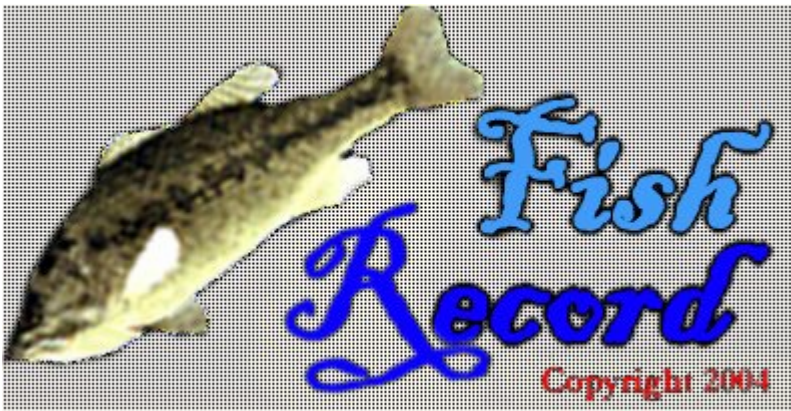


Fish Record Tutorial

Welcome to the Fish Record Tutorial HTML, it will take you from the start of the program - to a point where you can carry on by yourself. If you ever have any problems with the program, you can refer to this tutorial or the Readme file on the CD.

Once you have installed Fish Record, you should have a shortcut for it on your desktop. Double-Click it and you should see the following on your screen:



After about three - four seconds, the main program screen will appear:

The main program screen has a solid blue background. On the right side, there is a vertical column of data entry fields. At the top, there are two small input boxes labeled "X:" and "Y:". Below these are several larger input fields for "Fish Info": "Species:", "Size", "Weight", "Released", "Alive", "Lure:", "Depth:", "Moon", "Wind", "Cloud", "Temperature", "Time", and "Date". At the bottom of the form area, there are "GPS Info" fields for "Name on GPS", "East", and "South", each with a small square checkbox. To the right of these fields are several buttons: "New Entry", "Next", "Previous", "Quit", "Refresh", and "Show All". At the very bottom of the screen, there are three buttons: "Load Map", "Data File", and "Exit".

When you open a map file, it will be displayed on the left hand side of the screen. On the right hand side of the screen, is where you will enter the data (listed from top to bottom):

- X, Y: These are the x and y co-ordinates of the red X on the picture.
- Name of Angler: This is where you enter the name of angler who caught the fish.
- Species: The species of the fish.
- Size: The size of the fish. You may use whatever Unit you want.
- Weight: The weight of the fish. You may use whatever Unit you want.
- Released: Was the Fish Released? (Yes or No)
- Alive: Is the fish Alive? (Yes or No)
- Lure: Enter which lure you used to catch the fish.
- Depth: The depth of the water where you caught the fish.
- Moon: The Moon phase when you caught the fish.
- Wind: Wind conditions.
- Cloud: Cloud cover.
- Temperature: Either the water temperature or air temperature, it doesn't matter, as long as you know which one you use.
- Time: Time of day.
- Date: The date.
- GPS Info: If you have a GPS, you can enter the GPS co-ords into these fields, just as an extra reference.

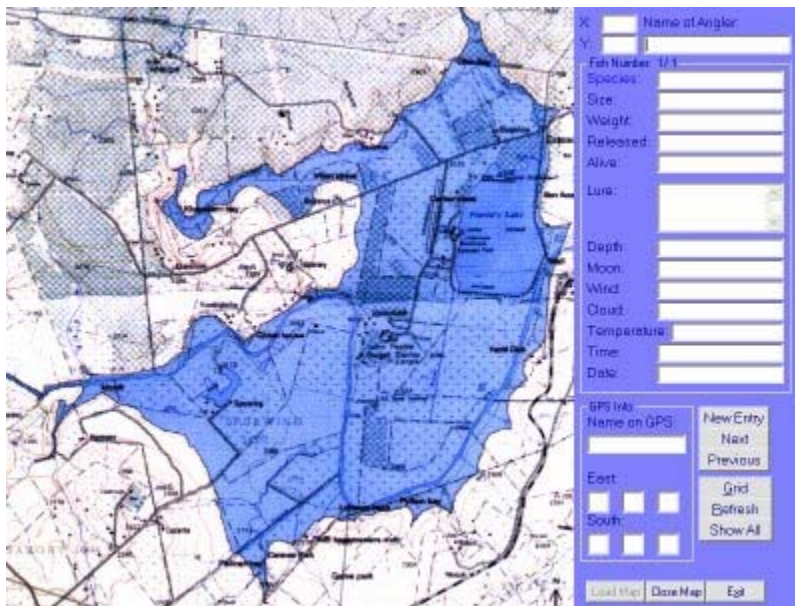
In the bottom right of the screen is all of the command buttons. They will only be available once a map is open. They are (listed from top to bottom):

- New: Creates a new record, so you can enter the details about new fish that you have caught.
- Next: Goes to the next record.
- Previous: Goes to the previous record.
- Grid: Draws a grid over the map.
- Refresh: Sometimes there are graphical glitches where a previous "X" isn't removed from the map, use this button to clear the map of all "X" 's.
- Show All: Places a red "X" on all the spots where all of your previous fish have been caught.

