

Welcome to Tab Pro 3

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Choose from the topics on the left to find out more about this release of Tab Pro.

Version: 3.0.01

Contacting FarPoint Technologies, Inc.

If you discover a problem with either the software or the accompanying documentation, or if you would like to send us your thoughts about this product, please send us a completed [comment form](#).

Send us the comment form using one of the following methods, or if you call, please provide the information requested on the form to our technical support representative. For additional assistance, contact our Technical Support department.

To contact FarPoint Technologies, Inc.

- Call our Technical Support department at (919) 460-1887.
FarPoint Technologies' Technical Support department is available between the hours of 9:00 a.m. and 5:30 p.m. eastern time, Monday through Friday.
Note If you are using the trial installation, you are provided one support call to our Technical Support department. After you have used your one call, if you need additional technical support you may fax or e-mail our Technical Support department.
- Fax us at (919) 460-7606.
- Visit our World Wide Web site (<http://www.fpoint.com>).
- Send e-mail to us at
 - farpoint@fpoint.com (general mail)
 - fpsupport@fpoint.com (technical support)
 - fpdocs@fpoint.com (documentation).
- Contact our FTP site (<ftp://ftp.fpoint.com>).
- Write us at:
FarPoint Technologies, Inc.
175 Southport Drive
Suite 900
Morrisville, NC 27560

Installing Tab Pro

Use the installation program to install Tab Pro. If you receive an error message while running the installation program, exit Windows, restart it, and run the installation program again. If the installation program still returns an error message after you exit and restart Windows, call FarPoint Technologies' Technical Support department at (919) 460-1887 between the hours of 9:00 a.m. and 5:30 p.m. eastern time, Monday through Friday.

[To Install Tab Pro from a Downloaded Trial Version](#)

[To Install Tab Pro from the FarPoint Products CD](#)

[To Install Tab Pro Manually from the FarPoint Products CD](#)

[Tab Pro Installed Files](#)

Tab Pro 3.0 Installed Files

If you choose the default installation, the Tab Pro installation program copies the following files into your Windows system directory (for example, \WINDOWS\SYSTEM). The installation program also creates \TABPRO30 and \FARPOINT\REDIST directories on your hard disk and copies into them several subdirectories and files. The following table lists the files added to your Windows system directory and to the created directories. Items marked with an asterisk (*) are **not** installed by the trial installation.

Directory	Files Installed	Description	
Your Windows system directory	TABPRO30.HLP	Help file	
	TABPRO30.CNT	Help contents	
	MFC42.DLL	Microsoft Foundation Class library file	
	MSVCRT.DLL MSVCRT40.DLL	C run-time libraries C run-time libraries (not installed in Windows NT systems; file is already present)	
\TABPRO30	INSTALL.LOG	Log file created by installation	
	TABDEMO.HTM	File that provides links to run provided samples	
	TPTITLE.JPG	Picture file (displayed in TABDEMO.HTM)	
	TREADME.HLP UNWISE.EXE	Read Me Help File (this file) Uninstall program	
\TABPRO30\BIN	FPTAB30.OCX FPTAB30.DEP	Tab 32-bit ActiveX control with ADO support Dependency file for use with Visual Basic Setup Wizard	
	TAB32D30.DLL*	Tab 32-bit DLL control	
	TAB32X30.OCX TAB32X30.DEP	Tab 32-bit ActiveX control with DAO support Dependency file for use with Visual Basic Setup Wizard	
	IMP32D30.DLL* IMP32X30.OCX	Imprint 32-bit DLL control Imprint 32-bit ActiveX control with DAO and ADO support	
	IMP32X30.DEP	Dependency file for use with Visual Basic Setup Wizard	
	\TABPRO30\DOCS	TAB3UG.PDF*	<i>User's Guide</i> in PDF format
	\TABPRO30\INCLUDE	TABPRO.BAS	Constants for Visual Basic®
		TABPRO.H	C function prototypes
TABDLL.H		C constant definitions	
TABPMFC.CPP		C++ implementation	
TABPMFC.H TABPOWL.H		C++ declarations for MFC users C++ declarations for OWL users	
\TABPRO30\LIB\BC	IMP32D30.LIB* TAB32D30.LIB*	Imprint control DLL library (32-bit) for Borland Tab control DLL library (32-bit) for Borland	
	\TABPRO30\LIB\MS	IMP32D30.LIB* TAB32D30.LIB*	Imprint control DLL library (32-bit) for Microsoft Tab control DLL library (32-bit) for Microsoft
\TABPRO30\SAMPLES		Contains sample applications for different development environments (DLL control samples are not provided with the trial installation.)	
\FARPOINT\REDIST	MSVCRT40.DLL	C run-time libraries	

Tab Pro 3.0 Release Notes

- [New Features in Tab Pro 3.0](#)
- [Release Notes](#)

- [Notes for Beta Users](#)

Additional Information for C and C++ Users

[Using Tab Pro 32-Bit DLL Controls in Borland® C](#)

[Using Tab Pro ActiveX Controls in MSVC 4.0](#)

[Using Tab Pro ActiveX Controls in MSVC 5.0](#)

Using Tab Pro ActiveX Controls in MSVC 5.0

To use Tab Pro ActiveX controls in MSVC 5.0, you must generate a wrapper class for the control.

To generate a wrapper class, you must use an existing application that supports ActiveX controls, or you must create such an application.

Complete the steps in the following section to create an application that supports ActiveX controls. If you already have such an application, proceed to the section [Generating a C++ Wrapper in MSVC 5.0](#).

Creating a New Application That Supports ActiveX Controls

To generate a new application that supports ActiveX controls

1. In MSVC 5.0, choose New from the File menu.
2. In the New dialog box, on the Projects tab,
 - a. Choose MFC AppWizard (exe).
 - b. Provide the project file name and path.
 - c. Choose the OK button.
3. In the MFC AppWizard - Step 1 dialog box, choose the Finish button. This accepts the defaults for all choices.
4. In the New Project Information dialog box, choose the OK button.

MSVC 5.0 generates an application that supports ActiveX controls.

Generating a C++ Wrapper in MSVC 5.0

There are two methods for generating C++ wrappers in MSVC 5.0. You can place the control on a dialog, or you can add the control as an application component.

To generate a C++ wrapper with the control on a dialog

1. Open an existing dialog or create a new dialog in MSVC 5.0.

To create a new dialog, select Resource from the Insert menu. Then, in the Insert Resource dialog box, select Dialog from the Resource type list, and then choose the New button.
2. Click the right mouse button in the dialog to display the pop-up menu.
3. Choose Insert ActiveX Control.
4. In the Insert ActiveX Control dialog box,
 - a. Select FarPoint TabPro 3.0 or FarPoint ImprintPro 3.0 from the ActiveX control list.
 - b. Choose the OK button.
5. Click the right mouse button in the dialog to display the pop-up menu.
6. Choose ClassWizard.
7. If you are creating a new dialog, create a C++ class for the dialog using the following steps:
 - a. In the Adding a Class dialog box, choose the OK button.
 - b. In the New Class dialog box under Class Information, type the new name in the Name box.
 - c. Choose the OK button.
8. Create a member variable for the control you inserted into your dialog using the following steps:
 - a. In the MFC ClassWizard window on the Member Variables tab, select the control ID of the ActiveX control you added to the dialog from the Control IDs list.
 - b. Choose the Add Variable button.
 - c. Choose the OK button in the Microsoft Developer Studio message that explains that a class wrapper will be generated for you.
9. In the Confirm Classes dialog box, you can modify the class name, the implementation file name, and the declaration header file name or accept the defaults provided.

