



# Account Manager 1.3

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## **What Is Account Manager?**

Account Manager is a tool which helps you keep track of how you spend your time. It is primarily designed for professionals and others who work on multiple projects or accounts.

In a nutshell, you enter the projects that you work on into Account Manager, then you "punch in" or "punch out" of them as appropriate. At the end of the week, or whenever you need a summary of how your time was spent, you select Account Manager's report option. This will create a report for whatever dates you select, detailing (in varying levels) where your time was spent.

## Getting Started

It is very easy to get started using Account Manager. After running Account Manager:

1. Enter your first project name into the project list, and press the "Add" button (or press ALT-A). Repeat this step for each project that you have. Note that the project list is automatically saved after each change.
2. When all of your projects have been entered, you may punch into a project by selecting it in the list, and pressing "In" (ALT-I), or double-clicking on the project name in the list. Note that the status line reflects that this project is active.
3. To punch out of the project, press "Out" (ALT-O). Alternatively, you may punch into another project, which will automatically punch you out of the first one.

Account Manager also provides a convenient way to punch into and out of projects quickly. With Account Manager running as an icon, you may click on it once with the right mouse button. This will bring up the Quick Access List, which is a list of your projects. If you are currently punched into a project, it will be highlighted in the list. From this list, you may punch in or out of any of your projects quickly and efficiently.

## **Project Lists**

An Account Manager project list is a list of projects or accounts which you have entered. The default extension for project list files is \*.AMP. The project list is displayed in the project list box in the main Account Manager window, and also in the popup window displayed when the icon is right-clicked.

The project list exists for your convenience. It is possible to punch into/out of a project which is not in the project list, by just typing the name and pressing "In". Similarly, deleting a project from the project list will NOT erase data related to that project in the database. It is important to realize that the project list and the database are not directly "tied together".

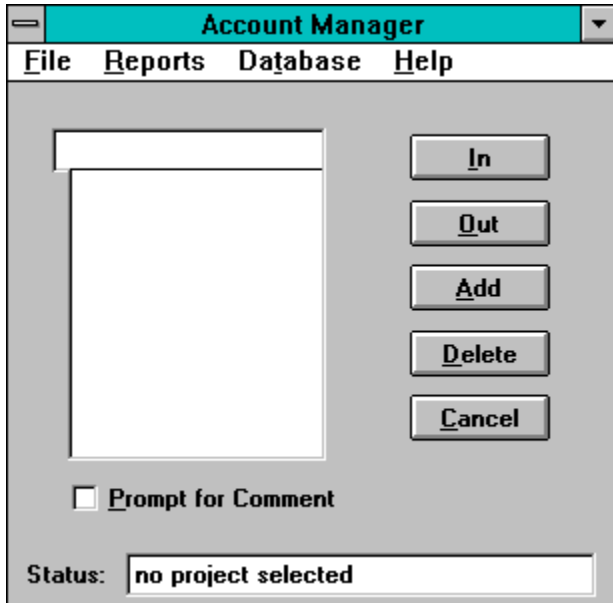
## **Database Files**

An Account Manager database file is the file where all of the time data is stored. Each time you punch into or out of a project, the current database file is updated. The default extension for database files is \*.AMD.

The database file can become quite large over time. It is recommended that you delete old data periodically from it, via the Edit Database menu option, which will save disk space and speed up report generation.

## Overview of the Main Window

The main Account Manager window looks like the following:



### Project List

The large list area at the top left is the project list.

#### In

To punch into a project, select it in the project list (or type it at the top of the project list) and click the In button (or press ALT-I).

#### Out

To punch out of a project, click the Out button (or press ALT-O).

#### Add

To add a project to the project list, type it into the top section of the project list and click the Add button (or press ALT-A). The project list will be automatically saved when you do this.

#### Delete

To delete a project from the project list, first select the project in the list and then click the Delete button (or press ALT-D). The project list will be automatically saved when you do this.

#### Cancel

Pressing the Cancel button will iconize Account Manager. Note that it is still possible to tell if you are punched in or not when Account Manager is iconized - see [Account Manager Icon](#).

