

LB NEWSLETTER ARCHIVES

Important: Before using any code from old newsletters, first check to see if an updated version exists here on the Liberty BASIC Programmer's Encyclopedia. There is a "search" box in the navigation pane that makes this easy. Be especially careful that all handles are passed as type "ulong" in API calls.

Newsletters - 2006	Issues 140 to 143
Newsletters - 2005	Issues 128 to 139
Newsletters - 2004	Issues 116 to 127
Newsletters - 2003	Issues 104 to 115
Newsletters - 2002	Issues 92 to 103
Newsletters - Contents	Contents List

LB NEWSLETTER INDEX

3-dimensional arrays in LB, by Carl Gundel 84

32-bit DLLs with call32.dll, by Alyce 50

32-bit look, simulating 78

3D Space, Projectile motion in, by Tomas J. Nally 130

3D dialog windows 61

3D graphics effect, Real 3-D, by Stefan Hesseling 131

3D, Moving Camera in 3D Wireframe Drawing, by Tom Nally 114

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)

A-C

API Based File Operations, by Dennis McKinney	107
API Color Dialog, by Dennis McKinney	105
API File Search, SearchTreeForFile	95
API Translator, by Colin McMurchie	119
API calls in LB3	93
API calls, translating from 32-bit Visual BASIC	102
API's, Practical uses for	42
API's, why use them?, by Alyce Watson	108
API, the beginner's guide, by Brad Moore	101
ASCII characters in commands	64
About Box, Shell (API Corner), by Alyce Watson	140
About Ingemar Bjerle, a "first person" account	112
ActiveX DLLs in Liberty BASIC, Part 2, by Dennis McKinney	131
ActiveX DLLs in Liberty BASIC, by Dennis McKinney	130
Aligning Numbers demo, by Bill Jennings	115
Alyce Watson, Programmer's Spotlight on	91

Alyce's Favorite LB Websites	107
Alyce's Restaurant, a review by Ken Lewis Sr.	126
Angle measuring program, by Janet Terra	116
Animated titles demo, by Janet Terra	127
Animation control (API Corner), by Alyce Watson	128
Animation with sprites (Sprite Byte), by Alyce Watson	133
Application Deployment, "Assist," by Carl Gundel	140
Applications, Professional-looking	72
Archives, Software, by Brandon Watts	84
Arcs, drawing - four methods, compiled by Tom Nally	109
Array Handling, by Dennis McKinney	99
Array Maker	87
Array searching, by Ian Davies, Part 1	41
Arrays	3
Arrays - Use strings instead, by Alyce Watson	125
Arrays with For-Next loops, a sample program	39
Arrays with Listboxes	18
Arrays with math avoid repetition	76
Arrays, 3-dimensional in LB, by Carl Gundel	84
Arrays, Reading DATA into, by Alyce Watson	119
Arrays, single-dimensioned	61
Artificial Intelligence - movement, parsing, evaluation and learning	79
Assist Review, by Janet Terra	140
Assist Tools Add-On, by Carl Gundel	140
BMP buttons ("Illuminated Radiobuttons")	98
BMP image, dissolve or fade demo, by Brad Moore	123
BMP packing	54
BMPbutton, Changing the background color of, by Alyce Watson	91
BMPbuttons, Creating at run - many ways!	70
BMPs on a checkbox, by Mike Bradbury	103
Backslash printing	36
Backups for Everyone	5
Batch files, capability with LB, by Scott Bannon	119
Beginner resources, by Brad Moore	101
Beginning Game Programming, Part 1, by Richard Ryles	109
Beginning Game Programming, Part 2, by Richard Ryles	110
Beginning Game Programming, Part 3, by Richard Ryles	111
Beginning Game Programming, Part 4, by Richard Ryles	117
Beginning Programming, Part 01, by Brad Moore	104
Beginning Programming, Part 02, by Brad Moore	106
Beginning Programming, Part 03, by Brad Moore	107
Beginning Programming, Part 04, by Brad Moore	109
Beginning Programming, Part 05, by Brad Moore	110
Beginning Programming, Part 06, by Brad Moore	113
Beginning Programming, Part 07, by Brad Moore	117
Beginning Programming, Part 08, by Brad Moore	120

Beginning Programming, Part 09, by Brad Moore	124
Beginning Programming, Part 10, by Brad Moore	127
Beginning Programming, Part 11, by Brad Moore	132
Bill Jennings, Programmer's Spotlight on	90
Binary Coding, by Jim Brossman	107
Binary Numbers, useful in programming, by Norman	111
Binary file access	96
Binary searches, by Richard Miller	84
Binary; Boolean logic; Branching	29
Bitmap color formats	100
Bitmap colors	53
Bitmap graphics tutorial	100
Bitmap, getting the dimensions of	100
Bitmaps the Fast Way, by Callum Lowcay	122
Bits, toggling using Windows Constants	57
Bits, what are they?	57
Bitwise operations, by Thomas Watson	57
Blood Pressure Simulator II, by Janet Terra	120
BmpButton Manipulations, by Alyce Watson	105
BmpButtons, Easy, by Alyce Watson	123
Boolean truth table, by Brad Moore	57
Branch labels, LB Editor, part 4	61
Branch labels, finding	36
Brandon Watts, Programmer's Spotlight on	84
Breakpoints in LB, by Kevin (maitrikaruna@yahoo.com)	103
Browse for folder, by Alyce Watson	109
Browser, Launch with a specified URL	74
Browser, a DLL for LB, by Doyle Whisenant	110
Button Hinges, by Mike Bradbury	90
Button press simulation with mouse click, by Welopez	133
Buttons (StyleBits Corner), by Janet Terra	137
Buttons with icons and images, by Mike Bradbury	102
Buttons with labels/images (StyleBits Corner), by Janet Terra	133
Buttons, LB Editor, part 2	59
Buttons, by Janet Terra	122
Buttons, floating example	83
Buttons, multiple, by Mike Bradbury	89
ByRef, a guide to (Tip Corner), by Brad Moore	141
CALL sub subroutine in LB2	73
CD Menus, by Gordon Sweet	118
CD, LB programs on, by Gordon Sweet	118
CLS command	102
COMAL.DLL, Agent Lesson, by Janet Terra	126
CPU Usage, Minimize in Scan Loop, by Dennis McKinney	105
Calendar, an easy control	100
Callback message, window, by Dennis McKinney	77

