THE BREEDER'S STANDARD™ 2003

Another Quality Product from:

MBFS
Man's Best Friend Software

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Contents

Dog Records   39

Batch Processing   69

Contacts   71

Litters   74

Calendar and Reminders   78

Reports and Graphs   81

Sharing Data with Others   96

Crystal Ball® Genetics Engine   99

Utility Functions   102

MegaPed Classic(tm)   119

Trouble-Shooting Guide   148

Glossary of Terms   151

Index   157

Introduction

Welcome

Man's Best Friend Software welcomes you to the growing number of users of the finest and most popular software product for the breeders and exhibitors of fine dogs: The Breeder's Standard 2003(tm). Thank you for your support. In return for that support., you have just acquired an outstanding product, fully capable of handling every need of your kennel, its business, and its breeding and exhibition activities.

A Brief History

This is The Breeder's Standard 2003(tm), the sixth major release of our breeding kennel management program.. The first incarnation of this product came out in December of 1991, Since then, over 560 new functions have been added to the program, culminating in Version 2003, which is the version you have just bought.

Since its inception, Man's Best Friend Software has prided itself on the fact that The Breeder's Standard(tm) is the technological leader. In 1991, we were the first program to embrace Microsoft® Windows(tm). In 1993, The Breeder's Standard(tm) was the first – and is still the only – kennel program ever to qualify for the "Microsoft Windows Compatible" logo, tangibly showing our commitment to ease of use and product quality.

The Breeder's Standard 2003(tm) refines this further, with new high-powered English-language Help, new reporting features, ease-of-use enhancements and other improvements.

Audience for this Manual

This manual is intended for those persons who need a point of reference for the operation of The Breeder's Standard 2003(tm). The program is intended to be easy to use for all skill levels; tool tips and field tips are liberally provided to make it easy to learn the program's use and behavior.

This manual provides a synopsis of every function that The Breeder's Standard 2003(tm) offers. The "How do I..." section offers helpful step-by-step tips to do many basic functions.

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Getting Started

What You Need

The Breeder's Standard 2003(tm) is designed to run correctly on all versions of Microsoft Windows 3.1x, Windows 95 and Windows NT. The minimum configuration for this program is:

- Intel® Pentium® II 233mHz or better processor (A Pentium III ® is ideal)
- 64MB of RAM (128MB is Ideal)
- VGA display with at lease 16-bit (65,536 colors) color or better.
- 30MB of free disk space (48MB is ideal).
- Microsoft Windows 95, Windows 98, Windows 2003, Windows ME or Windows NT.

Generally speaking, any IBM-Compatible computer with Windows 95 or newer in general availability on or after June 1, 1999 will work with The Breeder's Standard 2003(tm).

Installation: Ready, SETUP, Go!

The Breeder's Standard 2003(tm) comes on a CD-ROM. The CD auto-starts an installation program named SETUP.EXE. This program will allow you to choose the setup program for TBS 2003, as well as handle installation for trials of any of our other programs. When you run the TBS 2003 setup, it will create a directory and install The Breeder's Standard 2003(tm) into that directory, and will make and adjust settings in the computer necessary to properly run The Breeder's Standard 2003(tm).

Installing the Program:

Simply place the CD-ROM into the drive. The installation program will automatically start, and you only need choose the button to install, and then choose to install TBS 2003 from the menu.

What Happens Then?

After you do this, The Breeder's Standard 2003(tm) will proceed to install itself onto your Hard Disk. This will include creating a directory on your hard disk, copying its programs and databases into that directory, installing the Windows Libraries for its database into Microsoft Windows (this will not affect your other programs), creating a Program Manager Group to hold the Icons for The Breeder's Standard 2003(tm), and then placing the icons into that group.

Upgrading from Previous Versions

The Breeder's Standard 2003(tm) is the Fifth major revision and Sixth major version of this product. It comes with a program which will translate TBS 2003 data to TBS 2003. **You must have your database in 2003 format to use the conversion utility provided. If you are upgrading from an older version, you may need to download a special utility to assist you in getting to 2003.**

After you have installed, you will need to create the kennel you want the older version data put into (see "Adding a New Kennel" on page 22). After you create the kennel, run the utility.

IMPORTANT: Do not install The Breeder's Standard 2003(tm) into the same directory where any older version resides, except TBS 2001. This will make it impossible to convert your old data to the latest version! It is permissible to install TBS 2003 over TBS 2001.

Registration

Why we Require You to Register

We need to know who has which copies of the program. This helps us to know who is buying the program, and allows us to keep your costs low by preventing software piracy. The Software Publishers Association (SPA) estimates that over 50% of business PC software is illegally-used, and over 65% of personal PC software is illegally-used. This is *stealing*. Software companies cannot operate unless they are paid for what they produce.

We could raise prices to cover our costs, but this penalizes our honest customers by making them pay for the pirates' copies of the software. Instead of that, we keep our price low and make it nearly impossible to illegally use The Breeder's Standard 2003(tm). We plan to know *everyone* who buys our program, and to make it so that any illegal copy of the software is traceable, identifiable and practically unusable. This means that we'll be paid for our hard work, and in turn, you'll be paying less for the software and for technical support.

What This Means

When you pay for The Breeder's Standard 2003(tm), you are *required* to register the program. The Breeder's Standard 2003(tm) will run on your computer for up to 14 *calendar days* after the first time you run TBS 2003 without being registered. You'll get a pop-up to remind you that you need to register to continue use of the software. After 14 days, when you start The Breeder's Standard 2003(tm), you will receive the registration window (see "How to Register" on page 10), and will need to call us at the number in the window to obtain your registration key. Not entering the registration key will mean that The Breeder's Standard 2003(tm) will not operate until it is entered.

Until the program is registered, the word "UNREGISTERED" will appear on all pedigrees the program prints, and the name on the pedigree will read UNREGISTERED USER. The same will happen on Bill of Sale and Contract forms.

Whether or not you buy the optional MegaPed Classic(tm) add-on, you get a free 14-day tryout of MegaPed Classic(tm) starting when you install The Breeder's Standard 2003(tm).

How to Register

From the Help menu, choose the "Register..." option. This will start up the Registration window.
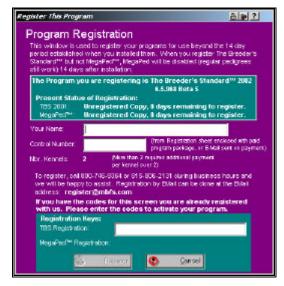
The registration window looks like this:

Figure: The Breeder's Standard 2003(tm), Registration Window

Type in your name as you want it to appear on the Pedigree. Also, type in the control number from the registration sheet or product pick ticket. Call us at the number on the window, and give us the name and control number. We'll verify that you are the owner of the control number, and will issue you a registration number. You type in the registration number

and click on the "Register" button. The name you type in will appear on all pedigrees. If you choose, you can also register MegaPed Classic(tm) at the same time or anytime later.

If you lose your registration number, and have to re-install the software, call us and we will issue you a new one, provided you are legally licensed to use the software.

Using the Program

Starting the Program

When the program is installed, you can commence using the program at once. The Breeder's Standard 2003(tm) is installed into a program group or Windows 95/98/NT 4.0 folder named "TBS2K" You double click on the icon to start the program.

When you do this, the following window will appear:
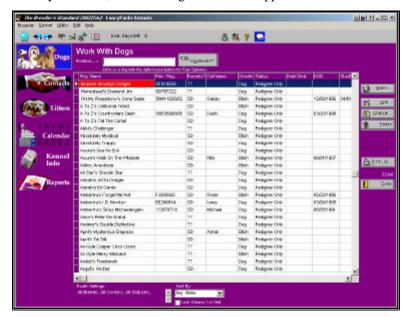
Figure: Main Window, The Breeder's Standard 2003(tm)

The "Notebook" Concept

Think of the kennel window as a notebook with several "pages", each page representing a certain type of information for the kennel. All major windows in The Breeder's Standard 2003(tm) are set up as notebooks.

The window is divided into several areas:

Title Bar: This contains the name of the program, followed by the name of the active kennel. Also included is a printing button,

that will let you print a picture of the window, a Help Button which will let you bring up specific help, and the Puggsley(tm) button, which lets you ask the program a simple English question and receive help for your question.

Speed Bar: Contains several buttons that speedily bring up several functions of The Breeder's Standard 2003(tm). If you are unsure of what a speed button does, place your mouse arrow over the button but *do not click.* You will get a tool tip.

Page Buttons: These are the buttons along the left hand size of the window which have pictures in them. The buttons in the top group will show part of the data for the kennel to the right of the buttons. The bottom group will pop up a window of reports. The page button which is active will have a bright blue background.

Page Area: This is located to the right of the page buttons. The page area will change to match whichever page button is clicked last.

Action Area: this is to the right of the page area and always has only buttons in it. The buttons will let you add, change or delete records in the list which is on the screen, or if the screen is full of information, will save or cancel changes to that information, and will also have the exit button for the window. The buttons always know which page is active, and you don't have to worry.

The top page button is always the first one active when a window opens.

Some Things to Know

Moving between Fields

Use the TAB key to go to the next field in the window. Use the Shift and Tab keys together (SHIFT+TAB) to go backwards to the previous field in the window.
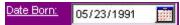
Required Fields and Optional fields

A Required field is a field which The Breeder's Standard 2003(tm) needs to have in place in order to save the record you are trying to add or change. Sometimes, a field is simply needed so that the database will make sense. The Breeder's Standard 2003(tm) tries to keep as many fields as possible optional, not required, so that your job of entering data is easier.

Until you type in all required fields, the "Save Button" for the record you are trying to add or change will not be active. You will know which fields are required fields because the description text to the left of the field will be <u>underlined</u>. The description text for optional fields is not underlined. If a choice you make can change the fields that are required (for example, dog status), then the change in the choice will cause the

newly required field descriptions to be underlined, and the newly optional field descriptions will lose their underline. When you use TAB to go to the next field, The Breeder's Standard 2003(tm) checks automatically for required fields and activates the save button accordingly.

Typing in Dates – Pop Up Calendar

Everywhere in The Breeder's Standard 2003(tm) you can enter a date has a date field set up. Date fields in The Breeder's Standard 2003(tm) have a pop-up calendar. You know this is available because you see the calendar icon in the right side of the field. Here is an example date field:

Click on the calendar to pop up the calendar, or you can press ALT+DOWN ARROW to pop up the calendar. When you do, you will see:

Use the arrow buttons to advance or retract the calendar one month at a time. Double arrow buttons do the same thing for years. Double click on the day to choose a date and close the calendar back up. Pressing the ESC key will close the Calendar without choosing a date.

Numbers -- Pop-Up Calculator

In most places in The Breeder's Standard 2003(tm) where you can enter a number, we provide you a pop-up calculator for your use. You know which fields have a pop-up calculator available by the calculator icon at the right hand edge of the field. Here is an example of a number field with the calculator:
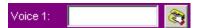
When you click on the calculator icon, or press ALT+DOWN ARROW in the field, the calculator will pop up. The pop up calculator looks like this:

Typing in numbers and using the +, -, *, / keys, you can use the keypad like a calculator. Click the equal sign button or press the Enter key to close the calculator and save the calculation. Press the ESC key or click the Clear button to close the calculator without saving any result.

Automatic Phone Dialer

The Breeder's Standard 2003(tm) stores telephone numbers in several fields. If you have a modem connected to the same telephone line as your voice telephone, you can configure The Breeder's Standard 2003(tm) to automatically dial phone numbers for you using the contents of the field. A "Ringing Phone" icon on the right side of the field denotes fields that have the auto-dialing capability. A Phone dialer field looks like this:

Click on the phone icon to dial the number.

Operational Goodies

Tip of The Day

Whenever you start The Breeder's Standard 2003(tm), the program will show you a Tip of the Day in a pop-up window. This window will randomly display one of many helpful hints for using The Breeder's Standard 2003(tm). If you wish to bypass this, you can do so by un-checking the check box at the bottom of the window.

The Tip of the Day window looks like this:
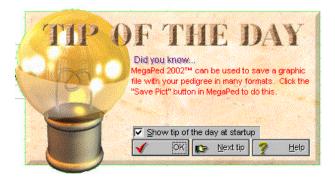
Figure: Tip of the Day Window

You can see additional tips by clicking the "Next Tip" button.

The Program Menu

The Breeder's Standard 2003(tm) has a menu, organized into several groups of functions. To use a menu, click on the menu heading at the top of the window, and choose the relevant option. Then choose the action from the list that drops down.

Speed Bar

The speed bar contains buttons which quickly start key functions in The Breeder's Standard 2003(tm), without having to navigate the menu to find what you need.

Program Preferences

The Breeder's Standard 2003(tm) gives you the flexibility to control what the program looks like, and, in certain areas, how it operates. This control is offered in the Program Preferences window. Choosing Program Preferences from the File menu, or clicking on the preferences button on the speed bar will open the program preferences window.

The Program Preferences window looks like this:

Figure: Program Preferences Window

This window enables you to change several options. You have the following things to work with:

> **Show Tip of the Day at Startup:** If you put a check in this box, you will get the Tip of the Day window when you start up The

Breeder's Standard 2003(tm) (for more information, see "Tip of The Day" on page 14).

Show Field Tips on All Fields: This will activate Field Tips, which will give you pop-up hints on fields and buttons as you place the mouse pointer over them.

Show Lines on Data Grids: This will, for every data grid, control whether horizontal and vertical lines display between every column and row of the grid.

Use Flat Panel Page Buttons: This will make mose page buttons flat, and only show their border when the mouse arrow is over the button. This behavior is similar to Microsoft Internet Explorer, and makes it easy for you to determine which button will be clicked if you press a mouse button.

Use Password Security: This will activate password security, which will require you to sign on to The Breeder's Standard 2003(tm) when you start the program.

Remember Show Entry Last Events: This will cause The Breeder's Standard 2003(tm) to remember the last event(s) you used in printing a show entry.

Show Informational Messages: The Breeder's Standard 2003(tm) has messages which inform you of progress events in the program (for example, when The Breeder's Standard 2003(tm) saves a record in the database). Sometimes, you need these messages to verify all is well, but most of the time they're annoying. Placing a check mark in this box shows the messages. If no check is in the box, the message is not shown, but The Breeder's Standard 2003(tm) still beeps so that you know the action was completed.

Save Pending Changes on Done: This will, if checked, cause The Breeder's Standard 2003(tm) to save any pending database changes in a window when you click its Done button. Otherwise, The Breeder's Standard 2003(tm) asks you if you want to close the window and discard the changes you have made.

Warn on Duplicate Dog Names: When you use this feature, and enter a duplicate name in the dog information window (see "Dog Information" on page 40), TBS 2003 will issue a warning message to prevent you from entering the same animal twice.

Warn on Duplicate Primary Reg Number: This will do the same as for duplicate dog names, except for primary registration number.

Remember Main/Batch window Size/Position: This will cause TBS to remember the size and placement of the main window, the Dog Information window, and of the batch operations window. This allows you to use more of your screen if you use higher resolution. Combined with Type Size for

Grids, it can allow you to show data in a significantly larger size.

- **Type Size for Grids**: The Breeder's Standard 2003(tm) enables you to resize the windows which show data. Many of these windows contain data grids which grow in size when you enlarge the window itself. If you have a large monitor, you can choose to enlarge the data grid type size so you can see it better. This also enables you to reduce the type size to fit more data on screen. You can set any size from 5 to 30 points. 8 points is the default size.

- **Color Scheme**: This changes the window colors throughout The Breeder's Standard 2003(tm) to one of seven colors.

Contract Texts:

The Breeder's Standard 2003(tm) has the capability of generating up to five different forms of Contract. These are: Standard, Co-Ownership, Pet, Leasing, Other. Each contract can have body text of up to 65,535 characters. The heading, signature lines, Your information (taken from the Kennel Information and your registration), the purchaser's information (taken from the Contacts file), and the details of the transaction and the dog involved in it are provided in the base contract. Your lawyer only needs to write up the recitals.

The contract texts are displayed in a data grid, and are in order by type. The contract type is determined at print time using the contract type field on the Transaction record (see "Add/Change Transaction" on page 54).

Once your attorney drafts the contract text, you may enter it in the program by double-clicking the "Text..." field next to the correct type of contract. This brings up the Contract Text pop-up window. Type in the text, hitting return *only* after a complete paragraph. Click OK in the Contract text pop-up window when finished to save your entries.

IMPORTANT - From the License Agreement: You are notified that the Bill of Sale and Contract produced by this software are *not* guaranteed to meet the legal requirements of your locality, and expressly hold Man's Best Friend Software harmless for their use. You understand that contract text is not provided to you, and that you are expected to retain the services of a licensed attorney in your locality to draft contract language suitable to your needs. You, in any event, acknowledge that Man's Best Friend Software has no liability in any circumstance with respect to the use or enforceability or legality of any Contract or Bill of Sale produced by the Software.

Hints for Attorneys

When drafting the contract language, have the client print up the contract for a transaction. This will allow you to see the preamble and signature lines. You may also wish to see the Bill of Sale document produced by The Breeder's Standard 2003(tm).

Refer to Selling party as SELLER. Refer to purchasing party as BUYER. Refer to the animal as DOG. Refer to the consideration as

PRICE. If you wish your client to paste in rather than type in the text, then prepare it in a text file, with a carriage return only at the end of a paragraph (the contract module will break lines as it needs to). Then the client can use NOTEPAD to copy to the clipboard, and can paste it into The Breeder's Standard 2003(tm).

Field Tips

Field tips are a type of tool tip. These are switched on and off from the Program Preferences window or from the speed bar, by clicking on the "voice bubble" speed button at the right hand side of the buttons on the speed bar.

Password Security -- Signing On

If you choose to activate Password Security, you will need to sign on to The Breeder's Standard 2003(tm) by supplying your User ID and Password (see "Add/Change Users" on page 117). The Breeder's Standard 2003(tm) comes installed with this option turned off. In case you turn it off before adding your User ID to the database, you can still get into the program using the following:

User ID: **TBSNEW**

Password: **TBSNEW**

The sign on window does not care if you type in uppercase or lowercase characters; The Breeder's Standard 2003(tm) makes everything uppercase automatically.

You simply type in the User ID and the password and click OK, or press Enter. Clicking Cancel will shut down The Breeder's Standard 2003(tm).

Puggsley(tm): English Language Help

Using Puggsley(tm) to Get Fast Help

The Breeder's Standard(tm) 2003 introduces a blockbuster feature: Puggsley(tm). On almost every single window in the program, there is a button on the title bar that activates Puggsley(tm). You then are able to type a question, in everyday English, and Puggsley(tm) gives you a list of relevant help topics from the program help text.

Puggsley's main window looks like this:

Figure: Puggsley(tm) Question/Answer Window

When you click the Puggsley(tm) button from any window in TBS 2003, you receive the Ask ME! Window. Simply type in a question and press the ENTER key, or click the Answer! Button. Puggsley(tm) will then display a list of relevant topics from the program help text. The "Weight" field in the window shows how much the topic matches what you asked, with the highest weights meaning the closest matches.

Click on the help topic and press the "Show Help" button, or double-click on the help topic. Either way, you'll have the help you need immediately.

If you are in the help system already, the Puggsley(tm) functions are available on the Ask Me! Button on the top of the help window.

When you close the program help, you may press "Done" on the Puggsley(tm) window to continue to work on the program.

Kennel Records

Kennel Records – An Introduction

The Kennel is the foundation of The Breeder's Standard 2003(tm). You can have up to 2 kennels in your program in the base price; additional licensed kennels come at an additional cost.

The main window of The Breeder's Standard 2003(tm) is the Kennel's window. It's divided as follows:

Dogs

Contacts

Litters

Calendar

Kennel Info

Each section has its own page button. This chapter will explain exactly what each page does and what options are available.

Choosing a Kennel

To choose which kennel you want to work with, use the Program menu, and select the "Choose a Kennel" option. Whatever kennel you choose will be the current kennel for the program for this and every other session of The Breeder's Standard 2003(tm) until you choose another kennel.

Choose Kennel looks like this:
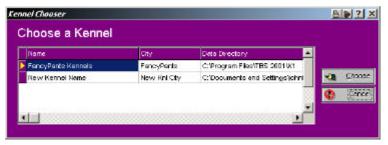
Figure: Choose Kennel window

Click on the kennel you choose and click the "Choose" button. To give up on changing the kennel, click the "Cancel" button.

Adding a New Kennel

You can add kennels to The Breeder's Standard 2003(tm) up to your limit of kennels. The base program will allow you to enter two kennels. If you need more kennels, call us, pay the fee for the number of additional kennels. We'll issue you a new registration number, and The Breeder's Standard 2003(tm) will increase the number of kennels you can then use to your newly-purchased limit.

The first time you start TBS 2003, it will automatically add and save the first kennel. This saves you time, and makes the process of getting started easier.

