

```
# Select the operating system in which the executable is to run--Windows or DOS.  
#
```

# This is the currently selected printer.

#

# Use the Print Range buttons to indicate whether you want to print the entire script or a range of pages.

#

# Use the From and To boxes to enter the beginning and ending pages if you selected Pages as the Print Range.

#

# Select the desired print quality. The available choices depend on the type of printer currently selected.

#

# Enter the number of copies you want to print.

#

# If you are printing more than one copy, check this box on to collate the copies.

#

# Choose the Setup button to change the current printer or modify printing options.

#



# Select the default printer or another installed printer. The list box displays all installed printers.

#

# Select the paper orientation--portrait or landscape.

#

# Select the paper size. The choices depend upon the type of printer.

#

# Select the source of the paper being fed into the printer. The choices depend upon the type of printer.

#

# Choose the Options button to change printer-specific settings.

#

# Enter the string of text to search for.

#

# Check the Match Case box on to differentiate between upper- and lowercase letters in the search.

#

# Indicate whether to search up (toward the beginning of the file) or down (toward the end of the file).

#



# Choose the Find Next button to search for the next occurrence of the string.

#

# Enter the replacement text.

#

# Choose the Replace button to substitute the replacement text for the highlighted text string.

#

# Choose the Replace All button to replace all occurrences of the string, beginning at the insertion point.

#

xx

# Enter the command-line arguments to be passed to the script's `main` subroutine.

#

# Check this box on to include descriptive comments in the code generated by the Recorder.

#

# Check this box on to consolidate multiple events into one High-Level Statement where possible. (For example, selecting a menu is recorded as a menu command rather than a series of mouse commands.)

#

# Check this box on to capture events resulting from keyboard activity.

#



# Check this box on to capture events resulting from mouse activity.

#

# If you are going to capture mouse activity, click one of the Relative... buttons to indicate whether the coordinate system is relative to the window or screen.

#

# Specify the key combination to stop the Recorder. Click on Ctrl or Alt then select the key from the Key box.

#

# Opens a window to create a new script.

Related Topic:

{bml j\_bullet.bmp}Creating a New Script

#

# Opens an existing file.

Related Topic:

{bml j\_bullet.bmp}Opening an Existing File

#

# Saves the current script.

Related Topics:

[{bml j\\_bullet.bmp}Saving a New Script](#)

[{bml j\\_bullet.bmp}Saving an Existing File](#)

[{bml j\\_bullet.bmp}Saving an Existing File Under a New Name](#)

#

xxx

# Saves the current script as an executable file.

Related Topic:

{bml j\_bullet.bmp}Making an Executable from the Current Script

#

# Removes the selected text from the current script and stores it in the clipboard.

Related Topic:

{bml j\_bullet.bmp}Editing Text

#



# Copies the selected text from the current script to the clipboard.

Related Topic:

{bml j\_bullet.bmp}Editing Text

#

# Pastes the contents of the clipboard at the insertion point.

Related Topic:

{bml j\_bullet.bmp}Editing Text

#

# Starts the current script.

Related Topic:

{bml j\_bullet.bmp}Running a Script

#

# Stops the script that is currently running.

Related Topic:

{bml j\_bullet.bmp}Running a Script

#

# Starts the **DCL Debugger**.

Related Topic:

{bml j\_bullet.bmp}Using the Debugger

#

# Starts the **DCL Dialog Editor**.

Related Topic:

{bml j\_bullet.bmp}Using the Dialog Editor

#

# Begins capturing Windows events to be translated into **DCL** statements and inserted in a script.

Related Topic:

{bml j\_bullet.bmp}Recording a Macro

#

# Checks the current script for syntax errors.

Related Topic:

{bml j\_bullet.bmp}Checking the Syntax

#



# Prints all or part of the current script.

Related Topic:

{bml j\_bullet.bmp}Printing a Script

#

# Displays the Table of Contents for **DCL** Help.

Related Topic:

{bml j\_bullet.bmp}Getting Help

#

# Displays the context-sensitive help cursor. Then choose a menu command or Toolbar button for help specific to the command or button.

Related Topic:

{bml j\_bullet.bmp}Getting Help

#

# Pause recording.

#

# End recording.

#

# Record.

#

# Starts the script.

Related Topic:

{bml j\_bullet.bmp}Running a Script

#

# Pauses the running script.

Related Topic:

{bml j\_bullet.bmp}Running a Script

#



# Stops the running script.

Related Topic:

{bml j\_bullet.bmp}Running a Script

#

# Sets or removes a breakpoint at the current line.

Related Topic:

[{bml j\\_bullet.bmp}Setting Breakpoints](#)

#

# Adds a watch variable.

Related Topic:

[{bml j\\_bullet.bmp}Using Watch Variables](#)

#

# Executes the current line of the script and moves the instruction pointer to the next line to be executed.

Related Topic:

{bml j\_bullet.bmp}Tracing Through a Script

#

# Executes the current line of the script and moves the instruction pointer to the next line to be executed.

Related Topic:

{bml j\_bullet.bmp}Tracing Through a Script

#

# Enter the name of a variable to watch or select the variable from the list.

#hs\_target\_os  
#hs\_printer\_pr  
#hs\_print\_range  
#hs\_from\_to  
#hs\_print\_quality  
#hs\_copies  
#hs\_collate\_copies  
#hs\_setup\_pr  
#hs\_printer\_pr\_set  
#hs\_orientation  
#hs\_paper\_size  
#hs\_paper\_source  
#hs\_options\_pr\_set  
#hs\_find\_what  
#hs\_match\_case  
#hs\_direction  
#hs\_find\_next  
#hs\_replace\_with  
#hs\_replace  
#hs\_replace\_all  
#hs\_arguments  
#hs\_include\_comments  
#hs\_high\_level\_stmts  
#hs\_keyboard  
#hs\_mouse  
#hs\_relative\_to  
#hs\_stop\_recording\_on  
#hs\_new  
#hs\_open  
#hs\_save  
#hs\_make\_exe  
#hs\_cut  
#hs\_copy  
#hs\_paste  
#hs\_start\_script  
#hs\_end\_script  
#hs\_debugger  
#hs\_dialog\_editor  
#hs\_recorder  
#hs\_syntax\_check  
#hs\_print  
#hs\_help\_contents  
#hs\_cs\_help  
#hs\_pause  
#hs\_end  
#hs\_record  
#g\_hs\_start  
#g\_hs\_pause  
#g\_hs\_stop

```
# g_hs_breakpoint  
# g_hs_add_watch  
# g_hs_single_step  
# g_hs_proc_step  
# g_hs_variable_name
```