

## **Disburse Introduction**

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Save Current Changes  
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## **Menu:Control**

The Control menu includes commands that enable you to create a new disbursement category, select the print font, to register the software and Terminate the program.

For more information, select the Control menu command name.

CATEGORY  
REGISTER  
PRINTER FONTS  
EXIT

## **Control Register Command**

Activates the Software Registration dialog box. By completing this dialog and mailing it, along with the registration fee you are provided a registered copy of this application.

**Control Printer Fonts Command**

Allows for the specification of the printer font you wish either the disbursal file or undisbursal file to be printed in.

**Control Exit Command**

Exits the a disbursal application. If there are changes to the current disbursal file or undisbursal file the Save Current Changes message will be invoked.

## **Control **Catagory** Command**

This command causes the Catagory dialog box to be displayed. this allows you to manage all of the catagories that bills can be disbursed into.

## **Menu:Disbursed**

The Disbursed menu includes commands that enable you to open and save a disbursal file, establish a new a disbursal file, print the a disbursal file, and show the current bill disbursal.

For more information, select the Disbursed menu command name.

NEW

OPEN

SAVE

SAVEAS

PRINT

DISPLAY

## **Disburse New Command**

Initializes a new a disbursal file. If there are changes to the current disbursal file the Save Current Changes message will be invoked.



## **Disburse Open Command**

Opens an existing a disbursal file. If there are changes to the current disbursal file the Save Current Changes message will be invoked. A file open dialog box is presented to the user to assist in the selection of the file.

**Disburse Save Command**

Saves the current a disbursal file back into the file that it came from, overwriting the previous contents.

**Disburse SaveAs Command**

Presents the user with a SaveAs file dialog box allowing for the specification of the file that the disbursal file is to be saved into.

**Disburse Print Command**

Prints the selected disbursed bills using the font selected via the PRINTER FONTS command from the Control Menu. Selecting the appropriate bills is done using the Disburse Window and its controls.

**Disburse Display Command**

Activates the Disburse Window which allows you to select bills that have been disbursed.

## **Menu: Undisbursed**

The Undisbursed menu includes commands that enable you to open and save a undisbursal file, establish a new a undisbursal file, print the a undisbursal file, and show the current bill undisbursal.

For more information, select the Undisbursed menu command name.

NEW

OPEN

SAVE

SAVEAS

PRINT

DISPLAY

## Undisburse **New** Command

Initializes a new a undisbursal file. If there are changes to the current undisbursal file the Save Current Changes message will be invoked.

## Undisburse **Open** Command

Opens an existing a undisbursal file. If there are changes to the current undisbursal file the Save Current Changes message will be invoked. A file open dialog box is presented to the user to assist in the selection of the file.



## Undisburse **Save** Command

Saves the current a undisbursal file back into the file that it came from, overwriting the previous contents.

## Undisburse **SaveAs** Command

Presents the user with a SaveAs file dialog box allowing for the specification of the file that the undisbursal file is to be saved into.

## **Undisburse **Print** Command**

Prints the selected undisbursed bills using the font selected via the PRINTER FONTS command from the Control Menu. Selecting the appropriate bills is done using the Undisburse Window and its controls.

**Undisburse Display Command**

Activates the Undisburse Window which allows you to select bills that have been undisbursed.

**Menu: Help**

The Help menu includes commands that enable you to obtain help regarding various features of the Disburse utility.

For more information, select the Help menu command name.

Context

Overview

Index

Keyboard

Using Disburse

About

## **Help:Context Toggle**

Selecting this item has the effect of toggling contextual help on and off. When Contextual help is on the Context Help Cursor is displayed. When it is off the normal cursor for the field is displayed. By positioning the cursor and clicking the left mouse button you can receive detailed information regarding the particular item.

**Help:Overview Command**

Presents an overview of the Disburse program.

**Help:Index Command**

Presents a Help index for the Disburse program.



## **Help:Keyboard Command**

Provides a description of the keys available at a given point.

Register Entry

## **Help:Using Help Command**

Provides the user with information on how to use the help system.

## Help:**About** Command

Displays the About dialog box.

**Dialog:About**

This dialog box presents general information to the user regarding the software being run.  
For further information select one of the following commands:

**Actions:**

OK

**Action:OK**

Select this action button once you have reviewed the About dialog box to remove it and return to the application.

