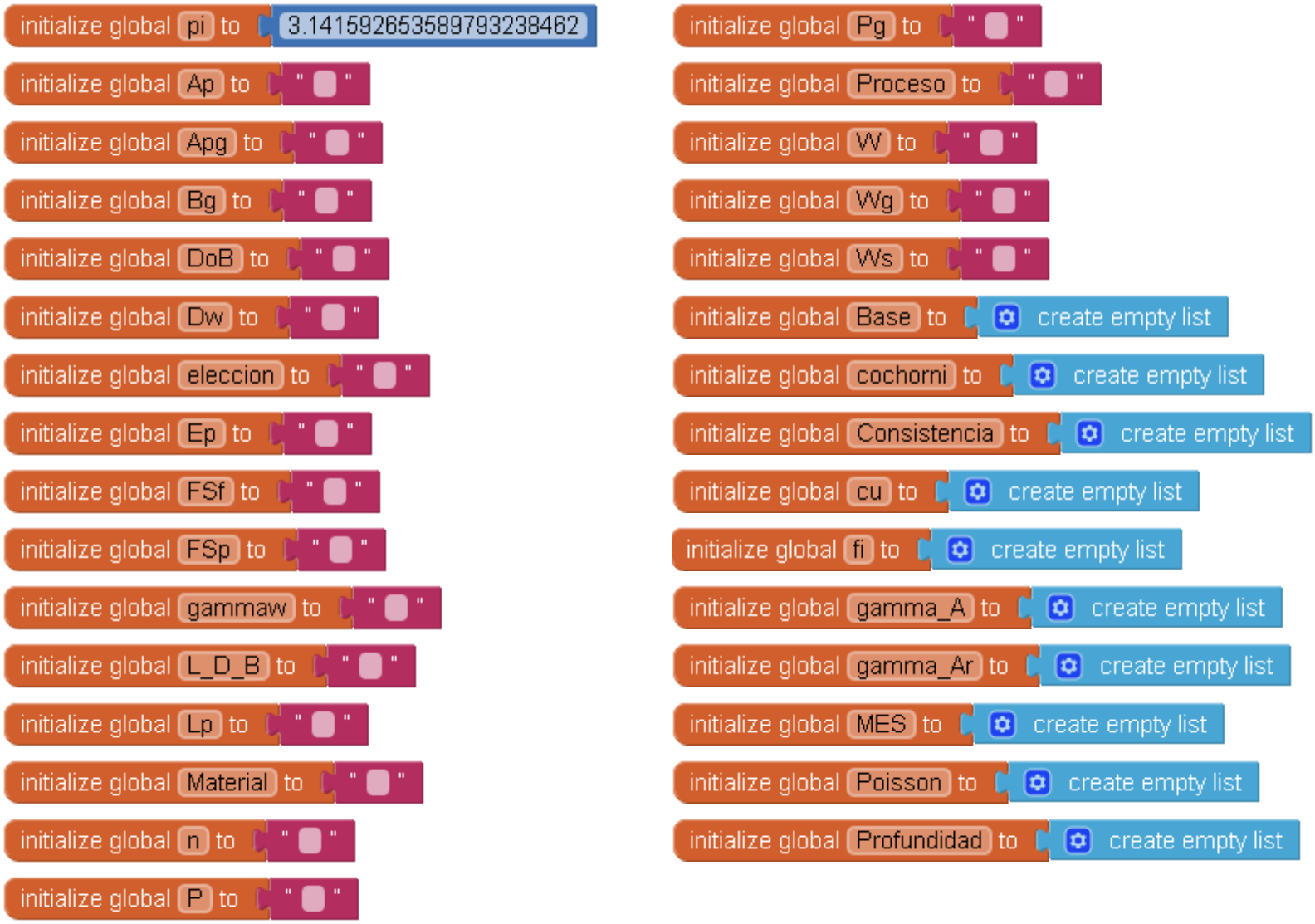
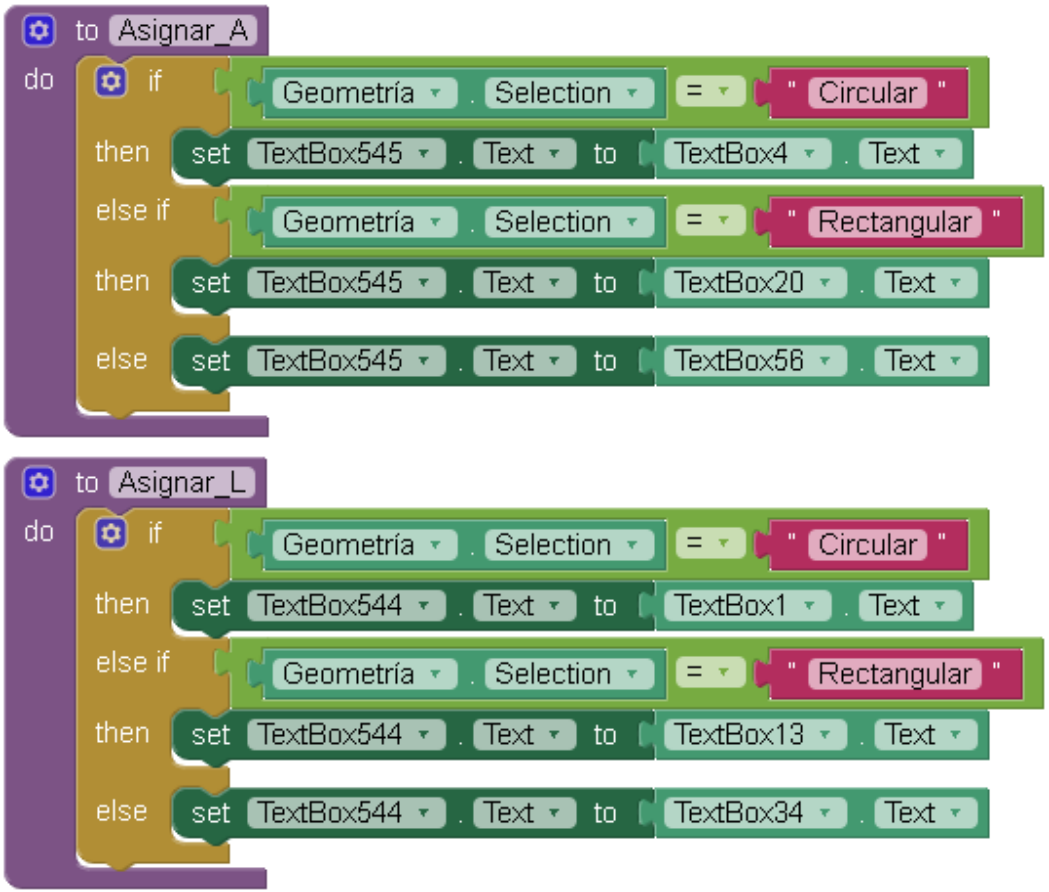
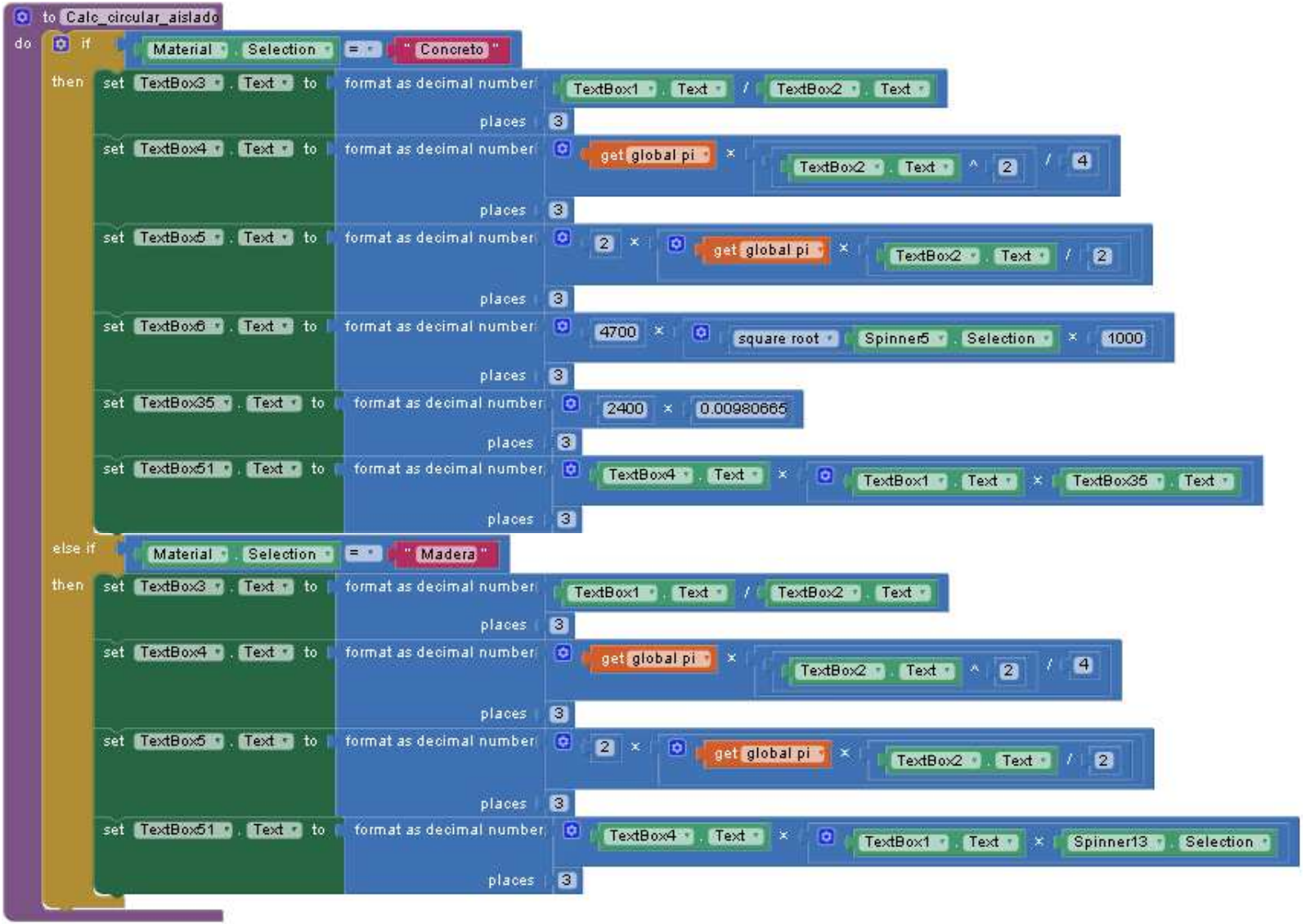
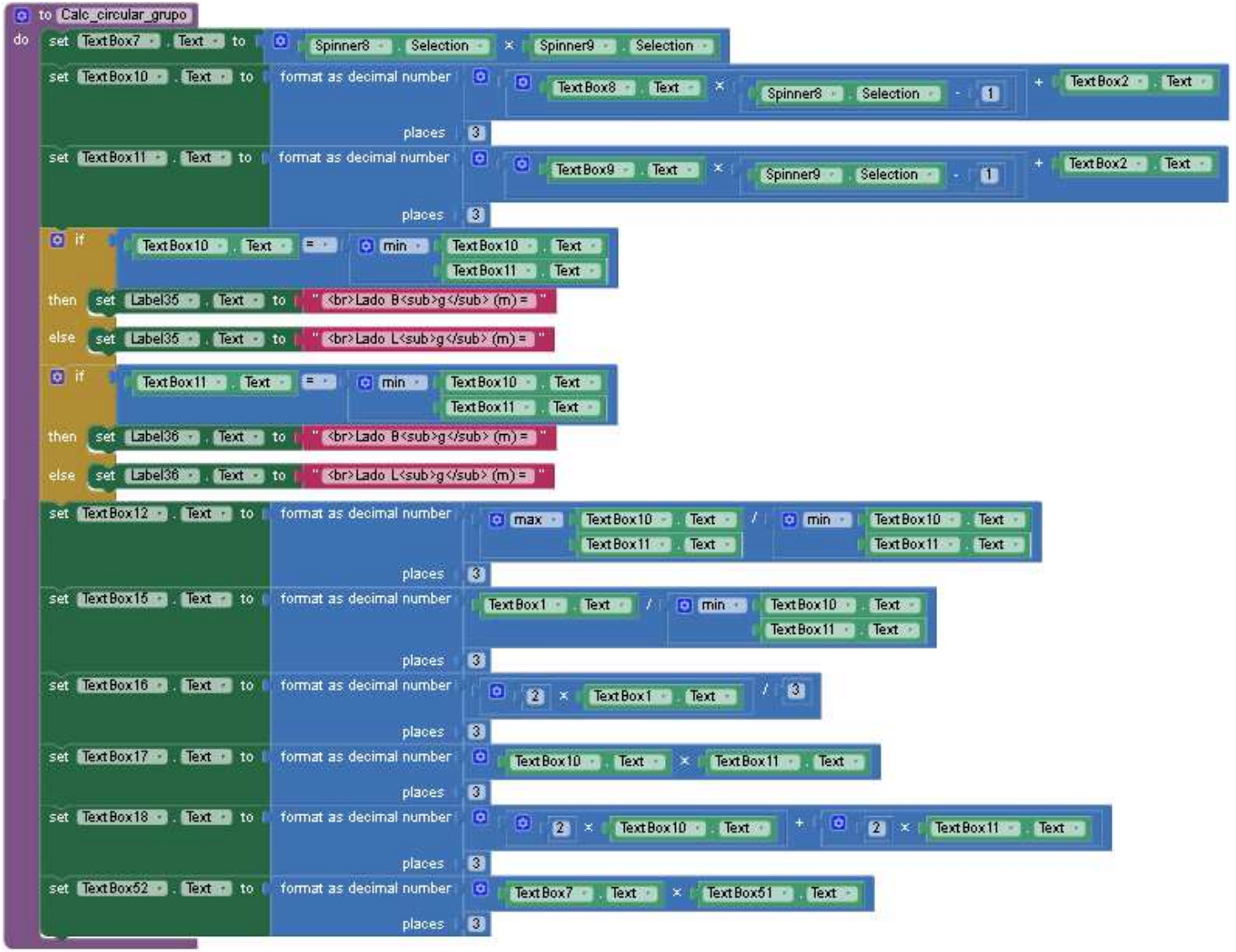
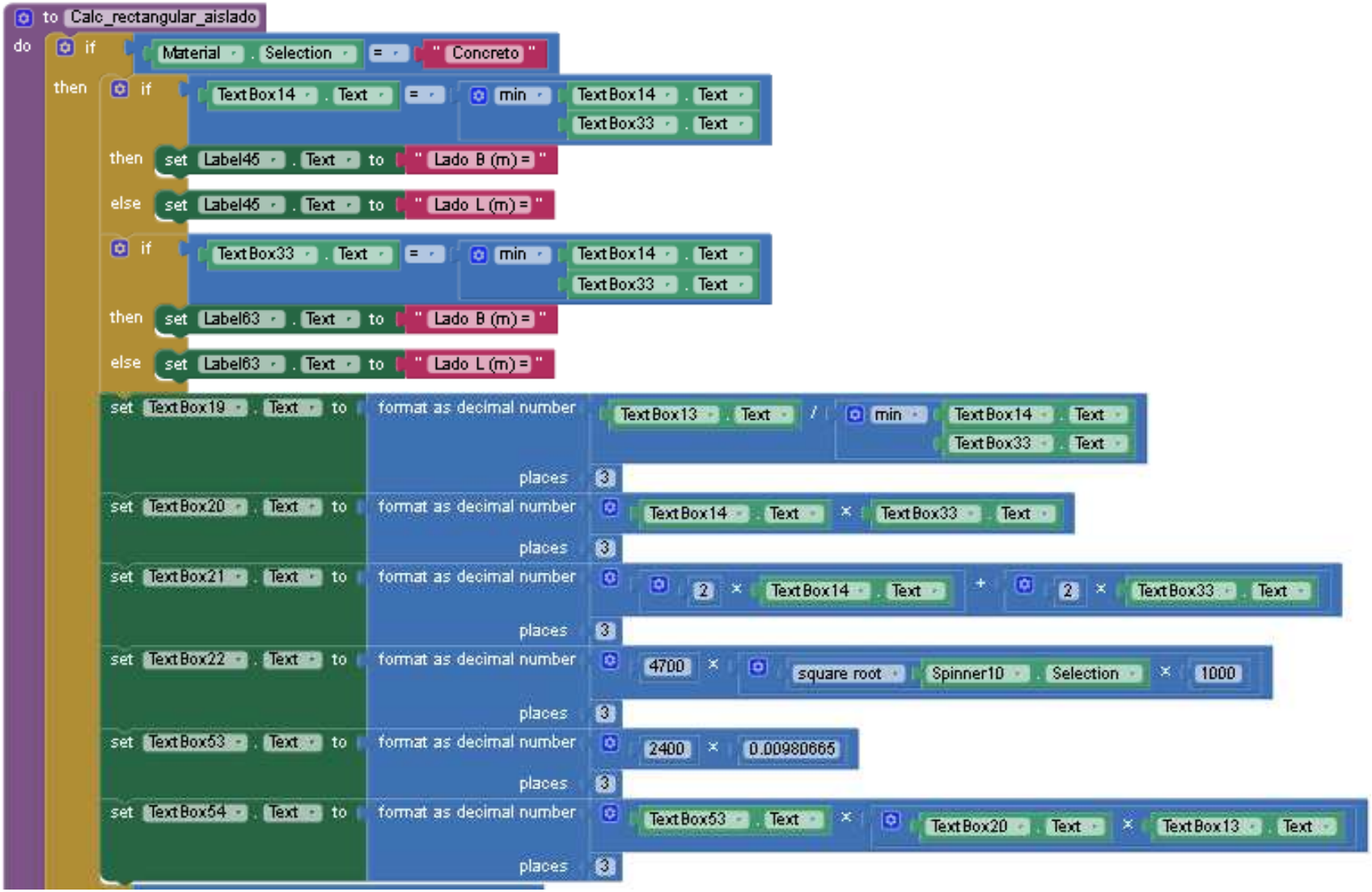
Anexo K. Bloques empleados en la Screen1 para el ingreso de datos base

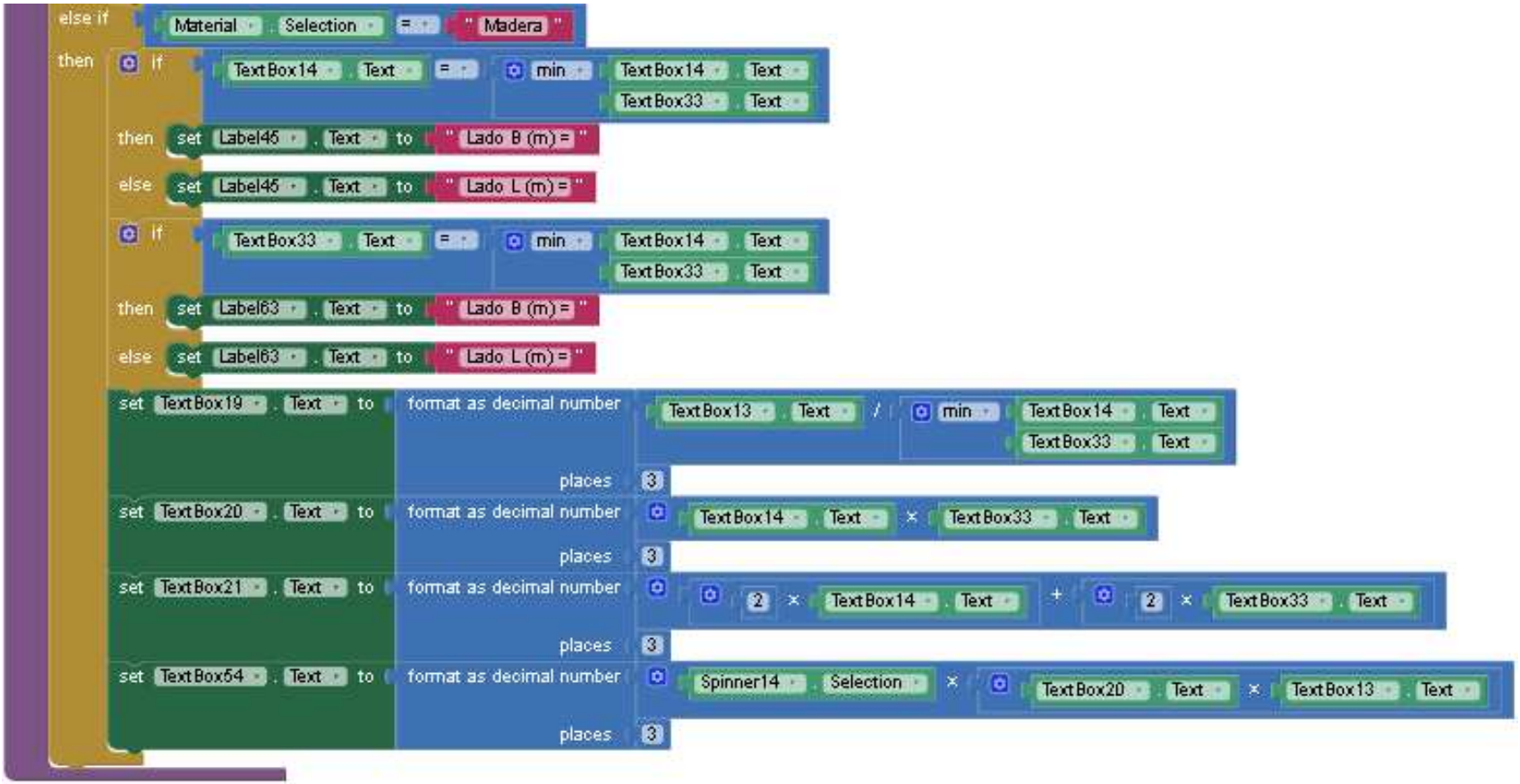

initialize global pi to 3.141592653589793238462
initialize global Ap to " "
initialize global Apg to " "
initialize global Bg to " "
initialize global DoB to " "
initialize global Dw to " "
initialize global eleccion to " "
initialize global Ep to " "
initialize global FSf to " "
initialize global FSp to " "
initialize global gammaw to " "
initialize global L_D_B to " "
initialize global Lp to " "
initialize global Material to " "
initialize global n to " "