Callbacks in LB3	93
Capture video, Correction by Callum	129
Card playing demo, QCard.dll - Lesson 1, by Alyce Watson	122
Card playing demo, QCard.dll - Lesson 2, by Alyce Watson	123
Card playing demo, QCard.dll - Lesson 3, by Alyce Watson	124
Card playing demo, QCard.dll - Lesson 4, by Alyce Watson	125
Card playing demo, QCard.dll - Lesson 5, by Alyce Watson	126
Card playing demo, QCard.dll - Lesson 6, by Alyce Watson	128
Card-like applications - LBCard, by Tom Nally	106
Card-like applications - LameCard!, by Tom Nally	121
Caret creation and manipulation	73
Carl Courtney, Programmer's Spotlight on	40
Carl Gundel interview, October 2004 -- LB News Staff	126
Cascading popup menu, add to an existing menu, by David Conner	102
Cellular Automata with Liberty BASIC, by Tom Nally	120
Change Caption of Window (API Corner), by Alyce Watson	122
Change the Runtime Icon	53
Character Replacement, by Brad Moore	110
Chat Challenge (Eliza-type program contest), by Janet Terra	133
Chat Window prototype, by Alyce Watson	130
Chat with Carl Gundel about LB2, March 2000	69
Checkbox with BMPs, by Mike Bradbury	103
Checkbox, maintaining states, by Brad Moore	104
Checkboxes, by Janet Terra	122
Checkmarking menu items, by Brad Moore	123
Clipart Viewer demo, by Gordon Sweet	114
Clipart Viewer, Auto Full Screen demo, by Gordon Sweet	129
Clipboard API demos by Dennis McKinney and Alyce Watson	108
Clipboard Commands, by Alyce Watson	108
Code Beautifier, by David Drake	84
Code Formatting, "Assist," by Carl Gundel	140
Code Versioning and differencing, "Assist," by Carl Gundel	140
Code encryption, by Bob Bromley	123
Code library	74
Code lines, disappearing	3
Code lines, make no longer than fit	4
Code, A dozen writing rules, by Alyce Watson	119
Code, Documenting the Easy Way!, by Alyce Watson	105
Code, block structured	46
Code, building reusable	2
Code, indent	4
Code, toward writing more readable - Part 1	4
CodeAChrome (Eddie, v7), by Alyce Watson	137
CodeAChrome, customizing (Eddie, v8), by Alyce Watson	138
CollSim Collision Simulator, by Tom Nally	108
Color Dialog, API, by Dennis McKinney	105

Color Statements, using to color controls	94
Color in graphics, use of	100
Color names (140) and corresponding hex numbers, by Ray Fisher . .	103
Color text and background	100
Colordialog in LB3	93
Colored Textboxes, Updating the Open Source Editor	94
Colours, picking using the common dialog	16
Comalspeech.DLL, finding Merlin and Friends demo, by Janet Terra . .	136
Combining commands demo, by David Connor	100
Combobox, filling with branch labels, by Alyce Watson	134
Comboboxes (Stylebits Corner), by Janet Terra	135
Comboboxes, add extra entries to	1
Comboboxes, making alphabetical entries	74
Comboboxes, modifying the lines numbers (Eddie, v5), by Alyce Watson	135
Comboboxes, place text in	74
Command Line, Running LB from (LB Code Editor), by Alyce Watson . .	132
CommandLine\$, using	87
Console, writing to, by Brent Thorn	94
Contact Manager (Contact3.bas updated), by Ken Lewis Sr.	121
Container Control and Callback, by Brent Thorn	128
Container Controls, by Alyce Watson	108
Continuation lines	3
Control Panel settings, "Running . . . Applets," by Alyce Watson . .	137
Controls in Liberty BASIC, Modifying (API Corner)	111
Converting older Basic programs, by Gordon Sweet	116
CookieUtility DLL, by Brad Moore	108
Coordinates, mapping from real world to screen, by Tom Nally . .	112
Copy and move any file	62
Copy any file	53
Copy folders, by Gordon Rahman	118
Copyrighting our code	64
Create Application (Tip Corner), by Alyce Watson	140
Create Pen bug in LB 2.01, discussion	86
Creating Dialogs by API, by Alyce Watson	128
Cross-Platform Help, thoughts on, by Tom Nally	115
Cursor Changing - Two Examples, by Gordon Sweet	121
Cursor examples, by Mitchell Kotler	90
Cursors in LB listing, by Alyce Watson	84
Cursors, custom with LoadCursorFromFile, by Janet Terra	135

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)

D-F

DATA file, Another SORT of, by WE Lopez 130
DELSEGMENT command 102
DISCARD command 102
DLL calls, by Brad Moore 101
DLL, Brosco's 21
DLL, GIFTOBMP.DLL 14
DLL, Image321, reviewed by David Drake 97
DLL, NVIEWL16.DLL 14
DLL, Sprite, by Alyce Watson 31
DLL, call errors 3
DLL, passing variables to by Reference (API Corner), by Brad Moore 132
DOS batch files, creating, by Robert Oakes 30

DOS shell, by Gordon Sweet	119
Data Entry, Fast demo, by Bill Jennings	106
Data Six Pak: Working with data files, by Welopz	129
Data dictionary - DB Application Generator	13
Data files, simple	40
Data handling with DATA/READ/RESTORE, by Welopz	129
Data passing to/from TKNs, by Mike Bradbury	140
Data validation	96
Database (ODBC)	102
Database Manager, SQLite, by Collin McMurchie	106
Database Manager, Tsunami, by Collin McMurchie	106
Database for LB, LibSQL v1.4 - SQLite, by Richard Peeters	105
Database indexing (ISAM), by Richard Peeters	110
Database, index with DBdll	12
Database, interface to Tsunami, by Colin McMurchie	104
Date values, forwarded by Eldron Gill	90
Date/Time picker demo, by Brent Thorn	100
DatePup32 DLL - A Date Utility, by Brad Moore	107
David Drake, Programmer's Spotlight on	86
David Mosley, Programmer's Spotlight on	47
Dean Hodgson, Programmer's Spotlight on	32
Deanslib.DLL	32
Debugging	3
Debugging with breakpoints, by Kevin (maitrikaruna@yahoo.com)	103
Debugging, mechanics of	34
Decimal to Roman Numeral Conversion demo, by the LB Forum	111
Decision-making statements	26
Default button	36
Default variables in LB, by John Richardson	112
Desktop Shortcuts, by Gordon Rahman	119
Development4Life, by John Magne Spilling	94
Dialog box location, by Brian Pugh	86
Dialog window, color	36
Dialog windows (Stylebits Corner), by Janet Terra	141
Dialog, Centering with Stylebits, by Alyce Watson	128
Dialog, How to place, by Ken Lewis Sr.	128
Differential equations, by Ingemar Bjerle	109
Directory Search Function, by Brad Moore	110
Disappearing Programs	3
Disk Cleaner demo, by Gordon Sweet	126
Disk file functions, by Dean Hodgson - Part 3	35
Disk file functions, by Dean Hodgson - Parts 1 & 2	33
Disk file functions, by Dean Hodgson - Parts 4 & 5	37
Disk files, deleting	102
Disk files, renaming (moving)	102
Display size accomodation, by Gordon Sweet	112