#### Prompt for Comment

If this button is checked, you will be prompted for a comment when you punch into the selected project. Note that this mode may be on for some projects, and off for others.

**Status**

The status area at the bottom of the window will tell you at a glance the current project status.

## **Using Comments**

If a project is set up to prompt for comments, then a dialog will be displayed when you try to punch into the project prompting for a comment. You may type a new comment, or select one from the history list.

Comments can be useful to tell you exactly what you were doing while punched into a certain project. For example, if each project is actually a client name, then the comments could be used to describe what you were doing for that client.



## Account Manager Icon

The Account Manager icon changes to reflect whether or not you are currently punched into a project or not.



-- Punched In. Note that when you are punched in, the icon title will reflect the current project.



-- Not Punched In

If you click on the icon with the right mouse button, you will see the [Quick Access List](#).

## **File Menu**

The File menu contains options dealing with opening or creating Project Lists or Database Files.

New Project List

Open Project List

New Database File

Open Database File

Get Status

Exit

## **New Project List**

This menu option creates a new Project List file. You will be prompted for the filename to use; the default extension is \*.AMP. Warning: If you specify an existing filename, the old project list will be erased.

The new file will become the default project list which is loaded when Account Manager is started.

## **Open Project List**

This menu option allows you to open an existing Project List file. You will be prompted for the filename.

The file opened will become the default project list which is loaded when Account Manager is started.

## **New Database File**

This menu option creates a new Database file. You will be prompted for the filename to use; the default extension is \*.AMD. Warning: If you specify an existing filename, the old database will be erased.

The new file will become the default database which is loaded when Account Manager is started.

## **Open Database File**

This menu option allows you to open an existing Database file. You will be prompted for the filename.

The file opened will become the default database which is loaded when Account Manager is started.

## **Get Status**

This menu option displays the current Database filename and the current Project List filename.

**Exit**

This menu option exits Account Manager. You will be punched out of any currently active project when Account Manager closes.



## **Reports Menu**

This menu contains options related to creating reports:

Report Options - this option contains a submenu of the following two options:

Select Editor...

Time Format...

Create Reports

## **Database Menu**

This menu contains options related to database maintenance:

Punch In Earlier...

Punch Out Earlier...

Punch Out On Exit

Warn If Active On Startup

Enable Application Punch In/Out

Application Setup...

Edit Database...

## **Help Menu**

This menu has options to activate the Account Manager Help window (which you are now viewing) and the About Account Manager box.

## **Report Time Format**

This menu option allows you to select the format used for time durations in reports. You may select either HH:MM:SS format (for example, 2:20:00), or a decimal form of the total hours (for example, 2.33).

## **Selecting an Editor**

This menu option (selected via the Reports Menu) allows you to select the text editor you wish to use to view the reports when they are generated. The default is notepad.

Note that if you create your reports in CSV format, then a spreadsheet would be an effective editor to view the reports with.

## **Punch In Earlier**

This option (selected via the Database Menu) allows you to punch in at some time before the current time. This option is useful if you forget to punch into a project, or if you begin working on a project before you start Account Manager.

When this option is selected, a dialog will appear for you to enter the time when you want to punch in. Note that you are not allowed to punch in before the previous project was punched out, nor can you punch in after the current time.

If the project you punch into requires a comment, you will be prompted to enter one.

### **Information Fields:**

**Previous Project:** this is the name of the last project that was active. If this is a new database and there is no previous project on file, this field will say "(none)".

**Punched In/Out At:** this is the date and time that the previous project was punched into or out of (whatever the last punch in/out event was). If this is a new database and there is no previous project on file, this field will say "(N/A)".

### **Selection Fields:**

**New Project Name:** enter the project you wish to punch into here. You can either type a project name, or select one from the drop-down list of projects. If a project was selected in the project list on the main screen, then that project will be shown here as a default.

**Time To Punch In:** there are two fields in this section.

**Date:** Valid dates are in the format MM/DD/YY.

**Time:** Valid times are in the format HH:MM (24-hr), HH:MMa or HH:MMp. For example, the following are valid times:

8:00, 14:35, 2:35p, 1:30a

## **Punch Out Earlier**

This option (selected via the Database Menu) allows you to punch out at some time before the current time. This option is useful if you forget to punch out from a project, or if you are away from your computer when you stop working on a project.