- Show Note: Shows the Notes area.
- Exit: Closes Fish Record
- Close Map: Closes the open map file and all information.
- Load Map: Loads a map so that you can start entering data. This is where you start.
- Settings: Shows the settings screen, this is where all the settings can be changed.

OK, now we can start. First Click on the the Load button (the second bottom button). An "Open File" dialog will appear, asking you to choose a file. Browse to the directory that Fish Record is installed in, and look for a file called "Albert Falls.map", if it isn't there, you need to reinstall Fish Record, or locate the maps on the CD.

Once you have located this file, select it, and click "Open". Your screen should look similar to this:



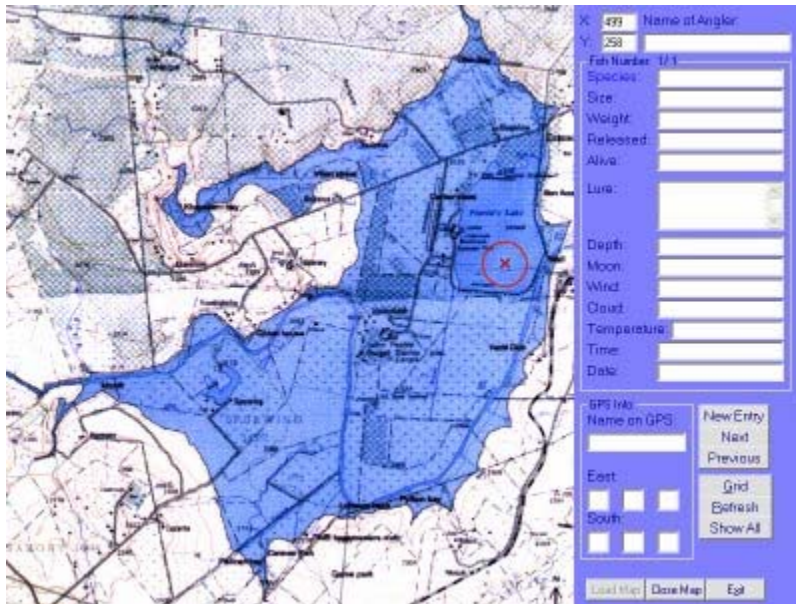
After you have opened the file, and had a careful look at the program screen, continue with the tutorial.

Entering Data for a New Fish

When you enter data, it is not important to put information in every field. This is the general order of things that you should do when entering new data for a new fish:

1. If this is the first entry that you are making (It should be), then go to the next step, otherwise click on the New Entry button and continue.

2. Click on the map where you caught the fish, and a red "X" (Inside red circle) should appear where you clicked. If you click on the map more than once, the "X" will move to where you click.



3. Now you can enter all the relevant data into the text boxes on the right-hand side. The following is a picture with all the fields complete:



4. Once you are satisfied with the information that you have entered, you can either continue adding more entries (by returning to step one), or continue with this reference guide to learn more about the program. (You do not have to put any information in if you don't want to, but it is best to enter as much as you know).

That is all you need to do to add a new fish to your records.

Using the Grid button

All the grid button does is overlay a grid onto the map, which could be useful if you want to be more precise in where you mark the spots.

When you click on it, a grid will appear and the button's text will change to "No Grid". To remove the grid, just click on the "No Grid" button.

When the Grid is activated, you will still be able to use all the other functions of Fish Record.

Using the Refresh button

The refresh button basically refreshes the map to its original state.

This button is mainly used to remove all the "X"s after you have clicked on the Show All button.

Using the Show All Button

If you have more than one spot, but you want to see where all your fish have been caught, you can click on the Show All button.

Once you've clicked on it, it will put red "X" 's on all the spots which you have marked off previously. It will also disable all buttons except the Refresh and Grid buttons.

To return to the normal layout, just click on the refresh button which will return you the first record.

Adding a Note

Adding a note to the spot is extremely easy. All you do is click the "Show Note" button and the data entry area (on the Right hand side) will change allowing you to add a note to the spot that you are editing.

When you click on the "Show Note" button, its text will change to "Hide Note" and all

other buttons will be disabled. To enable all the other buttons, just click on the "Hide Note" button.

