

# DATA TRANSFER!

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VERSION 1.00

## System Requirements

Microsoft® Windows™ 3.1 or later

VBRUN100.DLL Runtime File (Included)

ATM (Optional, But Required for Font Use)

Mouse (Optional, But Required for Most Functions)

THREED.VBX (Included)

VBDIA.VBX (Included)

INSTSCRL.VBX (Included)

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## Installation Information

Run SETUP.EXE to install Data Transfer! Version 1.0! You will not have any difficulty because this program is almost fool-proof! Setup will install the files into the directory of your choice and the ATM fonts will be

installed in the same directory. Please install the fonts as your ATM manual instructs. The VBX files will be installed in the Windows System directory. If you happen to receive a "File Not Found" Message, put DATREGIS.INF, PASSTEXT.DAT, and/or the VBX files in the startup or a path directory.

## **Introduction**

Today, August 3, 1992, I have finished the first version of Data Transfer! (DatTrans) and the first application that I have ever developed for Windows on Visual Basic (or any Windows programming language)! This program has many features that makes Windows computing a little bit easier and more fun to use. **I'M SORRY, BUT A MOUSE IS REQUIRED FOR MOST OF THE FEATURES!** This program has many features unique to other utility software, first of all, because it has two games. There are also many other reasons why this program is unique to other utility packages. Read on to find out! If you have never used this program, I'll explain it to you in the first section of this manual. This version is public domain so you may copy it freely without charge! For now, all I'm going to say is that Data Transfer! is easy to use and learn, and if you like to experiment with programs (like I do), stop reading right now.

## **Main Concept**

As you may already now, Data Transfer! makes Windows computing easier. Data Transfer! has an oversized calculator (for people who can't aim with the mouse very well), a text editor with a button bar (for people who hate the menu concept), a drawing program (for people who don't like going through the hassle of learning a paint program), a program that lets you "look" through your hard disk (for people who just don't like opening the file manager), a clock and an alarm clock (for people who want to know the time while running DatTrans without using the clock and who need an alarm), a calendar (for people who like to look up dates), a personal info database (for

people who like to keep records), a screen saver (for people who like graphical effects and don't want screen burn-in), two games (for people who like entertainment programs under Windows), and other minor features that make computing more enjoyable. All these features come in this single program and I've never seen all of them in any other single program, but I haven't seen to many programs so there might be one like this. This program is public domain so you may copy it freely.

## **Data Transfer!**

### **The Adventure Begins...Soon!**

Click anywhere on this screen to open the screen to bring up the PassVerify! form (If this is your first time running Data Transfer, the password input box will show. Enter your password, but make sure that no one is watching you! You will now see the Opening Screen.). Type your password and press ENTER. If your password is replaced by astericks, don't worry! I made it that way so your password won't be visible to bystanders! You are now at the Opening Screen!

### **Opening Screen**

The opening screen shows the title of my program, the author's name, and various icons dealing with my program. The title of the program will scroll in from the right side of the screen. To scroll the screen more quickly, click on the label on the bottom of the form (you've found it if the cursor changes into a "no drop"). If you wish, you may draw on the screen in this form, but if you do, you will get to the main screen of this program, so watch out! Some of the icons can be dragged, but others can be toggled. That's all there is to do, so let's move on to the next form.

### **Main Screen**

The main screen has many different controls. One of them is the User Input box and another is the Program Output box. By typing text in the User Input box and pressing the Transfer Data button, your text will appear in the program output box. By pressing the Reverse

Transfer button, the opposite will take place. You can also draw on the screen with the mouse.

The main screen also shows many different icons and by clicking them, different results will take place. Try them all! Some of them will run another form, others will just display a message in the Program Output box. For example, the trash can icon will erase any of the drawing on the screen by the mouse and display a message on the screen. You can make the output in the Program Output box transfer to the User Input box by pressing Reverse Transfer. The F1 icon does nothing much, the Mac icon doesn't do anything either, the Mail icon brings up a neat form to show toggling, and the Network icon opens the Data Transfer! Register! program. The Computer icon opens the Mix-Up program, but the File Drawer icon brings up the personal info database. The Printer icon brings up the calculator. The Paper icon brings up the text editor, the Marker icon brings up the drawing program, the disk icon brings up the easy way to look around on your disks, the clock icon brings up the alarm clock (if clicked once, but if clicked twice, it will bring up the calendar), and, as you already know, the trash can clears the screen of drawings if click once, if clicked twice it will bring up the screen saver. The color changer can be called by clicking one of the configure buttons near the Clock icon.

The menus have many different commands, in the File menu, there are some useful (but mostly unuseful) items. The New, Open..., Print..., Save..., Configure, and Make EXE File... items don't do anything useful. The Exit Data Transfer! item unloads the program from memory (exits). You can exit quickly by pressing F7.

In the Edit menu, all the commands are fairly useful. The Cut command cuts the selected text to the clipboard. The Copy command copies the text to the clipboard, and the Paste command pastes the data from the clipboard. Clear Selected Text clears the selected text (obviously!). Clear Readout clears the Program Output box. The Transfer Data and Reverse Transfer commands do the same thing as the buttons with the same name.

