

1 on 1 = 3!!

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\*\*\*\*\* X HELP

X HELP

X HELP

1. INTRODUCTION

X HELP

X HELP

X HELP

Welcome to 1 on 1 = 3!!'s help documentation. This documentation is meant to help you in the use of 1 on 1 = 3!! menu system. It is not meant as a manual for the dBASE language.

X HELP

X HELP

We have tried not to use computer jargon as much as possible but on the other hand have tried to use the language of dBASE. We are hoping that by reading descriptions in these terms and the results of the execution of the menu choices you make, you will become more familiar with the dBASE type environment.

X HELP

X HELP

We have tried to make a menu system, to make it easy to take advantage of the power of a dBASE environment knowing anything about dBASE. That is one of the goals of 1 on 1 = 3!!. On the other hand realize that if you can not get beyond the menu system and learn to use the dBASE language, you can multiply the power of 1 on 1 = 3!! ten fold.

X HELP

Please write with any criticism you have of this part of our system both as a manual for its use and as an on-line help system. We have found that because it has to serve two purposes

X HELP

had to repeat the same idea in many places. Is this a prob X HELP  
using this as a manual? X HELP

Good luck!! Let us know how you make out. We're here X HELP  
you and can do a better job if you help us. X HELP

\*\*\*\*\* X HELP

2. CONVENTIONS USED IN DOCUMENTATION X HELP  
----- X HELP

Special characters on the keyboard will be described wX HELP  
{ }. When you see these symbols it means you type the ctX HELP  
described between the { }. An example of this is {Enter} forX HELP  
Enter key. Sometimes you will need to press two keys at o X HELP  
example is {Ctrl Y}. What this means is you hold down the X HELP  
key just as you would the shift key when you are capitalizX HELP  
Then you press the 'Y'. Another example where you have tvX HELP  
keys is {Ctrl {End}}. In this case you would again hold dowX HELP  
{Ctrl} first, and while still holding it down press the {End} keyX HELP

In a number of places you will see '(see XXXXXX)', X HELP  
'XXXXXXX' is a description like FILE SELECTION. This meX HELP  
want more information about the current command or opticX HELP  
the help menu and choose this item. X HELP

In many places when specifying a menu item to choose X HELP  
used the term 'command'. The reason we have done this isX HELP  
many cases your choice of a menu item results in the corre X HELP  
command being executed. In those places just substitute t X HELP  
'menu item' for the word 'command' if it makes it easier X HELP  
understand. X HELP

\*\*\*\*\* X HELP

3. H E L P X HELP  
----- X HELP

You are provided help in a number of different ways. X HELP

\*\*\*\*\* X HELP

3.1. TUTORIAL X HELP  
----- X HELP

There is a file called 3!!\_TUT.DOC. This contains a tutoX HELP

on how to use the system. You just need to follow it keystroX HELP  
keystroke to get a good understanding on how to use 1 on 1X HELP  
X HELP

\*\*\*\*\* DOCUMENTAT  
DOCUMENTAT  
DOCUMENTAT  
3.2. DOCUMENTATION DOCUMENTAT  
----- DOCUMENTAT  
DOCUMENTAT

One of the choices in the Opening Menu of 1 on 1 = 3DOCUMENTAT  
documentation. This will allow you to print out this whole DOCUMENTAT  
file in an organized manner. 'Index' will print out the index f DOCUMENTAT  
this file. 'Help' will print out this document breaking it up intoDOCUMENTAT  
pages. DOCUMENTAT  
DOCUMENTAT

If you do not have a printer, send us a check for \$15.00 DOCUMENTAT  
we will send you a listing of the tutorial and the help DOCUMENTAT  
documentation. DOCUMENTAT  
DOCUMENTAT

\*\*\*\*\* NAME  
NAME  
NAME  
3.3. STARTING OUT IN THE MENU MODE NAME  
----- NAME  
NAME  
NAME

Welcome! A few suggestions to help you get started. Th NAME  
key is your HELP key. Pressing the {F1} key will get you NAME  
from anywhere in the menu mode. You can use {Page NAME  
{Page Up} to see more information. Hitting the {ESC} key v NAME  
the Help Browse Mode will give you a menu of other items NAME  
get help on. I suggest you go there and look around. Us NAME  
{F3} key to change the information shown on the bottom NAME  
screen. Hit enter from here to get started. Good luck! NAME  
NAME

If you get somewhere in 1 on 1 = 3!! and you don't know NAME  
get out, try hitting the {ESC} key. This will in most cases b NAME  
you out from where you are to a menu item. NAME  
NAME

\*\*\*\*\* X HELP  
X HELP  
X HELP  
3.4. ON-LINE HELP X HELP  
----- X HELP  
X HELP

You may also get help at any time by pressing the {F1} X HELP  
The {F1} key is your key to HELP. X HELP  
X HELP

When you press the {F1} key you go into the Help Brow X HELP  
What appears on the screen will depend on where you calleX HELP

from. Our full screen help makes use of the BROWSE mode. X HELP  
 the information to you. This means you can browse through X HELP  
 file to get more information just like you can browse through X HELP  
 of your own databases. You may use the {PgUP} and {PgDn} X HELP  
 move up or down one page at a time. You may use the {Up} X HELP  
 the {Down Arrow} to scroll one line at a time up or down. X HELP

You leave the Help Browse Mode by pressing the {ESC} X HELP  
 When you do this you will be given a list of help topics you X HELP  
 choose from. X HELP

APPENDIX	AVERAGING RECORDS	X HELP
BROWSE	CHANGING COLORS	CHOICES X HELP
CHOOSING MENU ITEMS	COMMAND LIST	X HELP
CONDITIONS	CONVENTIONS USED	CON X HELP
COPYING RECORDS	COUNTING RECORDS	X HELP
DISPLAYING RECORDS	DOCUMENTATION	ED X HELP
EDITING INPUT	EXPRESSION LIST	EXPRES X HELP
EXTRA	FIELD LIST	FIELD SELECTION X HELP
FILE SELECTION	FILTERS	FILES X HELP
FUNCTION LIST	HELP	WINDOWS X HELP
INDEX EXPRESSION	INDEX FILE LIST	INFOR X HELP
LISTING RECORDS	MACROS	MASKS X HELP
MEMORY VARIABLE	MEMORY VARIABLE LIST	M X HELP
MOVING AROUND MENU	NUMERIC EXPRESSION	X HELP
ON-LINE HELP	ONE KEY COMMANDS	OPE X HELP
OUTPUT	PICTURE	POSITION CHA X HELP
POSITION CHANGE KEYS	PROGRAMMING LIMITATIONS	X HELP
RECORD WINDOW	RELATIONSHIPS	REPO X HELP
SCOPE	SET COMMANDS	SORTING X HELP
SPECIAL KEY WINDOW	STARTING IN MENU	X HELP
TOP OF PAGE	TUTORIAL	UPDATE X HELP
		X HELP

If you want to see information on one of these topics move X HELP  
 light bar so it is highlighting the topic you want and press t X HELP  
 {Enter} key. You will be placed back in the Help Browse Mc X HELP  
 the new information on the screen. X HELP

You can move the light bar in the following ways: X HELP

1. {Home} will move you to the first help topic. X HELP
2. {End} will move you to the last help topic. X HELP
3. Pressing a letter will move you to the next help topic X HELP  
 that starts with that letter. X HELP
4. {Up Arrow}, {Down Arrow}, {Right Arrow}, and {Left A X HELP  
 will move you in the corresponding direction. X HELP

If, when you are presented with the list of help topics, you do not want any more help at this time, just press the {ESC} key. You will be returned to the same position in the program where requested help.

X HELP  
X HELP  
X HELP

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X HELP  
X HELP  
X HELP

### 3.5. ON LINE HELP SCREENS

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X HELP  
X HELP  
X HELP

While you are in the Menu Mode you have your choice of different windows on the bottom of your screen that give useful information. You may easily switch between these by pressing the {F3} key.

X HELP  
X HELP  
X HELP

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X HELP  
X HELP  
X HELP

#### 3.5.1. HELP WINDOWS

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X HELP  
X HELP  
X HELP

When you first go into the Menu Mode you will notice at the bottom of the screen a window that contains information with suggestions on how to get started. As you move through different menu items, the information in this Help Window changes based on which menu item is highlighted. If you press the {F1} key you will go into the Help Browse Mode. You will see the same information that you saw in the Help Window plus an explanation if there is one.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP

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X HELP  
X HELP  
X HELP

#### 3.5.2. INFORMATION WINDOWS

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X HELP  
X HELP  
X HELP

When you are in the Menu Mode and the Help Window is on the screen, pressing the {F3} key will remove the Help Window and in its place one of the following Information Windows.

X HELP  
X HELP  
X HELP

-----

|Database: STU.DBF Current Record: 29 Screen Output  
|Relation: Number Records: 29 Printer Output OFX  
|Picture: Last Updated On: 09/09/87 File Output OFX  
|Report: Record Size is: 178 | X  
|Label: | X  
|Filter: stu.FIL SEX='M' | X

X HELP  
X HELP  
X HELP  
X HELP  
X HELP

```

|Index:  STUDENT.IDX | X HELP
-----| X HELP
| X HELP
| X HELP
| X HELP
| X HELP
| X HELP
| X HELP
|Which records = NEXT 15 | X HELP
| X HELP
|Field list = ID, FN, MI, LN,, STATE, PHONE | X HELP
| X HELP
|Selection rules = STATE='CT' | X HELP
| X HELP
|DO WHILE rules = SEX='F' | X HELP
-----| X HELP

```

Which one you get will depend on what part of the menu in.

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### 3.5.3. RECORD WINDOW

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Pressing {F3} again will give you the Record Window. contain the current record number and the data from the c record.

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### 3.5.4. SPECIAL KEY WINDOW

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Pressing {F3} again gives you the Special Key Window window contains information on the special keys you can use around the menu, choose menu items, and execute special commands (see ONE KEY COMMANDS).

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## 4. MOVING AROUND THE MENUS

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5. CHOOSING MENU ITEMS  
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X HELP  
X HELP  
X HELP  
X HELP

When you start out in 1 on 1 = 3!!, you are presented with an opening menu. The first item in the menu is highlighted. You can pick a menu item from the opening menu in one of two ways. You can use the {Down Arrow} and the {Up Arrow} to move the light bar to the item you want and then press the {Enter} key to select it. A second method is to press the first letter of the menu item description that you want. For example pressing the letter 'E' will place you in the Execute DOS Mode.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

When you first go into the Menu Mode, the first item on the top row will be highlighted. This is a level 1 menu. You can choose an item in this menu by moving the light bar with the {Right Arrow} and the {Left Arrow} and then pressing {Enter} at your choice. You can also press the first letter of the item you want. When you do this the corresponding menu will pull down and the light bar will be placed on the first item of the pull down menu.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

These are level 2 menus. All level 2 menus have their items numbered. You can choose one of these by moving with the {Down Arrow} and the {Up Arrow} and hitting {Enter} on your choice. You can also press the corresponding number of the menu item you want.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

While in the level 2 menu, you may move to another level 2 menu by using the {Right Arrow} and {Left Arrow} or press the first letter of the corresponding level 1 menu. For example, if you are in the 'Name' pull down menu and type the letter 'U', you will go to the 'Name' menu and go to the 'Update' menu.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

When you select a level 2 menu item you may get a level 3 menu, and from there you may get a level 4 menu. Level 3 and level 4 menus work the same way. They are numbered like the level 2 menus. You make your selections just like you do with level 2 menus. You can use the {Down Arrow} and {Up Arrow} to move the light bar to the item you want and then press the {Enter} key or you can press the corresponding number of the menu item you want. {Esc}, {F3}, {Right Arrow} and {Left Arrow} will all move you back to the previous menu without executing the command or option under the light bar.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

All this sounds a lot more complicated than it is. Once you try it out you will find it very easy. You can use the {F3} key to get the Special Key Window on your screen any time you are in a menu item. This will give you all the different keys you can use from where you are and what they do (see SPECIAL KEY WINDOW).

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

6. OPENING MENU

X HELP

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X HELP  
X HELP

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Menu mode  
Menu mode  
Menu mode  
Menu mode  
Menu mode  
Menu mode

6.1. MENU MODE

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The Menu Mode is an easy to use method of managing Menu mode  
All work is done by choosing from menus what you want Menu mode  
specifying from lists the files and fields you need. You a Menu mode  
helped in its use by a tutorial in the file 3!!\_tut.doc, a listing Menu mode  
of the help file, an on screen help window, and further help a Menu mode  
touch of the {F1} key. Menu mode

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Command mo  
Command mo  
Command mo  
Command mo  
Command mo

6.2. COMMAND MODE

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Using this mode requires you to type in your command Command mo  
requires an understanding of dBASE III commands and fun Command mo  
COMMAND LIST and FUNCTION LIST). Command mo

Command Mode puts you where you can execute com Command mo  
your dBASE programs. You execute your programs by Command mo  
<program name>. The computer will first look for a file with Command mo  
extension '.FOX'. This is a program that has been compilec Command mo  
FoxBASE+ compiler. If this file is not found a file with th Command mo  
extension '.III' is looked for. This is a tokenized copy of you Command mo  
program that 1 on 1 = 3!! creates so that it can load and run Command mo  
program faster. If it does not find this file it will look for a Command mo  
file with the extension '.PRG'. If it does not find that file it Command mo  
will give you an error message. Command mo

If 1 on 1 = 3!! does find the '.PRG' file, it will read it in Command mo  
and create a '.III' file. It will then start executing your Command mo  
program. If you make a change in one of your programs y Command mo  
delete the corresponding '.III' file. If you don't it will seem Command mo  
like the computer didn't take the changes you made to your Command mo

You can return to the opening menu from the Comman Command mo  
entering the QUIT or the RETURN commands. Command mo

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Administra  
Administra  
Administra



6.3. ADMINISTRATION  
-----

Administra  
Administra  
Administra  
Administra  
Administra  
Administra

This mode allows you to tell the computer if you have a color or monochrome monitor. It will also allow you to define what users can update databases or not.

First you will be asked to enter M for monochrome or C for color. Put in the appropriate letter. Then you will be asked to enter R for read only and U for update. If you put in 'R' users will be restricted from using any menu items that allow updating databases. Users will not be allowed to use the Command program you put in 'U' then users will have unrestricted use of the program.

\*\*\*\*\*

X DOS  
X DOS  
X DOS  
X DOS  
X DOS  
X DOS

6.4. X DOS  
-----

This will allow you to execute DOS commands. If you execute DOS commands this is a good place to do it. Once you enter the Menu Mode the program takes a lot more memory and you have trouble executing DOS commands.

Your commands will be stored. Pressing the {Up Arrow} will get you back previous commands. You may edit them and try again.

\*\*\*\*\*

Documentat  
Documentat  
Documentat  
Documentat  
Documentat  
Documentat

6.5. DOCUMENTATION  
-----

You may print out a listing of this help documentation and help index from this menu choice.

Choosing 'Index' at that point will let you print out the help index for the help file. You will be asked how much you want to indent the listing from the left hand margin. Choosing 'Help' will allow you to specify which pages you want printed from the help file as well as how much you want the listing indented. We recommend that you print a couple of pages using different indentations to see what works best on your printer. If you print all the pages put in a starting page number of 1 and an end number of 999. There should be between 70 to 80 pages.

Documentat

```
***** Quit
Quit
Quit
          QUIT
          -----
Quit
          Leave 1 on 1 = 3!! and return to DOS.
Quit
***** X HELP
X HELP
X HELP
7.          DATABASES
          -----
X HELP
          1 on 1 = 3!! uses the term database as it has come to b
in dBASE III. A database is a file that contains related da
This data is organized into records. Each record has de
fields and all records have the same field definition.
X HELP
***** C DATABASE
C DATABASE
          7.1.          CREATE A DATABASE FILE
          -----
C DATABASE
CREATE <database file name>
C DATABASE
          This command will allow you to create a new database.
will be asked for the name of your new database (see
SELECTION). After entering your file name you will be giv
input screen with four columns to fill in for each field in you
new database. These columns will be field name, type o
width of the field, and number of characters after the dec
place if you are entering a numeric field. When you have e
all the fields you want type {Ctrl {End}} to finish.
C DATABASE
          The field name can be 1 to 10 characters and must star
a letter A - Z. The rest of the name can be made up of lett
numbers and the underline character '_'.
C DATABASE
          The types of data can be:
C DATABASE
1. Character. It can be from 1 to 254 characters lon
and hold any character.
C DATABASE
2. Numeric This field will only hold numeric data.
It can be up to 19 characters. It can be
an integer in which case you would put in
0 for the number of decimals after the
```

decimal place. It can be a decimal number in which case you would enter the number of decimal places you want it to hold. The number of decimal places must be at least 2 less than the width of the field.