10. Choose the OK button.
11. In the Add Member Variable dialog box, type a variable name in the Member variable name box, and then choose the OK button.
12. Choose the OK button.

ClassWizard generates a wrapper class to support the Tab Pro controls.

To generate a C++ wrapper with the control as an application component

1. In MSVC 5.0, from the Projects menu, choose Add to Project, Components and Controls.
2. In the Components and Controls Gallery dialog box, choose the Registered ActiveX Controls folder.
3. Select FarPoint Tab Pro 3.0 or FarPoint ImprintPro 3.0 from the list.
4. Choose the Insert button, then choose OK to insert the component.
5. In the Confirm Classes dialog box,
 - a. Modify the class name, the implementation file name, and the declaration header file name or accept the defaults provided.
 - b. Choose the OK button.
6. In the Components and Controls Gallery dialog box, choose the Close button.

ClassWizard generates a wrapper class to support the Tab Pro controls.

Documentation

Tab Pro 3.0 provides a printed and online version of the *User's Guide* and an online version of the *Reference Guide*.

- ***User's Guide***

The User's Guide is included in the online help file, and for licensed users, it is provided as a PDF file. To view the PDF version of the User's Guide, you must use Adobe® Acrobat® Reader 3.0. You can download the Acrobat Reader free of charge from the Adobe web site (www.adobe.com). The PDF version of the User's Guide is **not** provided with the trial installation.

If you would like a printed version of the *User's Guide*, you can purchase a printed copy if you unlock and purchase Tab Pro from the trial version or buy Tab Pro electronically and you do not receive a software package. To do so, please call our sales department at (800) 645-5913 or (919) 460-4551 between 9 a.m. and 5:30 p.m. eastern time, Monday through Friday.

- ***Reference Guide***

The *Reference Guide* is included in the online help file. If you are using Windows 95, Windows NT (version 4.0 or later), or Windows 98, you can print the online *Reference Guide* topics from the Contents page in the online help.

To print the online *Reference Guide*

1. Display the Contents page by running the online help file, or if it is already running, by clicking the Contents button.
2. Select the book labeled *Reference Guide*.
3. Click the Print button.
4. In the Print dialog box, change the settings as you require, then click the OK button.

The topics listed under the *Reference Guide* book are sent to the specified printer.

Tab Pro 3.0 Comment Form

If you encounter a problem with this product, or if you would like to share your comments with FarPoint Technologies, please complete and send this form to FarPoint Technologies. Contact us using one of the methods listed in [Contacting FarPoint Technologies, Inc.](#)

If you are reporting a problem, please include a detailed description of the problem along with the steps necessary to reproduce it. The preferred method is a sample application that reproduces the problem. If you have a sample, please send it to our Internet address (fpsupport@fpoint.com or FTP to <ftp://ftp.fpoint.com>); please be sure to include the name of the .ZIP file.

Today's date: _____

Customer name: _____ Company name: _____

Phone number: (____) _____ Fax number: (____) _____

E-mail address: _____ Sample application file name: _____

Control or controls used in application (circle one or both): Imprint Tab

Version Number: Tab Pro 3.0 Control Date: _____

Control Type (circle one or more): 32-bit DLL ActiveX ActiveX (ADO)

Development environment: _____ Version: _____
(for example, Visual Basic, Visual C++, Borland C++)

Description of the problem:

Steps necessary to reproduce the problem:

Comments/Documentation suggestions:

Using Tab Pro 3.0 DLL Controls in Borland C

To use Tab Pro 3.0 DLL controls in Borland C, you must use version 5.0 or greater of Borland C's IMPLIB.EXE to generate a valid TAB32D30.LIB or IMP32D30.LIB. The IMPLIB command does not generate a backward-compatible library for earlier versions of Borland C (that is, for versions previous to version 5.0).

Using Tab Pro ActiveX Controls in MSVC 4.0

To use Tab Pro ActiveX controls in MSVC 4.0, you must generate wrapper classes for the controls.

To generate a wrapper class, you must use an existing application that supports OLE controls, or you must create such an application.

Complete the steps in the following section to create an application that supports OLE controls. If you already have such an application, proceed to the section [Generating a C++ Wrapper for Tab Pro Controls in MSVC 4.0](#).

Creating a New Application That Supports OLE Controls

To generate a new application that supports OLE controls

1. In MSVC 4.0, choose New from the File menu.
2. In the New dialog box, select Project Workspace from the New list.
3. Choose the OK button.
4. In the New Project Workspace dialog box,
 - a. Select the default item (MFC AppWizard (exe)) from the Type list.
 - b. Type a project name into the Name box.
 - c. Type a location for your project files in the Location box or choose the Browse button to select a drive and directory.
 - d. Choose the Create button.
5. In the MFC AppWizard - Step 1 dialog box, choose the Next button.
6. In the MFC AppWizard - Step 2 of 6 dialog box, choose the Next button.
7. In the MFC AppWizard - Step 3 of 6 dialog box, select the OLE controls check box and choose the Finish button.

This accepts the defaults for all other choices.
8. In the New Project Information dialog box, choose the OK button and MSVC 4.0 generates an application that supports OLE controls.

Generating a C++ Wrapper for Tab Pro Controls in MSVC 4.0

There are two methods for generating C++ wrappers in MSVC 4.0. You can place the control on a dialog, or you can add the control as an application component.

To generate a C++ wrapper with the control on a dialog

1. Open an existing dialog or create a new dialog in MSVC 4.0. To create a new dialog, select Resource from the Insert menu. Then, in the Insert Resource dialog box, select Dialog from the Resource type list, and then choose the OK button.
2. Click the right mouse button in the dialog to display the pop-up menu.
3. Choose Insert OLE Control.
4. In the Insert OLE Control dialog box, select either FarPoint TabPro 3.0 or FarPoint ImprintPro 3.0 from the OLE control list.
5. Choose the OK button.
6. Click the right mouse button in the dialog to display the pop-up menu.
7. Choose ClassWizard.
8. If you are creating a new dialog, create a C++ class for the dialog using the following steps:
 - a. In the Adding a Class dialog box, choose the OK button.
 - b. In the Create New Class dialog box under Class Information, type the new name in the Name box.
 - c. Choose the Create button.

9. Create a member variable for the control you inserted into your dialog using the following steps:
 - a. In the MFC ClassWizard window on the Member Variables tab, select the control ID of the OLE control you added to the dialog from the Control IDs list.
 - b. Choose the Add Variable button.
 - c. Choose the OK button in the Microsoft® Developer Studio message that explains that a class wrapper will be generated for you.
10. In the Confirm Classes dialog box, you can modify the class name, implementation file name, and the declaration header file name or accept the defaults provided.
11. Choose the OK button.
12. In the Add Member Variable dialog box, type a variable name in the Member variable name box.
13. Choose the OK button.

