GLOSSARY MASTER INDEX

43

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# **GLOSSARY AND MASTER INDEX**

4th DIMENSION by Laurent Ribardière

GLOSSARY

#### **GLOSSARY**

**Accept** The act of saving a record. In an input layout this is commonly done by typing the Enter key or pressing an accept button.

Access privileges See Password access privileges.

Access system See Password access system.

Active object An object in a layout that can process data or carry out an action. Active objects are created using the Create Active Object tool or the Add Field tool. They include: fields, buttons, enterable areas, and indicators.

Administrator One of two users that is created automatically by the Password editor. The Administrator is the default group owner for all groups created by the database designer. The administrator can also create and manage users and add users to groups.

**After phase** The last phase of the execution cycle in an input layout. The After phase occurs when the user accepts a record.

Alert box A dialog in a modal window of fixed size that informs the user of a condition. For example, if you try to enter an invalid value, 4th DIMENSION will display an alert box that tells you that the value is invalid.

Alpha field A field type that consists of alphanumeric characters (letters, numbers, and other characters) and has a maximum length of 80

**Application** A 4th DIMENSION database with custom menus. An application runs in the Runtime environment using 4th DIMENSION or it runs with 4th DIMENSION Runtime.

**Apply Formula** A menu command that is used to perform a global update on the current selection. Choosing Apply Formula displays the Formula editor.

**Argument** Information passed to and from commands, functions, and procedures.

\$0,\$1

Array A series of values stored temporarily in memory. The values are referenced by the array name followed by braces, ({...}). An array is typed and declared using one of the language's array commands. Arrays are commonly displayed as scrollable areas or pop-up menus.

**Array element** One of the values stored in an array.

**Ascending order** A sort direction that goes from lower to higher. For example, A to Z, early to late, and so forth.

**ASCII** A system used by computers to represent characters of the alphabet and other special characters used internally by the computer.

**Assignment operator (:=)** A symbol used by the procedural language to assign the value returned by the expression on its right to the expression on its left.

**Automatic relation** A relation between files that automatically loads records from the related file whenever appropriate. An automatic relation gives the user the ability to perform searches, sorts and other database operations across files.

**Average** The arithmetic mean, that is, the sum divided by the count.

**Backup** A copy of a database that is stored in a safe place in case the original database is damaged or lost.

**Before phase** The first phase of the execution cycle in a layout procedure. The Before phase occurs before a record is displayed.

**Bidirectional relation** A relation between files that is both one-to-many and many-to-one.

**Boolean field** A field that stores only one of two values, TRUE or FALSE. A Boolean field can be displayed on a layout as either a check box or a pair of radio buttons. On a Quick report, a Boolean field is displayed with the words TRUE or FALSE.

**Branching statement** Statements which direct procedure flow. The If...End if and Case...End case programming structures are branching statements.

Break area The part of a report between two groups of records. The Break area is the part of a report in which summary calculations can be displayed. In an output layout, a Break area is created by moving the Break markers; in a Quick report, a Break area is defined by creating a Break row.

**Break header** A separate Header area associated with a particular break level. A break header is used to display information once above a given break level.

**Break marker** The triangle in the vertical ruler of the Layout editor used to size the Break area.

**Break processing** The process by which sorted records are divided into logical groups.

**Break row** A row in the Quick Report editor in which summary calculations for groups of records appear.

**Button** An active object on a layout that performs an action when the user clicks it.

**Button text** The text used to label a button.

**Can't modify** A field attribute used to prevent users from modifying the value of a field after the record has been accepted. A "Can't modify" field can be modified using the language.

**Cancel** The act of discarding a new record or modifications to an existing record. In an input layout this is commonly done by typing Command-period or pressing a cancel button.

Character reference symbols Symbols used to refer to a specific character in a string. The character reference symbols, "≤" and "≥" are placed around a number that denotes the position of the character being referenced.

**Check box** A type of button that displays as a small square followed by a label. Clicking a check box causes it to toggle between being checked (an "X" appears in the box) and unchecked. Boolean fields can be displayed as check boxes.

**Choice list** A list created in the Lists editor that is used to display a list of choices during data entry or to limit the values that can be entered.

**Clone** A copy of a database structure. A clone of a database contains all the specifications for the database—files, fields, layouts, procedures, menus, lists, and so forth—but no data.

**Code** A series of statements written using the language.

**Command-click** The act of holding down the command-key and clicking the mouse button.

**Command-key** The key with the Apple symbol and/or the cloverleaf on it.

**Commands** Built-in 4th DIMENSION procedures and functions.



**Conjunction operator** An operator used in a compound search to combine simple search conditions, i.e., "and," "or," and "except."

**Control-of-flow** The order in which statements in a procedure are executed. The If and Case of programming structures are used to modify control of flow.

**Current record** The record upon which data management operations, such as modifying or saving, are performed. There is one current record for each file.

Current selection The records upon which operations that require a group of records are performed. For example, the following operations use the current selection: listing, sorting, and reporting. The current selection is commonly displayed in an output layout. Each file has its own current selection. The current record is always in the current selection.

**Custom menu** A menu created in the Menu editor.

**Data** The information stored in a database.

**Data entry** The process of entering information into a database. Data is entered in the User or Runtime environments.

**Data entry order** The order in which enterable areas are selected when pressing the Tab key during data entry. The entry order can be set in the layout editor.

**Data file** The disk file that contains all the data and indexes in a database.

**Data type** A specification that determines the kind of information that is stored in a field or variable. The data types are Alphanumeric, Numeric, Date, Time, Boolean, Picture, and Pointer.

**Data validation** The process of determining whether data entered is appropriate. Data validation methods include range checking, entry filters, use of choice lists, and monitoring data entry using procedures.

**Database** An integrated information management system. A 4th DIMENSION database consists of data, layouts, procedures, files, relations, menus, and so forth.

**Date field** A field type, which allows entries of dates between 100 AD and the year 32,767. Dates are entered in month/day/year format.

**Debugger** A window in 4th DIMENSION that is used to examine procedures as they execute. The debugger is very useful for determining the cause of programming errors.

**Debugging** The process of eliminating errors in a database or application.

**Default value** An initial piece of information that is automatically entered into a field when a new record is first displayed. For example, a sequence number generated by 4th DIMENSION can be used as a default value.

**Descending order** A particular sort direction that goes from high to low. For example, Z to A, latest to earliest, and so forth.

**Design environment** The part of 4th DIMENSION in which databases are designed. The Design environment consists of the Structure, Layout, Procedure, Password, Menu, List and Style editors.

**Designer** One of two users that are created automatically in the Passwords editor. The Designer is the only user who has access to the Design environment.

**Detail area** The part of a report in which records are listed individually.

**Detail marker** The triangle in the vertical ruler of the Layout editor that is used to size the Detail area.

**Detail row** The row in the Quick Report editor in which the formatting for a column is specified.

**Development** The process of creating an application.

**Dial** An active object that displays a numeric value as a portion of a semicircle. *See also* Thermometer *and* Ruler.

**Dialog box** A window of fixed size in which information is entered or displayed. You cannot switch to another window while a dialog box is open.

**Display format** A format that is used when information is displayed on a layout. A display format does not affect the way the information is stored, only how it is presented.

**Display only** A field attribute that prevents users from entering data into a field. "Display only" fields are not included in the data entry order and can only be assigned values using the language.

**During phase** The phase of the execution cycle that takes place when a field or object is modified.

**Editor** An integrated system of tools used to design or access a specific aspect of a database.

Element See Array element.

**Enter in list** A mode in the User environment in which the output layout can be used to enter and modify information.

**Enterable** An attribute of an active object that allows the user to select the object and enter a value.

**Enterable related field** A field from a related file on a layout that is enterable. By default, fields from related files are enterable, but this can be modified on a field-by-field basis.

**Entry filter** A data validation technique used to examine an entry on a character-by-character basis.

Entry order See Data entry order.

**Environment** A general term used to describe a part of 4th DIMENSION. 4th DIMENSION has three environments: Design, User, and Runtime.

**Excluded list** A data validation technique that specifies values that cannot be entered into an enterable area.

**Execute** To run a procedure.

**Execution cycle** The system that monitors when layout procedures and scripts are executed. The execution cycle consists of a series of phases.

**Export** The process of transferring records out of 4th DIMENSION.

**External object** An active object on a layout that is controlled by an external procedure.

**External procedure** A procedure written outside 4th DIMENSION in a programming language that compiles to 68000 code. External procedures are moved into 4th DIMENSION to provide extended capabilities.

**Field** An area in which you store information about a particular attribute. For example, Last Name, Address, City, and State might be fields in a Contacts file.

**Field attributes** Global properties assigned to a field. Field attributes are assigned in the Field dialog box in the Structure editor. The attributes are Indexed, Can't modify, Display only, Unique, and Mandatory.

**Field type** A property of a field that determines the kind of data it can store. Field types are Alpha, Text, Integer, Long Integer, Real, Date, Time, Boolean, Picture, and Subfile.

**File** The basic structure in which records are stored.

**File procedure** A procedure that is associated with a file and is automatically executed whenever any input layout belonging to the file is used.

**File structure** The system of files in the database and any relations that exist between the files.

**First page** An automatic button action used only in an input layout. It changes the display to the first page of the layout but does not accept the record.

**First record** An automatic button action used only in an input layout. It accepts the record and changes the display to the first record in the selection.

**Fixed frame (multiple records)** A printing format for included layouts. It specifies that the size of the included layout remains constant. If there are more records than fit within the included layout, the parent layout is repeated until all included records are printed.

**Fixed frame (truncated)** A printing format for included layouts. It specifies that the size of the included layout remains constant and that any records that don't fit within the included layout are not printed.

Flowchart editor An editor used to write procedures or scripts graphically as a series of steps and tests.

**Footer area** The area that appears at the bottom of each page in a printed report.

**Footer marker** The triangle in the vertical ruler of the Layout editor that is used to size the Footer area.

**Formula** A one-line statement or expression written in the Formula editor that returns or assigns a value.

**Formula editor** The dialog box used to build a formula. The formula editor appears in several places including Search by Formula and Apply Formula.

**Full-page layout** An input layout for a file or subfile that is displayed when a record in an included layout is double-clicked.

**Function** A procedure or command that returns a value.

**Global procedure** A type of procedure that can be called by other procedures or functions or be attached to custom menu items. A global procedure that returns a value is a function.

**Global update** A modification of the records in the current selection. A global update is done using the Apply Formula menu item in the User environment or the APPLY TO SELECTION command in the language.

**Global variable** A variable whose value is available to all procedures in the database. *See also* Local variable.

**Graph area** An active object on a layout that displays a graph.

**Graphic objects** Objects created in the Layout editor that serve only as decoration. They do not process data or perform actions. For example, lines, rectangles, and circles are graphic objects.

**Grid object** A type of graphic object that displays a series of rows and columns.

**Group** A collection of users and/or other groups used in the Password access system. Groups are assigned access to different parts of the database.

**Group owner** The user who can control the membership of a group.

**Guest** A user of a password protected database that has not been assigned specific access privileges.

**Header area** The area that appears once per page at the top of a printed report.

**Header marker** The triangle in the vertical ruler of the Layout editor that is used to create and size the Header area.

**Header row** The row in the Quick Report editor that is used to control the contents of the header in a printed report.

**Highlight button** A type of button that inverts (black becomes white and white becomes black) when it is clicked but is otherwise invisible.

**Import** The process of transferring records into 4th DIMENSION.

**Included layout** A type of object in a layout that displays a list of records from a subfile or another file.

**Index** An internal table that is built and maintained by 4th DIMENSION to speed searches and sorts. 4th DIMENSION builds and maintains an index if the Indexed field attribute is checked.

**Indexed search** A search that uses an index. An indexed search is faster than a sequential search. *See also* Sequential search.

**Indicators** A general term that describes three types of active objects—thermometers, rulers, and dials.

**Input layout** A layout that displays one record at a time and is commonly used to enter and modify data.

Integer field A field type that stores only whole numbers between  $\pm 32,767$ .

Invisible button A type of button that is transparent and does not highlight when it is clicked. Invisible buttons are generally placed in front of graphics. This placement creates the illusion that the user is clicking on the graphic.

**Key field** A field that uniquely identifies a record. A key field is commonly used in a relation to identify the related record in the One file.

**Keywords** A set of symbols, words and phrases that are used frequently in programming. Keywords appear in the Keywords panel in the Procedure editor.

**Last page** An automatic button action used only in an input layout. It changes the display to the last page of the layout but does not accept the record.

**Last record** An automatic button action used only in an input layout. It accepts the record and changes the display to the last record in the selection.

**Layout** A form composed of fields, variables, buttons, and other objects. You work with your data through layouts.

**Layout editor** The editor in the Design environment in which you design layouts and access scripts.

Layout menus A menu bar associated with a particular layout. Layout menus are displayed when the associated layout is used in either the User or Runtime environments. Layout menus are appended to the current menu bar.

Layout procedure A procedure associated with a layout that executes automatically whenever the layout is used. Layout procedures can be used to establish default values, process information, or post data to other files.

Layout template One of eight designs used to create a layout. A layout template is commonly used to generate layouts quickly.

**List** A series of items that can be used in a database for look-ups, data validation, and other purposes.

"List of files" window The window in the User environment used to change files and layouts.

**Listing editor** The editor used to write procedures as a sequence of statements.

**Lists editor** The editor in the Design environment used to create lists.

**Local variable** A variable that can be used only within a single procedure. A local variable is cleared after the procedure executes.

**Logical operator** An operator used to compare two values, for example, "is equal to," "is greater than," and so forth.

**Long integer field** A field type that stores only whole numbers between  $\pm 2,147,483,647$ .

**Loop** A programming structure that executes the same statements repeatedly until a condition is met.

**Mail merge** The ability to combine the contents of fields with a form letter. To create a mail merge document, fields or variables are embedded in a text area on a layout.

**Mandatory** A field attribute that requires that a value be entered before the record can be accepted.

Many file One of the two files in a relation. Several records in the Many file are related to a specific record in the One file.

**Many-to-one relation** An association between two files in which a record in the One file is selected by matching the value of a field in the Many file with the related field in the One file.

**Marquee** A flashing rectangle that is drawn with the Arrow tool in the Layout editor. Drawing a marquee selects the objects enclosed or intersected by the marquee.

Master file The file to which a layout belongs.

**Menu editor** The editor in the Design environment in which you create custom menus and assign global procedures to menu items.

**Multi-page layout** An input layout with two or more pages (screens). Buttons can be used to move from page to page.

**Multi-user** A mode in which several people can use the same database simultaneously. In multi-user mode, 4th DIMENSION automatically handles possible conflicts that can arise when two or more people try to access and modify the same record.

**Network** A system of hardware and software that connects more than one computer.

**Next page** An automatic button action used only in an input layout. It changes the display to the next page of the layout but does not accept the record.

**Next record** An automatic button action used only in an input layout. It accepts the record and changes the display to the next record in the selection.

**Numeric field** A field that contains numbers. A numeric field can be of the type Integer, Long integer, or Real.

**Object** Any item on a layout. Layout objects can be active objects, which perform an action, or graphic objects.

**On Background** A display format for a picture field in which the picture is placed on top of any background object and can be moved by the user.

One file One of the two files in a relation. Each record in the One file is related to many records in another file (the Many file).

One-to-many relation A relation between two files in which several records in the Many file are selected by matching the value of a field in the One file with the related field in the Many file.

**Only if Modified** An attribute applied to an active object that restricts script execution to when the object is modified during data entry.

**Operator** A symbol which represents an operation. For example, a plus sign (+) is an operator which will add two numbers together.

**Output layout** A layout that is used to show several records in the form of a list or report.

Parameter See Argument.

\$0. \$1

**Parent file** The file to which a subfile belongs.

**Parent record** The record in a file to which subrecords belong.

**Password** A series of characters that a user must enter in order to gain access to a password-protected database.

Password access privileges Permission granted to users to use various parts of a database, including: layouts, menus, procedures and file operations.

**Password access system** The system of passwords, Users and Groups that controls access to various parts of a database.

Password editor The editor in the Design environment in which you create users, groups, assign passwords to users, and monitor the use of the database.

**Permanent sort** A reordering of records that is done with the Sort File command. The Sort File command permanently reorders the records on disk.

**PICT** A standard Macintosh format for storing object-oriented graphics.

**Picture field** A field type that can store bitmapped or object-oriented pictures.

**Pointer** A data type in the programming language that points to where information is stored.

**Pop-up menu** A menu on a layout that appears when you click the object and hold down the mouse button.

**Previous page** An automatic button action used only in an input layout. It changes the display to the previous page of the layout but does not accept the record.

**Previous record** An automatic button action used only in an input layout. It accepts the record and changes the display to the previous record in the selection.

**Primary sort field** The first sort field in a multilevel sort. If there is only one sort field and that field is indexed, the sort is very fast.

**Procedure** One or more lines of code that are written in the Procedure editor. A procedure can be a global, layout, or file procedure. A global procedure that returns a value is a function.

Procedure editor An editor in the Design environment used to write procedures. The procedure editor can be either a Listing editor or a Flowchart editor. The Listing editor shows procedures as lines of text, and the Flowchart shows procedures graphically as steps and tests.

**Quick Report** An editor in the User environment that is used to create and print tabular reports with Break areas and summary calculations.

**Radio buttons** A series of one or more small round buttons used to represent information. The radio buttons may be controlled by the language or may show the value in a Boolean field. Only one radio button in a series can be "on" (highlighted).

**Radio picture** A series of one or more transparent buttons used to represent information. Each button usually has a graphic behind it. When the user clicks on one picture (i.e., button), the other buttons are turned "off" (not highlighted) and the clicked button stays highlighted.

Range checking A data validation technique in which minimum and maximum values are compared against an entry. When data is entered, 4th DIMENSION determines whether the entered value is above the minimum value and below the maximum value and alerts the user to an error.

**Real field** A field type that stores numbers which can contain decimal points.

**Record** A basic unit of information in a file. For example, a record can correspond to a person, a company, an invoice, a product in an inventory file, and so forth.

Related field The field to which a relation is established. If the relation is One to Many, the related field is in the Many file. If the relation is Many to One, the related field is in the One file.

Relating field The field which establishes a relation. If the relation is One to Many, the relating field is in the One file. If the relation is Many to One, the relating field is in the Many file.

**Relation** An association between two files. A relation is based on matching values between a field in each file. A relation is used to allow the files to share information. A relation is created by drawing a line from the relating field in the Many file to the related field in the One file.

**Report layout** A layout designed for printed reports, rather than display on screen. A report layout may have Break areas and summary calculations.

**Required list** A list of items against which an entry in a field is compared. The entry must be in the list or the entry is not accepted.

**Routines** Commands and functions in the 4th DIMENSION language.

**Ruler (active object)** An active object in which the value is represented by the position of a marker on a ruler.

**Ruler (in Layout editor)** A measurement grid on the sides of the layout editor for positioning objects.

Runtime application A database customized with menus that runs in the Runtime environment or with 4th DIMENSION Runtime.

**Runtime environment** One of the three work environments of 4th DIMENSION. The Runtime environment is where you use a database that has custom menus.

