

CODE-WRITE provides program access to the unique LINUS Pen-on-screen input/output routines. Four input methods are displayed: 1. Selection Buttons. 2. Point-and-enter. 3. Window for handwritten data. 4. Soft keypad.

The CODE-WRITE Software Development Kit allows C programmers to quickly create or modify programs to take advantage of the unique features found in the LINUSTM Write-Top.

Object oriented code.

The CODE-WRITE libraries supply high level management objects that greatly reduce the amount of original code required for screen management.

CODE-WRITE provides standard screen objects and object management routines. With the management routines you can create your own objects or modify existing objects.

The standard objects include buttons, menus, handwriting windows, graphics, etc. These objects may be re-sized, dragged and for easier handling, grouped together and treated as one new object.

Once an object has been created, object management routines can be used to hide, show, delete, attach, re-sized, and generally manipulate it, no matter what type it is.

Features

Handwritten Symbol Recognition (HSR).

HSR objects open windows in which handwritten text is entered, converted into ASCII, and then returned to the program.

Graphics.

Graphic objects offer freehand or computer-aided line drawings. These may be bit-map or vector type graphic images.

Software Development Tools

Raster objects

Raster objects use PCX files (created with a paint program) to display bit-map graphics. They can be used to create graphical data entry points or to simply display pictures, such as logos.

Selection objects.

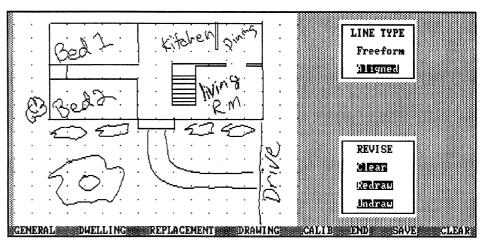
Selection objects are used to choose an action or enter data. Touching a button with the pen will turn it on or off. Touching a menu entry field will provide a list of actions or data from which to choose. Menus windows may be pull-down, pop-up or any other type of menu.

Scrolling Windows

A window object allow selection lists that are larger than the screen. Scrolling is available to bring additional selections into view.

Sleep

When the power is turned off, Sleep saves the current program state to non-volatile, CMOS static RAM. When power is turned on again, the LINUS is returned to the exact state it was in before the power was off.



Computer aided drawings can now be generated and edited in the field. The pen can be used in places where a mouse can not.

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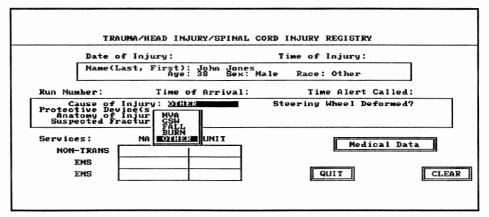
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Date/time objects.

Date/time objects provide access to data fields ot to the system's clock. They offer an easy-to-use, point-and-change interface to quickly increment the entry to the correct time or date.

Uses of CODE-WRITE

CODE-WRITE can be used to develop new programs or modify existing programs so they take advantage of the unique features offered by the LINUS Write-Top. CODE-WRITE provides pen-to-screen interface tools. CODE-WRITE objects are independent of data management, the flow of program logic and communications.



Pop-up menus speed data entry and accuracy.

CODE-WRITE Development System Hardware Requirements

- MS-DOS compatible system.
- CGA compatible monitor.
- Microsoft compatible mouse.

Software Requirements

CODE-WRITE tools have been created with the Microsoft C compiler, version 5.1. CODE-WRITE can be used in any compatible environment. Microsoft's C environment is compatible with other Microsoft programming languages such as Pascal, Cobal, etc....

Ordering Information

Description	Order Number
Ist year site license	2003-0
Site license renewal	2003-1
CODE-WRITE Training	4002

CODE-WRITE is available by site license. LINUS Technologies, Inc. offers training courses for all licensees with instruction provided by the software designers. Telephone support is also available and periodic updates are included for the first year of each site license

For more information or to arrange for a demonstration, call 703-476-1500, ask for Marketing.

Ask about FORMS-WRITETM/Arrow Data Management software also available from LINUS Technologies, Inc., and its authorized dealers.

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