

Shell

SmartMaster Shell

Inputs

Results

Variables

%Version1_C	2			: version counter
%Width	#NAME?			; Monitor width in pixels
%Custom_Size	#NAME?			; Custom size based on look
%CurrentSize	87			; current size
		Width	CustomSize	: Screen size lookup table
%Scrn_Size_		640	85	
		800	95	
		1024	125	
		1152	140	
		1280	155	
#NAME?				
%Pop_Looku? 1		A:E6		
	? 2	A:G6		
%Lookup_CeA:E6				
%Current_Po? 1				

WorkArea

up into table

Bold items are referenced to duplicate strings

Amortization Sheet Strings

RangeNames Strings

A_1	SmartMaster Shell
A_2	
A_3	Results
A_4	Inputs

Button Strings

RangeNames Strings

%B_1	New Version
------	-------------

Sheet names must be in order

Sheet Strings

RangeNames Strings

%S_1	Shell
%S_2	WorkArea
%S_3	Strings
%S_4	Scripts

Function Strings

RangeNames Strings

%F_1	screen-width
------	--------------

Range Strings

RangeNames Strings

%R_1	%Current_Pop
%R_2	Shell
%R_3	%Width
%R_4	%Custom_Size
%R_5	%CurrentSize
%R_6	%Scrn_Size_Table
%R_7	%Version1_Count
%R_8	%Lookup_Cell
%R_10	%Amort_range
%R_11	Blank
%R_12	Shell 1
%R_13	Original
%R_15	%Pop_Lookup

FileInfo Strings

RangeNames Strings

%D_1	SmartMasters
%D_2	Create your own SmartMaster
%D_3	Use this shell to create your own Smartmaster templates.

Strings

Pop-up Strings

RangeNames Strings

%P_1 To create a help popup, double click in this text block and enter your text. Drag this and
%P_2 When the popups are ready, open the IDE, select Object ? 1. Remove the + to uncomm

Strings

Place the corresponding help icon to wherever you want to provide help. (Continued in next popup.)
Repeat the subroutine. Repeat for Object 2, Text 1, and Text 2. Lock the textblocks and bubble help icons.

Strings

cons. Your help topics are now ready.