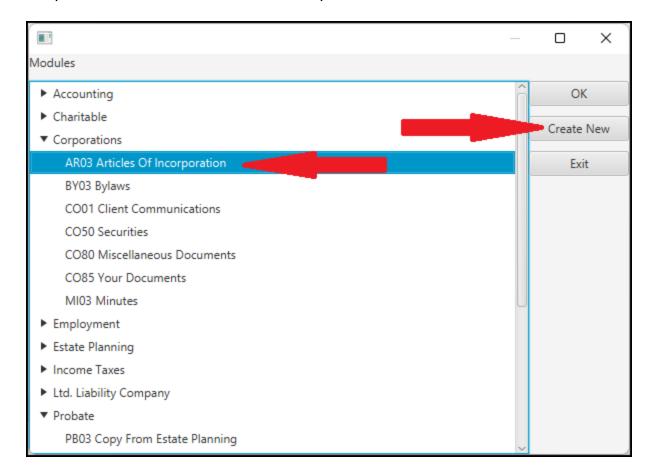
DPS Editor -Overview

Introduction to DPS 8 Editor

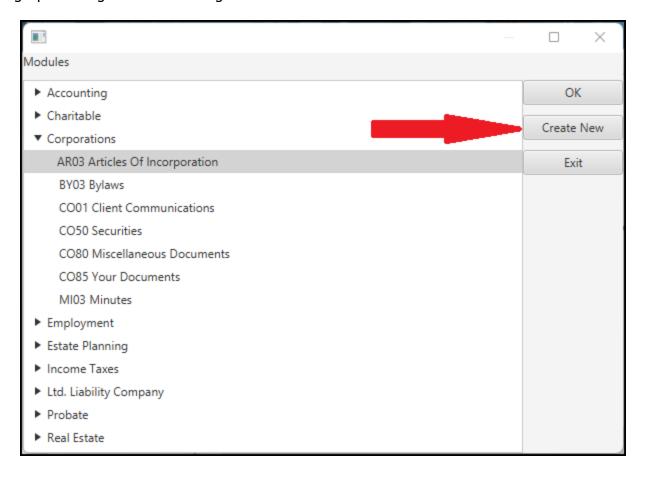
- DPS 8 Editor creates and modifies Modules (also called Documents) which are used by DPS 8.
- When you open DPS 8 Editor the first screen you see is this selection of Modules screen. Select the Module you want to work on and click on OK. If you want to start a new Module click on Create New.



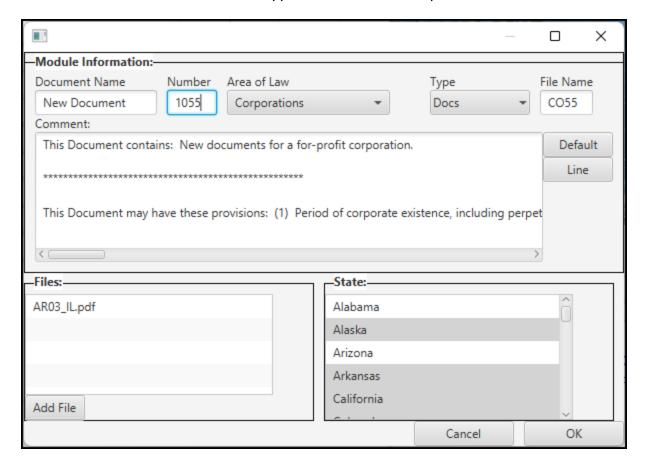
DPS Editor - Overview >

Creating A New Module

• When you click on the Create New button, DPS 8 Editor automatically creates a blank document, a single processing record and a single screen.



