

Sheet1

HELPINKEY,CHELHELHELHELHEHEHELPTXT,C,70

AREACODE	12	23	2	32	5### Area Code
AREACODE	1	0	0	0	7### Enter the area code as numeric
AREACODE	2	0	0	0	7### digits only.
DATEL	10	22	3	35	5### Date Last Modified
DATEL	1	0	0	0	7### Enter the date as numeric digits
DATEL	2	0	0	0	7### only. The slash can not be typed
DATEL	3	0	0	0	7### over or erased.
EXTENSION	12	23	2	32	5### Extension
EXTENSION	1	0	0	0	7### Enter the extension as numeric
EXTENSION	2	0	0	0	7### digits only.
FILENAME	9	11	5	56	5### Printer Filename
FILENAME	1	0	0	0	7### You may specify a filename to hold the report or label
FILENAME	2	0	0	0	7### output. This file can then be viewed from the Utility
FILENAME	3	0	0	0	7### menu or sent to the printer at a later time. The text
FILENAME	4	0	0	0	7### file will contain no foreign characters and may be
FILENAME	5	0	0	0	7### transferred to another computer freely.
FIRSTUP	12	21	2	36	5### First Up
FIRSTUP	1	0	0	0	7### The first character of this field
FIRSTUP	2	0	0	0	7### will be capitalized automatically.
GENERAL1	8	16	7	45	5### General Help
GENERAL1	1	0	0	0	7### There are two areas of help available. You
GENERAL1	2	0	0	0	7### may select either of these by pressing the
GENERAL1	3	0	0	0	7### highlighted key.
GENERAL1	4	0	0	0	5### .single line.
GENERAL1	5	2	0	0	3### 1
GENERAL1	5	4	0	0	7### - Program Usage
GENERAL1	6	2	0	0	3### 2
GENERAL1	6	4	0	0	7### - System Concepts
GENERAL1	7	0	0	0	3### ESC
GENERAL1	7	4	0	0	7### - Return to system
GENERAL1	0	0	0	0	0### .Key. 050 - GENERAL3
GENERAL1	0	0	0	0	0### .Key. 049 - GENERAL2
GENERAL2	6	12	9	54	5### Program Usage
GENERAL2	1	0	0	0	7### The XYZ Library Sample Mailing Database was designed
GENERAL2	2	0	0	0	7### to demonstrate some of the powerful modules of the
GENERAL2	3	0	0	0	7### XYZ Library. This program is just an example of the
GENERAL2	4	0	0	0	7### way the routines in the XYZ Library can be merged to
GENERAL2	5	0	0	0	7### produce a user-friendly database program. Complete
GENERAL2	6	0	0	0	7### and error-free packages can be produced quickly and
GENERAL2	7	0	0	0	7### easily.
GENERAL2	8	0	0	0	5### .single line.
GENERAL2	9	2	0	0	7### Previous, Next, Return to system
GENERAL2	9	0	0	0	3###
GENERAL2	9	12	0	0	3###
GENERAL2	9	20	0	0	3### ESC
GENERAL2	0	0	0	0	0### .Key. 005 - GENERAL1
GENERAL2	0	0	0	0	0### .Key. 024 - GENERAL2a
GENERAL2a	5	10	14	58	5### Input Routine

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GENERAL2a 1 0 0 0 7### I decided to design and use my own input routine instead
GENERAL2a 2 0 0 0 7### of using the standard GET/READ method. I feel that the
GENERAL2a 3 0 0 0 7### programmer should have ultimate control during the input
GENERAL2a 4 0 0 0 7### process so that errors can be trapped as they are being
GENERAL2a 5 0 0 0 7### typed, not after the field is full. With this in mind,
GENERAL2a 6 0 0 0 7### I tried to create a set of switches that allow the input
GENERAL2a 7 0 0 0 7### routine to be tailored to almost any necessary situation
GENERAL2a 8 0 0 0 7### for input. The programmer can specify more than numeric
GENERAL2a 9 0 0 0 7### or uppercase possibilities. Date, phone number, social
GENERAL2a 10 0 0 0 7### security, and multiple line fields are easily handled by
GENERAL2a 11 0 0 0 7### my input routine. Unlike the other modules of the XYZ
GENERAL2a 12 0 0 0 7### Library, the input routine is released as source code.
GENERAL2a 13 0 0 0 5### .single line.