## **Disbursed Bills Window**

The Disbursed Bills Window allows you to review the disbursement of moneys through various keys. Once you have reviewed the data you may print it using the Disbursed Print command. For further information select one of the following:

### Main Key

Disbursed Category

Bill Index

Bill Payee

Bill Memo

Bill Control

Month Disbursed

Year Disbursed

Check Number

### Display Control

Checkbox: Category Edit: Category

Checkbox: Index Edit: Index

Checkbox: Pay To Edit: Pay To

Checkbox: Memo Edit: Memo

Checkbox: Date Edit: Date

Checkbox: Chk No. Edit: Chk No.

Checkbox: Amount Edit: Amount

Checkbox: Control Edit: Control

### Listboxes:

Collection Criteria

Disbursement Data

### Action:

Collect

Clear

Exit

ComboBox: **Main Key**

This allows you to select the primary key of the disbursed bills. Once selected, the Collection Criteria listbox will contain all of the unique disbursed bill fields that are associated with the key. For additional information select one of the following keys:

Disbursed Category

Bill Index

Bill Payee

Bill Memo

Bill Control

Month Disbursed

Year Disbursed

Check Number

**Disbursed Category**

Selecting this item will cause the Collection Criteria listbox to be filled with the categories that all of the bills have been disbursed to.



**Bill Index**

Selecting this item will cause the Collection Criteria listbox to be filled with the indices that all of the bills have been disbursed to.

**Bill Payee**

Selecting this item will cause the Collection Criteria listbox to be filled with the payees that all of the bills have been disbursed to.

**Bill Memo**

Selecting this item will cause the Collection Criteria listbox to be filled with the memos that all of the bills have been disbursed to.

## **Bill Control**

Selecting this item will cause the Collection Criteria listbox to be filled with the controls that all of the bills have been disbursed to.

**Month Disbursed**

Selecting this item will cause the Collection Criteria listbox to be filled with the months that all of the bills have been disbursed over.

**Year Disbursed**

Selecting this item will cause the Collection Criteria listbox to be filled with the years that all of the bills have been disbursed over.

**Check Number**

Selecting this item will cause the Collection Criteria listbox to be filled with the checks that all of the bills have been disbursed over.

## **Display Control**

The display control group allows you to specify what you want displayed in the Disbursement Data box. Each item is preceded by a checkbox, which when checked will cause the field to be displayed. It is also followed by an edit box which allows you to specify the width of the field you want to display.



Checkbox: **Category**

Marking this box will cause the Disbursement category to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Category**

This field allows you to specify the width of disbursement category field in the Disbursement listbox.

Checkbox: **Index**

Marking this box will cause the Bill Index to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Index**

This field allows you to specify the width of Bill Index field in the Disbursement listbox.

Checkbox: **Pay To**

Marking this box will cause the Payee to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Pay To**

This field allows you to specify the width of Payee field in the Disbursement listbox.

Checkbox: **Memo**

Marking this box will cause the Memo to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Memo**

This field allows you to specify the width of Memo field in the Disbursement listbox.



Checkbox: **Date**

Marking this box will cause the Date to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Date**

This field allows you to specify the width of Date field in the Disbursement listbox.

Checkbox: **Chk No.**

Marking this box will cause the Check Number to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Chk No.**

This field allows you to specify the width of Check Number field in the Disbursement listbox.

Checkbox: **Amount**

Marking this box will cause the Amount to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Amount**

This field allows you to specify the width of Amount field in the Disbursement listbox.

Checkbox: **Control**

Marking this box will cause the Control to be displayed in the Disbursement listbox provided there is room for it and the size field is non-zero.

Edit: **Contol**

This field allows you to specify the width of Control field in the Disbursement listbox.



## **Collection Criteria**

This listbox is filled with all of the items which you can select to be displayed. Once you have selected the particular item select the Collect action to cause the Disbursement Data to be updated to include all of the disbursed bills associated with the selection.

## **Disbursement Data**

This listbox displays the disbursement of your bills. Each time you select the Collect action additional bills are added to this box. However, a disbursed bill is never duplicated. The entire listbox may be cleared with the Clear command. Additionally, when you select the DISBURSE PRINT menu option the contents of the listbox are printed.

**Action: Collect**

Selecting this action causes all of the disbursed bills associated with the selection in the Collection Criteria to be added to the Disbursement Data listbox. It should be noted that atmost a disbursed bill will appear only one time in the Disbursement Data listbox.

**Action: Clear**

Selecting this action causes the Disbursement Data listbox to be cleared.

