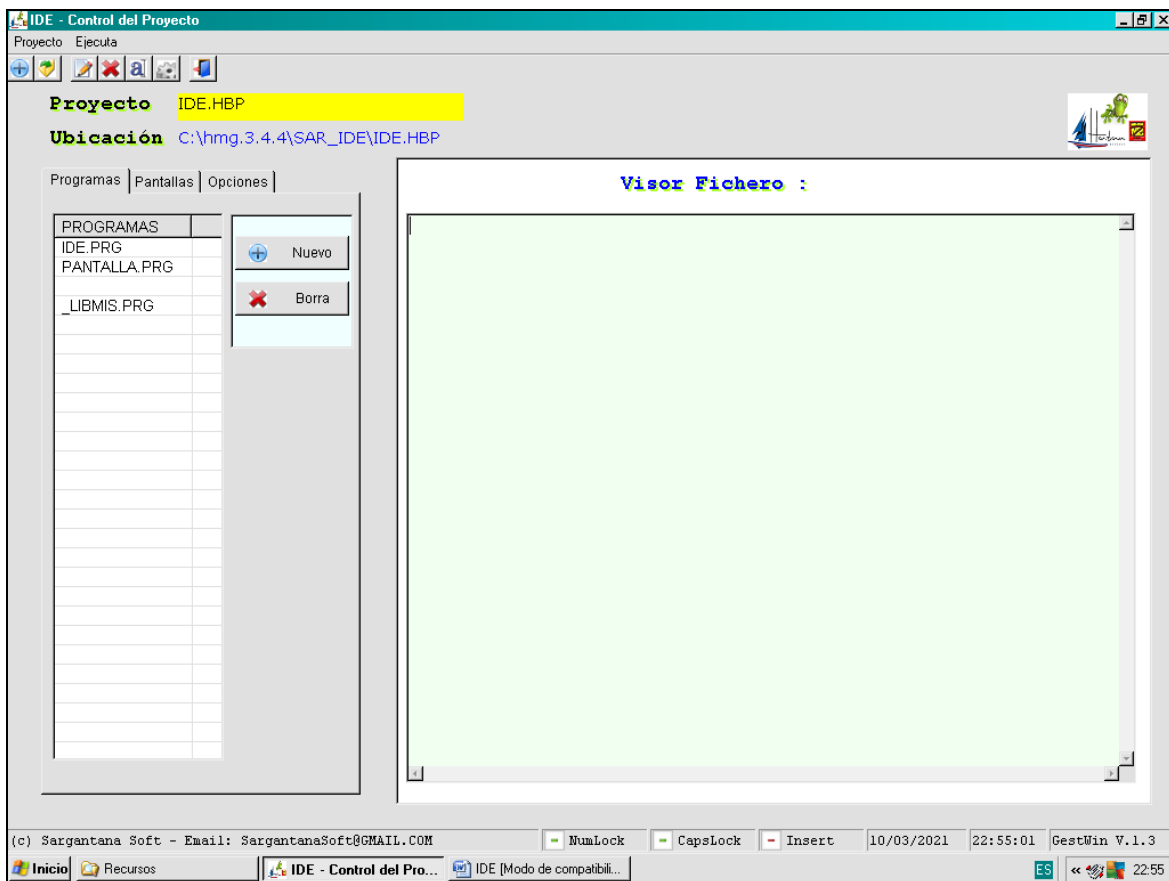




GENERAL HELP

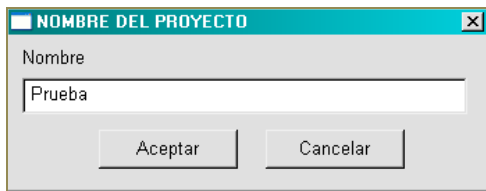


The origin of this application arises out of the necessity to have a repository to manage the different programs or projects, (have them better controlled), as well as being able to create screens using the old Clipper format and still using Harbor, also allowing reading (not interpreting other lines) within the file.

THE PERFORMANCE

The application uses the file ".HBP" as a base to include all of the ".PRG" files of our project.

To create a new project we will be asked for the folder where we want to place it and the NAME WITHOUT AN EXTENSION.

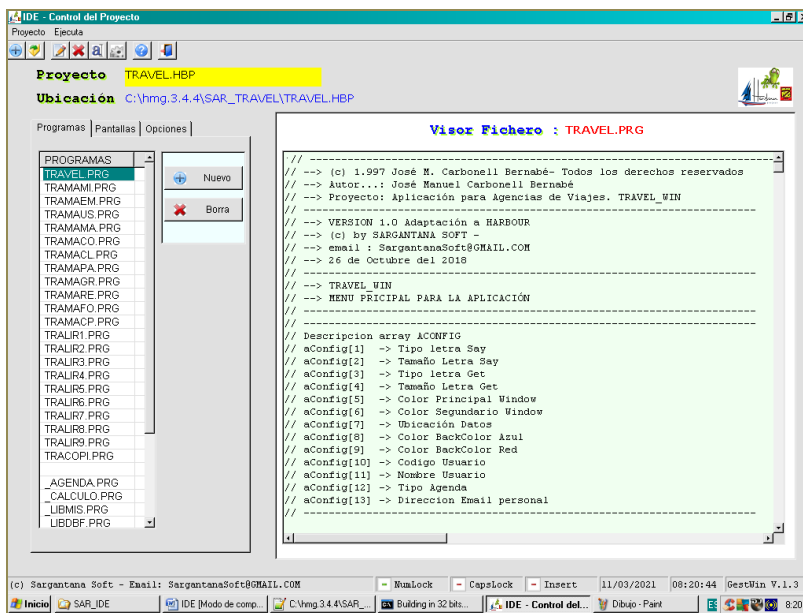


With the name of the project entered, for example Test (Prueba) the program we will create the following files:

- Test.hbp -- Project container
- Test.Prg -- 1st .PRG program of our project
- Test.RC -- Resource container file
- Test.hbc -- File with compiler options
- Build.bat -- The compiler file

The contents of these files can be modified.

