

-----Instructions For Fishin' Log 1.6-----

By Tim Denihan



This program was written in the Visual Basic language so you will need VBRUN100.DLL file in a directory in your path statement to use this it. I would suggest that you put it in your Windows directory. You can download VBRUN100.DLL for free from many libraries on CompuServe that have Windows programs. Type GO MSBASIC and download VBRUN.ZIP in library #5 (Visual Basic Library). If you obtained this program from another source they also will supply it for you at no charge(except of course for diskette and mailing expenses).

To install the program just create a directory (named "Fishnlog" for example) and copy Fishnlog.exe and FI_instr.Wri to it. Check your Windows documentation if you are unfamiliar with creating directories. There is an icon inside the Fishnlog.exe file so if you will follow the instructions for creating a new program item, in your Windows instructions, when you tell Windows to use this file to start the program an appropriate icon will appear.

Each time you start Fishin' Log it looks for a file named Fishnlog.dat, which is where it saves your trip information. The first time you start the program it obviously is not there and you will receive a warning screen. Once you save ("add to log") some data, this file will be created. If you move Fishnlog.exe make sure you take Fishnlog.dat with it to the new location.

1). By default Fishin' Log looks for a file named Fishnlog.dat and uses it if another one is not selected (there is a box at the bottom of the screen to keep you informed as to which file you have open). So keep your most current entries in a file with that name and you won't have to open one each time you start the program (provided "Fishnlog.dat" is in the same directory as "Fishnlog.exe"). There is a maximum size of a file that Fishin' Log can open that limits you to 50 entries (trips) per file name (this is a limitation of the Visual Basic language but if I receive enough interest in the program I will write a new version that takes advantage of a new .DLL file that should correct this). Do to this limitation, when you are at the end of a time period (January for instance), or are closing in on the 50 entry limit, you will want to start a new file. Just rename the current "Fishnlog.dat" file to another name, I would suggest names indicative of the time period the file contains EG.. "1-1-92.dat" (make sure and use the ".dat" extension). This may be done from Window's File Manager. Just select (click on) the directory you have made for Fishin' Log then select "Fishnlog.dat" in the file window. Now click on and drop down the "File" menu item in File Manager, select "Rename" and type the new name you wish to use and push the OK button. Now the next time you start Fishin' Log it will create a new file named "Fishnlog.dat" for you just like the first time you used the program. I have written a reminder screen into the program that appears every time you start Fishin' Log in the months of November and December (assuming the clock is properly set on you computer) and when you have 48 or more entries in your current file.

When you wish to review past fishing trips, that are in a file other than the one that you are currently using, just click on and drop down the "File" menu item in Fishin' Log and select "Open File". You may browse any directory in search of a log file you wish to open but it would make more sense to me to keep them all together in your Fishnlog directory (remember that the File Open dialog box only displays files with the extension of ".DAT", this is why it is vital that you always use this extension when you rename a file).

2). The areas in which you can enter information into are referred to as "Fields", and you are limited to a specific number of characters (text, numbers, dashes, etc..) in each entry field. Once you have met that limit you will not be able to enter any more characters and a warning BEEP will kindly remind you of that (remember that in this context "spaces" are characters too). If you choose to reword (or abbreviate) your entry, just backspace over the entry or drag the text to be changed and press DEL and retype it. The limitations with some entry examples are listed below:

Location (24 Characters) Eg.. Lake Fork
Air Temp (5 Characters) Eg.. 72-96
General Weather (18 Characters) Eg.. Partly Cloudy
Wind MPH (5 Characters) Eg.. 10-15
Wind Direction (5 Characters) Eg.. SxSW
Lake Level (6 Characters) Eg.. 2' Hi
Water Temp (6 Characters) Eg.. 68-71
Water Color (8 Characters) Eg.. Stained
Visibility (6 Characters) Eg.. 4-4.5'
pH (4 Characters) Eg.. 7.5
Baits (168 Characters-approx. 6 lines) Eg.. Black Blue Worms 8"
Depth (5 Characters) Eg.. 12-15
Comments (1005 Characters-approx. 15 lines) Eg.. Your normal every day fishing stories that you would tell (lie about) when you get to work on Monday. Also this serves to include information to expand on items that you don't have a "field" for or that the "field" is too short for.

3.) You are also limited to a maximum of 50 entries (trips) in each file. A future update will take advantage of a special .DLL file, now available, that will allow the data file size to be limited only by the ram memory installed on your computer. Until that time however, I do have a reminder screen that activates in November and December to remind you that you are nearing the end of the calendar year and that you might want to think about starting a new data file and also when you approaching the 50 entry limit.

4.) Each time you start the program you are ready to make a new entry or look up an old entry. Just start typing to create a new entry or push the "Look Up" button to review a past trip. If you wish to edit (change) an existing entry you must access the "Edit Mode" through the drop down "File" menu item. While in this mode when you choose the "Edit Entry" button you will overwrite the current log entry with the updated data. Be aware that if you load an existing entry to edit it, even though a particular "field" may appear to have some blank spaces you will have to backspace over these "blanks" (or highlight and delete) to make room for more text (remember the character number limitations?! In this case the spaces, again, are characters).

5.) Make sure that when you are finished you save your entry either through "Edit Entry" or "Add to Log". If you exit the program without doing this, a screen will come up to remind you of your error and save it for you (with your permission) automatically.

6.) The "TAB" key will move you from field to field and SHIFT + TAB will move you backwards through the fields. You may also use your mouse to position the cursor where you want it.

That should do it!! Simple huh? I have attempted to stay within the spirit of Window's programs in that they are generally self explaining. If I should expand on these instructions... please tell me.

GOOD FISHING!!!

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