**Action: Exit**

Selecting this action causes the Disbursement Dialog box to disappear. The selections are not lost, but merely hidden. This is the opposite of the Disbursed Display menu selection.

## **Bills Window**

The Bills Window allows you to specify the disbursement of moneys through various keys. Once you have reviewed the data you may print it using the Undisbursed Print command. For further information select one of the following:

### Bill to be disbursed

Total Amount

Undisbursed Amount

Disbursement Category

Disbursement Amount

### Display Control

Checkbox: Index      Edit: Index

Checkbox: Pay To      Edit: Pay To

Checkbox: Memo      Edit: Memo

Checkbox: Date      Edit: Date

Checkbox: Chk No.      Edit: Chk No.

Checkbox: Amount      Edit: Amount

Checkbox: Control      Edit: Control

Listboxes:

Category

Items to Disburse

Action:

OK

Cancel

Groupbox: **Bill to be Disbursed**

As each bill is disbursed it's name appears in the heading of the groupbox which provides information regarding the bill. This information includes the Total Amount of the bill, the Undisbursed Amount portion, the Disbursement Category and the Disbursement Amount for that category.

Text: **Total Amount**

This indicates the total amount of the bill being disbursed.



Text: **Undisbursed Amount**

This indicates what amount of the bill has yet to be disbursed.

Text: **Disbursement Category**

This indicates the category that you are currently disbursing the bill into.

Edit: **Disbursement Amount**

This is where you indicate how much of the bill you want to disburse into the Disbursement Category being displayed.

## **Display Control**

The display control group allows you to specify what you want displayed in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox. Each item is preceded by a checkbox, which when checked will cause the field to be displayed. It is also followed by an edit box which allows you to specify the width of the field you want to display.

Checkbox: **Index**

Marking this box will cause the Bill Index to be displayed in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox provided there is room for it and the size field is non-zero.

Edit: **Index**

This field allows you to specify the width of Bill Index field in the Items to DisburseHELPID\_UNDISBURSED\_DATABOX listbox.

Checkbox: **Pay To**

Marking this box will cause the Payee to be displayed in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox provided there is room for it and the size field is non-zero.

Edit: **Pay To**

This field allows you to specify the width of Payee field in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox.



Checkbox: **Memo**

Marking this box will cause the Memo to be displayed in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox provided there is room for it and the size field is non-zero.

Edit: **Memo**

This field allows you to specify the width of Memo field in the Items to DisburseHELPID\_UNDISBURSED\_DATABOX listbox.

Checkbox: **Date**

Marking this box will cause the Date to be displayed in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox provided there is room for it and the size field is non-zero.

Edit: **Date**

This field allows you to specify the width of Date field in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox.

Checkbox: **Chk No.**

Marking this box will cause the Check Number to be displayed in the Items to DisburseHELPID\_UNDISBURSED\_DATABOX listbox provided there is room for it and the size field is non-zero.

Edit: **Chk No.**

This field allows you to specify the width of Check Number field in the Items to DisburseHELPID\_UNDISBURSED\_DATABOX listbox.

Checkbox: **Amount**

Marking this box will cause the Amount to be displayed in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox provided there is room for it and the size field is non-zero.

Edit: **Amount**

This field allows you to specify the width of Amount field in the Items to DisburseHELPID\_UNDISBURSED\_DATABOX listbox.



Checkbox: **Control**

Marking this box will cause the Control to be displayed in the Items to Disburse HELPID\_UNDISBURSED\_DATABOX listbox provided there is room for it and the size field is non-zero.

Edit: **Contol**

This field allows you to specify the width of Control field in the Items to DisburseHELPID\_UNDISBURSED\_DATABOX listbox.

Listbox: **Category**

This listbox allows you to select which categories a bill will be disbursed into. You must select one or more categories for each bill to be disbursed. New categories can be created by using the Control Category menu command.

Checkbox: **Items to Disburse**

This listbox allows you to select which bills you want to disburse. You must select one or more bills. Once a bill is completely disbursed it will be removed from this listbox.

## Documentation for Disburse

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This is the documentation for the Disbursal Management software. Please select one of the following sub-topics for additional information:

[Overview of the software](#)

[Additional Software](#)

[Help Strategy](#)

[Revision History](#)

### **Dedications:**

**Corinne**, who thought I'd invented the software equivalent of a Tinker Toy.

**Ron**, who volunteered to be 'one of the first'.

**David**, who was right in line behind Ron.

In addition to the prescribed methods of contacting me, I may be contacted through a Bulletin Board known as **Companion and Friends** 1-714-521-9598, my account number there is 282.

