

# WINDOX Version 1.0

This program allows you to create and modify Paradox(TM) tables under Windows 3.0(TM) and then generates C or C++ code for you to use in your programs in order to manipulate those tables.

It is assumed that you are familiar with Paradox tables, data types, etc., and with C programming and that you have the Paradox Engine and its related tools which are necessary for using the code generated by this program.

Although this program is a complete working version and has not been crippled or limited for demo purposes, this does not mean that it is free. If you find it useful and continue using it, you are required to send a fee of \$25.00 to the author. This will authorize you to continue using the program and you will receive a registered version that does not have the registration reminder. You will also be informed of any future updates and enhancements. You are, of course, encouraged to make as many copies of this program as you want and pass them to your friends and colleagues.

I am contemplating a Pascal version of this utility, or rather, the addition of Pascal to the existing one. If that is of interest to you, please let me know.

Please send your registration fee and all your comments to:

Computer Solutions  
1501 Broadway, Suite 2002  
New York, NY 10036  
Att: Kamran Bayegan

I can also be reached on Compuserve: 73627,1573

All your comments and ideas for the improvement of this program are highly appreciated and welcomed.

## Contents

WINDOX.EXE	The executable module.
PXENGWIN.DLL	Paradox DLL necessary to run WINDOX.EXE.
WINDOX.WRI	Documentation (Windows Write format)
TEST.DB	A sample database for testing
READ.ME	

## Description

The program is so simple and straightforward that it really does not require any description. Remember that for the program to run properly, PXENGWIN.DLL must be in your Windows directory. The main screen looks like this:



<p><b>Select Functions:</b></p> <div style="border: 1px solid black; padding: 2px;"> <p>Open Table</p> <p>Close Table</p> <p>Create Table</p> <p>Create Index</p> <p>Empty Table</p> <p>Delete Table</p> <p>Copy Table</p> <p>Rename Table</p> <p>Add to/from Table</p> <p>Encrypt Table</p> <p>Decrypt Table</p> </div> <p><b>SELECT ALL</b></p> <p><b>UNSELECT ALL</b></p> <p><b>GO</b></p>	<p><b>Author:</b></p> <input type="text"/> <p><b>Project:</b></p> <input type="text"/> <p><b>Language</b></p> <p><input checked="" type="radio"/> C    <input type="radio"/> C++</p> <p><b>Error Message</b></p> <p><input checked="" type="radio"/> Yes    <input type="radio"/> No</p> <p><b>OK</b></p>
---	---

On this screen, you can enter your name, the name of your project and choose whether you want C code or C++ code. Marking "Yes" in "Error Messages" generates a macro that, upon an error, will display a box on your screen with the appropriate error message. This is very good for the development phase of your project, but you may decide to handle your errors in a different way, in which case, you will mark "No". Then the functions will just return the error code to your application.

The upper left box contains the functions that you can generate. You can choose one, a few or all of them, via **SELECT ALL**, or clear the selections with **UNSELECT ALL**. Pressing **GO** generates your code, which consists of a header file and a code file. The names of these files are made up of the first four letters of your table name. This is also the prefix that is attached to all function names. The program also generates two default functions, `????Get()` and `????Put()`, which are used for receiving data from the buffer and putting data into the buffer. The functions are all short and self explanatory and are named similar to the Paradox engine functions. Please take a few minutes to review them.

That's about it!!!

Please feel free to contact me with your suggestions, ideas and wish lists. Good luck and enjoy!!