At other times, when you add a kennel, The Breeder's Standard 2003(tm) will prompt you for a directory name for a kennel. *You can only have one kennel per directory.* If no name is typed in, The Breeder's Standard 2003(tm) will make a directory in its own directory, set up the kennel, and place you in the Kennel Information page so you can enter the Kennel information. You will be required to finish entering the kennel information to continue.

The Choose Kennel Directory window looks like this:

Figure: Choose Kennel Directory window.

Choose the directory by picking the part of the directory tree you want to be in , and then type in a name in the **Dir. Name** prompt. Make sure this does not already exist on your hard disk drive. Click the "Create" button to make the directory and to create the Kennel information for this new kennel.

Deleting a Kennel

You can delete a Kennel. This will reduce the number of kennels you are using, and will allow you to create a new kennel within the limits of your license. All data files and the Kennel information will be permanently deleted. You can only use the backup wizard to restore the kennel if you have a spare kennel available in your license.

Dogs

The first page is Work with Dogs. You are presented with a list of dogs from the kennel you are working with. You have the following fields displayed:

Registered Name

Call Name

Primary Registration Number

Gender

Status

Hip (OFA) Certification

Eye (CERF) Certification

Date of Birth

Date of Death

Breed

Tag/Tattoo

Coefficient of Inbreeding

Color

The Parents? Field: This field contains an indicatore if Sire or Dam are present on this dog's record. Very useful for line-chaser activites. If the Sire is present, the field contains "S". If Dam is Present, the field contains "D". If the parent is not present, there is a "?" mark in the field. Therefore, "SD" means both parents are present, "?D" means Sire is missing, "S?" means Dam is missing, and "??" means both parents are missing.

Here is the kennel window with the Work with Dogs page active:
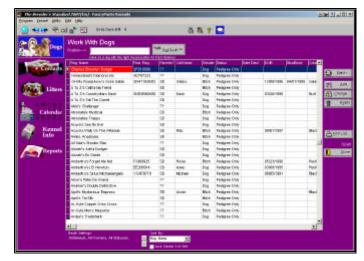
Figure: Work with Dogs Page, Kennel Window

You have the following fields to work with:

Sort List By: Choose to put the list in order by Registered name, Primary Registration Number, or call name.

Position: Type in characters of the name or number you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the Work with Dogs data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Batch: This button will activate the Batch Processing window (see "The Batch Operations Window" on page 69). This window lets you enter the same information to many animals at one time.

DataMaster(tm): Activates the DataMaster(tm) search and replace engine for cleaning up the cat database.

Add: This will cause The Breeder's Standard 2003(tm) to add a new dog record using the Dog Notebook.

Change: This will open the Dog notebook with the selected dog. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted dog from the database.

Print List: This button will bring up the Sleuth Listing for Work with Dogs. Use this to print a specially scanned list of dogs. Simply choose what animals you want with DogSleuth, set the order to display the records with the Sort By button, and click Print List.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

DogSleuth(tm) Search Engine

DogSleuth(tm) is a search engine for your Dog database. It gives you numerous fields to choose to search on. Whatever dogs meet the cirteria you choose appear on the Work with Dogs window (and in the Sleuth Report), all others do not appear.

To make all dogs in the database show up in the Work with Dogs window, please click the CLEAR button on the DogSleuth(tm) window.

DogSleuth looks like this:

Figure: DogSleuth(tm) window.

DogSleuth gives you the following options:

> **Reg. Name Begins With:** Will display all Dogs whose registered names begin with the entered data. Uppercase and lowercase do **not** matter.

> **Reg. Name Contains:** Will display all Dogs where the typed information appears **anywhere** in the Dog's registered name. Uppercase and lowercase do not matter.

Breed: If all breeds is checked, then all breeds will be shown,. If not checked, choose the breed in the lookup control and only Dogs of the chosen breed will display.

Animal Color Begins With: Will display Dogs where the color field begins with the characvters you type. Uppercase and lowercase do not matter.

Gender: If you choose 'none selected', then Dogs will be displayed regardless of Gender. Choosing Male or Female will cause Dogs of the selected gender to be displayed.

Show These Statuses: If you choose "All Statuses", then Dogs will be displayed without any regard to the status. If this field is unchecked, then only Dogs of the specific statuses that have check marks in them will be displayed.

Owned By: If you choose "Anyone" then Dogs will be displayed without regard to ownership. If this is not checked, then only Dogs with an owner who is the name displayed in the contact drop-down field will be displayed.

Registrations (Beginning With): Whatever you type into the three registrations fields (Primary, Alt 1 and Alt 2) will be compared to the Dogs and all Dogs whose registrations begin with these characters will be displayed. Uppercase and lowercase do not matter.

Important: It is vital to remember that these selections are **cumulative**. That means that if you select Beagles for the breed, female for the gender and John Smith as the owner, you will get all female Beagles owned by John Smith. All Dogs that do not meet **all** of the conditions you type into DogSleuth will be rejected and **not displayed**.

Click OK to apply your conditions.

Click CLEAR to remove all selections and display every Dog in the TBS 2003 database.

Click CANCEL to close DogSleuth and leave the selection as it presently is.

DogSleuth will change the number of Dogs displayed in Work with Dogs.

How do I know what my Sleuth Settings Are

If you are unsure about what your settings are, simply refer to the bottom of the Work with Dogs window. The "Sleuth Settings" will tell you what is chosen.

Here is an example:

Figure: Sleuth Settings area, Main Window.

Again, choose the Sleuth button and adjust the settings as needed to make the appropriate animal(s) appear in your window.

Sleuth Listing Report

TBS 2003 supports the Sleuth Listing feature. This will print a formatted report of all animals on the work with Dogs window, as you have selected them with Dog Sleuth. The sort Records By field on the Work with Dogs window determines the printing order of the records. Press the Print List button from Work with Dogs to create the Sleuth Listing report. When you click the button a popup window gives you a choice of report formats.

Sleuth Listing Formatting Pop-Up

The pop-up window looks like this:

Figure: Sleuth Report, format selection window

The "Brief" button chooses to print a single line per dog, consisting of import Work with Dogs information.

The "Long" button will print a large amount of information per dog, and will consume more report space per dog.

Choosing either button will bring up a print-preview window with the Sleuth report shown on it.

The preview window looks like this:
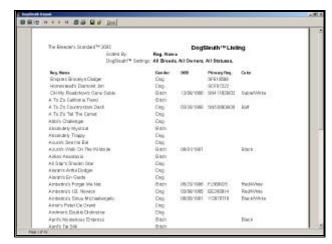
Figure: Sleuth Report, Preview window

There are several buttons on this window. They are:

🔳 Show Entire Page inside of preview window

▤ Resize to 100% of the page size

🔲 Resize to fit the page width inside the window.

◀◀ ◀ ▶ ▶▶ left arrow with line moves to first page, left arrow backs up one page, right arrow with line goes to last page, right arrow goes forward one page.

🖶 Choose the printer you wish to use to print with the print button.

🖨 Print the pedigree on the chosen printer.

Close Close the preview window.

Sometimes, with very long reports, the printer 🖨 button will stay grayed out (disabled) for a while. This is **normal** and means that the report is still being produced. Just wait and the buttons will become enabled.

Fast Options

When you choose to open a cat, it always opens onto the Dog information page if you double-click the Dog or choose the Change... button. Then, to access other features, you need to choose the page button for that cat's feature. In order to make this faster, we have included Fast Options.

To use Fast Options, you click on the Dog you want with the *right* mouse button. Up will pop a menu which looks like this:
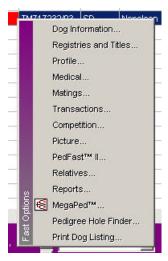
Figure: Fast Options Menu

To go to specific sections of a dog's record, simply choose the appropriate menu option. The dog's window will be opened, with the appropriate page already selected for you.

Pedigree Hole Finder

To find missing ancestors in a pedigree, use Pedigree Hole Finder. PHF will search through 10 generations of ancestors and identify all ancestors who are missing a Sire or Dam. These "holes" empower line-chasers to locate msiing ancestors rapidly, and to get a report.

Simply right on the animal in Work With Dogs or Work with Relatives and choose Pedigree Hole Finder. A preview window will come up for the report, and you can read it on the screen or print it.

Pedigree Hole Finder looks like this:

Figure: Pedigree Hole Finder, Preview Window

There are several buttons on this window. They are:

[image] Show Entire Page inside of preview window

[image] Resize to 100% of the page size

[image] Resize to fit the page width inside the window.

[image] left arrow with line moves to first page, left arrow backs up one page, right arrow with line goes to last page, right arrow goes forward one page.

[image] Choose the printer you wish to use to print with the print button.

[image] Print the pedigree on the chosen printer.

[image] Close the preview window.

Sometimes, with very long reports, the printer [image] button will stay grayed out (disabled) for a while. This is **normal** and means that the report is still being produced. Just wait and the buttons will become enabled.

Descendants List Analyzer

New for TBS 2003 is the Descendants list analyzer. This is an interactive view of four generations of descendants in a pop-up window, and includes a printable report with the same information that appears in the window.

To start the analyzer, click on the animal in Work With Dogs with your right mouse button, and choose the Descendants list analyzer option. You will get a pop-up window.

The Descendants list analyzer pop-up window looks like this:
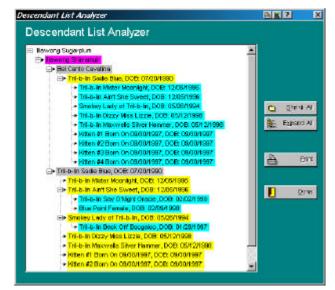
Figure: Descendants List Analyzer

In the analyzer window, descendants are color coded by generation to make the chart easier to follow. First generation descendants are fuchsia, second generation descendants are light gray, third generation descendants are yellow, and fourth generation descendants are aquamarine.

You have the following buttons on the window:

Shrink All: This will shrink away all of the descendants and leave you with the target animal only.

Expand All: This will show every descendant in the tree.

Print: This will open a print preview window containing all of the animals in 4 generations of descendants.

Done: This will close the pop-up window.

The Descendant Tree

If you click on the tree where there is a Plus (+) sign in a box, that action will show that animal's descendants.

If you click on the tree where there is a Minus (-) sign in a box, that will hide all of the descendants for that animal.

The purpose of this is to let you analyze different portions of an animal's family tree separately. For example, you may want to see the descendants of one specific descendant while hiding some others.

You can also scroll the tree up and down.

If the animal has a date of birth on its record, the Analyzer will include it with the animal's name.

DataMaster(tm)

DataMaster(tm) is a new feature for TBS 2003. It is designed to allow you to do global search and replace operations on the entire dog database.

DataMaster enables you to:

> Search for a specific word or part of a word in the Registered Name, Call Name and/or color fields, and to replace it with something else

> Change the Registered Name, Call Name and/or Color fields to all capital letters, all lower case letters, or to use the proprietary TBS 2003 "Smart Capitalization" function to render the Name in Upper and lower case letters.

WARNING: DATAMASTER IS A POWERFUL FUNCTION. IT WILL CHANGE MANY IF NOT *ALL* OF YOUR DOG RECORDS. THESE CHANGES CANNOT BE UNDONE, UNLESS YOU RESTORE FROM A GOOD BACKUP. MAKE A BACKUP *BEFORE* YOU ACTIVATE DATAMASTER (See "The Backup Wizard**" on page 102)!**

DataMaster(tm) is activated by a button on the right hand side of the Work with Dogs window. When you click that button, you will get the DataMaster(tm) window.

DataMaster(tm) looks like this:

Figure: DataMaster(tm)window.

You are enabled to change the Registered Name, Call Name and Color fields. You can do Search-and-Replace for characters within a name, and you can do Capitalization tasks.

DataMaster(tm) Fields and Controls

DataMaster is designed to do as many as six basic things to every dog record in the database. The things that DataMaster will do are 1)

capitalization work; and 2) Search/Replace. DataMaster will do these things to the Registered Name, Call Name and/or color fields for each dog record.

Capitalization

For capitalization, DataMaster gives you four options. These options are:

ALL CAPS

all lowercase

Smart Capitalization

No Change

ALL CAPS will simply change every letter of a dog's name into an uppercase of the same letter. So, you may have a dog's name look like:

FANCYFEAT FANCYPAWS OF HOWARD.

all lowercase will simply change every letter of a dog's name into a lowercase of the same letter. So, you may have a dog's name look like:

fancyfeat fancypaws of howard

Smart Capitalization uses special formulas we developed just for properly capitalizing animal names. Each word is analyzed for position, contractions, link-words, certain idiosyncratic spellings, and other factors. So, you may have a dog's name look like:

Fancyfeat Fancypaws of Howard

No Change does nothing to the field with respect to capitalization.

Search and Replace

Search and Replace is DataMaster's heart of power. DataMaster will look for any characters in the field, and will replace them with exactly what you type.

If, for example, some dogs have a kennel name of AbyHouse and others were entered with the possessive of AbyHouse's, DataMaster will make it easy to remove the possessive form.

Simply type AbyHouse's into the From field and AbyHouse into the To field. If you only want to do this in the first word of the Registered name, simply put a check into the "Only at start of name" box. If you check the "ignore case" box, you'll get all changes where the letters match regardless of capitalization: AbyHouse, Abyhouse, ABYHOUSE and abyhouse will all match.

Effectively Using DataMaster(tm)

DataMaster is a powerful tool, and there are some easy tips to make it work better. Here they are:

1. **Use Search/Replace for difficult capitalization.** For example, if you were to have a kennel named AbyHouse, Smart

Capitalization would render it Abyhouse. If you then use Search and Replace to change all occurrences of Abyhouse to AbyHouse, you will have corrected all dogs in the database rapidly.

2. **Use Spaces for word search and replace.** For example, if you have the word Aby, you could type in ABY[space] and would not change any AbyHouse occurrences.

3. **Use ALL CAPS before Smart Capitalization.** It will give you a clean slate and you will better see the changes. However, the result will not be different than if you do not do this.

4. **BACK UP YOUR DATA!** Can we stress this enough? We cannot undo these changes. TBS 2003 will warn you about this as well. **Make a Backup BEFORE you begin using DataMaster (See "The Backup Wizard" on page 102)!**

Contacts

A "Contact" is any person or company which is affiliated in any way with the kennel. Examples of contacts include breeders, owners, show judges, buyers or sellers of dogs and veterinarians. The Breeder's Standard 2003(tm) stores the name, address, phone numbers, Email address and comments for contacts.

Work with Contacts shows the contacts that are presently in the database, and lets you add, change or delete them. You can also view lists of dogs that are affiliated in any of several ways with the contact.

Contacts are critical to The Breeder's Standard 2003(tm) because every name and address stored in The Breeder's Standard 2003(tm) is in the contact database. Your contact database supports special features, such as mailing labels, rolodex cards, and automatic phone dialing (requires a modem in your computer).

The Work with Contacts data grid displays these fields:

Name

Voice Phone

City

State

Country

FAX Phone

Mobile Phone

Here is the Kennel window with the Contacts page active:
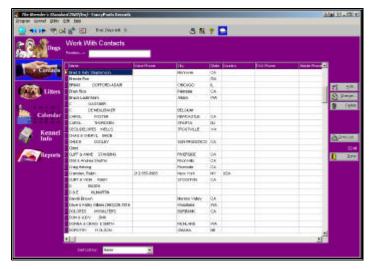
Figure: Kennel Window, Work with Contacts page.

You have the following fields to work with:

> **Sort List By**: Choose to put the list in order by Name, City or Voice Phone number.

> **Position**: Type in characters of the name or number you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the Work with Contacts data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

> **Add**: This will cause The Breeder's Standard 2003(tm) to add a new Contact record using the Contact Notebook.

> **Change**: This will open the Contact notebook with the selected record. Double-clicking the left mouse button will also do the same.

> **Delete**: This will delete the highlighted contact from the database.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Litters

Work with Litters shows all of the litters in this kennel, by Sire, Dam and Mating date. You can access these individual litters and maintain information on them using this page.

Work with Litters looks like this:
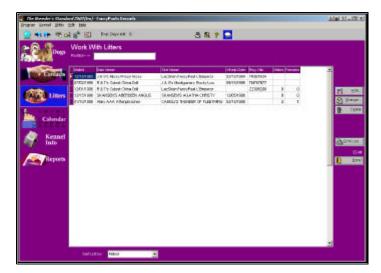
Figure: Kennel Window, Work with Litters Page

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new Litter record using the Litter Notebook.

Change: This will open the Litter notebook with the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted Litter from the database.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Calendar and Reminders

The Breeder's Standard 2003(tm) has an appointments calendar, and also a reminder function. Use the Calendar and Reminders page to view and change entries for these databases.

The Calendar and Reminders page looks like this:
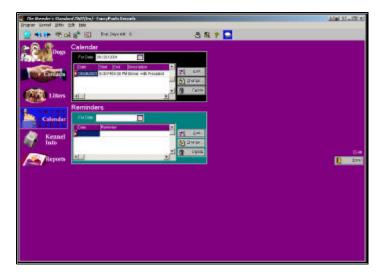
Figure: Kennel Window, Calendar and Reminders Page

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new Calendar or Reminder record using the Calendar or Reminder Notebook.

Change: This will open the Calendar or Reminder notebook with the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted Calendar or Reminder from the database.

Kennel Information

The Kennel Information page is used to display the details of the kennel. This includes Kennel name, address and phone number, as well as the values for the Quick Titles buttons and boxes that you see in the dog notebook.

Here is the Kennel window showing the Kennel Information page:
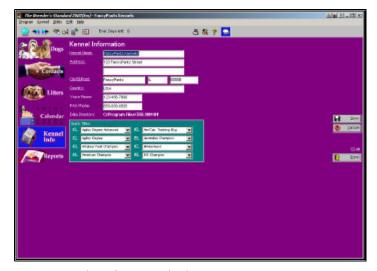
Figure: Kennel Window, Kennel Information Page.

You have the following fields to work with:

Kennel Name: The Name of your kennel. On pedigrees, this prints below the name you registered The Breeder's Standard 2003(tm) under, unless they both match, in which case this name prints alone.

Address: you have two address lines of 50 characters each. You can use one for kennel owner name if you wish.

City/St/Post: This is for City, State or Province, and ZIP or Postal Code of your kennel.

Country: The country your kennel is located in.

Voice Phone: Your kennel's voice telephone number. Including spaces and other characters, you have 25 characters.

FAX Phone: Your kennel's voice telephone number. Including spaces and other characters, you have 25 characters.

Data Directory: This field is *read only* and shows the directory where your kennel's data and picture files are stored.

Quick Titles: Choose eight titles to appear on the quick titles buttons and boxes throughout The Breeder's Standard 2003(tm). The title descriptions are shown with lookup controls.

Click the Save button to store this information into the The Breeder's Standard 2003(tm) database. Click the Cancel button to abandon the changes you typed and go back to the last version that was saved.

Dog Records

Dog Records – An Introduction

The Breeder's Standard 2003(tm) will store comprehensive dog records for up to 2.1 *billion* dogs, limited only by available disk space. We have designed The Breeder's Standard 2003(tm) to be thorough and easy, and to treat each dog as a Notebook (see The "Notebook" Concept on page 11).

There are ten page buttons in the Dog Information Window, and they are:

Information

Registries and Titles

Profile

Medical

Matings

Transactions

Competition

Picture

PedFast® II

Relatives

Use these page buttons to view and work with all of the information pertinent to a single dog.

In addition, there is a "Reports" button on the dog window, which will show the reports available for a single dog, and will when selected use the dog currently in the Dog Window.

Operational Issues

Go To Dog

There is a "Go To..." on the dog window. This button is present because of the fact that The Breeder's Standard 2003(tm) will open only one dog window at a time. This allows you to rapidly view the last ten (10) dogs you have opened up in the Dog Information window, and rapidly change to that dog.

The Go To Dog pop-up window looks like this:

Figure: Go to Dog Pop-Up Window

Click on a dog and click Go! To go to that dog, or click Cancel to give up on going to a different dog.

Zoom Into Dog

The Relatives and PedFast pages support zooming into a dog. This operates in much the same manner as the Go To Dog function, and will enable you, for example, to rapidly "drill into" PedFast pedigrees to see more and more generations of ancestors. You can go back where you were using the Go To Dog function.

Dog Information

The Breeder's Standard 2003(tm) uses the Dog Information page to store the most vital information about a dog. Things like breed, name, gender, primary registration number and the like are kept on this page.

The Dog Information page looks like this:
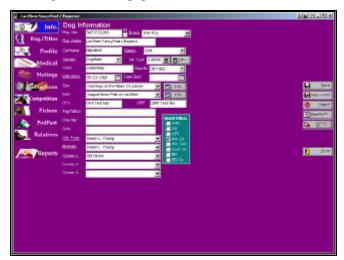
Figure: Dog Window, Dog Information Page

You have the following fields to work with:

- ?? **Reg. Number**: This is the primary registration number for the dog. The Breeder's Standard 2003(tm) can handle 25 characters including spaces. Lowercase letters are automatically rendered in capital letters.