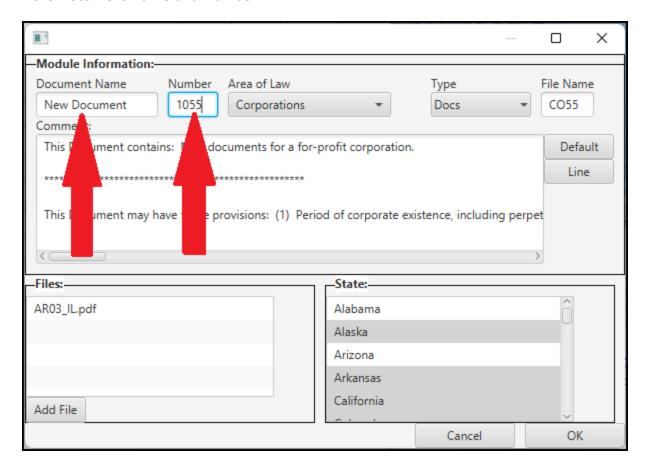
• The Module Information screen will then appear and must be completed



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Fill In Document Name And Number

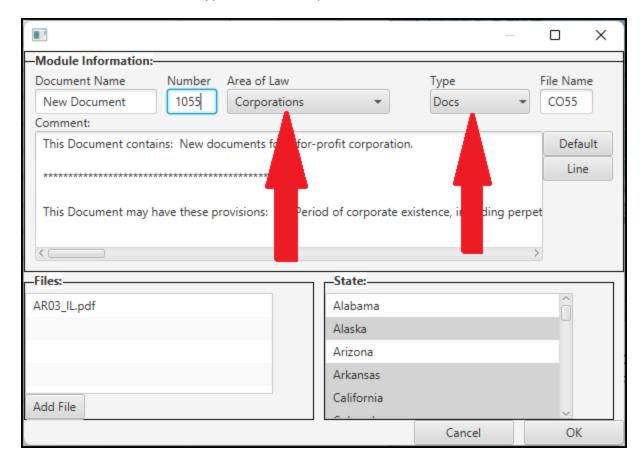
• Fill in the Document Name and Number



DPS Editor - Overview > Introduction to DPS 8 Editor > Creating A New Module >

Select Area Of Law And Type

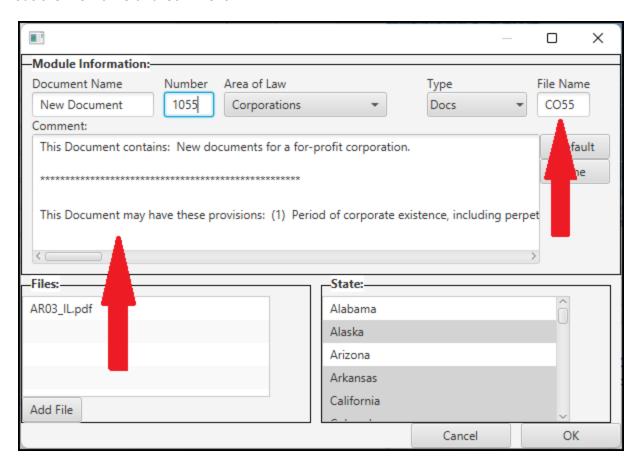
• Select the Area Of Law and Type from the drop downs



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Fill Out File Name And Comment

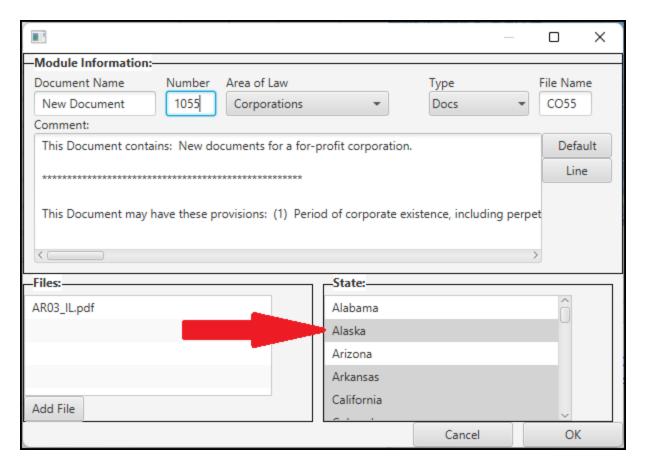
• Fill out the File Name and Comment



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Select State(s)