Runtime version A version of 4th DIMENSION for using a database with custom menus. The runtime version can only be used to manage data. It cannot be used to design a database. The runtime version is equivalent to the full 4th DIMENSION without the Design or User environments.

**Scaled-to-fit picture** A format used to display and print pictures. The format scales the picture to fit within a specified area.

**Scatterplot** A two-dimensional plot of points. The location of the points is determined by the two values assigned to the horizontal and vertical axes.

**Script** Instructions written in the 4th DIMENSION language that are "attached" to an active object in a layout. Scripts are used to manage the active object. Scripts are generally short.

**Scrollable area** An active object in a layout that is used to display an array. A scrollable area appears as a list that the user can scroll through and select from.

**Search** The process by which a group of records is selected.

**Search by Formula** A search method in which the search condition is described by a formula.

**Search by Layout** A search method in which a layout is displayed as a search window. The search condition is specified by typing values into fields.

Search condition A logical statement that instructs 4th DIMENSION to find one or more records based on the values in a field or fields. For example, "Last Name is equal to 'Smith'" is a search condition that instructs 4th DIMENSION to find all records with the string "Smith" in the Last Name field.

**Search editor** A general-purpose search method that can be used to do simple or compound searches, limit the search to the current selection, and save search conditions to disk.

**Secondary sort fields** In a multi-level sort, the first sort field is the primary sort field and the remaining fields are the secondary sort fields.

Selection See Current selection.

**Sequential search** An unindexed search. In a sequential search, 4th DIMENSION examines each record in a file or selection.

Serial port A connector on the Macintosh used to communicate with printers, modems, and other devices. The 4th DIMENSION language contains commands to control communications through the serial port.

**Set** A temporary representation of a selection of records. Sets are used in the language to manipulate several selections at the same time.

**Sort** A reordering of records, usually performed before displaying or reporting.

**Sort editor** The editor in which the user can specify the fields to sort on.

**Sort field** A field that is the basis of a sort. A sort can be done on several sort fields or on formulas. *See also* Primary sort field *and* Secondary sort field.

**Sort File** A sort method in which the records in a file are sorted permanently.

**Sort order** The order in which the records are arranged after a sort.

**Sort Selection** A sort method in which the current selection of records is sorted. A sort selection is temporary.

**Splash screen** The graphic that is displayed when a user enters the Runtime environment or uses the application using 4th DIMENSION Runtime.

**Startup procedure** A global procedure that is executed automatically when a user opens a database.

**Statement** One line of code in a procedure.

**Structure editor** The editor in the Design environment that is used to create files, fields, subfiles, and relations among files.

Structure file The disk file that contains all the information about the design of the database—fields, files, layouts, menus, procedures, lists, and so forth—but not the data or the indexes.

Styles editor The editor in the Design environment in which formats and entry filters can be written and named as styles.

Subfield A field in a subfile.

**Subfile** A file that is automatically attached to a record in a parent file. Each record in the parent file stores a different subfile.

**Subrecord** A record in a subfile.

**Subtotal** The sum of fields in a report break. A subtotal is the sum of the values for the fields since the previous break.

**System variables** Variables that are automatically created by 4th DIMENSION. The OK system variable is frequently used to determine whether an operation has completed successfully.

**Tab key** The key on the keyboard normally used to move from field to field during data entry.

**Template** See Layout template.

**Text area** A graphic object in a layout that contains text. A text area may also contain embedded field names.

**Text field** A data type that can hold up to 32,000 characters. A Text field can be displayed on an input layout with a vertical scroll bar.

**Thermometer** An active object in which a value is represented by the length of a bar.

**Time field** A field type, which allows entries of times. Times are entered in HH:MM:SS format.

**Tools palette** The palette of 22 drawing tools in the Layout editor window.

**Total row** The row in the Quick Report editor in which summary calculations for all the records is calculated.

**Transaction** A series of data management operations.

**Unique** A field attribute that requires that each value for the field in each record be different.

**User environment** The environment that you use to manage data. In the User environment, you can enter, modify, and import data; search and sort records; create and print reports, labels, and graphs; and export data.

Validation See Data validation.

**Variable** An area in memory that holds a value. The contents of a variable are not stored in the database. A variable can be either a global variable or a local variable.

Variable frame A printing format for included layouts, pictures, and text. It specifies that the size of the area on the layout can grow to accommodate the size of the included layout, picture, or text when the layout is printed.

**Wildcard (@)** The symbol used in 4th DIMENSION to represent any other characters.

**X-axis** The horizontal scale in a two-dimensional graph

**Y-axis** The vertical scale in a two-dimensional graph.

# MASTER INDEX

# Command | Kegs | Shife | Kegs | D168 | Control | L295 | L367

#### L326

#### S ... 2 1306

#### **MASTER INDEX**

This is a combined index. It contains entries for the five manuals which describe 4th DIMENSION.

Each page reference in this index is prefixed by a letter which represents the manual to which it refers.

D - Design Reference

O - Ouick Start

L - Language Reference

T - Tutorials

U - User Reference

#### Cast of characters

! (exclamation point), for placeholder character D153

# (inequality operator) L111-113

# (number sign)

#D (current date) D156

#D (date of printing) U113

#H (current time) D156

#H (time of printing) U113

#N (sequence number) D156

#P (sequential page number) U113

as comparison operator U58

for numeric style U109

in Alpha field format D141-142

in Break row labels U106-107

in entry filter T65

in entry filter code D150, D152-153

in number display format D137

in numeric data format U109-110

in Quick Report editor T161

# (search comparator) L196

# (search conjunction) L195, L196

\$ (dollar sign) L23

in local variables T92

in number field D138

in numeric data format U109-110

% (modulo operator) L109

& (ampersand)

AND operator L114

exclusive superimposition L115

for scientific notation D139

in entry filter T65

in entry filter code D150

search conjunction L195, L196

() (parentheses), as dead characters D154

\* (asterisk)

as multiplication operator L109, L18 as repetition operator L109

as resize operator L115

for scroll bar display L251

in number display format D137 search parameter L196 with PRINT SELECTION L68

\*+ (horizontal scaling) L115

\*/ (vertical scaling) L115

+ (plus sign)

addition operator L109, L18 concatenation operator L109, L18 horizontal concatenation L115 horizontal move L115

- (hyphen), in filter arguments D150

- (subtraction operator) L109, L18

.. (periods), in range D284

/ (division operator) L109, L18

/ (vertical concatenation) L115

/ (vertical move) L115

[ (bracket), with filename in procedure D226

\ (longint division operator) L109

^ (caret), in number display format D137

^ (exponentiation operator) L109

\_ (underline), placeholder as D153

(accent mark/reverse apostrophe), as comment mark L28, T91, T200

{} (curly braces)

in arrays L101

in subroutines L57

versions 1.0 vs. 2.0 L376

(exclusive superimposition) L115

(OR operator) L114

I (search conjunction) L195, L196

(vertical bar)

for number display format D139

in Alpha field format D142 with style name D158-159

~ (tilde), in entry filter code D150

: (colon), in case structure L30-31

:= (assignment operator/gets symbol)

L22-23, L108, T77, T80

; (semicolon)

in filter arguments D150 in number field D138

with parameters L56

< (less than operator) L111-113

< (less than symbol), for embedded fields or variables D213

< (search comparator) L196, U58 <<< (angle brackets), in number field D137

<<Add Sort>> marker U96, U103

<= (less than or equal to) L111-113, U58

<= (search comparator) L196

= (equality operator) L111-113

= (search comparator) L196

> (greater than operator) L111-113

> (greater than symbol), for embedded fields or variables D213

> (greater than) U58

> (greater-than sign), for ascending sort

> (search comparator) L196

>= (greater than or equal to) L111-113, U58

>= (search comparator) L196

@ (at symbol)

as search wildcard T150

as wildcard character D54, U51-52,

for writing procedures D226

in filter arguments D152

Abbreviated date T17

Abort button

in Debug window L74

in Syntax Error window L73

ABORT command L363

Abs function L339-340

accent mark/reverse apostrophe (`), for

comments L28, T91, T200

Accept button D172, U27, U29, U61

ACCEPT command L157

"Access denied" alert box U13-14

access hierarchy D257-258

nesting access groups D265

removing nested groups D265

Access pop-up menu D267, D268, D269

access system. See password access system;

password access privileges ACCUMULATE command L161, L165

for break processing U88

Action pop-up menu D167

button actions on D171

for buttons L40 in creating buttons T27, T29

active editor, menus and D19 active objects D69-70, T25. See also

buttons; layout objects; objects

adding to layout D98-100, D163-168

as variables L24

Create Active Object icon/tool T24,

T172

creating D166

defined D129

display formats for D167

duplicating D104-105

keyboard equivalents for D248

modifying D166

on grid D178-180

scripts and D161-163, D167-168, L37,

L38-44

specifications for D70-71

types of D169-179

using on report layout T172-177 Add Field icon/tool D86, D98, D116, T55,

T78, T171

Add Formula button, in Sort editor U79, U80

add operations, access to D269	search conditions in U56	ARRAY INTEGER command L355-357
ADD RECORD command L69, L141-143	searching for Q45	ARRAY LONGINT command L355-357
in custom menu L61-62	setting length for D153	array names L101
in procedures T201, T203-204	symbol for Q11	ARRAY PICTURE command L355–357
in Repeat loop L33, L120	Alpha Indirection L377	ARRAY POINTER command L91, L355-357
in While loop L32, L119	Alpha object formats D167	ARRAY REAL command L90-91, L355-357,
procedure example using L28	alphabetical sort order Q46-48	L376
ADD SUBRECORD command L226–227	alphanumeric information Q9	ARRAY STRING command L355–357
Add To Included button D173, D182	ampersand (&)	ARRAY TEXT command L80, L81,
Add to Layout menu command (Layout	AND operator L114	L355-357
menu) D88, D116, T38	exclusive superimposition L115	ARRAY TO LIST command L361
Add to Line button	for scientific notation D139	ARRAY TO SELECTION command L362
in Label editor Q65	in entry filter T65	arrays D175-176, L41, L80-86
in Label layout U122	in entry filter code D150	changing elements in L43
ADD TO SET command L278	search conjunction L195, L196	creating L80
adding a menu D242-243	and, with search conditions T146-148	defined L80
adding list items D281-282	And (conjunction operator) U52, U53	elements of L80
adding records U57-69	angle brackets (<<<), in number field D137	grouped L85–86
adding text, in Quick Report layout U99	Append button	managing L354–362
addition operator (+) L18, L109	for importing records Q32–33	naming L101
Administrator T214, T217	in data import U148	pointers to L87, L91
as group owner D260	Append document function L300-301	storing database structure in L316-317
in access hierarchy D259	Append Item menu command D244, D247,	versions 1.0 vs. 2.0 L376, L377
system maintenance role D270-271	T190	Arrow icon/tool D99
After function L180	Append Menu menu command D243, T189	for selecting a layout object D92, D93
After phase L47	Apple ImageWriter	on layout palette D86
for importing records L52	for labels U124	arrow keys, for writing procedures D225
in data entry L48	for quick reports U114	arrow pointer, for modifying flowchart D234
in included layout L49, L50	Apple menu L257, T189	ascending sort order Q46, Q47
in output layout L50	with custom menu bars D239, D242	ascending vs. descending sort order U78,
alert box	application icon, double-clicking on Qix	U80
"Access denied" U13-14	applications L60-68	ASCII codes L385–386
for excluded value U42	assigning groups to T220-221	for delimiters U146
in data validation T71	building L13	in Import Data dialog box Q31
Mandatory field U37-38	importing records from Q30-33	in system variables L384
Unique field U38	runtime D10-11, T186, T187-194	ASCII data, Macintosh vs. PC L303
Validation range U38–39	Search editor in T204-206	ASCII driver
ALERT command L239	transferring data to and from U145-150	for labels U124, U125
in IfElseEnd if structure L119	User environment vs. L64–66	for quick reports U114
parameter passing with L56-57	with complete automation L67–68	Ascii function L333
with pointers L94	Apply Formula menu command U6	ASCII map L303, L314, U7, U145,
Align Center/Vertical icon/tool T13	for global updates U72	U151-154
Align Right icon/tool T13	Apply Formula editor U63	creating U151–154
Align to Grid menu command (Object	APPLY TO SELECTION command L186,	default U152
menu) D89, D104	L69	saving U154
Align Top icon/tool	APPLY TO SUBSELECTION command L229	using U147
for adding new field T56	Arctan function L344	ASCII Map dialog box U147
in duplicating buttons T29	area graphs L172, U129	ASCII printer, printing to U116
aligning layout objects D101–104	argument, in entry filter code D150,	assignment operator/gets symbol (:=)
Alignment icons/tools D101–102	D151-152	L22–23, L108, T77, T80
on layout palette D87	arguments L27. See also parameters	"Associate with menu bar #" dialog box
using T12–15	arithmetic operations. See calculations	D188
ALL RECORDS command L184, L69, T206	arithmetic operators L18	asterisk (*)
ALL SUBRECORDS command L228–229	ARRAY BOOLEAN command L355–357	as multiplication operator L18, L109
Alpha field formats D141–142	ARRAY DATE command L355–357	as repetition operator L109
Alpha field D43–44, Q9, Q10, U32	array elements L80	as resize operator L115
entering data into U32	naming L100	for scroll bar display L251
in graphs U130	pointers to L87, L90	in number display format D137

## INDEX

search parameter L196	Before phase L46, L47	Break Header marker T170–171
with PRINT SELECTION L68	DISPLAY SELECTION and L51	BREAK LEVEL command L161, L164-165,
at symbol (@)	for exporting records L51	U88
as search wildcard T150	for layout reports L52	break levels
as wildcard character D54, U51-52,	in data entry L48	in quick reports U87-89, U103, U105
U59	in included layouts L49, L50	multiple D201–202
for writing procedures D226	MODIFY SELECTION and L51	role of U87
in filter arguments D152	Before selection function L190-191	setting U105–106
attributes. See field attributes	Before subselection function L231-232	sort levels and T157-158
audit trail "Can't modify" fields for D47	bit-mapped graphics	Break lines
Auto button, for included layout area D187	entering into Picture field U35-37	adding D203–204
Auto column width U96-97, U102-103	in Picture fields D45	deleting D204
automatic break processing U88	bold type	in report example D206
automatic buttons D170-173	as field attribute indicator Q11	Break marker D197, D204, T169
for layout D81–82	in tutorial format Qiv	break processing L160–161, L380, U88
automatic column sizing U102	Boolean data type L16, L105	Break rows U105
automatic database repair D293	Boolean expressions L19, L20	Graph editor and U114
automatic file naming D39	in branching structure L29, L30, L31	hiding U110
automatic layout designs D80	in Search by Formula U62	in Quick Report editor U97
automatic relations D53, T101. See also	in While loops L32–33	inserting U105–186
related files	test objects with D229–230	inserting text in U99
creating records with D58	Boolean field D45	labels for U106–107
current selection and U48	choosing search condition from U57	summary calculations in U107, U108,
	_	U109
data integrity with D59	display formats D142–144	450,500,000
deselecting T108	entering data into U34–35	breakpoint L78
indexed fields for D61	in data entry order U28	breaks
manual relations vs. D53	lists vs. D277	defined D200, T157
One to Many T126	Boolean field radio button, radio button	reports with U85
search and sort operations with D59	object vs. D175	Bring to Front icon/tool T13
searching and U50	Boolean values, in procedures L28	browsing Q42
subfile use vs. T130	Boolean variables L21	buffer, receiving data from L311
testing T113–114	Border submenu D89, D111	bullets, syntax errors marked with D226,
wildcard look-ups with D56-57	borders	D227, D235
automatic saving Q11, Q21	designing T9–10	Button Text area D165
automatic searching Q44-45	for included layout D187	BUTTON TEXT command L234
automatic updating U70-72	setting lines D91–92	buttons L39–40
Average (summary calculation) U107, U108	setting patterns D111	adding to layout T23–32
Average function L345, L346	bracket ([), with filename in procedure D226	aligning T29
	branching structures L29-31	as active objects D129
B	Break area U105	automatic D170-173
_	adding D203–204	automatic layout D81-82
background display U36, U37	defined T167	customizing D126, D127
backing up D8	establishing D195–196	duplicating and editing T27-29
before sorting U81	in Layout editor T170	for included layouts D182
Backspace (Delete) key	in Quick Report editor T155, T160-161	keyboard shortcuts for D82, D165
for deleting flowchart objects D235	in reports D194, D195, D205, D206,	on control panel Q26
for deleting objects D107–108	D207	on layout template U27, U28
bar graph, creating Q67	in screen display D193, D197, D198	pointers to L89
BEEP command L262	subtotal script for T174-177	radio D174-175
	Break field, sorting on U87	script example for L9
Before and During phase L47 DISPLAY SELECTION and L51	Break field value, inserting in Break row	setting with pointers L92–93
	U99	variables and L24
in output layout L50	break header, defined T167	Buttons area, in Formula editor U71
MODIFY SELECTION and L51	Break Header area T170–171	
Before function L178	Break Header lines	

adding D203–204 deleting D204 in report example D206

С
calculating a total
in quick report T160
scripts for T177
calculation icons U108-109
calculations
adding to quick reports U107-109
in Break area U105
in Quick Report editor U96, U97
in reports D200-203, D207
in standard reports U87-89
scripts for D207
searching and U62-63
with dates Q10
with Quick Report editor Q58-60
Can't modify attribute D47, T63
Cancel button U27, U30
creating T28-29
for abandoning record D172
for ending data entry U68
for stopping search L192
in creating fields D43
in data entry Q29
in Formula editor U72
in Sort editor U79
in standard interface D126
keystroke equivalent for D82
loop and T203-204
on Search by Layout screen Q44, Q45
to cancel search U60, U61, U63
CANCEL command L158
CANCEL TRANSACTION command L297
canceling printing L160
capitalization
in passwords T216, T222
procedure for T89, T91-93
scripts for D161
tilde character for D150
caret (^), in number display format D137
carriage return
as record delimiter U146
ASCII code for Q31
text export or import and L213, L214
Case ofElseEnd case structure L29,
L30–31, L118
in execution cycle L47
with arrays L42
in setting buttons L92
case sensitivity, in passwords D262, U13
cells, in Quick Report editor U97, U98
CHANGE ACCESS command L315
CHANGE PASSWORD command L315–316
Change string function L328–329
channel, setting L306–308
Char function L334

character translation, ASCII map for U151-154
characters
as placeholders D153
dead D154
in filter arguments D150, D151, D152
selecting Q34
Check box L40
check box E40 check boxes D173–174
formatting Boolean fields as D143–144
in data entry order U28
lists vs. D277
CHECK ITEM command L259–260
check mark, in Debug window L77-78
"Choice of mode" palette U37
Choice List window U40
choice lists
creating T50-52
data entry with U39-42
example of D276
Excluded U42
for data entry D148
for Title field T68-69
modifiable U41-42
modifying T51-52, T58
placing on layout T54-57
role of D275, U40
search conditions on U57
testing T57-58
using T49, T50-52, T57-58
variables and L21
Choices attribute D48, T52
Choices check box D148
Choose File/Layout menu command U4–5, U17, U18
Choose File/Layout dialog box T31, U18
List of Files window vs. T70
Choose Graph menu command (Report menu) Q66
Choose Labels menu command (Report
menu) Q63
Choose Print Layout dialog box Q51, L66,
U86, U89
Chooser, printer selected in U87, U89, U125
Clear menu command D26, D107–108,
D235
for removing search condition U57
for search condition T146, T148, T149
Clear Last button, in Label layout U123
CLEAR SEMAPHORE command L293
CLEAR SET command L278
CLEAR VARIABLE command L353–354
clicking, defined Qix
Clipboard
copying lists to D282
copying objects to D106
pasting to menu from T193–194 placing deleted objects on D107, D108
viewing contents of D26
TICWINE CONTENTS OF DAO

cloning a database D7
close box, for closing layout windows Q21
Close button, for report script T173
CLOSE DOCUMENT command L301
Close Editorname menu command D25
CLOSE WINDOW command L255
closing a window D20
code L27
modularizing L56
object identifiers in L98–103
preparing for compiler L380–382
Collapse button D22, D23
for layout name T88
colon (:), in case structure L30–31
color, setting L236
Color menu command D89
color display
automatic relation lines on D63
changing D111-112
color monitor, graph patterns on U133
Color submenu D89, D112
column graphs L172, U129
column header, in Quick Report editor U97
column indicators, in Quick Report editor
U96
column width cursor U103
columnar reports D199. See also quick
reports
columns
adding U100
assigning formulas to U102
creating for reports Q53-55
deleting U101
inserting U101
Quick Report U98
relabeling U102
replacing U101
setting numeric formats for U109-110
sizing U102–103
sorting on U103
width of U96-97
Command key Q42
for creating border D111
for deleting extra Break marker T169
for highlighting records U25
in Debug window L75, L76
in keyboard equivalents D247, D248
reserved key combinations D248
command parameters L129-132
command syntax L129
Command-1
for included layout frame D187
for adding to field T56
Command-click
for selecting object D100
for selecting records Q42
Command-Left Arrow, for previous record
De2