## **Overview of Disbursal software**

The Disburse program allows you to disburse a single payment into several different categories. This would, for instance, allow you to categorize a credit card bill based upon the types of purchases. The Disburse software makes extensive use of DDE (Dynamic Data Exchange) to obtain information regarding disbursement from cooperating software. A brief description of this software is described under the heading of Additional Software.

### **Note**

**Currently, Disburse allows you to only disburse debits, either from the Checkbook, BillManager, or CheckWrite software. In later version it will allow for the disbursal of credits.**

## **Additional Software**

The Checkbook program represents only a piece of a much larger software product. Additional programs are available which intercommunicate with the checkbook program, updating the checkbook register and providing balance and check number information. For additional information select one of the following:

[CheckBook](#)  
[CheckPrint](#)  
[CheckWrite](#)  
[BillManager](#)

## Help Strategy

Throughout the checkbook program every attempt has been made to document each and every field which the user can either view or modify. Often times, this appears to be overkill, but it is done in keeping with the general design concept of the help system.



**Contextual Help** is available from anywhere within the program. By pressing SHIFT+F1 or by selecting the Help Context command Contextual Help mode is enabled. A context Cursor is displayed to indicate that you are in Context Help mode, additionally, the Caption Bar is changed to reflect this information. While in Context Help you may position the cursor on any field and click the left button for detailed information regarding that field. You may also click on the Caption Bar for general information about the specific window that the Caption is for.



## **Revision History**

Version 1.0 Initial Release, May 1, 1991

## **Checkbook**

The Checkbook software assists in the management of a checking account. It allows you to enter Credits and Debits, and to get an updated running Balance as well as a monthly Statement Balance. This program works in conjunction with the CheckWrite and BillManager.

## **CheckPrint**

The CheckPrint software allows the user to print checks on a variety of printers. Currently, I am using an Hewlett Packard LaserJet IIP to print my checks on. this software works in conjunction with the BillManager and CheckWrite software.

## **CheckWrite**

The CheckWrite software allows the user to write 'hand checks' updating the Checkbook and printing the check using CheckPrint. Hand checks are any checks which are not generated by the BillManager.

## **BillManager**

BillManager is a software product which keeps track of all of your regular bills in a cardfile type fashion. You may select a bill to pay, or have the software prompt you when a bill is due. It will cause the updating of the Checkbook and print the check using the CheckPrint products.

**Version 1.0, May 1, 1991**

This is the first release of the software. Although extensively tested, it is the first release. I've been using it for about 2 months without any problem, so it is basically stable. While I do anticipate revisions to the software, it appears to be complete. If you have any suggestions for changes, enhancements, or if you find any problems you may contact me at the address or phone number specified in the Software RegistrationHELPID\_DIALOG\_REGISTER form.

## **Dialog:Software Registration Form**

Completing this form and mailing it to the directed address, along with the amount of money specified allows you continuing use of this software package.

For more details select one of the following fields:

Package Name

Package Price

Mail From

Name

Address

City

State

Zip

Phone

Media

3 1/2 Disk

5 1/4 Disk

Add to Mailing List

Obtained From

BBS

Friend

Vendor

Show

Name

Phone

Action

Print

**Text:Package**

This is the name of the software package that you are registering for.



**Text:Price**

This is the price of the software package. In U.S. Dollars, this may be either in the form of a check or money order made payable to the name contained in the 'Mail To' box.

**Edit:Name**

This is your name, or the name of the company who wishes to register the software.

**Edit:Address**

This is your address or the address of your company.

**+Edit:City**

This is the city in which you or your company is located.

**Edit:State**

This is the state in which you or your company is located. This is also where the Country is specified for non-US states.

**Edit:Zip**

This is your ZIP code (Zoning Improvement Plan - for those trivia buffs).

**Edit:Phone**

This is your phone number, including area code and country code if you are outside the United States.

**Button: 3 1/2 Disk**

This button is used to indicate that you want software shipped on 3 1/2 inch disks.



**Button: 5 1/4 Disk**

This button is used to indicate that you want software shipped on 5 1/4 inch disks.

**Toggle:** **Add to Mailing List**

Check this box if you want to be added to the mailing list. This is how you find out about new versions of software as well as other additional products.