GENERAL2a 14 2 0 0 7### Previous, Next, Return to system
GENERAL2a 14 0 0 0 3###
GENERAL2a 14 12 0 0 3###
GENERAL2a 14 20 0 0 3### ESC
GENERAL2a 0 0 0 0 0### .Key. 005 - GENERAL2
GENERAL2a 0 0 0 0 0### .Key. 024 - GENERAL2b
GENERAL2b 7 10 11 58 5### Help Routine
GENERAL2b 1 0 0 0 7### I designed a unique method of presenting online help to
GENERAL2b 2 0 0 0 7### the user. The programs look for a help database which
GENERAL2b 3 0 0 0 7### contain the help descriptions. The programmer can set
GENERAL2b 4 0 0 0 7### up this database to display pop-up boxes with a title,
GENERAL2b 5 0 0 0 7### colors, and special keystrokes to be recognized. With a
GENERAL2b 6 0 0 0 7### little bit of imagination, an on-line tutorial could be
GENERAL2b 7 0 0 0 7### devised which would allow user interaction. This type
GENERAL2b 8 0 0 0 7### of help can become very valuable and can be a great
GENERAL2b 9 0 0 0 7### selling point to your customers.
GENERAL2b 10 0 0 0 5### .single line.
GENERAL2b 11 2 0 0 7### Previous, Return to system
GENERAL2b 11 0 0 0 3###
GENERAL2b 11 12 0 0 3### ESC
GENERAL2b 0 0 0 0 0### .Key. 005 - GENERAL2a
GENERAL3 7 13 9 54 5### System Concepts
GENERAL3 1 0 0 0 7### You may press the key at any time to abort what
GENERAL3 1 19 0 0 3### ESC
GENERAL3 2 0 0 0 7### ever process of the system is executing. When you
GENERAL3 3 0 0 0 7### press the key, any information which was being
GENERAL3 3 10 0 0 3### ESC
GENERAL3 4 0 0 0 7### added will be lost. If you are changing information
GENERAL3 5 0 0 0 7### when you press the key, the changes will not be
GENERAL3 5 19 0 0 3### ESC
GENERAL3 6 0 0 0 7### saved. You should be very careful not to press the
GENERAL3 7 4 0 0 7### key unless you really want to.
GENERAL3 7 0 0 0 3### ESC
GENERAL3 8 0 0 0 5### .single line.
GENERAL3 9 2 0 0 7### Previous, Next, Return to system
GENERAL3 9 0 0 0 3###

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GENERAL3	9	12	0	0	3###
GENERAL3	9	20	0	0	3### ESC
GENERAL3	0	0	0	0	0### .Key. 005 - GENERAL1
GENERAL3	0	0	0	0	0### .Key. 024 - GENERAL3a
GENERAL3A	10	13	5	51	5### The F1 Key
GENERAL3A	1	0	0	0	7### The program was designed to be as easy to use as
GENERAL3A	2	0	0	0	7### possible. However, the key will give you help
GENERAL3A	2	24	0	0	3### F1
GENERAL3A	3	0	0	0	7### related to the area that you are in.
GENERAL3A	4	0	0	0	5### .single line.
GENERAL3A	5	2	0	0	7### Previous, Next, Return to system
GENERAL3A	5	0	0	0	3###
GENERAL3A	5	12	0	0	3###
GENERAL3A	5	20	0	0	3### ESC
GENERAL3A	0	0	0	0	0### .Key. 005 - GENERAL3a
GENERAL3A	0	0	0	0	0### .Key. 024 - GENERAL3B
GENERAL3A	0	0	0	0	0### .Key. 028 - GENERAL3A
GENERAL3A	0	0	0	0	0### .Key. -01 - GENERAL3B
GENERAL3A	0	0	0	0	0### .Key. -02 - GENERAL3C
GENERAL3A	0	0	0	0	0### .Key. -03 - GENERAL3D
GENERAL3A	0	0	0	0	0### .Key. -04 - GENERAL3E
GENERAL3A	0	0	0	0	0### .Key. -05 - GENERAL3F
GENERAL3A	0	0	0	0	0### .Key. -06 - GENERAL3G
GENERAL3A	0	0	0	0	0### .Key. -07 - GENERAL3H
GENERAL3A	0	0	0	0	0### .Key. -08 - GENERAL3I
GENERAL3A	0	0	0	0	0### .Key. -09 - GENERAL3J
GENERAL3B	10	14	5	49	5### The F2 Key
GENERAL3B	1	0	0	0	7### General system help is displayed when you press
GENERAL3B	2	0	0	0	7### the key. Of course, you already knew this,
GENERAL3B	2	4	0	0	3### F2
GENERAL3B	3	0	0	0	7### since that is how you got this information.