### INDEX

MESSAGES ON L246-247

Command-period **DELETE RECORD L211** MODIFY RECORD L69, L141-143, T57, as Cancel button equivalent D82 **DELETE SELECTION L187** T124-125, U6 to cancel data entry U30 MODIFY SELECTION L69, L143-146, **DELETE SUBRECORD L228** to cancel search U60 descriptions of L128-129 T205 to end data entry U68 DIALOG L242 MODIFY SUBRECORD L226-227 Command-Right Arrow, for next record D82 DIFFERENCE L279-280 **NEXT PAGE L147** commands (menu). See specific menu DISABLE BUTTON L89, L235-236 NEXT RECORD L189-190 commands DISABLE ITEM L260 **NEXT SUBRECORD L231** commands (language) L27 **DISPLAY RECORD L146** NO TRACE L365 ABORT L363 DISPLAY SELECTION L143-146 **OLD RELATED MANY L225** ACCEPT L157 **DUPLICATE RECORD L209 OLD RELATED ONE L225** ACCUMULATE L161, L165, U88 ON ERR CALL L73, L365-366 EDIT ACCESS D270-271, L315 ADD RECORD L61-63, L69, L119, ENABLE BUTTON L89, L235-236 ON EVENT CALL L366-368 L120, L141-143, T201, T203-204 **ENABLE ITEM L260** ON SERIAL PORT CALL L309 ADD SUBRECORD L226-227 **ERASE WINDOW L246** ONE RECORD SELECT L272 OPEN WINDOW L253-254 ADD TO SET L278 **EXECUTE L364** ALERT L119, L239 EXPORT DIF L212-213 OUTPUT LAYOUT L64, L66, L67, L68, ALL RECORDS L69, L184, T206 EXPORT SYLK L212-213 L69, L138, T206, T207 ALL SUBRECORDS L228-229 EXPORT TEXT L69, L212-213 PAGE SETUP L169 APPLY TO SELECTION L69, L186 FIELD ATTRIBUTES L322-323 PLAY L262 APPLY TO SUBSELECTION L229 FIRST PAGE L147 POP RECORD L272 FIRST RECORD L188 PREVIOUS PAGE L148 arguments to L27 ARRAY BOOLEAN L355-357 FIRST SUBRECORD L230 PREVIOUS RECORD L190 ARRAY DATE L355-357 FLUSH BUFFERS L323 PREVIOUS SUBRECORD L231 ARRAY INTEGER L355-357 FONT L237 PRINT LABEL L69, L159, L160, ARRAY LONGINT L355-357 FONT SIZE L237 L170-171 ARRAY PICTURE L355-357 FONT STYLE L238 PRINT LAYOUT L159, L160, L167-168 ARRAY POINTER L91, L355-357 FORM FEED L169 PRINT SELECTION L66, L67, L68, L69, ARRAY REAL L90-91, L355-357 GET HIGHLIGHT L149-150 L159, L163-164, T207 ARRAY STRING L355-357 **GOTO AREA L151** PRINT SETTINGS L168-169 ARRAY TEXT L80, L81, L355-357 **GOTO RECORD L268** PUSH RECORD L271 ARRAY TO LIST L361 GOTO SELECTED RECORD L268-269 **QUIT 4D L363** ARRAY TO SELECTION L362 **GOTO XY L246 READ ONLY L292** BEEP L262 GRAPH L173-174, U130, U7 **READ WRITE L292** BREAK LEVEL L161, L164-165, U88 GRAPH FILE L176-177, L69 **RECEIVE BUFFER L311 BUTTON TEXT L234 GRAPH SETTINGS L175 RECEIVE PACKET L304-305** CANCEL L158 high-level language and T198 RECEIVE RECORD L312 **CANCEL TRANSACTION L297** HIGHLIGHT TEXT L150-151 **RECEIVE VARIABLE L313** CHANGE ACCESS L315 IMPORT DIF L213-214 REDRAW L158 REJECT L153-154 CHANGE PASSWORD L315-316 IMPORT SYLK L213-214 CHECK ITEM L259-260 IMPORT TEXT L69, L213-214 **RELATE MANY L221-223 CLEAR SEMAPHORE L293** in multi-user databases L289-290 RELATE ONE L218-221 CLEAR SET L278 INPUT LAYOUT L69, L137, T201, T205 REPORT L159, L162-163, L69 CLEAR VARIABLE L353-354 **INSERT ELEMENT L358** role of L27, T77-78 CLOSE DOCUMENT L301 INTERSECTION L280-281 SAVE OLD RELATED ONE L225 **CLOSE WINDOW L255 INVERT BACKGROUND L151** SAVE RECORD L210 CONFIRM L240 LAST PAGE L147 SAVE RELATED ONE L224 COPY ARRAY L358, L87 LAST RECORD L189 SAVE SET L283 CREATE EMPTY SET L276 LAST SUBRECORD L230 SAVE VARIABLE L352 CREATE RECORD L208-209 LIST TO ARRAY L81, L83-84, L360 SEARCH L5, L64-65, L67, L69, L192, **CREATE RELATED ONE L223** LOAD RECORD L291 L194-199, T205 CREATE SET L276 LOAD SET L284 SEARCH BY FORMULA L69, L192, CREATE SUBRECORD L227-228 LOAD VARIABLE L353 L200-201, T150, U6, U53, U62-63 DEFAULT FILE L69, L87, L90, MENU BAR L259 SEARCH BY INDEX L192, L201-203 L134-136, T200, T205, T206 MERGE SELECTION L188 SEARCH BY LAYOUT L69, L193, T143, defined T198 MESSAGE L243-245 T150, U6, U53, U58-60

MESSAGES OFF L246-247

**DELETE ELEMENT L359** 

Command-N, for menu shortcut T192

**DELETE DOCUMENT L302** 

SEARCH SELECTION L192, L200-201

SELECTION TO ARRAY L81, L85–86, L361–362 SEND PACKET L302–303 SEND PECORD L313–312 SEND WARBELE L333 SET CHANNEL L306–308 SET CHOICE LIST L155 SET CHOICE LIST L155 SET CHOICE LIST L155 SET FORMAT L156–157 SET TIMEOUT L310 SEN WHOOW TITLE L256 SORT ARRAY L86, L91, L357 SORT BY FORMAUL L204–205 SORT FILE L69, L206–207, L16, U81 SORT SELECTION L207 START TRANSACTION L297 TRACE L363, L373 UNION L281–282 UNLOAP PECOND L291 USE ASCII MAP L69, L314 USE SET L277 User environment menus vs. L69 VALIDATE TRANSACTION L297 versions 10 vs. 20, L378–379 in tutorials Qiv comments L28, Txv in Procedures Ty0, T200 in text area T137 in tutorials Qiv comparison operator L111–113, L151–52 in Search condition U37 for modifying records of Value and the virol of t	SEARCH SUBRECORDS L192, L203	in search conditions T146–148	Criteria area
SEND PACKET 1302-303 SEND RECORD 1.311-312 SEND VARIABLE 1.313 SET CHANNEL 1.306-308 SET CHOICE LIST 1.155 SET COLOR 1.236 SET FILTER 1.155 SET FORMAT 1.156-157 SET TIMEOUT 1.310 SET FORMAT 1.156-157 SET TIMEOUT 1.310 SET WINDOW TITLE 1.256 SORT RAPAY 1.86, 1.91, 1.357 SORT BY FORMULA 1.204-205 SORT FIELE 1.96, 1.050-207, 1.06, 1.081 SORT SELECTION 1.207 SORT SUBSELECTION 1.207 SORT SUBSELECTION 1.207 START TRANSACTION 1.297 TRACE 1.365, 1.73 UNON 1.281-292 UNLOAD PECOPOL 1.291 USE ASCII MAP 1.69, 1.314 USE SET 1.277 IN TITLE 1.713, 1.7124, 1.7135, U.20 comments 1.28, T. Nor in tract are 1.713 in tutorials QW in eraw comparations, and strain the substance of th			
SEND PACKET L302-303 SEND MERGORD L31-312 SEND VARBABLE L313 SET CHANNEL L306-308 SET CHOICE LIST L155 SET COLOR L236 SET ENTERABLE L156 SET ENTERABLE L156 SET ENTERABLE L156 SET FORMAT L156-157 SET TIMEOUT L310 SET WINDOW TITLE L256 SORT ARRAY L86, L91, L375 SORT BY FORMULA L204-205 SORT FRELEGY L056-207, U.G. U.B. SORT SELECTION L204 SORT SELECTION L207 SORT SUBSELECTION L207 SORT SUBSELECTION L207 START TRANSACTION L297 TRACE L365, L73 UNON L281-282 UNLOAD RECORD L291 USE ASCII MAP L69, L314 USE SET L277 USE environment menus vs. L69 VALIDATE TRANSACTION L297 versions 1.0 vs. 2.0 L378-379 versions 1.0 vs. 2.0 L378-379 in tutorias Qiv comments L28, Txv in Procedures T91, T200 in text area T137 in tutorias Qiv comments L28, Txv in Procedures T91, T200 in text area T137 in tutorias Qiv comments L28, Txv in Procedures T91, T200 in text area T137 in tutorias Qiv comments L28, Txv in Procedures T91, T200 in text area T137 in tutorias Qiv comments L28, Txv in Procedures T91, T200 in text area T137 in tutorias Qiv comparison operators (L111-113, US1-32 in Search condition U164 Comparison operator (PL18, L109 CONFIFM Command L204 Complet, preparing code for L380-382 compiler, preparing code for L380-382 compiler, preparing code for U58 Compiler, preparing code for U58-9 in Search condition U57 for modifying records Qu34-26 in Standard interface D126-127 Conditions Graph Carbon Search Condition U107 Count fields function L318 Count fields function L318 Count fields function L318 Count fields function L318 Count field D104-106 lists D22 Complete directives L881-382 compound searches T143-150, U52 ph Jayout U53, U53-60 Creating search condition U57 for modifying records (U174, T135, U20 Confirmation operator (+) L18, L109 CONFIRM Command L204 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Sear	The second secon		The second secon
SEND RECORD I.311–312 SEND VARIABLE I.313 SET CHANNEL I.306–308 SET CHOICE LIST I.155 SET COLOR I.236 SET ENTERABLE I.156 SET FILTER I.155 SET FORN I.09 SET FORMAT I.156–157 SET TIMEOUT I.310 SET WINDOW TITLE I.256 SORT BARPA V.86. 1.91, 1.357 SORT BY FORMULA I.204–205 SORT BELE I.01 J.005–207, U.6 LBI SORT SELECTION I.64, 1.65, 1.67, 1.68, 1.69, 1.205–206, 7106–207 SORT SUBSELECTION I.207 SORT SUBSELECTION I.297 TRACE I.365, 1.73 UNON I.281–282 UNICADA PECORD I.291 USE ASCII MAP I.69, 1.314 USE SET I.277 I USE COMPANION OPERATOR OF TITLI, T.124, T.135, U.20 comments I.28, Tav in Procedures T91, T.200 in text area T137 in tutorials QW comparations, an earth I.195, I.196 comparations operators I.111–113, I.151–52 in Search by Layout USS-59 in search condition U00 in search condition U00 in search condition U00 Committed insection 100 in search condition U00 Committed insection of U38–392 compiler, preparing code for U.380–382 compiler, preparing code for U.380–382 compiler directives I.381–382 compound searches T143–150, US2 by layout USS, US9-90 creating search condition U77 for mortifying records (U6-6) CONFIFM Command L240 in While loop L32 Confirmation diadge box L240 conjunction (AND) operator (E) I.114 Conjunction area, in Search editior US5, US7 conjunctions US2. in Search and Modify U60, U61			
SEND VARIABLE L313 SET CHANNEL J306-308 SET CHOICE LIST L155 SET COLOR L236 SET ENTERABLE L156 SET FLITER L155 SET FONT L90 SET FORMAT L156-157 SET TIMEOUT L310 SET WINDOW TITLE L256 SORT ARRAY L86, L91, L357 SORT BY FORMULA L204-205 SORT FIRE L69, L206-207, U6, U81 SORT SELECTION L64, L65, L67, L68, L69, L205-206, T206-207 SORT SUBSELECTION L207 START TRANSACTION L297 TRACE L365, L73 UINON L281-282 UNLOAD RECORD L291 USE ASCII MAP L69, L314 USE SET L277 User environment menus vs. L69 VALIDATE TRANSACTION L297 versions 1.0 vs. 20, 1378-379 versions 1.0 vs. 20, 1378-379 in text area T137 in tutorials Qiv comments L28, Txv in Procedures T91, T200 in text area T137 in tutorials Qiv comments L28, Txv in Procedures T91, T200 in text area T137 in tutorials Qiv comparison operators L111-113, U51-52 in Search condition U54-9 comparison operators L111-113, U51-52 in Search condition U57 for modifying records U69-61 concateration operator (b) L184 Symbobs used for U58 compiler, preparing code for L380-382 compound searches T143-150, U52 by layout U58, U59-90 competing directives L881-382 compound searches T143-150, U52 by layout U58, U59-90 competing one perator (c) L114 C79 inction command L204 in While loop L32 Confirmation datage box L240 conjunction (AND) operator (k) L114 C79 inctions command L204 in While loop L32 Confirmation datage box L240 conjunction (AND) operator (k) L114 C79 inctions used the design U121 for label design U121 for saving formulas U102 set menu data export and U195 search conditions T144 symbobs used for U58 complete preparing code for L380-382 compuler directives L881-382 compound searches T143-150, U52 by layout U58, U59-6 comparison operator (c) L114 C79 inction on targe in Search condition U57 for modifying records to U69-61 concateration operator (c) L114 C79 inction on targe in Search condition U57 condition of the U50-207 C70 in text are T135 in the total area of	Annual Control of the Control of	The second secon	
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adding D203-204 control panel current selection on U48 custom buttons for T23-32 for modifying records Q34-36 in standard interface D126-127 on data entry screen Q25 on layout template U27, U28 Search U59 SORT FILE L69, L206-207, U6, U81 SORT SELECTION L64, L65, L67, L68, L69, L205-206, T206-207 U6, U81 SORT SELECTION L64, L65, L67, L68, L69, L205-206, T206-207 U6, U81 SORT SELECTION L207 START TRANSACTION L297 TRACE L365, L73 UNION L281-282 UNLOAD RECORD L291 USE ASCII MAP L69, L314 USE SET L277 User environment menus vs. L69 VALIDATE TRANSACTION L297 versions 1.0 vs. 2.0 L378-379 command-Space bar, for "List of files" window T70, T113, T124, T135, U20 comment L28, Txv comparators, in search L195, L196 comparators, in search L195, L196 comparators, in search condition U50 concaneation operator v6, L114 symbols used for U58 compiler directives L381-382 compoind searches T144-150, U52 by layout U58, U59-60 creating search condition U57 for modifying records U60-61 concatenation operator (v   L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (& L114 Conjunction area, in Search editor U55, U57 conjunctions U52 consearch and Modify U60, U61 of saving Search condition U57 for saving Search condition u52 in Search and Modify U60, U61		*	and the second s
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SET TIMEOUT 1.310 SET WINDOW TITLE L256 SORT ARRAY L86, L91, L357 SORT BY FORMULA L204–205 SORT FILE L69, L206–207, U6, U81 SORT SELECTION L64, L65, L67, L68, L69, L205–206, T206–207 SORT SUBSELECTION L207 START TRANSACTION L297 TRACE L365, L73 UNION L281–282 UNLOAD RECORD L291 USE ASCII MAP L69, L314 USE SET L277 User environment menus vs. L69 VALIDATE TRANSACTION L297 versions 1.0 vs. 2.0 L378–379 Command–Space bar, for "List of files" window T70, T113, T124, T135, U20 comments L28, Txv in Procedures T91, T200 in text area T137 in tutorials Qiv communications, ASCII map for U151–154 comparators, in search L195, L196 comparison operators L111–113, U51–52 in Search by Layout U58, U59–60 creating search condition U50 for modifying records U60–61 concatenation operator (†) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 conjunction (AND) operator (&) L114 Conjunction area, in Search ditor U55, U57 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 conjunction area, in Search editor U55, U57 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55,	ACCOUNTS OF THE CONTRACT OF TH	100000000000000000000000000000000000000	
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control thermometers, and dials, rulers, variables and L21 control-of-flow statements L28 corporations and L21 control-of-flow statements L28 corporations are control thermometers, and dials, rulers, variables and L21 control-of-flow statements L28 corporations are control thermometers, and dials, rulers, variables and L21 control-of-flow statements L28 corporations are control thermometers, and dials, rulers, variables and L21 control-of-flow statements L28 corporations are control thermometers, and dials, rulers, variables and L21 control-of-flow statements L28 corporations are control thermometers, and dials, rulers, variables and L21 control-of-flow statements L28 corporations are control thermometers, and dials, rulers, variables and L21 control-of-flow statements L28 corporations are control to the search conditions U29 corporations, and L26 corporations are control user flow statements L28 corporations and L26 corporations are control user flow statements L28 corporations and L26 corporations are control user flow statements L28 corporations and L27 corporations are corporations for U50 sorting records in U78. U80-81 updating records in U70-72 current time function L338 current user function L318 curson may be consumed to L248-249 layout objects D104-106 lists D282 complements L28, Tay in Procedures T91, T24, T135, U20 communications, ASCII map for U151-154 comparators, in search L195, L196 comparators operators L111-113, U51-52 in Search by Layout U58-59 in search condition U50 in search condition U50 comparators, in traction L396 current user function L338 current user function L316 curson may 126, D10-11 curson time from U39 copy operations, entry filter and U39 curson bittons T40 for menu D248-249 layout objects D104-106 lists D282 comparators, in search L195, L196 comparators, in search L195, L196 comparators, in search L195, L196 comparators, in sea		7-3-3-3-3-3-3-3-3-3-3-3-3-3-3-3-3-3-3-3	
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in Search by Layout U58–59 in search condition U50 in search condition U50 in search conditions T144 symbols used for U58 compiler, preparing code for L380–382 compound searches T143–150, U52 by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 conjunctions U52 in Search and Modify U60, U61  Create Active Object icon/tool D86, D98, D166, T172, T24 Create document function L299–300 CREATE EMPTY SET command L276 create operations database Q3–21 fields Q8–11 labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 CREATE SET command L276 CREATE SET command L276 CREATE SET command L276 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  Create Active Object icon/tool D86, D98, D166, T172, T24 Create document function L299–300 CREATE EMPTY SET command L276 creating D188–189, D240–245 creating D188–189, D240–245 creating D187–189 for everying and moving D248–249 creating D188–189, D240–245 creating D188–189, D240–245 creating D188–189, D240–245 creating D188–189, D240–245 creating D188–189, D240 deleting D249 designing D239–240 equivalent menu commands L69 for label design U121 for label design U121 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57			
in search condition U50 in search conditions T144 symbols used for U58 compiler, preparing code for L380–382 compound searches T143–150, U52 by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 cONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction area, in Search editor U55, U57 conjunctions U52 in Search and Modify U60, U61  D166, T172, T24 Create document function L299–300 CREATE EMPTY SET command L276 create operations database Q3–21 fields Q8–11 labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 CREATE RELATED ONE command L223 CREATE SUBRECORD command L223 Create operations database Q3–21 fields Q8–11 labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 for layouts D187–189 for master procedure L54 keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133			(A) (A) (A)
compiler, preparing code for L380–382 compound searches T143–150, U52 by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation (aND) operator (&) L114 Conjunction area, in Search editor U55, U57 in Search and Modify U60, U61  Create document function L299–300 copying and moving D248–249 creating D188–189, D240–245 creating D188–189, D240–245 creating menu items for D244 deleting D249 designing D239–240 equivalent menu commands L69 for layouts D187–189 for master procedure L54 keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133			
compiler, preparing code for L380–382 compound searches T143–150, U52 by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 conjunction (AND) operator (&) L114 Conjunctions U52 in Search and Modify U60, U61  CREATE EMPTY SET command L276 creating D188–189, D240–245 create operations database Q3–21 fields Q8–11 labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 for label design U121 for new database D4 for saving search condition U57 creating D188–189, D240–245 creating menu items for D244 deleting D249 designing D239–240 equivalent menu commands L69 for layouts D187–189 for master procedure L54 keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133	Decre Section and Control of the Con		
compiler, preparing code for L380–382 compiler directives L381–382 compound searches T143–150, U52 by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 in Search and Modify U60, U61  create operations database Q3–21 fields Q8–11 labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 CREATE RECORD command L208–209 CREATE SUBRECORD command L227 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  creating menu items for D244 deleting D249 designing D239–240 equivalent menu commands L69 for layouts D187–189 for layouts	10 10 10 10 10 10 10 10 10 10 10 10 10 1		
compiler directives L381–382 compound searches T143–150, U52 by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 conjunctions U52 in Search and Modify U60, U61  database Q3–21 fields Q8–11 labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 CREATE RECORD command L223 CREATE SUBRECORD command L223 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  deleting D249 designing D239–240 equivalent menu commands L69 for layouts D187–189		The state of the s	
compound searches T143–150, U52 by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunctions U52 in Search and Modify U60, U61  fields Q8–11 labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 CREATE SET command L276 CREATE SUBRECORD command L227 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  designing D239–240 equivalent menu commands L69 for layouts D187–189 for master procedure L54 keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133			
by layout U58, U59–60 creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunctions U52 in Search and Modify U60, U61  labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 CREATE RELATED ONE command L223 CREATE SUBRECORD command L223 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  labels Q63–65 layouts Q15–21 CREATE RECORD command L208–209 for master procedure L54 keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu commands L69 for saving search condition U57			
creating search condition U57 for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 in Search and Modify U60, U61  Layouts Q15–21 CREATE RECORD command L208–209 CREATE SET command L276 CREATE SUBRECORD command L227 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  Iayouts Q15–21 for layouts D187–189 for master procedure L54 keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133	•		0 0
for modifying records U60–61 concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunctions U52 in Search and Modify U60, U61  CREATE RECORD command L208–209 CREATE SUBRECORD command L223 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  CREATE RECORD command L208–209 keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133			
concatenation operator (+) L18, L109 CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 in Search and Modify U60, U61  CREATE RELATED ONE command L223 CREATE SUBRECORD command L227 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  keyboard equivalents for D247–24 maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133			
CONFIRM command L240 in While loop L32 Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunctions U52 in Search and Modify U60, U61  CREATE SET command L276 CREATE SUBRECORD command L227–228 create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  maximum number of D239 maximum title length D243 previewing D250 runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133			l a la
in While loop L32  Confirmation dialog box L240  conjunction (AND) operator (&) L114  Conjunction area, in Search editor U55, U57  in Search and Modify U60, U61  CREATE SUBRECORD command L227–228  create-file dialog box L299  for label design U121  for new database D4  for saving formulas U102  for saving search condition U57  CREATE SUBRECORD command L227–228  maximum title length D243  previewing D250  runtime applications and D251  User environment vs. L64–66  Custom Menus menu command T193  custom picture, for picture graph U133	and the contract of the contra		The second secon
Confirmation dialog box L240 conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 conjunctions U52 in Search and Modify U60, U61  create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  create-file dialog box L299 for label design U121 for new database D4 for saving formulas U102 custom Menus menu command T193 custom picture, for picture graph U133	TO CONTROL OF THE CON		
conjunction (AND) operator (&) L114 Conjunction area, in Search editor U55, U57 conjunctions U52 in Search and Modify U60, U61  for label design U121 for new database D4 for saving formulas U102 for saving search condition U57  runtime applications and D251 User environment vs. L64–66 Custom Menus menu command T193 custom picture, for picture graph U133		and the second s	The state of the s
Conjunction area, in Search editor U55, U57 for new database D4 User environment vs. L64–66 conjunctions U52 for saving formulas U102 Custom Menus menu command T193 in Search and Modify U60, U61 for saving search condition U57 custom picture, for picture graph U133			
conjunctions U52 for saving formulas U102 Custom Menus menu command T193 in Search and Modify U60, U61 for saving search condition U57 custom picture, for picture graph U133			
in Search and Modify U60, U61 for saving search condition U57 custom picture, for picture graph U133			Carlo
			custom picture, for picture graph U133–134
The second secon			
* Command - Tab 443	Comment - 100 (1.43		
24	24		