**Button: BBS**

This button is used to indicate that you obtained this software from a BBS (Bulletin Board System). Although not required for registration, this information will be helpful in completing this form.

**Button: Friend**

This button is used to indicate that you obtained this software from a friend. Although not required for registration, this information will be helpful in completing this form.

**Button: Vendor**

This button is used to indicate that you obtained this software from a vendor. Although not required for registration, this information will be helpful in completing this form.

**Button: Show**

This button is used to indicate that you obtained this software from a show. Although not required for registration, this information will be helpful in completing this form.

**Edit:Name**

This is the name of the BBS, Friend, Vendor, or Show that you obtained this software from. Although not required for registration, this information will be helpful in completing this form.

**Edit:Phone**

This is the phone number of the BBS, Friend, Vendor, or Show that you obtained your software from. Although not required for registration, this information will be helpful in completing this form.



**Action:Print**

This action button is selected after you have completed the registration form. It will print the form on your printer. If you don't have a printer, then write the information on paper and send it along with your remittance.

Message: **Replace existing *filename***

This message is issued when, as the result of a file saveas command, you would overwrite an existing file.

Actions:

- YES** Causes the file to be overwritten, completing the file saveas command.
- NO** Causes the file saveas command to be aborted without overwriting the existing file.

Message: **Save Current Changes *filename***

This message is issued when, as the result of a File New, or File Exit command, or any other command that replaces file data, would potentially cause you to lose your modifications.

Actions:

- YES** Causes the file data to be saved, and then completes the requested command.
- NO** Causes the file data to NOT be saved, and then completes the requested command.
- CANCEL** Causes the requested command to be aborted leaving the file data intact.

Dialog: **File Open**

The File Open dialog box provides the user with a means of specifying the file to be read. For additional information, select one of the following:

**Objects:**

FileName

FilePath

FileList

**Actions:**

Open

CANCEL

Edit: **File Name**

This is the name of the file to be opened. It is appended to the File Path to form a full file specification.

Text: **File Path**

This is the path to the file being specified. It is prepended to the File Name to form a full file specification.

Listbox: **File List**

This listbox contains all of the files and directories which can be selected as the File Name and File Path.

Action: **Open**

Opens the specified file for input into the program, replacing or augmenting the existing file data.



Action: **Cancel**

Cancels the file opening, and returns with the file data still intact.

Dialog: **File SaveAs**

The File SaveAs dialog box provides the user with a means of specifying the filename that the file data is to be saved under. For additional information, select one of the following:

**Objects:**

FileName

FilePath

**Actions:**

Save

CANCEL

Edit: **File Name**

This is the filename the file data is to be saved into. It is appended to the File Path to form a full file specification.

Text: **File Path**

This is the path to the file being specified. It is prepended to the File Name to form a full file specification.

Action: **Save**

Saves the file data into the specified file.

Action: **Cancel**

Cancels the file SaveAs, and returns with the file data still intact.



## Logical Font Information

The logical font dialog box provided information about the currently selected printer font. The descriptions contained within are taken from documentation provided by Microsoft.

For more detailed information select one of the following:

Height

Width

Weight

Italic

Underlined

Strikeout

CharSet

Escapement

Orientation

OutPrecision

ClipPrecision

Quality

Pitch & Family



## **Height**

Specifies the average height of the font (in user units). The height of a font can be specified in the following three ways. If the Height field is greater than zero, it is transformed into device units and matched against the cell height of the available fonts. If Height is zero, a reasonable default size is used. If Height is less than zero, it is transformed into device units and the absolute value is matched against the character height of the available fonts.

**Width**

Specifies the average width of characters in the font (in device units). If the Width field is zero, the aspect ratio of the device is matched against the digitization aspect ratio of the available fonts for the closest match by absolute value of the difference.

**Escapement**

Specifies the angle (in tenths of degrees) between the escapement vector and the x-axis of the display surface. The escapement vector is the line through the origins of the first and last characters on a line. The angle is measured counterclockwise from the x-axis.

**Orientation**

Specifies the angle (in tenths of degrees) between the baseline of a character and the x-axis. The angle is measured counterclockwise from the x-axis.

## **Weight**

Specifies the font weight (in inked pixels per 1000). Although the Weight field can be any integer value from 0 to 1000, the common values are as follows:

400 Normal

700 Bold

These values are approximate; the actual appearance depends on the font face. If Weight is zero, a default weight is used.