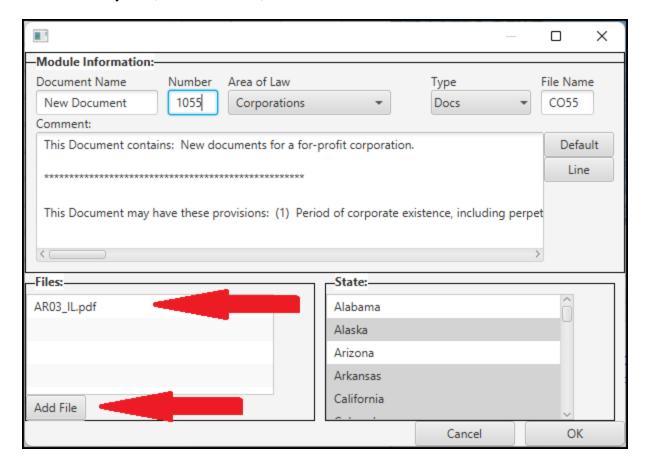
• Select all of the States in which the Document is available



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Add Files

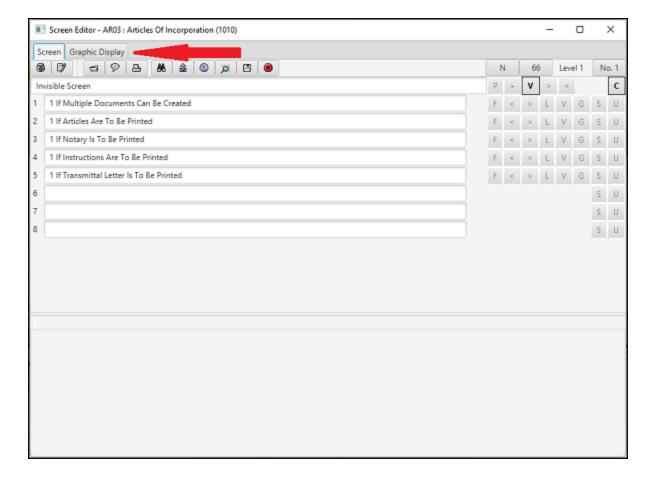
• If needed add any files, such as PDFs, which will be included in the document



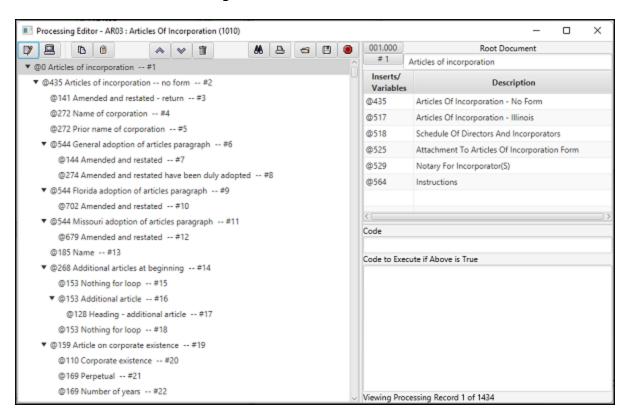
DPS Editor - Overview > Introduction to DPS 8 Editor > Creating A New Module >

3 Windows Open

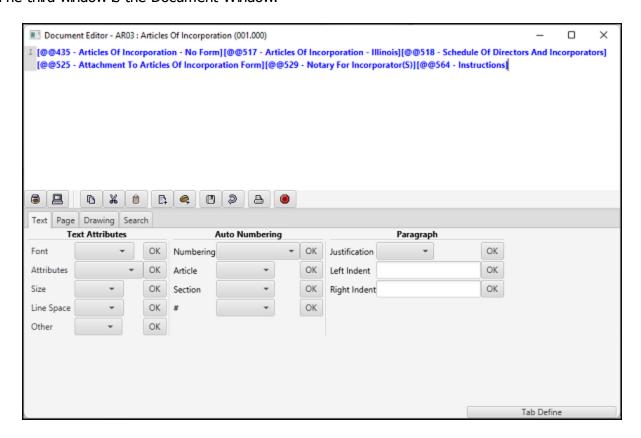
- When a Module is selected three windows open for that Module:
- One of the windows is the Screen Window:



• The second window is the Processing Window:



The third window is the Document Window:



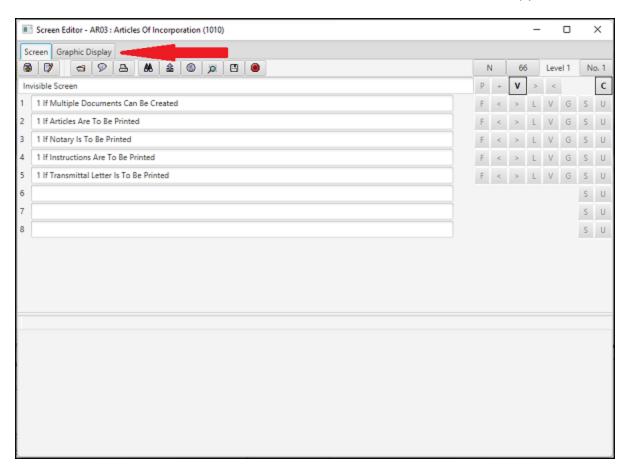
• These windows should be resized and positioned on your desktop so they are all visible. They are interconnected as described below.

• More information for each of these window can be found below.

DPS Editor - Overview > Introduction to DPS 8 Editor >

Screen Window

The screen window has two tabs. The screen tab shows the screen as it will appear in DPS 8.



- This screen is used for the following activities:
 - Enter captions which appear at the top of the screen and on each line
 - Designate whether the screen is a N, O, C or T screen and the number of that screen
 - Determine if a screen will be accessed based on parent code or parent + code
 - Establishing the minimum and maximum number of items which can be selected by the preparer
 - Determine whether the screen will be visible or not
 - · Determine what code will be executed if the screen is accessed
 - On each of the lines:
 - Formatting the preparer's entry on each of the lines
 - Establishing the minimum and maximum value for a preparer's entry
 - Establishing the maximum length of the preparers entry
 - Determining whether a line will be visible
 - Determining whether a line will be grayed out
 - Establishing the screen reference for shared information
 - Designating the type of lookup information
- In addition various activities can be performed by selecting an icon near the top of the screen

DPS Editor - Overview >

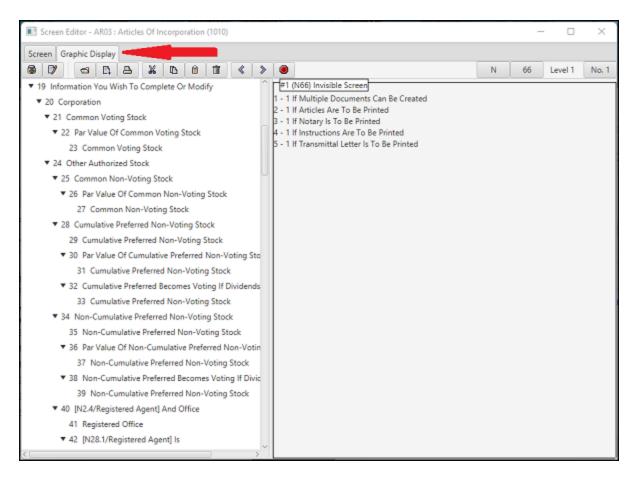
Hot Keys

- The following are Hot Keys in the Screen Window:
 - F11 -- Go to previous screen F12 -- Go to next screen

DPS Editor - Overview > Screen Window >

Graphic View Window

The screen window has two tabs. The graphics display tab shows all of the screens used in DPS
8.