custom windows L248	in output layout U25–26	entry filters D149-155, U39
customizing	in related files D54	excluded values D279
adding buttons to layout T23–32	input layout elements U26–27	for defining objects D165
adding fields T49, T52–57	interrupting U31	for enterable objects D167
data entry order T41–45	layout templates U27–28	in Field Definition dialog box D131
data validation T61–72	menu commands vs. buttons for D187	lists for D148–149, D275, D276–280
menus T185–194	modifying records U57, U69–70	maximum and minimum values D155
multi-page layouts T35-40	navigation buttons U30	non-sequential range of values
report layouts T165–180	page navigation buttons U30	D279-280
using Layout editor T5–19	scripts and L38	required list for T68–69
using lists T49, T50–52, T57–58	to a subfile T135–138	required values D278-279
using procedures T87–95	updating records U57, U70-72	setting entry filter T64–66
using scripts T76–81	User environment for D10	using field attributes for T62-63
Cut menu command U31	with entry filter U39	validation range U38–39
for deleting an object D108	with Excluded list U42	variables and L21
for menu item D249	with validation range U38–39	database applications. See applications
for moving an object D26	data entry areas, using L149-154	database folders D3
for removing search condition U57	data entry controls. See data validation	database operations, setting preferences for
cut operations, entry filter and U39	data entry order D118, U28-29	D26-28
cut-and-paste operations, for copying	in groups D121–122	database structure D31–35
buttons T40	restoring D122	creating D35–64
C_BOOLEAN L381, L382	standard D122	creating new fields D40-43
C_DATE L381, L382	standard vs. custom D118-119	creating related files D60-63
C_INTEGER L381, L382	viewing and changing D119-122	field types D43–46
C_LONGINT L381, L382	data entry screen Q26	files in D32–35
C_PICTURE L381, L382	data exporting L212–213	for new file D38–39
C_POINTER L381, L382	data files D5-6, U10	multiple-file D33-34
C_REAL L381, L382	automatic repair of D293	renaming a file D39-40
C_STRING L381, L382	backing up D8	single-file D32–33
C_TEXT L381, L382	duplicating D7	Structure editor D36
C_TIME L381, L382	name of U10	subfiles D34–35, D46
	periodic updates of U29	updating D290–291
	remote U10–11	databases
D	updating D290–291	adding fields to T49, T52–57
	data formats, variables and L21	adding files to T101, T103–105
damage repair D293	data import and export U145–150	adding records to U29
data addition operator L18	ASCII map for U151–154	advantages of Qvi
data attributes, setting L154-157	User environment for D10	automatic repair of D293
data buffers, flushing L323	data importing L213–214	backing up D8
data constants L107	data integrity, in related files D59–60	building applications for L13
data entry U26-44. See also data validation	Data Interchange Format (DIF) files U146	combining files in T101
Accept button U29	data management L184–191	components of Qvi, Qvii, Q3
adding records U57-69	for old data L224–225	creating D3-4, D24, Q3-21
Cancel button U30	User environment for Q25	data files D5–6, U10
changing order of T41–45	data management operations U3–4	defined D31, D34
Choices lists for T49, T50-52, U39-42	data objects, getting information on	duplicating D7
commands for L140-158	L369–371 data types L104–105, L16–17. <i>See also</i>	elements of U10
common layout for Q18	• •	external routines in D176
controls on. See data entry controls	specific types converting L105	flat-file D33 layouts of Qvii
Delete button U31	data entry and U32–37	maximum size of D34
editing during U31	in expressions L19	naming Q5
enterable areas U28–29	data validation D146–157, T61–72	opening D5, D24, Q11, U10
Enterable layout attribute for D76	adding a validation range T66–67	password access to T213–223
execution cycles in L46, L48–49	capitalization procedure T91–93	password-protected U12–13
field types and U32–38	checking T70–72	periodic updates of U29
from text file Q30–33	default values D156	permanent sorting of U81
in fields with attributes U37–38	enterable and mandatory attributes	runtime applications T186, T187–194
in included layouts D181–182, U42–44	D147	

sample Ox default values D156, T75, T81 for custom menus U7-8 searching U47, U49-63, T150 defaults for Runtime applications D11 startup environment for D27 for exporting text L213 for saving layout changes U17 included layouts specified in U43 structure commands L316-323 setting L134-138 structure files D5, D6, U10 Define Grid menu command D88, D103 layout specifications in L136 "Define grid" dialog box D103 Menu editor L61-62 types of Qv, Qviii modifying layout in T5 Define Ruler Units menu command D88, adding to quick report U113 moving to and from D11 creating a script for T174 "Define units" dialog box D97 Procedure editor L62-63 specifying update interval in U29 default value for T81 Delete (Backspace) key, for deleting objects entry format Q27 D107-108 User environment vs. Q25, Q26 script for D207 Delete button U27, U31, U73 design errors L72 date comparison operators L112 for layouts D83 Design menu date data type L16, L104 in Sort editor U79 Layout menu command D71, D84, D90, date expression L19, L20 in standard interface D126 D222, D268, Q16, Q19, T42, T94 Lists menu command D280, T50 date field display format T16-18 Delete Column menu command U101 Date field formats D134-135 Menu menu command D241. Delete menu command (Items menu) D282 **DELETE DOCUMENT command L302** D266-267, T188 Date fields D45, Q9, Q10 **DELETE ELEMENT command L359** Passwords menu command D261, entering data into Q27, U33 in graphs U130 Delete Included button D173, D182 D271, T215 Procedure nienu command D220, D267 symbol for Q11 Delete Item menu command (Menu menu) date functions L335-337 D250 Rename File menu command D269 date operators L110 Delete key U31 Structure menu command T52 date variables L21 Delete Last Sort menu command U105 windows on D19 Day number function L336 Delete Last Sort menu command (Other design of report, saving Q57 Day of function L337 menu) O56 Designer T214, T217 dead characters D154 Delete Menu menu command D249 assigning password to D260 Debug window L73, L74 entering system as T223 delete operations, access to D269 Debugger L72, L73-78 Delete Page menu command D88, D116 in access hierarchy D259 development role of L12 password for T221 Delete Record button D82, D172 expressions in L19 system maintenance role D270-271 DELETE RECORD command L211 debugging L72-78 desktop DELETE SELECTION command L187 Dec function L340 Delete string function L330 defined Qix decimal number display format T18 DELETE SUBRECORD command L228 remembering D28 desktop files D5-6 decimal numbers, Real field type for D44 deleting a flowchart object D235 decimal point display D137 deleting a layout page D116 detail and break instructions T157-158, decimal points, Real field type for Q10 T160-161 deleting a sort field U105 default ASCII map U152 deleting layouts D83 Detail area Default box T81 deleting list items D282 creating a script for T173 default data entry order D118, T41 deleting menu items D250 defined T167 establishing D195 default delimiters U146 deleting objects D26, D107-108 DEFAULT FILE command L69, L87, L90, delimiters, end-of-record/end-of-field U146 for embedded fields or variables D213 L134-136, T205, T206 descending sort order Q46 in Layout editor T170, T173 in procedure T200 Design menu command in Quick Report editor T155, T161 procedure example using L27-28 for modifying procedure T202 in reports D194, D205, D206 default file or field names Q8 for report layout T167 in screen display D193, D194, D197, default font size, for layout D73 Design menu command (Use menu) U5 · D198 default justification D109 Detail cell, numeric format for U109-110 Design environment D9, Q5 default layout attributes, Enterable related access through T223 Detail marker T169, T170, T171 fields D76 access to D259, U13 detail row U97 default layout settings, establishing D108, adding users and groups in T215 formula results for U102 Alpha field length set in U32 hiding U110 default layouts U17, U18 arrays and L41 in Quick Report editor Q54 Default menu bar, in Runtime environment as default startup D27 development L12 checking in User environment T30-32 dialog boxes Qx Default message window L244 development role of L12 expanding and collapsing lists in default Procedure editor D219 editors in D12-18 D22-23

for creating labels U119

DIALOG commands L242

default startup environment D27

### *INDEX*

dials D165, D176–177, L43 entering data with U29 variables and L24  DIF files U146  DIFFERENCE commands L279–280  Direct ASCII driver U114 for labels U124, U125 printing to U116  DISABLE BUTTON command L89, L235–236  DISABLE ITEM command L260  Disabled check box D247  Disjunction (OR) operator L114  disk file printing to U94, U114, U116 saving search condition as U57  display formats customizing D134–146 entry filter and T64, T65–66 for Alpha fields D141–142 for Boolean fields D142–144 for buttons D171 for Date fields D134–135 for included layout area D182–183. D186 for number fields D136–140 for objects D164 for Picture field U35–36 for Picture fields D135–136 in Field Definition dialog box D131 selecting D28 setting T15–19  Display only attribute D47, D147, T78  DISPLAY RECORD command L146  DISPLAY SELECTION command L146 DISPLAY SELECTION command L146 DISPLAY SELECTION command L146 DISPLAY SELECTION command L146 DISPLAY SELECTION command L146 DISPLAY SELECTION command L146 DISPLAY SELECTION command L143–146 execution cycle L51 displayed file, changing D23–24 divided lists D277 division operator (/) L18, L109 document reference L299 Document system variable L298, L383 documents exporting or importing with L212–214	double-clicking as shortcut T18 defined Qix for output layout Q20 in output layout U25 dragging, method of Qx drawing icons/tools, using T9–12 Duplicate menu command D7, D89D105 Duplicate icon/tool D87, D105, D234 in creating buttons T28 DUPLICATE RECORD command L209 duplicating a database D7 duplicating layout objects D104–105 During function L179–180 During phase L46, L47 DISPLAY SELECTION and L51 external areas and L44 for layout reports L52 in data entry L48 in included layout L50 MODIFY SELECTION and L51  E  "Edit an ASCII map for importing/ exporting" dialog boxes U151–154 Edit a Formula menu command U101, U102 EDIT ACCESS command D270–271, L315 Edit button in Debug window L74 in Syntax Error window L73 Edit Formula button, in Sort editor U79 Edit Group menu command D263 Edit Group dialog box D263, T217 Edit Input ASCII Map menu command U147, U7 Edit menu D25–26, L257, U5 Clear menu command D26, D107–108, D235, T146, T148, T149, U57 Copy menu command D26, D106, D249, D282, T40, U31 Cut menu command D26, D108, D249, U31, U57	Edit Styles button D157 Edit User menu command D263, T221 Edit User dialog box D261–262, D263, D271, T216, T221 editing U31. See also modifying records in Quick Report layout U99 in text areas D113, D114 in Text field U33 Editing area in Formula editor U71, U72 in Listing editor D223 editing buttons T27–29 editor windows D19–21 closing D25 printing contents of D25 saving D25 Else statements L30–31. See also IfElseEnd if; Case ofElseEnd case embedded fields and variables D213–214 ENABLE BUTTON command L89, L235–236 ENABLE ITEM command L260 Enabled check box D247 in Menu editor T192 End for statement L33, L34 End if statements L28, L30–31 procedure example using L28 End selection function L191 End subselection function L232 end value, in For loop L121 End while statement L32, L34 end-of-field/end of record delimiters U146 in Import Data dialog box Q31 Enter button D82 for accepting modified record U69 for accepting new record U68 in standard interface D126 Enter in List menu command U26, U6, U69–70 Enter in List mode U23, U24, U25–26 for modifying records U69–70 Enter key as Enter button equivalent D82 for adding or saving record Q28, U26, U29, U68 for absolute part of the part
opening L306–308 working with L298–302	Delete Column menu command U101	for checking syntax D226–227, D235 to begin search U60
dollar amounts	Hide Line menu command U110 Insert Break menu command U105–106	Enter menu U6
entering Q27 Real field type for Q10	Insert Column menu command U101	Apply Formula menu command U6, U72
dollar sign (\$) L23	Paste menu command D26, D106, D249, D282, T40, U31, U35–37	Enter in List menu command Q36, U26
in local variables T92 in number field D138	Select All menu command D106, D26,	U6, U69–70 Modify Record menu command Q34,
in numeric data format U109–110	U25, U73 Show Cliphoard menu command D26	T19, T57, T124–125, T136, U6
"Double clickable" check box	Show Clipboard menu command D26 Undo menu command D26, D108, T7,	New Record menu command Q26,
deselecting D182	T29, U31	T114, U26, U6, U67–68
for included layout area D186, D187	with custom menu bars D239, D242	Enter Password dialog box T222, U12–13
double-clickable included layouts U43	Edit Output ASCII Map menu command U7, U147	