## **Italic**

Specifies an italic font if set to nonzero.

**Underline**

Specifies an underlined font if set to nonzero.

**StrikeOut**

Specifies a strikeout font if set to nonzero.



## **CharSet**

Specifies the font's character set. The three values are predefined:

ANSI\_CHARSET  
OEM\_CHARSET  
SYMBOL\_CHARSET

The OEM character set is system-dependent. Fonts with other character sets may exist in the system. If an application uses a font with an unknown character set, it should not attempt to translate or interpret strings that are to be rendered with that font. Instead, the strings should be passed directly to the output device driver.

**OutPrecision**

Specifies the font's output precision, which defines how closely the output must match the requested font's height, width, character orientation, escapement, and pitch. The default setting is `OUT_DEFAULT_PRECIS`.

**ClipPrecision**

Specifies the font's clipping precision, which defines how to clip characters that are partially outside the clipping region. The default setting is CLIP\_DEFAULT\_PRECIS.

## Quality

Specifies the font's output quality, which defines how carefully GDI must attempt to match the logical-font attributes to those of an actual physical font. It can be any one of the following values:

Value	Meaning
DEFAULT_QUALITY	Appearance of the font does not matter.
DRAFT_QUALITY	Appearance of the font is less important than when PROOF_QUALITY is used. For GDI fonts, scaling is enabled, which means that more font sizes are available, but the quality may be lower. Bold, italic, underline, and strikeout fonts are synthesized if necessary.
PROOF_QUALITY	Character quality of the font is more important than exact matching of the logical-font attributes. For GDI fonts, scaling is disabled and the font closest in size is chosen. Although the chosen font size may not be mapped exactly when PROOF_QUALITY is used, the quality of the font is high and there is no distortion of appearance. Bold, italic, underline, and strikeout fonts are synthesized if necessary.

## PitchAndFamily

Specifies the font pitch and family. The two low-order bits specify the pitch of the font and can be any one of the following values:

DEFAULT\_PITCH  
FIXED\_PITCH  
VARIABLE\_PITCH

The four high-order bits of the field specify the font family and can be any one of the following values:

FF\_DECORATIVE  
FF\_DONTCARE  
FF\_MODERN  
FF\_ROMAN  
FF\_SCRIPT  
FF\_SWISS

The proper value can be obtained by using the Boolean OR operator to join one pitch constant with one family constant. Font families describe the look of a font in a general way. They are intended for specifying fonts when the exact typeface desired is not available. The values for font families are as follows:

Value	Meaning
FF_DECORATIVE	Novelty fonts.
FF_DONTCARE	Don't care or don't know.
FF_MODERN	Fonts with constant stroke width (fixed-pitch), with or without serifs. Fixed-pitch fonts are usually modern.
FF_ROMAN	Fonts with variable stroke width (proportionally spaced) and with serifs.
FF_SCRIPT	Fonts designed to look like handwriting.
FF_SWISS	Fonts with variable stroke width (proportionally spaced) and without serifs.

## Basic Metric Font Information

The Basic Metric Font Information dialog box contains basic information about a physical font. All sizes are given in logical units; that is, they depend on the current mapping mode of the printer. The descriptions contained within are taken from documentation provided by Microsoft.

For further information select one of the following:

<u>Height</u>	<u>InternalLeading</u>
<u>Ascent</u>	<u>ExternalLeading</u>
<u>Descent</u>	<u>AveCharWidth</u>
<u>Weight</u>	<u>MaxCharWidth</u>
<u>Italic</u>	<u>BreakChar</u>
<u>Underline</u>	<u>PitchAndFamily</u>
<u>StrikeOut</u>	<u>DefaultChar</u>
<u>FirstChar</u>	<u>Overhang</u>
<u>LastChar</u>	<u>DigitizedAspectX</u>
<u>CharSet</u>	<u>DigitizedAspectY</u>

**Height**

Specifies the height (ascent + descent) of characters.

**Ascent**

Specifies the ascent (units above the baseline) of characters.



**Descent**

Specifies the descent (units below the baseline) of characters.

**InternalLeading**

Specifies the amount of leading (space) inside the bounds set by the Height field. Accent marks and other foreign characters may occur in this area. The designer may set this field to zero.

**ExternalLeading**

Specifies the amount of extra leading (space) that the application adds between rows. Since this area is outside the font, it contains no marks and will not be altered by text output calls in either OPAQUE or TRANSPARENT mode. The designer may set this field to zero.