GENERAL3B	4	0	0	0	5### .single line.
GENERAL3B	5	2	0	0	7### Previous, Next, Return to system
GENERAL3B	5	0	0	0	3###
GENERAL3B	5	12	0	0	3###
GENERAL3B	5	20	0	0	3### ESC
GENERAL3B	0	0	0	0	0### .Key. 005 - GENERAL3A
GENERAL3B	0	0	0	0	0### .Key. 024 - GENERAL3C
GENERAL3B	0	0	0	0	0### .Key. 028 - GENERAL3A
GENERAL3B	0	0	0	0	0### .Key. -01 - GENERAL3B
GENERAL3B	0	0	0	0	0### .Key. -02 - GENERAL3C
GENERAL3B	0	0	0	0	0### .Key. -03 - GENERAL3D
GENERAL3B	0	0	0	0	0### .Key. -04 - GENERAL3E
GENERAL3B	0	0	0	0	0### .Key. -05 - GENERAL3F
GENERAL3B	0	0	0	0	0### .Key. -06 - GENERAL3G
GENERAL3B	0	0	0	0	0### .Key. -07 - GENERAL3H
GENERAL3B	0	0	0	0	0### .Key. -08 - GENERAL3I
GENERAL3B	0	0	0	0	0### .Key. -09 - GENERAL3J
GENERAL3C	8	14	6	50	5### The F3 Key

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GENERAL3C 1 0 0 0 7### The key will invoke the DOS command module.
GENERAL3C 1 4 0 0 3### F3
GENERAL3C 2 0 0 0 7### You may execute any DOS command or program as
GENERAL3C 3 0 0 0 7### long as you have enough memory left after this
GENERAL3C 4 0 0 0 7### program is loaded.
GENERAL3C 5 0 0 0 5### .single line.
GENERAL3C 6 2 0 0 7### Previous, Next, Return to system
GENERAL3C 6 0 0 0 3###
GENERAL3C 6 12 0 0 3###
GENERAL3C 6 20 0 0 3### ESC
GENERAL3C 0 0 0 0 0### .Key. 005 - GENERAL3B
GENERAL3C 0 0 0 0 0### .Key. 024 - GENERAL3D
GENERAL3C 0 0 0 0 0### .Key. 028 - GENERAL3A
GENERAL3C 0 0 0 0 0### .Key. -01 - GENERAL3B
GENERAL3C 0 0 0 0 0### .Key. -02 - GENERAL3C
GENERAL3C 0 0 0 0 0### .Key. -03 - GENERAL3D
GENERAL3C 0 0 0 0 0### .Key. -04 - GENERAL3E
GENERAL3C 0 0 0 0 0### .Key. -05 - GENERAL3F
GENERAL3C 0 0 0 0 0### .Key. -06 - GENERAL3G
GENERAL3C 0 0 0 0 0### .Key. -07 - GENERAL3H
GENERAL3C 0 0 0 0 0### .Key. -08 - GENERAL3I
GENERAL3C 0 0 0 0 0### .Key. -09 - GENERAL3J
GENERAL3D 8 14 6 50 5### The F4 Key
GENERAL3D 1 0 0 0 7### The key will display a pop-up window which
GENERAL3D 1 4 0 0 3### F4
GENERAL3D 2 0 0 0 7### will allow you to modify the system colors. You
GENERAL3D 3 0 0 0 7### can tailor the colors to suite your particular
GENERAL3D 4 0 0 0 7### tastes.
GENERAL3D 5 0 0 0 5### .single line.