In the Programs menu, all the items run the identical program, which are explained later. There are easy shortcuts to run on the menu to run each program.

In the Info menu, the Date item display the date in the Program

Output box, and the Time item display the time in the Program Output Box.

In the Help menu, the items are pretty useless and don't do much anything, but you might want to try them anyway.

## **Text Editor!**

The Data Transfer! Text Editor! basically is an ASCII editor like Notepad, but it is easier to use and displays more. The text on the text editor are already wordwrapped, meaning that if the word is too long to stay on the screen, it is put on the next line.

As you may see on the screen, there is a button bar. By holding down one of the buttons, a descriptive message will appear on the label next to the button bar. The Date1 icon displays the date in short form (e.g., 3-1-92), the Date2 icon displays the date in long form (e.g. Sunday, March 1, 1992), and the Time icon display the time (12:45:31). The Cut icon cuts the selected text to the clipboard, the Copy icon copies the selected text to the clipboard, and the Paste icon pastes the text from the clipboard. The Print icon basically prints the text out on the default printer, if any.

On the bottom of the screen, you will see three buttons which make opening, saving, and exiting easy. The Open File button will open a text file, but it will ask you if you want to save the text on the screen (if there is any). The Save/New button will save the file and open a new file. The exit button exit the program and ask you if you would like to save the text, if there is any.

In the File menu, the New command will open a new project, the Open... command will open a text file, the Save File... command will save the file, the Save As... command will also save the file, and Configure will not do anything useful, except tell you my address. The Print command will print the file and the Exit command will exit the program. You can also press Alt-F4 to exit the program.

In the Edit menu, the Cut command will cut the text to the clipboard, the Copy command will copy the text to the clipboard, and the Paste command will paste the text from the clipboard. The Clear Clipboard command will clear the clipboard, the Covert to Lower Case will change all of the selected text to lower case letters, and the Convert to Upper Case will convert all of the selected text to CAPITALS.

In the Info menu, the Date command will display the date, and the Time command will display the time.

In the Help menu, none of the command do much.

By double-clicking on the text editor's icon (on the form) you will see an About box for the program, and this is true for all other of the programs in DatTrans!

## **Paint!**

Data Transfer! Paint! is really a drawing program, which is very simple. This is the only app in DatTrans that that will allow you to size the screen, for obvious purposes. This program is very simple - drag the left mouse button to draw, and click the right button to draw a line from the last drawing point to your current position. This program is **ONLY FOR MOUSE USERS!** You can drag the icon, or you can double-click it to display an about box. You can also drag the finished icon.

The Clear Board button clears all drawings. The Finished! button ends the program.

## **DiskInfo!**

Data Transfer! DiskInfo! is a program with an easy method of searching your hard disk. The concept is very simple - choose a drive from the drop down drive box, select a directory, on the directory list box, on the drive by double-clicking it, and choose a file, in the file list box, in the directory to exit the program. Note: You cannot run a program by selecting a file.

## **Calc!**

Data Transfer! Calc is a very simple calculator that is oversized for people who can't aim with their mice and who love large calculators. To enter a number, use this program like a regular calculator - punch in the numbers. Use the operators to Add, Subtract, Multiply, and/or Divide numbers. Use the percent sign to find a percent of a number by entering the number, pressing the Multiplication operator button, entering the percent, and pressing the percent sign (i.e.,  $5 * 6 \%$ ). Use the C button to cancel an equation, the

CE button to cancel an error, and the Backspace button to remove one number at a time. The Calc! icon brings up the Calc! About box, and the Copy button copies the number in the readout box to the clipboard.

## **Clock! and Alarm Clock!**

Data Transfer! Clock! is not an interactive program - it just displays the time!

Data Transfer! Alarm Clock! is an interactive program. By clicking on the form, an input box will appear asking you the date in this format : hh:mm:ss (i.e., Hours : Minutes : Seconds). When the clock reaches that time, the alarm clock will beep and display a dialog box signifying that the clock has been set off.

## **Super BusinessMan!**

Super BusinessMan! is a game in which you are a businessman that has to stop this cyborg from destroying your home city. You will be able to fly when you get the cape from a block, which you will have to hit directly under it. The gun is also found in a block and you must also be directly under it to get the gun. The gun shoots out four bullets at a time, but the cyborg may take many more to stop. Wait until you see the cyborg on the screen before firing. Your shots must be completely accurate to stop the cyborg. Fortunately, the cyborg only moves when you are not moving!

Super BusinessMan will move small steps with the control pad. The FlyAwayPad will let you fly only if you have the cape or gun. He can only shoot if you have the gun. The Fire 1! button will fire four bullets which might be able to stop the cyborg. Have fun!