3. Date This will store you dates in the form mm/dd/yy. You will be able to do date arithmetic on these date such as subtracting them to get the number of days between two dates. This will take up 8 characters.

4. Logical This will hold 1 character and will contain only true or false. The default will be false.

5. Memo This is a special type of field. It allows you to use the editor to put up to 64,000 characters into the field. In the main database this field takes up only 10 characters. The rest of the data is stored in a separate database.

See EDITING INPUT for an explanation of the keys you to input your database description.

When you do a {Ctrl {End}} to save your description the will ask you to type {Enter} if you are sure you are finished. will then give you a chance to enter data if you want.

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7.2. MODIFY A DATABASE FILE

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USE <database file name>  
MODIFY STRUCTURE

This command will allow you to make modifications to structure of the current database. You may add new fields, fields, change the type and size of old fields or change the of fields. You use the same rules for modifying a database did for creating it (see DATABASES).

If you change both the name and size of a field you will any data in that field. If you need to change both the the size do it in two steps. First change the name and sav

work. Then use this command again and go in and change M DATABASE  
M DATABASE

When you modify a database the system renames your M DATABASE  
file to file name '.BAK'. When you finish modifying the struc M DATABASE  
press the {Ctrl {End}} key to finish. The system creates th M DATABASE  
structure and then appends the back up database. Where M DATABASE  
saves your data. M DATABASE

If you decide you do not want to implement the changes M DATABASE  
made press the {Esc} key. You will be asked if you really w M DATABASE  
abandon your changes. M DATABASE

\*\*\*\*\* N DATABASE

7.3. NAME A DATABASE

-----

USE [<database file name>] [INDEX <index file list>] N DATABASE  
[ALIAS <alias name>] N DATABASE  
N DATABASE

This command selects the database you want to work N DATABASE  
well as any associated index files. This is the key comman N DATABASE  
affects most of the other commands. In fact, until you spec N DATABASE  
database you cannot execute most of the other commands N DATABASE  
be asked to provide a database name (see FILE SELECTION DATABASE  
do not put in a database, the current database will be clos N DATABASE  
all options associated with it will be cleared. N DATABASE

After you choose a database you will be given the same i N DATABASE  
choice of index files (see FILE SELECTION). If you do nc N DATABASE  
this database to be indexed, just hit {Enter} key on the bl N DATABASE  
line. If you do want an index, choose it by the same met N DATABASE  
above for choosing a database N DATABASE

If you do choose an index file you will be prompted fr N DATABASE  
another index file. The reason for this is a database can N DATABASE  
indexed in more the one way. If this is the case, and you N DATABASE  
updating, then you will want to assign all active indexes. TN DATABASE  
will keep them all current with any changes you make. If y N DATABASE  
to change the order that you access the file when you have i N DATABASE  
indexes see ORDER under ARRANGE. N DATABASE

The system will keep on asking you for another index N DATABASE  
until you enter a blank line or seven index files. If you put i N DATABASE  
more then one index file, the records will be ordered by the N DATABASE  
index file. N DATABASE

If you have multiple indexes but are not updating, it is m N DATABASE

efficient to just choose the one you want it ordered by. If  
want a different order latter you can use the INDEX comm  
NAME to change the index.

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8. INDEXES  
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An index file is a file that specifies what order the databa  
will be accessed. It is also a means of quickly looking u  
record in the database based on the index key.

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8.1. CREATE AN INDEX  
-----

INDEX ON <index expression> TO <index file name> [UNIQA  
A INDEX

This command is used to create a new index file. You m  
an active database to use this command. You will be aske  
name of the file to keep the index in (see FILE SELECTION  
will then be asked to enter the index expression (see E  
and FIELD SELECTION). When you have the expression  
the {Enter} key. The computer will then create the index f  
That index will become the only index the database is ind  
even if you had declared other indexes before.

If you change your mind about creating this index befor  
hit the {Enter} key, just press the {Esc}.

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8.2. NAME A INDEX FILE  
-----

SET INDEX TO [<index file list>]

This command selects the index files that are to go along  
your database. You must have an active database to u  
command. If your database is already indexed the new ind  
will replace them. If you do not put in an index the databas  
become unindexed. The first index file in the list will determ  
the order the records are accessed. You may put in up to 7

for one database.

N INDEX

N INDEX

After you select this item you will be asked to enter a N INDEX index file name (see FILE SELECTION). If you do choose N INDEX file you will be prompted for another index file. The reason N INDEX this is a database can be indexed in more the one way. If tlN INDEX the case, and you are updating, then you will want to assicN INDEX active indexes. This will keep them all current with any ch N INDEX you make. If you want to change the order that you access N INDEX when you have multiple indexes see ORDER under ORGANN INDEX

N INDEX

The system will keep on asking you for another index N INDEX until you enter a blank line or seven index files.

N INDEX

N INDEX

If you have multiple indexes but are not updating, it is m N INDEX efficient to just choose the one you want it ordered by. If N INDEX want a different order latter you can use this command to N INDEX the index at that time.

N INDEX

N INDEX

\*\*\*\*\* A REINDEX

A REINDEX

A REINDEX

8.3. REINDEX

-----

A REINDEX

A REINDEX

A REINDEX

REINDEX

A REINDEX

A REINDEX

This command will recreate all the currently active indeA REINDEX for your database. You must have an active database as wrA REINDEX least one active index to use this command. Use this co A REINDEX you have added records to the database without having ;A REINDEX indexes active. It is also a good command to use when it s A REINDEX are not finding all the records you think you should be findiA REINDEX It could mean that you inadvertently did not have the index A REINDEX when you updated the database or that some how the indeA REINDEX corrupted.

A REINDEX

A REINDEX

\*\*\*\*\* A ORDER

A ORDER

A ORDER

8.4. ORDER

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A ORDER

A ORDER

A ORDER

SET ORDER TO <numeric expression>

A ORDER

A ORDER

This command is used to specify which of your active i A ORDER will be the primary one. You must have an active database A ORDER as an active index to use this command. The primary index A ORDER the order the database is accessed and is also the one usecA ORDER

ups. When you originally put in the index names, the first o A ORDER  
put in became the primary index. The order command is eA ORDER  
changing which index is the primary index without reenteri A ORDER  
index names. You will be asked to enter the number of th A ORDER  
you want to be primary. The first index is number 1, the secA ORDER  
and so on. If you want to access the database without it A ORDER  
indexed then select an order of 0. A ORDER

\*\*\*\*\* X HELP  
X HELP  
X HELP  
9. RELATIONSHIPS X HELP  
----- X HELP  
X HELP

Relationships are connections or links between datab X HELP  
Relationships are made up of a master database, a key expi X HELP  
related database and the related databases index file. T X HELP  
expression is an expression that is made up from the fields X HELP  
master database. It is used to look up via the related datab X HELP  
index file, the record in the related database that is related X HELP  
the current record in the master database. X HELP

An example would be using the employee number fielc X HELP  
payroll history file to look up that employee in the main emp X HELP  
file. Another example would be to use the 2 character s X HELP  
abbreviation in a name and address file to look up the full s X HELP  
name in a file that contains abbreviations and state names f X HELP  
the states. X HELP

Using 1 on 1 = 3!! you can specify what relations existi X HELP  
between different files. Once you do this, as the record c X HELP  
in the master database, the system will automatically find X HELP  
corresponding record in any related databases. X HELP

1 on 1 = 3!! allows up to five relations to be set up in the X HELP  
Menu Mode. Different than dBASE III PLUS you may hav X HELP  
one relationship from the same databases. This means y X HELP  
have a name and address file related to a state file and at X HELP  
same time have it related to another file such as a company X HELP

Also different then dBASE III PLUS the copy and the X HELP  
command can specify that fields from the related databas X HELP  
the new database. X HELP

In the Edit Mode you may specify fields from different rel X HELP  
files and update them all at the same time. X HELP

\*\*\*\*\* C RELATION  
C RELATION

9.1. CREATE A RELATIONSHIP

-----

SET RELATIONSHIP TO [<expression> INTO <alias>] [Add C RELATION C RELATION C RELATION C RELATION C RELATION

This command will allow you to set up a new relation C RELATION between different databases (see RELATIONSHIPS). You C RELATION active database to use this command. You will be asked C RELATION name of the file to save the relationship (see FILE SELE C RELATION You will then be asked for the key expression to use in sea C RELATION the related database to find the related record (see EX C RELATION and FIELD SELECTION). Normally this would just be a sir C RELATION name but it could be a complex expression. You will then C RELATION for the name of the related database file (see FILE SELE C RELATION This is the file you are trying to link or relate the main datab C RELATION to. Last you will be asked to enter the related index file n C RELATION (see FILE SELECTION). This is the index file that will be us C RELATION look up the related record in the related database. C RELATION C RELATION

You will then be presented with a screen like the one bel C RELATION

KEY FIELD	RELATED DATABASE FILE	R
1 - STUD_ID	STUDENT.DBF	STUDENT
2 -		
3 -		
4 -		
5 -		

Enter number to change, 0 to save, 2 to add a relation C RELATION 0 C RELATION

At this point if this is the only relationship you want type C RELATION in a zero. If you want to enter another relationship enter a C RELATION You will again be prompted for the key expression, rel C RELATION database and related index. Now when you come back to C RELATION as above you will have two relationships shown. If you w:C RELATION change one of the relationships just enter it's corresponc C RELATION number. You will be prompted for new information for the C RELATION items. If you want to remove a relationship, change its key C RELATION to a blank line. That relationship will be removed and C RELATION relationships after it will be moved up on the screen. C RELATION C RELATION

When you have the relationships you want, enter a zero C RELATION



relationships will be saved in the file you have named and will be in effect.

\*\*\*\*\*

9.2. MODIFY A RELATIONSHIP

-----

SET RELATIONSHIP TO [<expression> INTO <alias>] [Add

This command will allow you to modify a relationship (RELATIONSHIPS). You must have an active database in effect when you use this command. You will be asked for the name of the relationship file you want to modify. You will then be presented with a screen as shown under CREATE A RELATIONSHIP. You will be able to delete or add to the relationships as described there.

\*\*\*\*\*

9.3. NAME A RELATIONSHIP

-----

SET RELATIONSHIP TO [<expression> INTO <alias>] [Add

This command will allow you to name a relationship file that you have saved before. You must have an active database to use this command. You will be asked for the name of the relationship file (see FILE SELECTION). Once you name a relationship file, the relationships will be put into effect. If you put in a blank file name then any relationships that had been in effect will be removed.

\*\*\*\*\*

10. FILTERS

-----

A filter file contains rules for choosing which records you want to access when using other commands (see CONDITIONAL). If a filter is in effect it will seem like the current database only contains records that pass the filter test.

\*\*\*\*\*

10.1. CREATE A FILTER

-----  
 STORE <condition> TO <memory variable>  
 SET FILTER TO &<memory variable>  
 SAVE TO <memory file> ALL LIKE <memory variable>

C FILTER  
 C FILTER  
 C FILTER  
 C FILTER  
 C FILTER

This command will allow you to create a new filter file (see FILTERS). You must have an active database in order to use this command. You will be asked for the name of the output file you want the filter kept in (see FILE SELECTION). You will then be given the chance to enter a logical expression that will be used to create the filter (see CONDITIONS). When you finish the filter you entered will become the current active filter.

C FILTER  
 C FILTER  
 C FILTER  
 C FILTER  
 C FILTER  
 C FILTER  
 C FILTER

\*\*\*\*\*

M FILTER

10.2.           MODIFY A FILTER

-----

RESTORE FROM <memory file> ADDITIVE  
 STORE <condition> TO <memory variable>  
 SET FILTER TO &<memory variable>  
 SAVE TO <memory file> ALL LIKE <memory variable>

M FILTER  
 M FILTER  
 M FILTER  
 M FILTER  
 M FILTER  
 M FILTER  
 M FILTER

This command will allow you to modify a filter that you created previously (see FILTERS). You must have an active database to use this command. You will be asked for the name of the filter file (see FILE SELECTION). You will then be presented with a logical expression that was in that file and will get a chance to modify it (see CONDITIONS and FIELD SELECTION). When you finished the filter will be saved in the same file and that filter will become the active filter.

M FILTER  
 M FILTER  
 M FILTER  
 M FILTER  
 M FILTER  
 M FILTER  
 M FILTER

\*\*\*\*\*

N FILTER

10.3.           NAME A FILTER FILE

-----

RESTORE FROM <memory file> ADDITIVE  
 SET FILTER TO &<memory variable>

N FILTER  
 N FILTER  
 N FILTER  
 N FILTER  
 N FILTER  
 N FILTER

This command selects a filter file (see FILTERS). You must have an active database to use this command. You will be asked to enter the filter file name (see FILE SELECTION). If you enter this command but don't enter a file name, any filter in effect will be turned off. If you do choose a filter file then the logical expression in that file will become the current active filter.

N FILTER  
 N FILTER  
 N FILTER  
 N FILTER  
 N FILTER

		N FILTER
*****		C HELP
		C HELP
		C HELP
11.	PICTURES	C HELP
	-----	C HELP
		C HELP
	The picture commands are a way of saving and resto	C HELP
	snapshot of the current environment. Information about	C HELP
	database, indexes and all options are saved.	C HELP
*****		C HELP
		C PICTURE
		C PICTURE
		C PICTURE
11.1.	CREATE A PICTURE	C PICTURE
	-----	C PICTURE
		C PICTURE
	SAVE TO <memory file name> ALL LIKE <mask>	C PICTURE
		C PICTURE
	This command will allow you to save a snapshot of the c	C PICTURE
	environment. You must have an active database to use thi	C PICTURE
	You will be asked the name of the file to keep the picture in	C PICTURE
	FILE SELECTION). It will then save the following curr	C PICTURE
	information: active database, active indexes, primary in	C PICTURE
	relationships, filter file, filter, report control file, label	C PICTURE
	control file, output devices, output file if one is defined. Und	C PICTURE
	choices it will save any list, which records to choose fro	C PICTURE
	selection rules, 'DO WHILE' rules. Under browse it will save	C PICTURE
	list, maximum width to display, fields to lock, to follow or not	C PICTURE
	follow the index, append or no append, modify or no modify.	C PICTURE
		C PICTURE
	It will not save the current information in the databases.	C PICTURE
	will not save the currently active macros.	C PICTURE
*****		C PICTURE
		N PICTURE
		N PICTURE
		N PICTURE
11.2.	NAME A PICTURE	N PICTURE
	-----	N PICTURE
		N PICTURE
	RESTORE FROM <memory file name> ADDITIVE	N PICTURE
		N PICTURE
	This command will allow you to name a previously cr	N PICTURE
	picture file. You will be asked for the name of the picture fi	N PICTURE
	(see FILE SELECTION). This file will be loaded and the en	N PICTURE
	just as it was when the file was saved will be recreated (N PICTURE	N PICTURE
	PICTURE). The data in the databases will not be restor	N PICTURE
	anyway. No macros will be restored. Any macros in men	N PICTURE
	remain there.	N PICTURE

N PICTURE

\*\*\*\*\*

X HELP

X HELP

X HELP

12. MACROS

X HELP

-----

X HELP

X HELP

A macro is a way of assigning more than one keystroke to a single key and playing back those keystrokes at a latter time

X HELP

X HELP

X HELP

After using the Menu Mode of 1 on 1 = 3!! for a while, you will find that you are repeating the same operations over and over. That is a good time to start using macros.

X HELP

X HELP

X HELP

X HELP

I for example, found that when I was updating a database that was indexed, I would continually go back and forth between Edit and Update. Now that's not a lot of keystrokes but I'm lazy and get bored easily. The answer was to create macros.

X HELP

X HELP

X HELP

X HELP

To create a macro, you press the {F2} key any time you are positioned on a menu item. This will not work while you are doing such things as entering file names, entering data, etc. You must be at a menu item.

X HELP

X HELP

X HELP

X HELP

X HELP

You will be asked to enter the name of the character you want to redefine. If the character you pick already has a definition you will be asked if you want to replace it. If you say no, you will be asked for a new key to redefine. If you say yes, the key will lose its old values. If you then enter a {F2} right away the key will take on its normal function.