GENERAL3D 6 2 0 0 7### Previous, Next, Return to system
GENERAL3D 6 0 0 0 3###
GENERAL3D 6 12 0 0 3###
GENERAL3D 6 20 0 0 3### ESC
GENERAL3D 0 0 0 0 0### .Key. 005 - GENERAL3C
GENERAL3D 0 0 0 0 0### .Key. 024 - GENERAL3E
GENERAL3D 0 0 0 0 0### .Key. 028 - GENERAL3A
GENERAL3D 0 0 0 0 0### .Key. -01 - GENERAL3B
GENERAL3D 0 0 0 0 0### .Key. -02 - GENERAL3C
GENERAL3D 0 0 0 0 0### .Key. -03 - GENERAL3D
GENERAL3D 0 0 0 0 0### .Key. -04 - GENERAL3E
GENERAL3D 0 0 0 0 0### .Key. -05 - GENERAL3F
GENERAL3D 0 0 0 0 0### .Key. -06 - GENERAL3G
GENERAL3D 0 0 0 0 0### .Key. -07 - GENERAL3H
GENERAL3D 0 0 0 0 0### .Key. -08 - GENERAL3I
GENERAL3D 0 0 0 0 0### .Key. -09 - GENERAL3J
GENERAL3E 8 14 6 50 5### The F5 Key
GENERAL3E 1 0 0 0 7### The key will display a pop-up window which
GENERAL3E 1 4 0 0 3### F5
GENERAL3E 2 0 0 0 7### allows you to assign values to the ten function

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GENERAL3E 3 0 0 0 7### keys. The access the saved values, press as
GENERAL3E 3 42 0 0 3### ALT
GENERAL3E 4 0 0 0 7### well as the function key.
GENERAL3E 5 0 0 0 5### .single line.
GENERAL3E 6 2 0 0 7### Previous, Next, Return to system
GENERAL3E 6 0 0 0 3###
GENERAL3E 6 12 0 0 3###
GENERAL3E 6 20 0 0 3### ESC
GENERAL3E 0 0 0 0 0### .Key. 005 - GENERAL3D
GENERAL3E 0 0 0 0 0### .Key. 024 - GENERAL3F
GENERAL3E 0 0 0 0 0### .Key. 028 - GENERAL3A
GENERAL3E 0 0 0 0 0### .Key. -01 - GENERAL3B
GENERAL3E 0 0 0 0 0### .Key. -02 - GENERAL3C
GENERAL3E 0 0 0 0 0### .Key. -03 - GENERAL3D
GENERAL3E 0 0 0 0 0### .Key. -04 - GENERAL3E
GENERAL3E 0 0 0 0 0### .Key. -05 - GENERAL3F
GENERAL3E 0 0 0 0 0### .Key. -06 - GENERAL3G
GENERAL3E 0 0 0 0 0### .Key. -07 - GENERAL3H
GENERAL3E 0 0 0 0 0### .Key. -08 - GENERAL3I
GENERAL3E 0 0 0 0 0### .Key. -09 - GENERAL3J
GENERAL3F 8 14 6 50 5### The F6 Key
GENERAL3F 1 0 0 0 7### The key will display a pop-up window which
GENERAL3F 1 4 0 0 3### F6
GENERAL3F 2 0 0 0 7### will allow you to control a few of the aspects
GENERAL3F 3 0 0 0 7### of the data entry routine. This will let you
GENERAL3F 4 0 0 0 7### tailor the data entry routine to your tastes.
GENERAL3F 5 0 0 0 5### .single line.
GENERAL3F 6 2 0 0 7### Previous, Next, Return to system
GENERAL3F 6 0 0 0 3###
GENERAL3F 6 12 0 0 3###
GENERAL3F 6 20 0 0 3### ESC
GENERAL3F 0 0 0 0 0### .Key. 005 - GENERAL3E
GENERAL3F 0 0 0 0 0### .Key. 024 - GENERAL3G
GENERAL3F 0 0 0 0 0### .Key. 028 - GENERAL3A
GENERAL3F 0 0 0 0 0### .Key. -01 - GENERAL3B
GENERAL3F 0 0 0 0 0### .Key. -02 - GENERAL3C
GENERAL3F 0 0 0 0 0### .Key. -03 - GENERAL3D
GENERAL3F 0 0 0 0 0### .Key. -04 - GENERAL3E
GENERAL3F 0 0 0 0 0### .Key. -05 - GENERAL3F
GENERAL3F 0 0 0 0 0### .Key. -06 - GENERAL3G
GENERAL3F 0 0 0 0 0### .Key. -07 - GENERAL3H
GENERAL3F 0 0 0 0 0### .Key. -08 - GENERAL3I
GENERAL3F 0 0 0 0 0### .Key. -09 - GENERAL3J
GENERAL3G 8 14 4 50 5### The F7 Key
GENERAL3G 1 0 0 0 7### The key does not have a function within this
GENERAL3G 1 4 0 0 3### F7
GENERAL3G 2 0 0 0 7### program version.