Dissolve or fade an image demo, by Brad Moore	123
Distributing your software, by Alyce Watson	139
Documentation writing: Helpfiles, by Jerry Muelver	105
Documenting Your Code the Easy Way!, by Alyce Watson	105
Double Click demo, by Moore, Gundel, Watson	126
Downloading a File from the Internet, by Alyce Watson	136
Downloading from the internet to disk, by Alyce Watson	112
Doyle Whisenant, Programmer's Spotlight on	42
Drag 'n' drop in LB3	93
Drag and Drop, by Gordon Rahman	129
Draw triangle using Polygon Code, by Alyce Watson	119
Drawing '3D' borders	21
Drawing IN MEMORY, by Alyce Watson	101
Drive Information, by Brad Moore	113
E-Mail, sending easily	107
EOF(#file) function (detect end of file) (Eddie, v6), by Alyce Watson	136
Eddie, the Code Editor, by Alyce Watson	140
Edit menu	64
Editor, OpenSource updated with CommandLine\$	87
Editor, OpenSource updated with popup menu	82
Editors with Scintilla.dll, by Mitchell Kotler	97
Eliza program in a Chat Prototype, by Janet Terra	133
Email and Website Addresses, by Gordon Sweet	117
Email list, LB Newsletter discussion	18
Email, managing	19
Enable/Disable control in LB4 (Tip Corner), by Alyce Watson	116
Encryption demo, and DLL, by David Drake	108
Encryption, by Bob Bromley	123
Encryption, by Gary Capps	85
Encryption, two examples by Tegan Snyder	92
Equation systems, linear and non-linear, by Ingemar Bjerle	112
Equations, differential, by Ingemar Bjerle	109
Error Logs, Clearing out, by Gordon Sweet	125
Error Trapping	96
Event-Driven Programming Concepts - Part 1, by Brad Moore	102
Event-Driven Programming Concepts - Part 2, by Brad Moore	104
Explore a folder, by Alyce Watson	109
FILES command	66
FILES command, Directory Search Function, by Brad Moore	110
FILES statement	95
FILES statement, program file dialog	95
FTP Clients	52
Fade or dissolve an image demo, by Brad Moore	123
Fast Data Entry demo, by Bill Jennings	106
File Input/Output (LB Code Editor), by Alyce Watson	132
File Mapping ("Sharing data..."), by Dennis McKinney	113

File Operations, API Based, by Dennis McKinney	107
File Renamer, Bulk, by Gordon Sweet	127
File Scanner demo, by Gordon Sweet	123
File copying (sprites) demo, by David Drake	85
File copying Installer, written In LB by Gordon Rahman	111
File dialog, a new way	64
File length on the Internet, by Brent Thorn	136
File manipulation via api, and with LB functions	71
File names, associate *.BAS with Liberty.exe	53
File names, finding	101
File type associated application	74
File, run using Parameters, by Gordon Sweet	116
Filedialog tricks (Eddie, v6), by Alyce Watson	136
Filedialog with LB Code Editor, by Alyce Watson	132
Filedialog, Selecting Multiple Files, by Stefan Pendl	140
Filedialogs	95
Filename, Long, lister, by Gordon Sweet	125
Files, downloading from the Internet (revised), by Alyce Watson ..	141
Files, downloading from the Internet, by Alyce Watson	136
Files, listing Recursively, by Mark Parkinson	102
Files, packing	97
Files, saving without "Save", by Brent Thorn	138
Files, view the hexadecimal values	102
Filling a polygon with color, by Alyce Watson	119
Financial Functions in LB, by Tom Nally	127
Find Folder demo, by Stefan Pendl	141
Find branch labels	74
Find subs	74
FindExecutable	74
Flag toggling with math avoids repetition	76
Flash cards in LB, by Tom Nally	109
Floating point errors, handling, by Brad Moore	135
Flow Charting, by Noble Bell	137
Flowcharting in a new way	47
Flushing - a Graphics Tutorial	102
Folders, copy, by Gordon Rahman	118
Font manipulations made easy, by Alyce Watson	112
Font width	36
Fonts, Tabbing non-fixed, by Bill Jennings	105
Fonts, choosing for the open source editor, by Chris Robertson ...	66
Fonts, installing with your program, by Alyce Watson	116
Fonts, printing, by Gordon Sweet	113
For-Next loops: Dos and Don'ts, by Tom and Alyce Watson	38
Form primer for Liberty BASIC, by David Drake	86
Formatted ListBox demo, by Mike Bradbury	99
FreeForm for Everybody	24

Freeform - Quick Start, by David Drake	86
Freeform, what's new for Liberty BASIC 2, by David Drake	86
Function Fundamentals, by Alyce Watson	114
Functions avoid duplication	76
Functions can return multiple values, by Tomas J. Nally	133

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)

G-I

GDI for Everybody	27
GDI, Using Windows	15
GIF Viewer, by Janet Terra	137
GNU/Liberty Basic Compiler Collection	93
GOSUB	24
GOSUBs avoid duplication	76
GUI Designer, Quick Visual Designer for LB, by Ben E.	119
GUI design, by Tom and Alyce Watson	43
GUIs, about, by Alyce Watson	116
Game Design, The 6 steps of, by Tegan Snyder	91
Game demo, by Grahame King	139
Game design template, by Bil Simser	129
Game programming (Pong), by Brad Moore	132
Game programming, Beginning, part 1, by Richard Ryles	109
Game programming, Beginning, part 2, by Richard Ryles	110
Game programming, Beginning, part 3, by Richard Ryles	111
Game, side scroller demo, (Youth Corner), by KC Dan	135
Games, Designing so Humans Can Play, by Tom McIntire	111
Games, Point and Click, by Brandon Watts	89
GetBmp, Screen Capture of Window, by Alyce Watson	134
GetEnvironmentVariable (API Corner), by Brad Moore	126
GetFocus function ("Hocus Focus")	98
Getbmp failure	53
Getting class name and window caption of running programs	88
Gosubs and Subroutines, by Alyce Watson	114
Graphic User Interface (GUI) design, by David Drake	103
Graphic objects, "Making Complex Objects" (Wire 1.0), by Tom Nally	137
Graphic objects, rubber band, by Tom Nally	110
Graphicbox frame color, by Alyce Watson	85
Graphicbox scrolling, by Alyce Watson	85
Graphics - Rendering Solid Objects, by Tom Nally	124
Graphics Drawing Rules, by Alyce Watson	101
Graphics Text, tutorial by Alyce Watson	111
Graphics demo: Ring Puzzle, by Janet Terra	118
Graphics demo: Symmetrical Paint, by Tom Nally	118
Graphics for Games, by Gordon Rahman	115
Graphics printing alternatives, by Alyce Watson	103
Graphics, 3D, Humble CAD Viewer, by Tom Nally	115
Graphics, 3D, functions for, by Tom Nally	113
Graphics, 3D, moving view of, by Tom Nally	114
Graphics, A Beginning Tutorial, by Alyce Watson	105
Graphics, Kaleidoscope demo, by Midi Boink	111
Graphics, User Design demo, by Gordon Sweet	114
Groupbox fonts, by Alyce Watson	112
HTML Help, Compiled, by Alyce Watson	108
HTML tags	52

