

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.