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1 Introduction

This is a manual for the installation and use of the application 'FamilyTree'. The program is a Windows application, for creating a family tree and for obtaining a attribution free image of it for the purposes of a document. A typical tree would look like:



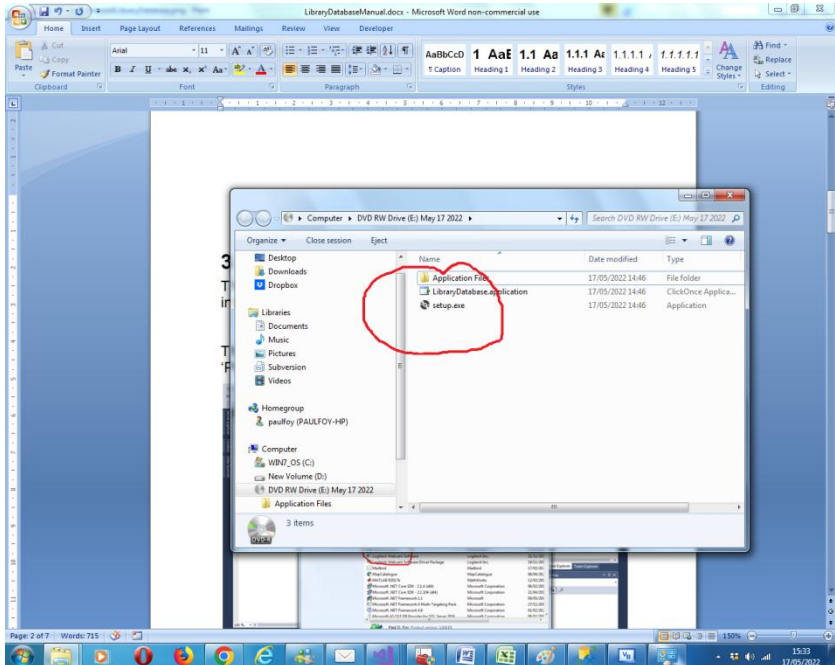
Figure 1 A typical family tree.

2 Pre-requisites.

1. A PC running Windows 7 or above.
2. A USB stick or optical drive containing the program setup files, together with this manual.

3 Installation/Removal

The program is installed by inserting the supplied stick or disc into the PC and running the 'setup.exe' program on it.



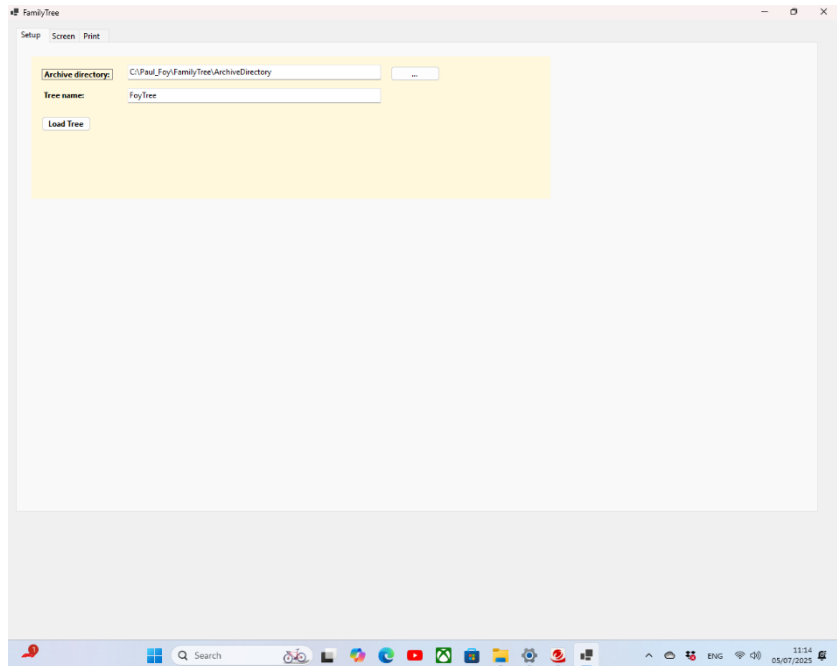
The program can be removed from the PC, by using the 'Program & Features' menu from within Control Panel.