initialize global P to " "
initialize global Pg to " "
initialize global Proceso to " "
initialize global W to " "
initialize global Wg to " "
initialize global Ws to " "
initialize global Base to create empty list
initialize global cochorni to create empty list
initialize global Consistencia to create empty list
initialize global cu to create empty list
initialize global fi to create empty list
initialize global gamma_A to create empty list
initialize global gamma_Ar to create empty list
initialize global MES to create empty list
initialize global Poisson to create empty list
initialize global Profundidad to create empty list

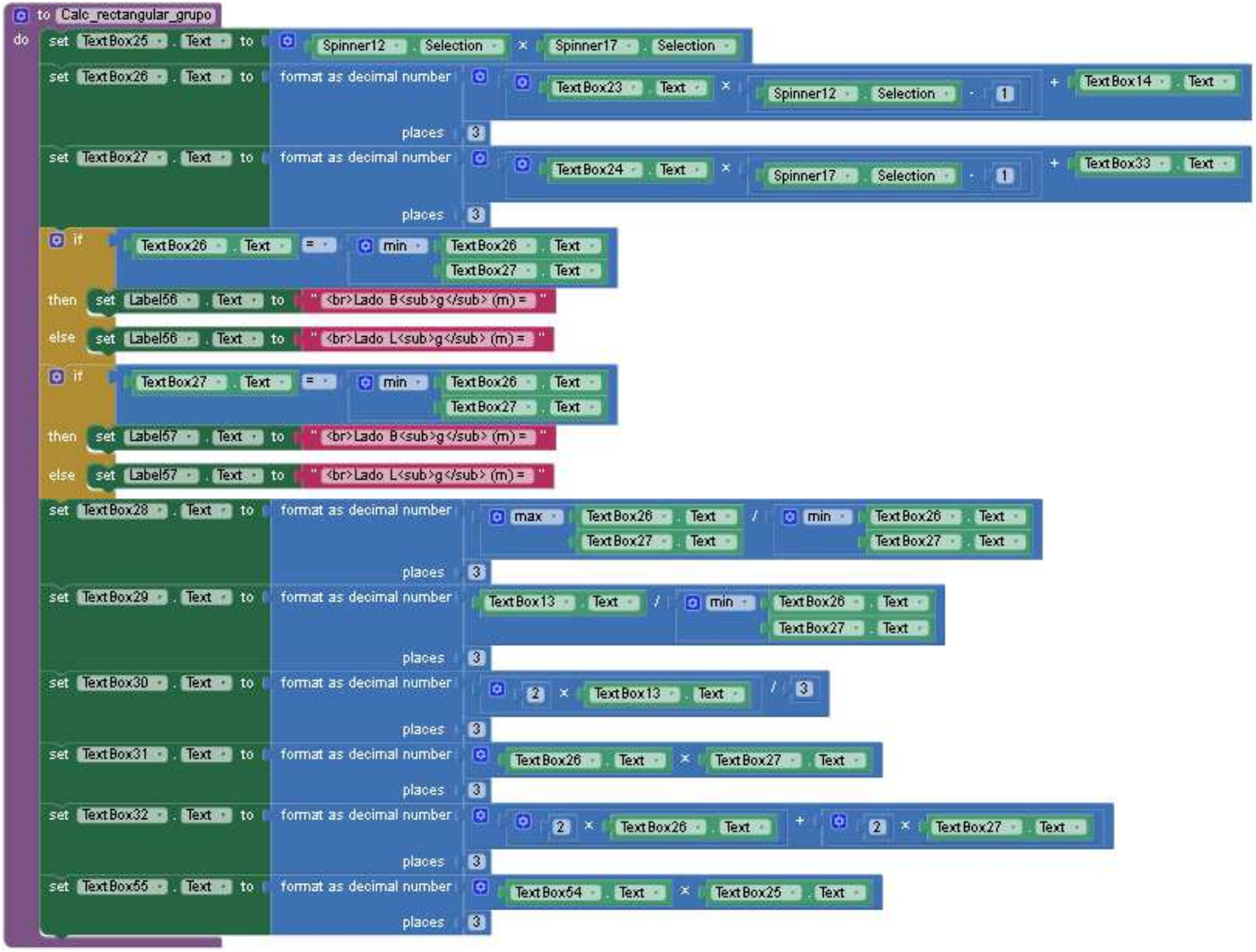

to Asignar_A
do
if Geometría . Selection = " Circular "
then set TextBox545 . Text to TextBox4 . Text