enterable areas U27, U28–29 entry filters in U39	Undo menu command for D26 with alignment icons/tools T14	F
Enterable check box D186, D187	error message, in password access system	False function L349
Enterable layout D76, D147, T68, U42	D256–257	Field area
enterable objects D169–170	error messages L387–391	
adding scroll bars to D157	error procedure L365–366	drawing T55
		in Formula editor U71
as active objects D129	Error system variable L384	in Search editor U55
assigning lists to D148–149	errors, types of L72	in Sort editor U79
choosing display formats for D167	Ethernet U8	field attributes D41, D46–48, Q8, Q9,
data entry controls for D146–157, D167	event procedure L366–368	Q10
entry filters for D149–155	Except (#), in searching L195, L196	changing D48–49
in data entry order D120	Except (conjunction operator) U52, U57	data entry and U37–38
printing with variable frame D159–160	exclamation point (!), for placeholder	for data validation T62–63
enterable or not enterable, variables and L21	character D153 Excluded check box D149	lists as D276
entering data. See data entry	SCHOOL STATE OF THE STATE OF TH	FIELD ATTRIBUTES command L322–323
entering records Q26–29	Excluded list, data entry with U42	Field Attributes dialog box Q6–7
Entry Filter box D150	Excluded lists D279	Field Definition dialog box D130–131,
entering styles in D158–159	exclusive superimposition (&) L115	T16–17, T18
entry filters D149–155, T64–66, U32	EXECUTE command L364	"Print variable frame" check box in
Alpha field and U32	Execute Procedure menu command U7,	D159
arguments in D151–152	U141–142	assigning lists in D149
codes used for D150	Execute Procedure dialog box U141	for creating script D161, D221
data entry with U39	executing procedures, User environment for D10	for opening script D223
dead characters in D154		for Titles list T68–69
defined U39	execution cycle L10, L37, L46–52 "Only if modified" check box and D168	in adding new field T55
display characters for D153		in creating a subfile T132
examples of D154–155	commands controlling L363–367	in setting entry filter T64, T66, T67
initiating D150–151	general rules L48	in writing a script T79
placeholders in D152–153	monitoring L178–182 scripts and L38	selecting field from D132–133
selecting as style D28		using default value in T81
Entry Order menu command D87,	testing L118 execution errors D227, D235	Field dialog box D42–43, Q8
D119–120, D121, D122, T42	Exp function L340	field attributes set in D46
entry order pointer D119		for specifying attributes T62
environments D8–11. See also specific	Expand button D22, D23	in creating a subfile T131
environments	for included layout D186 for layout name T88	in writing a script T78
Design Q5, Q25, Q26 single-user vs. multi-user D289–290	in Procedure dialog box D221	Field for Filename dialog box. See Field
startup D27	exponentiation operator (^) L109	dialog box Field function L90, L321
switching between U5	Export Data menu command U4, U147,	field labels Qvii
User Q25, Q26, Q51, Q63	U149	creating T56
users' access to D259	Export Data dialog box U149–150	in input layout Q18
EPSF graphics U35	EXPORT DIF command L212–213	in output layout Q21
equality operator (=) L111–113	Export list U150	Field list, in Field Definition dialog box
ERASE WINDOW command L246	EXPORT SYLK command L212–213	D131
erasing. See delete operations; specific	EXPORT TEXT command L69, L212–213	field names D32, D41, L99
operations	exporting data U145–147, U149–150	changing D48
error correction D293	ASCII map for U151–154	for reports T175
execution D227, D235	User environment for D10	in columnar reports D199
in Append list Q33	expression types L19	in quick reports U100
in copying buttons T29	expressions L19–20	in search condition T144, U50
in data entry U31	constants L106–107	Field Selection box, in Quick Report editor
in formulas D235	data types L104–105	U96, U100, U101
in Layout editor T169, T7	evaluating L75–76	field types D32, D40, D43–46, Q8–9, Q11.
in Procedure editors D225, D226–227,	external areas D176, L44	See also specific field types
T201	naming procedure for D165	changing D48, D49
in Quick Report editor Q56	external procedures L26, L26, L44	data entry and U32–38
removing extra field Q10	defined D176	data types and L17
syntax D235	in Formula editor U71	for related fields D60
43	object identifiers with L102	

Fieldname function L319–320	Export Data menu command U4, U147,	related D49-64
fields. See also field attributes; field types	U149	renaming D39-40
adding to database T49, T52-57	Import Data menu command Q31,	role of U17
adding to labels U121-122	T112, U4, U147, U148	saving formulas as U102
adding to layout D73, T36, T38-39.	New Database menu command D24, U4	selecting D37
T54-57	Open menu command D3, D5, U12,	sequence numbers in D156
aligning T13–14	U95	specifying layouts for L136–138
as active objects D129	Open Database menu command D24,	subfiles D46
assigning lists to D148-149	U4	Fill menu command D88
creating D40-43, Q8-11	Page Setup menu command D24, U5	fill pattern, choosing T10
creating labels for T56	Preferences menu command D157, D24	Fill Pattern submenu D110, T10, T11
data entry controls for D146-157	Print menu command D24, Q51, Q56,	Find menu command D227
defined D31	T179, U5, U86, U89, U116	Find Next menu command D227
display formats for D134–146, Qvii–viii	Print Scripts menu command D25	Finder, for duplicating a database D7
embedded D213-214	Print to menu command U113	First Page button D172, U30
end-of-field delimiters U146	Quit menu command D242, D25,	FIRST PAGE command L147
entry filters for D149-155	T188–189, T202, T222, U5	First Record button D82, D172, U30
layout attributes for D147	Revert to Saved menu command D25	FIRST RECORD command L188
layout specifications for D130-146	Save menu command U95	FIRST SUBRECORD command L230
layouts with or without D69	Save Editorname menu command D25	fixed-frame printing D211
modifying D48–49	with custom menu bars D239	included layouts with D183, D184
modifying layout of D69, D133	file operations, assigning access to	flat-file database D33
moving between Q27, Q34, U26	D269-270	FldDelimit system variable L384
placing values in T77	file procedures L7, L10, L26, L26, L36	flow lines D230
pointers to L87, L90, L90	creating D221	drawing D232–233
related D50	defined T87	Flowchart editor D14, D15, D219,
relating vs. related D53	role of D218	D228-235, T76
script example for L9	file relations L215–224	creating a procedure with D230–233
scripts with D162	file server D293	editing procedures in D233–235
searching in related files T149-150	in multi-user mode U8, U9	modifying procedures in D234–235
selecting characters in Q34	file/layout Procedures D221	role of D228–229
selecting for layout D72, D73–79	Filename function L319	specifying first step in D233
selecting for printing Q53–55	filenames D4, D40, L98, Q5	using D230–235
setting display formats for T15–19	changing Q6–7	Flowchart formula editor D231–232
sort Q46	data files U10	Flowchart menu D230
subfields D46, T129	in Layout dialog box D90–91	New Step menu command D230, D231
subfiles as L99	in procedures D226	New Test menu command D230, D231
symbols for Q11	structure files U10	Set as Start menu command D230,
Fields box, in Label editor U120	files. See also related files; subfiles	D233
Fields list, in Listing editor D224, D226,	access to. See password access system	flowchart objects, modifying D233–235
D228	adding to databases T101, T103–105	Flowchart procedure type T89
file access. See password access privileges	changing displayed D23–24	flowchart procedures
File attributes, access and T214	choosing U17–20	editing D233–235
File Attributes dialog box D39–40	creating D38–39	elements of D229–230
for assigning access D269–270	displaying information on T102	FLUSH BUFFERS command L323
File buttons, in Label editor U120	displaying menu of D24	Flush system variable, versions 1.0 vs. 2.0
file formats U146	importing data to U147–149	L377
File function L320, L90	in New Layout dialog box D73–74	folders D3, D4, U10
file icon D39, T104	in Procedure editor T77, T90	for duplicate database D7
file images	included layouts from D77–79	structure and data files in D5–6
moving D37–38	layouts and D68	FONT command L237
resizing D38	maximum per database T104	Font menu D89 FONT SIZE command L237
selecting D37	number of layouts for U17	
File menu D24–25, L257, U4–5 Choose File/Layout menu command	parent T129 permanent sorting of U78, U81	FONT STYLE command L238
U4–5, U17, U18	pointers to L87, L90	
0. 3, 017, 010	pointers to Dor, Do	

Quick Report design U95 read-only/write-only L286, L292

Close *Editorname* menu command D25 Duplicate menu command D7

fonts/font size 4th DIMENSION defined L57, T198 for Header area T173 application icon D3 Delete string L330 for layout D73 desktop files D5-6 During L179-180 for menus D246 installing Ox End selection L191 for objects D109, D89 interface in D18-28 End subselection L232 for quick reports U100, U112-113 memory use by D291 Exp L340 for quick reports U99-100, U112-113 multi-user requirements U8-9 False L349 for report elements T173 MultiFinder and D291, D292 Field L321, L90 in input layout Q17 opening Q4 Fieldname L319-320 in Layout editor T171 optimizing performance of D292-293 File L320, L90 in menus T192 programming in T198 Filename L319 in output layout Q19 quitting Q11 Get pointer L370, L93 footer, defined T167 setting single- vs. multi-user global procedures as T91 environment for D289-290 Footer area In break L182 establishing D196 starting D3-5 In footer L182 in Layout editor T169 transferring data to and from U145-150 In header L181 in reports D194, D205, D206, D207 4th DIMENSION language in procedures L28 in screen display D193, D197, D198 components of L16-24 Insert string L329 running title for T178 traditional language vs. L6 Int L340-341 Footer line, in report example D206 4th DIMENSION runtime, in multi-user Is a variable L369-370 Footer marker D197, T169 mode U8-9 Is in set L282 footers, for quick reports U111-113 4th DIMENSION version 1.0 L375-379 Last area L152 For loop L121, L33-34 frame, for quick report U96 Layout page L148 with array pointer L91 framing an included layout D187 Length L327, L57 Foreground and Background dialog box Full Page button D186 Level L182 U133 Full Page layout T132, T135, T136 Locked L290 FORM FEED command L169 preventing display of D182 Log L341 form letters D213-214 with included layout D181-182, D186 logical L349 Format area T16, T18 full-page data entry, with included layout Lowercase L331 Format box, in setting entry filter T65 U43, U44 mathematical L339-343 Format menu command D89, D166, D187 full-screen window D20 Max L345, L346 Format display area, entering styles in function names L102 Menu selected L261 D158-159 functions (in language) L326-349 Min L345, L347 "Format for an included layout" dialog box Abs L339-340 Modified L152 T134 After L180 Month of L337 Format pop-up menu Alert L87, L94 Not L349 date formats in D134-135 Append document L300-301 Num L341-342 number formats in D136 Arctan L344 object identifiers with L102 picture formats in D144 Ascii L333 Old L224 time formats in D135-136 Average L345, L346 Open document L300-301 Format submenu T16-17 Before L178 Position L328 forms, imitating T36-37 Before selection L190-191 Printing page L167 Formula editor D231-232, T150, U63, Before subselection L231-232 Random L342 U71-72 Change string L328-329 Record number L267 editing flowchart in D235 Char L334 Records in file L185 for global updates U70-72 Cos L344 Records in selection L185 for quick reports U102 Count fields L318 Records in set L282-283 in sorting U80 Count files L318 Records in subselection L229 formulas. See also expressions Count parameters L369 Replace string L330-331 adding to quick report U102 Create document L299-300 Request L241 creating D231-232 Current date L335 role of T78 for global updates U70, U72 Current time L338 Round L343 in Flowchart procedures D230 Current user L316 Screen height L255 layout name change and D84 date L335-337 Screen width L255 modifying D235 Date L335 Selected record number L268 saving as files U102 Day number L336 Semaphore L292-293 searching by U53, U62-63 Day of L337 Sequence number L270-271 sorting on U80, U103 Dec L340 Sin L344

syntax errors in D235

### **INDEX**

Size of array L360	Graph dialog box Q66	assigning to applications T220-221
statistical L345-348	Graph editor U129-135	assigning to operations D266-270
Std deviation L348	menus U132	assigning users to D264, T218-219
string L326-334	printing quick reports to U114-115	creating D263-264
String L332–333	role of U4	in access hierarchy D257-258
subroutines as L57	GRAPH FILE command L69, L176-177	removing users from D264
Substring L327-328	graph legends, versions 1.0 vs. 2.0 L377	saving and loading D266
Subtotal L160, L166	Graph Options dialog box U134–135	viewing users list for D264
Sum L345, L347	GRAPH SETTINGS command L175	Groups box T215
Sum squares L348	Graph Type menu U132	Groups list
Tan L345	graphic objects D70	adding users to D264
time L338–339	adding to layout D98–100	in Password Access editor D261
Time L338	changing appearance of D108–109,	guests D260, U13
Time string L339	D110–112	garate 2200, 010
trigonometric L344–345	text areas as D113	
True L349	graphics. See also Graph editor; graphs	H
Trunc L343	adding to menus T193–194	
Type L371	entering into Picture field U35–37	handles, around objects T7
Undefined L354	for splash screen D250, D251	hard disk D292
Uppercase L331	in Flowchart editor D228–229	copying sample databases to Qx
Variance L348	in Picture fields D45	periodic updates on U29
Year of L337	in reports U85	hardware recommendations D292–293
real of E337	Object icons/tools for D86	header, defined T167
	using Layout edito: T9–12	Header area
G	graphs L172–177, U129–135. See also	establishing D195, D196
	Graph editor; graphics	in Layout editor T170–171, T173
GET HIGHLIGHT command L149–150	changing elements in U133	in Quick Report editor T155
Get pointer function L93, L370	changing picture in U133–134	in reports D194, D195, D205, D206,
gets symbol/assignment operator (:=)	changing scaling in U134–135	D207
L22–23, L108, T77, T80	color and pattern in U133	in screen display D193, D194, D197,
global procedures L7, L11, L26, L54–58.	creating U130–135	D198
See also subroutines	printing Q66–68	Header lines
arrays in L41	printing Q00–00	adding D204
assigning to menu items D245	types of Q67	in report D206
creating D220–221, T91–93, T199–201	User environment for D10	Header marker D197, T170
defined T87	viewing U132	Header phase L46
example of L27	greater than (>) U58	header row
executing U141–142	greater than operator (>) L111–113	editing text in U99
for adding records T199–204	greater than or equal to (>=) L111–113, U58	in Quick Report editor Q54, U97
for break processing U88	greater than symbol (>), for embedded fields	headers, for quick reports U111–113
for capitalization T91–93	or variables D213	Hide Keywords divider D228
in custom interface D128		"Hide keywords" check box D27
in Formula editor U71	greater-than sign (>), for ascending sort T206	Hide Line menu command U110
menu items and D239	Grid Object dialog box D178–179	Hide/Show Rulers menu command D88,
requirements for T199	Grid On/Off icon/tool D104, D87	D97
role of D218–219	grid settings D103–104	hiding Quick Report rows U110
using in scripts T94	Group menu command D101, D89	hierarchical lists, expanding and collapsing
global updates U57, U70–72	Group Name box D263	D22-23
global variables L23	Group Owner box D263	highlight buttons D171, L40
naming L100	group owners D260, T217	HIGHLIGHT TEXT command L150–151
system variables and L24	system maintenance role D270–271	highlighting, in output layout U24–25
GOTO AREA command L151	grouped data entry order D121–122	horizontal concatenation (+) L115
GOTO RECORD command L268	grouping custom menu items D240	horizontal move (+) L115
GOTO SELECTED RECORD command	grouping layout objects D100–101	horizontal scaling (*+) L115
L268–269	grouping on the X-axis U130	hyphen (-), in filter arguments D150
GOTO XY command L246	groups T214–215	
graph areas D128–129, D176, L44	adding T217–218	
Graph button U132	assigning password access privileges to	
GRAPH command L173–174, U7, U130	D256, D266–270	
	parameter than the property and 23	

I-beam pointer D225	
icons	Da
4th DIMENSION applicati defined Qix	on D3
for layouts U18, U19	
for typed passwords U13	
in Layout editor window D	85. D86–87
in password display T222	05, 200 07
opening database with D5	
summary calculation U108	-109
identifiers L98–103	
If statement L28	
procedure example using L	28
IfElseEnd if structure L29, 1	
in setting buttons L92-93	
with arrays L83	
with pointers L89	
ImageWriter L168-169	
ImageWriter Serial Driver dialo	g box U114
Import Data menu command (F	ile menu)
Q31, T112, U4, U147, U148	
Import Data dialog box Q31, Q3	32, T112,
U148	
IMPORT DIF command L213-2	14
Import list U148	
IMPORT SYLK command L213-	
IMPORT TEXT command L213-	
importing data Q30-33, T113, U	J145-149
ASCII map for U151–154	
User environment for D10,	Q25
In break function L182	
In Break phase L46, L47	
for layout reports L52	
In footer function L182	
In Footer phase L46, L47	
for layout reports L52	
In header function L181	
In Header phase L47	
DISPLAY SELECTION and I	L51
for layout reports L52	
in output layout L50	£1
MODIFY SELECTION and L	
included layout area D129, D77	
Included Layout dialog box D18 D185, D187	51-182,
Included Layout icon/tool D86,	D00 D105
included layouts D180–187, U4	
creating D181, D185–187,	
data entry with U42–44	1122-125
displaying D182–183	
double-clickable U43	
entering data in D181–182	
execution cycle L49–50	
for a subfile T134–135	
full-page layout and T135	
in data entry order U28	

in reports D210-211, U85 modifying D187 preventing data entry in D182 printing data in D183-185 Included Record buttons D173 inclusive superimposition (I) L115 increments, in For loops L121 indentation, in loop T203 Indexed attribute D47, O9 bold type display for Q11 for related files D61 Unique attribute and T63 indexed field searching and modifying U60-61 sorting on Q46-47, U77 indexed search U50-51 indexes U10, U51 indicator settings, establishing D177 inequality operator L111-113 initiator, in entry filter code D150 input ASCII maps U147 Input check box D83 input layout Q15 creating Q16-19 for printing records O52 modifying records in O34-36 searching by Q44-45 INPUT LAYOUT command L69, L137, T205 in procedure T201 Input Layout icon T70 with included file T124 with related file T113 input layouts. See also layouts adding records in U67-68 changing data entry order on T41-45 changing display format on T16-19 deleting records from U72-73 elements of U26-27 establishing D82-83 example of D68 fast access to T70 file procedures and D218 for procedures T201 for related files T108-111 for subfiles T132-135 icons for U18, U19 importing data to U148-149 included layouts as D180, D181, T122-123, U42-44 lists with D276 modifying records in U69 multiple D69 role of D68, U3, U23 searching in U50, U58-60 setting data attributes for L154-157 sorting in U77 template for D80, D81, U27-28 using U26-44

