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# Kith and Kin

Version 2.01

Genealogy software for Windows 3.1

**Getting Started**

**How to ...**

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## **Reference**

**Dialog Buttons**  
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## Version information

This is a list of new features, enhancements and bug fixes which is updated with the release of each new version of Kith and Kin. Any last minute bug fixes are included here and may not be present in the flyers or readme files.

Tree (.TRE) and options (.OPT) files created with earlier versions of the program may require conversion before they can be used with this version. A data file conversion program (KKCONV) is supplied with all registered versions of Kith and Kin.

### **Version 2.01** February 1994

Bug-fix release.

The program crashed when printing Family Details for a family in which the father's surname had been entered but one or more of the children had no surname entered. This has been fixed.

Help file updated with USA and Australia registration details.

### **Version 2.0** February 1994

Support for PAF GEDCOM files (the Genealogical Data Communication standard) is now included. You can export and import data to and from other genealogy programs. Simply specify that the file you wish to open is a GEDCOM file and Kith and Kin will do the rest. You can create a new tree or merge the GEDCOM file with an existing tree. Saving to a GEDCOM file is just as easy. Export one person, selected families or an entire tree.

There are now indicators in Person and Family data dialogs to show if any notes or objects are present.

The dialog fields and controls now have hot-keys to speed up keyboard use.

A new search facility has been added to check for people in limbo, ie. people who do not appear in families because they have no parents or marriages.

Due to the length of time taken to load larger GEDCOM files, a status indicator bar is displayed each time any file type is opened or saved. Clicking on the Cancel button will abort the process.

The placement of new family rectangles has been improved.

The Select Dialog has been improved to handle larger trees.

You can now scroll the tree area while moving or placing families. Simply move the cursor to the edge of window in the direction that you want to scroll. Hold down the CTRL key to move in larger jumps. You can also use the PageUp, PageDn, Tab, Home and cursor keys to scroll around the tree area.

The tree area display has been enhanced.

The current tree is not deleted when a File|Open fails.

Some reports were becoming garbled when text was being printed beyond the edges of the page (eg. in ancestral trees). This version correctly clips all text at the set margins.

The heading lines in the Family Details printout were missing from page 2 onwards on some printers. This has now been fixed.

A Person Details printout is now available for printing details of one or more people.

The Descendant and Ancestral trees now have titles and have been improved to handle multi-page printing. Printers which can handle continuous stationery can produce large charts without having to join sheets.

The Ancestral Tree print did not include the surnames for people along the top of the report when printed without Child Surnames and Generations was > 0. This has been fixed.

The [Family Details printout](#) now has improved widow/orphan control, eg. a page break was possible between the CHILDREN header and the first child.

The [Tree Layout print](#) has been enhanced.

The [Index printout](#) can now be sorted by either code or name.

Appropriate menu items are now correctly disabled when there are no people and/or families in the current tree.

A full path-name can now be used to associate KITHKIN.EXE with .TRE files in the File Manager.

The following are the [limits](#) on the size of the tree data. You can have up to 16383 people and families combined. The size of the Tree Area is approx. 200 families wide by 350 high. The maximum number of characters which can be held in each person or family notes is 9500. Ultimately the total amount of tree data will depend on the amount of memory (RAM) in your PC. To some extent the speed of your PC will govern the usability of the software with large amounts of data.

#### **Version 1.42** September 1993

Bug-fix release: Tree files could not be saved on a disk drive other than the one containing the Windows TEMP directory. The program stopped with run-time error 17. This is fixed in this release.

#### **Version 1.41** September 1993

Bug-fix release: After selecting File|New, the first person to be added to the tree was given the code [P65534] and the maximum number of people possible in a tree was 2. This is fixed in this release.

#### **Version 1.4** September 1993

Kith and Kin now supports Object Linking and Embedding (OLE). This means that you can import and link to pictures, diagrams, sounds, videos and any other [object](#) created by an application which also supports OLE. These objects can be associated with a [person](#) or [family](#).

Two new printouts have been created: the [Descendant Tree](#) and the [Ancestral Tree](#) prints now produce a tree of all the direct descendants or ancestors of a given person.

You can now open family and person data dialogs directly from the [search results dialog](#).

Double clicking the left mouse button in list boxes now performs the appropriate edit function.

[Close buttons](#) have now replaced Ok and Cancel buttons in certain dialogs. This avoids ambiguity where the implication was that Ok would accept the current data and Cancel would ignore any changes.

The operation of the graphic interface (the tree area) has been tidied up.

Pressing the right mouse button over a family rectangle now produces a family [summary window](#) for quick checks of family details.

The [Print Setup](#) command has now been enhanced to allow the selection of any installed printer driver, not just the default one.

Read-only edit fields now have a grey instead of a white background. This is to distinguish them from edit fields where data can be entered.

You can now have more than one copy of Kith and Kin running at the same time.

A bug in the tree area display prevented parent-lines from being deleted in certain circumstances. This has now been fixed.

The font sample in the Fonts dialog now redraws correctly when exposed from under another window.

The [Index Print](#) produced 'b.' instead of 'd.' before death details. This has been fixed.



## Getting started

### Help

If you are not familiar with using Windows help files, you might find it useful to read the 'help on help' information. Do this by **clicking the left mouse button** on 'Help' in the menu above and then on 'How to Use Help' in the pull-down menu.

You can get help by either **selecting** Help|Contents from the main menu or by pressing **F1**. You can also get specific help on whatever task you are carrying out by **selecting** the Help button in the current dialog.

### Basics

**Introducing Kith and Kin**

**Opening an existing tree**

**Creating a new tree**

## Introducing Kith and Kin

Kith and Kin is a software package for documenting and storing family trees which has been specially designed for the MS-Windows operating system. It features an easy to use graphical interface and powerful multi-level editing tools which makes it ideal for both large and small trees.

The program supports date and place of births, marriages and deaths as well as multiple marriages and aliases for each person. Pictures, diagrams, sounds, etc may be embedded in or linked to a person or family.

A printed book can be produced with family group details (which may incorporate pictures and diagrams) and a complete, cross-referenced index to names and families. You have control over the formatting and extent of all printed reports which also include person details, tree layout, descendant and ancestral trees.

Compatibility with "Personal Ancestral File" GEDCOM files means you can export and import data to and from other genealogy programs. You can also use this feature to prepare extracts from tree files.

The information which you enter into Kith and Kin is organised into families. The main screen is a window into a tree area which displays each family as a rectangle. Relationships between families are shown by parent lines. Using the mouse, you can drag and position the family rectangles within the tree area to form a standard tree layout. You can print out an image of the entire tree area to help you arrange the families in the best positions, using the Tree Layout print.

Once the tree has been built up, the family rectangles can be used for direct access to data by double-clicking the left mouse button on the required family. You can then traverse the tree by selecting people and families from within the family and person data. This makes it very easy to follow a particular route through the tree whilst examining, updating or even adding data.



## Opening an existing tree

A sample tree file has been provided which demonstrates a typical family tree. This file is named SAMPLE.TRE and it should reside in the same directory as Kith and Kin (KITHKIN.EXE).