GENERAL3G 3 0 0 0 5### .single line.
GENERAL3G 4 2 0 0 7### Previous, Next, Return to system

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GENERAL3G	4	0	0	0	3###
GENERAL3G	4	12	0	0	3###
GENERAL3G	4	20	0	0	3### ESC
GENERAL3G	0	0	0	0	0### .Key. 005 - GENERAL3F
GENERAL3G	0	0	0	0	0### .Key. 024 - GENERAL3H
GENERAL3G	0	0	0	0	0### .Key. 028 - GENERAL3A
GENERAL3G	0	0	0	0	0### .Key. -01 - GENERAL3B
GENERAL3G	0	0	0	0	0### .Key. -02 - GENERAL3C
GENERAL3G	0	0	0	0	0### .Key. -03 - GENERAL3D
GENERAL3G	0	0	0	0	0### .Key. -04 - GENERAL3E
GENERAL3G	0	0	0	0	0### .Key. -05 - GENERAL3F
GENERAL3G	0	0	0	0	0### .Key. -06 - GENERAL3G
GENERAL3G	0	0	0	0	0### .Key. -07 - GENERAL3H
GENERAL3G	0	0	0	0	0### .Key. -08 - GENERAL3I
GENERAL3G	0	0	0	0	0### .Key. -09 - GENERAL3J
GENERAL3H	8	14	6	50	5### The F8 Key
GENERAL3H	1	0	0	0	7### The key will simulate the screen saver which
GENERAL3H	1	4	0	0	3### F8
GENERAL3H	2	0	0	0	7### is normally initiated after a certain amount of
GENERAL3H	3	0	0	0	7### keyboard inactivity (this is the interrupt
GENERAL3H	3	33	0	0	3### TIMED
GENERAL3H	4	0	0	0	7### that was mentioned earlier).
GENERAL3H	5	0	0	0	5### .single line.
GENERAL3H	6	2	0	0	7### Previous, Next, Return to system
GENERAL3H	6	0	0	0	3###
GENERAL3H	6	12	0	0	3###
GENERAL3H	6	20	0	0	3### ESC
GENERAL3H	0	0	0	0	0### .Key. 005 - GENERAL3G
GENERAL3H	0	0	0	0	0### .Key. 024 - GENERAL3I
GENERAL3H	0	0	0	0	0### .Key. 028 - GENERAL3A
GENERAL3H	0	0	0	0	0### .Key. -01 - GENERAL3B
GENERAL3H	0	0	0	0	0### .Key. -02 - GENERAL3C
GENERAL3H	0	0	0	0	0### .Key. -03 - GENERAL3D
GENERAL3H	0	0	0	0	0### .Key. -04 - GENERAL3E
GENERAL3H	0	0	0	0	0### .Key. -05 - GENERAL3F
GENERAL3H	0	0	0	0	0### .Key. -06 - GENERAL3G
GENERAL3H	0	0	0	0	0### .Key. -07 - GENERAL3H
GENERAL3H	0	0	0	0	0### .Key. -08 - GENERAL3I
GENERAL3H	0	0	0	0	0### .Key. -09 - GENERAL3J
GENERAL3I	8	14	6	50	5### The F9 Key
GENERAL3I	1	0	0	0	7### The key will display a pop-up window which
GENERAL3I	1	4	0	0	3### F9
GENERAL3I	2	0	0	0	7### will contain the current system time. This time
GENERAL3I	3	0	0	0	7### will not update once it has been displayed. It
GENERAL3I	4	0	0	0	7### is only a snapshot of the current time.
GENERAL3I	5	0	0	0	5### .single line.