Validate T70, T71 viewing from output layouts U25 Insert Break menu command U105-106 Insert button for importing records Q33 in data import U148 Insert Column menu command U101 Insert menu command (Items menu) D281 **INSERT ELEMENT command L358** Insert Item menu command (Menu menu) D244, D247 Insert Menu menu command D243 Insert string function L329 installing 4th DIMENSION Qx Int function L340-341 Integer field D44 entering data into U32 interface D18-28 design options for D125-129 interface objects, scripts and L38-44 interlocking lists D278 Interpreter, development role of L12 interrupt procedures, for serial port L309 INTERSECTION command L280-281 INVERT BACKGROUND command L151 invisible buttons D171, L40 invisible grid, using D103-104 invoice database, transaction example L294-297 Is a variable function L369-370 Is in set function L282 Items column T189 adding list items to D281-282 appending an item to T190-191 deleting list items from D282 lists in D281 Items list adding menu items to D244 in Menu editor window D242 Items menu Delete menu command D282 Insert menu command D281 New menu command D281 Sort menu command D285, T51 J, K

justification
in quick reports U100, U112–113
specifying D109–110
Key button D165, D168
Key dialog box D168
Keyboard button D248
Keyboard check box, for menu shortcut
T192
Keyboard entry box D248

keyboard equivalents	Layout dialog box D71, D90–91, Q16, Q19,	Layout menu D87–88
assigning D168	T5, T6, T54	Add to Layout menu command D88,
for automatic layout buttons D82	changing layout name in D84	D116, T38
for buttons D165	deleting a layout in D83	Define Grid menu command D88, D103
for menu items D247-248	for included layout T122	Define Ruler Units menu command
for radio buttons U35	for opening a procedure D222	D88, D97
keyboard symbols, as entry filters T65	for related file layout T108	Delete Page menu command D88, D11
KeyCode system variable L367, L384	in setting entry filter T64	Entry Order menu command D87,
keystroke shortcuts. See keyboard	input and output designations in	D119–120, D121, D122, T42
equivalents	D82–83	Hide/Show Rulers menu command
•		D88, D97
Keyword area	shortcut to opening T24	
in Formula editor U71	Layout editor D13–14, D73, D84–90, Q18,	Menu Bar menu command D88, D188
in Listing editor D223, D226, D228,	T5-19, T155, T168-172	Objects on Grid menu command D87,
T77, T90	active objects created in D166	D178, D179
	Add Field icon/tool D132	Turn Grid On/Off menu command D88
L	adding included layout with D181	D104
_	adding layout page in D115	layout menu bars L258
label designs, saving and loading U121	advantages of T165	customizing D188–189
Label editor D211, D213, L170–171,	assigning lists in D148-149	for executing procedures U141
Q63–65, U4, U119–121	Create Active Object icon/tool D166	layout names L101
	creating scripts in D221	layout object variables L24
getting to U119	drawing icons/tools T9-12	layout objects. See also active objects;
print options in U125	elements of D85–90	objects
Label layout U120, U121–122	Font menu D89	active D69–70, D129
Label page preview U120	for adding new field T54	adding to layout D98-100
"Labels across"/"Labels down" boxes. in	for creating labels U119	aligning D101–104
Label editor U120	for custom menus U7–8	changing T7–9
label width marker D212	for opening a script D222	changing 1775 changing appearance of D108–112
labels U119–125	for reports D199	copying all D105–106
creating designs for U121–124	getting to D90–91	creating D166
for Break rows U106	grouped arrays in L85–86	deleting D107–108
for output control lines D206	grouping objects in D100–101	deselecting D92, D93
in Quick Report layout U99		display formats for D167
output devices for U124–125	in creating a subfile T132–133	The state of the s
previewing on screen Q65, U123	included layouts specified in U43	duplicating D104–105
printing D211-213, Q63-65, U125	label report layout in D212–213	fields as D130, D133
User environment for D10	Layout menu D87–88	graphic D70
Labels menu command U7, U119, D213	layout palette D85, D86–87	grouping D100–101
language definition L98-121	menus in D85, D87–90	handling D92–114
LaserWriter L168–169	modifying layout in T5–9	hidden
Last area function L152	Object menu D88–89	layering D106–107
Last Page button D172, U30	opening layout in D90–91	managing L234–238
LAST PAGE command L147	output layout specifications in D193	modifying D166
Last Record button D82, D172, U30	reverting to last version of D25	moving D94
LAST RECORD command L189	role of D84, D85	naming D164
LAST SUBRECORD command L230	rulers in D96–98	Object Definition dialog box D163–165
Layering icons/tools, on layout palette D87	scripts assigned in D161	resizing D95–96
layering objects D106–107	setting display formats in T15–19	saving in Scrapbook D105–106
layout areas, using L149-154	Style menu D90	scripts and L7, L8, T76
layout attributes	templates in U27–28	scripts for D167–168
for related fields D76	layout elements, multiple T29	selecting D92–94
setting D147	layout execution cycle. See execution cycle	viewing D107
layout border, selecting T9–10	Layout Field dialog box, in setting	Layout page function L148
Layout menu command D71, D83, D84,	validation range T66–67	layout pages, managing L146-148
D90, D222, Q16, Q19, T5	Layout Grid icon/tool D87, D99, D178	layout palette D85, D86-87
for assigning access D268	layout icons/tools U18, U19	alignment icons/tools D101-102
	layout management menu commands	using D98–100
for testing a script T04	L157–158	
for testing a script T94		

layout procedures L7, L10, L26, L36-37 printing D91-92 copying D282 arrays in L41 radio buttons in D174-175 creating D280, D282-284 creating D221 reporting using U85-89 deleting items from D282 defined T87 role of D68, U17, U23 designing D276-280 in data entry U32 saving T12, U17 excluded D149 role of D218 searching in U58-60 expanding and collapsing D22-23 layout reports, execution cycle L52 size of T36 hierarchical layout rulers T166, T167 linked D277-278, D282-284 special management menu commands layout templates D80-82, Q17, Q19, L157-158 look-up D55-57 U27-28 testing modifications to T19 maximum number of D275 for standard interface D126-127 viewing D91 Required D148 layout title, layout name vs. T8 Length function L327 role of D275, D276 Layout window in subroutine L57 size considerations for D276, D277 closing Q21 less than (<) L111-113, U58 sorting D284-285 expanding Q18, T6 less than or equal to (<=) L111-113, U58 specifying ranges in D284 layouts L10, L36, Qvii-viii, Q15, U3. See less than symbol (<), for embedded fields or user modifiable D285-286 also input layouts; Layout editor; layout variables D213 Lists menu command D280 objects; output layouts Level function L182 for creating a list T50 adding buttons to T23-32 Line button Lists dialog box T52-53, T69 modifying T19, T5-9 for menu item separators D247 Lists editor D17-18, D280, L63, T50-51 searching by T142, T150 in Label editor U120 deleting items from D282 adding fields to T38-39, T54-57 Line check box, in Menu editor T192, T193 entering items in D281-282 aligning T12-15 getting to D280 line graphs L172, U129 assigning access to D268 Line icon/tool D98 in User environment D285 assigning lists to D148-149 line of code L27 role of D275 basic vs. customized D67 Line Width submenu D110, D88, T10 Load button, in Formula editor U72 buttons in D170-173 linked lists D277-278 Load Groups menu command D266 changing data entry order on T41-45 load operations, access to D269, D270 creating D282-284 changing names of D84 LOAD RECORD command L291 list check boxes in D173-174 creating output layout for Q19-21 LOAD SET command L284 choosing U17-20 modifying records in Q36 LOAD VARIABLE command L353 creating D71-82, D90-91, Q15-21 List button, activating T52 loading a formula U63, U72 custom menus for D187-189 List menu loading a Quick Report design U95 customizing D92-114, D127-129 New menu command D280 loading label designs U121 default L136-138, U17 local variables L22-23, T92 User Modifiable menu command deleting D83 in loops L34 D285-286 designing T9-12 "List of files" window T70, T71, U17, naming L100 elements of D68-69 U19-20 Locked function L290 establishing D82-83 displaying T111, T135 locked records L285, L287 execution cycles for L49-50 for included file record display T124 LockedSet system set L276 exporting records through L51 hiding U20 Log function L341 field display formats for D134-146 LIST TO ARRAY command L360, L41, L81, logic errors L72 fields and D69 logical fields. See Boolean field type L83-84 files and U17 Listing editor D14, D15, D219, D223-228, logical functions L349 for data import or export U145 T76-78 logical operators L114 for quick report U96 hiding keywords in D27 logical or Boolean values L16, L28 full-page T132, T135, T136 Search menu with D227-228 Long integer field D45 importing records through L52 syntax error checking in D226-227 entering data into U32 included U42-44 using D223-228 longint division operator (\) L109 maximum number per file U17 Listing editor window, managing D228 look-ups. See searching modifying Q18 Listing procedure type T89 loop structures L32-34 Multi-line D181 for report layout procedure T173 loops multi-page D114-116, T35-40 lists T49. See also Choices lists defined T198, T203-204 naming D73 adding items to D281-282 for loading unlocked records L288-289 page dimensions for D91 assigning D148-149 Lowercase function L331 parent U42 Boolean fields vs. D277 in global procedure T91-93 placing fields in D132-133 choice D148

Choices attribute D48

placing objects in D163-168

#### M

Macintosh applications, transferring data to and from U145-150 Macintosh ASCII data L303 Macintosh computer, basic operations for Macintosh editing operations Edit menu for D25-26 for writing procedures D225 Macintosh error messages L390-391 Macintosh files, for new database D4 Macintosh hardware recommendations D292 Macintosh interface, standard interface and D126 Macintosh typeface, for menu items T192 Macintosh user guide, editing operations in macros, scripts as D161 mail merge documents D213-214 text areas for T176 mailing labels Q63-65. See also labels Mandatory attribute D46-47, T62, U37 Mandatory attributes alert box U38 Mandatory field, entering data into U37-38 Mandatory layout attribute D147, T68 manual relations D53. See also related files creating records with D58 data integrity with D59 search and sort operations with D59 Many file D51-52 selecting fields from D77-79 Many-to-One relation T103, T106 margins U120, U123 markers D196-197 marquee D93 master file adding fields to layout in D117 selecting fields from D74-75, D214 master file fields, in Field Definition dialog box D133 master list, with nested list D277-278 master procedures L11, L54, L257 global procedures as D218 mathematical functions L339-343 mathematical operations. See calculations Max function L345, L346 Maximum (summary calculation) U107, U108 maximum and minimum values D155 Maximum box (validation range) T67 memory use D291 Menu Bar menu command D88, D188, L259 menu bars T17, T187 creating D241-242, L257 custom menus for D187-189, D239

deleting D241 previewing D250 restricted access D258 runtime applications and D251 splash screen for D250, D251 Menu Bars dialog box D241, D266-267, Menu menu command D241, T188 for assigning access D266-267 Menu editor D16 assigning access groups in D267, T220 changing style with T192-193 entering menu titles and items in T189-191 for custom menus D188, L61-63 for enhancing menu system D245-246 for master procedure L54 getting to T188-189 previewing menus with T193-194 role of D240 Menu editor window D16, D242 adding to Items list in D244 for adding menus D243 menu items D239 adding separator lines to D247 assigning groups to D266-267 assigning procedures to D245 commands vs. L69 copying and moving D248-249 deleting D250 enabling or disabling D246-247 enhancing D245-248 for custom menus D244 global procedures and L11 keyboard equivalents for D247-248 selecting in data entry U31 Menu menu T189 Append Item menu command D244, D247, T190 Append Menu menu command D243, T189 Custom Menus menu command T193 Delete Item menu command D250 Delete Menu menu command D249 Insert Item menu command D244, D247 Insert Menu menu command D243 Show Custom menus menu command D250 Menu selected function L261 menu title, maximum length of D243 menus. See also specific menus adding graphics to T193-194 components of L256-258 customizing T185-194, U7-8 enhancing D245-248 in custom interface D128-129 in User environment U4-7 managing L256-261

master procedures called from L54 maximum number of D239 previewing T193-194 Menus column T189 appending menu titles to T189, T190-191 Menus list, in Menu editor window D242 MERGE SELECTION command L188 MESSAGE command L243-245 messages commands for displaying L238-247 Semaphore function L292-293 MESSAGES ON/MESSAGES OFF command L192, L246-247 Min function L345, L347 Min; Max; Unit; Step area D165 setting values for D177 Minimum (summary calculation) U107, U108 Minimum box (validation range) T67 modal window L250 modem transmission. See serial port Modified function L152 Modifiers system variable L367, L384 Modify Lists dialog box U41 MODIFY RECORD command L141-143, 1.69 Modify Record menu command (Enter menu) Q34, T57, U6 for checking display format T19 for included files T124-125 for subfiles T136 MODIFY SELECTION command L69, L143-146, T205 execution cycle L51 MODIFY SUBRECORD command L226-227 modifying an included layout D187 modifying an object D166 modifying data, User environment for D10 modifying fields D48-49 modifying records Q34-36, U6, U57, U69-70 in output layout U25-26 searching and U53, U60-61 modifying text, in Quick Report layout U99 modularizing code L56 modulo operator (%) L109 Month of function L337 mouse for moving between fields Q27, Q34 use of Qix MouseDown system variable L367, L384 Move to Back menu command D89, D102, D107 Move to Back icon/tool D102, D107 Move to Front menu command D89, D107 Move to Front icon/tool D107 Move to Front/Move to Back icons/tools T11-12

moving a file image D37-38	navigation icons, in standard interface D126
moving layout objects D94	negative number display D138
MS-DOS ASCII data L303	nested groups, removing D265
Multi-line check box D186	nested lists D277–278
multi-line layout D181-182	nesting access groups D265
data entry into U42	networks. See also multi-user databases
displays D182–183	for multi-user mode U8
for included layout area D186, D187	password access system for D255-271
multi-page layouts D114-116	recommendations for D293
adding a page to D114-115	New button D4
creating D114	for layout D71, D72
deleting pages from D116	for menu bar D242
moving in D115	New menu command (Items menu) D281
saving records in U29	New menu command (List menu) D280
multi-user databases T186, U8-9	New Database menu command D24, U4
entering a password-protected database	New Field menu command D41-42
U11-12	New Field menu command (Structure menu
graph color or pattern in U133	Q8
guest access in U13	New File menu command D39, T104
lists and U41	New Group menu command D263, T217
LockedSet system in L276	New Layout dialog box D72. D116-117,
managing access in L315-316	Q16-17, Q19, Q20, T38-39
hardware recommendations D293	for included layout T122-123
managing L285-293	for related file layout T108-110
opening remote data files U10-11	for report layout T168
output layout title bar U47	for subfile T133-134
password access system D255-271,	selecting fields in D72, D73-79
T213-223	New Line button
selecting U9	in Label editor Q65
Sequence number in D156, L271	in Label layout U121, U122
setting D289–290	New Record menu command (Enter menu)
temporary files in U9-10	Q26, U6, U26, U67–68
multi-user radio button U9	for checking related files T114
MultiFinder	New Step menu command D230, D231
compatibility with D292	New Test menu command D230, D231
memory use under D291	New User menu command D261, T216
multiple layout objects, selecting D93-94	Next button, in creating fields D43
multiple records, printing included layouts	Next Page button D172, D82, U30
with D183, D184	creating T39-40
multiple search conditions T146–148	NEXT PAGE command L147
multiple sort levels, on Quick Report layout	Next Page icon/tool D115, D116, T38
U104	Next Record button D82, D172, U30
multiple-file databases	creating T28, T29
current selections in U48	NEXT RECORD command L189–190
searching in U50	NEXT SUBRECORD command L231
structures D33–34	No Action button D172
multiplication operator (*) L18, L109	No Trace button, in Debug window L74
	NO TRACE command L365
N	non-enterable objects D169, D170
	in report example D207
Name box D164, D166	Not function L349
naming a database Q5	Num function L341–342
naming conflicts L103	number display, as progress indicator D28
naming conventions L98-103	number field formats D136–140
navigation buttons U27, U30	number field types D44–45
in modifying records U69	number sign (#)

#D (current date) D156

#D (date of printing) U113

#H (current time) D156 #H (time of printing) U113 #N (sequence number) D156 #P (sequential page number) U113 as comparison operator U58 in Alpha field format D141-142 in Break row labels U106-107 in entry filter D150, D152-153, T65 in number display format D137 in numeric format U109-110 in Quick Report editor T161 numbered records L264-270 numbers display format for Q27 field type for Q10 in entry filter T65 in filter arguments D151, D152 in passwords T216 numeric comparison operators L112 numeric constants L106 numeric data, Quick Report formats for U109-110 numeric data type L16, L104 numeric display format, setting T18-19, T78-79 numeric expression L19, L20 numeric fields entering data into U32 in graphs U114, U130 Numeric Indirection L376 numeric operators L18, L109 numeric variables L21 counters L33

