









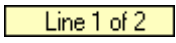


Section 19 HUDCAPS GUI and System Navigation

- A. Through the use of a graphical user interface, users can customize how they view information in HUDCAPS. Windows in HUDCAPS include several tools to help manipulate the size and location of the information.

Window Item	Symbol	Function
Control Box		Closes the window by double clicking on it.
Title Bar	—	Lists name of window. Click and hold on the Title bar to move the window.
Scroll Bars		Moves the view of the window without changing the window's shape. Use the arrows to view items outside the window or drag the elevator to scroll. This item is located along the side vertical scroll bar and the bottom horizontal scroll bar of a window.
Min/Max buttons		The minimize button (left) changes the window into an icon. The maximize button (right) changes the window to the size of the full screen.
Push Button		Performs the action labeled on the button.
Radio Button		Represents set of mutually exclusive options selected by clicking on the desired option or by pressing the space bar after you tab to the item.
Check Box		Represents a yes/no decision. Select or deselect a checkbox by pressing the spacebar after tabbing to the item or by pointing the mouse arrow on the box and clicking once.
Tabs		Allows users to switch between panels on a window.
Drop-down list		Accesses a list of field selections when clicked on once.
Search icon		Opens a Choose Code window which provides a list of valid codes for a field when clicked on once.
Key Fields		Identifies key fields on a table which are required to display a record.
ToolTip		Identifies which document line the cursor is on when on the lines tab of a multiple document.