To open this tree **select Open** from the File menu. You will now see a file selection dialog. There are three different ways in which you can select SAMPLE.TRE as follows.

- 1) You can **type in SAMPLE.TRE** in the Filename field and press the **<ENTER>** key or click on the **OK button**.
- 2) You can **click on SAMPLE.TRE** in the Files list with the left mouse button and then click on the **OK button** or press the **<ENTER>** key.
- 3) You can **double-click the left mouse button** on SAMPLE.TRE in the Files list.

If SAMPLE.TRE does not appear in the Files list, it may not have been copied from your release disk into the Kith and Kin directory.

The sample tree file will then be opened and displayed on your screen.

Experiment with the PageUp, PageDown, Tab, arrow keys and the Home key which all move the main window to a new part of the tree area. See Keyboard for explanations of what each key does.

Try dragging a family rectangle to a new position by putting the cursor arrow over any family rectangle and then **pressing and holding the left mouse button**. You will see the cursor change to  indicating that you can now reposition the family rectangle. While still holding the mouse button down, **move the mouse** and you will see a rectangular outline move about the screen. When you have moved this outline to the desired position, **release the mouse button**. The family rectangle will now move to the new position. You can also drag more than one family at a time by following the same procedure but with the Shift key held down each time you click on a family rectangle.

You can display a summary of a particular family by putting the cursor arrow over the family rectangle and then **holding down the right mouse button**.

To examine or modify a particular family's data, you can **double-click the left mouse button** on a family rectangle. This will open a Family Data dialog which will allow you to edit this family's data.

Sample objects (a Paintbrush Picture and a Sound) have been embedded in family [F147]. Open the object list by selecting the Objects button in the Family Data dialog. You can then examine the map by double clicking the left mouse button on it or selecting the map in the list and then selecting "Edit Paintbrush Picture Object" from the menu (by clicking on the minus sign in the top left of the dialog). If you have a sound card in your PC (or a driver which lets you play .WAV files through the PC's speaker), you can play the sound by double clicking on the microphone icon or go via the menu as for the map. If an error occurs, it may be that Windows Paintbrush or the Sound Recorder has not been set-up correctly on your computer.

You can examine or edit the data associated with the parents and children of this family by **selecting** the appropriate edit button for parents or **double-clicking** on a child in the Children list. This will open a Person Data dialog which will allow you to edit this person's data.

## Creating a new tree


When you first start Kith and Kin you will be presented with a blank tree area. If you have been looking at SAMPLE.TRE **select** New from the File menu to clear the tree.

Create your first family by **selecting** Add new family from the Edit menu or press **Ctrl+F6**. This will bring up a family data dialog in which you may **enter the details** for this family. The only fields which may be entered directly in this particular dialog are the marriage details of the parents. Do this first if you are going to use them (remember **all** text edit fields are optional).

Next add the father by **selecting** the father add button (this action both adds a new person to the tree and identifies him as the father of this family).

This will bring up a person data dialog in which you may **enter the details** for the father. To add the family of which the father is a child select the child of family add button. This will again bring up a family data dialog and details may be entered as above.

Multiple dialogs may be opened like this up to a maximum of six. Exit each dialog in turn by selecting the Ok or Cancel button.

When all family data and person data dialogs have been closed any new families must be placed on the tree area. This is indicated by the cursor changing to . Move the cursor to the required position and **click the left mouse button**. All new families will be displayed as family rectangles. Note that whenever the cursor is this "inwards arrows" shape, you **must** click the left mouse button to place the families before you can do anything else. Don't worry if the families are placed in the wrong position, you can always move them afterwards.

Save your new family tree by **selecting** Save as from the file menu.

## Edit menu

Either From the menu bar select **Edit**.  
or Press **Alt+E**.

### Menu items

Add new family  
Add new person  
Edit person  
Edit family  
Delete person  
Delete family  
Person notes  
Family notes  
Person objects  
Family objects

## Options menu

Either From the menu bar select **Options**.  
or Press **Alt+O**.

### Menu items

Startup file  
Startup family  
Page setup  
Fonts  
Preferences

## Search menu

Either From the menu bar select **Search**.  
or Press **Alt+S**.

## Menu items

Text search

People in limbo

Go to family

## File menu

Either From the menu bar select **File**.  
or Press **Alt+F**.

### Menu items

New

Open

Save

Save as

Print

Family details

Person details

Index

Tree layout

Descendant tree

Ancestral tree


Print setup

Exit

## Add a family

- Either From the Edit menu select **Add new family**.
- or Press **Ctrl+F6**.
- or New families are also added as a result of selecting the add button of a Marriage or a Child of Family in a Person Data Dialog.

Any of these actions will bring up a Family Data Dialog.

Following the addition of a new family the cursor will change to . This indicates that the new family rectangle(s) **must** be placed on the tree area. Move the cursor to the desired position and **click the left mouse button** to place the families.

If you want to place the new family on part of the tree area which is not currently visible, move the cursor to the edge of the window in the direction in which you want to move (eg. if you want to place the family to the right of the currently displayed area, move the cursor up against the right hand edge of the window). The window will scroll in small increments. You can scroll the window in larger increments by holding down the CTRL key. You can also scroll the window using the PageUp, PageDn, Tab, Home and cursor keys.

## Add a person

Either From the Edit menu select **Add new person**.

or Press **Ctrl+F5**.

or New people are also added as a result of selecting the add button of a Child, Father or Mother in a Family Data Dialog.

Any of these actions will bring up a Person Data Dialog.



## Edit a family

- Either From the Edit menu select **Edit family**. If a single family is currently highlighted then that family will be selected for editing otherwise a Select Dialog will be displayed.
- or Press **F6**. If a single family is currently highlighted then that family will be selected for editing otherwise a Select Dialog will be displayed.
- or **Double-click the left mouse button** on a family rectangle.
- or **Select the edit button** of a Marriage or a Child of Family in a Person Data Dialog.
- or **Double-click the left mouse button** on a Marriage in a Person Data Dialog.

Any of these actions will bring up a Family Data Dialog.

## Edit a person

- Either From the Edit menu select **Add person**. A Select Dialog will be displayed.
- or Press **F5**. A Select Dialog will be displayed.
- or **Select** the edit button of a Child, Father or Mother in a Family Data Dialog.
- or **Double-click the left mouse button** on a Child in a Family Data Dialog.

Any of these actions will bring up a Person Data Dialog.

## Delete a person

From the Edit menu select **Delete person**.

This will bring up a Select Dialog with which to select the person to be deleted. Selecting Ok will immediately and **irrevocably** delete the person from the tree.

## Delete a family

From the Edit menu select **Delete family**.

If a single family is currently highlighted then that family will be immediately deleted otherwise a Select Dialog will be displayed. Selecting Ok will immediately and **irrevocably** delete the family from the tree.

## Adding and editing a person's notes

Either From the Edit menu select **Person notes**. This will bring up a Select Dialog from which to select the appropriate person.

or Press **Shift+F5**. This will bring up a Select Dialog from which to select the appropriate person.

or **Select** the notes button in a Person Data Dialog.

A Notes Dialog will then open in which to edit the notes.