4 Use

The application has 3 tabs:

4.1 Setup



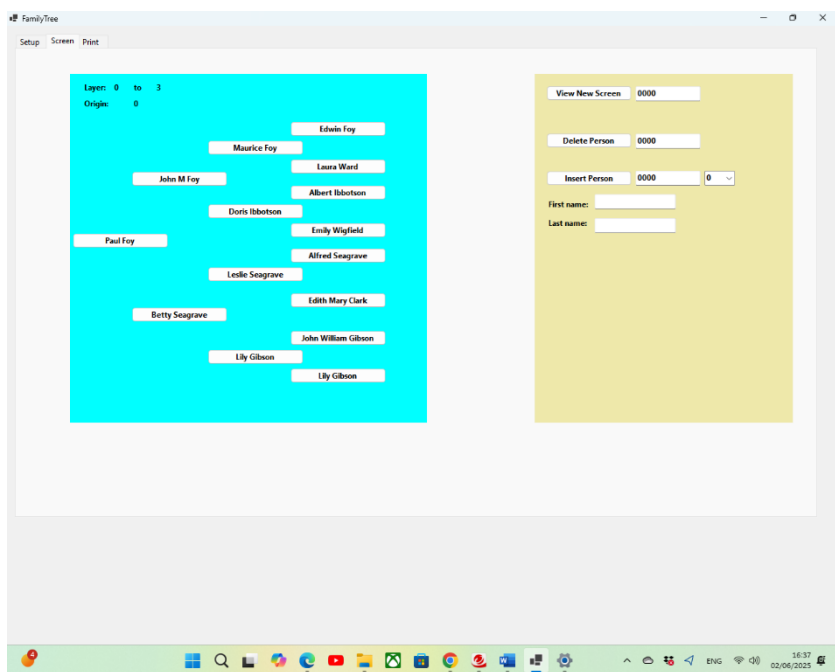
This tab initialises the names and directories and the settings.

Archive Directory: the directory where all files are loaded from or saved to.

Tree name: the name of the tree to create. This is used for the text file name of the archive file which is saved on program quit and loaded on program start. That is a tree being built is preserved between sessions.

Load Tree: The tree in the above text box is loaded into memory from its archived text file. If no such file exists an empty tree is created. If you do not explicitly load a screen the last loaded tree (as specified in the above text box) is loaded into memory. This button is used for switching between loaded trees.

4.2 Screen



The left-hand panel contains a diagram of a section of the family tree. The right-hand panel contains buttons for manipulating the tree.

Left-hand panel:

The attributes of a person are selected by clicking on a button. Only the first and last name are displayed. A person in a tree is labelled by a series of '0's and '1's. 0 is one member of the couple (e.g. the male) 1 the other member (e.g. the female). Their parents are positioned to the upper right (0) and lower right (1) of the person. The initial person is labelled '0'. Thus in Figure 1, Doris Ibbotson, for example, is uniquely labelled '001' and John William Gibson '0110'. The layers are labelled starting from layer 0. Thus the people Maurice Foy, Doris Ibbotson,

Leslie Seagrave and Lily Gibson are all in layer 2. So you don't lose track of the identifier of a person it is displayed in the form presented to fill out for the attributes of the person, and in the text boxes in the right-hand panel upon clicking on a person.

Right-hand panel:

A new screen is selected by selecting the reference of a person in the accompanying text box and hitting the **View New Screen** button. The person selected then becomes the origin of a fresh screen of 15 people.

The person selected in the accompanying text box is deleted from the tree by using the **Delete Person** button. All elements of the tree below that person are also removed. For example deleting Maurice Foy from the tree of Figure 1, leaves a screen and underlying database looking like Figure 2.

The person of the accompanying text box is inserted to either the upper right (0) or lower right (1) with names of **First name** and **Last name** (text boxes) by using the Insert Person button. This feature is useful if you have constructed a series of ancestors but later find you want to insert one without going to the trouble of deleting the whole series downstream and then recreating them after the inserted one. For example inserting a person between the two Edwin Foy's in Figure 3, leaves the tree as in Figure 4.



Figure 2 - Tree after deleting a person.

