




Code Master 1.0 Help
Jason Blevins 1995-1996


New Command

The new command creates a new Code Master Library (*.cml) with the filename you specify. To create a new library, select File | New... or click the  button on the toolbar.



Code Master 1.0 Help
Jason Blevins 1995-1996


Open Command

The open command loads an existing Code Master Library (*.cml). To open a library, select File | Open... or click the  button on the toolbar.



Code Master 1.0 Help
Jason Blevins 1995-1996

Hide Command


The hide command removes the Code Master window from the screen. To do this, select File | Hide or click the  button on the toolbar. You can view it again by selecting Add-Ins | Code Master 1.0 from the Visual Basic window.



Code Master 1.0 Help

Jason Blevins 1995-1996


Add Command

The add command loads a dialog box with 3 textboxes. If there is any text on the clipboard, it appears in the first textbox. The next two are for the title and description of the code fragment. After you type your code, click the OK button. Your code will be saved, and you can access it when you need it. To use the add command, select Code Fragments | Add... or click the  button on the toolbar.



Code Master 1.0 Help
Jason Blevins 1995-1996

Retrieve Command


To use the retrieve command, you must have an open library, and select the code fragment to retrieve in the listbox, then select Code Fragments | Retrieve. You can also click the  button on the toolbar. The code you selected will be placed on the clipboard. You can then paste it into any Visual Basic form, module, class, etc.



Code Master 1.0 Help

Jason Blevins 1995-1996


Edit Command

To edit your code, you must select a code fragment to edit from the listbox, then select Code Fragments | Edit. You can also click the  button on the toolbar. You can change the title, description or the code.



Code Master 1.0 Help
Jason Blevins 1995-1996


Preview Command

To use the preview command, you must select the code to preview from the listbox, then select Code Fragments | Preview or click the  button on the toolbar. The code you selected will appear in another window along with the title, description, and time it was stored.



Code Master 1.0 Help
Jason Blevins 1995-1996


Copy To Command

The copy to command copies the currently selected code fragment to the library you specify. The code remains in the current library also. To use this command, select Code Fragments | Copy To or click the  button on the toolbar.



Code Master 1.0 Help
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Move To Command

The move to command moves the currently selected code fragment to the library you specify. The code does not remain in the current library. To use this command, select Code Fragments | Move To... or click the  button on the toolbar.



Code Master 1.0 Help
Jason Blevins 1995-1996

Delete Command


The delete command simply deletes the selected code fragment from the current library. To use this command select Code Fragments | Delete or click the  button on the toolbar.

Important Note: I haven't included an undelete or undo command yet, so be sure of what you are doing when you delete a code fragment.



Code Master 1.0 Help
Jason Blevins 1995-1996

Clipboard Contents Command

This one is pretty simple, It displays the text that is on the clipboard. You can do this by selecting View | Clipboard Contents or by clicking the  button on the toolbar.



Code Master 1.0 Help

Jason Blevins 1995-1996

Toolbar Buttons



- Hides the Code Master window



- Creates a new Code Master library file (*.cml)



- Opens an existing Code Master library (*.cml)



- Adds a code fragment to the current library



- Puts the selected code fragment on the clipboard



- Opens the selected code fragment for editing



- Lets you preview the selected code fragment



specify

- Copies the selected code fragment to the Code Master library you



specify

- Moves the selected code fragment to the Code Master library you



- Deletes the selected code fragment



- Previews the text on the clipboard



- Runs this help file



Code Master 1.0 Help
Jason Blevins 1995-1996

Command Reference

New - Creates a new Code Master library

Open - Opens an existing Code Master library

Hide - Hides the Code Master window

Add - Adds a code fragment to the current Code Master library

Retrieve - Puts the selected code fragment on the clipboard

Edit - Opens the selected code fragment for editing

Preview - Previews the selected code fragment

Copy To - Copies the selected code fragment to the file you specify

Move To - Moves the selected code fragment to the file you specify

Delete - Deletes the selected code fragment

Clipboard Contents - Previews the text on the clipboard

Help Topics - Runs this help file

Search for help on - Lets you search through the help file topics

Help on help - Runs the WinHelp help file

About - Shows the about box, and allows you to read the [disclaimer](#)



Code Master 1.0 Help
Jason Blevins 1995-1996

Installing Code Master

To install Code Master, simply run VBCM1.EXE from Explorer. Code Master will register itself in Visual Basic's INI file.

For more help see:

[Running Code Master](#)

[Unloading Code Master](#)



Code Master 1.0 Help

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Running Code Master

To run Code Master, select Add-Ins | Add-In Manager from Visual Basic's menu bar. Check the box beside Code Master 1.0. Then select Add-Ins | Code Master 1.0 to run it.

For more help see:

[Installing Code Master](#)

[Unloading Code Master](#)



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Jason Blevins 1995-1996

Unloading Code Master

To unload Code Master, select Add-ins | Add-In Manager and uncheck the box beside Code Master 1.0.

For more help see:

[Installing Code Master](#)

[Running Code Master](#)



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Code Master Library

A Code Master library is a file that contains all the code fragments you added to it. It has a CML extension. The default path for Code Master libraries is in the application's folder.



Code Master 1.0 Help
Jason Blevins 1995-1996

How to contact me

You can contact me at:

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Code Master 1.0 Help
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About

Code Master is a 32-bit add-in for Visual Basic 4.0. It was written by Jason Blevins in late 1995 and early 1996. It keeps your useful code fragments in files and lets you retrieve, edit, preview, copy, move, or delete them when you need to.

This is the unregistered version. It will expire 30 days after the first time you run it. Please register. It is only \$15.00.

Click [here](#) to print the order form.



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Future of Code Master

Recent file list

Better file structure, possibly a MDB database

Bypass the clipboard and interact directly with a Visual Basic code module

Ability to store and retrieve entire modules

Retrieve more than one fragment at a time

Undelete Command

Undo / Redo commands

Any suggestions are welcome. Send them to me [here](#).



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Jason Blevins 1995-1996

Disclaimer

Usage of Code Master is at your own risk. Running it is at your own will, and therefore you are completely responsible for anything that happens after you run Code Master. Anything you do with Code Master is your responsibility. Any damage caused to any person, computer, software, hardware, company, or business by running Code Master is your responsibility, since you have chosen to run it

If you don't understand these terms, or are not sure of something, or are afraid something bad might come of using Code Master don't use it. You are here forewarned.

This listbox shows all the code fragments in the current file.

Click [here](#) to see a list of toolbar buttons.

This is the code to be stored.

The title of the code fragment.

A brief description of the code fragment.

Stores the code fragment.

Quits without saving the code fragment.

This is the text that is currently on the clipboard.



Code Master 1.0 Help
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How to Register

This version of Code Master is shareware. If you use it and like it, you should register. Registration is only \$15.00 (US Funds Only!). Without registered users, Shareware authors wouldn't exist. Programming software is expensive, and there is a lot of time involved. 30 days after you first run Code Master, it will become unusable. If you want to continue using it, you must register.

Click [here](#) to print the order form.

Code Master 1.0 Order Form

First Name _____

Last Name _____

Address _____

City _____ State _____ Zip Code _____

Email address _____

Where did you get Code Master ? _____

Please send me _____ copies of Code Master for \$15.00 each.

How do you want Code Master delivered?

☐ Mail - add \$5.00 for Shipping

☐ Email - ☐ Mime or ☐ BinHex

Total = \$ _____

Please send check or money order only. Only US funds are accepted.

Make check payable to: Jason Blevins

Send this form to:

Jason Blevins

6321 Hwy. 16 North

Crumpler, NC 28617-9569