HTML tags, Parsing, by Jerry Muelver	136
HTML, "Simple report and Document Generation," by Mike Bradbury . .	137
HTTPS, Retrieving Data demo, by Brent Thorn	137
Haiku For Programmers	107
Haiku Generator, by John Fisher	107
Help file in RTF screens, by Jim Brossman	119
Help file in Rich Text format, by Jim Brossman	115
Help files II (10th Anniversary Contest Entry), by Tom Nally . .	120
Help files, create with a simple LB approach, by Tom Nally . . .	103
Help window, adding to the open source editor	75
Help your own progress	75
Help, Context sensitive, by Dennis McKinney	131
Help, Creating HTML Compiled, by Alyce Watson	108
Help, HTML format	75
Help, LB simulation	75
Help, how to ask for	27
Help, how to give	27
Helpfile creation, 32-bit with Oasis SE	75
Helpfile, Liberty BASIC, Maximizing Usefulness, by Alyce Watson . .	105
Helpfile, creating a Windows	75
Helpfile, how to make a	75
Helpfile, running a Windows	75
Helpfile: "Bitmap Help," A simple help engine, by Tom Nally . . .	125
Hex Viewer, by Walt Grams	102
Hex numbers and color names (140), by Ray Fisher	103
Hide Controls with Locate	53
Hiding and Showing Controls in LB3, by Mike Bradbury	105
Hot Keys for your program, by Ken Lewis	102
Hot Keys in combination and Mouse Clicks, by Bill Jennings . . .	105
Hot Keys, Registering, by Ken Lewis,	102
Hot keys with CAD drawing, by Gordon Sweet	120
Hungarian notation	102
HyperLink for version 2xx, by Brian Davies	89
Hyperlink, simulated demo, by David Conner and Stefan Pendl . . .	129
IExpress Installer, by Welopez	134
IF-THEN with math avoids repetition	76
INI file use (Eddie, v6), by Alyce Watson	136
INI file, creating and using	102
INI file, writing and using	66
INI files in your Liberty BASIC programs	83
INI files, with API	102
INPUTTO demo, by Brad Moore	110
INPUTTO\$ statement	94
IRC (Internet Relay Chat) by Kevin Agorastos	85
ISAM database indexing with LB, by Richard Peeters	110
Icon Changer, removing	87

Icon file format	71
Icon files, extracting and viewing	71
Icon, adding to the Taskbar Notification Area - 1, by Ken Lewis Sr. 124	
Icon, changing (API Corner), by Alyce Watson	134
Icon, making an	71
Icons on Buttons and Statictext, by Mike Bradbury	102
Icons, a simple viewer/editor for	71
Icons, changing at runtime	98
Icons, extracting and saving as bitmaps, by Alyce Watson	104
If/Then Nesting, by Alyce Watson	134
Image, dissolve or fade demo, by Brad Moore	123
Image321 Editor, by David Drake	97
Images for webpages	52
Images on Buttons and Statictext, by Mike Bradbury	102
Images on Statictext (Tip Corner), by Alyce Watson	127
Images, Transferring with TransparentBlt, by Janet Terra	128
Include Function added to the Open Source Editor, by Alyce Watson .	106
Index a database with DBdll	12
Indexed sequential access method (ISAM) with LB, by Richard Peeters	110
Indexes, secondary	13
Indexing concepts	11
Information for LB programmers, finding it	56
Install Maker -- a review by Gary Capps	70
Installer, IExpress, by Welopez	134
Installers for Liberty BASIC, reviews by LB users	111
Integration, Numerical, Using BASIC for, by Tom Nally	105
Interfacing the PC with the Velleman kit DLL, by Rod	133
Internet coding, by Brandon Watts	88
Internet file length, by Brent Thorn	136
Internet, downloading to disk, by Alyce Watson	112
Intro to LB programming	17

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)

J-L

JPEG.DLL, using, by Alyce Watson 111
John Fisher, Programmer's Spotlight on 95
KILL command 102
Kaleidoscope, by Norman 129
Keith Handy, Programmer's Spotlight on 89
Kevin Agorastos, Programmer's Spotlight on 85
Keyboard input, trapping 88
Keypress detection (background processing), by Mitchell Kotler . . . 84
Keypresses, multiple, detection, by Bill Jennings 105
Keywords in LB, by Brad Moore 113
Kill Basic Apps option 36
LB Code Editor (Eddie), by Alyce Watson 137
LB Functions (bitmaps) 14
LB Statements shortcut, by David Drake 84
LB Websites, Alyce's favorites 107
LB Workshop: Bookmarks, a review by Eldron Gill 117
LB beginners' notes, by Gordon Sweet 113
LB resources for the beginner, by Brad Moore 101
LB v2 - Bitmaps - load and save 24-bit 68
LB v2 - Control creation by expression 68

