

# FEET INCH Dimensional Calculator

## Main Help Index

**FEET INCH Dimensional Calculator** is a calculator for dimensional data. Numbers are entered in decimal or feet-inch-fraction of inch formats. This help file is intended to answer most questions regarding the program.

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## Command Button Index

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## Keyboard Use

The keyboard can be used for every function of the program. However, a mouse is strongly recommended.

| Shortcut Keys |                       |
|---------------|-----------------------|
| Key           | Action                |
| C             | Clear                 |
| Q             | Square Root           |
| X             | $x^2$                 |
| Y             | Clear Entry           |
| /             | Divider for fractions |

### ALT Combinations

Hold down the ALT key and press the underlined key of the desired option, menu, or command button (Control).







### Tab Key

Press the tab key until the desired Control is selected. Press the ENTER key or space bar to activate the control.

### Entering Numbers

If NUMLOCK is on, the numeric keypad can be used for quick data entry similar to an adding machine. The entry of fractional inches is allowed using the  $\frac{\square}{\square}$  key on the keypad at the appropriate time.

**Example:** Procedure to enter 3' 6-1/2"

| Mouse  | Keyboard |
|--|----------|
|               | 3        |
|               | Enter    |
|              | 6        |
|             | Enter    |
|             | 1        |
|  (optional) | /        |
|  | 2        |
|  | Enter    |

The use of  $\frac{\square}{\square}$  on the keypad will cause division except when the ENTER key has been pressed twice in a numeric entry.

The "\*" key is the same as the "×" control (multiply). The "/" key is the same as the "÷" control (division) except when used for entering fractions

## **Mouse use**

The mouse can be used to select most controls on the screen. Only the left mouse button is used.

To select a control, position the screen pointer over the desired control and click (press) the left mouse button.

## How to Enter Data

The ENTER key is used to allow entry of "feet-inch-fraction of inch" type entries.

**Example:** 0' 5-3/4"

### Mouse

 (optional)







 3/4

 (optional)

### Keyboard

0 (optional)

Enter

5

Enter

3

/

4

Enter

See Also:

[Keyboard Use](#)

[Mouse Use](#)

## Number Buttons



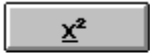
The numbers 0 through 9 and the decimal point can be entered on the keyboard or with the mouse.

If numbers are entered without using the ENTER key, the decimal value is converted to feet-inch-fraction of inch format (rounded to the nearest sixteenth of an inch).

If numbers are entered using the ENTER key, the inch entry can be greater than 12, however the fractional values cannot be greater than 1.

The numbers' on screen layout corresponds to the standard numeric keypad.







## Square Root and $x^2$ Buttons



Pressing the Square Root Button will display the square root of the number. Similarly, the  $x^2$  Button will square the displayed value (multiply the number by itself).



## Operand Buttons

| Mouse   | Keyboard | Function       |
|---|----------|----------------|
|  | +        | Addition       |
|  | -        | Subtraction    |
|  | *        | Multiplication |
|  | /        | Division       |
|  | ALT+/-   | Change Sign    |
|  | =        | Equals         |

The on-screen operand layout should agree with the numeric keypad key arrangement.

The operands can be "chained".

**Example:**




## Enter Button



The ENTER button is used to enter feet THEN inches and THEN fractions of an inch.

**Example:** 0' 0-1/4"

### Mouse


 (optional)



 (optional)



 1/4

 (optional)

### Keyboard

0 (optional)

Enter

0 (optional)

Enter

1

/

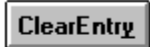
4

Enter

See Also:

[How to Enter Data](#)

## Clear and Clear Entry Buttons



The CLEAR button will clear all pending operations; however, it will not clear the clipboard, the memory, the tape, or the triangle. CLEAR ENTRY will only clear the latest entry.

Clear Entry is used to start a numeric entry over without eliminating the previously entered values. It can also be used if you cannot remember if you are entering feet, inches or fractional inches.

## File Menu

| File                                     | File   |
|--|--|
| <u>E</u> xit                      Ctrl+X | <u>E</u> xit                      Ctrl+X                 |
| <u>A</u> bout...                         | <u>A</u> bout...   |
| <b>Not Always on Top</b>                 | <input checked="" type="checkbox"/> <b>Always On Top</b> |
| <u>H</u> elp                      F1     | <u>H</u> elp                      F1                     |

Exit - Quit the program.

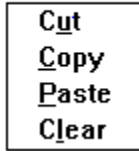
About - Displays program information.

Always on Top (&) Not Always on Top - Valid only for Windows 3.1; see the 3.1 Clock

Help - Opens the MiniHelp program.

## Clipboard Menu

### Clipboard



The Clipboard is a Windows object that allows transfer of data between programs. The decimal display value will be copied to the clipboard as text. Windows calculator will accept data in this format and FEET INCH Dimensional Calculator accepts data pasted from it.

**Cut** - Copies the decimal display to the Clipboard replacing any previous Clipboard value. Changes the displays to zero.

**Copy** - Copies the decimal display to the Clipboard replacing any previous Clipboard value.

**Paste** - Copies the current Clipboard value to the displays.

**Clear** - Clears the Clipboard (not required for "Copy" or "Cut").

## Memory Menu

### Memory

|                  |        |
|------------------|--------|
| <u>A</u> dd      | Ctrl+A |
| <u>S</u> ubtract | Ctrl+M |
| <u>C</u> lear    | Ctrl+C |
| <u>R</u> ecall   | Ctrl+R |
| Sigma            |        |

**Add** - Adds the value displayed to the current stored memory value.

**Subtract** - Subtracts the value displayed from the current stored memory value.

**Clear** - Clears the stored memory value.

**Recall** - Places the stored memory value on the display.

**Sigma** - A check mark will appear if Sigma is on. Sigma will add the displayed value to the stored memory value each time the "=" key is pressed. Selecting Sigma again will toggle off/on the Sigma feature.



This dialog box is presented each time the Sigma feature is invoked. The Sigma feature is used to accumulate the results of a series of calculations.

## Installation in a Program Group

### Procedure:

1. Start Program Manager
2. Open the desired program group.
3. Select **File New...**
4. Select the **Program Item** Option and **OK**.
5. Enter the **Description** and **Command Line** and **OK**.

### Automatic Installation:

If the program is intact (it is shareware) follow the following steps.  
This will automatically install a program group and several program items.

1. Start windows
2. Insert the diskette labeled "Disk1: Setup disk" in drive **A:**.
3. In the File Manager, choose Run from the File Menu.
4. Type **a:\setup** and press enter.

## **Runtime Library**

The runtime library VBRUN100.DLL must be in the Windows directory or available in the current path.  
The file is copyrighted to Microsoft Corporation and cannot be distributed without Microsoft's permission.



Any on-screen buton, scroll bar, check box or menu.

Sigma( $\Sigma$ ) is the Greek letter that symbolizes a sum in mathematics.

Dimensional data includes data from a blueprint or a tape measure.

Dimensional data such as 3' 6-1/4" instead  
of a decimal representation like 3.5208333.