- ?? **Limited Registration Check Box**: Place a check mark in this box if the dog in question has a limited registration.

- ?? **Breed**: This is a lookup control to let you pick the breed of the dog. If it does not exist in the database, you will be given the opportunity to add it here.

- ?? **Reg. Name**: This is the registered name of the dog, *excluding titles.* Enter the name, up to 50 characters here.

- ?? **Call Name**: Use this field for a call name or nickname.

- ?? **Status**: This displays the status of the dog. The status is used to determine which dogs print on the breeding reports, and which dogs are visible in Work with Dogs, depending on the Set Viewing Options window settings.

- ?? **Gender**: Choose the dog's gender.

- ?? **Wright Coeff**: This is the Coefficient of Inbreeding for this dog. You can enter any number less than or equal to 1.0, or you can press the "Calc" button to the right to calculate the COI for this dog, up to 10 generations.

- ?? **Color**: Type in the dog's coloration.

- ?? **Date Born**: Date of Birth

- ?? **Date Died**: Date of Death.

- ?? **Sire**: This is the name of the dog's sire. This is a lookup control. If you type in a new name, you'll have the option to quick-add the name to the dog database.

- ?? **Sire Quick Information Button**: Brings up the Quick information window for the Sire. See "Quick Information Window" on page 66

- ?? **Dam**: This is the name of the dog's dam. This is a lookup control. If you type in a new name, you'll have the option to quick-add the name to the dog database.

- ?? **Dam Quick Information Button**: Brings up the Quick Information window for the Dam. See "Quick Information Window" on page 66

- ?? **OFA Number**: This is the hip certification number given this dog from OFA. You can also enter this number using the Registries and Titles page.

- ?? **CERF Number**: This is the eye certification number given this dog from CERF. You can also enter this number using the Registries and Titles page.

- ?? **Tag/Tattoo**: This is the Tag or Tattoo identification for this dog. **New in 2003: Chip and DNA numbers are separate fields. See Below.**

- ?? **Chip Nbr:** This is the chip number or code for this dog.

- ?? **DNA:** This is the DNA code for this dog.

- ?? **Stud Book Date**: This is the month and year this dog was published in the Stud Book of its primary registry.

- ?? **Obt. From**: This is who you obtained this dog from. This is a lookup control. If you type in a name not on the database, you will be given the chance to add a contact for the name. If you do not add the contact, the name, however, cannot be added.

- ?? **Breeder**: This is who bred the dog. This is a lookup control. If you type in a name not on the database, you will be given the chance to add a contact for the name. If you do not add the contact, the name, however, cannot be added.

- ?? **Owner 1/Owner 2/Owner 3**: This is the dog's owner or co-owner(s). This is a lookup control. If you type in a name not on the database, you will be given the chance to add a contact for the name. If you do not add the contact, the name, however, cannot be added.

- ?? **Quick Titles Check Boxes**: Place a check into the box(es) where the dog has earned the title listed and the title will be added to the dog.

Click the Save button to save any changes you make to the dog into the The Breeder's Standard 2003(tm) database. Click the Cancel button to throw away the changes and reset to the last saved version of the dog.

Calculate Inbreeding Coefficient

When you click the Calc button on the Dog Information window, you access the Inbreeding Coefficient Calculation window. This window is simple to use and has few fields.

The Inbreeding Coefficient Calculation window looks like this:

Figure: Calculate Inbreeding Coefficient Window.

There are two fields:

?? **Generations**: Enter or select a number from 4 to 10.

?? **Don't Recalculate**: If a common ancestor (ancestors that make a difference in the coefficient of inbreeding) has a coefficient already calculated, don't recalculate it. This may save time and may result in more accurate calculations if the ancestor was directly calculated before.

Click the Go! Button to calculate. When completed, the window disappears, and the total calculated appears on the Dog Information window in the proper field.

Registries and Titles

The Breeder's Standard 2003(tm) has provided a facility to add registries and registration numbers to any dog in any amount and variety. It also has a feature to empower you to create complex titled names, with compound titles, easily and without consuming space in the dog's name field. This page is where you do this.

The Registries and Titles page looks like this:
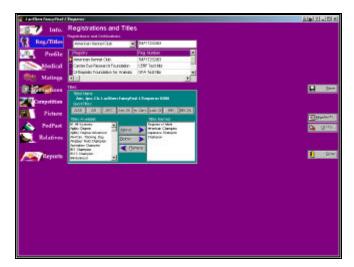
Figure: Dog Window, Registries and Titles page

Registries

To add registration numbers for various registries, you start in the lookup control for registry name. Type in part of the registry name until you find the one you are looking for. Then TAB to the next field and type in the registration number. Press TAB to save it into the registration numbers for this dog.

Titles

There are two list boxes, "Titles Available" and "Titles Earned". You use the buttons in the middle to manipulate the titles the dog has earned, and to assign the titles that you want to the Dog. The seven most frequently-assigned titles appear as a row of buttons at the top of the window. The "Titled Name" field shows the Dog's name with all titles as you've assigned to him/her.

"Prefix Titles" are titles for a Dog which precede the "Champion" title. Some examples of Prefix Titles include "BIS Ch.", Can. Ch." and "Mex. Ch." Proper use of Prefix titles will yield a combined title of "BIS Can. Mex. Ch..." Generally, to make prefix titles work, add the Champion title after all of the specialized titles, so that The Breeder's Standard 2003(tm) knows the prefix titles are to be used.

To assign a title, click on the title button if it is one of the titles listed on a Quick Title button. If it's in the "Titles Available" list, click on it. If there are no other titles on the dog, simply double-click the title or use the "Above" button. If there are other titles in the list, you may want to order them. This is especially true of Prefix Titles. When dealing with existing titles, click on the appropriate "Titles Earned" item and then click on "Above" or "Below."

When you assign a title, it leaves the "Titles Available" box and enters the "Titles Earned" box. If you want to *remove* a title, click on it in the "Titles Earned" box, and then click on "<< Remove Title". The title will be removed from the Titles Earned box and placed back into the Titles Available box.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and go back to the last saved version.

Profile

Profile Information

The Breeder's Standard 2003(tm) uses the Dog Profile page to store ancillary statistics about a dog. These include height, weight, veterinarian, comments, shot history and Trait List.

The Dog Profile page looks like this:
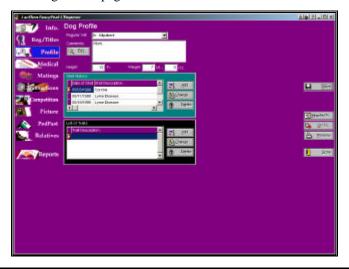
You have the following fields to work with:

Regular Vet.: This is a lookup control for inserting the dog's normal veterinarian's name. If the name you type in is not on the database, you will be given the chance to add it

Comments: This is a rich text field. All formatting entered via the Zoom button will be retained in the Dog profile report.

Height: Enter the dog's height in feet and in inches, to the tenth of an inch.

Weight: Enter the dog's weight in pounds and ounces, to the tenth of an ounce.

Rich Text is a kind of word processing format, supported by Microsoft® Word(tm), WordPerfect® and other word processors. It allows you to have control of font face, font size, alignment and many word-processing options.

The Zoom button will open a small word processor, which will use the rich text feature to store your formatting into the Profile for this dog.

Click the Save button to store your typing into the database, or click the cancel button to throw away everything you typed since the last successful save.

Profile Comment Word Processor

The word processing feature for the Profile comment is both sturdy and easy to use. This will create the appropriate rich text formatting for what you type in, and allow you to prepare a stunning profile sheet for any of your dogs.

The word processor window looks like this:
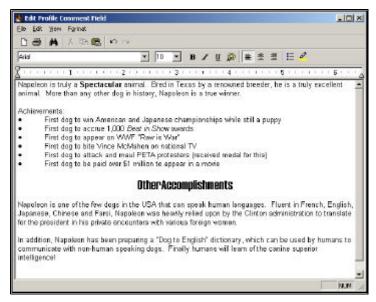
Figure: Dog Profile Text word processor window

The font face, size, bold, italic, underline, color and alignment can be controlled from the tool bar of the word processor. In addition you can copy formatted text from a word processor, and paste it into the document, and retain all formatting.

Click File and Save+Exit to save and close the pop-up window. Ctrl+S does the same thing.

Shot History

The Breeder's Standard 2003(tm) will store a history of vaccinations and inoculations for your dog on the Profile page. Click the "Add" button to create a shot history record, or click on one you want to change and then the change button. The "Delete" button will remove the selected shot history record.

When you Click Add or Change, you will get the Shot History Pop-up window. You then can enter or change information for that vaccination.

The Shot History Pop-up looks like this:
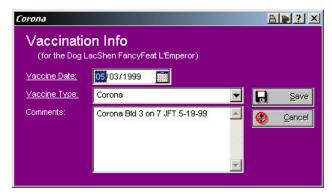
Figure: Shot History Pop-Up

You have the following fields to work with:

   Vaccine Date: This is a date field. Enter or choose the date the vaccine was administered.

   Vaccine Type: This is a lookup control. Type in the name of the vaccine administered. If you enter a type not on the database, you will be given the chance to enter it.

   Comments: You have up to 255 characters to make any notations you wish to about this record.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Trait Information

The Breeder's Standard 2003(tm) allows you to store traits for a dog and then to analyze the traits instead of the dogs using Crystal Ball®. Traits are stored on the Profile page.

When you Click Add or Change, you will get the Trait Information Pop-up window. You then can enter or change information for that vaccination.

The Trait Information Pop-up looks like this:
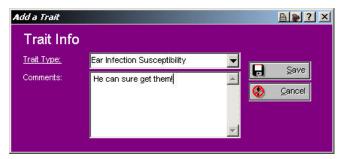
Figure: Trait Information Pop-Up

You have the following fields to work with:

Trait Type: Type in the trait you want to assign to this dog. This is a lookup control. If the trait you typed in is not on the database, you will be given the chance to add it.

Comments: You have up to 255 characters to make any notations you wish to about this record.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Medical

Medical Information Page

The Breeder's Standard 2003(tm) uses the Medical Information page to store information on Veterinary Visits and Heats (females only). This information is sorted up by dates.

The Medical Information page looks like this:
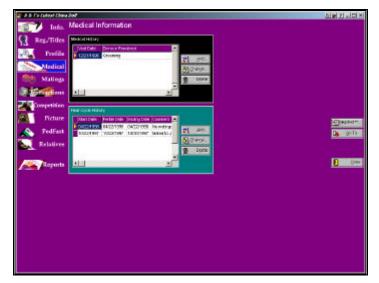
Figure: Dog Window, Medical Information Page

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new Shot or heat record using the Calendar or Reminder Notebook.

Change: This will open the Shot or heat window with the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted Shot or heat from the database.

Medical History

The Medical history data grid shows you the veterinary visits and other medical history items in date order for this dog. Clicking on the Add or Change buttons will pop up the Medical History Information window, and the delete button will remove the highlighted medical history item.

The Medical History Information Window looks like this:
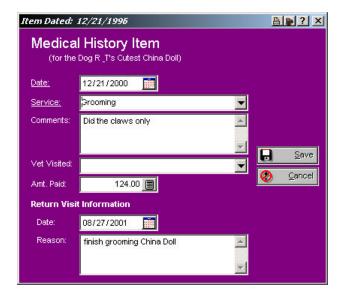
Figure: Medical History Information Window

You have the following fields to work with:

Date: The date that this service was rendered.

Service: This is a lookup control which will enable you to choose a vet service which was performed on this occasion. If you type in a service description which is not on the database, you will be given the chance to add it.

Comments: You have up to 255 characters to make any notations you wish to about this record.

Vet. Visited: This is a lookup control. If you visited a vet, you can type in his/her name here. If the name is not on the database, you will be given the chance to add it.

Amt. Paid: How much you spent for the services depicted on this record.

Return visit information is used to create an automatic reminder for a future vet visit. You have up to 255 characters for the reason, and this text will be placed into the reminder and be dated with the return date, with a 3 day notice lead.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Heat History

For females, The Breeder's Standard 2003(tm) will track heat cycles. This information is displayed for females only, and is not available for male dogs. Clicking on the Add or Change buttons will pop up the Heat

History Information window, and the delete button will remove the highlighted heat history item.

The Heat History Information Window looks like this:

Figure: Heat History Information window

You have the following fields to work with:

Start Date: The date that the heat commenced.

Fertile Date: The date that the bitch in heat became fertile.

Ending Date: The date that the bitch came out of heat.

Comments: You have a 255-character comments field to describe anything you desire about this heat.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Matings

Matings Page

The Breeder's Standard 2003(tm) stores mating information for each animal, showing date mated, animal mated to, it's owner and the person who supervised the mating. This information is ordered by mating date.

The Work with Matings page looks like this:
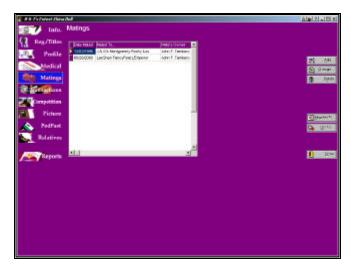
Figure: Dog Window, Matings Page.

The Breeder's Standard 2003(tm) will store a history of matings for your dog on this page. Click the "Add" button to create a record, or click on one you want to change and then the change button. The "Delete" button will remove the selected record.

Add/Change a Mating

The Breeder's Standard 2003(tm) enables you to store up to 32,767 matings per dog. Both the dog and its mate must be on the database of this kennel. You can quick-add the mate from the Matings window. Adding the record of mating to either of the mating pair automatically records it for both animals, thus saving you the tiresome effort of duplicate entries. So, you can enter matings for just the dams and the sire's mating record will automatically be correctly reflected.

The Add/Change mating window looks like this:
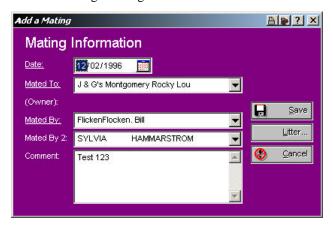
Figure: Add/Change Mating Window.

You have the following fields to work with:

Date: The date that this mating happened.

Mated To: This is a lookup control to find the dog that you have mated your animal to. It must exist in the database in order to use it.

(owned by): This is a read only field with the name of the mate's owner. You must choose a mate dog with owner information in it or the program will **not** allow the dog to be used as a mate.

Mated by and **Mated by 2**: These fields are lookup controls for contacts. Choose the person(s) who supervised the mating of these animals. If they are not on the database, you may add them from here.

Litter Button: Press this button to create a litter record from this mating.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Transactions

Transactions Page

The Breeder's Standard 2003(tm) will store detailed financial transactions for each dog, both for money taken in and money spent. You can record these transactions using transaction types, which let you review transactions by what kind of transaction took place.

The Work with Transactions page looks like this:
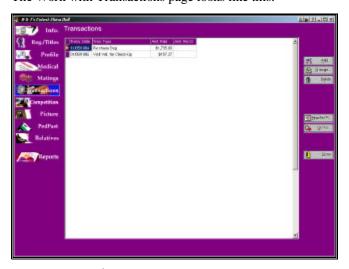
Figure: Dog Window, Transactions Page.

The Breeder's Standard 2003(tm) will store a history of transactions for your dog on this page. Click the "Add" button to create a record, or click on one you want to change and then the change button. The "Delete" button will remove the selected record.

Add/Change Transaction

The Breeder's Standard 2003(tm) enables you to store up to 32,767 transactions per dog. These transactions can have different types, and can track cash both spent and received for the dog. In addition, you can define Contract text and use these contracts, and can also create a uniform generic Bill of Sale for any transaction. These things are accomplished from the Add/Change Transaction window.

The Add/Change Transaction window looks like this:

Figure: Add/Change Transaction Window.

You have the following fields to work with:

Date: This is the date that the transaction took place.

Tran. Type: This is a lookup control which lists all of the transaction types in the database. If you type in something not already on the database, then The Breeder's Standard 2003(tm) prompts you to add what you typed into the database.

Other Party: This is a lookup control for the Contacts database for the other party to this transaction. If you type in a name not already on the database, The Breeder's Standard 2003(tm) will prompt you to add it.

Delivery Dates (if applicable):

Delivery dates are **important** AKC-required fields. It is from this set of fields that the AKC report (Ownership Information for a Dog) gets its required information. Other registries have similar requirements. The fields are:

Reg. App/Cert: Enter the date that you delivered the Registration Application or certificate to the other party.

Bill of Sale: Enter the date that you delivered the Bill of Sale or other transfer document to the other party.

Contract: Enter the date that you delivered the contract to the other party.

Other Fields:

Contract Type: Choose the type of contract covering this transaction, if applicable: Standard, Co-Own, Pet, Lease or Other. This chooses which contract text will be taken from the contract text file and used, should you choose to print the contract using The Breeder's Standard 2003(tm).   Contract text does not come with the program. To enter contract text, you need to use the Program Preferences window (see "Program Preferences" on page 15).

Amount Paid and **Amount Received**: Enter, as applicable, the amount of money paid or sold in this transaction.

Comment: Enter up to 255 characters of comments.

Bill of Sale and **Contract** Buttons: Clicking one of these buttons will bring up a Print Preview window, which will contain the fully-prepared contract or Bill of Sale for the current transaction. You can choose any function available in a normal print Preview (see "Previewing" on page 82) to print or export the contract or Bill of Sale.

Click on the Save button to save the transaction information to the database. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

IMPORTANT - From the License Agreement: "You are notified that the Bill of Sale and Contract produced by this software are *not* guaranteed to meet the legal requirements of your locality, and expressly hold Man's Best Friend Software harmless for their use. You understand that contract text is not provided to you, and that you are expected to retain the services of a licensed attorney in your locality to draft contract language suitable to your needs. You, in any event, acknowledge that Man's Best Friend Software has no liability in any circumstance with respect to the use or enforceability or legality of any Contract or Bill of Sale produced by the Software."

Competition

Competition Page

The Breeder's Standard 2003(tm) enables you to store several forms of competition data. The program is set up to record events in:

1. Conformation
2. Obedience
3. Schutzhund
4. Working Trials
5. Agility
6. ...and a dated Training log.

This enables you to precisely record all information about any event(s) your dog may be exhibited in, and additionally to keep track of judges, and run reports (from the Contacts Page of the Kennel Window) to analyze Judge performance with your dogs.

The Work with Competition page looks like this:
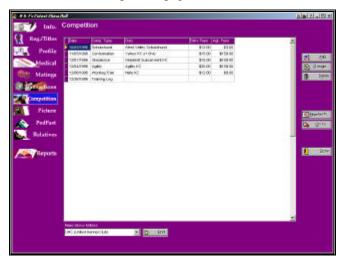
Figure: Dog Window, Competition Page.

The Breeder's Standard 2003(tm) will store a history of competition events for your dog on this page. Click the "Add" button to create a record, or click on one you want to change and then the change button. The "Delete" button will remove the selected record.

Competition Page, Print Show Entries

At the bottom of the Competition window, there is a show entry drop down and button. This will print show entries for the dog in question. Simply select the entry you want to print and press the Print button. This will bring up the relevant window.

For more information, see:

Add/Change Conformation

The Breeder's Standard 2003(tm) stores conformation data for the classic AKC conformation show format, and will work with foreign shows adhering substantially to that format, for example, Canadian shows.

The Add/Change Conformation window looks like this:

Figure: Add/Change Conformation Window.

You have the following fields to work with:

Date: Enter the date of the event.

Entry Date: Enter the date that you sent in the entry for this event.

Entry Fee: Enter the amount you paid for this entry.

Club: Enter the name of the club or other organization which organized this event.

City/State: Enter the City and State where this event was staged.

Agent: Enter the name of the Agent or handler who exhibited the dog for you. This is a lookup control on the Contacts database. If you enter a name which is not on the database, you will be asked to add it to the database.

Agent Fee: Enter the fee you paid any agent or handler for work in this event.

Show Type: Enter the type of show: All-Breed, Specialty, Invitational, Match or sweepstakes.

Level: How the dog was exhibited – Classes, Specials or Veterans.

Results:

Based on the level of competition, the results will start either with classes or at the breed level (for specials or veterans). Whatever level you are at, you will always deal with the following two fields:

Judge: This is a lookup control on the Contacts file. Type in the name of the judge. If the name is not on the database, you will be asked to add it.

Result: This is a drop-down box, which has different options based on the level of competition (Classes, Winners, Breed, Group or BIS).

You may also run into this field at the winners level:

Points: If your dog won winners while showing in classes, you can enter points from 1 to 5.

Finally, you have

Dogs Defeated: Enter the number of Dogs your dog defeated in this outing.

Comment: Enter a comment up to 255 characters regarding this outing.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Add/Change Obedience

The Breeder's Standard 2003(tm) stores complete obedience trial outing information, including scores properly broken down by trial type (Open A, Open B, Utility A, Utility B, Novice).