GENERAL3I	6	2	0	0	7### Previous, Next, Return to system
GENERAL3I	6	0	0	0	3###
GENERAL3I	6	12	0	0	3###

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GENERAL3I	6	20	0	0	3### ESC
GENERAL3I	0	0	0	0	0### .Key. 005 - GENERAL3H
GENERAL3I	0	0	0	0	0### .Key. 024 - GENERAL3J
GENERAL3I	0	0	0	0	0### .Key. 028 - GENERAL3A
GENERAL3I	0	0	0	0	0### .Key. -01 - GENERAL3B
GENERAL3I	0	0	0	0	0### .Key. -02 - GENERAL3C
GENERAL3I	0	0	0	0	0### .Key. -03 - GENERAL3D
GENERAL3I	0	0	0	0	0### .Key. -04 - GENERAL3E
GENERAL3I	0	0	0	0	0### .Key. -05 - GENERAL3F
GENERAL3I	0	0	0	0	0### .Key. -06 - GENERAL3G
GENERAL3I	0	0	0	0	0### .Key. -07 - GENERAL3H
GENERAL3I	0	0	0	0	0### .Key. -08 - GENERAL3I
GENERAL3I	0	0	0	0	0### .Key. -09 - GENERAL3J
GENERAL3J	8	14	6	50	5### The F10 Key
GENERAL3J	1	0	0	0	7### The key will display a pop-up window which
GENERAL3J	1	4	0	0	3### F10
GENERAL3J	2	0	0	0	7### will contain the name of the programmer who is
GENERAL3J	3	0	0	0	7### responsible for the latest version. Currently,
GENERAL3J	4	0	0	0	7### nobody else has worked on the system.
GENERAL3J	5	0	0	0	5### .single line.
GENERAL3J	6	2	0	0	7### Previous, Next, Return to system
GENERAL3J	6	0	0	0	3###
GENERAL3J	6	12	0	0	3###
GENERAL3J	6	20	0	0	3### ESC
GENERAL3J	0	0	0	0	0### .Key. 005 - GENERAL3I
GENERAL3J	0	0	0	0	0### .Key. 024 - GENERAL3b
GENERAL3J	0	0	0	0	0### .Key. 028 - GENERAL3A
GENERAL3J	0	0	0	0	0### .Key. -01 - GENERAL3B
GENERAL3J	0	0	0	0	0### .Key. -02 - GENERAL3C
GENERAL3J	0	0	0	0	0### .Key. -03 - GENERAL3D
GENERAL3J	0	0	0	0	0### .Key. -04 - GENERAL3E
GENERAL3J	0	0	0	0	0### .Key. -05 - GENERAL3F
GENERAL3J	0	0	0	0	0### .Key. -06 - GENERAL3G
GENERAL3J	0	0	0	0	0### .Key. -07 - GENERAL3H
GENERAL3J	0	0	0	0	0### .Key. -08 - GENERAL3I
GENERAL3J	0	0	0	0	0### .Key. -09 - GENERAL3J
GENERAL3a	6	10	11	58	5### Interrupts
GENERAL3a	1	0	0	0	7### This program was designed with a series of interrupts
GENERAL3a	2	0	0	0	7### which are available throughout the entire system. There
GENERAL3a	3	0	0	0	7### are two types of interrupts - and . There
GENERAL3a	3	30	0	0	3### TIMED
GENERAL3a	3	40	0	0	3### KEYBOARD
GENERAL3a	4	0	0	0	7### is only one interrupt in this program. It is the
GENERAL3a	4	12	0	0	3### TIMED
GENERAL3a	5	0	0	0	7### screen saver routine. The screen will be blanked after
GENERAL3a	6	0	0	0	7### a certain period of keyboard inactivity. The
GENERAL3a	6	48	0	0	3### KEYBOARD
GENERAL3a	7	0	0	0	7### interrupt is called by the function keys. Press any of
GENERAL3a	8	0	0	0	7### the function keys to get help for a description of that

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GENERAL3a 9 0 0 0 7### key or press one of the keys listed below.
 GENERAL3a 10 0 0 0 5### .single line.