X HELP

X HELP

X HELP

X HELP

X HELP

X HELP

X HELP

After you put in the key to redefine you will be asked to enter the new keystrokes. Just type them in the exact order you would if you were actually doing it in the menu. One hint: When you start putting in the keystrokes you type the {Esc} about 5 times. This will force the light bar up to the top menu no matter how far down in menus it was. Now you can put in your keystrokes knowing you are always starting from the top menu.

X HELP

X HELP

X HELP

X HELP

X HELP

X HELP

X HELP

X HELP

A word about which characters to choose. As mentioned above you must be at a menu item when you press {F2} to get into Create Macro Mode. The same is true about when you create a macro. You must be at a menu item. Therefore it is a good idea not to redefine keys that you use to get around the menu like the numbers, the first letters of the main category choices, the function keys, etc.

X HELP

X HELP

X HELP

X HELP

X HELP

X HELP

X HELP

You may use the function keys, {F4} through {F10}. You may use {Alt} and {Ctrl} key in combination with other keys but be careful.

X HELP

X HELP

Sheet1

careful with these. Sometimes the value they produce is reX HELP  
letter or a special character. X HELP

Below are a list of keys to avoid redefining: X HELP

The number keys. X HELP

The special function keys like {Esc} and {Right Arrow} X HELP

These {Alt} keys: B, M, N, {F7}, {F9} X HELP

These {Ctrl} keys: C, D E J, L, M, P, R, S X, {F4}, {F6}, {F8} X HELP

When I created my macros for seeking and editing it I X HELP  
like the following. The only difference is you do not type in X HELP  
description of the special characters like {Esc}. You muX HELP  
actually press the {Esc} key. X HELP

----- X HELP  
--- X HELP  
Enter Macro Key, F2 to End {F9} X HELP

Enter Your Macro, F2 to End {Esc}{Esc}{Esc}{Esc}{Esc}P1{FX HELP

----- X HELP  
--- X HELP  
First I select the {F9} key to be redefined. X HELP

After pressing the {Esc} five times I know I now have to be iX HELP  
top menu. Pressing P puts me in the Position pull down X HELP  
Pressing 1 selects Seek from the Position menu. The {F2} X HELP  
macro definition for this key. X HELP

----- X HELP  
--- X HELP  
Enter Macro Key, F2 to End {F10} X HELP

Enter Your Macro, F2 to End {Esc}{Esc}{Esc}{Esc}{Esc}U11.X HELP

----- X HELP  
--- X HELP

I then select the {F10} key to be redefined. X HELP  
 X HELP  
 X HELP  
 Again I press the {Esc} five times to make sure I am in the X HELP  
 menu. I then press the U to get into the Update pull down X HELP  
 Pressing 1 selects Edit from that menu and the pressing 1 X HELP  
 Executes the command. X HELP

----- X HELP  
 --- X HELP

Enter Macro Key, F2 to End {F2} X HELP  
 X HELP

Entering {F2} returns me to the main menu. X HELP  
 X HELP

----- X HELP  
 --- X HELP

Now when I hit the {F9} key I go right to the computer as X HELP  
 me for my look up data for the seek. After putting this in hitt X HELP  
 the {F10} will put me right into the edit mode with the recor X HELP  
 just found. When I am finished in the edit mode and want t X HELP  
 for another record, I have to hit {Esc} to get out of the edit X HELP  
 before I can hit {F9} to go back to seek. Remember you mu X HELP  
 a menu item to invoke a macro. X HELP

If you are using a macro to pick a file name or a list of X HELP  
 variables, you will have to type in the information rather t X HELP  
 using the arrow keys to make your selection. It is reco X HELP  
 that before typing in your selection you type a {Ctrl Y}. Th X HELP  
 will clear anything that might already be on the line. X HELP

Macros properly used can save you a lot of time, effort X HELP  
 boredom. X HELP

\*\*\*\*\* C MACRO  
 C MACRO  
 C MACRO  
 12.1. CREATE A MACRO FILE C MACRO  
 ----- C MACRO  
 C MACRO

This command will save all the currently active macros C MACRO  
 file (see MACROS). You will be asked to enter the name C MACRO  
 output file (see FILE SELECTION). If you do not ente C MACRO  
 extension, '.mac' will be added to your filename. C MACRO

\*\*\*\*\* N MACRO  
 N MACRO

12.2. NAME A MACRO FILE

-----

This command selects a macro file and loads all of the macros from the file into memory so that you can use them then (see FILE SELECTION). If you have any macros in memory you will be asked if you want to keep those macros. You will be asked for the name of the file you want (see FILE SELECTION). If you do not put in a name, you will end up with no macros in memory. If you do put in a file name you will then have access to all the macros that are stored in the file you picked.

N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO  
N MACRO

\*\*\*\*\*

HELP  
HELP  
HELP  
HELP  
HELP

13. REPORTING

-----

Choosing this menu item will present you with another menu that will allow you to control where your output goes for the following commands: LIST, DISPLAY, REPORT, LABEL COUNT, DIRECTORY and STRUCTURE. You will be asked for the output to the screen, printer or a file you specify. You will be able to send the output to any combination of the three places.

R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT  
R OUTPUT

\*\*\*\*\*

D TURN ON  
D TURN ON  
D TURN ON  
D TURN ON  
D TURN ON  
D TURN ON  
D TURN ON  
D TURN ON  
D TURN ON  
D TURN ON

13.1.1. SCREEN ON

-----

SET CONSOLE ON

This command will turn on output to the screen for the DISPLAY, REPORT, LABEL, SUM, AVERAGE, COUNT and STRUCTURE commands. While one of those commands is on screen you may temporarily stop it by pressing {Ctrl S}. To restart printing press any key. You may abandon printing by hitting the {Esc} key. You will be asked if you want to restart your output. If you say yes you will be restarted from the start of the output.

LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON  
LD TURN ON

```
***** D TURN OFF
D TURN OFF
D TURN OFF
13.1.2. SCREEN OFF D TURN OFF
----- D TURN OFF
D TURN OFF
SET CONSOLE OFF D TURN OFF
D TURN OFF
```

This command will turn off output to the screen for the L D TURN OFF  
 DISPLAY, REPORT, LABEL, SUM, AVERAGE, COUNTD TURN OFF  
 STRUCTURE commands. D TURN OFF

```
***** D PRINT ON
D PRINT ON
D PRINT ON
13.1.3. PRINT ON D PRINT ON
----- D PRINT ON
D PRINT ON
SET PRINT ON D PRINT ON
D PRINT ON
```

This command will turn on output to the printer for the LI D PRINT ON  
 DISPLAY, REPORT, LABEL, SUM, AVERAGE, COUNTD PRINT ON  
 STRUCTURE commands. If your printer is not on when youD PRINT ON  
 of those commands you will be notified and given the optD PRINT ON  
 going on or stopping. If you press the {Esc} key while somD PRINT ON  
 is printing the output to the printer will be stopped. YourD PRINT ON  
 printer may keep on printing because many printers have bD PRINT ON  
 accept data from the computer faster then they can print. WD PRINT ON  
 computer stops sending output they continue to print data f D PRINT ON  
 buffer. One way to stop this printing is to turn the print off a D PRINT ON  
 then on again. Your data in the print buffer will be lost and D PRINT ON  
 will have to reset the top of page. After pressing {Esc} you D PRINT ON  
 be asked if you want to restart the output. If you say yes D PRINT ON  
 output will be restarted from the beginning. D PRINT ON

```
***** D PRINT OF
D PRINT OF
D PRINT OF
13.1.4. PRINT OFF D PRINT OF
----- D PRINT OF
D PRINT OF
SET PRINT OFF D PRINT OF
D PRINT OF
```

This command will turn off output to the printer for the LI D PRINT OF  
 DISPLAY, REPORT, LABEL, SUM, AVERAGE, COUNTD PRINT OF  
 STRUCTURE commands. D PRINT OF

```
***** D START FI
D START FI
```





report and save it. You are then able to run the report specifying the control file.

X HELP  
X HELP  
X HELP

\*\*\*\*\*

C REPORT  
C REPORT  
C REPORT

13.3.1. CREATE A REPORT CONTROL FILE

-----

C REPORT  
C REPORT  
C REPORT

CREATE REPORT <report file name>

C REPORT  
C REPORT

This command will allow you to create a new report control file. You must have an active database to use this command. You will be asked for the name of the output file (see FILE SELECT). You will then be given a chance to describe your report. You will be asked for input titles, column expressions, column headings, fields to be printed on, and various other information.

C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT

After you put in the name of your report control file you will go into the Create Report Mode. At the top of the screen will be a help screen explaining the function of the editing keys during Create Report Mode (see EDITING KEYS).

C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT

On the first screen in the Create Report Mode you will be given four lines for your page heading. These will be centered over your report. You may change any of the other characteristics you want to on this page. Just enter your new information. The page numbers and the date are suppressed, and the page heading is only printed on the first page.

C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT

On the second screen you have 'Group on expression' which allows you to create a break in the report and get totals when the expression changes value. An expression can be a simple function like STATE or a more complex item like STATE+CTOD(SUMMARY EXPRESSIONS). The 'Group heading' is the description you will see at the start of each group on your report. 'Summary report only' is asking if you want just the total lines or do you want detail also. 'Sub-group on expression' allows you to break down a sub-group within the primary group. This could be something like CITY within STATE.

C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT

The next screen will be the start of input for column information. The first item is 'Contents'. Here it wants which data you want printed in this column from your databases. You put in a field name or an expression (see EXPRESSIONS). The computer will generate a default field width based on the size of the expression. You may change this size. If the column width is not large enough to print the data in that column the rest of the data will wrap down to the same field location.

C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT  
C REPORT

the next line. If the expression is numeric you will be asked for many decimal places to print. The next item 'Total (Y/N)' asking whether you want to total on this field. In some cases a numeric expression is a code and it would not make sense on it. Next comes column headings. You have four lines for column headings. If the width of your column heading is larger than the width defined for your column, then the width of the field will be increased automatically. If it is a character expression the headings will be left justified over the data. If it is a numeric expression the headings will be right justified over the data.

You may use the editing keys to move around the report. When finished use the {Ctrl {End}} or use the menu to save your data as described under EDITING KEYS.

\*\*\*\*\*

### 13.3.2. MODIFY A REPORT CONTROL FILE

-----

MODIFY REPORT <report file name>

This command will allow you to modify a report control file which was created before. You must have an active database to use this command. You will be asked for the name of the report control file (see FILE SELECTION). You will then be presented with the same input screens as you were when you created the report except that now they will contain the information you put in before. Follow the same instructions as under CREATE REPORT CONTROL FILE to modify your control file (see REPORT).

\*\*\*\*\*

### 13.3.3. PRODUCE A REPORT

-----

REPORT FORM <report file name> [<scope>] [WHILE <condition>] [FOR <condition>] [PLAIN] [HEADING <heading expression>] [TO PRINT] [TO FILE <output file name>] [SUMMARY]

This command will allow you to produce a report based on information you have put in a report control file (see REPORT). You must have an active database to use this command. The report will come out in the order of the primary index. If there is no index it will come out in the order records are in the database.

You will get your choice of what records can be selected, R REPORT rules will be used to select records, and what rules will be R REPORT in determining when to stop selection records to print ( R REPORT CHOICES). The default is that all records will be reported R REPORT there is a filter in effect (see FILTERS). If there is a filter R REPORT only records that pass the filter conditions can be reported R REPORT HOW RECORDS ARE SELECTED). R REPORT

You will then be asked for the name of the report control R REPORT (see FILE SELECTION). The report will then be produceR REPORT screen, printer or to a file depending on what you have speR REPORT with the OUTPUT command (see OUTPUT). R REPORT

\*\*\*\*\* X HELP

13.4. LABELS  
-----

Just like with reporting, 1 on 1 = 3!! gives you an eas X HELP method of setting up a definition for printing labels. You s X HELP this definition in a file and can then use it again and again. X HELP

\*\*\*\*\* C LABEL

13.4.1. CREATE A LABEL CONTROL FILE  
-----

CREATE LABEL <label file name>

This command will allow you to create a new label corC LABEL file. You must have an active database to use this comma C LABEL will be asked for the name of the output file (see FILE SEL C LABEL You will then be given a chance to describe your label. YoC LABEL input the size, location, number across and what is to go oC LABEL labels. C LABEL

After you put in the name of your label control file you wiC LABEL go into the Create Label Mode. At the top of the screen will C LABEL help screen explaining the function of the editing keys durinC LABEL Create Label Mode (see EDITING KEYS). C LABEL

On the second page you will put in the information that \C LABEL appear on the label. On each line you may leave it blank, piC LABEL constant or put in an expression (see EXPRESSIONS). If yC LABEL an expression that evaluates to a blank line when the labeC LABEL run, the rest of the lines will be moved up to fill in the spaceC LABEL This means for example, if you have two lines for the strC LABEL

address and one of them is missing, you will not end up with a blank line in the middle of your label.

Below is an example of how to use functions to get flexible output on your labels.

1. IIF(mi<>' ', TRIM(fn)+' '+mi+' '+ln, TRIM(fn)+' '+ln)
2. addr1
3. addr2
4. TRIM(city)+' '+state+' '+zip
- 5.

On the first line we check if there is a middle initial, if there is one we put it in after removing all the blanks at the of the first name except one. We then put a period and a middle initial, and then the last name. If there is no middle initial we leave one blank after the first name and the last name.

One thing to watch out for is that you are limited to about 36 characters on a line. This means if you use long field name 'first\_name', you may not have room to put in the expression

We have put in two street address lines. We know if or both are blank then the remaining lines will be moved up.

On line 4 we take all the blanks from after the city and add comma and a blank. We then put the state, followed by two and the zip code.

{Ctrl End} will save your file as described under EDIT KEYS.

\*\*\*\*\*

#### 13.4.2. MODIFY A LABEL CONTROL FILE

-----

MODIFY LABEL <label file name>

This command will allow you to modify a label control file which was created before. You must have an active database this command. You will be asked for the name of the label file (see FILE SELECTION). You will then be presented same input screens as you were when you created the label that now they will contain the information you put in before. Follow the same instructions as under CREATE A LABEL to modify your control file (see LABELS).

M LABEL

M LABEL

\*\*\*\*\*

R LABEL

R LABEL

R LABEL

13.4.3. PRODUCE LABELS

-----

R LABEL

R LABEL

R LABEL

LABEL FORM <label file name> [<scope>] [SAMPLE] [WHIL

[FOR <condition>] [TO PRINT] [TO FILE <output file name>

R LABEL

R LABEL

This command will allow you to produce labels based on information you have put in a label control file (see LABEL). You must have an active database to use this command. The labels come out in the order of the primary index. If there is no index it will come out in the order records are in the database.

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

You will get your choice of what records can be selected, and what rules will be used to select records, and what rules will be used in determining when to stop selection records to create labels (see CHOICES). The default is that all records will be printed unless there is a filter in effect (see FILTERS). If there is a filter only records that pass the filter conditions can be used to create labels (see HOW RECORDS ARE SELECTED).

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

You will then be asked for the name of the report control file (see FILE SELECTION). You will be asked if you want to print a sample. If you say yes a sample label made up of X's will be printed. You will then be asked if you want another label. If you say no the labels will be produced on the screen, printer or a file depending on what you have specified with the OUTPUT (see OUTPUT).

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

R LABEL

\*\*\*\*\*

R LIST

R LIST

R LIST

13.5. LIST RECORDS

-----

R LIST

R LIST

R LIST

LIST [OFF] [<scope>] [expression list] [WHILE <condition>]

R LIST

[FOR <condition>] [TO PRINT]

R LIST

R LIST

This command allows you to get a listing of the information in your databases. You must have an active database to use this command. A listing is a report with field information in columns and records in rows. The listing will come out in the order of the primary index. If there is no index it will come out in the order records are in the database.

R LIST

R LIST

R LIST

R LIST

R LIST

R LIST

R LIST

You will get your choice of which fields are listed including those from related databases, what order the fields appear, what records can be selected, what rules will be used to select records and what rules will be used in determining when to stop printing (see CHOICES). The default is that all records will be listed unless there is a filter in effect (see FILTERS). If there is a filter only records that pass the filter conditions can be listed (see HOW RECORDS ARE SELECTED). If you do not specify all fields will be listed from the main database.