LB v2 - Decimal to hex conversions	68
LB v2 - Font dialog & font attributes	68
LB v2 - Graphics SET command	68
LB v2 - Improved random function	68
LB v2 - Liberty Basic editor	68
LB v2 - New time and date functions	68
LB v2 - PopupMenu command	68
LB v2 - RGB color choices	68
LB v2 - Updating the open source editor	68
LB v2 - Window/control colors	68
LB websites, links to, by Gordon Sweet	104
LB, sharing programs ("Essential Libby"), by John Davidson	113
LB2BCX, a compiled executable	93
LB4 Editor, Getting the most from the IDE, by Alyce Watson	128
LB4 Lesson Browser	108
LBBROWSE.DLL, "Simple report . . . Generation," by Mike Bradbury . .	137
LBCard, by Tom Nally	106
LBWF 1.0 (Wire 1.0) Is On the Horizon, by Tom Nally	136
LOCATE command, used in "Chase button," by David Drake	110
LOG (Natural) notice	53
LameCard! A Card-like Programming Technology for LB, by Tom Nally .	121
Languages, supporting multiple within a LB Application, by Brad Moore	138
Lesson Browser, LB4	108
LiBOS (a GUI/shell), by PRTSoft	89
LibSQL v1.4 - SQLite Database for LB, by Richard Peeters	105
Liberty BASIC 3, introducing	93
Liberty BASIC Controls, Modifying (API Corner)	111
Liberty BASIC Evolution, by Carl Gundel (Part 1)	85
Liberty BASIC IDE, Getting the most from, by Alyce Watson	128
Liberty BASIC, advantages of, by Gordon Sweet	118
Liberty BASIC, starting by clicking on your program	82
Liberty BASIC, version 2 - in review	67
Liberty Basic Wiki, A review by Brad Moore	141
Liberty Basic Workshop, reviewed by David Drake	106
Life, the game, with Liberty BASIC, by Tom Nally	120
Line numbers, scrolling (Eddie, v3), by Alyce Watson	133
Linear and non-linear equation systems, by Ingemar Bjerle	112
List directory files: "Long filename lister," by Gordon Sweet . . .	125
ListBox, formatted demo, by Mike Bradbury	99
Listbox Trivia (Tip Corner), by Alyce Watson	122
Listbox arrays, Manipulating multiple, by Ken Lewis Sr.	127
Listbox demo, with conversion trivia, by WE Lopez	131
Listbox demos 1 & 2, by Brent Thorn	122
Listbox, multicolumn, by Alyce Watson	119
Listboxes (Stylebits Corner), by Janet Terra	134
Listboxes, Filling Using Maphandle, by Ken Lewis	116

Listboxes, Moving items between demo, by Alyce Watson	134
Listboxes, building, by Brad Moore	141
Listboxes, managing multiple, by Brad Moore	141
Listing files recursively, by Mark Parkinson	102
Listview Report, by Brent Thorn	99
Loading and displaying bitmaps, LB Editor, part 5	62
Locate Command, by Tom Nally	106
Locate with API, "MoveWindow," (API Corner), by Alyce Watson	137
Locating objects, Math for LB, by Bill Jennings	114
Logical functions, fit within one display screen	4
Logo (the original Turtle Graphics)	98

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)**M-O**

MDI in LB, by David Conner	106
MDI, Multiple Document Interface, by Mitchell Kotler	86
MIDI DLL, PlayMIDI, for playing MIDI files, by Brad Moore	110
MIDI output, by Midi_boink	110
MIDI, Tapisty, an upgrade of piano4.bas, by Midi Boink	111
MIDI-Tunes, fun MIDI music, by John Richardson	110
MS Agents and MS Office Characters, Find, by Janet Terra	136
MSAgent Merlin, COMAL.DLL, Agent Lesson, by Janet Terra	126
Main window helps debugging	36
MainWindow, manipulating	53
MainWindow, manipulating (API Corner), by Alyce Watson	131
Make a Liberty Basic Website	52
Mapper (MapFoundry), by David Drake	86
Mapping real world coordinates to screen coordinates, by Tom Nally	112
Marketing shareware	100
Marketing your software, by Alyce Watson	139
Math for LB, by Bill Jennings	114
Media File Search, by Gordon Sweet	118
Memory Mapped Files ("Sharing data..."), by Dennis McKinney	113
Menu, LB Editor	58
Menu, adding a popup menu to a menu item	82
Menu, cascading popup, add to an existing menu, by David Conner ..	102
Menu, popup	78
Menu, right click	36
Menubars, Pseudo, on a Window, by Alyce Watson	111
Menus, advanced	45
Menus, basic and intermediate	44
Menus: Checkmarks, by Brad Moore	123
Merlin, COMAL.DLL, Agent Lesson, by Janet Terra	126
Merlin, finding with Comalspeech.DLL, by Janet Terra	136
Mesock32.dll - TCP/IP Tutorial, by Alex Davies	115
Message box tutorial, by Larry Dunham	51
Message boxes, Borland	51
Modem, Using the, by George Johnson	114
Modular code (LB Code Editor), by Alyce Watson	132
Morse Code Tutor, by Gordon Sweet	119
Motion, Projectile, Simple Math for, by Tom Nally	126
Mouse Clicks and Hot Keys, by Bill Jennings	105
Mouse button detection, "Sub Handlers," by Mike Bradbury	126
Mouse click trapping, by Carl Courtney	85

Mouse commands, using, by Ben Jimenez	91
Mouse coordinates, API in "Chase button," by David Drake	110
Mouse cursors, user-defined	21
Mouseclicks within borders, "QuadClicks", by Bill Jennings	104
Move any file	62
Move with API, "MoveWindow," (API Corner), by Alyce Watson	137
Moving objects, simple math for, by Tom Nally	104
Multi-Coloured Text Input Boxes using a DLL, by Ray Fisher	103
Multiple versions of DLL Error	53
Music files, randomly selected, by Gordon Sweet	113
Mutex ("Sharing data..."), by Dennis McKinney	113
Native Lines demo, by Grahame King	139
Newsletter Index program, by Janet Terra	121
Newsletter articles: Submission guidelines	139
Newsletter help: Printing and copying pictures, text and code	139
Nim, the game (artificial intelligence) demo, by Ryan Jeffords	79
Nomainwin Command (Tip Corner), by Alyce Watson	131
NoteBoard, by Brad Moore	108
Numbers alignment demo, by Bill Jennings	115
Numbers into words, by Rob Durk	101
Numbers-Only Textbox (API Corner), by Alyce Watson	114
Numeric (Filtered) Input Revisited, by Bob Bromley	121
Numerical Integration, Using BASIC for, by Tom Nally	105
ODBC in Liberty BASIC, by Dennis McKinney	102
Object-Oriented Programming, by Thomas Watson	131
Open Source Editor, adding a BMPbutton	70
Open Source Editor, updated with popup menu	82
Open Source Editor, updated, by Alyce Watson	106
Open Source Editor, updating for WinXP	95
Open Source LB Editor series, about	61
Operating System Selection, by Jason Herbert	107
Operating system version, get, by Ken Lewis, Sr.	103
Outline Boxes, by Jay Shrimplin	85

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)