ClassWizard generates a wrapper class to support the selected Tab Pro 3.0 control.

To generate a C++ wrapper with the control as an application component

1. In MSVC 4.0, choose Component from the Insert menu.
2. In the Component Gallery dialog box, choose the OLE Controls tab.
3. Select either FarPoint TabPro 3.0 or FarPoint ImprintPro 3.0 from the list.
4. Choose the Insert button.
5. In the Confirm Classes dialog box, you can modify the class name, implementation file name, and the declaration header file name or accept the defaults provided.
6. Choose the OK button.
7. In the Component Gallery dialog box, choose the Close button.

ClassWizard generates a wrapper class to support the selected Tab Pro 3.0 control.

Upgrading Existing Projects to Use Tab Pro 3.0

The following topics provide information and instructions about upgrading existing projects containing Tab and Imprint controls to use the Tab Pro version 3.0.

If you have comments or questions about these upgrade instructions, please contact us using the methods listed in [Contacting FarPoint Technologies, Inc.](#)

Upgrading Projects that Used Tab Pro 2.0

Upgrading Visual Basic Projects

- [Tab Pro 2.0 VBX to Tab Pro 3.0 ActiveX \(DAO\)](#)
- [Tab Pro 2.0 ActiveX to Tab Pro 3.0 ActiveX \(DAO\)](#)
- [Converting Visual Basic Projects that Use the 2.0 ActiveX Control to Use the 3.0 ADO ActiveX Control](#)

Upgrading C++ Projects

- [Tab Pro 2.0 ActiveX to Tab Pro 3.0 ActiveX \(DAO\)](#)
- [Tab Pro 2.0 DLL to Tab Pro 3.0 DLL](#)

Upgrading C Projects

- [Tab Pro 2.0 DLL to Tab Pro 3.0 DLL](#)

Upgrading Projects that Used Tab 2.0

Upgrading Visual Basic Projects

- [Tab 2.0 VBX to Tab Pro 3.0 ActiveX \(DAO\)](#)
- [Tab 2.0 ActiveX to Tab Pro 3.0 ActiveX \(DAO\)](#)

Upgrading C++ Projects

- [Tab 2.0 ActiveX to Tab Pro 3.0 ActiveX \(DAO\)](#)

Upgrading Projects that Used Tab Pro 1.x

Upgrading Visual Basic Projects

- [Tab Pro 1.x VBX to Tab Pro 3.0 ActiveX \(DAO\)](#)

Upgrading C++ Projects

- [Tab Pro 1.x DLL to Tab Pro 3.0 DLL](#)

Upgrading C Projects

- [Tab Pro 1.x DLL to Tab Pro 3.0 DLL](#)

Upgrading Projects that Used Tab/VBX

Upgrading Visual Basic Projects

- [Tab/VBX VBX to Tab Pro 3.0 ActiveX \(DAO\)](#)

Converting Visual Basic Projects that Use the Tab Pro 2.0 ActiveX Control to Use the Tab Pro 3.0 ADO ActiveX Control

You cannot upgrade existing projects to use the Tab Pro 3.0 ADO ActiveX control, but you can convert them by completing the following steps. The process involves converting your project to use the DAO ActiveX control, and then converting again to use the ADO ActiveX control. You will have to re-create your data binding setup using the ADO Data Control and the ADO ActiveX control.

If you formerly used the Tab Pro version 2.0 16-bit or 32-bit ActiveX control and now want to use the version 3.0 ADO ActiveX control (32-bit), complete the following steps.

1. Start Visual Basic 6.0 and open your existing project.
2. When Visual Basic prompts you to upgrade your control to the Tab Pro 3.0 control, choose Yes.
3. Run your project.
4. Stop your project, save it, and close Visual Basic 6.0.
5. Open your project file (.MAK or .VBP) in a text editor and change the following:
 - If the project used the file TABPRO.BAS, change the path to use the updated TABPRO.BAS file instead. If you chose the default installation, the updated file is in \Program Files\TabPro30\Include.
 - Change the following reference:

Change:

Object={48932A52-981F-101B-A7FB-4A79242FD97B}#3.0#0; TAB32X30.OCX

To:

Object={F7E69521-3C28-11D2-B3E7-00AA00B42B7C}#3.0#0; FPTAB30.OCX

When finished, save your changes and close the project file.

6. Open your form files (.FRM) in a text editor and change the following reference:

Change:

Object = "{48932A52-981F-101B-A7FB-4A79242FD97B}#3.0#0"; "TAB32X30.OCX"

To:

Object = "{F7E69521-3C28-11D2-B3E7-00AA00B42B7C}#3.0#0"; "FPTAB30.OCX"

You will also need to change the class name in the .FRM file as follows:

Change . . . To . . .

TabproLib.vaTabPro TabproADOLib.fpTabProADO

When finished, save your changes and close the form files.

7. Start Visual Basic 6.0 and open your project.
8. When Visual Basic 6.0 gives you a warning that "No compatible data source was found for this control." because the project does not contain an ADO data source, choose OK to continue.
9. Delete the DAO data control from your forms.
10. Add the Microsoft ADO Data Control 6.0 (OLEDB) to your project.
11. Place the Microsoft ADO Data Control 6.0 (OLEDB) on your forms as needed.
12. Set up the data binding for the Microsoft ADO Data Control 6.0 (OLEDB).
13. Change the DataSource property for your ADO Tab control to the name of the Microsoft ADO Data Control 6.0 (OLEDB) and set the DataField property to the name of the database field to display.

Color Settings in Tab Pro 3.0

Tab Pro 3.0 has changed the default value of several color settings to use system colors rather than fixed color settings. The following tables list the color settings for the Tab and Imprint controls, and explain the changes between Tab Pro 2.0 settings and Tab Pro 3.0 settings.