The report will then be produced on the screen, printer or file depending on what you have specified with the OUTPUT (see OUTPUT).

\*\*\*\*\*

13.6. DISPLAY RECORDS

-----

DISPLAY [OFF] [<scope>] [expression list] [WHILE <condition>] [FOR <condition>] [TO PRINT]

This command allows you to display the information in databases. You must have an active database to use this. A display is a report with field information in columns and records in rows. You must have an active database to use this. The display will come out in the order of the primary index. If there is no index it will come out in the order records are in database.

You will get your choice of which fields are displayed including those from related databases, what order the fields appear, what records can be selected, what rules will be used to select records, and what rules will be used in determining when to stop printing (see CHOICES). The default is that only the record will be displayed. If there is a filter only records that pass the filter conditions can be displayed (see HOW RECORDS ARE SELECTED). If you do not specify fields then all fields will be displayed from the main database.

The output will then be produced on the screen, printer or file depending on what you have specified with the OUTPUT (see OUTPUT).

\*\*\*\*\*

13.7. SUM RECORDS

----- R SUM  
 R SUM  
 SUM [<scope>] [expression list] [WHILE <condition>] R SUM  
 [FOR <condition>] [TO <memory variable list>] R SUM  
 R SUM

This command allows you to total the numeric fields in R SUM  
 databases. You must have an active database to use thi R SUM  
 You will get your choice of which fields are summed includin R SUM  
 from related databases, what order the fields appear, what R SUM  
 can be selected, what rules will be used to select records R SUM  
 what rules will be used in determining when to stop summi R SUM  
 CHOICES). The default is that all records will be summed R SUM  
 there is a filter in effect (see FILTERS). If there is a filter R SUM  
 only records that pass the filter rules can be summed. If y R SUM  
 not specify fields then all numeric fields will be summed fro R SUM  
 main database. R SUM

If there are no numeric fields you will get an error message. R SUM  
 R SUM

The output will then be produced on the screen, printer or R SUM  
 file depending on what you have specified with the OUT R SUM  
 (see OUTPUT). R SUM

\*\*\*\*\* R AVERAGE

13.8. AVERAGE RECORDS

-----

AVERAGE [<scope>] [expression list] [WHILE <condition>] R AVERAGE  
 [FOR <condition>] [TO <memory variable list>] R AVERAGE  
 R AVERAGE

This command allows you to average the numeric fields R AVERAGE  
 databases. You must have an active database to use thi R AVERAGE  
 You will get your choice of which fields are averaged incl R AVERAGE  
 those from related databases, what order the fields appear R AVERAGE  
 records can be selected, what rules will be used to select re R AVERAGE  
 and what rules will be used in determining when to stop R AVERAGE  
 (see CHOICES). The default is that all records will be av R AVERAGE  
 unless there is a filter in effect (see FILTERS). If there is a R AVERAGE  
 filter only records that pass the filter conditions can be aver R AVERAGE  
 (see HOW RECORDS ARE SELECTED). If you do not spe R AVERAGE  
 all numeric fields will be averaged from the main database. R AVERAGE

If there are no numeric fields you will get an error message. R AVERAGE  
 R AVERAGE

The output will then be produced on the screen, printer or R AVERAGE  
 file depending on what you have specified with the OUT R AVERAGE  
 (see OUTPUT). R AVERAGE



R AVERAGE  
 \*\*\*\*\* R COUNT  
 R COUNT  
 R COUNT  
 13.9. COUNT RECORDS R COUNT  
 ----- R COUNT  
 R COUNT  
 COUNT [<scope>] [expression list] [WHILE <condition>] R COUNT  
 [FOR <condition>] [TO <memory variable>] R COUNT  
 R COUNT

This command allows you to count the number of records R COUNT  
 databases. You must have an active database to use thi R COUNT  
 You will get your choice of what records can be selected, R COUNT  
 rules will be used to select records, and what rules will be R COUNT  
 in determining when to stop counting (see CHOICES). The R COUNT  
 that all records will be counted unless there is a filter in effec R COUNT  
 (see FILTERS). If there is a filter only records that pass t R COUNT  
 filter conditions can be counted. R COUNT

The output will then be produced on the screen, printer or R COUNT  
 file depending on what you have specified with the OUT R COUNT  
 (see OUTPUT). R COUNT

R COUNT  
 \*\*\*\*\* A SORT  
 A SORT  
 A SORT  
 14. SORT RECORDS A SORT  
 ----- A SORT  
 A SORT  
 SORT TO <database file name> ON <field name> [[A][C][D] A SORT  
 [<field name> [[A][C][D]...] [<scope>][For <condition>] A SORT  
 [WHILE <condition>][FIELDS <field list>] A SORT  
 A SORT

This command allows you to make another copy of your A SORT  
 sorted in an order you specify. You must have an active d A SORT  
 to use this command. You will get your choice of which fiel A SORT  
 copied including those from related databases, what ord A SORT  
 fields appear, what records can be copied, what rules will b A SORT  
 to select records, and what rules will be used in determinin A SORT  
 to stop copying (see CHOICES). The default is that all re A SORT  
 will be copied unless there is a filter in effect (see FILTER! A SORT  
 If there is a filter only records that pass the filter conditions A SORT  
 can be copied (see HOW RECORDS ARE SELECTED) A SORT  
 specify fields then all fields will be copied from the main A SORT  
 database. A SORT

You will be asked for the name of the field you want to s A SORT  
 on (see SELECTING FIELDS). You will then be asked whet A SORT  
 to sort ascending or descending. Just enter the appropriate A SORT

A or D. If the field you have chosen is a character field you will be asked whether to take case into consideration. This may be upper and lower case to be separated or do you want the computer to treat everything as if it were upper case.

The computer will keep on asking you for additional fields until you enter a blank one.

You will then be asked for a name for the new database (FILE SELECTION). You may at this time if you change about creating the new database press the {Esc} key.

\*\*\*\*\*

15. COPY RECORDS

-----

COPY TO <database file name> [<scope>] [FIELDS <fields> [FOR <condition> [WHILE <condition>] [TYPE <file type>]

This command allows you to make another copy of your database. You must have an active database to use this command. Your choice of which fields are copied including those from other databases, what order the fields appear, what records are copied, what rules will be used to select records, and what will be used in determining when to stop copying (see COPY). The default is that all records will be copied unless there is a filter in effect (see FILTERS). If there is a filter only records that pass the filter conditions can be copied (see HOW SELECTED). If you do not specify fields then all fields will be copied from the main database.

You will then be asked for a name for the new database (FILE SELECTION). You may at this time if you change about creating the new database press the {Esc} key.

This is a good command to use to back up your database.

\*\*\*\*\*

16. POSITION CHANGE

-----

For the master database, a pointer is kept to the last record used. As you execute different commands this pointer is changed to reflect the last used record. For many commands the record becomes the current record. As an example if you execute

Edit command with no other options, you will get the recordX HELP  
this pointer points to. If you Display the next five records, y X HELP  
will get the current record along with the next four. If you dcX HELP  
display again, you will get the record displayed last in thX HELP  
previous Display command as well as the next four recordsX HELP  
times you will want to start processing from a certain point inX HELP  
database, or to work on a specific record. The comman X HELP  
allow you to position the pointer to the record you want. X HELP  
X HELP

One thing I ran into that you should watch out for. I wanX HELP  
to edit a specific record. I used the seek command to findX HELP  
record. I did not get any message so I assumed the rec X HELP  
found. Then I went and executed the Edit menu item. It waX HELP  
record I wanted. It wasn't even close. After trying a coupleX HELP  
times with the same results I realized I had set the 'All' X HELP  
condition while using the display command. Since manyX HELP  
commands share the same options, when I did an Edit I wasX HELP  
Edit All. This caused me to start at the first record in theX HELP  
database instead of the one I wanted. The same thing cou X HELP  
if you specified a specific record number. X HELP  
X HELP

\*\*\*\*\* X HELP  
X HELP  
X HELP

16.1. CHANGE POSITION WITH SPECIAL KEYS X HELP  
----- X HELP  
X HELP

Any time you are on a level 2, 3 or 4 menu item in the X HELP  
Mode, and you have named a database, you can move arX HELP  
database using special keys. These are: X HELP

- {+} Will move the record pointer to the next record. X HELP  
X HELP
- {-} Will move the record pointer to the previous recorX HELP  
X HELP
- {End} Will move the record pointer to the last record. X HELP  
X HELP
- {Home} Will move the record pointer to the first record. X HELP  
X HELP

\*\*\*\*\* P SEEK  
P SEEK  
P SEEK

16.2. SEEK P SEEK  
---- P SEEK  
P SEEK

SEEK <expression> P SEEK  
P SEEK

This command allows you to quickly look for a record baP SEEK  
the primary index. You must have an active database as wP SEEK

active index to use this command. You will be asked to enter a key. If your key is character, do not enclose it in quotes. If your key is a date do not convert it to a date. Enter it in character form. Example 10/11/87. If the record is not found you will get a warning message. You will not get any message if a record is found.

```

*****
P LOCATE
P LOCATE
P LOCATE
16.3.      LOCATE
-----
P LOCATE
LOCATE [<scope>] [FOR <condition>] [WHILE <condition>]
P LOCATE
P LOCATE

```

This command allows you to find the first record that satisfies a set of rules (see CONDITIONS). You must have an active database to use this command. You will get your choice of records to look through and what rules to use in determining when to stop looking. You will of course get to enter the rules for picking the record to stop at (see CHOICES). The default is that the search will start from the start of the database. If a filter is in effect only those records that pass the filter test will be evaluated by the Locate rules. If no record is found under the conditions you will get a warning message. To position at the record that fulfills those rules, use the CONTINUE command.

```

*****
P CONTINUE
P CONTINUE
P CONTINUE
16.4.      CONTINUE
-----
P CONTINUE
CONTINUE
P CONTINUE
P CONTINUE

```

This command finds the next record that fits the rules that were specified in the previous LOCATE command. You must have an active database to use this command. You must execute LOCATE before you use this command. If you do not you will get a warning message. If no more records are found that fit the rules you will be notified. If there is a filter in effect, only those records that pass the filter test will be checked.

```

*****
P SKIP
P SKIP
16.5.      SKIP
----
P SKIP
P SKIP

```

SKIP <numeric expression> P SKIP  
P SKIP

This command allows you to move forward or backward P SKIP  
database a specified number of records. You must have a P SKIP  
database to use this command. If the database is not inde P SKIP  
this will move you actual physical records. If the databas P SKIP  
indexed it will move you based on the primary index. You P SKIP  
asked to enter the number of records to skip. A positive P SKIP  
will move your forward, a negative number will move you b P SKIP  
A 1 will move your to the next record. A -2 will move you P SKIP  
two records. If there is a filter in effect, only those records P SKIP  
that pass the filter's rules will be counted in determining wh P SKIP  
records to skip. You can execute a SKIP 1 and a SKIP -1 P SKIP  
menu item using the {+} and {-} keys (see ONE KEY COMM P SKIP

\*\*\*\*\* P GOTO

16.6. GOTO  
----

GOTO <numeric expression> P GOTO  
P GOTO

This command will allow you to go to a specific physi P GOTO  
record. You must have an active database to use this P GOTO  
Having or not having an index has no effect on this comma P GOTO  
will be asked to enter the record number you want to go to. P GOTO  
enter a number greater than the number of records you wil P GOTO  
warning message. P GOTO

\*\*\*\*\* P TOP

16.7. TOP  
---

GOTO TOP P TOP  
P TOP

This command will move you to the beginning of the da P TOP  
You must have an active database to use this command P TOP  
database is not indexed you will be moved to the first phy P TOP  
record. If the database is indexed you will be positioned to P TOP  
first record in the primary index. You can also execute th P TOP  
command from any menu item by pressing the {Home} key P TOP  
COMMANDS). P TOP

\*\*\*\*\* P BOTTOM

P BOTTOM  
P BOTTOM

16.8. BOTTOM

-----

GOTO BOTTOM

This command will move you to the last record in the database. You must have an active database to use this command. If the database isn't indexed you will be moved to the last physical record. If the database is indexed you will be moved to the record in the primary index. You can also execute this from any menu item by pressing the {End} key (see COMMANDS).

\*\*\*\*\*

16.9. BROWSE

-----

BROWSE NOMODIFY [FIELDS <field list>] [LOCK <numeric>] [FREEZE <field name>] [NOFOLLOW] [NOMENU] [NOAPP] [WIDTH <numeric expression>]

This command will allow you to look through the database to find the record or information that you want. It is the same as the Browse command as that under Update. The only difference is that you cannot make any changes to the database in this browse. BROWSE for a full explanation of how to use this command. You can also execute this command from any menu item by pressing the key (see ONE KEY COMMANDS).

\*\*\*\*\*

17. UPDATING

-----

The following commands are used to make changes to the database. You can add and delete records. You can change information contained in records.

\*\*\*\*\*

FORMAT FILES

-----

Format files allow you to describe for the EDIT and commands how you want the input screen to look. You specify

P BOTTOM
P BOTTOM
P BOTTOM
P BOTTOM
P BOTTOM
P BOTTOM
P BOTTOM
P BOTTOM
P BOTTOM
P BROWSE
P BROWSE
P BROWSE
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X HELP
X HELP

you want things to appear on the screen by giving the r X HELP  
 column coordinates. The screen has 24 rows and 80 colu X HELP  
 rows are numbered from 0 to 23 and the columns from 0 to X HELP  
 can place expressions (see EXPRESSIONS) or databas X HELP  
 anywhere on the screen you want. X HELP

The command used to do all this is: X HELP

@ <coordinates> [SAY <expression>[PICTURE <format>] X HELP  
 [GET <variable> [PICTURE <format>] X HELP  
 [RANGE <numeric expression>, <numeric expression>] X HELP  
 [VALID <condition>]] X HELP

EXAMPLES: X HELP

@ 12,3 SAY 'ENTER THE NAME' X HELP

This would place 'ENTER THE NAME' on the 13th row ar X HELP  
 column. X HELP

@ 12,3 SAY 'HIS NAME WAS '+FIRST\_NAME+' '+LAST\_N X HELP

This would put at the same location 'HIS NAME WAS ' f X HELP  
 by his first name and then his last name. X HELP

The assumes that FIRST\_NAME and LAST\_NAME wer X HELP  
 current primary database. In the following examples we ass X HELP  
 unless otherwise noted. X HELP

@ 12,3 SAY 'ENTER NAME' X HELP  
 @ 12,20 GET FIRST\_NAME X HELP  
 @ 12,45 GET LAST\_NAME X HELP

Again on the 13th row and 4rth column 'ENTER NAME' X HELP  
 placed on the screen. This would be followed by two high X HELP  
 fields. The cursor would stop in each of these and allow y X HELP  
 input your information. X HELP

@ 12,20 GET FIRST\_NAME PICTURE '!XXXXXXXXXXXX' X HELP

Use of the picture clause here would force the first chara X HELP  
 of the name to be upper case. X HELP

The following are is a list of the different editing keys you X HELP  
 can use. X HELP

A Alphabetic characters only. X HELP

L Logical only. X HELP

Sheet1

	X HELP
N Letters and digits only.	X HELP
	X HELP
X Any characters.	X HELP
	X HELP
Y Logical Y, y, N, y. Lower case will be converted to upper case.	X HELP
	X HELP
9 Digits and sign for numeric only.	X HELP
	X HELP
# Digits, blanks and signs.	X HELP
	X HELP
! Converts lower case to upper case.	X HELP
	X HELP
\$ A dollar sign is placed in front of the number.	X HELP
	X HELP
* Asterisks are placed in front of the number.	X HELP
	X HELP
. Shows where to put the decimal place.	X HELP
	X HELP
, Places commas in a number to the left of the decimal place.	X HELP
	X HELP
Besides editing characters there are also editing functions.	X HELP
	X HELP
@ 12,30 GET ST_DATE PICTURE '@D'	X HELP
	X HELP
This will prompt for input in date format mm/dd/yy.	X HELP
	X HELP
The following is a list of the functions that can be used.	X HELP
	X HELP
@A Alphabetic characters only.	X HELP
	X HELP
@B Left-justify numbers.	X HELP
	X HELP
@C Place a CR after positive numbers.	X HELP
	X HELP
@D Edit using date format mm/dd/yy.	X HELP
	X HELP
@S<number> Limit the screen display to 'number' characters. If the field is bigger, allow scrolling of input.	X HELP
	X HELP
@X Place a DB after negative numbers.	X HELP
	X HELP
@Z Display blanks if the numeric field is zero.	X HELP
	X HELP
@( Enclose negative numbers in parentheses.	X HELP
	X HELP
@! Alphabetic characters will be converted to upper case. Non-alphabetic characters can be entered.	X HELP
	X HELP