P-R

Parsing HTML, by Jerry Muelver 136
Passing data to/from TKNs, by Mike Bradbury 140
Password Textbox, by Alyce Watson 110
Password guarding 36
Password unnecessary! 53
Password usage, with INI file 102
Paths, finding 101
Patterns and Music demo, by Gordon Sweet 128
Performance Profiling, "Assist," by Carl Gundel 140
Phillip Richmond, Programmer's Spotlight on 88
Pixel Colours demo, by Gordon Sweet 123
Playing card demo, QCard.dll - Lesson 1, by Alyce Watson 122
Playing card demo, QCard.dll - Lesson 2, by Alyce Watson 123
Playing card demo, QCard.dll - Lesson 3, by Alyce Watson 124
Playing card demo, QCard.dll - Lesson 4, by Alyce Watson 125
Playing card demo, QCard.dll - Lesson 5, by Alyce Watson 126
Playing card demo, QCard.dll - Lesson 6, by Alyce Watson 128
Playing card demo, QCard.dll - Lesson 6, by Alyce Watson 128

Plotting 3D objects, by Tom Nally	113
Point and Click Adventure Game, Writing a, by Janet Terra	136
Poker Game Development - Part 1, by Gordon Rahman	120
Poker Game Development - Part 2, by Gordon Rahman	123
Polar Coordinates, by Tom Nally & Guy Canida	96
Polygon, filling with color, by Alyce Watson	119
Popup menu	78
Popup menu, cascading, add to an existing menu, by David Conner ..	102
Popup window examples	83
Precision and scientific Notation in LB, by Grahame King	139
Preprocessor for LB, Parts 1 & 2, by Rich Ries	141
Preventing more than one instance of your program, by Ken Lewis ..	102
Print and Print Preview with DDOC.DLL, by Eldron Gill	122
Printer Page Orientation, by Dennis McKinney	135
Printer, communicating with, by Foon, aka Larry Crimmins	108
Printing Forms with LB4.01, by Alyce Watson	125
Printing graphics alternatives, by Alyce Watson	103
Printing hard copy in LB with lbprnt01.dll	65
Printing in LB for Everyone	20
Printing out installed fonts, by Gordon Sweet	113
Printing with Deanslib.dll	63
Printing with Liberty BASIC v4.01, by Janet Terra	125
Printing with Notepad - Open Source Editor Part 6	63
Printing with VBprint.dll	63
Printing with native Liberty Basic commands	63
Printing with straight API calls	63
Procedure parameter passing and encapsulation, by Herman	48
Program Design with Eddie, by Alyce Watson	131
Program Security, by Jim Brossman	133
Program protection, limit to one instance	102
Programming Tips For the Hobbyist, by Tom Nally	116
Programming With Style, by Jim Brossman	118
Programming in LB - Part 1	22
Programming in LB - Part 2	23
Programming in LB, Beginners Series - Part 01, by Brad Moore ...	104
Programming in LB, Beginners Series - Part 02, by Brad Moore ...	104
Programming in LB, Beginners Series - Part 03, by Brad Moore ...	107
Programming in LB, Beginners Series - Part 04, by Brad Moore ...	109
Programming in LB, Beginners Series - Part 05, by Brad Moore ...	110
Programming in LB, Beginners Series - Part 06, by Brad Moore ...	111
Programming in LB, Beginners Series - Part 07, by Brad Moore ...	117
Programming in LB, Beginners Series - Part 08, by Brad Moore ...	120
Programming in LB, Beginners Series - Part 09, by Brad Moore ...	124
Programming in LB, Beginners Series - Part 10, by Brad Moore ...	127
Programming in LB, Beginners Series - Part 11, by Brad Moore ...	132
Programming in Windows	20

Programming rules	25
Programming, Design of code, by Brandon Watts	79
Programming, Event-Driven Concepts - Part 1, by Brad Moore	102
Programming, Event-Driven Concepts - Part 2, by Brad Moore	104
Programming, Object-Oriented, by Thomas Watson	131
Programming, structured, by Foon, aka Larry Crimmins	108
Programming: "Do it Right!," by Alyce Watson	125
Programs, Development of large, by Herman	46
Programs, releasing, by Brad Moore	99
Programs, sharing ("Essential Libby"), by John Davidson	113
Progress Simulator, by Gordon Rahman	118
Progress bars with bitmaps, by Mike Bradbury	133
Project Versioning and differencing, "Assist," by Carl Gundel . . .	140
Projectile Motion, Simple Math for, by Tom Nally	126
Projectile motion in 3D Space, by Tomas J. Nally	130
Promoting Liberty Basic	52
Prompt (Tip Corner), by Alyce Watson	134
Prompt, Roll Your Own, by Brad Moore	105
Pseudo Menubars, on a Window, by Alyce Watson	111
QBASIC, Converting to Liberty BASIC, by Gordon Sweet	121
Qcard DLL, using - Lesson 1, by Alyce Watson	122
Qcard DLL, using - Lesson 2, by Alyce Watson	123
Qcard DLL, using - Lesson 3, by Alyce Watson	124
Qcard DLL, using - Lesson 4, by Alyce Watson	125
Qcard DLL, using - Lesson 5, by Alyce Watson	126
Qcard DLL, using - Lesson 6, by Alyce Watson	128
Questionnaire wizard demo, by Brad Moore	110
REDRAW command	102
RGB color	36
RGB color previewer and specifier, by David Conner	102
RUN Command, Using the (Tip Corner), by Alyce Watson	114
RUN command (Eddie, v6), by Alyce Watson	136
RadioButtons, by Janet Terra	122
Radiobuttons via API, by Mike Bradbury	101
Random (music) File Selector, by Gordon Sweet	113
Random Access Files, by Jim Brossman	120
Random files - Part 1	9
Random files - Part 2	10
Random files - Part 3	12
Random number generator	2
Random number simulations, improved, by Welopez	135
Reader survey - Its your turn!	8
Reading a file header	62
Recursion Revisted, by Brad Moore	132
Recursive files listing, by Mark Parkinson	102
Registration code, by Gary Capps	85

Registry, protecting	102
Releasing Professional Software, by Alyce Watson	140
Renamer, Bulk File, by Gordon Sweet	127
Resize at startup	53
Resize with API, "MoveWindow," (API Corner), by Alyce Watson	137
Resizhandler, a SUB for (Tip Corner), by Alyce Watson	137
Rich Text format help file, by Jim Brossman	115
Richedit syntax coloring, by Dennis McKinney	88
Road to Release, The, by Brad Moore	99
Rotating 3-D Wire Frame Cube demo, by Thomas Watson	111
Rotating Objects in 2D-Space, by Tom Nally	117
Round BMP Buttons, by Ken Lewis, Sr. and Alyce Watson	117
Rounding errors, handling, by Brad Moore	135
Rounding functions, LB Native and custom by Bill Jennings	117
Rubber band graphic objects, by Tom Nally	110
Runtime engine, Using the	71
Runtime icon, changing in the LB editor	71
Runtime icon, changing in the Open Sourve Editor	96
Runtime icon, changing it ourselves	71
Runtimes in Windows\System	53