## Adding and editing a family's notes

- Either From the Edit menu select **Family notes**. If a single family is currently highlighted then the notes associated with that family will be selected for editing otherwise a Select Dialog will be displayed.
- or Press **Shift+F6**. If a single family is currently highlighted then the notes associated with that family will be selected for editing otherwise a Select Dialog will be displayed.
- or **Select** the notes button in a Family Data Dialog.

A Notes Dialog will then open in which to edit the notes.

## Editing notes

Notes may be **edited** in a similar manner to the Windows Notepad editor.

The standard edit functions **Undo**, **Cut**, **Copy** and **Paste** are provided in the dialog's system menu (click on the minus sign in the top left of the dialog box).

Use the **Find** button to **search** for a piece of text in the notes. If you want upper and lower case letters to match exactly, set **Case Sensitive**. Once a piece of text has been found you can search for further occurrences of the same piece of text by selecting the **Find Next** button.

To search for and replace a piece of text with new text, use the **Replace** button. Set **Replace All** to replace every occurrence of the search text.

Lines will break automatically at the right hand edge of the notes dialog and at the right hand margin of printed reports so you should only enter a hard return <ENTER> at the end of paragraphs.

## Adding and editing a person's objects

Either From the Edit menu select **Person objects**. This will bring up a Select Dialog from which to select the appropriate person.

or Press **Alt+F5**. This will bring up a Select Dialog from which to select the appropriate person.

or **Select** the objects button in a Person Data Dialog.

An Objects Dialog will then open in which to edit the objects.



## Adding and editing a family's objects

- Either From the Edit menu select **Family objects**. If a single family is currently highlighted then the objects associated with that family will be selected for editing otherwise a Select Dialog will be displayed.
- or Press **Shift+F6**. If a single family is currently highlighted then the objects associated with that family will be selected for editing otherwise a Select Dialog will be displayed.
- or **Select** the objects button in a Family Data Dialog.

An Objects Dialog will then open in which to edit the objects.

## Working with objects

You may link or embed one or more objects in each person or family. The objects may be created, played, edited, deleted, copied to the clipboard or printed as part of a Family Details or Person Details document.

Using the Paste Link, Paste or Insert commands will insert a new object into the objects list. The object will be inserted before the currently selected object or added to the end of the list if there is no current selection.

### Linking objects

Start the application which contains the object to be linked. Select the object and copy it to the clipboard using the **COPY** command. Switch to Kith and Kin and open the Objects Dialog which is going to receive the object. Select the **Paste link** command in the dialog's system menu (click on the minus sign in the top left of the dialog box). The object will be inserted into the objects list. If the Paste link command is not available it probably means that the object's source document has not been saved.

### Embedding objects

Start the application which contains the object to be embedded. Select the object and copy it to the clipboard using the **Copy** command. Switch to Kith and Kin and open the Objects Dialog which is going to receive the object. Select the **Paste** command in the dialog's system menu (click on the minus sign in the top left of the dialog box). The object will be inserted into the objects list.

### Creating new objects

Objects may be embedded by starting the source application within Kith and Kin. To do this select the insert button. Select an object from the available object types in the Insert Object Dialog. The associated application will start and you may create an object within it. When you exit the source application the object will appear in the objects list.

### Editing and playing objects

The **Object** command in the dialog's system menu (click on the minus sign in the top left of the dialog box) will be different for each object type. Select the object command appropriate to the action which you wish to carry out. The commands invariably include Edit and sometimes additional commands such as Play (eg. for sound objects) are available. **Double-clicking the left mouse button** on an object will perform the default action for that particular object type. Normally this is Edit but it will vary depending on the object type (eg. Play for sound objects).

### Copying objects

Select an object from the objects list. Select the **Copy** command in the dialog's system menu (click on the minus sign in the top left of the dialog box). This will copy the object to the clipboard from which it may be pasted to another objects list or a different application. If you want to delete the object from the list at the same time, use the **Cut** command instead of Copy.

### Deleting objects

Existing objects may be deleted from the objects list by selecting the object delete button.

Each object in the objects list has the following attributes.

#### Description

A short description of the object, initially set to the object type.

**Print object with notes**

When **set**, the object is printed full-size (within the defined margins) along with any notes belonging to the appropriate person or family in the Family Details or Person Details document.

## Insert Object Dialog

The list includes all types of OLE object which exist on your system. **Select the object** to insert into the objects list and **select the OK button** or **double-click the left mouse button** on an item.

The appropriate application will start to allow you to edit the object which has now been added to the object list. Note that an object created from this dialog is always embedded into the tree.

## **New file**

From the File menu select **New**.

This will first check to see if the current tree needs to be saved and then clear the tree.

## **File selection dialog**

The file selection dialog is displayed in response to a File|Open, File|SaveAs or Options|StartupFile command.

### **Open or Startup**

Select the type of file to open or save, Kith and Kin tree or GEDCOM. If necessary select the appropriate directory by double-clicking on a directory entry. Select the required file from the available files list. In the case of a GEDCOM File|Open, a GEDCOM import dialog will open.

### **Save as**

Select the type of file to open or save, Kith and Kin tree or GEDCOM. If necessary select the appropriate directory by double-clicking on a directory entry. Enter the required file name and select the Ok button. In the case of a GEDCOM File|SaveAs, a GEDCOM export dialog will open.

## Open file

From the File menu select **Open**.

This will first check to see if the current tree needs to be saved and then bring up a file selection dialog.

Use File|Open for loading Kith and Kin tree files (.TRE) and importing GEDCOM files (.GED).

## Save file

Either From the File menu select **Save**.  
or Press **F2**.

The tree will be saved with the name of the file shown in the main window title. If the tree has no current filename the tree will not be saved and Save As should be used instead.



## Save as file

From the File menu select **Save as**.

This will bring up a file selection dialog.

Use File|SaveAs for saving Kith and Kin tree files (.TRE) and exporting GEDCOM files (.GED). If you save a Kith and Kin tree file with File|SaveAs, the name of the current tree will be changed to the saved filename.

## Exit

Either From the File menu select **Exit**.  
or Press **Alt+F4**.

This command will check to see if the current tree needs to be saved before exiting the program.