else if Geometría . Selection = " Rectangular "
then set TextBox545 . Text to TextBox20 . Text
else set TextBox545 . Text to TextBox56 . Text
to Asignar_L
do
if Geometría . Selection = " Circular "
then set TextBox544 . Text to TextBox1 . Text
else if Geometría . Selection = " Rectangular "
then set TextBox544 . Text to TextBox13 . Text
else set TextBox544 . Text to TextBox34 . Text


to Calc_circular_aislado
do
if Material . Selection = " Concreto "
then
set TextBox3 . Text to format as decimal number TextBox1 . Text / TextBox2 . Text
places 3
set TextBox4 . Text to format as decimal number get global pi × TextBox2 . Text ^ 2 / 4
places 3
set TextBox5 . Text to format as decimal number 2 × get global pi × TextBox2 . Text / 2
places 3
set TextBox6 . Text to format as decimal number 4700 × square root Spinner5 . Selection × 1000
places 3
set TextBox35 . Text to format as decimal number 2400 × 0.00980665
places 3
set TextBox51 . Text to format as decimal number TextBox4 . Text × TextBox1 . Text × TextBox35 . Text
places 3
else if Material . Selection = " Madera "
then
set TextBox3 . Text to format as decimal number TextBox1 . Text / TextBox2 . Text
places 3
set TextBox4 . Text to format as decimal number get global pi × TextBox2 . Text ^ 2 / 4
places 3
set TextBox5 . Text to format as decimal number 2 × get global pi × TextBox2 . Text / 2
places 3
set TextBox51 . Text to format as decimal number TextBox4 . Text × TextBox1 . Text × Spinner13 . Selection
places 3

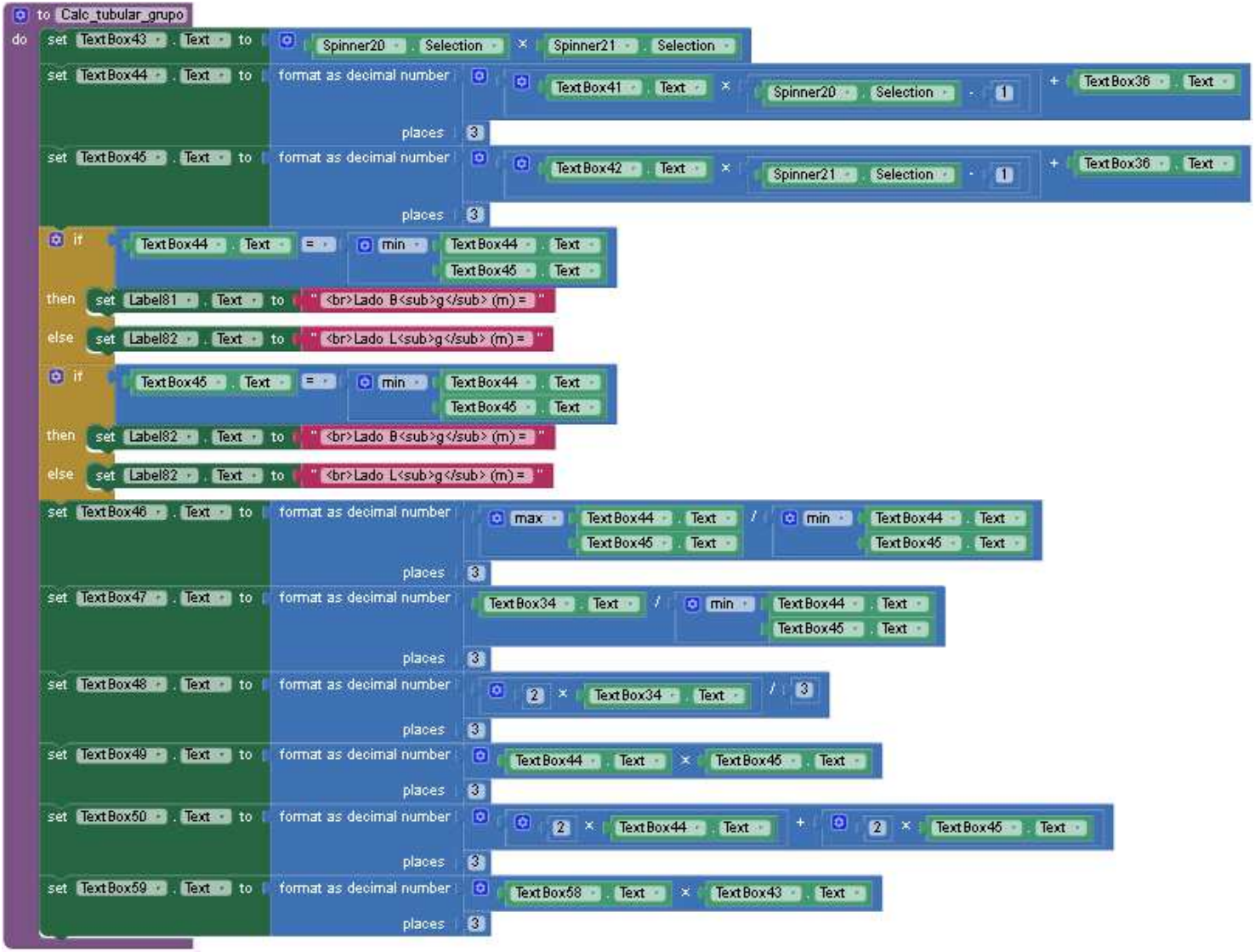