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)

S-U

SCAN vs WAIT	100
SORT of DATA file, by WE Lopez	130
SQLite Database Manager, by Collin McMurchie	106
SSS - Side by Side Software	8
SUBs avoid duplication of code	76
Saving files without "Save", by Brent Thorn	138
Scan files demo, by Gordon Sweet	123
Scientific notation and precision in LB, by Grahame King	139
Screen Capture of Window, by Alyce Watson	134
Screen Saver, by Doyle Whisenant	89
Screen resolutions, by Doyle Whisenant	85
Scripting language tutorial	98
Scrollbars adding to a Graphicbox, by Janet Terra	139
Scrollbars in a Graphicbox, Stylebits Corner, by Janet Terra ...	138
Scrolling Controls, by Alyce Watson	108
Search for media files, by Gordon Sweet	118
Search for text in all files in a directory, by Gordon Sweet ...	138
SearchTreeForFile, API file search	95
Searches, binary, by Richard Miller	84
Security for your program, by Jim Brossman	133
Segments - a Graphics Tutorial	102
Select Case construction	98
Selecting Multiple Files, by Stefan Pendl	140
Serial Communication, by Dean Jolly	97
Serial Communication, real-time under Windows, by Peter Hawken ..	119
Serial communications, by Herman	49
Server: CGI with LB, by Colin McMurchie	126
Settings, "Running Control Panel Applets," by Alyce Watson	137
Shadow Boxes, by Jay Shrimplin	85
Shareware marketing, by Eldron Gill	100

Sharing data between LB applications, by Dennis McKinney	113
Shell About Box (API Corner), by Alyce Watson	140
Shell to DOS, by Gordon Sweet	119
ShellExecute	74
Shortcuts on the desktop II, by Gordon Rahman	120
Shortcuts on the desktop, by Gordon Rahman	119
Show/Hide control in LB4 (Tip Corner), by Alyce Watson	116
Showing and Hiding Controls in LB3, by Mike Bradbury	105
Shutdown/Restart, by Brian D	89
Side scroller demo, (Youth Corner), by KC Dan	135
Simulated Hyperlink demo, by David Conner and Stefan Pendl	129
Simulations of Space Travel demos by the LB Community	129
Simulations with Liberty Basic, by Brad Moore	129
Slider (sprites) control, by Brad Moore	119
Slider Controls, Multiple, by Mike Bradbury	118
Slider/Trackbar Control via API, by Brad Moore	131
Snip Manager, Jim Brossman's, reviewed by Brad Moore	123
Software archives, by Brandon Watts	84
Software, Releasing Professional, by Alyce Watson	140
Software, releasing, by Alyce Watson	139
Solid Objects, Rendering, by Tom Nally	124
Sort by Surnames demo, by Gordon Sweet	114
Sorting algorithms by David Szafranski	75
Sounds from internal speaker, by Gordon Sweet	113
Speech Using Speech Synthesizer STM.DLL, by Gordon Sweet	117
Speech for the Disabled (mouse or joystick, by Gordon Sweet	138
Speech, convert text to, with Liberty BASIC, by Stefan Pendl	118
Speech, stand alone aid, by Gordon Sweet	120
Spinner (up-down) control	98
Spreadsheets, using	72
Sprite Byte: More Cycling, by Alyce Watson	134
Sprite Graphics, Making them persist (Sprite Byte), by Alyce Watson	137
Sprite Image, Changing (Sprite Byte), by Alyce Watson	128
Sprite basics, by Alyce Watson	132
Sprite in a Box, by Alyce Watson	108
Sprite, Control with computer, by Alyce Watson	125
Sprite, Control with keyboard input, by Alyce Watson	119
Sprite, manual cycling and sound, by Alyce Watson	129
Sprites Slide Puzzle, by Janet Terra	117
Sprites in Liberty BASIC V2 beta 2	82
Sprites made easy!	31
Sprites, Block Puzzle, by Janet Terra	118
Sprites, Collision Detection (Sprite Byte), by Alyce Watson	126
Sprites, Scaling, by Alyce Watson	121
Sprites, Scoreboard or Status Panel (Sprite Byte), by Alyce Watson	131
Sprites, Scrolling background for, by Alyce Watson	120

Sprites, Shooting Multiple Missiles, by Alyce Watson	124
Sprites, Shooting, by Alyce Watson	122
Sprites, Working with, by Brad Moore	132
Starting Liberty BASIC by clicking on your program	82
Statictext	3
Statictext images (Tip Corner), by Alyce Watson	127
Statictext with API (StyleBits Corner), by Janet Terra	132
Statictext with icons and images, by Mike Bradbury	102
Status Bars, creating (Youth Corner), by David Conner	132
Status bars	55
Stephen from KiwiSoft, Programmer's Spotlight on	83
Stopwatch demo, for LB4, by Bill Beasley, with help	116
Strings instead of arrays, by Alyce Watson	125
Strings, working with, Part 1, by Brad Moore	138
Strings, working with, Part 2, by Brad Moore	139
Strings, working with, Part 3, by Brad Moore	141
Struct length, by Brent Thorn	86
Structs	102
Structs in LB3	93
Structured programming, by Foon, aka Larry Crimmins	108
Stylebits Corner: Introduction, by Janet Terra	130
Stylebits example, Easy BmpButtons, by Alyce Watson	123
Sub Handlers, by Mike Bradbury	126
Submission Guidelines	140
Submission Guildlines	136
Subroutines and Gosubs, by Alyce Watson	114
Symbolic logic, applying, by Bob Kenyon	104
Syntax Coloring LB Keywords (Eddie, v9), by Alyce Watson	140
Syntax colors, customizing ((Eddie, v10), by Alyce Watson	141
System tray icon and mouse clicks, by Ken Lewis, Sr.	103
System tray program, building in LB, by Dennis McKinney	77
TCP/IP tutorial (mesock32.dll), by Alex Davies	115
TKN files, Handling multiple, by Gordon Sweet	115
TRACE command alternative (INPUT), by Kevin (maitrikaruna@yahoo.com)	103
Tabbing (StyleBits Corner), by Janet Terra	133
Tabbing in window-type windows, by Dennis McKinney	85
Tabbing through controls in a graphicbox	36
Tabbing with non-fixed fonts, by Bill Jennings	105
Tabstrip Controls, by Alyce Watson	108
Taskbar icon and mouse clicks, by Ken Lewis, Sr.	103
Template for YOUR website!	52
Template for game design, by Bil Simser	129
Text and background colour, by Ray Fisher	100
Text boxes in color using a DLL, by Ray Fisher	103
Text in Graphics, tutorial by Alyce Watson	111
Text line-wrap demo, by Bill Jennings	100

