	N	N	0
See The "Picklist" Menu Selection Under	N	Y	0
"About Builder" also.	N	Y	0
Browser() is a VERY Simple Database Browse.	N	Y	0
It is So Simple, In Fact, That DbEdit() is	N	Y	0
Used Instead of tBrowse Code.	N	Y	0
Press <Space> for Sample. ESC to Exit	N	N	0
The Save_It() Function Allows Builder	N	Y	0
Applications to ADD and CHANGE databases	N	Y	0
One Record at a Time, Rather Than One Field	N	Y	0
At a Time.	N	Y	0
Optionally Use a Builder Delete Index and	N	N	0
Recycle Your Deleted Records.	N	N	0

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Save_It() Locks/Unlocks Records on a Network	N	Y	0
Use Fld_Repl() Instead of the Clipper	N	N	0
REPLACE Command. Fld_Repl() Will Lock	N	N	0
and Unlock Records on a Network.	N	N	0
The iSeek() Function Does an Indexed	N	Y	0
Database Search. Pass a Database Alias	N	Y	0
and an Index Order.	N	Y	0
One Line of Code to Replace 4 or 5	N	N	0
PckVld() Forces Entry into a Field to be	N	Y	0
Controlled by a Look Up Table by Providing	N	Y	0
a Plist() on Invalid Entries.	N	Y	0
City:	Y	Space(25)	N
Easily Set Up PckVld()'s from Builder!	N	N	0
The ChkChr() Function Forces Input to a	N	Y	0
GET to Match a Substring Search.	N	Y	0
Enter Part Type:	Y	" "	N
The Show_Text() Function Allows the Display	N	Y	0
of Data from a Look-Up Table if the Search	N	Y	0
Key Within a GET Stream is Changed.	N	Y	0
For Example, Displaying a Part Description	N	N	0
When GETing a Part Number.	N	N	0
The InFile() Function Forces Input to a	N	Y	0
GET to be Located in a Look Up Table.	N	Y	0
Example, Enter a Zip Code From the CITIES	N	N	0
Database.	N	N	0
Zip Code:	Y	Space(09)	N
Incentives			7
The DupChk() Function is Useful When You	N	Y	0
Need to Maintain 2 Indexes on a Database,	N	Y	0
Both Without Duplicates.	N	Y	0
DupChk() Force Entry Into a GET to Not	N	N	0
Duplicate an Existing Record.	N	N	0
The GenVld() (Generic Valid) Function Allows	N	Y	0
ANY Logical Expression to Be Used for GET	N	Y	0
Validation.	N	Y	0
Pass a Logical Expression and an Error Message	N	N	0
Today's Date:	Y	Ctod("")	N
The Req() Function Simply Forces Entry	N	Y	0
Into a GET. No Further Validation is Done.	N	Y	0
Enter Stuff:	Y	Space(20)	N
The Open_Fil() Function is Replacement for	N	Y	0
Clipper's USE Command. Open_Fil() Tests for	N	Y	0
Several Error Conditions and Displays an	N	Y	0
Error Message If the Database Cannot Be	N	Y	0
Opened.	N	Y	0
Open_Fil() Will Either Return a Logical	N	N	0
False or Exit to DOS When an Error is	N	N	0
Encountered, Depending on the Parameters Sent.	N	N	0
The Rght_Jst() Function Will Right Justify	N	Y	0

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Input Into a GET. This Will Only Work on a Character Memory Variable.	N	Y	0
Enter Something to Right Justify:	N	Y	0
Right Justify:	Y	N	0
The ChgDir() Function Accepts One Parameter, a Character Value of a DOS Subdirectory Name.	N	N	0
ChgDir() Attempts to Change to That Directory.	Y	Y	0
ChgDir() Returns a Numeric Value Indicating the DOS Return Code.	N	Y	0
Directory Name:	N	N	0
The ChgDsk() Function Works Much Like the ChgDir() Function, Except that the Default DOS Disk is Changed. Based on a One Byte Drive Letter Passed to the Function.	Y	N	0
The MakDir() Function Attempts to Create a New DOS Subdirectory. Pass a Character Value of the New Directory Name.	N	Y	0
Directory to Create?	N	Y	0
The InPath() Function Will Check Your DOS PATH (Or Another) Environment Variable for The Existence of the Filename Passed.	Y	N	0
InPath() Returns the Name of the Subdirectory Where the File is Located.	N	Y	0
Filename to Find:	N	Y	0
The MaxHndls() Function Counts the Number of Available DOS File Handles and Returns a Value Based on That Data.	Y	N	0
Your System Has a Maximum xxx File Handles Available to Use.	N	Y	0
The fEof() Function is to CR/LF Delimited Text Files What the Clipper Eof() Function is to Databases.	N	N	0
A "DO WHILE !FEOF()/ENDDO" Loop (With an fGets() Inside) Will Read the Contents of a Text File.	N	Y	0
The fGets() Function Simply Reads the Next Sequential Record of a CR/LF Delimited Text File.	N	N	0
The fGetsR() Function Works Like fGets() Except that it Reads the PREVIOUS Sequential Record in a CR/LF Delimited Text File. The "R" Stands for "Reverse".	N	Y	0
The TextView() Function Displays the Contents of a CR/LF Delimited Text File Within a Set of Screen Coordinates.	N	Y	0
All the "Description" Menu Selections in This Program are Examples of TextView().	N	Y	0
What is Your Favorite Computer Language?	N	N	0
Edt_Memo() is the Full-Feature Half of the	N	Y	0