Tab Control

Property Name	Tab Pro 2.0 default	Tab Pro 3.0 default
BackColor	&H00C0C0C0& (light gray)	&H8000000F& (Windows system button face color)
BookColor	&H00808080& (dark gray)	no change
BookCornerGuardColor	&H0000C0C0& (gold)	no change
BookCornerGuardColorDark	&H00008080& (brown)	no change
BookCornerGuardColorLight	&H0000FFFF& (yellow)	no change
BookCreaseColor	&H00C0C0C0& (light gray)	no change
BookMetalSpineColor	&H00808080& (dark gray)	no change
BookMetalSpineOutlineColor	&H00000000& (black)	no change
BookRingColor	&H00C0C0C0& (light gray)	no change
BookRingColorLight	&H00FFFFFF& (white)	no change
BookRingColorOutline	&H00000000& (black)	no change
BookShadowColor	&H00000000& (black)	no change
EarMarkColorDark	&H00C0C0C0& (light gray)	&H8000000F& (Windows system button face color)
EarMarkColorLight	&H00FFFFFF& (white)	&H80000014& (Windows system 3-D highlight color)
EarMarkColorOutline	&H00808080& (dark gray)	&H80000010& (Windows system button shadow color)
EarMarkPictureMaskColor	not applicable	&H00FF00FF& (pink)
ForeColor	&H00000000& (black)	&H80000012& (Windows system button text color)
GrayAreaColor	&H00C0C0C0& (light gray)	&H8000000F& (Windows system button face color)
OutlineColor	&H00000000& (black)	no change
PageColor	TAB_COLOR_NONE	&H8000000F& (Windows system button face color)
PageEarMarkColorDark	&H00C0C0C0& (light gray)	&H8000000F& (Windows system button face color)
PageEarMarkColorLight	&H00FFFFFF& (white)	&H80000014& (Windows system 3-D highlight color)
PageEarMarkColorOutline	&H00808080& (dark gray)	&H80000010& (Windows system button shadow color)
PageEarMarkPictureMaskColor	not applicable	&H00FF00FF& (pink)
TabPictureMaskColor	not applicable	&H00FF00FF& (pink)
ThreeDHighlightColor	&H00FFFFFF& (white)	&H80000014& (Windows system 3-D highlight color)
ThreeDInnerDark	&H00808080& (dark gray)	&H80000010& (Windows system button shadow color)
ThreeDInnerLight	&H00C0C0C0& (light gray)	&H80000014& (Windows system 3-D highlight color)
ThreeDOuterDark	&H00000000& (black)	&H80000015& (Windows system 3-D dark shadow color)
ThreeDOuterLight	&H00FFFFFF& (white)	&H80000016& (Windows system 3-D light color)
ThreeDShadowColor	&H00808080& (dark gray)	&H80000010& (Windows system button shadow color)
ThreeDTextHighlightColor	&H00FFFFFF& (white)	&H80000014& (Windows system 3-D highlight color)
ThreeDTextShadowColor	&H00808080& (dark gray)	&H80000010& (Windows system button shadow color)

Imprint Control

Property Name	Tab Pro 2.0 default	Tab Pro 3.0 default
BackColor	&H00C0C0C0& (light gray)	&H8000000F& (Windows system button face color)
ForeColor	&H00000000& (black)	&H80000012& (Windows system button text color)
FrameColor	&H00C0C0C0& (light gray)	&H8000000F& (Windows system button face color)
FrameThreeDHighlightColor	&H00FFFFFF& (white)	&H80000014& (Windows system 3-D highlight color)
FrameThreeDShadowColor	&H00808080& (dark gray)	&H80000010& (Windows system button shadow color)
OutlineInsideColor	&H00000000& (black)	&H80000012& (Windows system button text color)
OutlineOutsideColor	&H00000000& (black)	&H80000012& (Windows system button text color)
ThreeDHighlightColor	&H00FFFFFF& (white)	&H80000014& (Windows system 3-D highlight color)
ThreeDShadowColor	&H00808080& (dark gray)	&H80000010& (Windows system button shadow color)
ThreeDTextHighlightColor	&H00FFFFFF& (white)	&H80000014& (Windows system 3-D highlight color)

ThreeDTextShadowColor

&H00808080& (dark gray)

&H80000010& (Windows system button shadow color)

Tab Pro 2.0 ActiveX to Tab Pro 3.0 ActiveX (DAO) in Visual Basic

If you formerly used Tab Pro version 2.0 or later ActiveX controls and now want to use the version 3.0 ActiveX (DAO) controls, complete the following steps.

1. Open your project in Visual Basic 4.0 (32-bit), Visual Basic 5, or Visual Basic 6. When prompted to upgrade to use the Tab Pro version 3.0 controls, choose Yes. Alternatively, you can upgrade the controls manually, as explained in step 4.
2. Save the project and form files and close Visual Basic.
3. If the project used the file TABPRO.BAS, edit the project file (.MAK or .VBP) in a text editor to change the path to use the updated TABPRO.BAS file instead. If you chose the default installation, the updated file is in \Program Files\TabPro30\Include.
4. If you were not prompted to upgrade the controls in step 1 or you chose not to upgrade them, you can do the following:
 - a. Edit the project file (.MAK or .VBP) in a text editor to change the following references, if present:

Change:

Object={48932A52-981F-101B-A7FB-4A79242FD97B}#2.0#0; TAB32X20.OCX

To:

Object={48932A52-981F-101B-A7FB-4A79242FD97B}#3.0#0; TAB32X30.OCX

Change:

Object={990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#2.0#0; IMP32X20.OCX

To:

Object={990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#3.0#0; IMP32X30.OCX

When finished, save your changes and close the project file.

- b. If you are using Visual Basic 5 or 6, edit the form files (.FRM) in a text editor to change the following references, if present:

Change:

Object = "{48932A52-981F-101B-A7FB-4A79242FD97B}#2.0#0"; "TAB32X20.OCX"

To:

Object = "{48932A52-981F-101B-A7FB-4A79242FD97B}#3.0#0"; "TAB32X30.OCX"

Change:

Object = "{990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#2.0#0"; "IMP32X20.OCX"

To:

Object = "{990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#3.0#0"; "IMP32X30.OCX"

When finished, save your changes and close the form files.

5. Open your project in Visual Basic 4 (32-bit), Visual Basic 5, or Visual Basic 6 and verify that the project uses the updated files.
6. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.

Tab Pro 2.0 VBX to Tab Pro 3.0 ActiveX (DAO) in Visual Basic

If you formerly used Tab Pro version 2.0 or later VBX controls and now want to use Tab Pro version 3.0 ActiveX controls, complete the following steps:

1. If your existing project and form files have been saved as text, proceed to step 2. If they have not been saved as text, open them in Visual Basic 3.0 or 4.0 (16-bit) and change the project setting to save them as text. Save them, and then close Visual Basic.
2. Open your project file (.MAK or .VBP) in a text editor and if the project used the file TABPRO.BAS, change the path to use the updated TABPRO.BAS file instead. If you chose the default installation, the updated file is in \Program Files\TABPRO30\INCLUDE.

When finished, save your changes and close the project file.

3. Start Visual Basic 4 (32-bit), Visual Basic 5, or Visual Basic 6 and open your project file.
4. When the Custom Control Upgrade dialog prompts you to upgrade the TABPRO20.VBX or IMPPRO20.VBX, choose the OK button.
5. Respond to the Visual Basic messages. When prompted that your project will be saved to the newer version of Visual Basic, choose OK.
6. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.

Tab Pro 2.0 ActiveX to Tab Pro 3.0 ActiveX (DAO) in C++

If you formerly used Tab Pro version 2.0 or later ActiveX controls and now want to use the version 3.0 ActiveX (DAO) controls, complete the following steps.

1. Open your existing project in Visual C++.
2. Remove the .CPP and .H wrapper files for the control(s) (if applicable), and then delete them from your system.
3. From the Project menu choose Add To Project->Components and Controls and add the new version of the Tab Pro control(s).

Make sure the new class and file names are the same as the old ones; this eliminates any need for coding changes.