**AveCharWidth**

Specifies the average width of characters in the font (loosely defined as the width of the letter x). This value does not include overhang required for bold or italic characters.

**MaxCharWidth**

Specifies the width of the widest character in the font.

**Weight**

Specifies the weight of the font.

**Italic**

Specifies an italic font if it is nonzero.

**Underlined**

Specifies an underlined font if it is nonzero.



**StruckOut**

Specifies a struckout font if it is nonzero.

**FirstChar**

Specifies the value of the first character defined in the font.

**LastChar**

Specifies the value of the last character defined in the font.

**DefaultChar**

Specifies the value of the character that will be substituted for characters that are not in the font.

**BreakChar**

Specifies the value of the character that will be used to define word breaks for text justification.

**PitchAndFamily**

Specifies the pitch and family of the selected font. The low-order bit specifies the pitch of the font. If it is 1, the font is variable pitch. If it is 0, the font is fixed pitch. The four high-order bits designate the font family. The PitchAndFamily field can be combined with the hexadecimal value 0xF0 by using the bitwise AND operator, and then be compared with the font family names for an identical match. For a description of the font families, refer to the [Logical Font Information](#).

**CharSet**

Specifies the character set of the font.

## **Overhang**

Specifies the per-string extra width that may be added to some synthesized fonts. When synthesizing some attributes, such as bold or italic, GDI or a device may have to add width to a string on both a per-character and per-string basis. For example, GDI makes a string bold by expanding the intracharacter spacing and overstriking by an offset value; it italicizes a font by skewing the string. In either case, there is an overhang past the basic string. For bold strings, the overhang is the distance by which the overstrike is offset. For italic strings, the overhang is the amount the top of the font is skewed past the bottom of the font. The Overhang field allows the application to determine how much of the character width returned by a `GetTextExtent` function call on a single character is the actual character width and how much is the per-string extra width. The actual width is the extent minus the overhang.



**DigitizedAspectX**

Specifies the horizontal aspect of the device for which the font was designed.

**DigitizedAspectY**

Specifies the vertical aspect of the device for which the font was designed. The ratio of the DigitizedAspectX and DigitizedAspectY fields is the aspect ratio of the device for which the font was designed.

Dialog: **Printer Font Selection**

This dialog box provides the user with a means to specify the printer font that the checkbook register will be printed with when the File Print command is selected.

For more detailed information select one of the following:

**Objects:**

Font Name

Font Size

**Actions:**

Show Logical Font

Show Font Metric

OK

Cancel

**Font Name**

This is a drop-down listbox that allows the user to select which font name the checkbook register is to be printed with.

## **Font Size**

This is a drop-down listbox that allows the user to select which font size the checkbook register is to be printed with.

Action: **Show Logical Font**

Selecting this causes the Logical Font information for the selected font to be displayed.

Action: **Show Font Metric**

Selecting this causes the Basic Font Metric information for the selected font to be displayed.

Action: **OK**

Cause the specified font to become the font selected for printing the checkbook register.



Action: **Cancel**

Cancel the specification of a change to the currently selected printer font.



## Dialog:Print Field Control

This dialog box allows the user to specify which fields are going to be printed. For further information, select one of the following:

### Toggles:

Disbursement

Check No.

Date

Amount

Description

Memo

Control

### Actions:

PrintHELPID\_PRINT\_PRINT

CancelHELPID\_PRINT\_CANCEL

Print Specification: **Disbursement**

This is the description of what category a bill was disbursed into.

Print Specification: **Check Number**

This is the number of the check.

Print Specification: **Date**

This is the date of the transaction.

Print Specification: **Description**

This is the description of the transaction.

Print Specification: **Amount**

This is the amount of the bill that was disbursed into the disbursement category.



Print Specification: **Memo**

This is the memo for the transaction.

Print Specification: **Control**

This is the control that is used by various tax programs.

Action: **Print**

Print the selected bills.

Action: **Cancel**

Don't print the selected bills.

Dialog:Abort Print

This dialog box allows the user to abort printing the bills. For further information, select one of the following:

Actions:

CancelHELPID\_ABORT\_CANCEL

Action: **Cancel**

Aborts the printing of the bills.



**Disbursal File**

This is a file of bills which have already been disbursed by the disburse program.



**undisbursal File**

This is a file of bills which have not yet been disbursed by the disburse program.