 GENERAL3a 11 2 0 0 7### Previous, Next, Return to system
 GENERAL3a 11 0 0 0 3###
 GENERAL3a 11 12 0 0 3###
 GENERAL3a 11 20 0 0 3### ESC
 GENERAL3a 0 0 0 0 0### .Key. 028 - GENERAL3A
 GENERAL3a 0 0 0 0 0### .Key. -01 - GENERAL3B
 GENERAL3a 0 0 0 0 0### .Key. -02 - GENERAL3C
 GENERAL3a 0 0 0 0 0### .Key. -03 - GENERAL3D
 GENERAL3a 0 0 0 0 0### .Key. -04 - GENERAL3E
 GENERAL3a 0 0 0 0 0### .Key. -05 - GENERAL3F
 GENERAL3a 0 0 0 0 0### .Key. -06 - GENERAL3G
 GENERAL3a 0 0 0 0 0### .Key. -07 - GENERAL3H
 GENERAL3a 0 0 0 0 0### .Key. -08 - GENERAL3I
 GENERAL3a 0 0 0 0 0### .Key. -09 - GENERAL3J
 GENERAL3a 0 0 0 0 0### .Key. 005 - GENERAL3
 GENERAL3a 0 0 0 0 0### .Key. 024 - GENERAL3b
 GENERAL3b 9 12 6 51 5### Menus
 GENERAL3b 1 0 0 0 7### The type of menu used in this program is called a
 GENERAL3b 2 0 0 0 7### menu. You simply point to the
 GENERAL3b 2 0 0 0 3### POINT-AND-PRESS
 GENERAL3b 3 0 0 0 7### menu items by using the arrow keys, then press
 GENERAL3b 4 0 0 0 7### the key to execute it.
 GENERAL3b 4 4 0 0 3### ENTER
 GENERAL3b 5 0 0 0 5### .single line.
 GENERAL3b 6 2 0 0 7### Previous, Next, Return to system
 GENERAL3b 6 0 0 0 3###
 GENERAL3b 6 12 0 0 3###
 GENERAL3b 6 20 0 0 3### ESC
 GENERAL3b 0 0 0 0 0### .Key. 005 - GENERAL3a
 GENERAL3b 0 0 0 0 0### .Key. 024 - GENERAL4
 GENERAL4 5 12 12 55 5### Release Information
 GENERAL4 1 0 0 0 7### This program has been released into the PUBLIC DOMAIN
 GENERAL4 2 0 0 0 7### as of 12/01/89. Use it and respond to me with your
 GENERAL4 3 0 0 0 7### ideas for improvement. I am releasing this as a step
 GENERAL4 4 0 0 0 7### towards releasing the which was used to
 GENERAL4 4 23 0 0 3### XYZ Library
 GENERAL4 5 0 0 0 7### create this program. As of this release, I was still
 GENERAL4 6 0 0 0 7### documenting each of the routines in the Library. If
 GENERAL4 7 0 0 0 7### you would like an updated version of this program, or
 GENERAL4 8 0 0 0 7### would like a copy of the , send a message
 GENERAL4 8 26 0 0 3### XYZ Library
 GENERAL4 9 0 0 0 7### to me on GENie (K.MURRAY3) or to the address listed
 GENERAL4 10 0 0 0 7### when you press .
 GENERAL4 10 15 0 0 3### F10
 GENERAL4 11 0 0 0 5### .single line.
 GENERAL4 12 2 0 0 7### Previous, Return to system
 GENERAL4 12 0 0 0 3###

Sheet1

GENERAL4	12	12	0	0	3### ESC
GENERAL4	0	0	0	0	0### .Key. 005 - GENERAL3b
LCODE	11	16	3	45	5### Label Code
LCODE	1	0	0	0	7### The label code is used to uniquely identify
LCODE	2	0	0	0	7### a record on the database. The program will
LCODE	3	0	0	0	7### supply the code automatically for you.
PHONE	11	21	3	35	5### Phone Number
PHONE	1	0	0	0	7### Enter the phone number as numeric
PHONE	2	0	0	0	7### digits only. The dash can not be
PHONE	3	0	0	0	7### typed over or erased.
TITLE	12	23	2	32	5### Title
TITLE	1	0	0	0	7### Enter a title such as , ,
TITLE	1	22	0	0	3### Mr., Ms,
TITLE	1	27	0	0	3### Ms
TITLE	2	4	0	0	7### , , or .
TITLE	2	0	0	0	3### Mrs.
TITLE	2	6	0	0	3### Dr.
TITLE	2	14	0	0	3### Miss
UPPERSW	12	21	2	36	5### Uppercase Only
UPPERSW	1	0	0	0	7### All the characters of this field
UPPERSW	2	0	0	0	7### will be capitalized automatically.
ZIPCD	10	23	4	32	5### Zip Code
ZIPCD	1	0	0	0	7### Enter the zip code as numeric
ZIPCD	2	0	0	0	7### digits only. The dash can not
ZIPCD	3	0	0	0	7### be typed over and will appear
ZIPCD	4	0	0	0	7### if necessary.