4. If you added an Tab Pro ActiveX control to a dialog, open the .RC file as text and change the CLSID in the control statement to reflect the new control:

Control	Change CLSID from . . .	To Tab Pro 3.0 CLSID . . .
fpTab	48932A4F-981F-101B-A7FB-4A79242FD97B	3498C972-FC11-11D2-A05D-00A0C90DC755
fpImprint	990AFBE0-7E6C-101C-A7FD-4A79242FD97B	FEA8A0B2-2E5B-11D3-A06C-00A0C90DC755

For example, for the Tab control,

Change:

```
CONTROL          "", IDC_TABCTRL1, "{48932A4F-981F-101B-A7FB-4A79242FD97B}",  
WS_TABSTOP, 13, 12, 83, 32
```

To:

```
CONTROL          "", IDC_TABCTRL1, "{3498C972-FC11-11D2-A05D-00A0C90DC755}",  
WS_TABSTOP, 13, 12, 83, 32
```

5. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update other settings in your project.
6. Rebuild your project and run it.

Tab Pro 2.0 DLL to Tab Pro 3.0 DLL in C++

If you formerly used Tab Pro version 2.0 or later DLL controls and now want to use Tab Pro version 3.0 32-bit DLL controls, complete the following steps.

1. Open your existing project in a 32-bit compiler

If your existing project was a 16-bit project, let the conversion change it to a 32-bit project.

2. Replace TABPMFC.CPP file in your project with the new versions of this file.
3. Change the following references in your project as necessary:

Change . . .	To . . .
IMP16D20.LIB	IMP32D30.LIB
TAB16D20.LIB	TAB32D30.LIB

4. If your project used the AutoSizeChildren property, remove that property from your project, because it is not supported for DLL controls.
5. If you used the user-defined resource control to add a Tab Pro control to a dialog, open the .RC file as text in a text editor and make the following changes:

Change . . .	To . . .
fpTabPro3220	fpTabPro3230
fpImprintPro3220	fpImprintPro3230

or

Change . . .	To . . .
fpTabPro1620	fpTabPro3230
fpImprintPro1620	fpImprintPro3230

6. Change the .DLL the project loads as shown in the following tables.

Change . . .	To . . .
TAB32D20.DLL	TAB32D30.DLL
IMP32D20.DLL	IMP32D30.DLL

or

Change . . .	To . . .
TAB16D20.DLL	TAB32D30.DLL
IMP16D20.DLL	IMP32D30.DLL

7. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.
8. Rebuild your project and run it.

Tab 2.0 VBX to Tab Pro 3.0 ActiveX (DAO) in Visual Basic

If you formerly used Tab version 2.0 or later VBX controls and now want to use Tab Pro version 3.0 ActiveX controls, complete the following steps:

1. If your existing project and form files have been saved as text, proceed to step 2. If they have not been saved as text, open them in Visual Basic 3.0 or 4.0 (16-bit) and change the project setting to save them as text. Save them, and then close Visual Basic.
2. Open your project file (.MAK or .VBP) in a text editor and if the project used the TAB.BAS file, change the path and file name to use the TABPRO.BAS file instead. If you chose the default installation, the updated file is in \Program Files\TABPRO30\INCLUDE.

When finished, save your changes and close the project file.

3. Open your form files (.FRM) in a text editor and change the following references, if present:

Change . . .	To . . .
vaTab	vaTabPro
fpVblmprint	valmprint

When finished, save your changes and close the form files.

4. Start Visual Basic 4 (32-bit), Visual Basic 5, or Visual Basic 6 and open your project file.
5. When the Custom Control Upgrade dialog prompts you to upgrade the FPTAB20.VBX or IMPPRO20.VBX, choose the OK button.
6. Respond to the Visual Basic messages. When prompted that your project will be saved to the newer version of Visual Basic, choose OK.
7. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.

Tab 2.0 ActiveX to Tab Pro 3.0 ActiveX (DAO) in Visual Basic

If you formerly used Tab version 2.0 or later Tab ActiveX controls and now want to use the version 3.0 Tab ActiveX (DAO) controls, complete the following steps.

1. Open your project in Visual Basic 4.0 (32-bit), Visual Basic 5, or Visual Basic 6. When prompted to upgrade to use the Tab Pro version 3.0 controls, choose Yes. Alternatively, you can upgrade the controls manually, as explained in step 4.
2. Save the project and form files and close Visual Basic.
3. If the project used the file TAB.BAS, edit the project file (.MAK or .VBP) in a text editor to change the path and file name to use the updated TABPRO.BAS file instead. If you chose the default installation, the updated file is in \Program Files\TabPro30\Include.
4. If you were not prompted to upgrade the controls in step 1 or you chose not to upgrade them, you can do the following:
 - a. Edit the project file (.MAK or .VBP) in a text editor to change the following references, if present:

Change:

Object={990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#2.0#0; IMP32X20.OCX

To:

Object={990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#3.0#0; IMP32X30.OCX

and

Change:

Object={8068B521-9C56-11CF-8BC4-00AA00B42B7C}#2.0#0; FPT32X20.OCX

To:

Object={48932A52-981F-101B-A7FB-4A79242FD97B}#3.0#0; TAB32X30.OCX

When finished, save your changes and close the project file.

- b. If you are using Visual Basic 5 or 6, edit the form files (.FRM) in a text editor to change the following:
 - Change the following references, if present:

Change:

Object = "{990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#2.0#0"; "IMP32X20.OCX"

To:

Object = "{990AFBE3-7E6C-101C-A7FD-4A79242FD97B}#3.0#0"; "IMP32X30.OCX"

and

Change:

Object = "{8068B521-9C56-11CF-8BC4-00AA00B42B7C}#2.0#0"; "FPT32X20.OCX"

To:

Object = "{48932A52-981F-101B-A7FB-4A79242FD97B}#3.0#0"; "TAB32X30.OCX"
 - Change the Tab control's class name in the .FRM file as follows:

Change . . .	To . . .
vaTabLib.vaTab	TabproLib.vaTabPro

When finished, save your changes and close the form files.
6. Open your project in Visual Basic 4 (32-bit), Visual Basic 5, or Visual Basic 6 and verify that the project uses the updated files.
 7. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.

Tab 2.0 ActiveX to Tab Pro 3.0 ActiveX (DAO) in C++

If you formerly used Tab version 2.0 or later ActiveX controls and now want to use the version 3.0 ActiveX (DAO) controls, complete the following steps.

1. Open your existing project in Visual C++.
2. Remove the .CPP and .H wrapper files for the control(s) (if applicable), and then delete them from your system.
3. From the Project menu choose Add To Project->Components and Controls and add the new version of the Tab Pro control(s).

Make sure the new class and file names are the same as the old ones; this eliminates any need for coding changes.

4. If you added a Tab ActiveX control to a dialog, open the .RC file as text and change the CLSID in the control statement to reflect the new control:

Control	Change CLSID from . . .	To Tab Pro 3.0 CLSID . . .
fpTab	8068B520-9C56-11CF-8BC4-00AA00B42B7C	3498C972-FC11-11D2-A05D-00A0C90DC755
fpImprint	990AFBE0-7E6C-101C-A7FD-4A79242FD97B	FEA8A0B2-2E5B-11D3-A06C-00A0C90DC755

For example, for the Tab control,

Change:

```
CONTROL          "", IDC_TABCTRL1, "{8068B520-9C56-11CF-8BC4-00AA00B42B7C}",  
WS_TABSTOP, 13, 12, 84, 33
```

To:

```
CONTROL          "", IDC_TABCTRL1, "{3498C972-FC11-11D2-A05D-00A0C90DC755}",  
WS_TABSTOP, 13, 12, 83, 32
```

5. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update other settings in your project.
6. Rebuild your project and run it.

