WIN_PHON Instructions

readme.txt
Rev 1.2

PACKAGE CONTENTS:

The following is a list of the files that should be in this package, along with a brief description of what each one is.

- o README.TXT   ASCII text file.
- o README.WRI   Windows Write File.
- o WIN_PHON.DAT   Template data file.
- o WIN_PHON.EXE   The executable.
- o WIN_PHON.HLP   The help file.
- o WIN_PHON.INI   Template initialization file.

INSTALLATION INSTRUCTIONS:

I.   NOTE: Use these instruction when setting this program up in Windows(1) version 3.1. Windows 3.0 setup is different for step V.- E.

II.   Make a directory (skip this step of a directory exists that you want to copy these files into).

III.   Copy the above listed files into the desired directory.

IV.   Copy or move "win_phon.ini" into the directory that Windows is installed in.

V.   Add the application to a group in Windows.
   A.   Click left mouse button in group window that win_phon is to be installed into.
   B.   Select "File" menu from the "Program Manager" window.
   C.   Select "New" from the "File Menu".
   D.   Make sure the radio button for "Program Item" is selected.
   E.   Fill out the "Program Item Properties" dialog box.
      1.   Description: Name that is to be seen under the icon (e.g. win_phon).
      2.   Command Line: Directory path and name of executable (e.g. c:\winapps\win_phon\win_phon.exe).
      3.   Working Directory: Path to the directory that contains the executable (e.g. c:\winapps\win_phon).
      4.   Shortcut Key: Enter "None."
      5.   Click the "OK" button.

VI. At this point there should be an icon with a phone and an open book in the window that was selected in step V.

VII. To have this application load automatically when Windows is invoked put the path name and executable on the "load=" line in the "win.ini" file (e.g. load=c:\winapps\win_phon\win_phon.exe).

INI FILE DESCRIPTION:

I. CAUTIONS:
 A. The names to the left of the equal sign must remain the same.

 B. The names on the right side of the equal sign are the ones the user wants to see for each text box title.

 C. The first 14 characters to the right of the equal sign will be used for each of the text field titles.

 D. The title can be up to 32 characters in length.

II. **WIN_PHON.INI** This file contains the following data lines:

 A. [WIN_PHON]   This is the first line of the ".ini" file, it must always be there, otherwise the desired changes would not be read from this file.

 B. fldname1=F Name: "fldname1" is the variable name of the first (top) data field. The value after the equal sign is what the user wants to see as the name of the first data field.

 C. fldname2=Address1: "fldname2" is the variable name of the second data field. The value after the equal sign is what the user wants to see as the name of the second data field.

 D. fldname3=Address2: "fldname3" is the variable name of the third data field. The value after the equal sign is what the user wants to see as the name of the third data field.

 E. fldname4=Phone No: "fldname4" is the variable name of the forth data field. The value after the equal sign is what

the user wants to see as the name of the forth data field.

F.   fldname5=Ext No: "fldname5" is the variable name of the fifth data field. The value after the equal sign is what the user wants to see as the name of the fifth data field.

G.   fldname6=FAX No: "fldname6" is the variable name of the sixth data field. The value after the equal sign is what the user wants to see as the name of the sixth data field.

H.   fldname7=Company: "fldname7" is the variable name of the seventh data field. The value after the equal sign is what the user wants to see as the name of the seventh data field.

I.   fldname8=Misc: "fldname8" is the variable name of the eighth (bottom) data field. The value after the equal sign is what the user wants to see as the name of the eighth data field.

J.   Title=My Phone List   "Title" is the variable name of the title of the dialog box, along with the title name that will appear when the application is iconified. The value after the equal sign is the name the user wants to see for the title of the application.

K.   case_sensitive=1:   "case_sensitive" is the variable that controls where searchs will care about character case or not. If case_sensitive is equal to "1" then the search engine will match upper and lower case. If case_sensitive is equal to "0" then the search engine will not care about case and will match with both upper and lower case characters.

L.   username=abc   "username" is part of the licensing scheme. The line will be replaced with the users name when the user has registered.

M.   userkey=000000 "userkey" this is the character string that bypasses the nag screen. This will be sent to the user when (s)he registers this program.

N.   datafile=win_phon.dat "datafile" is the variable that lets the program know the name of the data file to use. If command line input is used it will override this information.

USAGE:

    I.   Click the left mouse key in any of the text boxes.

    II.   Enter a single character or string of text to search for.

    III.   Hit the "Enter" or "Return" key on the keyboard, or click the left mouse button on the "OK" button. This begins the search through the database for a match.

CONTROL DESCRIPTION:

    I.   **OK**   This button is active when the user has clicked the cursor in one of the text boxes and has entered or changed existing text in that box. When the editing is complete the user can press "Enter" or "Return" on the keyboard, or click the mouse on this button to start the search for a matching text pattern in the database.

    II.   **CANCEL**   This cancels the application. It is the same as hitting Alt-F4 on the keyboard.

    III.   **HELP**   This brings up the help window.

    IV.   **CLEAR**   This clears the data in all of the text fields.

    V.   **PREV**   If you click on the this button the previous match in the database will be displayed. If the button is gray this indicates the list is at the first match.

    VI.   **NEXT**   If you click on the this button the next match in the database will be displayed. If the button is gray this indicates the list is at the last match.

    VII.   **Copy**   Click the left mouse button when the cursor is in one of the data fields, then click the left mouse button on "Copy" and the text in the selected field will be copied to the clipboard.

    VIII. **General**   The button with the darker border will accept either having the spacebar" or the enter key being pressed.

TROUBLESHOOTING:
CAUTION: ONLY USE AN ASCII TEXT EDITOR ON THE ".INI" FILE. If the

values do not change to the values you entered, make sure the ".ini" file is in the windows directory, and that the user used an ASCII only editor. Some editors leave embedded characters that cause Windows problems when trying to read the ini file.

DISCLAIMER:

This program has been through some testing, however not with all other Windows programs or combinations of programs. I claim no responsibility for any damage that may be caused while using this program. This program is to be used "AS IS". If you experience any problems while using this program please let me know, along with your system parameters; and if you are a registered user I will try to fix the problem and send you an updated version.

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