Text to Speech with Liberty BASIC, by Stefan Pendl	118
Textbox, Numbers-Only (API Corner), by Alyce Watson	114
Textboxes (Stylebits Corner), by Janet Terra	131
Textboxes, Many demo, by Bill Jennings	114
Textboxes, multi-colored input with a DLL, by Raymond Fisher . . .	102
Texteditor demo, of Eddie, by Alyce Watson	131
Texteditor, LB Editor, part 1	58
Texteditor, loading text files directly into	97
Texteditor, scrolling, by Alyce Watson	134
TheWrap, A User's Review of, by David Drake	105
There's more than one way to skin a cat - Part 1	25
There's more than one way to skin a cat - Part 2	26
There's more than one way to skin a cat - Part 3	29
Thunking, by Alyce Watson	50
Tiled BMPs	88
Time/Date picker demo, by Brent Thorn	100
Timer command ("Hocus Focus")	98
Timer program	81
Timing Events and Heartbeats, by Janet Tera	123
Timing considerations, by Brad Moore	132
Timing, Benchmarking real-time programming	81
Timing, How to use Timer.dll (dll by Stephen@KiwiSoft)	81
Timing, How to use timeGetTime (part of mmsystem.dll)	81
Timing, More on real-time loops	81
Timing, Optimized LB2 timer\$("milliseconds")	81
Timing, Using the RealTimeClock in LB2.0+	80
Titlebar, Custom, by Alyce Watson & modified by Bubba	91
Titles, Animated demo, by Janet Terra	127
Toggle Buttons (StyleBits Corner), by Janet Terra	137
Toggling flags with math avoids repetition	76
Toolbar, LB Editor, part 2	59
Toolbar, floating	78
Tooltip creation	102
Tooltips in LB3	93
Tooltips, LB Editor, part 3	59
Transferring Images with TransparentBlt, by Janet Terra	128
Translating Documentation	97
TransparentBlt, Correction by Janet Terra	129
Trapclose Command	111
Triangle, drawing using Polygon Code, by Alyce Watson	119
Troubleshooting Guide for common errors	28
Tsunami Database Manager, by Collin McMurchie	106
Turtle graphics tutorial	98
USING function demo, by Bill Jennings	103
Up-down (Spinner) control	98
Update checking system, automatic, by Noble Bell	136

Update your LB programs automatically, by John Richardson	112
User-defined functions in Liberty Basic 2.0, by Carl Gundel	67
User-defined functions, a beginner's tutorial	67
User-defined functions, adding to the open source editor	70
User-defined functions, new functions and explanations	70
User-defined mouse cursors	21

Table of Contents

[LB NEWSLETTER ARCHIVES](#)

[Issues 140 to 143](#)

[Issues 128 to 139](#)

[Issues 116 to 127](#)

[Issues 104 to 115](#)

[Issues 92 to 103](#)

[Contents List](#)

[LB NEWSLETTER INDEX](#)

[A-C](#)

[D-F](#)

[G-I](#)

[J-L](#)

[M-O](#)

[P-R](#)

[S-U](#)

[V-Z](#)

V-Z

VSTUB errors	3
Variable names, be consistent	4
Variables in Graphics Commands, by Brad Moore	123
Variables, default, in LB, by John Richardson	112
Variables, passing to DLL by Reference (API Corner), by Brad Moore	132
Version of LB, checking	62
Version of LB, checking	81
Version of operating system, get, by Ken Lewis, Sr.	103
Video Capture in Liberty BASIC, by Callum Lowcay	127
Video capture, Correction by Callum	129
View 3D, Moving Camera in 3D Wireframe Drawing, by Tom Nally ...	114
Viewer, Auto full screen clipart demo, by Gordon Sweet	129
Visual BASIC API calls, translating to LB	102
WAVs, playing	64
WINMM.DLL, using, by Gordon Sweet	112
WMLiberty, primer on windows message trapping, by Brent Thorne ..	110
Web Servers	52
Web pages, Creating dynamic - A Better Approach, by Colin McMurchie	127
Website and Email Addresses, by Gordon Sweet	117
Website creation: Setting-up an LB Web Presence, by Brad Moore ..	126
White space, Use plenty of	4
Wiki for Liberty Basic, A review by Brad Moore	141
WinExec	74
WinXP, updating Open Source Editor for	95
Window Placement Techniques, by Brad Moore	99
Window flexibility	36
Window title change, by Brandon Watts	84
Window with no titlebar	57
Window, change caption (API Corner), by Alyce Watson	122
Window, non-rectangular, by Janet Terra	132
Windows Helpfiles in LB3	93
Windows constants	57
Windows cursors example	83
Windows features (call dialogs), by Brandon Watts	88
Windows message trapping, WMLiberty DLL, by Brent Thorne	110
Windows, Closing multiple, by Jim Brossman	128
Windows, handling multiple, by Gordon Sweet	112
Winsock API Reference, from Microsoft	95
Winsock, code example by Brent Thorn	95
Wire 1.0, Making complex objects with, by Tom Nally	137
Wire 1.0, RequestObjectName Function, by Tom Nally	139
Wire Frame Library for LB, LBWF 1.0 (Wire 1.0), by Tom Nally ...	136
Wire Frame Library for LB, by Tom Nally	134
Wire Frame Library for LB, version 0.6, by Tom Nally	135

Wizard framework, by Brad Moore	104
Word Game, Programming, by Janet Terra	124
Word wrap detection, by Mark Parkinson	85
Words from numbers, by Rob Durk	101
Wrap text lines	100
Wrapping your program: A review of TheWrap, by David Drake	105
Writing Documentation: Helpfiles, by Jerry Muelver	105
Writing a replacement for Notepad - Part 1	6
Writing a replacement for Notepad - Part 2	7
Writing code that works, by Rory Davis	86
XIDE, an excellent IDE for Liberty BASIC	88
XOR drawing rule, Native Lines, by Grahame King	139
ZIP program, ActiveX DLLs in LB, Part 2, by Dennis McKinney	131