	X HELP
@ 12,30 GET SALARY RANGE 20000, 50000	X HELP
	X HELP
Allow only salaries of 20000 to 50000.	X HELP
	X HELP
@ 12,30 GET SEX VALID SEX = 'M' .OR. SEX = 'F'	X HELP
	X HELP
This will only allow 'M' or 'F' to be entered into the field	X HELP
SEX. A VALID statement can be any expression that evaluates	X HELP
true or false. If no value is placed in the field, the VALID clause	X HELP
is not implemented.	X HELP
	X HELP
	X HELP
*****	N FORMAT
	N FORMAT
	N FORMAT
NAME A FORMAT FILE	N FORMAT
-----	N FORMAT
	N FORMAT
SET FORMAT TO <format file name>	N FORMAT
	N FORMAT
This command will allow you to choose a format file. A format	N FORMAT
file is a dBASE type program file that contains instructions for	N FORMAT
data input and editing while using the Edit and Append commands	N FORMAT
(SEE FORMAT FILES). This file must have an extension of .FMT	N FORMAT
*****	N FORMAT
	M FORMAT
	M FORMAT
	M FORMAT
MODIFY A FORMAT FILE	M FORMAT
-----	M FORMAT
	M FORMAT
MODIFY COMMAND <format file name>.FMT	M FORMAT
	M FORMAT
This command is used to create and modify format files (SEE	M FORMAT
FORMAT FILES). You will be placed in the editor just as you are	M FORMAT
Modify Programs and Modify Files. The only difference here is that	M FORMAT
the extension will be '.FMT'. If the format you are modifying is	M FORMAT
the current one, when you use it again you will get the message	M FORMAT
format.	M FORMAT
	M FORMAT
*****	U EDIT
	U EDIT
	U EDIT
17.1.    EDIT RECORDS IN DATABASE	U EDIT
-----	U EDIT
	U EDIT
EDIT [<scope>] [FIELDS <field list>] [FOR <condition>]	U EDIT
[WHILE <condition>]	U EDIT

U EDIT

This command will allow you to change the data in U EDIT  
databases. You must have an active database to use thi U EDIT  
You will get your choice of which fields are edited including U EDIT  
from related databases, what order the fields appear, what U EDIT  
can be selected for editing, what rules will be used to sel U EDIT  
records, and what rules will be used in determining when tU EDIT  
selecting records to edit (see CHOICES). The default is th:U EDIT  
records will be edited unless there is a filter in effect (seeU EDIT  
FILTERS). If there is a filter only records that pass the filteU EDIT  
conditions can be edited (see HOW RECORDS ARE SELECU EDIT  
not specify fields then all fields will be edited from the maiU EDIT  
database. You may specify fields from related databases U EDIT  
will be able to edit those databases at the same time you ecU EDIT  
master database.

U EDIT  
U EDIT

After you execute this command, if you have not cho U EDIT  
format file, you will be presented with a screen containing U EDIT  
fields you have chosen and the data for the current record U EDIT  
may edit the databases using the different editing keys U EDIT  
EDITING KEYS)

U EDIT  
U EDIT

If you have chosen a format file see FORMAT FILES.

U EDIT  
U EDIT

\*\*\*\*\*

U APPEND  
U APPEND

17.2. APPEND TO DATABASE

-----

U APPEND  
U APPEND

APPEND [BLANK]

U APPEND  
U APPEND

This command will allow you to add new records to U APPEND  
database (see EDITING KEYS). You must have an active U APPEND  
use this command. As you end each record a new one willU APPEND  
Depending on how you have set carry this will be blank oU APPEND  
contain all the same information as the previous record ( U APPEND  
CARRY under SET COMMANDS). If you have chosen a fU APPEND  
FORMAT FILES.

U APPEND  
U APPEND

\*\*\*\*\*

U APPEND  
U APPEND

17.3. BROWSE THROUGH DATABASE

-----

U BROWSE  
U BROWSE

BROWSE [FIELDS <field list>] [LOCK <numeric expression>U BROWSE  
[FREEZE <field name>] [NOFOLLOW] [NOMENU] [NOAPP U BROWSE  
[NOMODIFY] [WIDTH <numeric expression>] U BROWSE

U BROWSE

This command will allow you to look through your data page at a time and make changes if you want. You must active database to use this command. This is one of the powerful commands for accessing your data. It gives you a your data in a format that is very similar to a spreadsheet. is also one of the more dangerous commands because it is change data accidentally. I suggest that if you are just to look through your data you use the Browse under set 'Modify off'.

U BROWSE  
U BROWSE

See EDIT INPUT for how to use special keys to move and edit your data in the Browse Mode.

U BROWSE  
U BROWSE  
U BROWSE

There are a number of options you can set in the browse

U BROWSE  
U BROWSE

\*\*\*\*\*

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

17.3.1. EXECUTE  
-----

This option will cause the BROWSE COMMAND to execute the current option settings.

X HELP  
X HELP  
X HELP

\*\*\*\*\*

17.3.2. BUILD A FIELD LIST  
-----

This option will allow you to build a field list for the BROWSE COMMAND (see FIELD SELECTION). You may from the master database. You may not as you can with commands specify fields from related databases.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

17.3.3. WIDTH  
-----

This option allows you to set the maximum size that will be able to take up on the screen in BROWSE MODE. If more data for a field then can fit in that size, you will be able to scroll through the field to access the hidden data.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

X HELP  
X HELP



17.3.9. MODIFY

-----

X HELP  
X HELP  
X HELP

This option allows you to make modifications to your database while in the Browse Mode.

X HELP  
X HELP  
X HELP

\*\*\*\*\*

X HELP  
X HELP  
X HELP

17.3.10. NO MODIFY

-----

X HELP  
X HELP  
X HELP

This option prevents you from making modifications while in the Browse Mode.

X HELP  
X HELP  
X HELP

\*\*\*\*\*

U REPLACE  
U REPLACE  
U REPLACE

17.4. REPLACE FIELDS IN RECORDS

-----

U REPLACE  
U REPLACE  
U REPLACE

REPLACE <field name> WITH <expression>[, <field name> <expression>...] [<scope>] [FOR <condition>] [WHILE <condition>]

U REPLACE  
U REPLACE  
U REPLACE

This command will allow you to replace fields within the database with constants or expressions (see EXPRESSIONS). You will need to have an active database to use this command. You will be asked for a choice of what records can be changed, what rules will be used to select records, and what rules will be used in determining when to stop selecting records to be changed (see CHOICES). The command will only change the current record.

U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE

You will then be asked what field you want to replace with data, followed by what expression you want to replace that field with (see EXPRESSIONS). This means if you are replacing a character field you should enclose your constants in quotes. If you are replacing a date field make sure you are putting in an expression by changing your character date to a date with the CTOD() function. Example CTOD('09/12/87').

U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE

The computer will keep on asking for a field name until you enter a blank field name. It will then execute the command and make the replacements you have specified.

U REPLACE  
U REPLACE  
U REPLACE

Watch out for this command. You can make a lot of changes very quickly. You can also make a lot of bad changes very quickly. It might be a good idea to back up your database before using this command. Of course it is wise to back up your database on a regular basis also.

U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE  
U REPLACE

U REPLACE  
 \*\*\*\*\* U DELETE  
 U DELETE  
 U DELETE  
 17.5. DELETE RECORDS U DELETE  
 ----- U DELETE  
 U DELETE  
 DELETE [<scope>] [FOR <condition>] [WHILE <condition>] U DELETE  
 U DELETE

This command will mark for deletion records in the data U DELETE  
 You must have an active database to use this command. It U DELETE  
 actually delete the records it only marks them. You will get U DELETE  
 choice of what records can be deleted, what rules will be u U DELETE  
 select records, and what rules will be used in determining wU DELETE  
 stop selecting records to be deleted (see CHOICES). The dU DELETE  
 that only the current record will be deleted. U DELETE

\*\*\*\*\* U RECALL  
 U RECALL  
 U RECALL  
 17.6. RECALL DELETED RECORDS U RECALL  
 ----- U RECALL  
 U RECALL  
 RECALL [<scope>] [FOR <condition>] [WHILE <condition>] U RECALL  
 U RECALL

This command will unmark records that were markeU RECALL  
 deletion. You must have an active database to use this U RECALL  
 You will get your choice of what records can be recalled, U RECALL  
 rules will be used to select records, and what rules will be U RECALL  
 in determining when to stop selecting records to be recalle U RECALL  
 CHOICES). The default is that only the current record wiU RECALL  
 recalled. U RECALL

\*\*\*\*\* U PACK  
 U PACK  
 U PACK  
 17.7. PACK DATABASE U PACK  
 ----- U PACK  
 U PACK  
 PACK U PACK  
 U PACK

This command will remove from the database all recorU PACK  
 are marked for deletion. You must have an active databasU PACK  
 this command. You will be told the number of records that \U PACK  
 deleted. You will be asked if you want a listing of those reccU PACK  
 You will then be asked if you are sure you want to packU PACK  
 database. Once you execute this command you cannot U PACK  
 records back. Be careful. U PACK

		U PACK
		U PACK
*****		X HELP
		X HELP
		X HELP
18.	MODIFYING FILES & PROGRAMS	X HELP
	-----	X HELP
*****		X HELP
		M FILE
		M FILE
		M FILE
18.1.	MODIFY A FILE	M FILE
	-----	M FILE
		M FILE
MODIFY FILE <file name>		M FILE
		M FILE
	This command is used to edit a file. You will be asked	M FILE
	the file name (see FILE SELECTION). If a file by the name	M FILE
	does not exist it will be created. You will be placed in the Fi	M FILE
	Edit Mode with that file.	M FILE
		M FILE
	The File Edit Mode is just like a word processor. You	M FILE
	type in new information and modify old information. See	M FILE
	EDITING INPUT the special keys that you can use to input	M FILE
	and save your data.	M FILE
		M FILE
*****		M FILE
		M PROGRAM
		M PROGRAM
		M PROGRAM
18.2.	MODIFY A PROGRAM	M PROGRAM
	-----	M PROGRAM
		M PROGRAM
MODIFY COMMAND <file name>		M PROGRAM
		M PROGRAM
	This command is used to edit a program file. You will	M PROGRAM
	asked for the file name (see FILE SELECTION). If you do n	M PROGRAM
	an extension, '.prg' will be used. If a file by that name does	M PROGRAM
	exist it will be created. If a file by that name with an extensi	M PROGRAM
	of '.FOX' or '.III' exist, they will be deleted. You will be	M PROGRAM
	placed in the file edit mode with that file.	M PROGRAM
		M PROGRAM
	See EDITING INPUT for a description of the keys you ca	M PROGRAM
	input, modify and save your program.	M PROGRAM
		M PROGRAM
*****		M PROGRAM
		X HELP
		X HELP
		X HELP
19.	EXTRA	X HELP
	----	X HELP

X HELP  
 \*\*\*\*\* E COMMAND  
 E COMMAND  
 E COMMAND  
 19.1. EXECUTE FROM THE COMMAND MODE E COMMAND  
 ----- E COMMAND  
 E COMMAND

This command will put you in the command execution mode. You cannot execute most dBASE commands here. You must go to the Command Mode off of the open menu to do this. You can execute FoxBASE+ compiled programs from here.

Your commands will be stored as you put them in. Press {Up Arrow} will get you back the commands you have previously. You may edit your commands just like you can edit input anywhere else in the menu (see EDITING INPUT).

You can return to the Menu Mode by using the QUIT commands.

\*\*\*\*\* E EXECUTE

19.2. EXECUTE DOS COMMANDS  
 -----

RUN <DOS command>

This command will put you in the DOS Command Mode. You can enter any DOS commands you like from here. There will be a limit on what you can do based on the amount of free memory available. If possible you will not be able to execute any commands.

Just like in the Command Mode, your commands will be stored. You can get them back by pressing the {Up Arrow}. You can edit the commands (see EDITING INPUT).

\*\*\*\*\* E DIRECTOR

19.3. DIRECTORY  
 -----

DIR [<drive:;][<path>][<mask>] [TO PRINT]

This command will allow you to get a directory of the files in a directory. You will be given a menu of the types of files you can choose. If you want something that is not in the menu, choose 'Other'. You will be asked to enter the mask you want to search for.



for. If you want to look for files in another directory, this is the only way to do it. You must put in the full path name.

E DIRECTOR  
E DIRECTOR  
E DIRECTOR

\*\*\*\*\*

E CHANGE D  
E CHANGE D  
E CHANGE D

19.4. CHANGE DIRECTORY

-----

E CHANGE D  
E CHANGE D  
E CHANGE D

This command will allow you to change to another directory. You will be asked to enter the new directory path name. You must put the full path name in. Changing to another disk drive will make that the current directory unless you also use the Set command to select that new drive.

E CHANGE D  
E CHANGE D  
E CHANGE D  
E CHANGE D  
E CHANGE D

\*\*\*\*\*

E RENAME  
E RENAME  
E RENAME

19.5. RENAME A FILE

-----

E RENAME  
E RENAME  
E RENAME

RENAME <old file name> TO <new file name>

E RENAME  
E RENAME

This command will allow you to change the name of a file. You will be asked for the original file name (see FILE SELECT command). You will then be asked to enter the new name for the file.

E RENAME  
E RENAME  
E RENAME

\*\*\*\*\*

E COPY FILE  
E COPY FILE  
E COPY FILE

19.6. COPY A FILE

-----

E COPY FILE  
E COPY FILE  
E COPY FILE

COPY FILE <file name> TO <new file name>

E COPY FILE  
E COPY FILE

This command will allow you to make a copy of a file. You will be asked for the file you want to copy (see FILE SELECT command). You will then be asked for the name of the file you want to copy to.

E COPY FILE  
E COPY FILE  
E COPY FILE  
E COPY FILE

\*\*\*\*\*

E ERASE  
E ERASE  
E ERASE

19.7. ERASE A FILE

-----

E ERASE  
E ERASE  
E ERASE

ERASE <file name>

E ERASE  
E ERASE

This command will allow you to erase a file. You will

E ERASE

asked to enter the name of the file you want to erase (see ERASE SELECTION). Be careful. Once a file is erased you cannot ERASE back unless you have a backup copy. ERASE ERASE

\*\*\*\*\* E STRUCTUR

19.8. DISPLAY STRUCTURE

-----

DISPLAY STRUCTURE [TO PRINT]

LIST STRUCTURE [TO PRINT]

This command will display the fields in the current database. If output to the printer or a file is turned on it will use LIST STRUCTURE, otherwise it will use DISPLAY STRUCTURE.

\*\*\*\*\* E STATUS

19.9. DISPLAY STATUS

-----

DISPLAY STATUS [TO PRINT]

LIST STATUS [TO PRINT]

This command will display the current status. If output to the printer or a file is turned on it will use LIST STATUS, otherwise it will use DISPLAY STATUS.

\*\*\*\*\* X HELP

20. SET COMMANDS

-----

\*\*\*\*\* S SET DRIV

20.1. SET DRIVE

-----

SET DEFAULT TO [<drive letter>]

This command will specify what the current drive will be in the menu mode. If you execute DOS commands they will be affected by this command.