When this option is selected, a dialog will appear for you to enter the time when you want to punch out. Note that you are not allowed to punch out before the current project was punched into, nor can you punch out after the current time.

### **Information Fields:**

**Current Project:** this is the name of the currently active project.

**Punched In At:** this is the date and time that the current project was punched into.

### **Selection Fields:**

**Time To Punch Out:** there are two fields in this section.

**Date:** Valid dates are in the format MM/DD/YY.

**Time:** Valid times are in the format HH:MM (24-hr), HH:MMa or HH:MMp. For example, the following are valid times:

8:00, 14:35, 2:35p, 1:30a

## Warn If Active On Startup

Selecting this menu option will toggle the Warn If Active On Startup feature. If this feature is enabled, then Account Manager will warn you if it detects that you are already punched in when it starts.

If this feature is enabled and you get a warning message when you start Account Manager, it means that you were still punched in even though Account Manager was not running. The currently active project will be shown, along with the time it was punched into. You will have the following options:

**Remain Punched In:** select this option if you want to remain punched into the currently active project displayed.

**Punch Out Now:** select this option if you want to punch out now from the currently active project displayed.

**Specify Earlier Time to Punch Out:** select this option if you want to punch out from the currently active project at some time before now. Note that you are not allowed to punch out before the current project was punched into, nor can you punch out after the current time.

**Date:** Valid dates are in the format MM/DD/YY.

**Time:** Valid times are in the format HH:MM (24-hr), HH:MMa or HH:MMp. For example, the following are valid times:

8:00, 14:35, 2:35p, 1:30a



## **Punch Out On Exit**

Selecting this menu option will toggle the Punch Out On Exit feature. If Punch Out On Exit is enabled (there will be a check mark next to the menu item), then you will automatically be punched out when Account Manager exits. If Punch Out On Exit is not enabled, then you will remain punched in when Account Manager exits.

## **Enable Application Punch In/Out**

This option (selected via the Database Menu) enables automatic punching in/out when applications are started, closed, activated, or deactivated. This behavior is user-definable, and is set up through the Application Setup option.

## Application Setup

Account Manager has the capability of automatically punching in/out or prompting for a project when other applications are activated, deactivated, started, or closed. To get to this setup screen, select Application Setup... from the Database Menu.

To enable automatic application punching in or out, set up the applications how you want them from this screen and then select Enable Application Punch In/Out from the Database Menu.

The following is a description of the various fields on the Application Setup screen:

**Event:** This is one of the following, depending on when you want to trigger.

**Activate:** An application is being activated; for example, the user clicked on its window. In technical terms, a top-level unowned window is being activated.

**Deactivate:** An application is being deactivated; for example, the user **was** working in this application, but they just clicked in a different window.

**Start:** An application is being started.

**Close:** An application is being closed.

**Application Title:** This is the title of the application you wish to trigger on. This is NOT the file name - it is the name of the program, as shown on the title bar of the window when it is running. You only need to enter the first few characters of the name - for example, if you enter Calc, then Calculator will match. The more characters you enter, the more specific you can be as to which application will trigger the event. If you enter less characters, then multiple applications will match and trigger the event. For example, if you enter C, then Calculator and Clock will both match.

If an application matches more than one event, the event is chosen which matches the greatest number of characters; ie., the most specific event that matches. For example, if you have two application events with titles of Cal and Calculator, then running Calculator will only trigger the second of the two.

If this field is left blank, then every application will match the name (except those that match another event more specifically).

**Action:** This is the action you want Account Manager to take when the application activates/deactivates/starts/closes. The options are:

**Punch In:** Punches into a project.

**Punch Out:** Punches out.

**Activate:** Activates Account Manager and prompts for input. Note that Account Manager will remain on top of all other windows until some action is taken by the user. This action is only available for Start or Close events.

**Project:** If Punch In is selected as the Action, then this is the project to punch into.

**Comment:** There are three options for comments:

**None:** No comment.

**Application Title:** This enters a comment which is the title of the application that triggered the event. This is convenient if more than one application can trigger an event - this comment can tell you which application it was.