## Keyboard / Mouse key assignments

### Keyboard

<b>F1</b>	<u>Help</u>	Open the Kith and Kin help file at the contents topic
<b>F2</b>	<u>Save</u>	Save the current tree (not available for untitled trees)
<b>Alt+F4</b>	<u>Exit</u>	Exit Kith and Kin
<b>F5</b>	<u>Edit person</u>	Edit an existing person's data
<b>Ctrl+F5</b>	<u>Add person</u>	Add a new person to the tree
<b>Shift+F5</b>	<u>Person notes</u>	Add or edit a person's notes
<b>Alt+F5</b>	<u>Person objects</u>	Add or edit a person's objects
<b>F6</b>	<u>Edit family</u>	Edit an existing family's data
<b>Ctrl+F6</b>	<u>Add family</u>	Add a new family to the tree
<b>Shift+F6</b>	<u>Family notes</u>	Add or edit a family's notes
<b>Alt+F6</b>	<u>Family objects</u>	Add or edit a family's objects
<b>F8</b>	<u>Text search</u>	Search for a piece of text
<b>F9</b>	<u>Go to family</u>	Scroll the tree area to a specific family
<b>PageUp</b>	Scroll page up	Moves the tree area window up one page
<b>PageDn</b>	Scroll page down	Moves the tree area window down one page
<b>Tab</b>	Scroll page right	Moves the tree area window right one page
<b>Shift+Tab</b>	Scroll page left	Moves the tree area window left one page
<b>Home</b>		Scroll to <u>Startup family</u> (if any)
<b>Left, right</b>	Scroll left or right	
<b>Up, down</b>	Scroll up or down	

### Mouse (tree area control)

<b>Left</b>	Select family	Select a family (hold to drag to new position)
<b>Double Left</b>	<u>Edit family</u>	Edit a family's data
<b>Shift+Left</b>	Select families	Select more than one family
<b>Ctrl+Left</b>	Scroll page	Moves tree area in large jumps when dragging families
<b>Right</b>	Family summary	Displays details of the family under the cursor

The **tree area** is the area in which the family tree appears. A selected part of this area is displayed in the program's main window and the window may be moved around the tree area to view different parts of the tree. The tree area contains a family rectangle for every family and these may be positioned to provide the best layout. The tree area may be printed using the print tree command.

A **marriage** is a family unit of which the current person is a parent. A person may have no marriages or a list of marriages. The resulting families may or may not have any children.

A **child of family** identifies the family unit of which the current person is a child. A person may or may not be the child of a family.

A **child** is a person who appears in the list of children of the current family.

A **mother** is a person who is identified as the mother of the current family.



A **father** is a person who is identified as the father of the current family.

An **alias** is an alternative name for a person along with the date on which the alias was adopted. Characters are converted to uppercase for the surname. Aliases are useful, for example, where a person was commonly known by a name which was not their name at birth. You can use the alias to look up the person in an printed index or selection dialog.

An **object** is a piece of information (typically a drawing, picture, slide, sound etc) which has been created by a separate application and which has been embedded in or linked to a person or family. You can use an object from any application which supports OLE (Object Linking and Embedding).

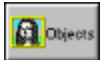
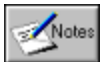
**Linking** an object to a person or family involves copying your selected object from another application onto the clipboard and then pasting the link into the person's or family's objects list. The primary difference between linking and embedding is the location of the actual data for the object. The data for a linked object is stored outside the tree file in a separate source document, eg. a .BMP file for Paintbrush.

**Embedding** an object in a person or family involves copying your selected object from another application onto the clipboard and then pasting it into the person's or family's objects list or creating a new object directly. The primary difference between embedding and linking is the location of the actual data for the object. The data for an embedded object is stored inside the tree file.

## Dialog buttons

Click on a button for its definition.

### Person and/or family data dialogs



### Alias dialog



### Objects Dialog



### Miscellaneous





An **identify button** is one of several buttons in Person and Family Data Dialogs which identify an existing family or person and link it to the current person or family as a child of family, marriage, father, mother or child depending on which button is selected.



An **add button** is one of several buttons in Person and Family Data Dialogs which both create a new family or person and link it to the current person or family as a child of family, marriage, father, mother or child depending on which button is selected.





An **edit button** is one of several buttons in Person and Family Data Dialogs which edit a family or person which is identified as a child of family, marriage, father, mother or child depending on which button is selected.



A **remove button** is one of several buttons in Person and Family Data Dialogs which remove the link to a family or person which is identified as a child of family, marriage, father, mother or child depending on which button is selected. You are given the option of deleting the family or person from the tree at the same time.



The **highlight off button** cancels any selection made in either a child or marriage list. This allows new items to be identified or added at the end of the list instead of prior to the highlighted item.



The **add button** will add the entered data to the person's list of aliases.



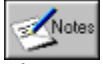
The **edit button** will retrieve the selected alias to allow editing.



The **delete button** will remove the selected alias from the person's list of aliases.

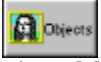


The **alias button** allows the addition and editing of the current person's aliases. Only available from a Person Data Dialog.



The **notes button** opens a Notes Dialog in which to edit a person's or family's notes.





The **objects button** opens an Objects Dialog in which to edit a person's or family's objects.



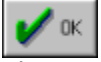
The **close button** exits from various dialogs. Any data in the dialog has already been accepted and selecting close will neither update nor reject it.



The **insert object button** creates a new embedded object from within Kith and Kin and inserts it into the objects list.



The **delete object button** deletes the currently selected object from the objects list.



The **OK button** accepts the data currently displayed in the dialog and closes it.



The **cancel button** ignores the data currently displayed in the dialog and closes it.



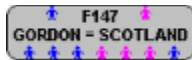
The **help button** opens the on-line help file at a topic relevant to the current dialog.

■ or

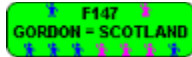


The **contents indicator** tells you whether there are any entries present within the associated button, ie. the Notes or Objects buttons.

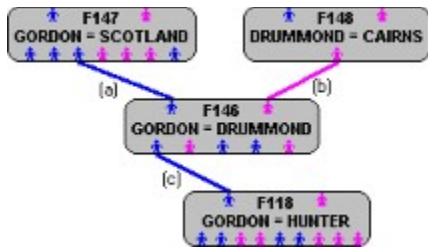




A **family rectangle** is a shape similar to this which is used for selecting a particular family. F147 is the family code, GORDON is the surname of the father and SCOTLAND is the surname of the mother. The blue (♂) and pink (♀) icons denote male and female members of the family respectively, the two people along the top edge are the parents, the seven along the bottom edge are the children. Parent Lines emanate from appropriate people indicating links to other families. You can display a summary of a family by **holding down the right mouse button** on it. One or more family rectangles may be moved around on the tree area by highlighting and then **dragging**.



One or more families may be selected by **highlighting** them as shown here. To highlight a single family rectangle **click the left mouse button** on it. To highlight several family rectangles at once **hold down the Shift key** while clicking the **left mouse button** on each family rectangle in turn. Highlighted family rectangles may be moved around the tree area by **dragging** the outlines to a new position. If you want to scroll the tree area window while repositioning families, move the cursor right up to the edge of the window. The window will scroll in small increments and you can scroll in larger jumps by **holding down the Ctrl key**.



**Parent Lines** denote the relationships between families. Shown here are (a) the father of family F146, (b) the mother of family F146 and (c) the father of family F118 who is also the first child of family F146. When moving family rectangles around the tree area, parent lines will follow like rubber-bands.

## Person data

The Person Data Dialog allows the addition, editing and display of a specific person's data. Click the left mouse button on the item of interest below to get a definition.

PERSON - [P407] Thomas GORDON

Surname: GORDON  
Firstnames: Thomas

Birth Date: 15 Sep 1810    Place: Kinross

Death Date: 6 Aug 1833    Place: Kennet, Clackmannan of chronic diarrhoea

Child of Family  
[F147] ([P413] Thomas GORDON) = ([P414] Isabel SCOTLAND)

Marriages  
[F146] ([P407] Thomas GORDON) = ([P408] Margaret DRUMMOND)

OK    Cancel    Help

## **Person Data - Code**

The code is the letter 'P' followed by a number which uniquely identifies a particular person. The code is assigned automatically and is not necessarily the next in sequence.