\*\*\*\*\* S SET PATH





		S FIXED
		S FIXED
20.9.	SET FIXED	S FIXED
	-----	S FIXED
		S FIXED
SET FIXED ON   OFF		S FIXED
		S FIXED
<p>This command will determine whether values will print as a fixed number of decimal places as specified in the SET command or will be variable based on the type of calculator it set on the number specified in the SET DECIMAL TO command be used for the number of decimal places.</p>		S FIXED
*****		S FIXED
		S DECIMAL
		S DECIMAL
20.10.	SET DECIMAL TO	S DECIMAL
	-----	S DECIMAL
		S DECIMAL
SET DECIMAL TO <numeric expression>		S DECIMAL
		S DECIMAL
<p>This command will determine the number of decimal places to print when the SET FIXED ON command is issued.</p>		S DECIMAL
*****		S DECIMAL
		S MARGIN
		S MARGIN
20.11.	SET MARGIN TO	S MARGIN
	-----	S MARGIN
		S MARGIN
SET MARGIN TO <numeric expression>		S MARGIN
		S MARGIN
<p>This command will determine the left hand margin used for output to the print devices.</p>		S MARGIN
*****		S MARGIN
		S MEMOWIDT
		S MEMOWIDT
20.12.	SET MEMOWIDTH TO	S MEMOWIDT
	-----	S MEMOWIDT
		S MEMOWIDT
SET MEMOWIDTH TO <numeric expression>		S MEMOWIDT
		S MEMOWIDT
<p>This command will determine the width of the print out displaying and listing memo fields.</p>		S MEMOWIDT
*****		S MEMOWIDT
		S TYPEAHEA
		S TYPEAHEA
		S TYPEAHEA

20.13. SET TYPEAHEAD TO

-----

SET TYPEAHEAD TO <numeric expression>

This command will determine the size of the type ahead IS TYPEAHEAD  
If you are continually getting a beep because you are typing S TYPEAHEAD  
fast, increase the size of this. S TYPEAHEAD

\*\*\*\*\* S PRINTER

20.14. SET PRINTER TO

-----

SET PRINTER TO <device> | <file name>

This command allows you to specify where output to the S PRINTER  
will go. Normally it goes to device PRN:. You can change tS PRINTER  
go to another device such as LPT2:, CON1: CON2:. You cS PRINTER  
the printer output to go to a file. S PRINTER

\*\*\*\*\* X HELP

21. QUITTING MENU MODE

-----

\*\*\*\*\* Q QUIT

21.1. QUITTING MENU MODE

-----

QUIT

This command will return you to the opening menu. All Q QUIT  
will be closed. Just going to the Quit menu is not enough. Q QUIT  
must also choose Quit. Q QUIT

\*\*\*\*\* Q REMAIN

21.2. REMAIN IN MENU MODE

-----

This command does absolutely nothing. The Quit comm Q REMAIN



1.6. {End} This key will move the record pointer to the  
 end of the current database (see BOTTOM under  
 POSITION CHANGE).

1.7. {+} This key will move the record pointer to the  
 next record in the current database (see SKIP  
 under POSITION CHANGE).

1.8. {-} This key will move the record pointer to the  
 previous record in the current database (see  
 SKIP under POSITION CHANGE).

\*\*\*\*\*

2. CHANGING COLORS

-----

In order to change colors you must execute 1 on 1 = 3!!  
 the \3!! directory.

2.1. OVERALL COLORS

-----

On a computer with a color monitor the default colors  
 white letters with a black background. When highlighting  
 default is the reverse of this. In order to change this you  
 change the color specifications in a database called III\_S

Go into the Menu Mode. Under the Name Database co  
 the database III\_SYS.FOX. The III\_SYS.FOX file will not ap  
 the list of databases because it does not end with the sta  
 extension '.DBF'. You will have to type this file name in at  
 bottom of the screen.

Then go to the Update Edit command. You will see tw  
 fields, COLOR\_STAN for normal display and COLOR  
 highlighted display. You may change these to any co  
 combinations you desire. After you change them do a {Ctrl  
 to save your changes.

If under Administration in the opening menu you have c  
 for color, this will only effect the opening menu and co  
 modes. If you have chosen M for monochrome these will  
 colors used everywhere including the Menu Mode.

You must exit 1 on 1 = 3!! completely and then go back i  
 these color changes to take effect.



2.2.           COLORS IN THE MENU MODE

-----

In order to change the colors in the Menu Mode, go into Menu Mode. Make sure you are in the directory \3!. Go to the Picture and pick the file COLOR.PIC. Then go to the Update command. You will see three fields. III\_GROUP is the group III\_COL1 is the standard color, and III\_COL2 is the enhanced color used for highlighting. You can use the dBASE notation to specify the colors for the different menu groups. Be careful, the program does not check that these are legal dBASE notation.

After making your changes, quit out of 1 on 1 = 3! completely. You should still be in the \3! directory. Type in:

COLOR{Enter}

Only after you have done this will your new colors take effect. Now when you go back into 1 on 1 = 3! you should have your new colors.

\*\*\*\*\*

3.               EDITING INPUT

-----

Any place you have to type in information in 1 on 1 = 3!, you can use special editing keys to help you input your information. Below is a list of the editing keys and how they are used depending on what part of the 1 on 1 = 3! program you are in. A description you see next to 'Line' are rules that are always in effect. If there are further descriptions, then those descriptions pertain only to that section of 1 on 1 = 3! mentioned and in addition to the description for 'Line'.

'Com' is the abbreviation for 'Command Mode' and 'CDB' is the abbreviation for 'Create Database'.

{F1}

- Com     Put you in the help mode.
- CDB
- Browse
- Edit
- Append   Toggle back and forth on the top of the screen between a help screen and full page editing.
- Report
- Label    Toggle back and forth on the top of the screen between the help screen and a list of the field

Sheet1

names in the current database. While the list of	X HELP
fields is on the screen you can use the following	X HELP
two edit keys:	X HELP
	X HELP
{Ctrl {Right Arrow}} Pan the field list to the	X HELP
right so you can see more	X HELP
field names.	X HELP
	X HELP
{Ctrl {Left Arrow}} Pan the field list to the	X HELP
left so you can see more	X HELP
field names.	X HELP
	X HELP
{Right Arrow}	X HELP
Line Move the cursor to the right one character position	X HELP
within a field.	X HELP
CDB	X HELP
Browse	X HELP
Edit	X HELP
Append	X HELP
Report	X HELP
Label If at the end of a field you will move to the start	X HELP
of the next field.	X HELP
Browse If at the end of the last field on the screen, you	X HELP
will move to the start of the same field in the	X HELP
record below.	X HELP
	X HELP
{Left Arrow}	X HELP
Line Move the cursor to the left one character position	X HELP
within a field.	X HELP
CDB If you are at the start of a field it will move you	X HELP
to the start of the previous field. If at the start	X HELP
of the field name field it will move to the start of	X HELP
the previous field name field.	X HELP
Browse	X HELP
Edit	X HELP
Append If you are at the start of a field it will move you	X HELP
to the end of the previous field.	X HELP
Browse If you are at the start of the first field on the	X HELP
screen you will move to the start of the same field	X HELP
in the previous record.	X HELP
Report	X HELP
Label If you are at the start of a field it will move you	X HELP
to the start of the previous field.	X HELP
	X HELP
{End}	X HELP
Line Move to the start of the next word. If on the last	X HELP
word move to end of the word. If at the end of the	X HELP
last word in the current field, move to the end of	X HELP
the field.	X HELP

Sheet1

CDB	X HELP
Report	X HELP
Label	X HELP
Edit	X HELP
Append	If at the end of the field move to the start of the next field. X HELP
	X HELP
	X HELP
{End}	X HELP
Browse	Does not follow the rules for Line. Move to the next field. If on the last field on the screen move to the same field in the next record. X HELP
	X HELP
	X HELP
{Home}	X HELP
Line	Move backwards to the start of the current word. If there is no more words in the current field, move to the start of the field. X HELP
	X HELP
CDB	If at the start of the field, move to the start of the previous field. If at the start of the field name field it will move to the start of the previous field name field. X HELP
	X HELP
Edit	X HELP
Label	If at the start of the field, move to the end of the previous field. X HELP
	X HELP
Report	X HELP
Label	If at the start of the field, move to the start of the previous field. X HELP
	X HELP
	X HELP
{Home}	X HELP
Browse	Does not follow the rules for Line. Move to the start of the previous field. If at the first field on the screen then move to the start of the same field in the previous record. X HELP
	X HELP
	X HELP
{Down Arrow}	X HELP
Com	If you have used {Up Arrow} this will make the command you passed the current command. X HELP
	X HELP
CDB	X HELP
Report	X HELP
Edit	X HELP
Append	Move the cursor down and to the next field at the same cursor position. If the next field is smaller then it will move to the end of the next field. X HELP
	X HELP
Browse	X HELP
Report	X HELP
Label	Move the cursor down and to the start of the field underneath. X HELP
	X HELP
	X HELP
{Up Arrow}	X HELP
Com	The previous command will become the current command. X HELP

Sheet1

command.	X HELP
CDB	X HELP
Browse	X HELP
Report	X HELP
Label Move the cursor up and to the start of the field	X HELP
above.	X HELP
Edit	X HELP
Append Move the cursor up to the previous field at the	X HELP
cursor position. If the previous field is smaller	X HELP
then it will move to the end of the previous field.	X HELP
	X HELP
{Page Down}	X HELP
CDB Move to the end for input of a new field name.	X HELP
Browse	X HELP
Report	X HELP
Label Move to the next screen.	X HELP
Edit	X HELP
Append Move to the next input screen. If you are on	X HELP
last page of a record, move to the next record. If	X HELP
you are on the last page of the last record, you	X HELP
will be returned to the main menu.	X HELP
	X HELP
	X HELP
{Page Up}	X HELP
CDB Move to the first field name.	X HELP
Browse	X HELP
Report	X HELP
Label Move to the previous screen.	X HELP
Edit	X HELP
Append Move to the previous screen. If you are on	X HELP
first screen of a record, move to the first screen	X HELP
of the previous record. If you are on the first	X HELP
record in the database, return to the main menu.	X HELP
	X HELP
	X HELP
{Ins}	X HELP
Line This key will toggle you back and forth as to	X HELP
whether characters you type will over write what is	X HELP
there or insert.	X HELP
	X HELP
	X HELP
{Back Space} Delete the character to the left of the cursor	X HELP
move there. If at the start of a field, move to	X HELP
the start of the previous field.	X HELP
	X HELP
	X HELP
{Del} Delete the character above the cursor.	X HELP
	X HELP
	X HELP
{Ctrl Y} Delete all characters starting at the cursor	X HELP
position and going to the end of the field.	X HELP
	X HELP
	X HELP
{Enter}	X HELP
Line Accept any input data and move to the start of t	X HELP

Sheet1

next field. X HELP

CDB On last line with a blank field name same as {CX HELP  
End} below. X HELP

Browse If in the last field on the screen, move to the s X HELP  
field in the next record. If in the last record X HELP  
then ask if you want to add records. X HELP  
X HELP

{Ctrl U} X HELP

CDB Delete the field at the current position. X HELP

Browse X HELP

Edit X HELP

Label Mark a record for deletion. If the record is mark X HELP  
for deletion then unmark it. X HELP  
X HELP

Report When on a report screen where you enter X HELP  
information this key will delete the current column. X HELP

Label When on the label screen where you enter X HELP  
information goes on the label this key will delete X HELP  
the current line and move the lines below up on X HELP  
line. X HELP  
X HELP

{Ctrl N} X HELP

CDB Insert a new field at the current position. X HELP

Report On screen where you enter column informatio X HELP  
will insert a new column. X HELP  
X HELP

{Ctrl {Home}} X HELP

CDB This key will present you with a menu. You X HELP  
choose items in the menu by moving the light ba X HELP  
with the {Right Arrow} and {Left Arrow} until the X HELP  
one you want is highlighted and then pressing th X HELP  
{Enter} key. You may also choose an item by typi X HELP  
it's first letter. The first three items allow you X HELP  
to move to different fields. Save will act like X HELP  
{Ctrl End} below. Abandon will act like {Esc} X HELP  
below. X HELP

Browse You will be presented with a menu. See abo X HELP  
choosing items from this menu. One difference, y X HELP  
press N for fiNd. Bottom moves you to the end o X HELP  
the database. Top moves you to the start of the X HELP  
database. Record # asks what record you want to X HELP  
to. fiNd asks for the key to find and then X HELP  
positions you at that record if it finds one. Skip X HELP  
asks for the number of records to skip. Lock asks X HELP  
for the number of fields to lock. It then keeps X HELP  
that number of fields on the left side of the screen X HELP  
while you are panning (see bellow under {Ctrl {Rig X HELP  
Arrow}} and {Ctrl {Left Arrow}}). Freeze asks what X HELP  
field and then that becomes the only field you car X HELP

Sheet1

access. X HELP

Report You will be presented with a menu. See above X HELP

CDB for choosing items from the menu. The first X HELP

five items allow you to move to different screens in X HELP

the Create Report Mode. Append puts you after X HELP

last column so you can append another column. X HELP

will save your report control file and return you to X HELP

the main menu. Quit will return you to where you X HELP

were in the Create Report Mode. X HELP

Label You will be presented with a list of standard label X HELP

sizes you can choose from. X HELP

X HELP

{Ctrl {Right Arrow}} X HELP

Browse Pan fields right. X HELP

X HELP

{Ctrl {Left Arrow}} X HELP

Browse Pan fields left. X HELP

X HELP

{Ctrl {End}} X HELP

CDB You will be prompted with 'Press ENTER to continue X HELP

Any other key to resume.' If you press any key but X HELP

{Enter} you will continue in the editing of the X HELP

database control file. If you press {Enter} the X HELP

control file will be saved as it is. If you are in X HELP

the Modify Database as much data as possible from X HELP

the old database will be saved. You will be returned X HELP

to the main menu. X HELP

Browse X HELP

Report X HELP

Label X HELP

Edit X HELP

Label Save any changes and return you to the main menu. X HELP

X HELP

{Esc} X HELP

Com Erase the current line. X HELP

CDB X HELP

Report X HELP

Label This key will abandon the change you have just X HELP

made. You will be prompted 'Are you sure you want to X HELP

abandon the operation? (Y/N)' If you put in 'N' you X HELP

will be returned to editing. If you put in 'Y' any X HELP

changes you have made in this session will be X HELP

abandoned and you will return to the main menu. X HELP

Browse X HELP

Edit X HELP

Append Abandon any changes to the current record and X HELP

return to the main menu. X HELP

X HELP

\*\*\*\*\* X FILE SEL



## Sheet1

You may choose a file by pressing the {Up Arrow} while the cursor is on the bottom line. This will highlight the first file in the top left hand corner of the screen.

You can move the light bar in the following ways:

1. {Home} will move you to the first file on the page.
2. {End} will move you to the last file on the page.
3. Pressing a letter will move you to the next file name that starts with that letter. If that file name is on another page you will be positioned to that other page.
4. {Up Arrow}, {Down Arrow}, {Right Arrow}, and {Left Arrow} will move you in the corresponding direction.
5. {Page Down} and {Page Up} will get you more files than there are more than can fit on a page.

When the file you want is highlighted press the {Enter} key. That file will be selected.

If you have pressed the {Up Arrow} and then decide you want any of the files on the screen, just press the {ESC} key. This will move you back to the input line at the bottom of the screen.

You may also choose a file by typing its name at the cursor when it is on the bottom line and then hitting the {Enter} key. If the file you want is not on the screen, this is the only way to choose it. If the file you want to specify is in another directory or on another drive, you must put in the full path name. For example a:\back\main.

If the cursor is anywhere on the bottom line and you press the {Esc} key, you will be returned to the menu and nothing will be changed. This is true even if you have entered a file name on the last line.

If the file you are selecting is one that should already exist and the file name you enter is not found you will be given an error message and then put back on the last line of the screen.

If you are choosing a file name of a new file that will be created and a file with that name already exists, you will be given a warning message and a chance to change your mind.



\*\*\*\*\* X HELP  
 X HELP  
 X HELP  
 5. FIELD SELECTION X HELP  
 ----- X HELP  
 X HELP

For many of the options you will have to enter the name of fields from your databases. You will get a screen like the one below.

----- X HELP  
 COURSE\_ID STUD\_ID CLASS\_NUM X HELP  
 DATE TOOK COMMENT X HELP  
 COST PAID STUDENT->ID X HELP  
 STUDENT->FN STUDENT->MI STUDENT X HELP  
 STUDENT->SAL STUDENT->ADDR1 S X HELP  
 STUDENT->CITY STUDENT->STATE STUDE X HELP  
 STUDENT->PHONE STUDENT->SEX X HELP

Enter fields, up arrow to pick

----- X HELP  
 X HELP

You will need to choose fields in three different situations

1. To create an expression (see EXPRESSIONS). X HELP
2. To create a condition (see CONDITIONS). X HELP
3. To create a list of field names. X HELP

At any time while the cursor is on the bottom line and the line is blank, you may press the {Enter} key. This will return a blank expression, condition or list. If you are on the bottom line and you press {Esc} then you will also return a blank expression, condition or list even if there was information on the line.

While the cursor is on the bottom line you may press the {Up Arrow}. This will cause one of the field names to be highlighted. In order to choose a field name you move the light bar to the field you want and press {Enter}.

