

## **Home Inventory 0.2**

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### **INTRODUCTION**

Every year thousands of people lose their homes and possessions due to fire, storm, or theft. After the trauma of the loss usually comes the trauma of dealing with the insurance company. A complete organized list of your possessions can often help convince the adjuster that your stuff was really worth as much as you say it was. This stack will help you organize and maintain such a list. Of course you should store backup copies of this stack and its reports somewhere else so they don't get destroyed along with your possessions.

After opening the stack you will see an info panel. Click on the begin button to go to the first card. You enter info by clicking in the box next to the heading and typing. To make more cards use the "New Card" item from the "Edit " menu ( or command-N). Continue until you have made a card for every item you own. Move back and forth among the cards with the arrow buttons on the floating search palette.

### **BUTTONS**

Takes you to the help portion of the stack.

Opens a pop-up-field for special info. You can print a report that contains the contents of all these fields with the "Print Comments" item of the "Inventory" menu. Press "Enter" to close the field.

This button sorts the cards of the stack. The field used for the sort is chosen by the first two items of the "Inventory" menu.

This button takes you to Hypercard's Home stack.

### **Inventory Menu**

**Item Name, and Manufacturer**

Sets which field the sort routine uses to alphabetize the stack. The chosen item will have a checkmark next to it.

**Print Inventory**

Prints a report that summarizes the contents of the stack. Every item will be included.

**Export**

Creates a tab-delimited data file for importing to a spreadsheet. Every item is included

**Print comments**

Prints a list of the comments contained in the pop-up field. When this field is empty, the item will not be listed.

**SearchPalette**

The arrow keys take you to the previous or next card.

The search button opens a dialog to ask for a target. Type something and click "Ok". If the target is found, Hypercard moves to that card and outlines the found text. If it isn't, you get an error dialog. If the target is found in a hidden comment field, the field will be opened. The last target is always pre-entered for repeat searches.