## **Person Data - Surname**

The surname of the person (normally the surname at birth). Characters are converted to uppercase.

## **Person Data - Firstnames**

The first or christian names of the person.

## **Person Data - Alias**

Selecting the alias button will bring up the Alias Dialog.

If the appropriate preference is set, an alias will be automatically added to the mother of a family comprising her married surname, her firstnames and the date of marriage. This alias will not be removed automatically in the event of a mother's deselection.



## **Person Data - Gender**

A gender (male or female) must be supplied for the person. Only males may become fathers and females mothers.

## **Person Data - Birth**

The date and place of birth of this person. The date is not validated and may be entered in any form.

## **Person Data - Death**

The date and place of death of this person. The date is not validated and may be entered in any form.

## Person Data - Child of Family

A family identified as the family of which this person is a child. The names and marriage details of the parents are displayed and may be scrolled by clicking the cursor in the display field and using the left and right arrow keys.

A family may be **identified** as a child of family if it already exists in the tree by selecting the child of family identify button.

A family which does not yet exist in the tree may be **added** by selecting the child of family add button. This will bring up a Family Data Dialog.

If a child of family exists for this person, its Family Data may be **edited** or **displayed** by selecting the child of family edit button.

If a child of family exists for this person, it may be **deselected** by selecting the child of family remove button. The option of **deleting** the family from the tree is given at this time.

## Person Data - Marriages

A list of families identified as having resulted from marriages of this person. The names and marriage details of each families parents are displayed.

A family may be **identified** as a marriage of this person if it already exists in the tree by selecting the marriage identify button. The new marriage is inserted into the list before the currently selected marriage (or at the end if none is selected).

A marriage which does not yet exist in the tree may be **added** by selecting the marriage add button. The new marriage is inserted into the list before the currently selected marriage (or at the end if none is selected). This will bring up a Family Data Dialog.

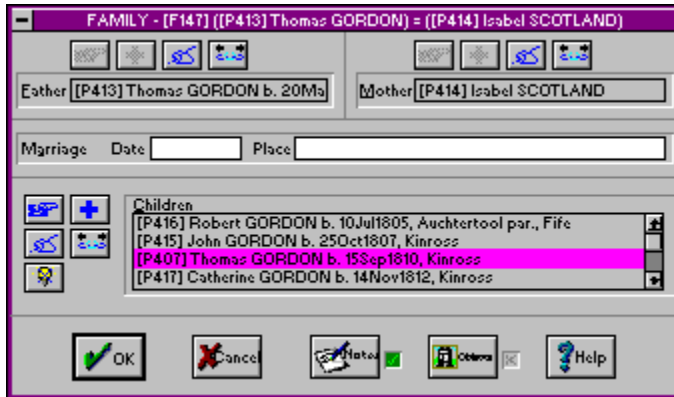
The Family Data of marriages in the list may be **edited** or **displayed** by first selecting the family's name and then selecting the marriage edit button or by double-clicking the left mouse button on the family's name.

Families may be **deselected** as resulting from a marriage of this person by first selecting the family's name and then selecting the marriage remove button. The option of **deleting** it from the tree is given at this time.

To identify or add a marriage to the end of the list it is necessary to have no marriages selected from the list. The marriage highlight off button is provided to achieve this.

## Family data

The Family Data Dialog allows the addition, editing and display of a specific family's data. Click the left mouse button on the item of interest below to get a definition.



## **Family Data - Code**

The code is the letter 'F' followed by a number which uniquely identifies a particular family. The code is assigned automatically and is not necessarily the next in sequence.

## Family Data - Father

A person identified as the father for this family. His name and birth details are displayed and may be scrolled by clicking the cursor in the display field and using the left and right arrow keys.

A person may be **identified** as father of this family if he already exists in the tree by selecting the father identify button.

A father who does not yet exist in the tree may be **added** by selecting the father add button. This will bring up a Person Data Dialog.

If a father exists for this family, his Person Data may be **edited** or **displayed** by selecting the father edit button.

If a father exists for this family, he may be **deselected** as father of this family by selecting the father remove button. The option of **deleting** him from the tree is given at this time.



## Family Data - Mother

A person identified as the mother for this family. Her name and birth details are displayed and may be scrolled by clicking the cursor in the display field and using the left and right arrow keys. A person may be **identified** as mother of this family if she already exists in the tree by selecting the mother identify button. An alias may be generated automatically if the preference is set.

A mother who does not yet exist in the tree may be **added** by selecting the mother add button. An alias may be generated automatically if the preference is set. This will bring up a Person Data Dialog.

If a mother exists for this family, her Person Data may be **edited** or **displayed** by selecting the mother edit button.

If a mother exists for this family, she may be **deselected** as mother of this family by selecting the mother remove button. The option of **deleting** her from the tree is given at this time.

## **Family Data - Marriage**

The date and place of marriage of the parents of this family unit. The date is not validated and may be entered in any form.

## Family Data - Children

A list of people identified as children of this family. Their names and birth details are displayed.

A person may be **identified** as a child of this family if (s)he already exists in the tree by selecting the child identify button. The new child is inserted into the list before the currently selected child (or at the end if none is selected).

A child who does not yet exist in the tree may be **added** by selecting the child add button. The new child is inserted into the list before the currently selected child (or at the end if none is selected). This will bring up a Person Data Dialog.

The Person Data of children in the list may be **edited** or **displayed** by first selecting the child's name and then selecting the child edit button or by double-clicking the left mouse button on the child's name.

Children may be **deselected** as belonging to this family by first selecting the child's name and then selecting the child remove button. The option of **deleting** him/her from the tree is given at this time.

To identify or add a child to the end of the list it is necessary to have no children selected from the list. The child highlight off button is provided to achieve this.

## Alias Dialog

A person may have several aliases.

Aliases are **added** by entering the surname, firstnames and date of change then selecting the add button. The date is not validated and may be entered in any form.

**Edit** an alias by first selecting the alias from the list then selecting the edit button or by double-clicking the left mouse button on the alias. This will copy the data into the edit boxes where it may be changed. Press **return** to put the alias back into the list.

An alias may be **deleted** by first selecting the alias from the list then selecting the delete button.

## Select dialog

The select dialog is displayed in various circumstances when an action has been requested which acts on a specific family or person, eg. deleting a person or printing descendants.

Selection may be done by either **entering** a **code** number (digits only, do not enter the P or F) or **selecting** from the **list** of families or people.

## Startup file

From the Options menu select **Startup file**.

This will bring up the file selection dialog. You may select an existing file or enter a new file name. The program will attempt to load the tree automatically each time the program is started unless the program is launched from a tree file in the File Manager (you have to associate .TRE files with KITHKIN.EXE to do this).

## Startup family

From the Options menu select **Startup family**.

Selecting the Change button will bring up the Select Dialog. You may select any family in the current tree. The program will attempt to move the tree area window to that family automatically each time the current tree file is opened. If no family is selected the window will start in the upper left corner of the tree area.

The tree area will be scrolled to this family each time the **HOME** key is pressed.