#### 0

Object Coordinates dialog box D96, D98 Object Definition dialog box D163-165, L39, T25 adding script in D161 assigning keyboard shortcuts in D168 display format choices in D167 for creating script D221 for opening a script D223 getting to D166 in duplicating buttons T29 on report layout T172-173 scale and indicator settings in D177 Object icons/tools, on layout palette D86 object identifiers L98-103 conventions summarized L103 naming conflicts L103 object markers, in rulers D97 Object menu D88-89 Align to Grid menu command D89, D104 Border menu command D89 Border submenu D111

in searching U50

### INDEX

Color submenu D89, D112 Duplicate menu command D89, D105 Fill Pattern submenu T10, T11 Fill submenu D88, D110 Format menu command D89, D166,	Open menu command for a Quick Report design U95 for existing database D5 for new database D3 Open data file dialog box D5-6
D187 Format submenu T16–17 Group menu command D89, D101	Open Database menu command D24, U- Open document function L300–301 Open Included button D173, D182
Line submenu D110	OPEN WINDOW command L253-254
Line Width menu command D88	open windows, listing of D19-20
Line Width submenu T10	"Open data file" dialog box U10-11
Move to Back menu command D89.	open-file dialog box L300
D102, D107	for label designs U121
Move to Front menu command D89. D107	for Quick Report designs U95 opening a database D5, D24, U4, U10
Position menu command D89, D95.	startup environment for D27
D96	with password D256
Ungroup menu command D89, D101	opening a procedure D222–223
Object Type pop-up menu L39	opening a script D222–223
in creating buttons T26	Operator area, in Search editor U55, U5
object-oriented graphics, for Picture field	operators L18, L108-116
U35–37	in search condition T144
objects. See also active objects; graphic	precedence with L108
objects; layout objects; variables	with expressions L19
dragging T7-8	Option key
on report layout T172-177	for adding control lines D203-204
selecting multiple T13	for cloning a database D7
Objects on Grid menu command D87, D178.	for Open data file dialog box D6
D179	for user interrupt L72
OK button, creating T24–27	in creating procedure T93
OK system variable L24, L383	in Debug window L75, L76
Cancel button and T203–204	with Break marker T169
Old function L224 OLD RELATED MANY command L225	with Header marker T170
OLD RELATED ONE command L225	Option-click for inserting fields D214
On Background display format D146, U36	for opening a script D223
ON ERR CALL command L73, L365–366	Options menu, Scale menu command U
procedure L297	or, with search conditions T147–148
ON EVENT CALL command L366–368	Or (conjunction operator) U52
ON SERIAL PORT CALL command L309	OR (I), in searching L195, L196
One file	OR operator (I) L114
Many file and D51-52, T103, T106	Other menu
selecting fields from D75-76	Delete Last Sort menu command Q
ONE RECORD SELECT command L272	U105
one-to-many relation T103, T121-126	Edit a Formula menu command U1
"Only if modified" check box D163, D165,	U102
D167-168	output ASCII maps U147
reports and T173	Output check box D83
output layout scripts and D197, D207	output control lines
Open button	adding D203-204
for creating a procedure D221	for report example D206
for existing database D5	Output devices
for importing records Q31, Q33	for quick reports U113–115
for new database D3-4	Picture fields and D45
for opening a procedure D222	OUTPUT LAYOUT command L69, L138
	in application L64, L66, L67, L68
	in report procedure T206, T207

menu command or a Quick Report design U95 or existing database D5 or new database D3 data file dialog box D5-6 Database menu command D24, U4 document function L300-301 Included button D173, D182 N WINDOW command L253-254 windows, listing of D19-20 n data file" dialog box U10-11 file dialog box L300 or label designs U121 or Ouick Report designs U95 ng a database D5, D24, U4, U10 tartup environment for D27 ith password D256 ng a procedure D222-223 ng a script D222-223 ator area, in Search editor U55, U56 tors L18, L108-116 n search condition T144 recedence with L108 vith expressions L19 n key or adding control lines D203-204 or cloning a database D7 or Open data file dialog box D6 or user interrupt L72 n creating procedure T93 n Debug window L75, L76 vith Break marker T169 ith Header marker T170 n-click or inserting fields D214 or opening a script D223 ons menu, Scale menu command U134 ith search conditions T147-148 onjunction operator) U52 ), in searching L195, L196 perator (I) L114 Delete Last Sort menu command Q56, U105 Edit a Formula menu command U101, U102 it ASCII maps U147 ut check box D83 t control lines dding D203-204 or report example D206 ut devices or quick reports U113–115 cicture fields and D45

Output Layout icon T70 output layouts. See also layouts adding control lines to D203-204 adding records in U67, U68-69 changing display format on T19 creating O19-21 current selection on U48 deleting records from U72-73 displaying records on T19 Enter in List mode U23, U24, U25-26 establishing D82-83 example of D68, D194 fast access to T70 for labels D211-213, U120 for printing included layouts D183-185 for reports D198-204, D206-207, O51-52, T166-172 for screen display D197-198 icons for U18, U19 modifying records in Q36, U69-70 moving between fields in U26 normal mode U24 output control lines D195-197 role of D68, D193, U3, U23 searching in U50 selecting all records in U48 selecting record subset in U49 sorting on U77 standard reports with U85-87 template type for D80, D81 title bar U47-48 using U23-26 Oval icon/tool D98, T11

packet defined L298 sending and receiving L302-305 page border lines, setting up D91-92 Page buttons D172-173 page menu commands L146-148 Page Down key, for next page D82 page headers, for quick reports U111-113 Page icons/tools, on layout palette D87 Page navigation buttons U30 page numbers adding to quick report U113 script for T178 Page Setup menu command D24, L169, U5 for reports D209 Page Setup dialog box D91-92, O51, O63, U86, U89, U119 Page Up key, for previous page D82

pages, adding to layouts T37-38

\$0,81 parameter passing L56-57 tracing and L73 in entry filter code D150, D152-153 counting L369 users in D256-257 in number field formats D137 identifiers in L102 using database U12-13 PLAY command L262 local variables and L24 passwords plus sign (+) addition operator L18, L109 to menu commands L131 assigning to users D261-263 changing D263 concatenation operator L18, L109 with pointers L93 parameters (arguments) for opening database D5 horizontal concatenation L115 defined L27, T198 Passwords menu command (Design menu) horizontal move L115 for menu commands L129-132 D261, D271, T215 pointer comparison operators L113 Passwords menu D261 pointer data type L16 testing data type of L371 assigning groups in T220-221 pointer expressions L19, L20 types of L132 parent file D34, D46, T129 Edit Group menu command D263 pointer variables L21 parent layout U42 Edit User menu command D263, T221 pointers (cursors) parent record D35, D46, T129 crossbar/crosshair D99, D166, D185, Load Groups menu command D266 returning to T137 New Group menu command D263, D231 parentheses () entry order D119 as dead characters D154 New User menu command D261, T216 I-beam D225 versions 1.0 vs. 2.0 L377 Save Groups menu command D266 pointers (in language) L87-94 password access privileges T214 examples using L80, L88-89 Paste menu command U31, U35-37 assigning D256, D266-270 for copying lists D282 getting to a variable L370 Design menu command and U5 for menu item D249 passing to procedures L93 in File Attributes dialog box Q7 for moving objects D26 setting buttons using L92-93 managing L315-316 for saving objects D106 to pointers L94 to related file T114-116 points, for measurement scale D97 paste operations Password Access editor D16-17, D261, entry filter and U39 POP RECORD command L272 L58, T215, T215 for copying buttons T40 pop-up menus D175-176, L39, L41-43, T17 for viewing usage D271 in Text field U33 Action D164 getting to D261 to custom menu T193-194 arrays as L82 role of D255 as active objects D129 with graphics U35-37 password access system D255-271, PC-DOS ASCII data L303 entering data with U29 T213-223. See also access hierarchy periods (..), in range D284 fast access to T70 adding users and groups T215-218 phase L46 for inserting fields D214 assigning groups T220-221 PICT/PICT2 formats U35-37 Type D164 assigning password access privileges in Picture fields D45 variables and L21 D256, D266-270 Position menu command D89, D95, D96 picture areas, in data entry order U28 assigning users to groups D264 picture data type L16, L105 Position function L328 creating access groups D263-264 picture expressions L19, L20 PostScript graphics U35 described T214-215 Picture fields D45 PostScript printer U94 disabling T221 display formats D144-146, U35-36 precedence L108 entering database U11-12 entering data into U35-37 preferences environments and D259 in reports U85 for Listing editor D224 for renamed file D40 placing fields in layout with D132 setting D26-28 group owners in D260 printing with variable frame D159-160 Preferences menu command D24, D157 groups in D256 picture operators L115-116 Preferences dialog box D5, D26-28, D157 guests in D260 picture variables L21 default Procedure editor in D219 hierarchy scheme D257-258 Pictures graph type L172, U129 for hiding lists D228 importance of D255 changing picture in U133-134 for update interval U29 initiating D260-261 changing scaling of U134-135 users assigned in D259 maintenance of D270-271 custom picture for U134 "Preview on screen" check box Q52 managing L315-316 pie charts L172, U129 for labels Q65 nesting groups D265 creating Q67 for quick report U116 opening a database D256 pixels T41 for report Q56-57 placing users into groups T218-219 moving objects by D94 for standard report U86, U89 Quit menu command and D251 placeholders with calculated totals Q59-60 removing nested groups D265 dead characters with D154-155 previewing a custom menu D250 removing users from groups D264 display characters for D153 previewing labels U120, U123 saving and loading groups D266 in Alpha field formats D141

testing T221--223

previewing on screen
custom menus T193-194
custom reports T180
Previous Page button D82, D172, U30
PREVIOUS PAGE command L148
Previous Page icon D115, D116
Previous Record button D82, D172, U30
PREVIOUS RECORD command L190
PREVIOUS SUBRECORD command L231
Print button, in Label editor Q65
Print menu command (File menu) D25, Q51,
Q56, T179, U5, U86, U89, U116
current selection and Q43
Print dialog box Q52, Q65
Print File dialog box T179
Print Frame option, for included layout area
D186
Print from File menu L66
PRINT LABEL command L69, L159, L160,
L170-171
PRINT LAYOUT command L159, L160,
L167-168
Print Quality dialog box U86, U89
Print Scripts menu command D25
PRINT SELECTION command L69, L159,
L163–164, T207
in application L66, L67, L68
PRINT SETTINGS command L168–169
"Print titles" check box D27
"Print to" button, for labels U124
"Print to" menu command U113
"Print to" dialog box U113
for labels U124–125
"Print variable frame" check box D131,
D159, D165
printer control markers
in Layout editor T169
included layouts and D185
printer dialog boxes L66, L68, L168–169,
T180, U125
printers
for labels U119
for quick reports U94
printing Q51-67. See also specific print
operations
canceling U116
custom reports T179-180
graphs Q66–68
included layout data D183-185
labels Q63–65
multi-page layouts and D114
output control lines for D195-197
output layouts for D198-204
Picture fields and D45
procedures for T206-207
Quick Report editor for Q53–57
quick reports with breaks T155-162
scripts and D196

```
setting specifications for D24
    sorting for O41
    User environment for Q25
    with calculated totals Q58-60
    with input layout O52
    with output layout O51-52
    with variable frame D159-160, D183,
      D184, D211
printing data, User environment for D10
printing labels D211-213, U125
    output device options U124-125
    test printing U124
printing layout pages D91-92
Printing page function L167
printing quick reports U116
    hiding rows from U110
    output device options U113-115, U94
    page headers and footers for U111-113
printing reports D209, L159-171, U85-87
    canceling L160
    fixed-frame vs. variable-frame D211
    to screen L160
    with break levels U87-89
    with included layouts D210-211
    with Picture fields D211
    with text fields D211
printing to disk, ASCII map for U151-154
procedural processing, in reports U85
Procedure menu command D220
    for assigning access D267
Procedure dialog box D220, T88-90
    creating file or layout procedures in
      D221
    for assigning access D267
    for opening a procedure D222
Procedure editors D14-16, D219, L62-63,
  T76-78, T90, T91. See also Flowchart
  editor; Listing editor
    adding a procedure in T199-201
    choosing for script D162
    development role of L12
    getting to T88-89
    reverting to last version of D25
    specifying D27-28
    typing error caught by L72
    writing script with T79-81
Procedure editor window D220
    for opening a procedure D222
    for writing script D222
Procedure Name area D165
procedure names L102
procedure parameters, local variables and
 L24
procedure titles, printing D27
Procedure type dialog box D220, D221, T79
```

for choosing a script D162

procedures D14, D217-235, L26-34, L7 See also layout procedures; global procedures; scripts; subroutines assigning access to D267-268 check boxes and D173-174 control structures L29-34 controlling flow of L117-121, L363-367 creating D220-222, T91-93 custom T194, T197-208 custom menus for D187, T187-194 default file for T200 defined D217, T198 disabling D222 errors in L72-78 example of D225 executing or running L26, U141-142 external D176 for reports T206-207 for search selection T205-206 hiding keywords in D27 in Listing editor D225-227 layout name change and D84 Menu editor and D245 modifying T203-204 naming D220 opening D222-223 passing pointers to L93 radio buttons and D174 startup L58 terminology used in L27-28 testing T202 types of D217-219, L7, L26, T87 User environment for D10 using T87-95 Procedures column appending a procedure to T190-191 in Menu editor T189 Procedures list, in Menu editor window D242 programming T198 progress/process indicator, selecting D28 proportional column graphs L172, U129 pull-down menus. See custom menus punctuation marks as dead characters D154 in filter arguments D150 PUSH RECORD command L271

#### Q

Ouick menu command T158, U7, U94 Ouick Report design, loading and saving Quick Report editor L162, Q53-57, T155-156, U93-116, U96-97 column sizing in U102 for calculating O58-60 for exporting data U145 getting to U94 indications for D199 role of U4 sorting records in U103-105 summary calculation options in U107 using T158-162 Ouick Report Format dialog box U111-113 Quick Report layout U96 adding columns to U100 adding or modifying text in U99 adding summary calculations to U107-109 and cells in U98 Break row labels in U106-107 deleting columns from U101 inserting columns in U101 numeric formats in U109-110 replacing columns in U101 sort order in U103-105 quick reports See also Quick Report editor; Quick Report layout accepting page setup for U113 adding columns to U100 adding formulas to U102 adding page numbers to U113 adding time and date to U113 deleting columns from U101 elements of U94 example U93 graphs from U114-115, U130 hiding rows in U110 inserting columns in U101 or justification for U100 output devices for U94, U113-115 page headers and footers for U111-113 printing U116 replacing columns in U101 sizing columns for U102-103 QUIT 4D command L363 Quit menu command D25, D242, T202, U5 in Menu editor T188-189 in password system test T222 password system and D251 procedure assignment and D251 quitting 4th DIMENSION Q11

#### R

radio buttons D174-175, L40 as layout objects D175 Boolean field U34, U35 formatting a Boolean field as D143 in custom interface D128-129 in data entry order U28 lists vs. D277 setting with pointers L92-93 radio pictures D174, L40 RAM caching D292 Bandom function L342 range of characters, in filter arguments D150 range of records, selecting Q43 ranges, in lists D284 **READ ONLY command L292 READ WRITE command L292** read-only state L286 Real field D44, Q9, Q10, T78 entering data into U32 symbol for Q11 RecDelimit system variable L384 RECEIVE BUFFER command L311 RECEIVE PACKET command L304-305 RECEIVE RECORD command L312 RECEIVE VARIABLE command L313 Record buttons D172 Record number function L267 record stack, using L271-272 records Qvi, U17. See also data entry adding U29, U57-69 adding in output layout U26 canceling U30 changing during data entry L140-146 creating in related file T114-116 defined D31 deleting U31, U73 display of Q29, Q34, Qvii-viii end-of-record delimiters U146 entering O26-29 global updating of U57, U70-72 grouping for graphs U130 highlighting in output layout U24-25 importing from another application Q30-33 importing to related file T111-112 in columnar reports D199 in related files. See related files incomplete L153-154 locked L285, L287 managing L208-211 memory use by D291 modifying O34-36, U57, U69-70 modifying in included layout U43, U44 moving between Q34-36, U30 multi-user database management L285-293

numbered L264-270 output layout for listing Q19-21 parent T129 printing O51-52 procedures for adding T199-204 saving U29 search subsets of (selection) T144 searching for O44-45 searching through. See searching selecting Q34, U47-63 selecting a subset of U49 selecting all U25, U48 selecting groups of Q42-44 sending or receiving L311-312 sequence numbers D156 sets of L272-284 sorting Q46-48, U77-81 sorting for quick reports U103-105 subrecords D35, T129, T130 Becords in file function L185 Records in selection function L185 Records in set function L282-283 Records in subselection function L229 Records window, for checking related files Rectangle icon/tool D98, T12 rectangles aligning T12-14 drawing T9-12 REDRAW command L158 REJECT command L153-154 RELATE MANY command L221-223 RELATE ONE command L218-221 related fields D50 relating fields vs. D53 related files D49-64, L215-224, T101-103 advantage of T101 automatic vs. manual relations D53 creating new layouts from D73-79 creating new records T114-116 creating records in D57-58 creating relations D60-63 current selection in U48 entering data in D54 importing records T111-112 in series D59 included layouts from D180 maintaining integrity in D59-60 many to one T101-116 multiple-file structure for D33-34 One file and Many file D51-52 one to many T121-126 relating vs. related fields D53 removing D64 removing relations D64 searching in D58-59, U50 searching on fields in T149-150 sorting in D58, D59

### **INDEX**

subfiles vs. T130	scripts and L44	Runtime environme
testing automatic relation T113–114	sort order for Q55–56	button variable
versions 1.0 vs. 2.0 L375	sorting for Q41	custom menus
wildcard look-ups in D54-57	standard U85–87	default menu b
Related layout	summary information in D200-203	Designer acces
checking T113-114	summary-only D202-203	guest access to
creating T108-111	User environment for D10, Q25	included layout
selecting T113	with breaks U85, U87-89	layout menu ba
relating fields D53	Request dialog box L241	moving to and
wildcard character in D54-57	Request function L241	network users a
Relation Type dialog box D62, T107-108	local variables and L23-24	output layout se
relational database, defined D34	Required check box D149	password acces
Remember check box D28	for Choices list T68, T69	procedures for
remote data file, opening U10-11	Required lists D278–279	restricting acce
Remove button Q33	for data entry D149	testing procedu
Rename File menu command D39	reserved key combinations D248	
for new file T104	resize box Q21	S
for restricting access D269	resize operator (*) L115	· ·
renaming a file Q6-7	resizing a file image D38	SANE (Standard A
Repeat, in loop T203	resizing an object T7, T8	Environment) L3
Repeat loop L120, L33, L34	resizing layout objects D95-96	NaN messages
repetition operator (*) L109	Return key	Save button
Replace menu command D227–228	for data entry U29	for new databas
Replace Next menu command D228	in Text field data entry U29, U33	in Formula edit
Replace string function L330–331	reverse apostrophe/accent mark (`), as	Save menu commar
REPORT command L159, L162–163, L69	comment mark L28, T91, T200	design U95
report control markers T166, T167	Revert to Saved menu command D25	Save data everym
working with T167–172	Right menu command T176	Save Editorname m
report layouts T166–167	right margin marker, in Quick Report editor	Save Groups menu
Report menu U7	U97	SAVE OLD RELATE
Choose Graph menu command Q66	Round function L343	save operations, acc
Choose Labels Q63	Rounded Rectangle icon/tool D98	SAVE RECORD con
Graph menu command U7, U130	routines	SAVE RELATED ON
Labels menu command D213, U7,	defined T198	SAVE SET comman
U119	in Procedure editor T77–78, T90	SAVE VARIABLE co
Quick menu command T158, U7, U94	Routines area, in Formula editor U71	saving
Report with Frame check box U96	Routines list, in Listing editor D224, D226, D228	a formula U62,
reports Q51–60	row label bar	automatic Q11,
calculating totals on Q58–60 creating D208–209	break level labels in U106	label design Q6
creating (Layout editor) T165–180	in Quick Report editor U97	label designs U
creating (Quick Report editor)	rows	layouts T12
T155–156, T158–162	hiding U110	records U29
designs for D198–204	Quick Report U98	report design Q
details and breaks in T157–158	rows and columns	reports T162
example of D194, D204–207	in output layout Q19–21	scale and indicator
making space for D197	in reports Q53–55	Scale menu comma
output layouts for D193–197,	rulers D176–177, L43	Scaled to Fit format
D206–207, U85–89	changing D96–98	scatter graphs L172
previewing on screen Q52, Q56–57,	defining parameters for D165	scientific notation I
Q59–60, T162, T180, U86–87, U89	entering data with U29	Scrapbook, saving l
printing D210–211, L159–171,	runtime applications T186	D105-106
T179–180	custom menus for D239–251,	
procedures for T206-207	T187–194	
Quick Report editor Q53–57	menu bars and D251	
Quick Report vs. Layout T155, T165	previewing menus for D250	
sample scripts for D207	Runtime menu command (Use menu) U5	