The Add/Change Obedience window looks like this:
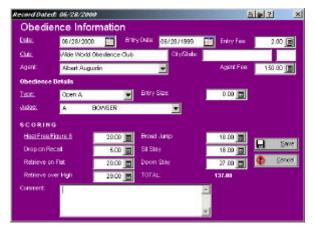
Figure: Add/Change Obedience window.

You have the following fields to work with:

Date: Enter the date of the event.

Entry Date: Enter the date that you sent in the entry for this event.

Entry Fee: Enter the amount you paid for this entry.

Club: Enter the name of the club or other organization which organized this event.

City/State: Enter the City and State where this event was staged.

Agent: Enter the name of the Agent or handler who exhibited the dog for you. This is a lookup control on the Contacts database. If you enter a name which is not on the database, you will be asked to add it to the database.

Agent Fee: Enter the fee you paid any agent or handler for work in this event.

Trial Type: Choose form Novice, Utility A/B or Open A/B. The choices you make will determine what elements are in the SCORING section below.

Entry Size: Type in the number of dogs entered in this trial.

Judge: This is a lookup control, which you use to select or enter the name of the judge.

Scoring: You will see six or seven windows, to enter the various scores for the components of the total score for this event.

Comment: You have a 255-character comment for this outing.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Add/Change Working Trial

The Breeder's Standard 2003(tm) stores Working Trial information for most registries, up to three stakes. Fifteen stake types are supported.

The Add/Change Working Trial window looks like this:
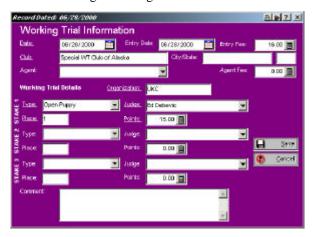
Figure: Add/Change Working Trial Window.

You have the following fields to work with:

> **Date**: Enter the date of the event.
>
> **Entry Date**: Enter the date that you sent in the entry for this event.
>
> **Entry Fee**: Enter the amount you paid for this entry.
>
> **Club**: Enter the name of the club or other organization which organized this event.
>
> **City/State**: Enter the City and State where this event was staged.
>
> **Agent**: Enter the name of the Agent or handler who exhibited the dog for you. This is a lookup control on the Contacts database. If you enter a name which is not on the database, you will be asked to add it to the database.
>
> **Agent Fee**: Enter the fee you paid any agent or handler for work in this event.
>
> **Organization**: The name of the registry or other organization sanctioning this event.
>
> **Stake Information**:
>
>> There are three stakes. Only the first stake is required For each stake entered, you must have the following:
>>
>> *Type:* There are fifteen stake types you can choose.
>>
>> *Judge*: this is a lookup control where you can choose or add the name of the judge for this stake.

> *Placement:* This is the dog's ordinal placement in the stake.

> *Points*: This is the number of points earned on this stake.

Comment: Enter a comment up to 255 characters.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Add/Change Schutzhund

The Breeder's Standard 2003(tm) stores Schutzhund trial information on a by-trial basis.

The Add/Change Schutzhund window looks like this:

Figure: Add/Change Schutzhund window.

You have the following fields to work with:

Date: Enter the date of the event.

Entry Date: Enter the date that you sent in the entry for this event.

Entry Fee: Enter the amount you paid for this entry.

Club: Enter the name of the club or other organization that organized this event.

City/State: Enter the City and State where this event was staged.

Agent: Enter the name of the Agent or handler who exhibited the dog for you. This is a lookup control on the Contacts database. If you enter a name which is not on the database, you will be asked to add it to the database.

Agent Fee: Enter the fee you paid any agent or handler for work in this event.

Level: Choose Schutzhund I, II or III.

Judge: This is a lookup control, which you use to select or enter the name of the judge.

Scoring: Enter scores for Tracking, Protection and Obedience.

Comment: Enter a comment up to 255 characters.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Add/Change Agility

The Breeder's Standard 2003(tm) stores agility information in a format compliant with AKC and USDAA regulations.

The Add/Change Agility window looks like this:
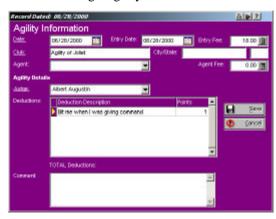
Figure: Add/Change Agility Window.

You have the following fields to work with:

Date: Enter the date of the event.

Entry Date: Enter the date that you sent in the entry for this event.

Entry Fee: Enter the amount you paid for this entry.

Club: Enter the name of the club or other organization which organized this event.

City/State: Enter the City and State where this event was staged.

Agent: Enter the name of the Agent or handler who exhibited the dog for you. This is a lookup control on the Contacts database. If you enter a name which is not on the database, you will be asked to add it to the database.

Agent Fee: Enter the fee you paid any agent or handler for work in this event.

Judge: This is a lookup control, which you use to select or enter the name of the judge.

Deductions: Type in a free-form description of the deduction reason and the number of deductions. The Breeder's Standard

2003(tm) calculates the number of points deducted in total and shows this on the screen.

Comment: Enter a comment up to 255 characters.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Add/Change Training Log Entry

The Breeder's Standard 2003(tm) supports a large, free-format training log, which is dated and printable in date order.

The Add/Change Training Log Entry window looks like this:

Figure: Add/Change Training Log Entry window.

You have the following fields to work with:

Date: Enter the date of the event.

Training Log Entry: Enter up to 65,535 characters of detailed text information for this training log entry.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

Picture Page

The Breeder's Standard(tm) supports several graphical formats for the attachment of one to many pictures to the Dog record. They are Microsoft BMP, GIF, TIF, PCX, WMF/EMF and JPG. Number of colors does not matter. With the Breeder's Standard(tm) 2003, you may add up to 65,535 pictures per animal!

The Dog Picture window looks like this:
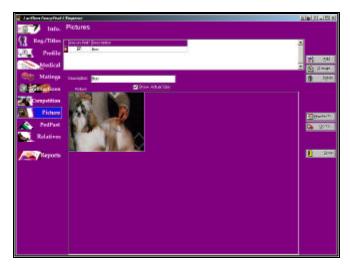
Figure: Dog Window, Picture Page.

To add a picture, click on the "Add" button and find the picture in the computer and click on it and then OK. To delete a picture from a Dog, click on the picture in the list and then the "Delete" button. You may add up to 65,536 pictures per Dog, as disk space permits.

> **Use On Ped? Check Box**: Choose the picture to be used on any of TCS 2003's pedigree selections by double clicking and putting a check box into the list. **If two or more have a check box on them, TCS 2003 will use the last one checked off.**

> **Show Actual Size check box**: Normally, TBS 2003 will size the picture to fit into the available space on the window. However, with very large or small pictures, this may distort things. Placing a check box into this field eliminates the resizing. If the picture is too large, scroll bars appear. If it is smaller than the space, it is placed in the upper left hand corner of the space.

Special Note: If you have a 256-color or lower setting for your display, adding a picture with 256 or more colors may cause some of the page buttons on the left to show bizarre-looking colors, sort of a posterized or solarized effect. This is normal, and is part of the way Windows decides which colors to show. To get rid of this effect, please increase your colors displayed to 65,536 (16 bit) or greater. This may require newer or additional hardware, a new display card and/or monitor. Consult with your computer salesman for details.

PedFast® II Pedigree Maker

PedFast – A Preface

Most pedigree programs claim an ability to store pedigree generations going back forever. That's because it's easy to program the computer to

store that information. The problem with the other programs is that they do not make it easy for *you* to enter the information into the program, and that is what is important.

With most programs you will need to enter the oldest ancestors first, and then enter their children, so that the ancestors will exist on the database to be linked as Sire and Dam. This means, to enter four generations of ancestry will take a minimum of 31 screens. The Breeder's Standard 2003(tm) eliminates that requirement with PedFast® II, which can do the same in one screen.

The PedFast® II Page

PedFast II is arranged to look like a pedigree. The active dog is shown at the base, and you have lookup controls for four generations of ancestors.

PedFast II looks like this:
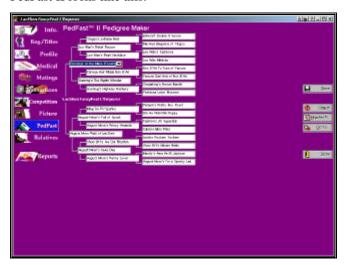
Figure: Dog window, PedFast II Page

PedFast II starts you off at the sire. This is a lookup control. Click on the down arrow or type in one or more characters to search the database. If the dog exists, press [TAB] when you find it. If it is new, type its name and press TAB. PedFast II will show all ancestors for existing dogs in the right spot, "filling in" the pedigree for visual verification.

Effective use Of PedFast – The Right Mouse Click

When PedFast(tm) is filled in and saved, you can right-click on any animal for more options.

> **Right Mouse Button**: this will give you a one-click ability to add titles to a PedFast II Ancestor or to zoom into that dog. You will get a pop-up menu like the one above.

Choose the Titles option to bring up a titles window (see "Titles" on page 44).

Choose the Quick Info option to bring up the Quick Information window for the ancestor you just gave the right-click to.

Choose the Zoom option to change The Breeder's Standard 2003(tm) to that dog. You can go back from whence you came using the Go to Dog button (see "Go To Dog" on page 39).

Click Save button to save the ancestry links in the pedigree. Click Cancel to bring back the pedigree as last saved.

Quick Information Window

The PedFast(tm) Quick Information window is designed to give you the ability to speedily enter changes to vital information for a specific dog, usually the ancestor of the current dog. Quick Information is activated from the Info… buttons for Sire and Dam from the Dog information window, or from the right-click popup menu for any ancestor shown in PedFast II.

Quick Information looks like this:
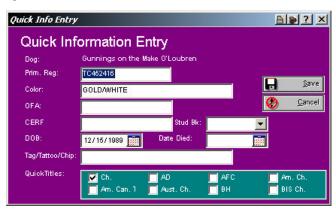
Figure: Quick Information window

Quick Information allows you access to the following fields:

Primary Registration

Color

OFA

CERF

Stud Book Date

Date of Birth

Date of Death

Tag/Tattoo

Quick Titles

These fields all have exactly the same meaning as in the Dog Information window (see "Dog Information" on page 40).

Click Save to save the changes and close the Quick Information pop-up.

Click Cancel to give up on the changes you made and close the window.

Relatives

Relatives Page

The Breeder's Standard 2003(tm) enables you to list and manipulate a dog's relatives in several key areas. This makes it easier for you to deal with familial relationships between dogs. This is done using Work with Relatives.

Work with Relatives looks like this:
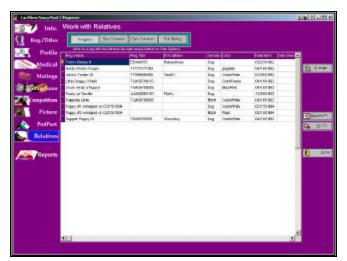
Figure: Dog window, Work with Relatives page.

?? You can click the "Change" button or double-click the dog to go to that dog This is the same as the Zoom in PedFast II or Go To Dog (see "Go To Dog" on page 39).

?? You can click on the Progeny button to see the dog's first-generation descendants.

?? You can click on the Sire Common button to see the dogs which share a sire with this dog.

?? You can click on the Dam Common button to see the dogs which share a dam with this dog.

?? You can click on the Full Sibling button to see the dogs which share both Sire and Dam with this dog.

Batch Processing

The Batch Operations Window

As you maintain the records of your kennel, you will find out that you need to make the same entry to many dogs or puppies. It may be shot day, or you may enter a large number of animals to a dog show and wish to record the expense in the books.

The Breeder's Standard 2003(tm) provides you with the facility to do this kind of recordkeeping easily and immediately with the Batch Operations window.

You can see dogs of the status(es) you choose and then select some or all of them. Then you can add Shots, Medical History entries and/or transactions to them.

The Batch Operations window looks like this:
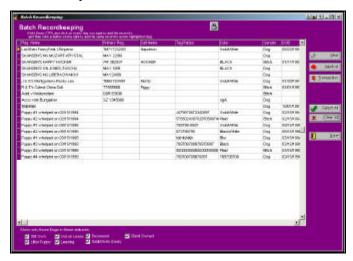
Figure: Batch Recordkeeping window.

You have the following items available to you:

Status check boxes: Choose at least one status. Any status with a check mark in it will display all dogs of that status. Litter Puppy status is included.

Select All: When clicked, this will select every record listed in the window, whether or not it is visible on the screen.

Clear All: When clicked, this will remove all selections from the listed records. Changing a status check box also clears all selections.

Shots/Medical/Transactions: After selecting the desired records, clicking these buttons will bring up the selected window to add records of that type en masse to the chosen animals.

Hold down the CTRL Key and click each animal to choose individuals for processing. When done, click on the proper button to add one record to each and every selected animal. Selections stay in place until you change them, change a status check box, or click Done, which closes the window.

Shots

TBS 2003 will save a shot record for every selected animal using the Shot History window.

See "Shot History" on page 47.

Medical

TBS 2003 will save a medical history item for every selected animal. It uses the Medical History window to do this.

See "Medical History" on page 49.

If an automatic reminder is entered, TBS 2003 will add just one reminder, regardless of how many dogs get a copy of the medical History entry. This will prevent the reminder system from being overburdened with huge numbers of entries.

Transactions

TBS 2003 will save a transaction record for every selected animal. It uses the Transaction history window to do this.

See "Add/Change Transaction" on page 54.

When adding transactions to multiple animals, auto-status update is not supported, nor are Contracts or Bills of Sale.

Contacts

Contacts - An Introduction

The Breeder's Standard 2003(tm) stores one record in its database for each contact. You are able to see these contact records, independently view and report data about where these contacts are made use of, and are also able to independently make changes to contact information, and have those changes reflected everywhere in The Breeder's Standard 2003(tm) without having to go to each of those places and make a change.

Contact Information

Information Page

Contacts are accessed from the Kennel window (See "Contacts" on page 34). When you choose to add or change the contacts window, you get the Contact Information window.

The Contact Information window looks like this:

Figure: Contact Information Window, Contact Information page.

You have the following fields to work with:

Name: This is the first, middle and last name of the contact. When you fill in these three fields, the Full Name field will be filled in with this information, formatted *Last, First Middle.*

Full Name: As an alternative to entering the name in the Name fields above, you can type a full or company name here.

Address: You have three lines of address information you can enter here.

City/St/Post: This allows you to enter a city, a state or region name or code, and a zip or Postal code.

Country: This allows you to enter the name of the country where the contact resides.

Cont. Type: this is a lookup control on the Contact Types file (see "Work with Contact Types" on page 108). This gives you the ability to type in or add a contact type and then use this type to group contacts together.

Phone Numbers: You have up to five phone numbers for this contact. The dialer button on the right hand side of the control is used to dial that phone number from this screen using your modem.

E-Mail: This is the contact's E-Mail address.

Comment: Enter a comment up to 255 characters.

Click on the Save button to save your work. Click on "Cancel" to throw away any changes you've made and/or to go back to the last saved version.

If this was being added from a lookup control, then you will end up closing the window when you save or cancel. If not, then you will be placed into edit mode for more changes, or to view the cross-reference information by dog.

Dog Cross-Reference Pages

The contacts window has several pages which show dogs which are linked with the contact you're working with.

A typical cross-reference page looks like this:

Figure: Contacts window, Example Dog Cross-Reference page.

These pages will list dogs in a format very similar to Work with Dogs (see "Dogs" on page 23). You can choose from the following categories of cross-reference.

Owned By: Lists dogs which are owned by the contact.

Bred by: Lists dogs which were bred by the contact.

Obtained From: Lists dogs which were obtained from the contact.

Vet For: Lists dogs, for whom this contact is listed as Veterinarian (see "Profile Information" on page 45).

These pages are for reference at this time; there is no link to zoom into a dog listed on the page.

Litters

Litters - An Introduction

The Breeder's Standard 2003(tm) maintains litter records and keeps information required for both AKC and USDA compliance. These litter records are accessed from the Litters page on the Kennel window (see "Litters" on page 35). When you choose a litter on that window, you will be brought to the pages here.

Add/Change Litter

Add/Change litter is the place where you create information on litters, and where you maintain and work with the puppy records for the puppies in the litter.

Add/Change litter looks like this:
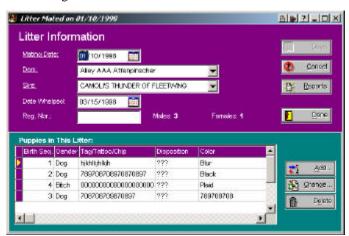
Figure: Add/Change Litter window.

You have the following fields to work with:

Mating Date: The date that the mating that gave rise to this litter occurred.

Dam: This is a lookup control into which you can type in the name of the dam. This lookup control presumes that the Dam is in the database prior to your adding the litter.

Sire: This is a lookup control into which you can type the name of the Sire. If the sire is not on the database, you can quick-add it.

Date Whelped: The date that the puppies were born.

Reg. Nbr: The litter registration number assigned to the litter by your primary registry.

Males: The number of male puppies in the litter. The Breeder's Standard 2003(tm) counts them up for you.

Females: The number of female puppies in the litter. The Breeder's Standard 2003(tm) counts them up for you.

Click on the "Save" button to save the litter information and let you enter puppies. Click on the "Cancel" button to discard changes since the last save. Click on "Reports" button to see the reports you can print for an individual litter (see "Where to Find the Report you Need" on page 81).

Individual Puppies

Individual puppies for the litter are listed in a data grid below the rest of the fields. You can use the Add/change puppy function to manipulate the list.

Add/Change Puppy

Every litter can have one or more puppies. The Add/Change puppy function is used to maintain the information on the puppies. This includes identifying and birth information, as well as the details of its disposition (sold, kept, etc.)

The Add/Change puppy window looks like this:
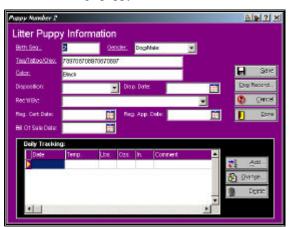
Figure: Add/Change Puppy Window

You have the following fields to work with:

Birth Seq: The sequence of this puppy-s birth in the litter.

Gender: Choose the puppy's gender - Male or Female.

Tag/Tattoo/Chip: Type in the tag number, chip number or tattoo information, or what other is used to uniquely identify this puppy in the litter.

Color: The coloration of this puppy.

Disposition: You choose from Kept, Sold, Given Away or Died. This is the disposition (what happened to) this puppy.

Disp. Date: For puppies which are not kept, this is the date that the disposition occurred, eg. the sale date.

Rec'd By: This is a lookup control on the Contacts file. Type in the name of the person who received the puppy. If the name is not on the database, you will be asked if you wish to add it.

Dates: There are spaces for entering the information of when you delivered the registration certificate, the registration application and the bill of sale. Complete these dates as the circumstances require.

Daily Tracking: This is a data grid with the list of all of the daily tracking information on the database for this puppy, in chronological order. Use the Add, Change and Delete buttons to manipulate this list by adding and changing tracking records for this puppy (see "Add/Change Puppy Tracking" on page 76).

Click on the "Save" button to save the additions and changes. Click on the "Cancel" button to discard the changes and revert to the last saved version. Click on "Done" to close the window.

Add/Change Puppy Tracking

The Breeder's Standard 2003(tm) enables you to store daily information on the height, weight and temperature of the puppy, plus a long comment field, on a day-by-day basis. You do this using the Add/Change Puppy Tracking window.

The Add/Change Puppy Tracking window looks like this:
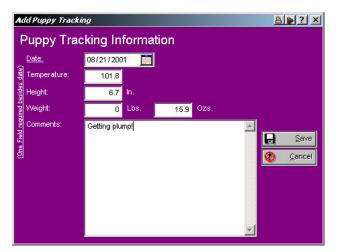
Figure: Add/Change Puppy Tracking window.

You have the following fields to work with:

Date: The date for which this tracking information applies.

Temperature: The puppy's tempersture.

Height: The puppy's height in inches.

Weight: The puppy's weight in pounds and ounces. You can leave the pounds blank if you wish.

Comments: This is a large comment field. You can enter up to 4,096 characters, including spaces and punctuation, into this field. It can be any text that you wish to enter.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Calendar and Reminders

Calendar and Reminders

The Breeder's Standard 2003(tm) has a built-in calendar, and automatic reminders which will pop up if you start the program and they are current. The Calendar and reminders entries are available from the kennel window, on the Calendar and Reminders page (see "Calendar and Reminders" on page 36).

Calendar Entry

The Breeder's Standard 2003(tm) keeps calendar events – appointments. You can store comments about the event, wwith its date and time

The Calendar Entry window looks like this:
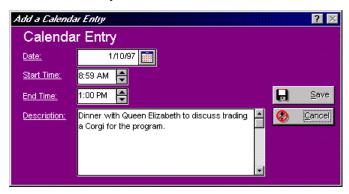
Figure: Calendar Entry Window

You have the following fields to work with:

Date: The date of the appointment.