**Select:** Allows you to enter a comment, or select one from the history list.

### To add a new application event:

Fill in the event you want using the field described above, and click the Add button.

**To change an existing application event:**

Click on the event in the list, make the modifications you want using the fields described above, and click the Change button.

**To delete an existing application event:**

Click on the event in the list, and click the Delete button.

## Edit Database

This option (selected via the Database Menu) allows you to perform database maintenance. In particular, you can delete certain blocks of data from the database. This will both reduce the database file size, and improve the speed with which reports are generated.

When this option is selected, a dialog will be activated which displays information about the currently loaded database and options for deleting data from it. The following fields are in the dialog:

### Information Fields:

**Database:** this is the filename of the currently loaded Database file.

**Database contains information from {date} to {date}:** these are the range of dates for which information is available in the database.

### Selection Fields:

**Delete data from {start date} to {end date}:** selecting this option and pressing OK will delete data in the database ranging from *start date* to *end date*, inclusive. A punch in/out pair will be deleted if the punch **in** time is within the date range specified, even if the punch out time is not. Valid dates are in the format MM/DD/YY.

**Delete data up to and including {date}:** selecting this option and pressing OK will delete data in the database from the beginning up to *date*, inclusive. A punch in/out pair will be deleted if the punch **in** time is within the date range specified, even if the punch out time is not. Valid dates are in the format MM/DD/YY.

**Delete last record in database:** selecting this option and pressing OK will delete the last record in the database. This record will include both a punch in and a punch out. The date and time shown are the time that the project was punched out of. Note that since using the database editor automatically punches you out of the current project, there will always be a in/out pair at the end of the database when this option is selected.

**Store deleted data:** this option indicated that the data which is deleted from the database will be stored in this indicated file (which is the database filename, with a .BAK extension). Note that if this .BAK file already exists, the new data will be appended to it. Note that this option is not available when using the Delete last record in database option.

## **Quick Access List**

The Quick Access List is accessed by clicking on the Account Manager icon with the right mouse button. This brings up a list of your projects/accounts, with the currently active one highlighted (if any). From here, you can punch into or out of a project.

The Quick Access List is especially convenient when you are using the Icon Always On Top option, since the icon will then always be visible -- the Quick Access List is then never more than one mouse click away.

### **To punch into a project:**

Select the project you wish to punch into, and click the "In" button. Alternatively, you can double-click the project name.

### **To punch out of a project:**

Click the "Out" button.

### **To Exit the Quick Access List without changing the active project:**

Click the "Cancel" button or press ESC.

## Create Reports

This option (Create Reports from the Reports Menu) allows you to create reports. These reports will be saved to a file, and can be edited or printed later by another application (such as NOTEPAD).

### Report Types:

**Overall Summary by Project:** This report shows the total time spent on each project in the database, from the starting date to the ending date (inclusive).

**Daily Summary by Project:** This report shows the total time spent on each project on each day, from the starting date to the ending date (inclusive).

**Detailed Report:** This report shows the time of each action (punch in/out) present in the database, from the starting date to the ending date (inclusive). The total time in a project is shown for each punch in/out pair. No summary is generated in this report. Note that this is the only report which displays the comments which may have been entered.

### Report Formats:

**Formatted Text:** If this format is selected, the report will be generated in an easy-to-read text format, which is formatted using spaces. This is the best selection if you wish to review the report using a text editor.

**CSV:** This is the Comma Separated Values format. This format uses commas to delimit fields within the report, and can be directly imported by most spreadsheet products.

If you use CSV format, be aware that some spreadsheets cannot interpret a HH:MM:SS time span which is greater than 24 hours. You may wish to use the decimal time format option.

Valid starting and ending dates are in the format MM/DD/YY. The report filename is the file the report will be stored in. Pressing the Browse button will allow you to select a file interactively.

**View in Editor:** if this box is checked, then the generated report will be loaded into the editor selected (select editor using the Select Editor option from the Reports Menu). Note that it is still necessary to specify a report filename.