Tab Pro 1.x DLL to Tab Pro 3.0 DLL in C++

If you formerly used Tab Pro version 1.x or later DLL controls and now want to use Tab Pro version 3.0 32-bit DLL controls, complete the following steps.

1. Open your existing project in a 32-bit compiler

If your existing project was a 16-bit project, let the conversion change it to a 32-bit project.

2. Replace TABPMFC.CPP file in your project with the new version of this file.
3. If your project references the .LIB files, make the following changes as necessary:

Change . . .	To . . .
IMPDLL11.LIB	IMP32D30.LIB
TABDLL11.LIB	TAB32D30.LIB

4. If your project used the AutoSizeChildren property, remove that property from your project, because it is not supported for DLL controls.
5. If you used the user-defined resource control to add a Tab Pro control to a dialog, open the .RC file as text in a text editor and make the following changes:

Change . . .	To . . .
fpTabPro11	fpTabPro3230
fpImprintPro11	fpImprintPro3230

6. Change the .DLL the project loads as shown in the following tables.

Change . . .	To . . .
TABDLL11.DLL	TAB32D20.DLL
IMPDLL11.DLL	IMP32D30.DLL

7. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.
8. Rebuild your project and run it.

Tab Pro 1.x DLL to Tab Pro 3.0 DLL in C

If you formerly used Tab Pro version 1.x or later DLL controls and now want to use Tab Pro version 3.0 32-bit DLL controls, complete the following steps.

1. Open your existing project in a 32-bit compiler

If your existing project was a 16-bit project, let the conversion change it to a 32-bit project.

2. If the project used the file TABDLL11.H, update the path to use the version 3.0 TABDLL.H file.
3. If your project references the .LIB files, make the following changes as necessary:

Change . . .	To . . .
IMPDLL11.LIB	IMP32D30.LIB
TABDLL11.LIB	TAB32D30.LIB

4. If you hard coded the class name of the Imprint or Tab control in your project, make the following changes:
 - a. Either use the define (FPCLASS_IMPRINT for Imprint or FPCLASS_TAB for Tab) or
 - b. Make the following changes as needed:

Change . . .	To . . .
fpImprintPro11	fpImprintPro3230 (32-bit DLL)
fpTabPro11	fpTabPro3230 (32-bit DLL)

5. If your project is in MSVC 1.5.2 and used message identifier numbers rather than message defines, you must update the message numbers using the new numbers listed in the header file, TABDLL.H, or using the defines listed in the same file.

To avoid updating identifiers in future updates, use the message defines rather than the message identifier numbers when creating your projects.

6. Rebuild your project and run it.

Tab Pro 2.0 DLL to Tab Pro 3.0 DLL in C

If you formerly used Tab Pro version 2.0 or later DLL controls and now want to use Tab Pro version 3.0 32-bit DLL controls, complete the following steps.

1. Open your existing project in a 32-bit compiler

If your existing project was a 16-bit project, let the conversion change it to a 32-bit project.

2. If the project used the file TABDLL.H, update the path to use the version 3.0 TABDLL.H file.
3. Change the following references in your project as needed:

Change . . .	To . . .
IMP16D20.LIB	IMP32D30.LIB
TAB16D20.LIB	TAB32D30.LIB

4. If you hard coded the class name of the Imprint or Tab control in your project, make the following changes:
 - a. Either use the define (FPCLASS_IMPRINT for Imprint or FPCLASS_TAB for Tab) or
 - b. Make the following changes as needed:

Change . . .	To . . .
fpImprintPro1620	fpImprintPro3230 (32-bit DLL)
fpImprintPro3220	fpImprintPro3230 (32-bit DLL)
fpTabPro1620	fpTabPro3230 (32-bit DLL)
fpTabPro3220	fpTabPro3230 (32-bit DLL)

5. If your project is in MSVC 1.5.2 and used message identifier numbers rather than message defines, you must update the message numbers using the new numbers listed in the header file, TABDLL.H, or using the defines listed in the same file.

To avoid updating identifiers in future updates, use the message defines rather than the message identifier numbers when creating your projects.

6. Rebuild your project and run it.

New Features in Tab Pro 3.0

- Tab and Imprint ActiveX controls support ActiveX Data Objects (OLE DB) data binding, as well as DAO and RDO data binding.
- Tab Pro 3.0 ActiveX controls are apartment-threaded controls.
- New properties for the Tab control:
 - [EarMarkPictureMaskColor](#)
 - [EarMarkPictureNext](#)
 - [EarMarkPicturePrev](#)
 - [PageEarMarkPictureMaskColor](#)
 - [PageEarMarkPictureNext](#)
 - [PageEarMarkPicturePrev](#)
 - [PagePicture](#)
 - [Picture](#)
 - [PictureFill](#)
 - [TabPictureMaskColor](#)
- New property for the Imprint control:
 - [Picture](#)
- Additional settings for the following existing Tab control properties:
 - [AlignPictureV](#)
 - [AutoStyle](#)
 - [PageEarMarkType](#)
- New event:
 - [ChildrenSized](#)
- New functions and methods for ActiveX controls:
 - [TabEnumChildNames](#)
 - [TabEnumChildTags](#)
- New functions for DLL controls:
 - [ImpGetPictureEx](#)
 - [ImpSetPictureEx](#)
 - [TabGetEarMarkPictureNextEx](#)
 - [TabGetEarMarkPicturePrevEx](#)
 - [TabGetPageEarMarkPictureNextEx](#)
 - [TabGetPageEarMarkPicturePrevEx](#)
 - [TabGetPagePictureEx](#)
 - [TabGetPictureEx](#)
 - [TabGetTabPictureEx](#)
 - [TabSetEarMarkPictureNextEx](#)
 - [TabSetEarMarkPicturePrevEx](#)
 - [TabSetPageEarMarkPictureNextEx](#)
 - [TabSetPageEarMarkPicturePrevEx](#)
 - [TabSetPagePictureEx](#)
 - [TabSetPictureEx](#)
 - [TabSetTabPictureEx](#)
- Design time support for setting pictures, plus metafile support.

- Tab Pro 3.0 now uses system colors as defaults for some color property settings. For more information, see [Color Settings in Tab Pro 3.0](#).
- The Tab ActiveX control provides optimized intelligent scanning and loading of child controls.