Sheet1

Builder Memo Functions.	N	Y	0	
Edt_Memo() Will Put a Border on the Screen,	N	N	0	
a Title on the Window, and Save Changes	N	N	0	
to Disk if Ctrl+W is Pressed.	N	N	0	
The Show_Memo() Function Performs Some Features	N	Y	0	
Before it Calls the Clipper MEMOEDIT() Function	N	Y	0	
o You Can Limit the Number of Lines Keyed	N	N	0	
into the Memo (Preventing Out of Memory Errors)	N	N	0	
o You Can Optionally Start Editing at the	N	N	0	
End of the Memo Text.	N	N	0	
Optionally You Can Start Editing at the End	N	N	0	
of the Memo Text or Limit the Size.	N	N	0	
You Can Pass a Character String That is	N	N	0	
Appended to the Memo in the Event Any Changes	N	N	0	
are Made.	N	N	0	
However, It Does NOT: Put a Border or Title	N	Y	0	
On the Screen. And Doesn't Save Changes to Disk	N	Y	0	
Description			3	
The TotalKeyOn() and TotalKeyOff() Functions	N	Y	0	
Turn On and Off the Menu System's Ability to	N	Y	0	
Jump Between Menus Dropped From the Root Menu.	N	Y	0	
Try This by Pressing the Right and Left Arrow	N	N	0	
Keys From the "Library Functions" Menu.	N	N	0	
Builder Automatically Inserts Calls to These	N	N	0	
Functions Where Required.	N	N	0	
The TimeOut() Function Tests (Hoop <deep breath>)	N	Y	0	
The Keyboard, Screen, Disk, Communications, and	N	Y	0	
Printer System Interrupts for Activity.	N	Y	0	
If There is NO ACTIVITY on ANY Interrupt for the	N	N	0	
Specified Time Period, a Keystroke is Stuffed into	N	N	0	
the Keyboard Buffer. Subsequent Calls to TimeOut()	N	N	0	
and the Function Will Return the Value of "Y".	N	N	0	
Press ENTER for a TimeOut() Test	N	Y	0	
If You Do Not Touch Your Keyboard for Five	N	Y	0	
Consectutive Seconds, a TimeOut() Will Occur.	N	Y	0	
	Y	Space(20)	N	0
What Function Library Would Be Complete	N	Y	0	
Without a Hexidecimal to Decimal Number	N	Y	0	
Conversion?	N	Y	0	
Enter Hex Number:	Y	Space(10)	N	0
Of Course, a Library with a Hexidecimal to	N	Y	0	
Decimal Conversion Also Needs the Ability	N	Y	0	
to Do the Reverse Conversion.	N	Y	0	
Enter a Decimal Number:	Y	0	N	0
The ErrTone() Function Simply Sounds the	N	Y	0	
Speaker of Your Computer. It Makes Five	N	Y	0	
Different Sounds. Enter a Number Between	N	Y	0	
0 and 4 Below to Hear Each Sound Made by	N	Y	0	
ErrTone().	N	Y	0	