Start Time: The time the appointment is scheduled to start.

End Time: The time the appointment is scheduled to end.

Description: You have a comment field where you can enter a description of what the appointment is for. You have 4,096 characters to type into.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Reminder Entry

The Breeder's Standard 2003(tm) will store automatic reminders for future medical visits and issues. However, it also enables you to add your own reminders to the database. You access this function from the Calendar and reminders page on the Kennel window (see "Calendar and Reminders" on page 36).

The reminder Entry window looks like this:
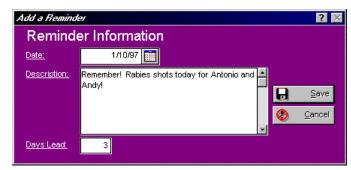
Figure: Reminder Entry Window

You have the following fields to work with:

Date: The date of the thing you wish to be reminded about. This determines the date that the pop-up window (see "Reminder Pop-Up Window" on page 79) will list this reminder for you.

Description: This is a 4,096 character field into which you can type any text you wish to describe this reminder.

Days Lead: This is the number of days *before* the reminder date that The Breeder's Standard 2003(tm) will list the reminder in the pop-up window.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Reminder Pop-Up Window

Whenever you start The Breeder's Standard 2003(tm), it checks the reminders in its database. If it finds some that are for the date of start-up, it will pop up the reminders window.

The Reminder pop-up window looks like this:

Figure: Reminder Pop-Up window.

If you wish to view the whole reminder text, double-click on the **text** for that item and a pop-up window showing the text will appear. Click OK to close this window and to continue to open up The Breeder's Standard 2003(tm).

Reports and Graphs

An Introduction to Reports and Graphs

The Breeder's Standard 2003(tm) has over 120 reports that you can print and/or preview, including the standard pedigree, two forms of show entries, and several graphs as well. The kennel window, the Contact window, the Dog window and the Add/Change Litter window all have "Reports" buttons on them, and they each access a different set of reports (see "Where to Find the Report you Need" on page 81).

Using Reports and Graphs

Where to Find the Report you Need

The Breeder's Standard 2003(tm) has provided reports which give information in several areas. These are:

- ?? For the Entire Kennel
- ?? For an Individual Dog
- ?? For an Individual Litter
- ?? For an Individual Contact

In order to get to these reports, you simply click the corresponding report button. MegaPed Classic(tm) is available from all report windows (during the evaluation period and/or if you register).

For reports on the whole kennel: Simply click on the reports button at the lower left of the kennel window.

For reports on just one dog: Choose the dog in the kennel window and open it using the change button. Click the reports button at the lower left of the dog window.

For reports on just one litter: Choose the litter in the kennel window and open it using the change button. Click the reports button at the middle right side of the window.

For reports on just one contact: Choose the contact in the kennel window and open it using the change button. Click the reports button at the lower left of the contact window.

The Reports Window

The Reports window, when you choose it, looks like this:
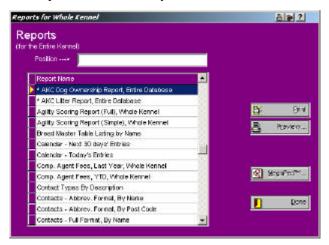
Figure: Reports Window

Use the Position field to type in a report name, one character at a time, until the desired report is located. Then, click on that report to highlight it, and click on the "Print" or "Preview" buttons as appropriate. Not all reports have the ability to be previewed; those reports will have their preview buttons grayed out.

Click the MegaPed Classic button to start the MegaPed Classic program (see "MegaPed Classic(tm) – An Introduction" on page 119).

Click "Done" to close the reports window.

Previewing

When you click the Preview button (not all reports have the ability to be previewed) on a report or graph, The Breeder's Standard 2003(tm) runs its printing engine, and it produces the preview window. That window has the report show in it in a WYSIWYG (what-you-see-is-what-you-get) format. You can zoom in or out, print the report, attach it to an E-Mail or export the report to one of several different formats.

The Print Preview window looks like this:
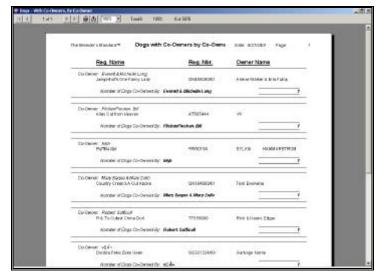
Figure: Print Preview Window.

The report has several buttons along its bottom edge, and they control the capabilities of the preview window. These buttons are:

|◀| - Go to Page 1. It's grayed out if the report is on page 1.

◀ - Go back one page. It's grayed out if the report is on page 1.

▶ - Go forward one page. It's grayed out if you are looking at the last page of the report.

▶| - Go to the last page. It's grayed out if you are on the last page of the report.

100% ▼ - This is the Zoom Control drop down. Click to make the preview image (not the window) a different size. Options include showing the entire page and also showing the width of the page but letting its length droop below the bottom of the window..

🖨 - Click this button to print the report in the preview window. This is grayed out while the report is still running.

📧 - Click this button to export the report to another format. This brings up a window where you can choose the export format, and where you wish to export it. Many formats are included, among them the Microsoft Word and Excel formats, Lotus 1-2-3 format, ASCII delimited text and others.

You have two options as to the destination. Disk file or MAPI email. If you choose MAPI email, it will work with any MAPI-

compatible email program, such as Microsoft Outlook or Exchange. Commercial networks like MSN use Exchange and therefore directly support this. Outlook Express, which comes with Microsoft Internet Explorer, supports "simple MAPI", which on **some** (but not all) operating systems lets you prepare MAPI emails. As a rule of thumb, the email program must be running when you try to export to email.

Printing from a Preview Window

When you click the [print icon] (print) button the report is printed on the default printer you have assigned in Windows. To choose the printer to use, you need to close the preview window and click the print button in the Reports window, which will ask you where to print the report.

Exporting a report to another format

When you click on the [export icon] (export) button, and choose Disk file as a destination, you can save the contents of the report to another file format. You can choose from Word, Excel, Lotus 1-2-3, RTF and others. You are prompted what format you will export in and you are also prompted for a file name to export the files to.

Attaching a report to E-Mail

When you click on the [export icon] (export) button, and choose MAPI email as a destination, you can save the contents of the report in the format you choose and automatically attach them to an E-Mail. You can use any MAPI-compliant E-mail service. The same formats you can export to, you can attach to the E-Mail. You can address the E-Mail and type any note you need to, which will be included with the attachment.

Printing

The Breeder's Standard 2003(tm) also enables you to print all reports. You choose the report in the same way you do for previews, but you click the print button instead. Pedigrees and show entries show you windows, which are detailed below. Other reports run the print engine and route the report to the printer.

When you choose this option, you get a window to choose which printer you want to use.

The choose printer window looks like this:
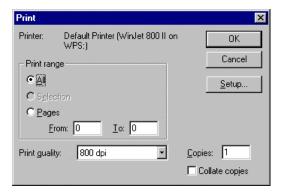
Figure: Choose Printer window.

You are enabled to choose the range of pages, number of copies, and the printer you want. If you want a different printer, click the Setup... button and choose it from the list. To cancel the print altogether, click the "Cancel" button. To go ahead and print with the settings shown, click OK.

Pedigrees

The Breeder's Standard 2003(tm) will print a standard 5-generation pedigree in landscape format on 8½" x 11" paper. To do this, you choose reports for an individual dog, and you click on the Pedigree report item in the reports window.

When you choose pedigree you get the following window:

Figure: Print Pedigree (Standard) window

You have the following options:

Optional fields (you can choose up to two): Click on the optional fields you want to use to leave check marks in them. Click on NONE to choose to print no optional fields on the pedigree.

Registration Number Printing: This tells The Breeder's Standard 2003(tm) which, if any, registration numbers are to be printed on pedigrees. You have three options: *All* will print every registration number for every animal without any fur ther evaluation. *No Generated* will not print any regis tration numbers which begin with the old PedFast® char acteristic "^" prefix, but will print other registration numbers. *None* will not print any registration numbers for any animal in the pedigree.

Print Dog's Picture: If this is checked, and the dog's picture shows in the window, it will print on the pedigree.

Font Button: Click here to choose the font face for the pedigree. *The point size you choose is ignored. The pedigree sizes fonts as needed to fit the pedigree onto the paper.*

Titled Dogs Color Button: Click here to choose the color that dogs which have titles will print in. You can choose any color you wish.

Click on "Print" to print the pedigree. Click on Exit to close the window without printing the pedigree.

Text Pedigree

The Breeder's Standard 2003(tm) supports a clipboard-compatible text pedigree of five generations. This format is ideal for inclusion in e-mail messages. To cause a Text pedigree to be created, first open the reports window for an Individual Dog (see "How do I Print Reports for an Individual Dog" on page 143). Then choose "Pedigree for a Dog, Text Format." Then click Print, and the Text Pedigree is displayed for you.

The Text Pedigree window looks like this:
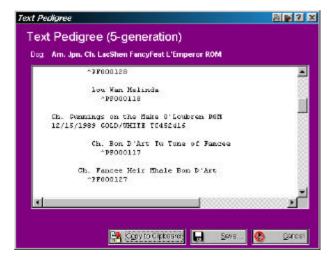
Figure: TBS 2003 Text Pedigree Window.

You have the following buttons:

> **Copy to Clipboard**: Copies the text to the Windows Clipboard. You can then switch to your mail program and use the Paste function to put the pedigree into an e-mail program.
>
> **Save**: Allows you to save the pedigree to a text file.
>
> **Cancel**: Closes the Text Pedigree window.

Show Entries

The Breeder's Standard 2003(tm) prints show entries for AKC (Conformation/Obedience and Agility), UKC, Canada (CKC) and Australia (all territory clubs) on plain paper. There are windows that take in the necessary information to print these entries. They are listed below.

AKC Conformation/Obedience Show Entry

The Breeder's Standard 2003(tm) will print the Official AKC show entry form onto plain paper, with space for up to four shows on the entry, plus newer features like return E-Mail address.

The AKC Conformation/Obedience Show Entry form supports the use of a bitmapped signature file to sign an entry form, allowing you to choose a FAX Modem as your output device and "print" the show entry directly to FAX.

The TBS 2003 form can be used to enter any conformation, Obedience, or working trial sanctioned by AKC. To access the entry form, choose the Individual Dog reports, choose AKC Show entry from the list and click the Print button.

The AKC Show Entry window looks like this:
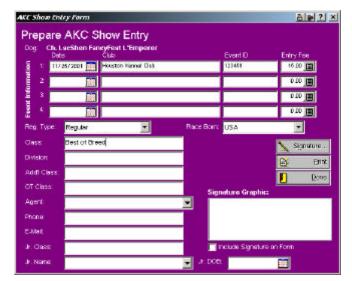
Figure: Show Entry Form (AKC) Window.

You have the following fields:

Event Information: For up to four events, you can enter the following data: Date of event, the club giving the event, and the entry fee for the event.

Reg. Type: This is the registration type of the dog: Regular, litter #, ILP or Foreign.

Place Born: Choose USA, Canada or Foreign, where the dog was born.

Class: Type in the show class that the dog is to be shown in.

Division: Type in the division that the dog is to be shown in.

Add'l Class: Type in the additional class(es) the dog is to be shown in.

Agent: This is a lookup control on the contacts file. Type in the agent's name. If you type a name not on the database, you will be asked if you wish to add it.

Phone: Type in the phone number of the agent or yourself, whoever should be called on issues with the entry.

E-Mail: Type in the Email address (if any) which should be used to acknowledge the entry.

Jr. Class: Type in the Jr. Handler class (if any) for this entry.

Jr. Name: Type in the name of the Junior Handler, if this is a Jr. Handler entry. This is a lookup control on the contacts file. If the name you type in is not on the database, you will be asked if you want to add it.

Jr. DOB: If this entry is for a junior handler, this is where you put in the Junior's Date of Birth.

Click on Print to print the show entry. Click on Cancel to close the entry window without printing anything.

AKC Agility Show Entry

The Breeder's Standard 2003(tm) will print the new Official AKC Agility Trial entry form onto plain paper, with newer features like return E-Mail address.

The AKC Agility Entry form looks like this:
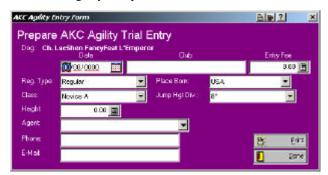
Figure: AKC Agility Entry Form

You have the following fields:

Event Information: You can enter the following data: Date of event, the club giving the event, and the entry fee for the event.

Reg. Type: This is the registration type of the dog: Regular, litter #, ILP or Foreign.

Place Born: Choose USA, Canada or Foreign, where the dog was born.

Class: Choose the Agility class that the dog is to be shown in.

Division: Choose the division that the dog is to be shown in.

Height: Enter the dog's height at the withers.

Agent: This is a lookup control on the contacts file. Type in the agent's name. If you type a name not on the database, you will be asked if you wish to add it.

Phone: Type in the phone number of the agent or yourself, whoever should be called on issues with the entry.

E-Mail: Type in the Email address (if any) which should be used to acknowledge the entry.

Click on Print to print the show entry. Click on Cancel to close the entry window without printing anything.

AKC Field Trial/Hunt Test Entry

The Breeder's Standard 2003(tm) enables you to print a show entry for use in entering AKC Field Trials and Hunt Tests. This entry is printed onto plain paper in portrait format. All required information is filled in for you.

The AKC Field Trial/Hunt Test Entry window looks like this:
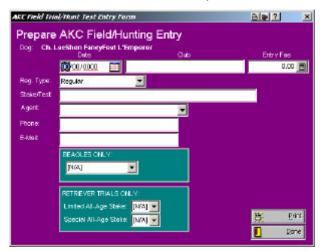
Figure: AKC Field Trial/Hunt Test Entry Window.

You have the following fields to work with:

Date: This is the date of the event.

Club: This is the club thst is holding the event.

Entry Fee: This is the amount of money to enter the dog in the event.

Reg. Type: This is the type of registration this animal has.

Stake/Test: Type in the type(s) of stake(s) and test(s) the animal is being entered into.

Agent: If you use a handler, you may enter him or her using this lookup control to do so.

Phone: Type in yours or the handler's phone number.

Email: Type in your email address.

BEAGLES ONLY: If you are entering a beagle, please choose the prrropriate Gender/height classification from the list. If not, leave the choice set to [N/A].

RETRIEVER TRIALS ONLY: If you are entering a retriever, then choose Yes or No to signify whether or not the dog is qualified for the Limited All-Age Stake or the Special All-Age Stake.

Click on Print to print the show entry. Click on Cancel to close the entry window without printing anything.

AKC Herding Entry

The Breeder's Standard 2003(tm) enables you to print an entry for use in entering AKC herding trials. This entry is printed onto plain paper in landscape mode, and includes all language and fields from the official form.

The AKC Herding Entry window looks like this:
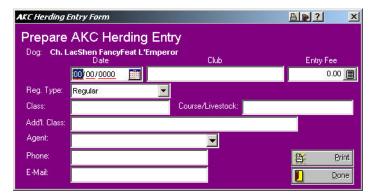
Figure: AKC Herding Entry window.

You have the following fields to work with:

Date: This is the date of the event.

Club: This is the club thst is holding the event.

Entry Fee: This is the amount of money to enter the dog in the event.

Reg. Type: This is the type of registration this animal has.

Class: Type in the type(s) of class(es) the animal is being entered into.

Course/Livestock: type in the type of course and livestock the animal is being entered for.

Add'l Class: Type in additional class(es) here.

Agent: If you use a handler, you may enter him or her using this lookup control to do so.

Phone: Type in yours or the handler's phone number.

Email: Type in your email address.

Click on Print to print the show entry. Click on Cancel to close the entry window without printing anything.

Australia Show Entry

The Breeder's Standard 2003(tm) enables you to print a show entry for use in all Australian regions. This entry is printed onto plain paper in landscape format, and is cut off at a line to make it more the proper size for submission. To use the feature, simply open the reports for an

individual dog, choose the Australian Show Entry item in the report list window, and click print. This will bring up the Australian show Entry window.

The Australian Show Entry window looks like this:
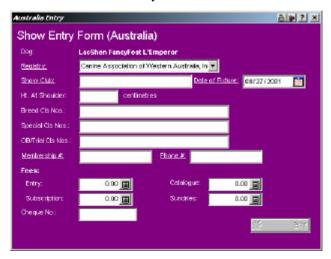
Figure: Australian Show Entry Window.

You have the following fields to work with:

Registry: Choose the regional club sanctioning the event you are entering.

Show Club: Type in the name of the club that is hosting the show.

Date of Fixture: The fixture date (show date) for this event.

Ht. At Shoulder: This is the animal's height in centimeters at the shoulder.

Breed Cls. Nos.: Type in the breed class number(s) that the dog will compete in if any.

Special Cls. Nos.: Type in the special class number(s) that the dog will compete in if any.

OB/Trial Cls. Nos.: Type in the Obedience or Working Trial class number(s) that the dog will compete in if any.

Membership #: Type in your membership number to the sanctioning body, as required.

Phone #: Type in your phone number.

Fees: There are four fee categories, entry, catalogue, subscription and sundries. Enter those fields for which you are remitting money, in the amount for each.

Cheque No.: Enter your cheque number used for the remittance.

Click on Print to print the show entry. Click on Cancel to close the entry window without printing anything.

CKC Show Entry

The Breeder's Standard 2003(tm) supports show entries for The
Canadian Kennel Club (CKC) on plain paper, entering up to three events
at a time for a dog, and supporting credit card information.

The CKC Show Entry Form window looks like this:

Figure: Canadian Kennel Club Show Entry Form window.

You have the following fields:

Event Information: For up to four events, you can enter the
following data: Date of event, the club giving the event, and the
entry fee for the event.

Reg. Type: This is the registration type of the dog. Choose the
correct entry

Place of Birth: Choose where the dog was born.

Class: Fill in the check boxes for the classes the dog is entered in,
including non-official classes you may enter.

Agent: This is a lookup control on the contacts file. Type in the
agent's name. If you type a name not on the database, you will
be asked if you wish to add it.

Phone: Type in the phone number of the agent or yourself,
whoever should be called on issues with the entry.

E-Mail: Type in the Email address (if any) that should be used to
acknowledge the entry.

Jr. Class: Type in the Jr. Handler class (if any) for this entry.

Jr. Name: Type in the name of the Junior Handler, if this is a Jr.
Handler entry. This is a lookup control on the contacts file. If

the name you type in is not on the database, you will be asked if you want to add it.

Jr. DOB: If this entry is for a junior handler, this is where you put in the Junior Handler's Date of Birth.

Click on Print to print the show entry. Click on Cancel to close the entry window without printing anything.

UKC Show Entry

The Breeder's Standard 2003(tm) prints show entries for the United Kennel Club (UKC) onto plain paper, for up to four show dates at a time.

The UKC Show Entry form looks like this:
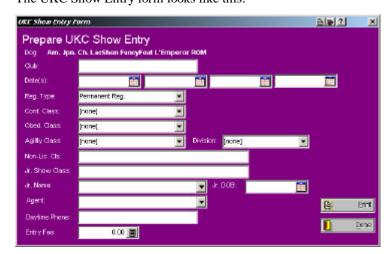
Figure: TBS 2003 UKC Show Entry Form window.

You have the following fields:

Event Information: For up to four events, you can enter the following data: Date of event and the club giving the event.

Reg. Type: This is the registration type of the dog. Choose the corrrect entry

Classes: Choose the correct conformation, agility and obedience classes.

Agent: This is a lookup control on the contacts file. Type in the agent's name. If you type a name not on the database, you will be asked if you wish to add it.

Phone: Type in the phone number of the agent or yourself, whoever should be called on issues with the entry.

E-Mail: Type in the Email address (if any) which should be used to acknowledge the entry.

Jr. Class: Type in the Jr. Handler class (if any) for this entry.

Jr. Name: Type in the name of the Junior Handler, if this is a Jr. Handler entry. This is a lookup control on the contacts file. If the name you type in is not on the database, you will be asked if you want to add it.

Jr. DOB: If this entry is for a junior handler, this is where you put in the Junior's Date of Birth.

Click on Print to print the show entry. Click on Cancel to close the entry window without printing anything.

Sharing Data with Others

BXF Importing and Exporting – An Introduction

One of the things many people wish to do is to accumulate a sharable database of dog ancestry, to make their mutual pedigree entry chores easier. In order to do this, a pedigree program needs to be able to correctly notice when a dog to be imported from someone else's data is already on the database, and to act accordingly.

The Breeder's Standard 2003(tm) solved that problem in 1994 when it introduced BXF(tm) - short for **B**reeder's E**X**change **F**ormat. BXF is designed to smart-merge with data already on your computer. The file it produces is large, but it can be read with the naked eye using a word processor.