You may move the light bar in the following ways:

1. {Home} will move you to the first field name on the screen. X HELP

- 2. {End} will move you to the last field name on the screen. X HELP
- 3. Pressing a letter will move you to the next field name that starts with that letter. Even when a field name is shown preceded by its alias, the match will be on the first letter of the field name. X HELP
- 4. {Up Arrow}, {Down Arrow}, {Right Arrow}, and {Left Arrow} will move you in the corresponding direction. X HELP
- 5. {Page Down} and {Page Up} will get you more field names when they don't all fit on one screen. X HELP

When you choose a field what happens next will depend on what you are doing. If you are creating an expression or a condition the field name will be entered on the end of the bottom line on the screen. The cursor will also be positioned on the bottom line.

If you are choosing a field as part of the sort or replace commands you will be returned after you choose one field.

If you are creating a list of fields the field name you have chosen will again be entered on the bottom line. If this is your first selection it will be entered at the beginning of the line. If it is not the first entry, a ',' will be placed after the last field name on the bottom line and then a space followed by the field you have just chosen. The light bar will then be positioned on the next field on the top of the screen.

At any time that the cursor is highlighting a field name, you may press {Esc}. This will move the cursor to the bottom line. While you are on the bottom line you may type in any part of an expression, condition or list. You do not have to select field names from the top of the screen. You can type them in.

When you have finished, press the {Enter} key while the cursor is on the bottom line. This will pass what you have typed on the line to the command.

\*\*\*\*\*

6. CHOICES  
-----

For some commands you will be allowed to set certain options. These options are listed below along with an explanation of each.

\*\*\*\*\* C EXECUTE  
 C EXECUTE  
 C EXECUTE  
 6.1. EXECUTE THE COMMAND C EXECUTE  
 ----- C EXECUTE  
 C EXECUTE

This option will cause the current command to be executed  
 all the current options. Some of the commands will need further  
 information such as Report and Label which will ask for correct  
 file names while others like List, Display and Count will execute  
 right away.

\*\*\*\*\* C BUILD A  
 C BUILD A  
 C BUILD A  
 6.2. BUILD A FIELD LIST C BUILD A  
 ----- C BUILD A  
 C BUILD A

This option will allow you to specify which fields will be  
 used and in what order they will appear (see FIELD SELECTION  
 you do not specify a field list the default is all fields from the  
 master database except Average and Sum which is all numerical  
 This option has no effect on the Report, Label, Count, Replace  
 Locate commands.

\*\*\*\*\* C SPECIFY  
 C SPECIFY  
 C SPECIFY  
 6.3. SPECIFY WHICH RECORDS C SPECIFY  
 ----- C SPECIFY  
 C SPECIFY

This option will allow you to specify which records can  
 be used with the current command. It is only specifying which  
 records can be used, the ones actually selected can only be taken from  
 the group but will be further screened by the other options.  
 These records the ones actually used will be determined by the  
 filter set, the selection rules and the 'DO WHILE' rules.

If you pick this option you will be given a choice of:

1. All. This means all records in the database. C SPECIFY  
 C SPECIFY
2. Rest. The rest of the records in the database including  
 the current record. C SPECIFY  
 C SPECIFY
3. Next. You will get to specify how many records. This  
 will include the current record. C SPECIFY  
 C SPECIFY
4. Record. You will specify a specific record. This is C SPECIFY





\*\*\*\*\* X HELP  
 \*\*\*\*\* X HELP  
 X HELP  
 X HELP  
 X HELP  
 7.1.1. <field list> X HELP  
 ----- X HELP  
 X HELP

A field list is a list of field names from databases. These names are separated by a comma and a space. A single field name can be a field list. Examples: SALARY this is a field list made up of just one field name. NAME, ADDRESS, PHONE, AGX field list made up of four field names. NAME, ADDRESS, STATE->NAME. This is a field list made up of three field names. The third field, NAME comes from a related database that has an alias of STATE. An alias is a secondary name that is assigned to an active database that can be used to identify that database.

\*\*\*\*\* X HELP  
 \*\*\*\*\* X HELP  
 X HELP  
 X HELP  
 X HELP  
 7.1.2. <memory variable> X HELP  
 ----- X HELP  
 X HELP

A memory variable is a named place in memory where information is stored.

\*\*\*\*\* X HELP  
 \*\*\*\*\* X HELP  
 X HELP  
 X HELP  
 X HELP  
 7.1.3. <memory variable list> X HELP  
 ----- X HELP  
 X HELP

A memory variable list is one memory variable or a number of memory variables separated by a comma and a space.

\*\*\*\*\* X HELP  
 \*\*\*\*\* X HELP  
 X HELP  
 X HELP  
 X HELP  
 7.1.4. <index file list> X HELP  
 ----- X HELP  
 X HELP

An index file list is either one or a number of index file names separated by a comma and a space.

\*\*\*\*\* X HELP  
 \*\*\*\*\* X HELP  
 X HELP  
 X HELP  
 X HELP  
 7.1.5. <index expression> X HELP  
 ----- X HELP

X HELP

An index expression is the expression that is used in creating an index file. This expression determines the order the file be accessed when using that index. It is also the expression is used in doing a look up in an indexed file. Example LAST\_NAME, STATE+CITY, RECORD\_ID.

X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

X HELP  
X HELP  
X HELP  
X HELP  
X HELP

7.1.6. <expressions>

-----

An expression can be as simple as a single field, or very complex with many fields and functions. If it is more than one field the main rule to follow is that all the parts have to be converted to the same type of data before you can combine them. You cannot mix numbers, dates and character expressions. If you need this type of expression, convert your numbers to character strings using the STR() function. Convert your date to character strings using the CTOD() function. Examples: SALARY\*1.05; NAME+STR(SALARY,6,0)+DTC(BIRTH).

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

7.1.7. <expression list>

-----

An expression list is one expression or a number of expressions separated by a comma and a space. Example: This is an expression list that is made up of one field. TRIM(FN)+' '+TRIM(LN)', ADDRESS, CITY, SALARY\*1.05 made up of four expressions.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

7.1.8. <numeric expression>

-----

A numeric expression is an expression that when it is evaluated results in a number.

X HELP  
X HELP  
X HELP

\*\*\*\*\*

7.1.9. <conditions>

-----

X HELP  
X HELP  
X HELP  
X HELP

A condition in 1 on 1 = 3!! is a special type of expression that when evaluated is either true or false. A condition is up of field names, constants, functions and operators. A condition can be a number such as 45, a character string such as 'John', .T., or .F.. The last two constants would be used by themselves. If you put in .T. then the condition would be evaluated as true. If you put in .F. then the condition would be evaluated as false. A function is any of the 1 on 1 = 3!! dBASE III type functions

The different operators are listed below:

Logical

- .NOT. logical negative
- .AND. logical and
- .OR. logical or

Arithmetic

- () parentheses
- \*\* , ^ exponentiation
- \*, / multiplication, division
- + , - addition, subtraction

Relational

- < less than
- > greater than
- = equal
- <> , # not equal
- <= less than or equal
- >= greater than or equal
- \$ substring comparison

String

- + concatenation
- trailing blanks first string are moved to end of second string

Examples:

.T. Always true

SEX = 'M' Sex equals male

SALARY \* 1.05 > 40000 Salary times 1.05 greater than \$40,000

SEX = 'F' .AND. SALARY >= 50000 Sex equal female and salary greater than or equal \$50,000

SEX = 'M' .OR. SALARY <= 40000 All males and any



with a salary less then or equal \$40,000.

X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

X HELP  
X HELP  
X HELP

7.1.10. <mask>

-----

X HELP  
X HELP  
X HELP

Masks are used for two things in 1 on 1 = 3!! One is to identify a group of files and the other is to identify a group of memory variables. In both cases the asterisk '\*', is used to identify any number of characters and the question mark '?' is used to identify one character. Examples in file matching are: \*.dbf will match any file that has an extension of '.dbf'. a\*.fox will match any file that starts with the letter 'a' and has an extension '.fox'. This includes the file 'a.fox'. abc?.dbf This mask will match any file that starts with 'abc', is followed by any one character and has an extension of '.dbf'. This will include 'abc.dbf'.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP

Matching memory variables works the same way except no extensions. a\* will match all memory variables that start with 'a'. a?? will match all memory variables that start with 'a' and have no, one or two letters following it.

X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

X HELP  
X HELP

7.1.11. <scope>

-----

X HELP  
X HELP  
X HELP

Scope indicates for the current active database which records to use in executing the command. The choices are ALL records, NEXT n for the next n records including the current record, RECORD n for a specific record number, and REST for the records in the database starting with the current record.

X HELP  
X HELP  
X HELP  
X HELP  
X HELP

\*\*\*\*\*

X HELP  
X HELP  
X HELP

7.2. PROGRAMMING LIMITATIONS

-----

X HELP  
X HELP  
X HELP

Besides any limitations noted below under each individual command, there is a limit to the number of total lines of code that can have active at one time. 1 on 1 = 3!! treats everything as part of a procedure. It loads each routine as they are named commands and keeps them all memory. The default limit is

lines of actual code. We were able to run a program this la X HELP  
 our 512K Compaq. This does not mean you will be able X HELP  
 depends on how much memory your programs uses. If you X HELP  
 character fields or create large arrays, your limit will be less. X HELP

If you have success at this limit, you can try raising it by X HELP  
 changing the value for the field MAX\_CODE in the da X HELP  
 III\_SYS.FOX. X HELP

Do not use work areas 9 and ten, we use them. X HELP

Do not start any of your variables with 'I\_', 'II\_' or 'III\_'. X HELP  
 Again we have used those names. X HELP

\*\*\*\*\* X HELP

7.3. COMMAND LIST X HELP

----- X HELP

?[?] [<expression> [<expression>,....] X HELP

@ <coordinates> [SAY <expression>[PICTURE <format>] X HELP

[GET <variable> [PICTURE <format>] X HELP

[RANGE <numeric expression>, <numeric expression>] X HELP

[VALID <condition>]] X HELP

The valid clause is an addition to standard dBASE. Yo X HELP  
 allowed to specify a condition that will evaluate the inpu X HELP  
 If that condition ends up true you proceed to the next ste X HELP  
 the program. If the condition comes up false you will X HELP  
 returned to the start of the field. If Bell is set on then it X HELP  
 will ring. This will continue until the condition is true. X HELP

If no entry is made to the variable then the condition wil X HELP  
 not be checked. X HELP

@ <coordinates> [CLEAR] TO <coordinates> [DOUBLE] X HELP

@ <coordinates> PROMPT <character expression> X HELP

[MESSAGE <character expression>] X HELP

This is an extension to dBASE that allows light bar me X HELP  
 The prompts will be placed on the screen at their desig X HELP  
 coordinates. A MENU TO <memory variable> will activ X HELP  
 light bar menu. The user can choose items from the m X HELP  
 using the cursor to move the light bar to his choice and X HELP  
 hitting {Enter} or he can press the first letter of the X HELP  
 corresponding prompt. As the user moves the light ba X HELP

Sheet1

corresponding message will be displayed depending on the MESSAGE TO is set. When the user makes a selection, the relative number of that selection is passed to the memory variable. If the user hits an {Esc} a zero is passed to the memory variable. X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
X HELP  
@ <coordinates>, <coordinates> BOX <character expression> X HELP  
X HELP  
Extension to dBASE. This command will create a box using the character expression. X HELP  
X HELP  
ACCEPT <character expression> TO <memory variable> X HELP  
X HELP  
APPEND [BLANK] X HELP  
X HELP  
APPEND FROM <file> [FIELDS <field list>] [FOR <condition>] [TYPE <file type>] X HELP  
X HELP  
X HELP  
AVERAGE [<scope>] [<expression list>] [WHILE <condition>] [FOR <condition>] [TO <memory variable list>] X HELP  
X HELP  
X HELP  
BROWSE [FIELDS <field list>] [LOCK <numeric expression>] [FREEZE <field name>] [NOFOLLOW] [NOMENU] [NOAPP] [NOMODIFY] [WIDTH <numeric expression>] X HELP  
X HELP  
X HELP  
The NOMODIFY option is an addition to standard dBASE that allows you to give access to the browse mode without the ability to update. X HELP  
X HELP  
X HELP  
CALL <file> [WITH <character expression>] X HELP  
X HELP  
CALL <file> [WITH <memory variable>] X HELP  
X HELP  
X HELP  
CANCEL X HELP  
X HELP  
CHANGE [<scope>] [FIELDS <fields list>] [FOR <condition>] [WHILE <condition>] X HELP  
X HELP  
X HELP  
CLEAR X HELP  
X HELP  
\* CLEAR ALL X HELP  
X HELP  
Try not to use this one. We are sharing the same workspace (remember 1 on 1 = 3!! was written in FoxBASE+. You wipe out something the program needs to keep processing. X HELP  
X HELP  
X HELP  
CLEAR FIELDS X HELP  
X HELP  
X HELP  
CLEAR GETS X HELP

	X HELP
* CLEAR MEMORY	X HELP
	X HELP
Same as CLEAR ALL.	X HELP
	X HELP
CLEAR TYPEAHEAD	X HELP
	X HELP
* CLOSE ALL	X HELP
	X HELP
This will be changed to CLOSE ALL DATABASES, SE	X HELP
	X HELP
CLOSE ALTERNATIVE	X HELP
	X HELP
CLOSE DATABASES	X HELP
	X HELP
CLOSE FORMAT	X HELP
	X HELP
CLOSE INDEX	X HELP
	X HELP
* CLOSE PROCEDURE	X HELP
	X HELP
PROCEDURES are not supported. Do not use this com	X HELP
	X HELP
CONTINUE	X HELP
	X HELP
COPY FILE <file name> TO <new file name>	X HELP
	X HELP
COPY STRUCTURE TO <database file name> [FIELDS <fie	X HELP
	X HELP
COPY TO <database file name> [<scope>] [FIELDS <fields	X HELP
[FOR <condition> [WHILE <condition>] [TYPE <file type>]	X HELP
	X HELP
You may include fields from related files.	X HELP
	X HELP
COPY TO <database file name> STRUCTURE EXTENDED	X HELP
	X HELP
COUNT [<scope>] [WHILE <condition>] [FOR <condition>]	X HELP
[TO <memory variable>]	X HELP
	X HELP
CREATE <database file name>	X HELP
	X HELP
CREATE <database file name> FROM	X HELP
<structure extended database file name>	X HELP
	X HELP
CREATE LABEL <label file name>	X HELP
	X HELP
CREATE REPORT <report file name>	X HELP
	X HELP
DELETE [<scope>] [FOR <condition>] [WHILE <condition>]	X HELP