Release Notes

- Tab Pro 3.0 provides 32-bit ActiveX and DLL controls. Tab Pro 3.0 does not provide 16-bit OCX, VBX, and DLL controls.
- If you have created applications using previous versions of Tab Pro or Tab/VBX, you must upgrade your existing projects. For upgrade instructions, refer to [Upgrading Existing Projects to Use Tab Pro 3](#).
- If you are using a Tab Pro control in either C or C++, refer to [Additional Information for C and C++ Users](#) for more information about using the controls.
- To place child controls on your Imprint or Tab ActiveX controls at design time, your container must support ISimpleFrameSite. If your container does not support ISimpleFrameSite, you must add child controls at run time.
- **Caution** If you are applying an AutoStyle to your Tab control, to avoid losing property settings, apply the AutoStyle immediately after you create the Tab control and before you set other properties. If you have already changed characteristics of your Tab control, be aware that applying an AutoStyle may change those characteristics. Also, note that applying an AutoStyle to a Tab control that contains child controls may create unexpected results.
- At design time in the Properties window or in the property pages, the AutoStyle property always has the value of 0 (Reset), even if you just applied an AutoStyle to the Tab control. The property retains this setting because the AutoStyle property represents a one-time action applied to the Tab control.
- You cannot double-click a control in the toolbox to make it a child of an Imprint or Tab control. You must select the control, and then draw it in the Imprint or Tab control. If you double-click a control in the toolbox, it becomes a child of the form; it does not become a child of the control with the focus.

Notes for Beta Users

- Tab Pro Beta release 3.0.00 provided 16-bit VBX and DLL controls. After much thought and surveying our customers, we decided that Tab Pro version 3.0 will not offer 16-bit controls.

If you have questions about our decision to no longer offer 16-bit controls, please contact our Sales department at (800) 645-5913. FarPoint Technologies' Sales department is available between the hours of 9:00 a.m. and 5:30 p.m. eastern time, Monday through Friday. Alternatively, you can send e-mail to fpsales@fpoint.com.

- The following additional properties have been added since Beta release 3.0.00:

[EarMarkPictureMaskColor](#)

[PageEarMarkPictureMaskColor](#)

- In Beta release 3.0.00, the [PageEarMarkPictureNext](#) and [PageEarMarkPicturePrev](#) properties were applied globally to the Tab control. In releases after 3.0.00, the [PageEarMarkPictureNext](#) and [PageEarMarkPicturePrev](#) properties are applied to the tab or tabs specified by the settings of the [ApplyTo](#) and [Tab](#) properties.

You might need to update your existing projects to account for that change.

- The Beta release provided the TABM_CHILDRENSIZED message. That message has been removed from Tab Pro version 3.0. The Tab DLL control does not support sizing children automatically.

Redistributing Tab Pro Controls

If you are redistributing a Tab Pro control with your application, review the following information concerning the files you must distribute with your application.

- [ActiveX Controls](#)
- [DLL Controls](#)

ActiveX Controls

Before an ActiveX control can be used in your distributed application, it must be included in the Windows registration database. As a developer, you are responsible for registering the ActiveX control files, as well as any files noted below it. If the files are already present on the target system, they need not be registered.

Your setup program can register controls and files directly. Use the LoadLibrary Windows API to load the control's DLL or the DLL file, then use GetProcAddress to obtain the address of the "DLLRegisterServer" function, and then call that function.

For additional information, consult your development environment's documentation.

Required Files

To redistribute Tab Pro 32-bit ActiveX controls, you must include the following files, based on your development environment:

File	Description	Provided in
FPTAB30.OCX*	Tab 32-bit ActiveX control with ADO support OR	\TABPRO30\BIN
TAB32X30.OCX*	Tab 32-bit ActiveX control with DAO support	\TABPRO30\BIN
IMP32X30.OCX*	Imprint 32-bit ActiveX control	\TABPRO30\BIN
MFC42.DLL*‡	Library file (version 6.0 or later)	\Your Windows system directory
MSVCRT.DLL‡	C run-time libraries (version 6.0 or later)	\Your Windows system directory
MSVCRT40.DLL†	C run-time libraries	\FARPOINT\REDIST

* Must be registered on target system.

† If you are developing your application in Visual C++ 4.0 or 4.1, you might need to redistribute this DLL. For more information, refer to Microsoft Knowledge Base articles Q154591 and Q165282.

‡ You must use the specified version or later of this file in your installation. If you do not do so, your installation might fail or produce unexpected results.

Note If you are using Visual Basic's setup wizard to create your installation, check that the DLL files the wizard incorporates are the versions listed in the preceding table. The setup wizard pulls DLL files for the installation it creates from the \SETUPKIT\KITFIL32\SYS32 directory. If those DLL files are not the versions specified above, you must replace the files with the specified versions.

Redistributing with International Applications

If you are redistributing a Tab Pro 32-bit ActiveX control with an international application, include the following files in addition to the preceding files as appropriate:

File	Description
MFC40CHS.DLL	Chinese
MFC40DEU.DLL	German
MFC40ESP.DLL	Spanish
MFC40FRA.DLL	French
MFC40ITA.DLL	Italian
MFC40JAP.DLL	Japanese
MFC40KOR.DLL	Korean

DLL Controls

To redistribute Tab Pro 32-bit DLL controls, include the following files:

File	Description
IMP32D30.DLL	Tab Pro Imprint 32-bit DLL control
TAB32D30.DLL	Tab Pro Tab 32-bit DLL control

Trial Information

The trial installation provides you with a 30-day trial version of Tab Pro. After you install the trial version, you may

use it for up to 30 days. The time remaining in the trial period is displayed each time you use one of the Tab Pro controls in a project.

The trial version installs the following portions of Tab Pro:

- ActiveX controls
- Header files
- Property pages
- Online help
- Samples for ActiveX controls
- Additional explanatory files

You can [purchase](#) Tab Pro at any time by choosing the Purchase button found on the trial screen or the About Box screen. Follow the instructions provided to contact FarPoint Technologies. Your order is processed while you wait. After your order is processed, you will be given a serial number that will unlock the trial software immediately, giving you a fully licensed version of Tab Pro. This unlocking capability is made possible by our proprietary **SoftwareSecure**™ technology.

After you purchase Tab Pro, you can reinstall the product ([instructions](#)) and install the following portions:

- DLL controls
- DLL library files
- Samples for the DLL controls
- *User's Guide* (PDF version)

If you decide not to purchase Tab Pro, we recommend that you uninstall the trial version from your system. To do so, run UNWISE.EXE from the \TABPRO30 directory on your system.

Caution If you have created projects using the trial version, after the trial version expires if you do not uninstall the trial version you cannot open those projects. To open projects containing expired trial versions of Tab Pro controls, you must uninstall Tab Pro from your system, and then open your project. If you intend to purchase Tab Pro, however, we recommend that you do not open your project until after you purchase and install Tab Pro so as not to lose any settings you set at design time for Tab Pro controls.

Important Note for Visual C++ Developers

If you use the trial version of Tab Pro in projects in Visual C++ and then purchase the licensed version of Tab Pro, you must perform the following steps to use the licensed controls in your existing projects:

1. Install the licensed version of Tab Pro on your system.
2. Open your project in Visual C++.
3. Select the Tab Pro control in your dialog and cut it to the Clipboard to preserve its property settings.
4. Paste the control back into your dialog.
5. Perform steps 3 and 4 for each Tab Pro control on dialogs in your project.
6. Save your project.