## Preferences

From the Options menu select **Preferences**.

This will bring up the Preferences Dialog, one or more of the following options may be **set**.

### **Marriage produces wife's alias**

When a person is identified as the mother of a family an alias is automatically generated comprising her married surname, her firstnames and the date of marriage. This alias will **not** be removed automatically in the event of a mother's deselection.

### **Display large objects**

The image of a large object may take a while to draw into the objects list, depending on the speed of your PC. To overcome this problem you may display a simple grey rectangle in the list in place of the image of large objects by turning this option off. Changing this option does not affect the contents of the object or the way it is printed.



## Positioning the tree area window

- Either From the Search menu select **Go to family**.
- or Press **F9**.
- or Use **PageUp**, **PageDn**, **Tab**, **Home** or the **cursor keys**.
- or Use the **scroll bars** along the right and bottom edges of the window to move the window around the tree area.

Selecting **Go to family** or **F9** will bring up a Select Dialog with which to select the family to move to. The tree area window will then display a new area of the tree with the selected family in the centre.

If you want to scroll the tree area window while repositioning or placing families, move the cursor right up to the edge of the window. The window will scroll in small increments and you can scroll in larger jumps by **holding down the Ctrl key**.

## Search for text

Either From the Search menu select **Text search**.  
or Press **F8**.

This will bring up the Search Dialog which will perform a search through the entire tree based on the selection of the following options. When the search is complete, a list of people and/or families is displayed. To edit a person or family from the list either **double-click the left mouse button** on the item or select first the item and then the **edit button**.

### Search for

**Enter** the text which is to be searched for.

### Case sensitive

If **set**, the search will find text which exactly matches the sequence of upper and lower case letters in the search text otherwise the case of both the search text and searched text is ignored.

The following fields specify which items in the tree are to be searched through. One or more may be **set**.

#### Family - Marriage

The date and place of marriage of a family's parents.

#### Family - Notes

The notes associated with a family.

#### Person - Name

A person's surname and firstnames.

#### Person - Aliases

All of a person's alias details in each of their aliases, ie surname, firstnames and date of change.

#### Person - Birth

The date and place of birth of a person.

#### Person - Death

The date and place of death of a person.

#### Person - Notes

The notes associated with a person.

## Search for people in limbo

From the Search menu select **People in limbo**.

The program will search the tree for all people who are neither parents nor children in any family and therefor cannot be accessed via the family rectangles in the tree area.

When the search is complete, a list of people is displayed. To edit a person from the list either **double-click the left mouse button** on the item or select first the item and then the **edit button**.

## Print family details

From the File menu select **Print** then from the sub menu select **Family details**.

This will bring up the Print Family Details Dialog which will print one or more family group sheets based on the selection of the following options. The fonts used will be those previously selected using the Fonts Dialog.

### All / Selection / Range

Only one of these options may be **selected**. **All** prints every family, **Selection** prints all families which are currently highlighted, **Range** prints all families which fall inside the range of code numbers specified in **From** and **To**.

The following fields specify what details to include in the printout. One or more may be **set**.

### Include person codes

A person code will be printed beside the name of each person.

### Include aliases

Aliases will be included in places where a person's details are being printed.

### Details everywhere

A person's details will be printed wherever that person's name appears. If not set then the details are only printed where the person appears as a child or, if the person has no child of family, then wherever the person's name appears.

## Print person details

From the File menu select **Print** then from the sub menu select **Person details**.

This will bring up the Print Person Details Dialog which will print one or more person's details based on the selection of the following options. The fonts used will be those previously selected using the Fonts Dialog.

### All / Selection / Range

Only one of these options may be **selected**. **All** prints every person, **Selection** brings up a Selection Dialog with which you may select a single person to print, **Range** prints all people which fall inside the range of code numbers specified in **From** and **To**.

The following fields specify what details to include in the printout. One or more may be **set**.

### Include person codes

A person code will be printed beside the name of each person.

### Include aliases

Aliases will be included for the selected person(s).

## Print index

From the File menu select **Print** then from the sub menu select **Index**.

This will bring up the Print Index Dialog which will print a family and/or person index for the current tree based on the selection of the following options. The fonts used will be those previously selected using the Fonts Dialog.

### Sort

Select either **By name** or **By code**. "By name" produces an alphabetic index sorted on the surname and firstnames of each person or father of a family. A "By Code" index is sorted on the code of each person or family.

### Family index

If **set** then an index to families will be printed.

The following fields specify what details to include in the family index. One or more may be **set**.

#### Person codes

A person code will be printed beside the name of each person.

#### Marriage details

The date and place of marriage will be included.

### Person index

If **set** then an index to people will be printed.

The following fields specify what details to include in the person index. One or more may be **set**.

#### Person codes

A person code will be printed beside the name of each person.

#### Birth details

The date and place of birth will be included.

#### Death details

The date and place of death will be included.

#### Aliases

Index entries will be generated for each alias of a person.

## Print tree layout

From the File menu select **Print** then from the sub menu select **Tree layout**.

This will bring up the Print Tree Dialog which will print the entire tree area based on the selection of the following options. The fonts used will be those previously selected using the Fonts Dialog.

### Family code

If **set** then the family code will be printed in each rectangle.

### Marriage details

If **set** then the marriage date and place will be printed in each rectangle.

### Label format

Only one of the following options may be **selected** to indicate the format of each rectangle label.

#### Father's surname

Only the father's surname will be printed.

#### Father's and mother's surname

Father's and mother's surname will be printed.

#### Father's and mother's full names

The full names of both father and mother will be printed.

### Text line spacing

**Enter** a decimal number to indicate any deviation from the standard line spacing eg:

1 = use standard line spacing,

0.5 = reduce the line spacing to half of standard,

2 = increase line spacing to double spaced.

These options are designed to make the tree printout as clear as possible. The entire tree will always be scaled to fit into a single page so that a large tree will have the smallest family rectangles and will require a minimal amount of text.

## Options for descendant & ancestral tree prints

The printout may include one or more of the following:

### Codes

Person and family codes are printed beside the name of the person or family.

### Child surnames

The surname for every child is included. If not set, the surnames can still be determined from the surname of the father of each family.

### Birth date / Death date / Marriage date

These details may also be included.

The following options may also be set:

### Wrap surnames

In order to save horizontal space, the surnames may be printed below the firstnames of each person by setting this option.

### Inside margins

Trees which are too large to fit on a single page will be split onto multiple pages. When this option is **set**, each page will have margins as defined in [page setup](#). When this option is **not set**, margins which would be along the "joins" of the printout will be set to zero. This is particularly useful when printing a large tree [landscape](#) on continuous paper. If you find that data is missing from the edges of your printout, particularly on page printers, try **setting** Inside Margins and **increasing** the margin values until all the data is visible.

### Expand to ? generations

If this figure is 0, the printout will include every descendant or ancestor of the selected person. However, large trees may produce printouts which are impossible to fit onto a single page. You may limit how many generations the report will cover by changing this entry. For example, 2 generations of descendants will produce the selected person, his children and his grandchildren.



## **Print descendant tree**

From the File menu select **Print** then from the sub menu select **Descendant tree**.