The latest BXF incarnation now relies most heavily on matching registered names to determine if a dog on the database is represented by incoming data. So, missing or duplicate registration numbers do not cause improper imports.

Import Data from a BXF File

BXF Import Window

Caution: Always do a complete backup just prior to importing a BXF file (see "The Backup Wizard" on page 102). Man's Best Friend Software is not liable for data errors caused by the use of BXF to import a data file, and you need to be sure to protect your data beforehand. This will allow you to recover if there is a problem with the import data file or with the data of the person who is keeping the records. For example, if that person messed up on the pedigree, BXF will import the parental links, so you will end up with changed pedigrees yourself. Be careful!

To import, choose the "Import..." option from the Kennel menu or the BXF import button on the speed bar. This will bring up the BXF Import window.

The BXF Import window looks like this:

Figure: BXF Import Window

Click on Choose to look up the BXF file you wish to import. When chosen, Click "Go" and The Breeder's Standard 2003(tm) will begin to work.

> **Allow Import of Duplicate Animals**: This check box, if checked, will let two animals with the same name and/or registration number to be put into the program. This is useful **only** if you know that there are different dogs with the same name and/or number in the database. Otherwise, we do **not** recommend its use. **This feature disables Smart Merge.**

Only two situations may require your aid. One is Import Breed Mismatch, and the other is Import Title Mismatch

Import Breed Mismatch

An Import Breed mismatch occurs when The Breeder's Standard 2003(tm) does not have the breed of dog in its database, and cannot find a near match. Rather than make a wrong guess, or incorrectly add an extra breed to the database (which messes up statistics and mating recordss), it asks you to make the choice. It shows you what it's got. Pick the correct breed from the list, or click the Add to database button if it is not already there. Use caution to make sure that the breed is really not there under a different spelling prior to importing.

Import Title Mismatch

An Import Title mismatch occurs when The Breeder's Standard 2003(tm) does not have the Title of dog in its database, and cannot find a near match. Rather than make a wrong guess, or incorrectly add an extra Title to the database (which messes up statistics and Pedigrees), it asks you to make the choice. It shows you what it's got. Pick the correct Title from the list, or click the Add to database button if it is not already there. Use caution to make sure that the Title is really not there under a different spelling or code prior to importing.

Export Data to a BXF File

You can share your data by exporting one or all breeds in the kennel to a BXF file. To do this, you simply choose the "Export..." option in the Kennel menu, or you click the export button on the Speed bar. This will open the BXF Export window.

The BXF Export window looks like this:

Figure: BXF Export window.

Choose the breed you want to export, or click on "Export Breeds" to export them all. Click on "Choose" to choose the name and location of the new BXF file (if you choose a file name which exists already, it will be deleted and written over again). Click "Go!" to do the export. There are no messages after you click Go!

Do not Export Contacts Check Box: Check this box when you do not want to send contact information with your BXF file. This is a personal security option and may be used as you see fit.

Crystal Ball® Genetics Engine

Crystal Ball – An Introduction

Easily the most important question any breeder asks is "What will be the result if I mate this dog and this bitch?" If any person or program could provide an ironclad answer, or even a substantially correct guess, the person would be rich, or the program's author would be wealthy and popular.

Crystal Ball is our attempt to answer the question. We provide the breeder with three tools. One is the "What-If" pedigree. You choose the dog and the bitch, and print a pedigree for the proposed mating, with 5 generations. Another is the inbreeding contribution report, which calculates each ancestor's genetic contribution, based on its position in the pedigree and the number of times it appears. Finally, there is trait analysis. Divorcing the individual animal from the genetic contribution and looking at the *traits* separately, trait analysis is designed to give the breeder an alternative look at what traits will be passed along to puppies from any prospective mating.

Note: No tool can predict the exact outcome of any mating. We do not represent that the trait analysis report or any other report generated by The Breeder's Standard 2003(tm) is able to predict the kinds of puppies which will come out of any mating. We only supply a tool to aid your judgment, and we accept no responsibility for your use of it.

Crystal Ball Functions

The Crystal Ball Window

When you choose the menu option or the speed bar button, you are presented with the Crystal Ball Window.

The Crystal Ball window looks like this:
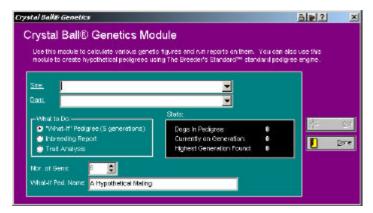
Figure: The Crystal Ball Window.

You have lookup controls for Sire and for Dam. You also have a box to choose which Crystal Ball function you will run. You also have a field for the number of generations to analyze (does not apply to "What-If" pedigrees) and also for the name to use on a what-if pedigree.

Pick the sire and dam, set the other options, and click Go! To get the result.

What-If Pedigrees

Clicking Go! When selecting a What-if pedigree will open the Pedigree window (see "Pedigrees" on page 85). All options available for the standard pedigree apply, except for pictures. You can change the name of the hypothetical animal. For example, you could type in the underscore (__) character many times to create a line upon which you could write a name. The Pedigree would be titled "Pedigree for _____". Other possibilities exist.

Inbreeding Report

The Inbreeding report will analyze the number of generations you specify and produce a list of the ancestors in the pedigree, showing the number of times detected and the percentage of genetic contribution, in reverse order from the most prevalent ancestor on down. The results are shown in a print preview window (see "Previewing" on page 82). The same functions available to you in print preview are also available in the Crystal Ball windows.

The Inbreeding Report window looks like this:
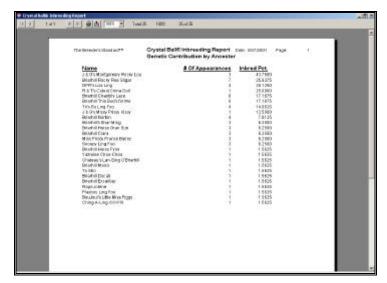
Figure: Inbreeding Report Preview window.

Trait Analysis Report

The trait analysis report will use the traits attached to a dog to produce a report like the inbreeding report, but only looking at the traits assigned to the ancestor dogs. This report appears in a preview window, and does not list dogs but rather traits, grouped by dominant, recessive, polygenetic and unknown, and then by what they affect (type, coloration, etc).

Trait analysis is heavily dependent upon the reliability of the underlying data. You have to determine the traits belonging to as many dogs in the pedigree as you can, and assign them using the Traits functions on the Profile page of the Dog Window (see "Trait Information" on page 48).

Utility Functions

The Backup Wizard

Nothing could be quite as important as making a regular backup of your kennel's data. You will know this for sure when you forget and your hard drive crashes or you experience some other disaster. Make frequent backups on diskette or ZIP drive or whatever technology suits your needs.

The Breeder's Standard 2003(tm) includes the Backup Wizard within the program. Simply use the Wizard to make a compressed copy of your kennel's data. To run the Backup Wizard, choose its item off the Program menu.

The Backup Wizard window looks like this:

Figure: Backup Wizard Window 1.

Backing up the Kennel

To make the backup, click the backup choice and click the next button. Choose your disk drive to back up to and then click next. Then, simply insert blank formatted disks until the program needs no more of them.

Be warned that whatever are on the disks you use for backup will be written over.

Restoring the Kennel

To restore a kennel, use the Backup Wizard in restore mode. Choose the restore option and click Next. Choose the drive to restore from and click Next. Insert disk 1 when prompted and click Next. The data will be restored into the current kennel. To use this to make a duplicate second kennel, add a kennel (see "Adding a New Kennel" on page 22) and then choose that Kennel to be the active one. Then restore it.

Master Table Maintenance

The Breeder's Standard 2003(tm) uses several master tables to support the entries of the various kennels. They are shared between kennels, so take heed when deleting records that, although something listed here may not be used in the present kennel, other kennels you have on your system could be adversely affected.

Work with Titles

Titles are what a dog earns in competition or other certifying exercises and are shown on pedigrees and certain other documents, both before and after the dog's registered name, as part of the name. The Breeder's Standard 2003(tm) has an advantage over other kennel programs in its technologies that do not store the titles in the name but rather elsewhere. In The Breeder's Standard 2003(tm), Champions are not all listed under "C"!

Work with Titles is the window where you add, change and/or remove Title Codes. It has a list of title codes with descriptions and characters., and looks like this:

Figure: Work with Titles window.

You have the following fields to work with:

> **Sort List By**: Choose to put the list in order by Description or by Title characters.

Position: Type in characters of the field you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Titles

When you choose to add or change a title from the Work with Titles window, you get this window.

The Add/Change titles window looks like this:

Figure: Add/Change Title window.

You have the following fields to work with:

Description: This is the description for this title.

Characters: This is the characters which make up this title in full on a pedigree or other similar document.

Position: Where to place the title. Choose Before or after the dog's name.

AKC Title?: is this an official AKC Title? Choose "Yes" if it is, "No" if it is not.

Prefix Title: Certain titles are prefix titles. This means that the title will prefix another title if that title is already on the dog. For example, If you have BIS Champion, American Champion and Canadian Champion, without prefixing you will get "*BIS Ch. Am. Ch. Can. Ch. DogName*" With prefixing, you add the

title of Champion to the list, and you get *"Biss Am. Can. Ch. DogName."* Choose the title which you will use to indicate the prefix is present.

Prefix Chars: What to use as the title characters if the prefix title is present. For "BIS Ch." This would be "BIS."

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Registries

The Breeder's Standard 2003(tm) enables you to store an infinite number of dog registries, both for the purpose of dog registration, and for Medical or other identifying purposes. You can add a registry here and then use it in the Dog window to add registration/identifying numbers for the dog (see "Registries and Titles" on page 43). Work with Registries is accessed from the Utility menu, Registries option.

Work with Registries looks like this:
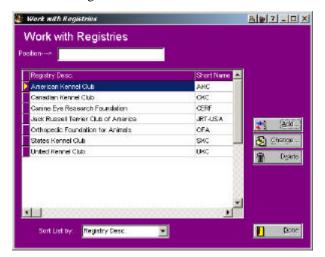
Figure: Work with Registries window.

You have the following fields to work with:

Sort List By: Choose to put the list in order by Description or by short name.

Position: Type in characters of the field you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Registries

When you choose to add or change registries from the Work with Registries window, you get the Add/Change registry window.

The Add/Change Registry window looks like this:

Figure: Add/Change Registry window

You have the following fields to work with:

Description: This is the description for this registry.

Characters: This is the short name or common acronym for this registry.

Type: What type of registry this is. Choose from Domestic registry, foreign registry, Medical Certification or Non-Medical Certification or other (if you are using the registry to store an extra data field for the dog).

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Breeds

The Breeder's Standard 2003(tm) enables you to store any number of breeds in one kennel, and it achieves this through the use of a breed database. When you receive it, The Breeder's Standard 2003(tm) has over 170 breeds listed in the database. You can add to, change, or delete from that list using Work with Breeds. The Work with Breeds window is accessible from the Utility menu, Breeds Option.

Work with Breeds looks like this:

Figure: Work with Breeds window.

You have the following fields to work with:

Sort List By: Choose to put the list in order by Description, Variety Group, or group number.

Position: Type in characters of the field you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Breeds

When you choose to add or change a breed using Work with Breeds, the Add/Change breeds window is shown.

The Add/Change Breeds window looks like this:

Figure: Add/Change Breeds Window.

You have the following fields to work with:

Description: This is the description for this Breed.

Short Name: This is a short or quick name for this Breed.

AKC Code: This is the internal AKC code for this breed.

Group: This is the AKC group number for this breed.

Var. Group: This is the variety grouping for this dog. All breeds with the same variety group number can be bred to each other. If you change this group number, and dogs of this breed are in the database, you must visit each of these dogs and click the Save button in the window to resynchronize the variety group to the dogs of the breed.

Var. Seq.: This is a sequence field for your use.

AKC Breed?: Choose "yes" if this breed is AKC Registerable, "No" if it is not.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Contact Types

The Breeder's Standard 2003(tm) enables you to group contact records by type. You are enabled to define any number of contact types you wish. You may do this by typing in a new contact type name in Add/Change contacts, or by accessing Work with Contact Types using the Contact Types option on the Utility menu.

Work with Contact Types looks like this:

Figure: Work with Contact Types window.

You have the following fields to work with:

Position: Type in characters of the description. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Contact Types

When you choose to add a contact type from Work with Contact Types or from Add/Change Contacts, you will receive the Add/Change Contact Types window.

The Add/Change Contact types window looks like this:

Figure: Add/Change Contact Type window.

You have the following fields to work with:

Description: This is the description for this contact type.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Vet Services

The Breeder's Standard 2003(tm) enables you to store medical records and assign vet services to them for the sake of grouping them and analyzing your medical usage. You can add new Vet Services form the Add/Change Medical window or from here. You can get to this window from the Utility menu, Vet Services option.

Work with Vet Services looks like this:

Figure: Work with Vet Services window.

You have the following fields to work with:

Sort List By: Choose to put the list in order by Description, or Type.

Position: Type in characters of the field you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Vet Services

When you choose to add or change a vet service from Add/Change Medical or Work with Vet Services, you will get the Add/Change Vet Services window.

Add/Change Vet Services looks like this:

Figure: Add/Change Vet Services window.

You have the following fields to work with:

Description: This is the description for this service.

Type: What type this service is. Choose from Veterinary, Dental, Grooming, Testing or Other.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Transaction Types

The Breeder's Standard 2003(tm) enables you to group transactions by type. These transaction types govern the way that certain reports (like dog ownership) work, and they can be added directly from Add/Change Transaction. You can also add and change them here. Work with Transaction Types is located on the Utility Menu, Transaction Types option.

Work with Transaction Types looks like this:

Figure: Work with Transaction Types window.

You have the following fields to work with:

Sort List By: Choose to put the list in order by Description, or Action.

Position: Type in characters of the field you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Transaction Types

When you type in a new name in Add/Change Transaction, or you choose to add or change a type in Work with Transaction types, you will get the Add/Change Transaction Types window.

Add/Change Transaction Types looks like this:

Figure: Add/Change Transaction Type window.

You have the following fields to work with:

Description: This is the description for this type.

AKC?: Choose Yes if this transaction affects AKC record keeping, "No" if it does not. With previous versions of The Breeder's Standard 2003(tm) this was an active field, but in this version it is a comment.

Action: What if any action this field has on record keeping. If the transaction type is an equivalent to buying a dog, choose "Buy Animal." This would include receiving as a gift, etc. Same with Selling, choose "Sell animal" for giveaways, trades, etc. "Leasing" is for lease-related transaction types.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Shot Types

The Breeder's Standard 2003(tm) enables you to keep a distinct record of all vaccinations given to a dog. These vaccinations are categorized by TBS 2003 as shot types. By using Add/Change Shots or this window, you can add or change the shot types. Work with Shot types is on the Utility menu under Shot Types.

Work with Shot Types looks like this:

Figure: Work with Shot Types window.

You have the following fields to work with:

Sort List By: Choose to put the list in order by Shot Type description or vaccine type.

Position: Type in characters of the field you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Shot Types

When you choose to add a shot type from Add/Change Shot or from Work with Shot Types, you will get the Add/Change Shot Type window.

The Add/Change Shot Type window looks like this:

Figure: Add/Change Shot Type window.

You have the following fields to work with:

Description: This is the description for this shot.

Vaccine Type: What type this shot is. Choose from Vaccine, booster, puppy Rabies, Antibiotic or other.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Trait Types

The Breeder's Standard 2003(tm) uses Trait types to keep track of traits for dogs. These traits can be printed and also used in the Crystal Ball Genetics Engine. You can add trait types from Add/Change Dog Traits or from Work with Trait Types. Work with Trait Types is accessed from the Utility Menu, Trait Types Option.

Work with Trait Types looks like this:

Figure: Work with Trait Types window.

You have the following fields to work with:

Sort List By: Choose to put the list in order by Description, Dominant/Recessive or trait type.

Position: Type in characters of the field you have the list sorted by. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Trait Types

When you choose to add a trait type from Add/Change Traits or from Work with Trait Types, the Add/Change Trait Types window is displayed.

Add/Change Trait Types looks like this:

Figure: Add/Change Trait Type window.

You have the following fields to work with:

Description: This is the description for this shot.

Characteristic: Choose from Dominant, Recessive, Polygenetic or Unknown.

Trait Type: Choose from Behavioral, Coloration, Diseases or Type.

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

Work with Users

If you have activated password security in The Breeder's Standard 2003(tm) (see "Program Preferences" on page 15 and also "Password Security -- Signing On" on page 18), you will need to assign User ID information in Work with Users. Work with Users is located in the Utility Menu, under Users.

Work with Users looks like this:

Figure: Work with Users window.

You have the following fields to work with:

Position: Type in characters of the user name. Uppercase or lowercase does not matter. As you type each character, The Breeder's Standard 2003(tm) will move the data grid to the first record where the name or number starts with the typed information.

You have the following buttons:

Add: This will cause The Breeder's Standard 2003(tm) to add a new record.

Change: This will open the change window for the selected record. Double-clicking the left mouse button will also do the same.

Delete: This will delete the highlighted record from the database, if it is not in use. Otherwise a message is displayed.

If you click one time on a record, and then click the *right* mouse button on the data grid, you'll receive a pop-up menu with the same Add, Change and Delete options as on the buttons, with identical effect.

Add/Change Users

When you choose to add or change a User ID in Work with Users, you will get the Add/Change User window.

The Add/Change User window looks like this:

Figure: Add/Change User window.

You have the following fields to work with:

User ID: This is the ID that this user will use to sign on to The Breeder's Standard 2003(tm) (see "Password Security -- Signing On" on page 18),

User Name: This is the user's Full Name, for easy location in Work with Users, and for documentation.

Password: Enter a password from 4 to 10 characters. What you type in will be replaced by asterisks (*).

Click the "Save" button to close this window and save your changes. Click the "Cancel" button to close this window but to discard your changes.

MegaPed Classic(tm)

MegaPed Classic(tm) – An Introduction

MegaPed Classic(tm) is designed to be straightforward in its use. There is only one screen for the while program, and it is set up like a notebook, with various settings on pages you can select.

This explains all of the options and controls in MegaPed Classic(tm). It is a guided tour of the program's features and abilities.

Choosing a Dog

MegaPed Classic(tm) is designed to work with one dog at a time. There fore, you can simply type that dog's registration number into the field and press TAB. If the number is found on the data base, the dog's name (with all titles) will be displayed below the field. Otherwise, you'll get an error message telling you that the dog's record could not be found.

The Look Up Window

MegaPed Classic(tm) is designed to work with one dog at a time. There fore, if you select MegaPed Classic from the individual dog report window, MegaPed Classic will be located on that dog. If you clicked on MegaPed Classic from anywhere else, or you want to change from the current dog to a different dog, you can click the "Look Up" button.

Choosing this button will bring up a pop-up window with a list of dogs in it. You can control the way that this window looks, and can choose from the following fields to search on:

Registration Number

Registered Name

Call Name

In this manner, the pop-up window is similar to the Work with Dogs window in The Breeder's Standard 2003(tm). However, this win dow works on an entirely different principle. For example, it comes up rapidly, no matter how many dogs are in your data base. However, as you type in individual characters into the window to look up a dog's name, for example, the computer is slightly slower, because MegaPed

Classic(tm) is looking at the database while you type. In the end, this way is faster.

The Pop-Up window looks like this:
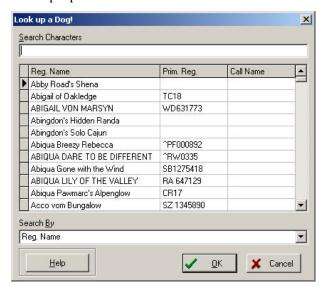
Figure: MegaPed Classic Dog look-up Window

You have a few options. They are:

> **Search Characters**: This field works identically to the "Position" field in our work with windows. Type in all or part of what you are looking for. For example, if you have the "Search By " field set to Registered name, typing a character posi tions the list to the first dog whose registered name be gins with that character. Each additional character you type is added on to the end of the search characters you have already typed. Backspacing all the characters away will position you to the beginning of the list.

> **Search By**: Choose how you want the list organized. You can choose Registration Number, Registered Name or Call Name.

Use your mouse or the Up and Down arrow keys to move about in the list. Click OK or press Enter to choose the highlighted dog and place its name and number into MegaPed Classic(tm).

MegaPed Classic(tm) Selection pages

Page Setup

This page lets you choose the things which will determine what the finished pedigree looks like — what size paper, how many generations, and what things print on the pedigree. You also can, via the setup button, choose which printer the pedigree will print on, if you have more than one on your computer. Un like The Breeder's Standard 2003(tm),

changing a printer selection in MegaPed Classic(tm) does not make that printer the default for every thing else on your computer.

Page Setup looks like this:

Figure: MegaPed Classic, Page Setup page.