You must perform these steps to update the licensing information that is saved with your project at the time you originally created it. If you do not perform these steps, your project will not recognize that you are now using licensed versions of the controls.

Troubleshooting

[I'm having problems installing the product. What do I do?](#)

[How do I redistribute the Tab Pro control with my application?](#)

[I've used the trial version, and now I would like to purchase TabPro. What do I do?](#)

[How do I upgrade from previous versions of Tab Pro to Tab Pro version 3.0?](#)

[What files does Tab Pro install on my machine?](#)

[I am using Windows NT and received a message about access privileges. What does it mean?](#)

[My trial version has expired. What do I do?](#)

Windows NT access privileges message

If you are using Windows NT and received a message about access privileges, you do not have sufficient access privileges to modify the SoftwareSecure license information.

You are attempting to modify SoftwareSecure license information, and this product was installed by someone with higher access privileges. (Modifications consist of installing maintenance releases, updates, upgrades, or licensed versions of the product after initially installing the trial version of the product.)

To remedy this situation, have the person who initially installed this product (or someone with the same access privileges as the person who installed it) attempt to perform the task you just tried. If that person receives the same message, contact FarPoint Technologies' Technical Support department at (919) 460-1887 between the hours of 9:00 a.m. and 5:30 p.m. eastern time, Monday through Friday.

Purchasing Tab Pro

1. Go to the license screen or the About box for Tab Pro and click Purchase.
2. Call our Sales Department at (800) 645-5913 or (919) 460-4551 between 9 a.m. and 5:30 p.m. eastern time, Monday through Friday, to place your order.

Your order is processed while you wait. After your order is processed, you will be given a serial number that will unlock the trial software, giving you a fully licensed version of Tab Pro.

3. Type the serial number in the field provided, then click OK to continue.
4. If you want to use the DLL controls or the PDF version of the *User's Guide*, you must reinstall Tab Pro and choose those items from the Select Components to Install dialog.

Problems with installation

Be sure that you are following the appropriate instructions provided in [Installing Tab Pro](#). Separate instructions are provided depending on how you received the product and which operating environment you are using.

If you are installing a licensed version of the product, make sure that you have entered the correct Product Key and Serial Number. Type the Product Key and Serial Number in the provided fields exactly as they are provided to you, including all punctuation and using uppercase or lowercase letters as appropriate.

If you continue to have problems, contact our Technical Support department at (919) 460-1887 between the hours of 9:00 a.m. and 5:30 p.m. eastern time, Monday through Friday.

Trial version expired

If you have installed a trial version of Tab Pro and the trial has expired, you can purchase Tab Pro and unlock your trial version by following the instructions in [Purchasing Tab Pro](#).

If you have decided not to purchase Tab Pro, we recommend that you uninstall the trial version from your system. To do so, run UNWISE.EXE from the \TABPRO30 directory on your system.

Caution If you have created projects using the trial version, after the trial version expires if you do not uninstall the trial version you cannot open those projects. To open projects containing expired trial versions of Tab Pro controls, you must uninstall Tab Pro from your system, and then open your project. If you intend to purchase Tab Pro, however, we recommend that you do not open your project until after you purchase and install Tab Pro so as not to lose any settings you set at design time for Tab Pro controls.

To install Tab Pro from a downloaded trial version

1. Unzip the distribution file (TPTRIAL.ZIP) into a temporary directory.
2. Choose the Start button.
3. Choose Run and type
[drive]:\[directory]\SETUP.EXE
designating the temporary directory used in step 1.
4. Follow the instructions on the screen.

To install Tab Pro from the FarPoint Products CD

1. Place the compact disc in the drive.
2. If the CD does not autostart on your system, run FPDEMO32.EXE.
3. Choose Install.
4. Do one of the following.
 - If you are installing the **licensed version** of Tab Pro, type your Product Key and Serial Number in the fields provided, then click Install.
 - If you are installing the **trial version** of Tab Pro, click Install.
5. Follow the instructions on the screen to complete the licensed or the trial installation.

To install Tab Pro manually from the FarPoint Products CD

1. Place the compact disc in the drive.
2. Choose the Start button.
3. Choose Run and type
`[drive]:\PRODUCTS\TABPRO\SETUP.EXE`
designating the drive containing the compact disc.
4. Follow the instructions on the screen to complete the licensed or trial installation.

Tab Pro 1.x VBX to Tab Pro 3.0 ActiveX (DAO) in Visual Basic

If you formerly used Tab Pro version 1.x or later VBX controls and now want to use Tab Pro version 3.0 ActiveX controls, complete the following steps:

1. If your existing project and form files have been saved as text, proceed to step 2. If they have not been saved as text, open them in Visual Basic 3.0 or 4.0 (16-bit) and change the project setting to save them as text. Save them, and then close Visual Basic.
2. Open your project file (.MAK or .VBP) in a text editor and if the project used the file TABPRO11.BAS, change the path to use the version 3.0 TABPRO.BAS file instead. If you chose the default installation, the TABPRO.BAS file is in \Program Files\TABPRO30\INCLUDE.

When finished, save your changes and close the project file.

3. Open your form files (.FRM) in a text editor and change the following references, if present:

Change . . .	To . . .
fpVBTabPro11	vaTabPro
fpVBImprintPro11	vaImprint

When finished, save your changes and close the form files.

3. Start Visual Basic 4 (32-bit), Visual Basic 5, or Visual Basic 6 and open your project file.
4. When the Custom Control Upgrade dialog prompts you to upgrade the TABPRO11.VBX or IMPPRO11.VBX, choose the OK button.
5. Respond to the Visual Basic messages. When prompted that your project will be saved to the newer version of Visual Basic, choose OK.
6. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.

Tab/VBX VBX to Tab Pro 3.0 ActiveX (DAO) in Visual Basic

If you formerly used the Tab/VBX VBX controls and now want to use Tab Pro version 3.0 ActiveX controls, complete the following steps:

1. If your existing project and form files have been saved as text, proceed to step 2. If they have not been saved as text, open them in Visual Basic 3.0 or 4.0 (16-bit) and change the project setting to save them as text. Save them, and then close Visual Basic.
2. Open your project file (.MAK or .VBP) in a text editor and if the project used the file TABVBX11.BAS, change the path to use the version 3.0 TABPRO.BAS file instead. If you chose the default installation, the TABPRO.BAS file is in \Program Files\TABPRO30\INCLUDE.

When finished, save your changes and close the project file.

3. Open your form files (.FRM) in a text editor and change the following references, if present:

Change . . .	To . . .
TabCtl	vaTabPro
fpVblmprint	valmprint

When finished, save your changes and close the form files.

4. Start Visual Basic 4 (32-bit), Visual Basic 5, or Visual Basic 6 and open your project file.
5. When the Custom Control Upgrade dialog prompts you to upgrade the FPTAB11.VBX or FPIMPRNT11.VBX, choose the OK button.
6. Respond to the Visual Basic messages. When prompted that your project will be saved to the newer version of Visual Basic, choose OK.
7. Review the information in [New Features in Tab Pro 3.0](#) to determine if you want to update settings in your project.

