

# PROGRESS.DLL

## DLL LOAD “PROGRESS”

**DLL GET “VOID PROGRESS:Progbar” [AS *alias*]**

**DLL GET “VOID PROGRESS:CloseBar” [AS *alias*]**

**DLL GET “VOID PROGRESS:Settext” [AS *alias*]**

**DLL GET “VOID PROGRESS:Setfocus” [AS *alias*]**

**Progbar(*text1*, *text2*, *xpos*, *ypos*, *width*, *height*, *begin*, *end*, *pBasicVar*)**

This function displays the progress bar.

*text1*

Basic Type: String  
C Type: char\*

The title text to be centered at the top of the window.

*text2*

Basic Type: String  
C Type: char\*

The text to be left aligned above the progress bar.

*xpos*

Basic Type: LONG  
C Type: long

The x coordinate position on the screen for the progress bar's upper left corner.

*ypos*

Basic Type: LONG  
C Type: long

The y coordinate position on the screen for the progress bar's upper left corner.

*width*

Basic Type: LONG  
C Type: long

This is the width of the progress bar.

*height*

Basic Type: LONG  
C Type: long

This is the height of the progress bar.

*begin*

Basic Type: LONG  
C Type: long

The low end of the progress bar range.

*end*

Basic Type: LONG  
C Type: long

The high end of the progress bar range.

*pBasicVar*

Basic Type: LONG (by reference)  
C Type: long\*

## **Closebar()**

This function closes an open progress bar. Do not call this function unless the progress bar is open.

## **Settext(*text1*, *text2*)**

This function allows the text on the dialog box to be changed after the initialization.

*text1*

Basic Type: String  
C Type: char\*

The title text to be centered at the top of the window.

*text2*

Basic Type: String  
C Type: char\*

The text to be left aligned above the progress bar.

**Setfocus()**

This function brings the dialog box to the top and makes it active.