## Account Manager Command Line

The command line options for Account Manager are:

ACCTMAN

ACCTMAN -out

ACCTMAN -in

ACCTMAN *project name*

The first option runs Account Manager normally. The -out option will punch out of the currently active project. The *project name* option will punch into the selected project.

The -in option can only be used if you are currently not punched in. It will punch you into the last project which was active. For example, if project "my proj" was active, then you punched out of it, and then ran "ACCTMAN -in", then Account Manager would punch you into "my proj".

### Note:

Only one copy of Account Manager will run at a time. However, if Account Manager is running and you try to run it again, the command line options will be passed to the running copy. So, if Account Manager is running, running "ACCTMAN -out" will punch you out of the current project. Similarly, "ACCTMAN my project" will punch you into a project called 'my project'.

This powerful capability could be used with a program scheduler such as Clocker. This would give you the capability to automatically punch out from 12:00 to 1:00pm for lunch, for example. If at 12:00 you executed "ACCTMAN -out", and at 1:00 you executed "ACCTMAN -in", you would be punched out from 12:00 to 1:00, and then punched back into the project you were previously working on. This feature could also be used for regular meetings, etc.



## **Icon Always On Top**

This option is available from the System Menu of Account Manager. Selecting it will cause the Account Manager icon to always remain on top of all other window.

This option is especially useful when used with the [Quick Access List](#).

## DOS Interface to Account Manager

Since many people have to exit Windows occasionally to run a program that will not run in a DOS box, etc., we have provided a DOS Interface to the Account Manager database. This interface is limited, in that you can only punch in, punch out, or get the database status.

### Note:

The DOS interface CANNOT be run from a Windows DOS box. It is provided solely to be run completely outside of Windows. If you are inside Windows, use the Windows Account Manager (ACCTMAN.EXE).

### Command Line:

```
DOSACCT [-db database] -status
DOSACCT [-db database] -out
DOSACCT [-db database] projectname
DOSACCT [-db database] "project name"
```

The DOS interface will attempt to read your ACCTMAN.INI file to get the name of the active database. If this ACCTMAN.INI file is not accessible (if you are on a network workstation other than your own, for example), then you can specify your database file with the -db option. Use of this option is not recommended, except where it is absolutely necessary.

The -status option will tell you which (if any) project is currently active. The -out option will punch you out of the currently active project. The last two options are for punching into a project. If the project name contains spaces, you must enclose it in quotes as in the fourth example.

### Examples:

```
DOSACCT myproject
```

This will punch into the project called "myproject", using the database file specified in the ACCTMAN.INI file.

```
DOSACCT -out
```

This will punch out of the currently active project (if any), using the database file specified in the ACCTMAN.INI file.

```
DOSACCT -db time.amd myproject
```

This will punch into the project called "myproject", using the database file `TIME.AMD`.

## **Support**

Support is available via telephone, E-mail or US Mail.

### **Telephone**

(303) 226-8682

### **FAX**

(303) 226-8682

### **E-mail**

CompuServe: 71774,605

Internet: 71774.605@compuserve.com

### **US Mail**

Winnovation

P.O. Box 271071

Ft. Collins, CO 80527-1071

USA

## Account Manager 1.3 Ordering Information

To print this order form, select Print Topic from the File menu. Alternatively, a text-only version can be found in ORDERFRM.TXT.

Registered users will receive a printed manual, the latest version of Account Manager on disk, free support, and free upgrades to future versions.

Payment must be made in U.S. dollars. Please make checks payable to Winnovation. Purchase orders are accepted from most corporate, educational, and government institutions. For information please call (303) 226-8682.

Please return order form with payment to Winnovation, Dept. A13, P.O. Box 271071, Ft. Collins, CO 80527-1071, USA. Credit card orders can FAX to (303) 226-8682 or e-mail to CompuServe ID 71774,605.

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- Overnight delivery (international): call
- Overnight, recipient billed: enter Federal  
Express acct no.: \_\_\_\_\_

SUBTOTAL = \_\_\_\_\_

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TOTAL DUE (U.S. funds) = \_\_\_\_\_

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Date: \_\_\_\_\_

Name: \_\_\_\_\_

Company: \_\_\_\_\_

Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Telephone #: \_\_\_\_\_ FAX #: \_\_\_\_\_

E-mail address (optional): \_\_\_\_\_

Where did you hear about and/or find Account Manager?