You have several things that are controlled from this window. They are:

Number of Generations: Choose a number of genera tions which will appear in the Pedigree. Any number from 4 to 10 can be chosen. NOTE: The more genera tions you choose, the more likely you will have to accept reduced font size. Alternatively, you can tile the print out pages of the pedigree. **Any pedigree more than 5 generations must be printed to multiple pages.**

Registration Number Printing: This tells MegaPed Classic(tm) which, if any, registration numbers are to be printed on pedigrees. You have three options: *All* will print every registration number for every animal without any fur ther evaluation. *No Generated* will not print any regis tration numbers which begin with the old PedFast® char acteristic "^" prefix, but will print other registration numbers. *None* will not print registration numbers for any animal in the pedigree.

Printable Elements: There are several optional elements which you can choose to print. Placing a check into one will cause that element to appear on the Pedigree, and may enable other things within the program. Here is the list:

> *Certification*: The bottom left text which contains a statement certifying the accuracy of a pedigree, and providing a signature line and a place to write a date.

> *Headline*: The text at the top which reads "Pedigree For [Name of Animal with titles]"

> *Kennel Name/Address*: Taken from the "Kennel Information" and user registration fields in The Breeder's

Standard 2003(tm). The name will appear as UNREGISTERED USER if you are using MegaPed Classic(tm) during the 14-day evaluation period.

Lines: The line which extends from an animal to its Sire or Dam. It is MegaPed Classic(tm)'s way of showing the re lationship that exists.

Border: This controls whether MegaPed Classic(tm) will draw a border around the pedigree at the outside edge of the paper.

Watermark: This controls whether MegaPed Classic(tm) will place a printed watermark behind the pedigree.

Picture: This controls whether MegaPed Classic(tm) will print the animal's picture, as set in The Breeder's Standard 2003(tm), on the pedigree.

Logo: This controls whether MegaPed Classic(tm) will print the logo you have selected to the left of the Kennel Name and Address (or below the headline if Name and ad dress are not selected).

Orientation: This tells MegaPed Classic(tm) to print the pedigree in portrait (narrow side of paper up) or landscape (wide side of paper up). format.

Printer Setup Button: This is where you click to choose which printer you wish to work with, and to make ad justments to that printer's settings. The printer you choose here is the one MegaPed Classic(tm) will print to every time you choose to print until you restart the program, or change it here.

Tiling Check Box: This tells MegaPed Classic(tm) whether or not to tile the printed pedigree. This only has an effect if the pedigree will not fit on one sheet of paper. You can control how large your pedigree is with effective use of font sizes.

Fonts & Colors

This page is where you tell MegaPed Classic(tm) what fonts to use for text, and what colors to use for text and for lines (both ancestor lines and the border). If you have something turned off, you cannot select a font or color for it. Go back to the Page Setup page and activate the feature to select font or color for it.

The Fonts & Colors page looks like this:
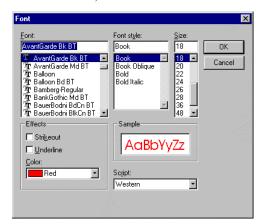
Figure: MegaPed Classic, Fonts & Colors Page

The item is displayed in the selected font and color. *NOTE: Se lecting a color for an item and then printing it on a black and white printer may cause "dithering," where Windows tries to make a gray close to that color with a bunch of dots. On smaller fonts, this may not look nice. To fix this, just make the color black.*

Click on the Font button to change a font. This will bring up a standard Font change screen.

In Windows 95, that screen looks like this:
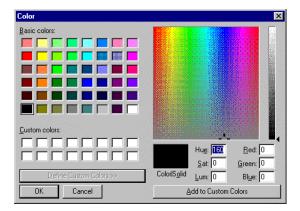
You can choose any font, its style (bold, italic, and so on) and its size in points (a point is 1/72nd of an inch). Your choice is used by MegaPed Classic(tm) to output that feature's text.

Color selection is also provided for everything in your pedigree. You are permitted to select any color in the spectrum for any feature which is enabled. Clicking the color button brings up a standard color selection window.

In Windows 95, that window looks like this:

You can choose from the pre-defined palette colors or from an entirely custom color. Make sure that the color you choose will be visible on paper.

Optional Fields

This page will allow you to make choices regarding the optional fields you will show for each animal. You have up to three choices, and all the fields are defined in The Breeder's Standard 2003(tm) on the Add/Change Dog window.

The Optional fields page looks like this:
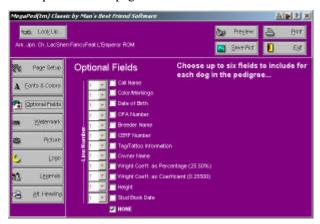
Figure: MegaPed Classic, Optional Fields Page
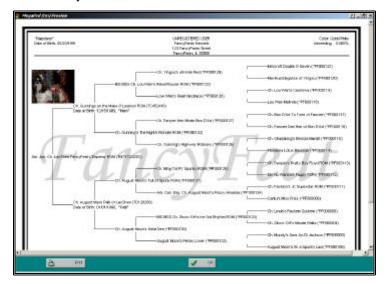
Clicking the NONE check box will un-select and disable every other choice. Unclicking NONE will let you choose up to three fields. Upon clicking the third one, everything else will be dis abled until you unclick one to make room for another choice.

Watermark

MegaPed Classic(tm) will print a Watermark if you select to using the in formation on this page. A Watermark is faint gray text placed behind the

pedigree in a large font. It looks best with a stylish font, as opposed to a common font like Arial.

Here is an example print preview in which a Watermark bear ing the word "FancyFeat" is visible:

Watermarks are not supported on some black-and-white print ers that cannot render a faint gray as a bunch of dots (a proc ess called "half-toning"). If you try to use a watermark with one of these, the text prints out in black and obscures the pedigree. Some other printer drivers also fail to render the watermark, and since this is a driver problem; we are powerless to avert it.

Setting up a watermark is easy. You have a space on the Wa termark page to type in as many as 15 characters (including spaces and punctuation). You then click on the Font button to change the font face to what you like (note that the type size choice is ignored. MegaPed Classic(tm) will print the watermark in a size large enough to fit across the entire Pedigree).

The MegaPed Classic(tm) Watermark page looks like this:

Figure: MegaPed Classic, Watermark page.

You have just a couple of controls and buttons to deal with on this page. They are:

> **Font Button:** Click here and receive a standard Windows Font selection window. Pick the font face you need. Remember that the size of the font is not used here.

> **Intensity**: Choose how dark the gray which the Water mark is printed in will be. You have three choices: Light, Medium or Dark.

> **Watermark Entry Window**: Type in the text of the wa termark to 15 characters, including spaces and punc tuation. The text shows in the chosen font face.

Picture

The Picture page in MegaPed Classic(tm) supports changing of the printed size and position of the picture attached to the animal (if any). If no picture is attached to the animal, nothing you do here will have any effect on the pedigree which comes out. You can tell if a picture is attached to an animal quite easily. If there is one, it will appear on this page. Otherwise, the space to the right of the controls will be blank.

The Picture page looks like this:
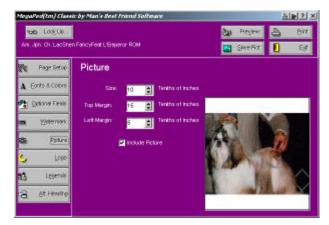
Figure: MegaPed Classic, Picture Page.

The controls on this window are these:

Size Spinner: Choose a size in tenths of an inch. You can choose nothing smaller than 10 tenths (one inch) tall. MegaPed Classic uses this to adjust the height of the picture, and sets the width so that the picture is neither stretched or squeezed.

Top Margin Spinner: Choose the distance from the top edge of the paper (do *not* include unprintable margins in your figuring) in tenths of inches. This is how far MegaPed Classic(tm) will place the picture from the top of the paper.

Left Margin Spinner: Choose the distance from the left edge of the paper (do *not* include unprintable margins in your figuring) in tenths of inches. This is how far MegaPed Classic(tm) will place the picture from the left edge of the paper.

Include Picture Check Box: This is the same as the Pic ture check box on the Page Setup page. If this is un checked, the picture will not print in the pedigree.

Logo

You use this page to tell MegaPed Classic(tm) what, if any, logo you want for your kennel to be printed on the pedigree. You can also choose whether or not to print the logo on this page. If a logo is selected, it is displayed to the right of the controls on this win dow. If not, the area is blank.

The MegaPed Classic(tm) logo page looks like this:
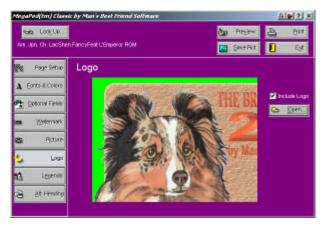
Figure: MegaPed Classic, Logo Page.

You have a couple of options here. They are:

> **Include Logo Check Box**: You use this to tell MegaPed
> Classic(tm) that the logo (if any) should be included on the
> pedigree. It is the same as the Logo check box on the Page
> Setup page.

> **Select Logo File Button**: You use this to bring up a standard
> Windows File Open window, which you can use to choose the
> BMP or WMF file which will serve as your logo file.

> **Logo File Name Window**: This is the name of the file where
> MegaPed Classic(tm) was instructed to find your logo. The file
> in this box is copied into the Pictures directory for The
> Breeder's Standard 2003 as ~LOGO.BMP.

The logo is printed to the left of the kennel name and address. It is sized
to be the same height as the entire address block. If you are not printing
the Kennel name and address, MegaPed Classic(tm) determines an
appropriate size for the logo and puts it in the upper left hand corner of
the pedigree.

Alternate Heading

MegaPed Classic(tm) supports two heading formats for a pedigree. The
first is the MegaPed Classic classic format.

The MegaPed Classic(tm) Classic Format pedigree looks like this:
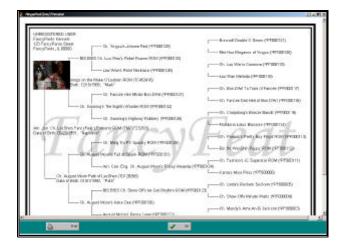
Figure: MegaPed Classic(tm) Classic Pedigree Example.

The other style is the MegaPed Classic(tm) Alternate Heading Pedigree. This Pedigree has a distinctive heading, containing the animal's information in the heading.

The MegaPed Classic Alternate Heading Pedigree looks like this:
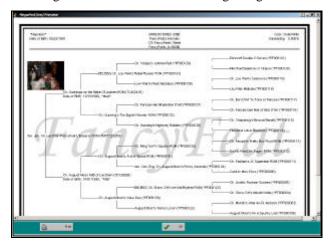
Figure: MegaPed Classic(tm) Alternate Heading Pedigree

You have the option of choosing up to eight fields to appear in the Alternate Heading pedigree, and to control the appearance of the stable name and address. You do this from the Alternate Heading page in MegaPed Classic(tm).

The MegaPed Classic(tm) Alternate Heading page looks like this:
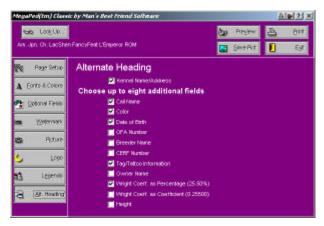
Figure: MegaPed Classic(tm) Alternate Heading Page.

Choose whether or not you want kennel name and address to appear, and then choose up to eight additional fields from the list to appear in the heading. The limit is eight fields.

MegaPed Classic(tm) Buttons

MegaPed Classic(tm) has only four buttons. They are easy to use. The first is the Look Up button, which is explained elsewhere (See "**Error! Reference source not found.**" on page **Error! Bookmark not defined.**) and will not be re-explained here.

The next is the Preview button. Clicking this button will dis play a Preview of the Pedigree with all of the options you have selected on the pages below. You must have a valid dog chosen to use this button. If no dog is chosen, the button is disabled.

The Print button will print the pedigree for the currently-se lected dog, using all of the options you have chosen in the pages below.

The Save Pict button will save the pedigree as a picture in a file you choose. You can select BMP, PCX, GIF, TIF, WMF or JPG picture formats.

The exit button will Close the MegaPed Classic(tm) window.

Previewing a Pedigree

Clicking the Preview button will bring up the Pedigree preview window. Everything you have chosen in the pages will show up in the preview, in the same color and roughly the same place. The preview is *not* an exact rendition of what will print, be cause of the nature of printers versus display screens. Resolu tions differ as do the ratios of horizontal dots to vertical dots. But it is very close.

Here is an example Pedigree preview:
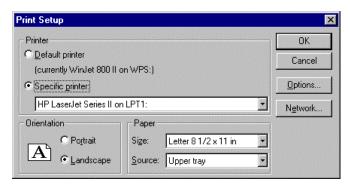
You can make changes to the pages and redisplay the preview until you like what you see. Then, print it to make sure that you still like everything, and you will have perfected your pedi gree.

Printing a Pedigree

Selecting the Printer

Use the Printer Setup button on the Page Setup page to set the printer settings the way you like them. That button will bring up a window like this:

While you will be able to set the paper, orientation and feed op tions from here, click the "Options button to make any other changes.

Printing the Pedigree

Once you have completed setting up the printer, click the print button. The printer will print what you have chosen, in the way you have chosen to print. Enjoy!

MegaPed(tm) 2003

Introduction

MegaPed(tm) 2003 is the latest evolution of our superior printed pedigree capability.   In this incarnation, you have many powerful features designed to make your pedigrees both stunning to view and easy to make. These features include:

Saved Layouts: Choose the kind of pedigree, the options, the colors and font styles. Then save that layout for future use. You can save an unlimited number of pedigree layouts and choose between any of them, quickly and easily.

Multiple formats: MegaPed 2003 ships with seven layouts, including box pedigrees and a picture pedigree that shows the picture for *every animal* in the pedigree.

Drag and Drop Configuration: From a list of over 20 fields, plus all registries in TBS 2003, you can drag and drop them onto any one of three lines for that animal. This means that you can custom-design the information shown in the pedigree for each animal, including typing in the headings you want, where you want them.

Multiple Graphical Watermarks with Built-In fading! This highly-demanded feature has been implemented with imagination and style! You can choose to save up to 65,535 different watermark graphics to be displayed behind the pedigree and choose which one to use. You can choose the size of the watermark. Finally, you can use our built-in fade button to lighten the stored graphic so it will display properly, *without* having to buy an expensive outside graphics program to accomplish this task. The Watermark engine will import graphics from JPG, GIF, BMP, PCX, PNG, TIF and WMF/EMF files. You will amaze yourself with the incredible beauty of your pedigrees.

Save to Popular Graphics Formats: Save your pedigree in GIF, BMP, PCX, TIF, JPG and WMF/EMF formats.

Multiple Logo Graphics: You can store up to 65,535 different logo graphics and choose which one to put on your pedigree.

Choosing a Dog

If you click on the MegaPed button on the Speed Bar or on the Reports window, and choose MegaPed(tm) 2003 on the popup menu, you will receive the Look up window automatically. This window shows all Dogs in the database, regardless of the settings for Work with Dogs shown in KittySleuth(tm).

The Lookup window looks like this:
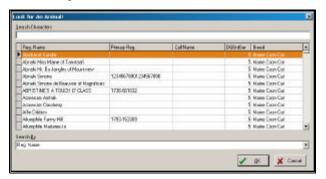
Figure: MegaPed(tm) 2003 Lookup window.

Use the Search Characters window (identical to the Position field seen elsewhere in TBS 2003) to search the list, and then double click on the animal. This will activate MegaPed(tm) 2003 with the animal selected.

If you right-click on an animal in the Work with Dogs or Work with Relatives window, or if you click the MegaPed button on a Dog's window, you will not see this lookup window but rather will end up inside MegaPed(tm) 2003 with the requested Dog shown.

MegaPed(tm) 2003 Selection Pages

Oince you have selected a Dog, by whatever means, MegaPed(tm) 2003 will show you the Dog in its main page. From this page, you can select what to do and how to do it.

Setup Page

MegaPed(tm) 2003's "home" page is the Setup page. You can control the pedigree creation process from here. The Setup page controls all important elements of the pedigree.

MegaPed(tm) 2003's Setup Page looks like this:

Figure: MegaPed(tm)2003 Setup Page

You have the following fields to work with:

Get Saved Layout: Use this lookup control to picked a saved pedigree layout from your saved layouts. This will change all of the setup options to match what you saved.

Pedigree Format: MegaPed(tm) 2003 comes with seven preinstalled Pedigree formats.

What to Print Check Boxes: Choose which elements will appear on your pedigree. If a check is in the box, **and** the format supports the element, it will appear on the pedigree. The elements are Logo, Watermark, Animal picture, Ancestor pictures and Certification.

The elements in the What to print check boxes:

Logo will put the logo chosen on the Logo page on the Pedigree, in the position and size specified in the Pedigree format.

Watermark will put the text or graphical watermark on the pedigree in the manner specified on the watermark page.

Animal picture will, if specified in the pedigree layout, place the animal's picture where and at the size specified in the pedigree layout.

Ancestor pictures will, if the format provides for it, show the pictures of all appropriate ancestors. In one format, this will show pictures for every animal in a three-generation pedigree.

Certification will, if the format provides for it, include the certification text shown on the Legends page on the pedigree.

Fields Page

MegaPed(tm) 2003 really shines when it comes to setting up the fields you display for each animal on the pedigree. You can choose any number of fields across three lines.

Please remember that not all animals in the pedigree are set up to show three lines. They reduce to two and then one line as the generations go back, for space reasons.

MegaPed(tm) 2003's fields page is a drag-and-drop page. You choose the fields you want and drag them to where you want them.

The fields page looks like this:

Figure: MegaPed(tm) 2003 Fields Page

Drag the field from Animal Fields to the Line 1, Line 2, or line 3 fields. You then type in your own headings and legends, except for Registries (more about that later).

Important: You cannot use the bracket [ ] characters anywhere in the lines. They are reserved for the fields and tell MegaPed(tm) 2003 that a field definition is coming up.

Registries

Registries are denoted by a X in the field name followed by the number. For example, X1-Reg-AKC. When a registry is placed into the animal name, the Registry short name is placed followed by a colon and a space and then the registration number. So if a Dog has a number of 0173-115256 in the AKC section of Registries and Titles, you will see AKC: 0173-115256 on the Pedigree. For more information, see "Add/Change Registries" on page 106.

Fonts and Colors Page

MegaPed(tm) 2003 empowers you to choose the font face, style and color. **Remember that MegaPed(tm) 2003 calculates all font sizes as needed to render the pedigree correctly, on an item-by-item basis. If an item will not fit in the designated space, MegaPed(tm) 2003 will reduce the item size until it fits, up to 40%.**

The Fonts and Colors page looks like this:
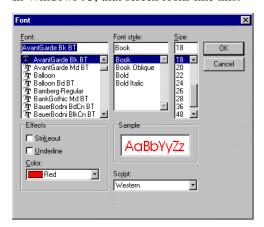
Figure: MegaPed(tm) 2003 Fonts and Colors Page

The item is displayed in the selected font and color. *NOTE: Se lecting a color for an item and then printing it on a black and white printer may cause "dithering," where Windows tries to make a gray close to that color with a bunch of dots. On smaller fonts, this may not look nice. To fix this, just make the color black.*

Click on the Font button to change a font. This will bring up a standard Font change screen.

In Windows 95, that screen looks like this:
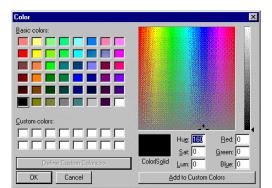
You can choose any font, and its style (bold, italic, and so on). Your choice is used by MegaPed(tm) 2003 to output that feature's text. Whatever size you input, the text renders on screen as 12 points. Again this is because these fonts are sized by MegaPed 2003 as needed.

Color selection is also provided for everything in your pedigree. You are permitted to select any color in the spectrum for any feature which is enabled. Clicking the color button brings up a standard color selection window.

In Windows 95, that window looks like this:

You can choose from the pre-defined palette colors or from an entirely custom color. Make sure that the color you choose will be visible on paper.

MegaPed(tm) 2003 Logo Page

MegaPed(tm) 2003 supports numerous logo graphics, and you can choose which one will print on the pedigree, provided that the format you choose supports logos.

Your Logo choice page looks like this:

Figure: MegaPed(tm) 2003 Logo Page

To add a logo, click on the "New Picture" button and select the picture in the open window that follows. Save the picture and the description you can type into the grid by clicking on Save Picture.

To choose a Logo, double-click a check mark into the Active? Box. If more than one box has an active flag set, then the last one selected will be used.

Watermark Page

MegaPed(tm) 2003 supports text or graphical watermarks. You use the Watermark Page to specify the information for these watermarks.

The MegaPed(tm) 2003 Watermarks page looks like this:
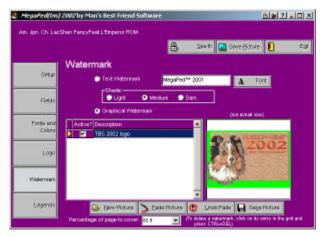
Figure: MegaPed(tm) 2003 Watermarks Page

Choose the Text or graphical watermark with the radio buttons provided. If Watermark is specified on the Setup page, MegaPed(tm) 2003 will use the watermark you specify here.