## **Calendar!**

Data Transfer! Calendar! is a program that lets you easily find a date. The top of the calendar shows the month, year, and the days of the week. You can read this calendar the way you would read other calendars. To change the year, click the right arrow on the first horizontal scroll bar to advance one year in time, and the left arrow to decrease the year shown. Clicking to the right of the scroll bar position will advance the year by a decade, and clicking to the left of the

position will decrease the year by a decade. To change the month, click the right arrow on the second horizontal scroll bar to advance one month and the left arrow to decrease the date by one month. Clicking to the right of this scroll bar will increase the date by three months, and clicking to the left of it will decrease the date by three months.

The Today button will bring you to today's date.

To exit the program, you may either press the Finished! button, the Cancel button, or double click a date.

The See Moon Phase! button will bring up a box showing the phase of the moon for the date highlighted on Calendar!

If you double click the Calendar! icon, the Calendar! About box will appear.

## **RecEdit!**

Data Transfer! RecEdit! is a personal information database that allows you to store records. The fields include First Name, Last Name, Phone Number, Age, and Sex. Just type information in the fields. When you are done, press Add Record to create a new record. The program will ask you if you would like to add the information in the file, and click on your response. Repeat these steps until you are done, then press Exit to exit the program. The program will then ask you if you would like to save your file, then save your file if you wish. Note: Don't add any hyphens or parentheses in the Phone Number field.

The Next Record button advances to the next record in the file. The Previous Record goes back to the record in the file preceding the current record. The Open File button opens a record file. The Add Record button adds a record. The Delete Record button deletes the current record. The Exit button obviously exits Data Transfer! RecEdit!

To display the About box for this program, double click on the RecEdit! icon box.

## **Screen Saver!**

Data Transfer! Screen Saver! is a self running program that shows a group of lines bouncing and twisting along the edges of the



form. As you resize the form, the lines enlarge or shrink accordingly. Maximize the form for screen saving use. This can be used for enjoyment or to prevent screen burn-in. There is also another screen saver for maximum burn-in prevention under the Programs Menu in Data Transfer! called Screen Saver 2! which maximizes the program.

## **Mix-Up!**

Data Transfer! Mix-Up! is a puzzle program that separates any .BMP file (bitmap) that you supply into 24 parts for you to unscramble.

You select Options Scramble on Open to scramble the a picture when you open it. After you open a file with the File Open command, you remember that you have a great clipboard Graphic that you can use, so you open it with the File ClipBoard command. You decide that you don't like the way the picture was scrambled so you first select Options Show Scrambling to show the Scrambling and then Options Scramble. You select a white puzzle background under Options Puzzle Background and a black piece outline by selecting Options Piece Outline. Then you select one of the many Pieces options, which each of them does exactly what their description is. You find that the puzzle is so difficult that you need a hint by selecting the Hint! command. You get far into the game, but you cannot find some of the pieces, so you select Options Bring Pieces to Foreground. Since you find it impossible to win, you think about selecting Options Solve, so the computer will solve the puzzle for you, but you decide to select Options Animate to animate the solving process. You click File Exit because you don't want to play anymore. That is a basic puzzle walkthrough, but hopefully, once you understand the program, you won't have such a difficult time playing!

## **Register!**

Also included with this program is Data Transfer! Register! It allows you to print out information about your system to me. Please put it in a self-addressed envelope to register the program! If you don't want to, you don't have to, but I will be able to send you program updates. So, please send in your form and your address.

## **Miscellaneous**

### **About Boxes**

All about boxes do is to display the information about that program. To bring up about boxes, double-click on the icon corresponding to that program, somewhere on the form, or, if necessary, click on the Help About... item (if there is one) to display the about box.

### **Mail Form**

The Mail Form is an example of toggling (turning something on or off) which toggles icons. This is a neat little display which is useless, but it's neat to use for a while.

### **Background Color Changer**

The Background Color Changer can change the backgrounds of any of the main forms in Data Transfer! On the screen, there is a box showing the current color, three horizontal scroll bars to select the colors, and labels showing the units (maximum 256) of the Red, Green, and Blue colors selected. The total number of colors that can be selected are 16.7 million, but if your monitor or graphics card is not able to display them, the colors will be dithered and a pattern will show up! To select colors, move the horizontal scroll bars back and forth. The labels to the left of the scroll bars show the amount of selected units. When you have selected the appropriate color, press one of the buttons at the bottom of the screen to update the background color in one of the forms, and the color in the form will change.

### **ATM Fonts**

Included with this program are the three ATM fonts that I use in this program. Please install them in the manner which the ATM manual instructs, and please use them, if you would like to, with your favorite Windows word processor.

## **End Note**

Well, that's about it with Data Transfer! If you find any new features with the program that I haven't mentioned in this documentation, please feel free to use it - just because its not in the document, doesn't mean I didn't put it in! I can't think of anything else to say about the program, but that it's a great way of making Windows computing easier. I hope you will enjoy my program if you have not already used it, and Have Fun! If you have a suggestion, please write to me at the address that you can find in the Data Transfer! Text Editor!, under File Configure. Oh, and one more thing, my America Online Screen Name is "AlbertY5"!