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Error Tone to Sound:	Y	0	N	0
The WaitKey() Function is a Replacement for the Clipper Inkey(0) Function. The Builder WaitKey() Will Respond to Builder Mouse Inputs and Will React to SET KEY TO ... Also.	N		Y	0
All Builder Programs and Library Functions Use WaitKey() Where Appropriate.	N		Y	0
The Asc2Bin() Function Allows You to Create Character Strings With Embedded Control Characters Easily.	N		Y	0
This is Especially Useful When Creating Printer Control Strings.	N		N	0
For Example:	N		N	0
The String "^[]10" When Passed to Asc2Bin() Would Create the HP-PCL Control Code Esc+"[]10", or the Equivalent of Chr(27)+"[]10" in Clipper Code. (Laser Printer Code for Landscape)	N		N	0
This Allows Storing Printer Control Strings in Databases That Users Can Update.	N		N	0
The AddMPad() and DelMPad() Functions Add and Delete Mouse Hot Spots. You Will Only Need to Use These for Your Own Routines or Adding Mouse Awareness to Another 3rd Party Library Function. All Builder GETs, Menus, If the AddMPad() Does Not Work, You May Need to Use the Builder SetMouse() Function. See the Description for SetMouse() for More Information.	N		Y	0
and Picklists are Already Mouse Aware.	N		Y	0
.....Click.Left.Mouse.Button.Here.....	N		N	0
.....	N		N	0
Lateral Scrolling				5
If a Picklist Window is Narrower than the Data Being Displayed, an Arrow is Displayed in Either the Lower Left or Right Corner of the Window. This Indicates More Data is Available for Viewing Outside the Window Boundries.	N		Y	0
Press the Left/Right Arrows or TAB/Back TAB Keys to Scroll the Picklist Laterally. You Can Also Press the Left Mouse Button on the Left or Right Picklist Border.	N		Y	0
The Between() Function Simply Determines If a Value (any data type) is <= One Value and >= to Another Value.	N		Y	0
To Test This, Enter a Number Between 1 and 100.	N		Y	0
Enter a Number:	Y	0	N	0

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The Numeric() Function Tests a Character	N	Y	0
String to Determine if All the Characters	N	Y	0
are Numeric or Not.	N	Y	0
Enter Numeric or Non-Numeric or Mixed Data	N	N	0
to Test:	N	N	0
Numeric Data Test:	Y	Space(10)	0
MouseInit()			4
aPop()			11
Calls to This Function Must be Written by	N	N	0
Hand, Builder Does Not Create Show_Txt()	N	N	0
Calls.	N	N	0
The DbState() Function is Useful When You are	N	Y	0
Writing Your Own Routines. It Saves All	N	Y	0
Aspects of a Database Select Area to a Memory	N	Y	0
Variable. Passing a DbState() Created Memory	N	Y	0
Variable as a Parameter Will Restore The	N	Y	0
Database to It's Previous State.	N	Y	0
DbState() Saves The Select Area, Index Order	N	N	0
Number, Filter Condition, All Relations, and	N	N	0
the Database Record Number.	N	N	0
DbState() is Most Helpful When Writing	N	Y	0
'Black Box' Functions.	N	Y	0
The MouseInit() Function Should Only Be Used	N	Y	0
Once per Program Execution. It Initializes	N	Y	0
the Mouse Awareness for a Builder Application.	N	Y	0
Builder Will Put the MouseInit() Call in	N	N	0
the Program for You.	N	N	0
MouseInit() Initializes the Mouse Interrupt	N	Y	0
(Int 51h), Turns the Mouse Cursor On, Puts	N	Y	0
the Mouse Cursor in the Lower Right Screen	N	Y	0
Corner, and Initializes the Array Used by	N	Y	0
AddMPad()/DelMPad()	N	Y	0
The SetMouse() Function Has Three Purposes	N	Y	0
1) To Get the Mouse Button Status.	N	Y	0
2) To Set the Mouse Button Status.	N	Y	0
3) To Redirect Mouse Button Activity to	N	Y	0
Keyboard Activity.	N	Y	0
Number Three Should Only be Used With Non-	N	N	0
Builder Routines. For Example; DbEdit(),	N	N	0
MemoEdit(), or a Routine from Another	N	N	0
Library.	N	N	0
Note That the Builder Edt_Memo() Function	N	Y	0
Sets Up Mouse Awareness Before Calling	N	Y	0
MemoEdit().	N	Y	0
You Can Only Exit With ESC Until ALL Valid	N	N	0
are Satisfied. Each of the Following Must be	N	N	0
Y or N. Try Bypassing Using PgDn or Mouse!	N	N	0
	Y	" "	0
	Y	" "	0

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	Y ""	N	0
	Y ""	N	0
	Y ""	N	0
	Y ""	N	0
GetEdit()			12
PRINTER CODES:	N	Y	1
132 Columns	N	N	2
273 Columns	N	N	3
Reset	N	N	4
The GetEdit() function allows you to	N	Y	0
save fields edited in a dialog box to a	N	Y	0
database record--using ONE line of code!	N	Y	0
This is most useful when programming a	N	Y	0
window to edit your system's defaults.	N	Y	0
Press any key to see a sample.	N	N	0
TBrowse			8
Description			1
Sample			2
City			
State			0
Zip Code		1 2	0
Text			0
Execute Function			0
First			0
Last			0
Phone			0
Or a Drop Down List:	Y 1	N	0
Logical			0
(Press Alt+Down)	N	N	0

DD_KEY,C,18

FRIENDS FNAME
FRIENDS LNAME
FRIENDS PHONE

*MEMVAR*MFIL

CITIES CITY
CITIES STATE
CITIES ZIP
CITIES TEXT

FRIENDS FNAME
FRIENDS LNAME
FRIENDS PHONE

CITIES BOOLEAN