Sheet1

	X HELP
DELETE FILE <file name>	X HELP
	X HELP
DIMENSION <memory variable>(<numeric expression>	X HELP
[,<numeric expression>)...,	X HELP
	X HELP
This is an extension to dBASE. You may have single or	X HELP
dimension arrays. Each element of an array can be	X HELP
different type of data. You may initialize a whole array i	X HELP
one statement. Example:	X HELP
	X HELP
DIMENSION SALES(10)	X HELP
SALES = 0	X HELP
	X HELP
Extensive use of arrays will limit the number of lines o	X HELP
program code since they both share memory.	X HELP
	X HELP
DIR [<drive:;][<path>][<mask>] TO PRINT	X HELP
	X HELP
DISPLAY [OFF] [<scope>] [<expression list>] [WHILE <conc	X HELP
[FOR <condition>] [TO PRINT]	X HELP
	X HELP
DISPLAY FILES [ON <directory>][LIKE <mask>] [TO PRINT	X HELP
	X HELP
* DISPLAY HISTORY [LAST <numeric expression>] [TO PR	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
* DISPLAY MEMORY [TO PRINT]	X HELP
	X HELP
You will get all our memory variables also.	X HELP
	X HELP
DISPLAY STATUS [TO PRINT]	X HELP
	X HELP
DISPLAY STRUCTURE [TO PRINT]	X HELP
	X HELP
DO <program file name>	X HELP
	X HELP
No passing of arguments to subroutines. [WITH <pa	X HELP
list>] is not supported.	X HELP
	X HELP
DO CASE ... [OTHERWISE]...ENDCASE	X HELP
	X HELP
DO WHILE <condition>...[LOOP]...[EXIT]...ENDDO	X HELP
	X HELP
EDIT [<scope>] [FIELDS <field list>] [FOR <condition>]	X HELP
<condition>]	X HELP
	X HELP
Extension to dBASE. You may edit related databases al	X HELP

the main database.	X HELP
	X HELP
EJECT	X HELP
	X HELP
ERASE <file name>	X HELP
	X HELP
EXIT	X HELP
	X HELP
FIND <character string>   <number>	X HELP
	X HELP
GATHER FROM <array> [FIELDS <fields list>]	X HELP
	X HELP
This is an extension to dBASE. Data contained in the a	X HELP
are transferred to the fields in the current database. Arr	X HELP
location 1 goes into field one and so on. Memo fields	X HELP
ignored.	X HELP
	X HELP
GOTO <numeric expression>	X HELP
	X HELP
GOTO BOTTOM	X HELP
	X HELP
GOTO TOP	X HELP
	X HELP
IF <condition>....[ELSE]....ENDIF	X HELP
	X HELP
INDEX ON <index expression> TO <index file name> [UNIQU	X HELP
	X HELP
INPUT <character expression> TO <memory variable>	X HELP
	X HELP
INSERT [BEFORE] [BLANK]	X HELP
	X HELP
JOIN WITH <alias> TO <database file name> FOR <conditi	X HELP
[FIELDS <field list>]	X HELP
	X HELP
KEYBOARD <character expression>	X HELP
	X HELP
This is an extension to dBASE. It allows you to pu	X HELP
keystrokes into the keyboard buffer. This could be use	X HELP
create a demo or as I used it to give the ability to creat	X HELP
keyboard macros in the Menu Mode.	X HELP
	X HELP
LABEL FORM <label file name> [<scope>] [SAMPLE] [WHIL	X HELP
[FOR <condition>] [TO PRINT] [TO FILE <output file name>	X HELP
	X HELP
LIST [OFF] [<scope>] [expression list] [WHILE <condition>]	X HELP
[FOR <condition>] [TO PRINT]	X HELP
	X HELP
LIST FILES [ON <directory>][LIKE <mask>] [TO PRINT]	X HELP
	X HELP

Sheet1

* LIST HISTORY [LAST <numeric expression>] [TO PRINT]	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
* LIST MEMORY [TO PRINT]	X HELP
	X HELP
Same as display memory.	X HELP
	X HELP
LIST STATUS [TO PRINT]	X HELP
	X HELP
LIST STRUCTURE [TO PRINT]	X HELP
	X HELP
LOAD <file name>	X HELP
	X HELP
LOCATE [<scope>] [FOR <condition>] [WHILE <condition>]	X HELP
	X HELP
LOOP	X HELP
	X HELP
MENU TO <memory variable>	X HELP
	X HELP
Extension to dBASE. This is one of the three commands	X HELP
implement light bar menus. This command activates	X HELP
previous @ ... PROMPTS and accepts the users choice	X HELP
light bar menu. What will be returned in the memory var	X HELP
is the number of the item that the user selected or 0 if t	X HELP
user pressed {Esc}. SET MESSAGE TO will determine	X HELP
addition messages will be printed.	X HELP
	X HELP
MODIFY COMMAND <program file name>	X HELP
	X HELP
You will be allowed up to 64k in file size. '.prg' is assume	X HELP
for the extension. If there is a '.fox' file it will be	X HELP
deleted.	X HELP
	X HELP
MODIFY FILE <file name>	X HELP
	X HELP
You will be allowed up to 64k in file size.	X HELP
	X HELP
MODIFY LABEL <label file name>	X HELP
	X HELP
MODIFY REPORT <report file name>	X HELP
	X HELP
MODIFY STRUCTURE	X HELP
	X HELP
NOTE   *	X HELP
	X HELP
* ON ERROR <command>	X HELP
	X HELP
Not implemented.	X HELP

	X HELP
* ON ESCAPE <command>	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
* ON KEY <command>	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
PACK	X HELP
	X HELP
PARAMETERS <parameter list>	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
PRIVATE <memory variable list>	X HELP
	X HELP
* PROCEDURE <procedure name>	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
PUBLIC <memory variable list>	X HELP
	X HELP
Extension to dBASE. This can contain single and d	X HELP
dimensioned memory variables.	X HELP
	X HELP
QUIT	X HELP
	X HELP
READ [SAVE]	X HELP
	X HELP
RECALL [<scope>] [FOR <condition>] [WHILE <condition>]	X HELP
	X HELP
REINDEX	X HELP
	X HELP
* RELEASE ALL [LIKE EXCEPT <mask>]	X HELP
	X HELP
Do not use.	X HELP
	X HELP
RELEASE [MODULE <file name>]	X HELP
	X HELP
RENAME <old file name> TO <new file name>	X HELP
	X HELP
REPLACE <field name> WITH <expression>[, <field name>	X HELP
WITH <expression>...] [<scope>] [FOR <condition>]	X HELP
[WHILE <condition>]	X HELP
	X HELP
REPORT FORM <report file name> [<scope>] [WHILE <con	X HELP
[FOR <condition>] [PLAIN] [HEADING <heading expression	X HELP
[TO PRINT] [TO FILE <output file name>] [SUMMARY]	X HELP



Sheet1

	X HELP
* RESTORE FROM <memory file name> [ADDITIVE]	X HELP
	X HELP
You must use ADDITIVE.	X HELP
	X HELP
RESTORE SCREEN [FROM <memory variable>]	X HELP
	X HELP
Extension to dBASE. Allow restoring a screen saved w	X HELP
SCREEN TO <memory variable>.	X HELP
	X HELP
RESUME	X HELP
	X HELP
* RETRY	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
RETURN [TO MASTER]	X HELP
	X HELP
RUN <DOS command>	X HELP
	X HELP
SAVE SCREEN [TO <memory variable name>]	X HELP
	X HELP
Extension to dBASE. Saves current screen in memory v	X HELP
See RESTORE SCREEN FROM <memory variable>	X HELP
	X HELP
* SAVE TO <memory file name> [ALL LIKE]EXCEPT <mask>	X HELP
	X HELP
Watch out you don't get to many of my variables.	X HELP
	X HELP
SCATTER [FIELDS <field list>] TO <array>	X HELP
	X HELP
Extension to dBASE. Move values from fields in cur	X HELP
database into an array. The first field goes into the first	X HELP
element of the array and so on. Memo fields are ignored	X HELP
	X HELP
SEEK <expression>	X HELP
	X HELP
SELECT <numeric expression> <alias>	X HELP
	X HELP
Extension to dBASE. SELECT 0 will return lowest unu	X HELP
area.	X HELP
	X HELP
SET ALTERNATE ON OFF*	X HELP
	X HELP
SET ALTERNATE TO <output file name>	X HELP
	X HELP
SET BELL ON OFF*	X HELP
	X HELP
SET CARRY [ON OFF*]	X HELP

	X HELP
SET CENTURY ON OFF*	X HELP
	X HELP
SET CLEAR ON* OFF	X HELP
	X HELP
SET COLOR ON* OFF	X HELP
	X HELP
SET COLOR TO [<standard>[,<enhanced>[,<border>]]]	X HELP
	X HELP
SET CONFIRM ON* OFF	X HELP
	X HELP
SET CONSOLE ON* OFF	X HELP
	X HELP
SET DATE <date type>	X HELP
	X HELP
* SET DEBUG ON OFF*	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
SET DECIMALS TO <numeric expression>	X HELP
	X HELP
SET DEFAULT TO [<drive>]	X HELP
	X HELP
SET DELETED ON OFF*	X HELP
	X HELP
SET DELIMITERS ON OFF*	X HELP
	X HELP
SET DELIMITERS TO <character expression> DEFAULT	X HELP
	X HELP
SET DEVICE TO PRINT	X HELP
	X HELP
SET DEVICE TO SCREEN	X HELP
	X HELP
* SET DOHISTORY ON OFF*	X HELP
	X HELP
Not implemented	X HELP
	X HELP
SET ECHO ON OFF*	X HELP
	X HELP
SET ESCAPE ON* OFF	X HELP
	X HELP
SET EXACT ON OFF*	X HELP
	X HELP
SET FIELDS ON OFF*	X HELP
	X HELP
SET FIELDS TO [<field list> ALL]	X HELP
	X HELP
SET FILTER TO [<condition>]	X HELP
	X HELP

Sheet1

SET FIXED ON OFF*	X HELP
	X HELP
SET FORMAT TO [<format file name>]	X HELP
	X HELP
SET FUNCTION <character expression> to <character string>	X HELP
	X HELP
SET HEADING ON* OFF	X HELP
	X HELP
* SET HISTORY ON* OFF	X HELP
	X HELP
Always on.	X HELP
	X HELP
* SET HISTORY TO <numeric expression>	X HELP
	X HELP
Always 50.	X HELP
	X HELP
SET INDEX TO [<index file list>]	X HELP
	X HELP
SET INTENSITY ON* OFF	X HELP
	X HELP
SET MARGIN TO <numeric expression>	X HELP
	X HELP
SET MEMOWIDTH TO <numeric expression>	X HELP
	X HELP
SET MENU ON* OFF	X HELP
	X HELP
SET MESSAGE TO [<character expression> <numeric expression>]	X HELP
	X HELP
When used with a numeric expression it is part of the label	X HELP
bar coding. The numeric expression determines the	X HELP
messages will be printed on. If set to 0 then messages	X HELP
not be printed.	X HELP
	X HELP
SET ORDER TO <numeric expression>	X HELP
	X HELP
SET PATH TO [<path list>]	X HELP
	X HELP
SET PRINT ON OFF*	X HELP
	X HELP
SET PRINTER TO <device> <file>	X HELP
	X HELP
* SET PROCEDURE TO [<procedure file name>]	X HELP
	X HELP
Not implemented.	X HELP
	X HELP
SET RELATION TO [<expression> RECNO() <numeric expression>]	X HELP
INTO <alias> [ADDITIVE]	X HELP
	X HELP
The ADDITIVE allows you to set more than one relation	X HELP

Sheet1

same database. This is an extension to dBASE which only one relation to a database.	X HELP
	X HELP
SET SAFETY ON OFF*	X HELP
	X HELP
SET SCOREBOARD ON OFF*	X HELP
	X HELP
SET STEP ON OFF*	X HELP
	X HELP
SET TALK ON OFF*	X HELP
	X HELP
SET TYPEAHEAD TO <numeric expression>	X HELP
	X HELP
SET UNIQUE ON OFF*	X HELP
	X HELP
SKIP <numeric expression>	X HELP
	X HELP
SORT TO <database file name> ON <field name> [[A][C][D]...]	X HELP
[<field name> [[A][C][D]...] [<scope>][For <condition>]	X HELP
[WHILE <condition>][FIELDS <field list>]	X HELP
	X HELP
You may specify fields from related files.	X HELP
	X HELP
STORE <expression> TO <memory variable>	X HELP
<memory variable> = <expression>	X HELP
	X HELP
SUM [<scope>] [expression list] [WHILE <condition>]	X HELP
[FOR <condition>] [TO <memory variable list>]	X HELP
	X HELP
SUSPEND	X HELP
	X HELP
TEXT ... ENDTEXT	X HELP
	X HELP
TOTAL TO <database file name> ON <key> [<scope>] [F	X HELP
list>] [FOR <condition>] [WHILE <condition>]	X HELP
	X HELP
TYPE <file name> [TO PRINT]	X HELP
	X HELP
UPDATE ON <key> FROM <alias>	X HELP
	X HELP
USE [<database file name>] [INDEX <index file list>]	X HELP
[ALIAS <alias name>]	X HELP
	X HELP
WAIT [<prompt>] [TO <memory variable>]	X HELP
	X HELP
ZAP	X HELP
	X HELP
*****	X HELP
	X HELP

7.4.	FUNCTION LIST	X HELP
	-----	X HELP
&<memory variable>[.<character expression>]		X HELP
<character expression>\$<character expression>		X HELP
ALIAS([<numeric expression>])		X HELP
Extension to dBASE. Returns alias of the specified work		X HELP
ABS(<numeric expression>)		X HELP
ASC(<character expression>)		X HELP
AT(<character expression>,<character expression>)		X HELP
BOF([<numeric expression>])		X HELP
CADOW(<date expression>)		X HELP
CHR(<numeric expression>)		X HELP
CMONTH(<date expression>)		X HELP
COL()		X HELP
CTOD(<<character expression>)		X HELP
DATE()		X HELP
DAY(<date expression>)		X HELP
DBF([<numeric expression>])		X HELP
DELETED([<numeric expression>])		X HELP
DISKSPACE()		X HELP
DOW(<date expression>)		X HELP
DTOC(<character expression>[,<1>]) **** 1 Gives date in fX		X HELP
indexing		X HELP
EOF([<numeric expression>])		X HELP
ERROR()		X HELP

Sheet1

EXP(<numeric expression>)	X HELP
	X HELP
FCOUNT([<numeric expression>])	X HELP
	X HELP
Extension to dBASE Returns the number of fields in specified database.	X HELP
	X HELP
FIELD(<numeric expression>[,<numeric expression>])	X HELP
	X HELP
FILE(<file name>)	X HELP
	X HELP
FKLABEL(<numeric expression>) *F	X HELP
	X HELP
FKMAX() *F	X HELP
	X HELP
FOUND([<numeric expression>])	X HELP
	X HELP
GETENV(<character expression>) *F	X HELP
	X HELP
IIF(<condition>,<expression>,<expression>)	X HELP
	X HELP
INKEY([<numeric expression>]) *F	X HELP
	X HELP
INT(<numeric expression>)	X HELP
	X HELP
ISALPHA(<character expression>)	X HELP
	X HELP
ISCOLOR()	X HELP
	X HELP
ISLOWER(<character expression>)	X HELP
	X HELP
ISUPPER(<character expression>)	X HELP
	X HELP
LEFT(<character expression>,<numeric expression>)	X HELP
	X HELP
LEN(<character expression>)	X HELP
	X HELP
LOG(<numeric expression>)	X HELP
	X HELP
LOWER(<character expression>)	X HELP
	X HELP
LTRIM(<character expression>)	X HELP
	X HELP
LUPDATE()	X HELP
	X HELP
MAX(<expression>,<expression>)	X HELP
	X HELP
MESSAGE([<1>]) *F	X HELP
	X HELP

Sheet1

MIN(<expression>,<expression>)	X HELP
	X HELP
MOD(<numeric expression>,<numeric expression>)	X HELP
	X HELP
MONTH(<date expression>)	X HELP
	X HELP
NDX(<numeric expression>)	X HELP
	X HELP
OS()	X HELP
	X HELP
PCOL()	X HELP
	X HELP
PROW()	X HELP
	X HELP
READKEY()	X HELP
	X HELP
RECCOUNT([<numeric expression>])	X HELP
	X HELP
RECNO([<numeric expression>])	X HELP
	X HELP
RECSIZE([<numeric expression>])	X HELP
	X HELP
REPLICATE(<character expression>,<numeric expression>)	X HELP
	X HELP
RIGHT(<character expression>,<numeric expression>)	X HELP
	X HELP
ROW()	X HELP
	X HELP
RTRIM(<character expression>)	X HELP
	X HELP
SELECT()	X HELP
	X HELP
Extension to dBASE. Returns the number of the current	X HELP
selected workarea.	X HELP
	X HELP
SPACE(<numeric expression>)	X HELP
	X HELP
SQRT(<numeric expression>)	X HELP
	X HELP
STR(<numeric expression>,[length],[number decimal places])	X HELP
	X HELP
STUFF(<character expression>,<start character>,<number of	X HELP
characters>,<character expression>)	X HELP
	X HELP
SUBSTR(<character expression>,<START>,<number characters>)	X HELP
	X HELP
SYS(<numeric expression>,<expression>,...)	X HELP
	X HELP
TIME()	X HELP

Sheet1

	X HELP
TRANSFORM(<expression>,<character expression>)	X HELP
	X HELP
TRIM(<character expression>)	X HELP
	X HELP
TYPE(<character expression>)	X HELP
	X HELP
UPDATED()	X HELP
	X HELP
Extension to dBASE. Returns true if the variables in the	X HELP
READ were updated.	X HELP
	X HELP
UPPER(<character expression>)	X HELP
	X HELP
VAL(<character expression>)	X HELP
	X HELP
VERSION()	X HELP
	X HELP
YEAR(<date expression>)	X HELP
	X HELP
	X HELP
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III\_HELP2,C,25

III\_NUM,N,6,0

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