- This screen is used for the following activities:
 - Designate whether the screen is a N, O, C or T screen and the number of that screen
 - Navigating to find a particular screen
 - Inserting and deleting screens
 - Printing screens
 - Cutting, copying and pasting screens
 - Changing the level of one or more screens
- In addition various activities can be performed by selecting an icon near the top of the screen
- A child screen is indented one level from its parent screen. To indent or un-indent one or more screens one level, highlight the proper screen(s) then select the > or < icon
- Clicking on a Parent Screen allows you to either expand to show all the children of that screen or to just see the Parent Screen
- When you highlight a screen the Captions and type and number of the screen appear in the box on the right of the screen.

DPS Editor - Overview >

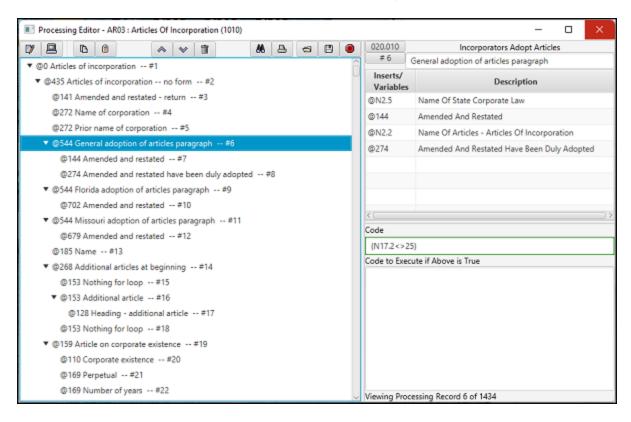
Hot Keys

- The following are Hot Keys in the Graphics View:
 - Up arrow -- Go to previous screen
 - Down arrow -- Go to next screen
 - F11 -- Go to previous screen
 - F12 -- Go to next screen

DPS Editor - Overview > Graphic View Window >

Processing Window

The Processing Window shows all of the documents which may be inserted



- The processing window is divided into several sections
 - The left side of the Processing Window shows the documents which may be inserted and their level
 - The upper right hand side shows the insert points and variables contained in the highlighted document
 - The middle right hand side shows the code which must be evaluated as true for the document to be inserted
 - The bottom right-hand side shows any additional code which will be executed if the document is inserted
- This screen is used for the following activities:
 - Navigating to find a particular processing record/document
 - Inserting and deleting processing records/documents
 - Printing processing records/documents
 - Cutting, copying and pasting processing records/documents
 - Moving processing records/documents up or down
 - Changing the name of the document
 - Changing the name of an insert point or a variable
 - Changing the code which determines whether the document is to be inserted
 - Entering any additional code which is executed if the document is inserted
- In addition various activities can be performed by selecting an icon near the top of the screen

DPS Editor - Overview >

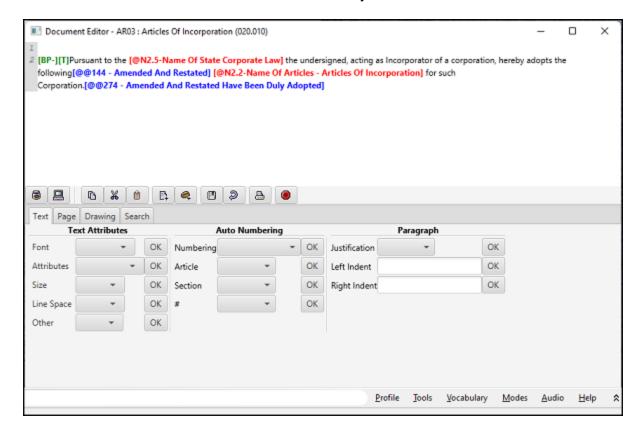
Hot Keys

- The following are Hot Keys in the Processing Window:
 - Up arrow -- Go to previous screen
 - Down arrow -- Go to next screen
 - F11 -- Go to previous screenF12 -- Go to next screen

DPS Editor - Overview > Processing Window >

Document Window

The Document Window shows a document which may be inserted



- The top of the Document Window shows the document.
 - Insert points are shown in blue
 - Variables are shown in red
 - Codes are shown in green
 - Text is shown in black
- The bottom of the Document Window shows codes which can be inserted in the document
- In addition various activities can be performed by selecting an icon in the middle of the screen

DPS Editor - Overview >