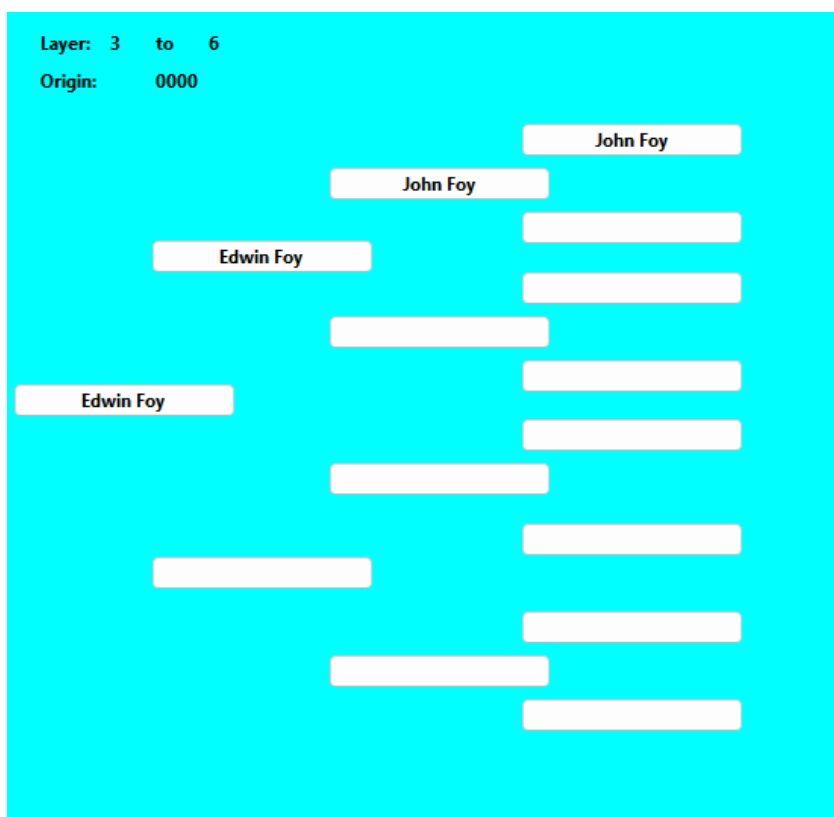
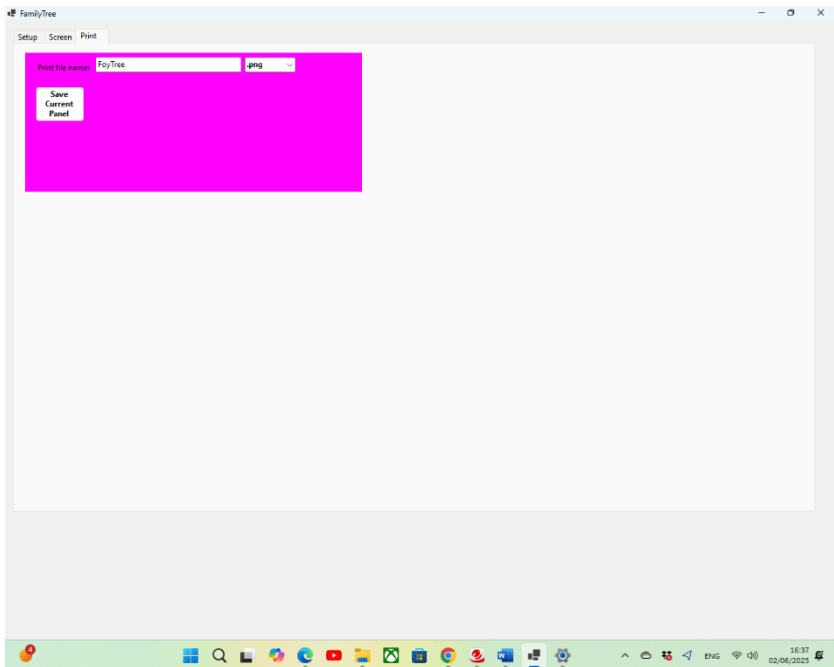


Figure 3 - Tree before insertion.

4.3 Print



The contents of the left-hand panel of the Screen tab can be printed to file with the **Save Current Panel** button. The **Print file name** and file type are as selected.

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