to Calc_circular_grupo
do
set TextBox7 . Text to Spinner8 . Selection × Spinner9 . Selection
set TextBox10 . Text to format as decimal number TextBox8 . Text × Spinner8 . Selection - 1 + TextBox2 . Text
places 3
set TextBox11 . Text to format as decimal number TextBox9 . Text × Spinner9 . Selection - 1 + TextBox2 . Text
places 3
if TextBox10 . Text = min TextBox10 . Text TextBox11 . Text
then set Label35 . Text to "
Lado B_g (m) = "
else set Label35 . Text to "
Lado L_g (m) = "
if TextBox11 . Text = min TextBox10 . Text TextBox11 . Text
then set Label36 . Text to "
Lado B_g (m) = "
else set Label36 . Text to "
Lado L_g (m) = "
set TextBox12 . Text to format as decimal number max TextBox10 . Text TextBox11 . Text / min TextBox10 . Text TextBox11 . Text
places 3
set TextBox15 . Text to format as decimal number TextBox1 . Text / min TextBox10 . Text TextBox11 . Text
places 3
set TextBox16 . Text to format as decimal number 2 × TextBox1 . Text / 3
places 3
set TextBox17 . Text to format as decimal number TextBox10 . Text × TextBox11 . Text
places 3
set TextBox18 . Text to format as decimal number 2 × TextBox10 . Text + 2 × TextBox11 . Text
places 3
set TextBox52 . Text to format as decimal number TextBox7 . Text × TextBox51 . Text
places 3

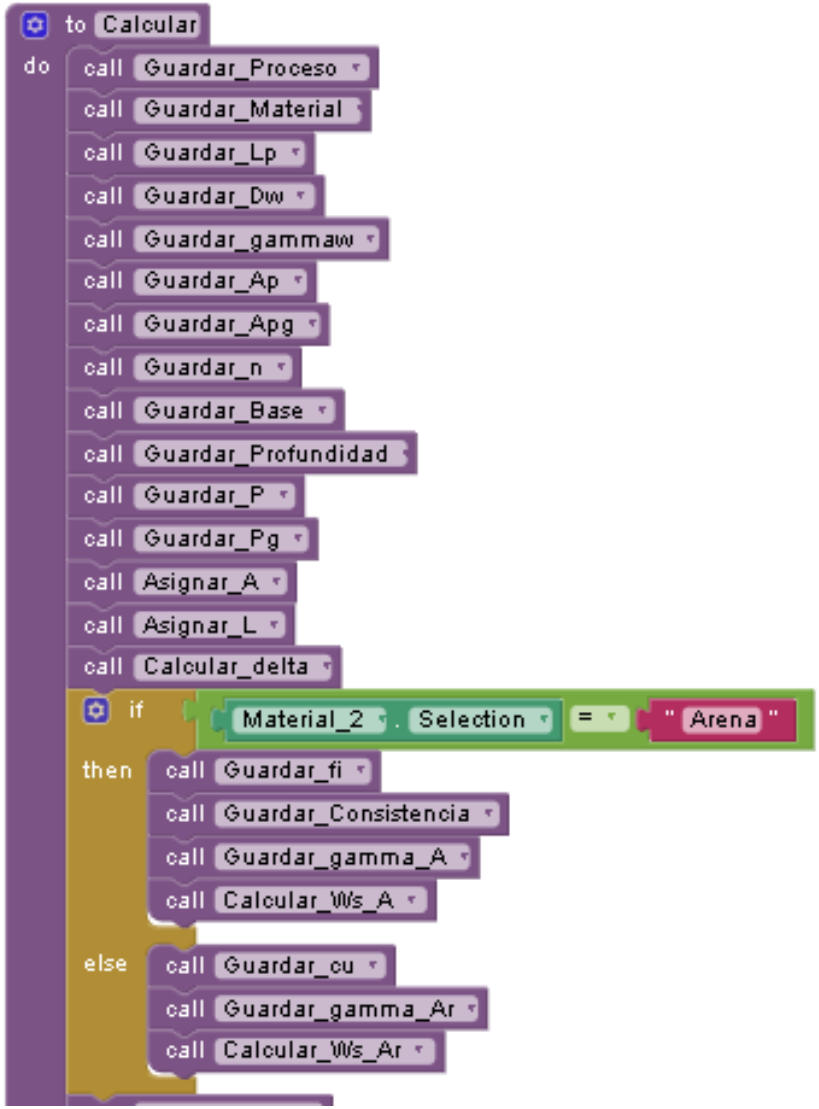

to Calc_rectangular_aislado
do
if Material . Selection = " Concreto "
then
if TextBox14 . Text = min TextBox14 . Text TextBox33 . Text
then set Label45 . Text to " Lado B (m) = "
else set Label45 . Text to " Lado L (m) = "