for testing procedure T202

saving Q57, T162

button variables and D172
custom menus for D187–188, T193
default menu bar D251
Designer access to T223
guest access to D260
included layout area display D79
layout menu bar D188–189
moving to and from D11
network users and U8
output layout screen display D198
password access system for U12
procedures for T197–208
restricting access to D259, D262
testing procedures in T202, T204, T207

pple Numeric L391 se D4 tor U72 nd, for a Quick Report ninutes D27 nenu command D25 command D266 ED ONE command L225 cess to D269 mmand L210 NE command L224 nd L283 ommand L352 U63, U72 Q21 65 1121 257 settings D177 and U134 t D145, U36 2, U129 D139 layout objects in

screen display. See also layouts Scripts layout Search editor L65, L67, U53-57 for dates Q27 adding new field to T78-81 creating search conditions in T144, for dollar amounts Q27 checking T82-83 U55-57 number of menu commands and D244 scroll bars L251 using T143, T145-150 adding to text objects D165 using in application T204-206 of entered password T222 output control lines D195-197 for viewing records Q33 Search editor buttons U55 output layouts for D193-194. in Ouick Report editor U97 Search Editor menu command T145, T146, D197-198 scrollable areas D175-176, L41-43 T147, T149, U6, U53, U55 Search in selection check box U55 previewing labels on Q65 arrays as L82 previewing quick reports on U116 as active objects D129 Search menu D227-228 previewing report on T162, T180 changing size of D228 Find menu command D227 previewing reports on Q52, Q56-57, entering data with U29 Find Next menu command D227 059-60 grouped L85-86 Replace menu command D227-228 in custom interface D128-129 Replace Next menu command D228 previewing standard reports on U86-87, U89 in Password Access editor D261 search selection. See selection printing report to L160 scrolling D21 Search selection check box T148 scripts and D196 in output layout U24 SEARCH SELECTION command L192, Search and Modify menu command T150, L200-201 viewing layout pages on D91 Screen height function L255 U6, U53, U60-61 SEARCH SUBRECORDS command L192. Screen width function L255 Search and Modify dialog box U60-61 L203 search argument, specifying L195 searching L192-203, Q44-45, U47, U49-63 Script button D161, D165, D167, D221 Search button Q44, Q45, U59, U60 and modifying U60-61 for opening a script D223 for Subtotal routine T175 SEARCH BY FORMULA command L69, Boolean fields and D45 in Field Definition dialog box D131 L192, L200-201 by formula U62-63 by layout U58-60 in Layout editor T173 Search by Formula menu command T150, Script editor, shortcut to T94 U6, U53, U62-63 case in Q45 Script window D162 Search by Formula dialog box, expressions comparison operators for U51-52 scripts D128-129, L7-9, L36, L37, T75. See in L19 conjunction operators for U52 SEARCH BY INDEX command L192, for a specific record Q44-45 also procedures adding D161-163 L201-203 in procedures D227-228 as procedures L26 Search by Index dialog box L202 in related files D58-59 attaching to objects D167-168 SEARCH BY LAYOUT command L193, L69 indexed Q9, U50-51 Search by Layout menu command (Select buttons and D172 purpose of Q41 check boxes and D173-174 menu) Q44, T143, T150, U6, U53, Search editor for U53-57 copied D106 U58-60 Search menu items U53-63 creating D221-222 SEARCH command L5, L69, L192, sequential U50-51 data entry and L38, U32 L194-199, T205 simple vs. compound searches U52 defined D161, D217, T75, T76, T87 in application L64-65, L67 User environment for D10, Q25 disabling D222 procedure example using L28 wildcard character (@) for D54-57 elements of T77 search comparator (<) L196 security. See password access system execution cycle and L46 search comparison symbols L196 security system T213-223 for report example D207 search conditions Select All menu command D26, D106, U25 for report layout T172-177 Boolean fields and D45 for deleting records U73 in custom interface D128-129 comparison operators for U51-52 Select menu U6-7, U53 layout name change and D84 compound T146-148, U52, U57 Search and Modify menu command layout procedures vs. L10 creating U55-57 T150, U6, U53, U60-61 opening D222-223 defined U49 Search by Formula menu command printing D25 elements of U50 T150, U6, U53, U62-63 Procedure editors and T76-78 for related files D58-59 Search by Layout menu command Q44, radio buttons and D174 formulas in U62-63 T143, T150, U6, U53, U58-60 reports and L44 in Search editor T144, T145 Search Editor menu command T145, role of D161, D217-218 modifying U57 T146, T147, T149, U6, U53, U55 using D161-163, L37-38 removing U57 Show All menu command O34, O43, using global procedures in T94 saving as disk files U57 Q45, T146, U6, U25, U48, U73 Show Subset menu command Q42, with output layout objects D196, D197 using T144 writing T78-81 wildcard (@) T150 O44, U6, U49 search conjunction (#) L195, L196 Sort File menu command U6, U81 Sort Selection menu command Q46,

O47, U6, U80-81

## **INDEX**

Selected record number function L268	for appending fields U149, U150	Sort Selection menu command (Select
selecting records Q34	for buttons D165	menu) Q46, Q47, T206–207, U6, U78
in groups Q42–44	for inserting fields in text area D214	Sort Editor and U79
in range Q43–44 purpose of Q41	for menu items D247–248 for output layout Q20	using U80–81 SORT SUBSELECTION command L207
selection	in custom menu T192	sorting L204–207, Q46–48, T179, U77–81
current U47–48	in Formula editor U70, U71, U72	ascending vs. descending order U78,
defined Q42, Qix	Show All menu command (Select menu)	U80
selection (record subset) T144	Q34, Q43, Q45, T146, U6, U25, U48,	for quick report T159
printing T207	U73	for quick report U96, U103–105
procedure for modifying T205–206	Show Clipboard menu command D26	for standard report U87
selection order arrows, changing T42–44	Show Custom Menus menu command D250	in procedure T206–207
selection rectangle D93	Show Page box D21	in related files D58, D59
SELECTION TO ARRAY command L81,	Show Subset menu command (Select menu)	Indexed field attribute for Q9
L85-86, L361-362	Q42, Q44, U6, U49	on a formula U77
Semaphore function L292-293	simple search U52	on indexed records U77
semicolons (;)	by layout U58–59	report design and T157
in filter arguments D150	Sin function L344	sort and break levels T157-158, T159
in number field D138	single-file structures D32-33	types of U78–79
with parameters L56	single-page layout, as standard D126	User environment for D10, Q25
SEND PACKET command L302-303	single-user environment, setting D289-290	sorting a list D284-285
SEND RECORD command L311-312	Single-user or Multi-user dialog box U9	sound, commands for L262
SEND VARIABLE command L313	single-user systems, hardware	spaces, as dead characters D154
separator lines, for menu items D247	recommendations D292	special characters, in filter arguments D150
Sequence number function L270–271	size box L252	Special menu U7
sequence numbers D156	for windows D20	Edit Input/Output ASCII Map menu
sequence structure L29	Size of array function L360	command U6, U7, U147
sequential search U50-51	SORT ARRAY command L86, L91, L357	Execute Procedure menu command U7,
serial port, communication with L298,	Sort box, in Quick Report editor U96,	U141-142
L302–314	U103-105	splash screen D250, D251
serial port communications, ASCII map for	Sort button, in Sort editor U79	spreadsheet, importing records from Q30–33
U151–154	SORT BY FORMULA command L204–205	stacked column graphs L172, U129
serial printing	Sort menu command, in creating a list T51	standard data entry order D118, D119, D122
ASCII map for U151–154	Sort menu command (Items menu) D285	standard interface D125, D126–127
labels U124, U125	sort conditions, saved U79	standard reports U85–87
quick reports U94, U114	Sort dialog box L65, L68, L205, Q46	START TRANSACTION command L297
Set as Start menu command D230, D233	Sort editor U79	start value, in For loop L121
Set as Start icon D233	for permanent sorting U81	starting 4th DIMENSION D3–5
SET CHOICE LIST command L155	sort fields Q46	setting single-user vs. multi-user
SET CHOICE LIST command L155 SET COLOR command L236	breaks in D200, 201	environment D289–290 startup environment, choosing D27
SET ENTERABLE command L156	breaks in D200–201 changing U105	startup procedure L257
SET FILTER command L155	deleting U105	arrays in L41
SET FONT command L90	for report Q55–56	startup procedures L58
SET FORMAT command L156–157	marking U103–104	for restricted access D258, D259, D260,
SET TIMEOUT command L310	on Quick Report layout U103–105	D262
SET WINDOW TITLE command L256	SORT FILE command L69, L206–207, U6,	in password system T216, T223
sets of records L102, L272–284	U78, U79, U81	statements L7
Shift key, for highlighting records U25	sort levels U77–78	sequence structure L29
Shift-click, for selecting multiple objects	break levels and D201, D205–206, U87,	statistical functions L345–348
T13, T29	U105	statistics, for reports Q58–60
Shift-Option-click, for inserting fields D214	on Quick Report layout U104	Std deviation function L348
Shift-Tab	sort order	Step button, in Debug window L74, L77
for data entry U29	data export and U149	step formula D231–232
for moving between fields Q27	for quick reports U103-105	Step icon, in Flowchart editor D231
shortcuts	for report Q55–56	step objects, in flowchart D229, D232-233
assigning D168	SORT SELECTION command L69,	stepping L77
double-clicking Qix	L205-206	Stop button, for stopping search L192

in application L64, L65, L67, L68

Stop Printing, report preview Q52, Q57	subfiles D34–35, D46, T129–138	T
Stop Printing button L160, U116	creating T130–135	
string comparison operators L111	entering data into T135–138	Tab, ASCII code for Q31
string constants L106	execution cycle L49	Tab character, as field delimiter U146
string data type L16, L104	included layouts from D180	Tab key
string expressions L19, L20	naming L99	for data entry U29
String function L332–333	nesting D46	for moving between fields Q27, Q34
string functions L326–334	searching in U54	for moving between records Q36
string operators L18, L109	selecting fields from D77–79 submenus (Object menu)	in Enter in List mode U26 Text field and U33
string variables L21 structure, reduced view of D21–22	Border D89, D111	Tan function L345
Structure, reduced view of <i>B21</i> –22 Structure menu command, for adding a field	Color D89, D112	telephone numbers D141–142
T52	Fill D88, D110	entry filters for D158
structure commands L316–323	Line Width D88, D110	templates
Structure editor D12–13, D36	subrecords D35, T129, T130	layout Q17, Q19
Alpha field length set in D153	managing L226–232	selecting for layout D73
assigning lists in D148–149	searching on U54	temporary files D291, U9–10
file images in D37–38	Unique attribute in D48	test formula D231–232
indexed fields display D47	subroutines L11, L54, L55–57	Test icon, in Flowchart editor D231
structure files D5, D6, U10	as functions L57	test objects
duplicating D7	global procedures as D218	drawing flow lines from D232–233
in multi-user mode U8, U9	passing parameters to L56–57	in flowchart D229
name of U10	subset of records	tests
updating D290-291	changing U48–49	defined T198
Structure menu	creating U49	on custom procedures T202
New Field menu command D41-42, Q8	Substring function L327–328	text
New File menu command D39, T104	Subtotal function L160, L166	in Break row labels U106-107
Rename File menu command D39,	break processing and U88	in Quick Report layout U99
T104	subtotals	Text Area icon/tool D98, T172
Structure window D12, Q6-7	in Quick Report editor T160, T161	for changing layout object T8
creating related files in D61-63	in reports D200-203	for creating field label T56
file images in D37-38, D39	scripts for T174–177	for embedded fields or variables D213
for new database D4	subtraction operator (-) L109, L18	on layout palette D86
protecting file in D269	Sum (summary calculation) U107, U108	text areas
removing relations in D64	Sum function L345, L347	changing appearance of D109-110
style changes, for menus T192-193	Sum squares function L348	embedded field and variables for
Style menu D90	Sum symbol, in Quick Report editor T160	D213-214
Center menu command T9	summary calculation icon U108–109	embedding values of fields in T174–176
for quick reports U100	summary calculations	inserting fields in D214
Right menu command T176	adding U107–109	modifying D113–114
styles	in Break area U105	role of D113
changing for menus D246	in reports D200–203	text document/file U146
creating D157–159	labeling U99	exporting to L212–213, U149–150
for number display format D139	scripts for D207	importing from L213–214, Q30–33
for page headers and footers U112–113	summary calculations check boxes U96	Text field type D44
in quick reports U100	summary reports D202–203	Text fields
numeric format U109	support tools L12	adding scroll bars to D157
specifying D109	Symbolic Link format (SYLK) files U146	entering data into U33
Styles button D28	symbols	exporting data from U146
Styles dialog box D157, D159 subfield names L100	as entry filters T65	printing with variable frame D159–160
subfields D46, T129	as script elements T77 Syntax Error window L72–73	Return key in U29
		search conditions in U56
creating T131–132, T133	syntax errors L72 in formulas D235	text areas vs. D113
in quick reports U100 in search conditions U54	in writing procedures D225, D226–227	"Text with scroll bar" check box D131,
	system variables L24, L383–384	D157, D165 thermometer L43, D176–177
subfile display area T136 Subfile field type T131	ON EVENT CALL and L367	as progress indicator D28
Subfile fields D46	SITE VEITI STILL and ESST	defining parameters for D165
Submic neids DTO		defining parameters for D103

### INDFX

entering data with U29 in searching L192	Type function L371 Type pop-up menu D164, D166
variables and L24	choosing button from D171
"This record does not exist", in related file	in creating buttons T26
T115	types. See field types; specific field types
"This record has been modified" alert box	typing errors L72
U31	
TIFF graphics U35 tilde (~), in entry filter code D150	U
time	
adding to quick report U113	Undefined function L354
script for D207, T174	underline (_), placeholder as D153
time comparison operators L113	Underline check box, in Menu editor T192
time constants L107	Undo menu command D26, D108, T7, T29,
time data type L16, L105	U31
time expression L19, L20	Ungroup menu command D101, D89
Time field formats D135–136	UNION command L281–282
Time fields D45	Unique attribute D48, T63, U38 Unique field, entering data into U38
entering data into U33-34	Unique field alert box U38
in graphs U130	UNLOAD RECORD command L291
time functions L338-339	Until, in loop T203
time operators L107	Until statement, in Repeat loop L33, L34
Time string function L339	Up4 function L57
time variables L21	update interval U29
title bar	updates, global U57, U70-72
current selection on U47–48	updating structure and data files D290-291
output layout U47–48	Uplow procedure, creating T89–95
Title field, Choices list for T68–69	uppercase, script for changing to L9
totals	Uppercase function L331
for reports Q58–60	in global procedure T91-93
in Quick Report editor T160	USE ASCII MAP command L69, L314
in reports D200–203 non-enterable objects for D169–170	"Use input layout" check box U148
scripts for T177	Use layout check box, in Label editor U120
scripts for calculating D161, D207	Use Layout option, in printing labels U125
totals row U97	Use Map button U147
for Break row U105	Use menu U5
hiding U110	Design menu command T167, T202, U5
in Quick Report editor Q54, T150, T155	for changing environments D11 Runtime menu command T202, U5
inserting text in U99	User menu command Q26, U5
summary calculations in U107, U108,	User submenu T19
U109	"Use output layout" check box, for data
Trace button, in Syntax Error window L73	export U150
TRACE command L73, L365	USE SET command L277
tracing L73–78	User menu command (Use menu) U5
endless loop L33	User environment D10, Q25, Q26, U3-4
transactions L294–297	Administrator access to T223
transmitting data L302–314	application vs. L64–66
trigonometric functions L344–345 True function L349	button variables and D172
Trunc function L343	checking choice lists in T57
Truncated display format D145, U35–36	checking custom data entry order in T45
truncation, printing included layouts with	checking custom layout in T19,
D183, D184	T30–32, T40
truth tables L114	checking scripts or default values in
Turn Grid On/Off menu command D104,	T82–83
D88	custom menus appended to D187,
tutorials, format used in Qiv	D188, U7–8 data import and export facilities

U145-150 data transfer in U151 executing global procedures from U141-142 for labels Q63, D213 for included file record display T124 for relating files T111-112 grouped objects in D100 included layout area display D77, D79 Label editor in D211 layout menu bar for D188-189 layouts in U17 List editor in D285 menu items vs. commands L69 menus U4-7 moving to and from D11 output layout in D194 output layout screen display D197-198 password access system for U12 printing in O51 restricting access in D258 role of L12, L13, L60 standard interface for D126-127 window in L248 user interface, scripts and L7 user interface commands L234-262 user interrupt L72 User Modifiable menu command D285-286 user names, changing D263 User submenu, for checking display format T19 user-modifiable lists D285, T52 users T214 access to environments by D259 adding D261-263, T215-217 assigning to groups D264 in access hierarchy D257-258, D259 placing into groups T218-219 removing from groups D264 viewing usage by D271 Users box T215 Users lists, in Password Access editor D261 UserSet system set L275

Validate input layout T70, T71 VALIDATE TRANSACTION command L297 validation range adding T66-67 data entry with U38-39 Validation range alert box U38-39 Value area, in Search editor U55, U56 values default D156 excluded D279 functions and T198 in search condition T144, U50 non-sequential ranges of D279-280 placing in a field or variable T77 required D278-279 scale and indicator settings D177 scripts for calculating D161 setting maximum and minimum D155 validation range U38-39 variable indirection, versions 1.0 vs. 2.0 L375 variable-frame printing D159-160, D211 with included layouts D183, D184 variables L21-24. See also global variables; local variables assigning data to L22-23 buttons and D172, L39 creating L22 data types L104-105 embedded D213-214 enterable and non-enterable objects with D169-170 \$0 \$1 - local T92 managing L352-354 naming L100 placing values in T77 pointers to L87, L88-89 role of D169 sending or receiving L313 testing for L369-3700 Variance function L348 vertical bar (1) for number display format D139 for numeric style U109 in Alpha field format D142 with style name D158-159 vertical concatenation (/) L115 vertical move (/) L115 vertical scaling (\*/) L115 View button, in Debug window L74

W

viewing layout pages D91 welcome screen D3, D5, Q4 While loop L32-33, L34, L119 wildcard character (@) for writing procedures D226 in Search by Layout U59 in search condition U51-52 Wildcard choices list, in relating files T108 wildcard look-ups, in related files D54-57 wildcards, in searching (@) T150 window titles, setting L252, L256 windows. See also resize box; zoom box editor D19-21 erasing L246 managing L247-256 message L244-246 moving D20 reduced view of D21-22 scrolling through D21 types of L248-249 word processing, external area for D176 word wrap, in text subfile T137 write-only state L286

#### Y, Z

Year of function L337
zero, in number display format D137
zoom box L252, Q18
for expanding Layout window Q18
for viewing report T180
resize box vs. Q21
Zoom button, for checking report Q52, Q56

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Examples Advanced

Chockbook

Contacts II

Schedular

to access Design hold down Option Key click House