## Other WinnoVation Products

Be sure to check out the following other products from WinnoVation! They should be available on major Internet FTP sites, CompuServe, and major BBS's, or you may order directly from WinnoVation!



# Clocker

## A Personal and Network program scheduler for Windows 3.1!

Clocker is designed to schedule programs (or reminders) to be run at a scheduled time. Both a private schedule and a shared network schedule can be active at the same time, so you can...

- \* Backup your system periodically
- \* Manage network backups
- \* Run long processes during off hours
- \* Schedule reminders for entire network
- \* Download long data files during off-peak hours

In addition to running programs, Clocker can schedule the following additional items:

- \* Close running programs
- \* Exit Windows, restart Windows, or reboot system
- \* Exit Windows, run a DOS program, and restart Windows

System or Network administrators! Clocker gives you the capability to execute processes on each machine on the network running Clocker. This is done via a central schedule, which you alone control. If you make a change to this schedule, all other machines will automatically update themselves from this file!

Other features:

- \* Clocker's icon functions as a system clock
- \* Group schedules fully password-protected

Evaluation copies of Clocker are available on CompuServe in the WINSHARE forum as CLOCKR.ZIP, and on America Online (search for keyword 'WinnoVation').. It can also be found on Internet FTP sites ([ftp.cica.indiana.edu: /pub/pc/win3/util/clockr23.zip](ftp://cica.indiana.edu/pub/pc/win3/util/clockr23.zip)), and many BBS's, currently as CLOCKR23.ZIP.

Registration is \$24.95 for a single copy, and site licenses are available at a discount. Upon registration, you will receive a disk with the latest version of Clocker, a printed manual, and a license statement with your personal serial number and registration code combination. Registered users will receive free unlimited technical support and free upgrades to future versions of Clocker.

Winnovation offers a 30 day money-back guarantee, so order now!

[Order Clocker!](#)

## Order Clocker 2.3!

For information about Clocker, see Other Winnovation Products. To print this order form, select Print Topic from the File menu.

Winnovation provides a 30 day money back guarantee. If you are dissatisfied with Clocker within 30 days of purchase, contact Winnovation for a complete refund of your purchase price.

Payment must be made in U.S. dollars. Please make checks payable to Winnovation. Purchase orders are accepted from most corporate, educational, and government institutions. For information please call (303) 226-8682.

Please return order form with payment to Winnovation, Dept. A13C, P.O. Box 271071, Ft. Collins, CO 80527-1071, USA. Credit card orders can FAX to (303) 226-8682 or e-mail to CompuServe ID 71774,605.

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- Overnight delivery (48 states): \$10.00
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SUBTOTAL = \_\_\_\_\_

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For credit card orders:

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Signature: \_\_\_\_\_

Disk Format: [ ] 3.5" 720K    [ ] 5.25" 1.2MB

Date: \_\_\_\_\_

Name: \_\_\_\_\_

Company: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Telephone #: \_\_\_\_\_ FAX #: \_\_\_\_\_

E-mail address (optional): \_\_\_\_\_

## **Using 3D Controls**

To use 3D controls, Account Manager requires version 2.01 or later of ctl3d.dll. Account Manager's distribution includes version 2.01, and should work correctly. However, other applications may install an older version. If you get a warning message from Account Manager about an old version, copy the ctl3d.dll from Account Manager's distribution disk to your WINDOWS\SYSTEM directory. Also ensure that no other copies of ctl3d.dll are present on your disk (you can use File Manager to find all instances of the file).

Note that you may have to close other applications in order to be able to copy ctl3d.dll to your WINDOWS\SYSTEM directory if these other applications are using the ctl3d.dll that is currently there.

### **To Disable 3d Controls:**

To disable the 3D controls, create a [Settings] section in the ACCTMAN.INI file (which should be in your Windows directory), if there is not one already. Add the following line, under this section header:

```
Controls3D=NO
```

Note that ctl3d.dll is still required for running Account Manager, even if the 3d controls are disabled. However, any version of ctl3d.dll will work in this case.