(All Notes are saved in files with the extensions ".map_Note.txt")

Delete/Backup/Update Your Data

When you open a map Fish Record creates a file called "(Name of Map).map.txt" (e.g. Albert Falls.map.txt) and a file "(Name of Map).map_Note.txt" (e.g. Inanda.map_Note.txt). So if you ever need to remove your data or if you want to start again, then just delete the relevant file.(i.e if you want to remove your data for Albert Falls, remove the files: "Albert Falls.map.txt" and "Albert Falls.map_Note.txt".)

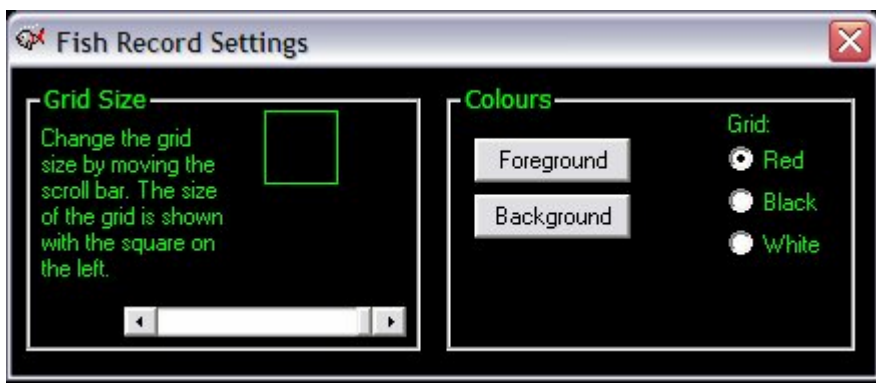
To backup your data, just copy all the files with the ".map.txt" and ".map_Note.txt" extensions, into a safe place.

If you have been using this program somewhere other than on your normal computer, and you want update your data, just copy the relevant file with the extensions ".map.txt" and ".map_Note.txt", into the maps directory of Fish Record.

(All of the above mentioned files can be found in the \maps directory.)

Changing the Settings

When you click on the Settings button, the following screen will appear:



On this screen, you can change four things:

- The Grid Size: Move the scroll bar left (Smaller) or right (Bigger) to edit the size of the grid.
- The Grid Colour: Choose one of the options (Red, Black, White) to change the

colour of the grid.)

- Foreground Colour: This is the colour of all the text in Fish Record. Click on this button to show a "Colour" Dialog where you can choose the colour that you want.
- Background Colour: This is the main screen Colour (Black in the picture). Click on this button to show a "Colour" Dialog where you can choose the colour that you want.

Adding More Maps

This is for more advanced users, but you should be able to do this without much hassle, so give it a try.

First of all, you need to acquire an aerial photograph of the dam which you would like to add. This photo/picture will need to be of a compatible file type (Bitmap, JPEG, GIF, etc). Then you will need to resize it to the correct dimensions (Width: 568 pixels, Height: 600 pixels) in any photo editing software (This can be done in Microsoft© Paint).

Resizing Instructions for Microsoft Paint:

1. Open up the map picture.
2. Click on the Image menu
3. Click on Stretch/Skew
4. You will now need to work out percentage the new size will be, in comparison to the original size. You can do this by doing the following: $600 / \text{Original Height (in pixels)} * 100$ for the height percentage and $568 / \text{Original Width (in pixels)} * 100$ for the width percentage.
5. Once you have worked out these percentages, you must enter them into the appropriate text boxes.
6. You should now have a picture with the correct dimensions.

These steps can be done much more easily in an application like Photoshop or Paintshop Pro, so if you have any of these on your computer, they will do the job fine.

You will now need to go into Windows Explorer and rename the map file to "(Name of Dam).map" the .map extension is extremely important, as Fish Record will not recognise it otherwise.

Contact Details

If for any reason you have a problem with Fish Record, you can contact me via:

My Cellphone : 072 698 3896 (I will not always be available, as I am still a student)

E-mail : tanner@telkomsa.net

Disclaimer

THE SOFTWARE IS PROVIDED "AS IS" WITHOUT EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE OR NONINFRINGEMENT. THIS SOFTWARE IS PROVIDED GRATUITOUSLY AND, ACCORDINGLY, THE AUTHOR SHALL NOT BE LIABLE UNDER ANY THEORY OR ANY DAMAGES SUFFERED BY YOU OR ANY USER OF THE SOFTWARE.

IN NO EVENT WILL THE AUTHOR BE LIABLE FOR ANY LOSS OF INFORMATION, DAMAGE TO COMPUTER OR MONITOR, ANY INCIDENTAL, SPECIAL, INDIRECT OR SIMILAR DAMAGES, OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION AND THE LIKE) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE OR ITS DOCUMENTATION EVEN IF THE AUTHOR HAS BEEN ADVISED AND WARNED OF THE POSSIBILITY OF SUCH DAMAGES.