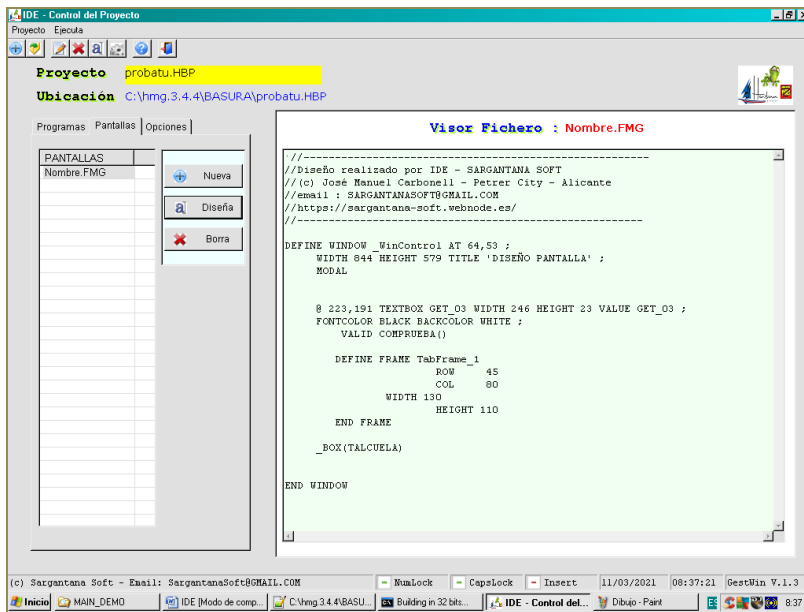
If we want to load an existing project, it will be shown in the GRID With the different programs that compose it.



The right side displays a Quick viewing of the ".PRG".

If we want to edit the program (modify it) we will double click on the program name in the GRID.

DISPLAY DESIGN:



Navigation is equal to the view for the ".PRG". The main difference is that a new button.

 Diseña

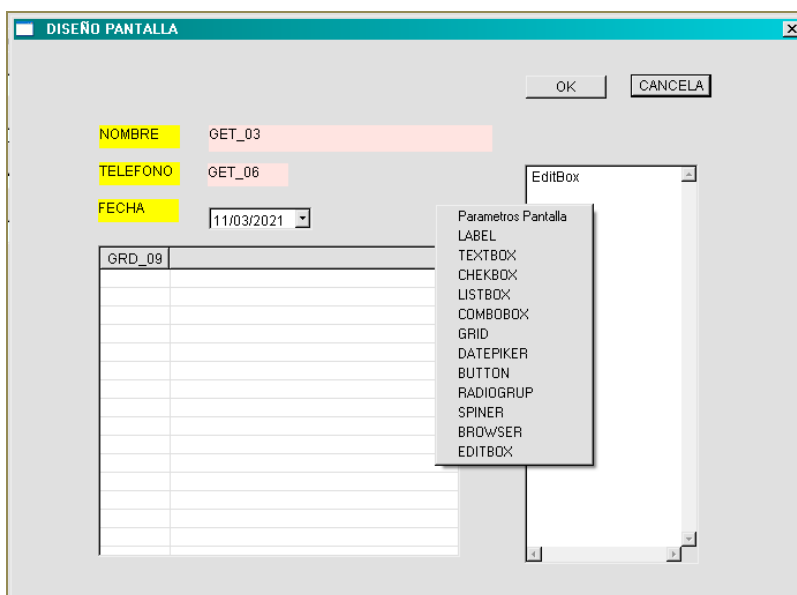
This allows entry to the IDE generator to perform or modify the design of what will be our screen.

IMPORTANT THINGS:

Not all the controls, the Frame, Tree, CheckButton, are there plus some more are missing.

The user can incorporate them by hand and the IDE program will respect them IF they are created with DEFINE, as shown in the example screen.

NAVIGATION:



To incorporate a control press the right button of the mouse and use the Option menu.

If you move the LABEL always it will ask for your name (it's a bug), hit ENTER.

As well is there any control that I know resists to be resized, (editbox), you but insist.

POSITION AND SIZE

To change the size of the screen we can do it using the option from the MENU or using the mouse.

To change the position of a control and drag it across the screen you must use the combination CTRL + LEFT MOUSE BUTTON

To resize a control use the combination SHIFT + LEFT MOUSE BUTTON

To remove a CONTROL move it off the screen on the left side.

When we finished designing our screen and decided to close it. We will then be asked if we want to save and update the changes, creating a file, ".FMG", whose code you can edit, manipulate, copy, and paste it inside your .PRG. Or you call it with "Load Window".

If you are going to manipulate any control it is important that you respect the order of the first line of its definition,

```
@ [nF],[nC] CONTROL [nombre] WIDTH [nW] HEIGHT [nH] VALUE/CAPTION [cV]
```

1

2

3

4

5

I have put several examples so that you can check the flexibility of the application.

I hope you like it and that you enjoy it.