This will bring up a Select Dialog with which to select the person to base the printout on. The printout will be based on the options selected from the Print Descendants Dialog and the fonts used will be those specified in the Fonts Dialog.

This printout will consist of a tree with the selected person at the top and all of his directly related (blood) descendants and spouses below. The tree tends to be wide rather than long so use a small font and print landscaped.

## **Print ancestral tree**

From the File menu select **Print** then from the sub menu select **Ancestral tree**.

This will bring up a Select Dialog with which to select the person to base the printout on. The printout will be based on the options selected from the Print Ancestors Dialog and the fonts used will be those specified in the Fonts Dialog.

This printout will consist of a tree with the selected person at the bottom and all of his directly related (blood) ancestors above. The tree tends to be wide rather than long so use a small font and print landscaped.

## **Print setup**

From the File menu select **Print setup**.

This will display a list of available printers. **Select the required printer** and if you want to change the settings for that printer (paper size, orientation etc), **select the setup button** to open the printer driver's setup dialog.

See Windows or your printer driver documentation for further details of the setup dialog for particular printers.

## Fonts

From the [Options menu](#) select **Fonts**.

This will bring up the Fonts Dialog from which the fonts for various features of all printed documents may be set.

**Select** a feature to change from one of the lists and a sample of the currently selected font will appear in the Sample Window. Selecting the **Change button** will bring up a standard font selection dialog. You can then change the typeface, style, size, effects and colour of the font. Note that you are not limited to using the listed font sizes.

## Family & Person Details

### Title

The surname of the family unit or person's name which appears at the top of the page.

### Code

The code number which appears in the top right corner.

### Headings

For family details the headings are "Parents", "Children" and "Family".

### Names

The line containing the name of each parent and child.

### Notes

The text of notes and details.

## Index

### Title

The title for each index is either "Index to People" or "Index to Families".

### Text

The text of the index entries.

## Tree Layout

### Text

All the text on tree document will be printed using this font.

## Descendant & Ancestral Trees

### Names

The names of each person will be printed using this font..

### Dates

Dates and all other information is printed in this font.

## Revision footer

### Text

In all printed documents a revision date is optionally printed at the bottom of each page. See [Page Setup](#) for details on how to modify the footer.

## Page setup

From the Options menu select **Page setup**.

The page setup dialog allows you to format various features of the layout of all printed documents.

### Margins

Enter the measurement for each of the page margins. The unit of measure may be either inches or millimetres. Note that problems with printouts may be encountered when setting small margins. The printer you are using may have a non-printing area around the edge of the physical page and this may lead to missing or garbled print. If you have problems like this, try increasing the size of the margins.

### Revision Footer

**Set Include** to print a revision date footer on every page of each printed document. It is useful to have the current date printed on each report, particularly when the tree data is constantly being updated and only updated sections are being reprinted. The footer is printed just below the bottom margin and takes the following format: <document> <text> <date>

<document> is dependant on the type of document being printed, eg. "Tree", "Index", etc.

<text> is user defined text which may be entered in the **Text field**.

<date> is the current date and may be formatted in one of styles shown in the dialog with an optional **separator** character between day, month and year (note that this date format has no effect on dates entered in person or family details).

eg. On the Family Details document for family F56, the current date is 5th September 1992 formatted DD/MM/YYYY with a "-" separator and the text field is "Revision:", the following footer is printed: "[F56] Revision: 5-9-1992"

## Import GEDCOM file

From the File menu select **Open** then select GEDCOM from the file type list in the file selection dialog.

When you have selected the required file and the Ok button, you will be given the choice of various options for importing a GEDCOM file, as follows.

### Create new tree

The current tree (if any) will be closed and the imported data will form the basis of a new tree, untitled.

### Import into current tree

The current tree (if any) is retained and the imported data is added to it.

### Store extra data in notes

"Extra data", is GEDCOM data which Kith and Kin recognises, but has no specific field for. By **setting** this option any extra data will be added to the appropriate set of notes. See Supported GEDCOM data for a list of recognised extra data.

### List extra data in GEDERR.TXT

By **setting** this option any extra data will be added to the GEDCOM import error log, GEDERR.TXT.

### Display file header and submitter.

The GEDCOM file header and any submitter information will be displayed as it is read from the file.

If the program encounters the end of a GEDCOM file before finding the TRLR record, it assumes that the file has been split over more than one disk (or file). You will be prompted to insert the disk containing the next file in sequence. GEDCOM files split into several files are named <filename>.GED, <filename>.G00, <filename>.G01, etc, where <filename>.GED is the filename specified for input in the file selection dialog.

Errors encountered during a GEDCOM import are always reported in GEDERR.TXT and you can optionally open this file using NOTEPAD after the import.

## Export GEDCOM file

From the File menu select **Save as** then select GEDCOM from the file type list in the file selection dialog.

When you have entered the filename and selected the Ok button, you will be given the choice of various options for exporting a GEDCOM file, as follows.

### All families.

**Set** this option to export all people and families from the current tree.

### Selected families.

Export only the currently highlighted families and the people who appear in them by **setting** this option.

### One person.

A select dialog will open with which to select a single person for exporting.

### Include objects.

If you want the GEDCOM file to include the objects associated with the people or families you are exporting, **set** this option. Objects exported in this way can only be imported by Kith and Kin V2.0 or later, and will produce a **very** large amount of output.

### Submitter information.

If you want to include your name, address, phone number and any comments relevant to the particular GEDCOM file, enter them here. They will be output as part of the SUBM record. If all four fields are empty, no SUBM record will be output.

If the GEDCOM file becomes too big for the disk it is being written to, the program will prompt you to insert another blank disk and will repeat this as necessary until the entire file has been written. Subsequent files will be named <filename>.G00, <filename>.G01, etc, where <filename>.GED is the filename specified for output in the file selection dialog.

Note that the GEDCOM file will contain data which is specific to Kith and Kin. Other programs will ignore this data on import but may report it in an error file. Do not be surprised to find a large amount of reported exceptions, it should not affect the import of data.

## Supported GEDCOM data

Kith and Kin supports the PAF (Personal Ancestral File) variation of the GEDCOM (Genealogical Data Communication) standard, as used by the majority of genealogical programs. There are some quirks in PAF GEDCOM, which make it different from the GEDCOM standard proper, and so there are no guarantees that Kith and Kin will correctly read GEDCOM files not designed to be read by PAF.