Text Watermarks

You have just a couple of controls and buttons to deal with on this page. They are:

Font Button: Click here and receive a standard Windows Font selection window. Pick the font face you need. Remember that the size of the font is not used here.

Intensity: Choose how dark the gray which the Water mark is printed in will be. You have three choices: Light, Medium or Dark.

Watermark Entry Window: Type in the text of the wa termark to 15 characters, including spaces and punc tuation. The text shows in the chosen font face.

Graphical Watermarks

To add a graphical watermark, click on the "New Picture" button and select the picture in the open window that follows. Save the picture and the description you can type into the grid by clicking on Save Picture.

AutoFade: Once a picutre is loaded and saved, you can autofade it by pressing the Fade Picture one or more times to "wash out" the picture and make it more suitable. If you fade it too much, click on Undo Fade

before the save and all fades since the last save will be discarded. If you click Save, the faded picture will be saved.

Percentage of Page to cover: This will size the watermark according to the actual picture size to cover that percentage of the animal area of the pedigree. You have five choices ranging from 37.5% to 87.5% of the area. Applies to Graphical watermarks only.

Note: Please remember that, if your picture file has all of the "hot information" off-center, then the watermark will appear off-center. Also, it will hrink if there is a lot of "white space" around the picture. We suggest you crop off as much white space as possible using a graphics program like Paint Shop Pro, **prior** to using the graphic as a watermark.

Legends Page

There are a few fields where you need to type things in to be displayed on the Pedigree. This is done on the Legends page. This gives you the ability to customize a pedigree with, for example, a foreign language.

The MegaPed(tm) 2003 legends page looks like this:

Figure: MegaPed(tm) 2003 Legends Page

Type in the Title Text to change the Title information. For example, if the text is "Pedigree For", your pedigree will be titled "Pedigree for Jolly Rancher's Kitty Kat." If that's the Dog's name.

The CertifiDogion lines allow you to type three lines of certifiDogion to personalize this. Line 3 is usually reserved for signature and date lines, but you can change this as you see fit.

Finally you have the email address. Type in your email address on this line if you want it to show on the Pedigree.

MegaPed 2003(tm) Buttons

The first button is the "See It" button. Clicking this button will dis play a Preview of the Pedigree with all of the options you have selected on the pages.

The "Save Pict" button will save the pedigree as a picture in a file you choose. You can select BMP, PCX, GIF, TIF, WMF or JPG picture formats.

The exit button will Close the MegaPed 2003(tm) window.

Viewing and Printing in MegaPed 2003

MegaPed(tm) 2003 differs from MegaPed(tm) classic in the way you work. You always get a preview of the pedigree. Then, if you like it, you can print it.

The MegaPed(tm) 2003 Preview window looks like this:
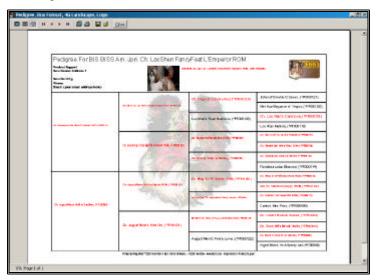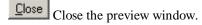
Figure: MegaPed(tm) 2003 Preview window

There are several buttons on this window. They are:

Show Entire Page inside of preview window

Resize to 100% of the page size

Resize to fit the page width inside the window.

Unused.

Choose the printer you wish to use to print with the print button.

Print the pedigree on the chosen printer.

Close   Close the preview window.

How Do I...

Introduction

This section is designed to provide step-by-step instructions to do may common tasks for both The Breeder's Standard 2003(tm) and MegaPed Classic. This is designed to be a "memory jogger" or a "quick start" approach to using several key features of the program.

"How Do I" for The Breeder's Standard 2003(tm)

How do I Assign Titles to a Dog

From the Work with Dogs list, locate the dog.

Double-click on the dog, or click the change button to open that dog's notebook.

Click on the "Reg./Titles" button to go to the Registries and titles page.

If the title you need is on the Quick titles checkbox, then simply click a check into the appropriate title instead of clicking the Reg. Titles page button.

Click Save to save the changes into the database.

How do I Attach a report to an E-Mail Message

This requires a MAPI-compliant E-Mail engine, such as Microsoft Mail, Microsoft Exchange, or other MAPI-compliant E-Mail service.

Use the Reports window you need (see "Where to Find the Report you Need" on page 81) to locate the relevant report that you want to export.

Preview the report by clicking on the report in the list and then on "Preview..."

Click on the "paper clip and envelope" button at the bottom of the window and choose the format of the attachment.

Choose the E-Mail address of the recipient.

Click OK.

How do I Create a Bill of Sale

Choose the dog you want and click on it.

Click on "Change" to open its window.

Click on "Transactions" to bring up the Transactions page.

Fill in the transaction information and click Save. Make sure that you have specified the Bill of Sale date.

Click the Bill of Sale button to see the preview window with the document in it.

Click the Printer button to print it, the Briefcase button to export it to another format, or the paper clip and envelope button to attach it to an E-Mail.

How do I Create a Contract

Choose the dog you want and click on it.

Click on "Change" to open its window.

Click on "Transactions" to bring up the Transactions page.

Fill in the transaction information and click Save. Make sure that you have specified both contract date and Contract type.

Click the Contracts button to see the preview window with the contract in it.

Click the Printer button to print it, the Briefcase button to export it to another format, or the paper clip and envelope button to attach it to an E-Mail.

To change the text of the contract, go to Program Preferences (see "Program Preferences" on page 15).

How do I Export reports to another format

This enables you to save reports, including Contract, Bill of Sale, Crystal Ball® and all other reports which can be previewed into formats for Microsoft Excel, Microsoft Word, Comma and tab delimited ASCII and many others.

Use the Reports window you need (see "Where to Find the Report you Need" on page 81) to locate the relevant report that you want to export.

Preview the report by clicking on the report in the list and then on "Preview..."

Click the briefcase button at the bottom of the preview window.

Choose the format you want to export your data to.

Choose a file name when asked to.

Click OK.

How do I Print Reports for one Contact

Use the Contacts button on the Kennel window to bring up the Contacts page.

Locate and click on the desired contact.

Click on the Change button to open the contact's window.

Click on the Reports button to see the reports available for an individual contact (see "Where to Find the Report you Need" on page 81).

How do I Print Reports for an Individual Dog

?? Use the Dogs button on the Kennel window to bring up the Dogs page.

?? Locate and click the desired dog.

?? Click on the change button to open the dog's window.

?? Click on the Reports button to see the reports available for an individual dog (see "Where to Find the Report you Need" on page 81).

How do I Print Reports for an Individual Litter

Use the Litters button on the Kennel window to bring up the Litters Page.

Click on the litter you want to print the report for.

Click on the "change" button to open its window.

Click on "Reports" button to see the reports you can print for an individual litter (see "Where to Find the Report you Need" on page 81).

How do I Print Reports for the Whole Kennel

Click on the reports button on the Kennel window.

Click on the report you want and on Print or Preview, as appropriate.

How do I place my dog's picture on the Pedigree

Add a picture to your dog on the Pictures Page

If there is more than one picture, make sure to put a check mark on the "Print on Ped" field for the picture you wish to use in the pedigree.

Start the pedigree printing feature you wish to use

Select the Checkbox to activate picture printing

For MegaPed(tm) Classic, set the position and size of the picture on the Picture page.

How do I email a Pedigree

?? Choose the dog from Work with Dogs

Click on its Reports button

Choose Pedigree for a dog, text format

Click Copy to clipboard button

ALT+TAB to your running mail program and create a mail

Use edit menu, paste option, to paste pedigree into email.

"How Do I" for MegaPed Classic(tm)

How do I Activate the Border

Select the Page Setup page in MegaPed Classic(tm).

Place a check in the Border check box.

How do I Activate MegaPed Classic(tm)

From any window where there is a Reports button, click it.

Click on the MegaPed Classic(tm) button. If you are on reports for an individual dog, MegaPed Classic will activate for that dog. Otherwise use the Look Up button in MegaPed Classic(tm) to choose the dog you want to print the pedigree for.

How do I Activate the Picture

Select the Picture page in MegaPed Classic(tm).

Place a check in the "Include Picture" check box.

Make sure that the animal's picture appears in the right part of the window.

Set the size, left margin and top margin.

How do I Add a Logo

Create the logo in Microsoft BMP or WMF format.

Save the file.

Select the Logo Tab in MegaPed Classic.

Make sure that the "Enable Logo" check box is checked.

Click "Select Logo File" and choose the file you just saved. Click OK.

How do I Add a Watermark

Select the Page Setup page in MegaPed Classic(tm).

Make sure that the 'Watermark' box is checked.

Select the Watermark page.

Type in up to 15 characters of text, including spaces and punctuation. *Do not end your typing with a space for best results!*

Click the Font button.

Choose the font you want to use.

How do I Choose Fonts and Colors

Select the Fonts and Colors page in MegaPed Classic(tm).

Click the Font button to choose the face and size for the element you are looking to change.

Click the Color button to choose the color you want for the element.

Look at the Fonts and Colors page to make sure all is to your liking. The fonts and colors chosen are shown.

How do I Choose the Number of Generations to Print

Select the Page Setup page in MegaPed Classic(tm).

Choose the number of generations by clicking on the dot to the left of that number. You can choose 4 to 8 generations.

How do I Choose Optional Fields

Select the Optional Fields page in MegaPed Classic(tm).

To select optional fields, make sure that the NONE check box has no check in it.

To choose an optional field, place a check into the box. You can choose up to three.

If three are already chosen, you must uncheck one bef ore trying to choose another.

To get rid of all optional fields, place a check in the NONE box.

How do I Choose What to Print

Select the Page Setup page in MegaPed Classic(tm).

For that which you want to print, make sure a check is in that item's box.

For that which you do not want to print, make sure that no check mark appears in that item's box.

How do I Control Registration Number Printing

Select the Page Setup page in MegaPed Classic(tm).

Choose which option you want in the Reg Number Printing box. You can choose to print all numbers, only non-PedFast® numbers, or no numbers at all.

How do I Preview a Pedigree with MegaPed(tm) Classic

Choose an animal using the registration number or the look up buttons.

Select the options you want from the pages in MegaPed Classic(tm).

Click the Preview Button.

How do I Print a Pedigree with MegaPed(tm) Classic

Choose an animal using the registration number or the look up buttons.

Select the options you want from the pages in MegaPed Classic(tm).

Use Printer Setup to select page orientation, printer, paper and any other settings you choose to modify.

Click the Print Button.

How do I Print to Multiple Pages with MegaPed Classic

Select the Page Setup page in MegaPed Classic(tm).

Place a Check in the "Allow Tiling Multiple Sheets" check box.

Print. Please note that you may not get a multi-page printout unless you need to because of fonts chosen.

"How do I" for MegaPed 2003(tm)

How do I activate MegaPed 2003

If you are working on a dog

a. Click the MegaPed(tm) button on the window; **or**

b. Click the Reports Button on the dog's window and then choose MegaPed

After that, you choose MegaPed(tm) 2003 on the menu that pops up.

If you are in Work with Dogs

Right-click on the dog you want to use

On the pop-up menu, choose MegaPed, and a second pop-up menu will appear

Choose MegaPed(tm) 2003 on that menu.

If you press the MegaPed(tm) button on the Task Bar

Press the MegaPed(tm) button on the Task bar.

From the pop-up menu, choose MegaPed(tm) 2003

Select the animal you want from the choose a dog window that pops up after that.

How do I Preview the Pedigree

Click the See it! Button from MegaPed(tm) 2003

How do I Print the Pedigree

Click the Print Button from MegaPed(tm) 2003

How do I Save the Pedigree to a graphics file

Click the "Save Pict" button from MegaPed(tm) 2003

How do I choose which fields to print on the pedigree

Click the Fields button

Type in headings as you see fit

Drag fields from the "animal fields" list onto the line you want them to display on.

IMPORTANT: Do not type any brackets [ ] into the data! These are used to tell MegaPed(tm) 2003 about the data you have!!

Trouble-Shooting Guide

Introduction

Every program will give someone a headache from time to time. The larger the company providing the program the more quickly a response can be obtained.

This is business software for those in the business of breeding dogs. We pride ourselves on having set up one of the more innovative and responsive support mechanisms in this industry.

Figuring Things Out when There's a Problem

What to Check

Try rebooting the computer if you get a goofy error or a GPF. First, write everything down so you have it handy if you need to contact us for support.

Information to have ready for Technical Support

When you call or post a message to Man's Best Friend Software, please have the following information immediately available:

Your Control number, from the invoice and/or registration sheet;

The number (if any) **and the full text** of any message you've received **Important! Include the full text of any message you receive! These messages contain vital information we <u>need</u> to solve problems!**;

Exactly what you did to receive this message;

What happened if you followed the steps outlined in the manual (if there were steps) to correct the problem?

This will greatly help us to quickly identify and resolve your problems.

Warranty Procedure

The Breeder's Standard 2003(tm) program disks are warranted for thirty days from the date you receive the program to be free from material defects. **This is NOT a money-back guarantee.** If you cannot

make your installation diskette work, follow the procedure below for telephone support and call 888-820-0691. You will not be charged for support time for the call.

If we determine that your diskette or CD has failed, we will send you a new one. If we need the old one back, we'll instruct you on how to ship it back to us, and give you an authorization number for the return. **DO NOT RETURN ANYTHING WITHOUT A VALID RMA NUMBER! ALL UNAUTHORIZED RETURNS ARE REFUSED!**

Contacting Us for Support

Internet

Man's Best Friend Software has one of the largest animal-related sites on the Internet. On this site, we have product news, demos, patches, free utilities and support information. Our World Wide Web address is:

http://www.mbfs.com

This is an ideal first-look support resource. If you need additional assistance, please send Email to:

support@mbfs.com

...which will get you technical aid, usually within one business day.

FAX

Our FAX is on line all the time at **815-806-2134**. When FAXing, please send complete details, including all message number, texts, etc., so we can assist you. **FAXes must have a return FAX number or an Internet Email address to be responded to. You will not receive a voice call-back for a FAXed-in support issue. No exceptions.**

Telephone Product Support *

Man's Best Friend offers no-charge product support via voice telephone. This is a costly service for us to offer, and we ask and expect you to utilize this manual, the Internet site and other resources prior to tying up a person with a telephone support request. This is important, since we will be unable to keep this service free if it is not responsibly used.

Please do not call until you have all of the information that we need already in hand (see "Information to have ready for Technical Support" on page 148). This will make it possible for our support representative to give you assistance.

The USA number for product support is:

888-820-0691

The support number outside the USA is:

906-346-5009

Support hours are **Eastern** time, 9AM-5PM, Monday-Friday. If you get a voice mail, please leave a detailed message. You will receive a call back as soon as possible. Please be courteous and polite. You may be frustrated, but the support representative is not responsible for that. Our representatives are instructed to decline support in the presence of boorish conduct, threats and the like.

* NOTE: We reserve the right to assess a fee for product support or to terminate it altogether. The sale of any product does not include any product support, which is offered solely as an accommodation. No sale is contingent upon any level of product support. See the license agreement ("Copyright and License" on page 2).

Program Messages

The Breeder's Standard 2003(tm) provides detailed online help for all messages it issues. Simply click the "Help" button on the message for more details.

Glossary of Terms

Coefficient of Inbreeding

Dr. Sewall Wright, the most renowned geneticist of the century, defined an inbreeding coefficient. This is a number which expresses the homozygosity (inbred like characteristics) of any animal as a mathematical equation. This equation is now known as the "F" Coefficient, "COI" or "Inbreeding Coefficient," and is recognized as the standard in objectively measuring the amount of inbreeding in an animal.

The following is from "Animal Breeding" by Laurence M. Winters, University of Minnesota. Winters stated that the formula for COI was developed by Dr. Wright, and published in 1922 in *The American Naturalist*.

"The effects of inbreeding are the fixation of characters and increased prepotency; these are in direct proportion to the percentage of homozygosis; the percentage of homozygosis is in direct proportion to the degree of inbreeding."

"The sire and dam of the inbred individual have a common ancestor or ancestors. The summation of the coefficients for every line by which the parents are connected gives the coefficient of inbreeding of the individual in question."

"Each line is traced back from the sire to a common ancestor and then forward to the dam. It passes through no individual more than once, but the same ancestors may occur in more than one line."

The formula for obtaining the coefficient of inbreeding is

$$Fx \ ? \ ? \ ((0.5^{(N \, ? \, N \, !? \, 1)})(1 \ ? \ Fa))$$

in which Fx and Fa are the coefficients for the individual and the common ancestor, respectively, and N and N! are the number of generations between the common ancestor and the sire and dam, respectively.

The Breeder's Standard 2002™ calculates the COI through ten generations of ancestors. Its calculation has been verified as accurate by Dr. Leslie B. Hansen, University of Minnesota.

Data Grid

A Data Grid is a window where data records are listed, and you can resize and rearrange the individual columns (fields) in the grid any way you want. Every "Work With" window in The Breeder's Standard 2002™ is a data grid.

Field

A "Field" is any particular item of information kept in a database. The Breeder's Standard 2002™ is a database program. Databases are different from the files kept by, let's say a Word processor, because there are fixed individual records, each with one or more fields. These records can be accessed by a "key", a field which identifies the record (for example, the registration number of a dog). So while databases are restricted and need fields to work properly, the database also allows speedy and reliable access to information.

Lookup Control

A Lookup Control is a field where you can type in the name of some thing (a dog, a contact, a breed, etc.), and the database will be positioned to the correct record as you type each letter. In many lookup controls, typing in something new will cause the record to be quick-added to the database, or cause the appropriate add window to be displayed for you to fill in the details. All lookup controls in The Breeder's Standard 2002™ do not care whether you type in uppercase or lowercase letters.

MAPI

MAPI is Microsoft's Electronic mail format. Microsoft Mail, Microsoft Exchange, and many other E-Mail products adhere to this format. The Breeder's Standard 2002™ will attach its reports to MAPI messages in any of a number of formats, which means that you can E-Mail your reports to others, including the Contract and Bill of Sale reports.

MegaPed Classic™

MegaPed Classic™ is an extra cost add-in program which offers you tremendous additional flexibility and function in printing pedigrees. This includes color choices, more layout and font control, color and picture control, border, watermark, logo, and export of pedigrees to graphics files. Every copy of The Breeder's Standard 2002™ has a 14-day evaluation of MegaPed Classic™ built-in. If you like it, you can order it from us by calling and paying for it, and we'll activate it with a registration code number so you can use it immediately.

Page Button

These are the buttons along the left hand size of the window which have pictures in them. The buttons in the top group will show part of the data

for the kennel to the right of the buttons. The bottom group will pop up a window of reports or will exit the program. The page button which is active will have a bright blue background.

Print Preview

A Print Preview is a window where The Breeder's Standard 2002™ shows you a report, pedigree, form or Graph on the screen, so you can get an idea what it will look like before it is printed. Both The Breeder's Standard 2002™ and MegaPed Classic support print Preview for nearly all reports.

Quick Titles

In the Dog Information window, there are check boxes on the information page, and buttons on the titles page, which can assign titles to a dog quickly, with one touch. On the Kennel Information page, you can choose what titles appear for these buttons and boxes.

Quick-Add

When you have certain fields in a lookup control, typing in a name gives you the opportunity to do a quick-add. If you choose to do this, the name is added to the database, without having to open another window or leave what you are doing to make it happen.

Registry

A Registry, for The Breeder's Standard 2002™, is any organization which registers dogs, such as the American Kennel Club or the United Kennel Club. In addition, a registry is any organization which may issue a certifying or identifying number to a dog, for example, OFA, CERF, Tattoo-a-Pet or the like. The Breeder's Standard 2002™ supports an unlimited number of registries, and any dog may have an identifying number to any or all of them.

Save Button

The Save Button reads the information you have typed into the screen, and adds or changes the database information on the hard disk, as appropriate. If you use the Cancel button before using the save button, the changes you typed in are discarded, and the record is read back from the hard disk and displayed again.

Stake Type

The Breeder's Standard 2002™ supports 15 stake types:

> Open Puppy
>
> Open Derby
>
> Open Gun Dog

Open All-Age

Open Ltd. Gun

Open Ltd. All-Age

Backing In Gun

Am. Walk. Puppy

Am. Walk. Derby

Am. Gun Dog

Am. All-Age

Am. Ltd. Gun Dog

Am. Ltd. All-Age

Water Test

Tool Tip

A Tool Tip is a pop-up description which appears over a button or field when you place the cursor over it but do not click on it. The tool tip gives you a brief description of the button or field, and goes away when the mouse is moved off of the item.

Index