**Fully supported tags:** (have corresponding fields in Kith and Kin)

Record	Tag	Description
HEAD		File header.
	SOUR	Source system.
	DEST	Destination system (PAF).
	DATE	Date of file.
	NAME	Name of file.
	CHAR	Character set. Kith and Kin assumes IBMPC unless a valid CHAR tag is found. IBMPC, MACINTOSH and ANSEL sets are converted to ANSI for use in Windows. Kith and Kin always exports in ANSI.
	_SFAM SCHEMA	(Kith and Kin GEDCOM files only). Kith and Kin ignores this tag on import, but inserts a SCHEMA tag in exported files to define Kith and Kin specific tags.
SUBM		File submitter.
	NAME	Submitter's name.
	ADDR	Submitter's address.
	PHON	Submitter's phone number.
	COMM	Comments.
INDI		Person data (individual).
	NAME	Firstnames and surname. If there is more than one NAME tag for a particular person, the last one is regarded as the normal name and prior ones are regarded as aliases.
	SEX	Gender, male or female (male is assumed if missing).
	BIRT	Date and place of birth.
	DEAT	Date and place of death.
	NOTE	Notes.
	FAMS	Family id of which this person is a parent.
	FAMC	Family id of which this person is a child.
	_BLOB	(Kith and Kin GEDCOM files only).
	_OBJS	(Kith and Kin GEDCOM files only).
	FAM	
HUSB		Person id of the father of this family.
WIFE		Person id of the mother of this family.
CHIL		Person id of a child of this family.
MARR		Date and place of marriage.
NOTE		Notes.
_FBLOB		(Kith and Kin GEDCOM files only).
_MBLOB		(Kith and Kin GEDCOM files only).
_PCODE		(Kith and Kin GEDCOM files only).
_PNAME		(Kith and Kin GEDCOM files only).
_FRECT		(Kith and Kin GEDCOM files only).
_OBJS		(Kith and Kin GEDCOM files only).

**Extra data tags:** (are optionally inserted in notes)



<b>Record</b>	<b>Tag</b>	<b>Description</b>
INDI		Person data (individual).
	REFN	Reference number.
	TITL	Title.
	CHR	Date and place of christening.
	BURI	Date and place of burial.
	OCCU	Occupation.
	EDUC	Education.
	RELI	Religion.
	NATI	Nationality.
	CAST	Caste.
FAM		Family data.
	REFN	Reference number.
	DIV	Divorced.

Any other tags encountered in an imported GEDCOM file are ignored but are reported in the log file GEDERR.TXT.

## How to contact us



By mail: Nick J Hunter  
**SpanSoft**  
11 Morlich Park  
Dalgety Bay  
DUNFERMLINE  
Fife KY11 5XW  
Scotland

By telephone: +44 (0)383 824380 (during UK office hours)

By E-Mail: [nick.hunter@almac.co.uk](mailto:nick.hunter@almac.co.uk) (UseNet/InterNet)  
NICK HUNTER (2:259/17) (FidoNet)

## Registration

Kith and Kin is a shareware product. This version has been provided so that you may evaluate its features and suitability for a trial period of 30 days without payment. We hope that you will find it of use and in the event that you wish to continue using it after 30 days you must become a registered user.

The registration fee is £24. For this you will receive the latest registered version (without all the boring shareware reminders), a file conversion program which allows you to use your data files with the latest version, access to telephone support, periodic notification of future releases and discounts on upgrades. If you do not wish to continue using Kith and Kin after 30 days you must delete the program from your system. See also [How to contact us](#) and [terms of use](#).

To order your registered copy, select from the list below if you live in:

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[Credit card \(Visa / Mastercard / Amex / Discover\)](#)

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Select payment method:

[UK funds \(Pounds Sterling\)](#)

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## **Registering in Australasia**

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[Australian funds or credit card \(Visa / Mastercard\)](#)

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Please print this order using Print Topic and mail to:

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**Fife KY11 5XW**  
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Please send me the registered version of **Kith and Kin V2.01** or a later version if available.

I enclose a cheque/PO/cash for the registration fee of **£24**.

**Please make cheques/POs payable to SpanSoft.**

Overseas customers please add **£2** to cover shipping and pay in **pounds Sterling** only (notes or UK funds drawn on a UK bank).

Name Mr/Mrs/Miss/Ms \_\_\_\_\_

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I require a 3.5" / 5.25" floppy disk (*delete as appropriate*)

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**FARNBOROUGH**  
**Hampshire GU14 9HN**

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**(0252) 510486**

or send all the details below via E-Mail to CompuServe:

**100064,737**

Please send me the registered version of **Kith and Kin V2.01** or a later version if available, at £24 + £2 shipping & handling (UK only).

Please charge my credit card (Visa/Access) with **£26 pounds Sterling**.

Name Mr/Mrs/Miss/Ms \_\_\_\_\_

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\_\_\_\_\_  
\_\_\_\_\_

Postcode \_\_\_\_\_

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Card number \_\_\_\_\_

Expiry date \_\_\_\_\_

Signature \_\_\_\_\_

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Please print this order using Print Topic and mail to:

**S & N Enterprises**  
**5 Polden Close**  
**FARNBOROUGH**  
**Hampshire GU14 9HN**  
**UK**

or phone with your credit card details:

**+44 252 510486**

or send all the details below via E-Mail to CompuServe:

**100064,737**

Please send me the registered version of **Kith and Kin V2.01** or a later version if available, at £24 + £5 shipping & handling (outside the UK).

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Name Mr/Mrs/Miss/Ms \_\_\_\_\_

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\_\_\_\_\_  
\_\_\_\_\_

Postcode \_\_\_\_\_

Country \_\_\_\_\_

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Expiry date \_\_\_\_\_

Signature \_\_\_\_\_

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**TX 77235-5705**  
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or phone with your credit card details:

**800-242-4775** or **713-524-6394** (all numbers for orders only)

or send all the details below via E-Mail to CompuServe (CIS):

**71355,470**

Please send me the registered version of **Kith and Kin V2.01** or a later version if available, at \$36 + \$4 shipping & handling.

Please charge my credit card (Visa/Mastercard/Amex/Discover) with **\$40 US**.

Name Mr/Mrs/Miss/Ms \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Zipcode \_\_\_\_\_

Country \_\_\_\_\_

(Note name and address above must match those of your credit card)

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## Order - Kith and Kin

Please print this order using Print Topic and mail to:

**Budgetware**  
**PO Box 496**  
**Newtown NSW 2042**  
**Australia**

or FAX this form with your credit card details to:

**(02) 516-4236**

or phone with your credit card details:

**(02) 519-4233**

Please send me the registered version of **Kith and Kin V2.01** or a later version if available, at \$53 + \$6 shipping & handling.

I enclose a cheque / money order for **\$59 Australian payable to Budgetware.**

Please charge my credit card (Visa/Mastercard) with **\$59 Australian.**

*(delete as appropriate)*

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Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Postcode \_\_\_\_\_

Country \_\_\_\_\_

(Note: if paying by credit card, name and address above must match those of your card)

Card number \_\_\_\_\_

Expiry date \_\_\_\_\_

Signature \_\_\_\_\_

I require a 3.5" / 5.25" floppy disk *(delete as appropriate)*

Any questions about the status of shipment of order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc, must be directed to [SpanSoft](#). To ensure that you get the latest version, Budgetware will notify us the day of your order and we will ship the product direct. Please allow two weeks for delivery. Prices correct at February 1994 for V2.01 but registration for later releases may be subject to price increases.

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**Remember. Always keep up-to-date backup copies of all your data files.**

## **Database limits**

You can have up to 16383 people and families combined.

The size of the tree area is approx. 200 families wide by 350 high.

The maximum number of characters which can be held in each person or family notes is 9500.

Ultimately the total amount of tree data will depend on the amount of memory (RAM) in your PC.

To some extent the speed of your PC will govern the usability of the software with large amounts of data.