if TextBox33 . Text = min TextBox14 . Text TextBox33 . Text
then set Label63 . Text to " Lado B (m) = "
else set Label63 . Text to " Lado L (m) = "
set TextBox19 . Text to format as decimal number TextBox13 . Text / min TextBox14 . Text TextBox33 . Text places 3
set TextBox20 . Text to format as decimal number TextBox14 . Text × TextBox33 . Text places 3
set TextBox21 . Text to format as decimal number 2 × TextBox14 . Text + 2 × TextBox33 . Text places 3
set TextBox22 . Text to format as decimal number 4700 × square root Spinner10 . Selection × 1000 places 3
set TextBox53 . Text to format as decimal number 2400 × 0.00980665 places 3
set TextBox54 . Text to format as decimal number TextBox53 . Text × TextBox20 . Text × TextBox13 . Text places 3


else if
Material . Selection = " Madera "
then
if
Text Box14 . Text = min Text Box14 . Text Text Box33 . Text
then set Label45 . Text to " Lado B (m) = "
else set Label45 . Text to " Lado L (m) = "
if
Text Box33 . Text = min Text Box14 . Text Text Box33 . Text
then set Label63 . Text to " Lado B (m) = "
else set Label63 . Text to " Lado L (m) = "
set Text Box19 . Text to format as decimal number Text Box13 . Text / min Text Box14 . Text Text Box33 . Text
places 3
set Text Box20 . Text to format as decimal number Text Box14 . Text × Text Box33 . Text
places 3
set Text Box21 . Text to format as decimal number 2 × Text Box14 . Text + 2 × Text Box33 . Text
places 3
set Text Box64 . Text to format as decimal number Spinner14 . Selection × Text Box20 . Text × Text Box13 . Text
places 3

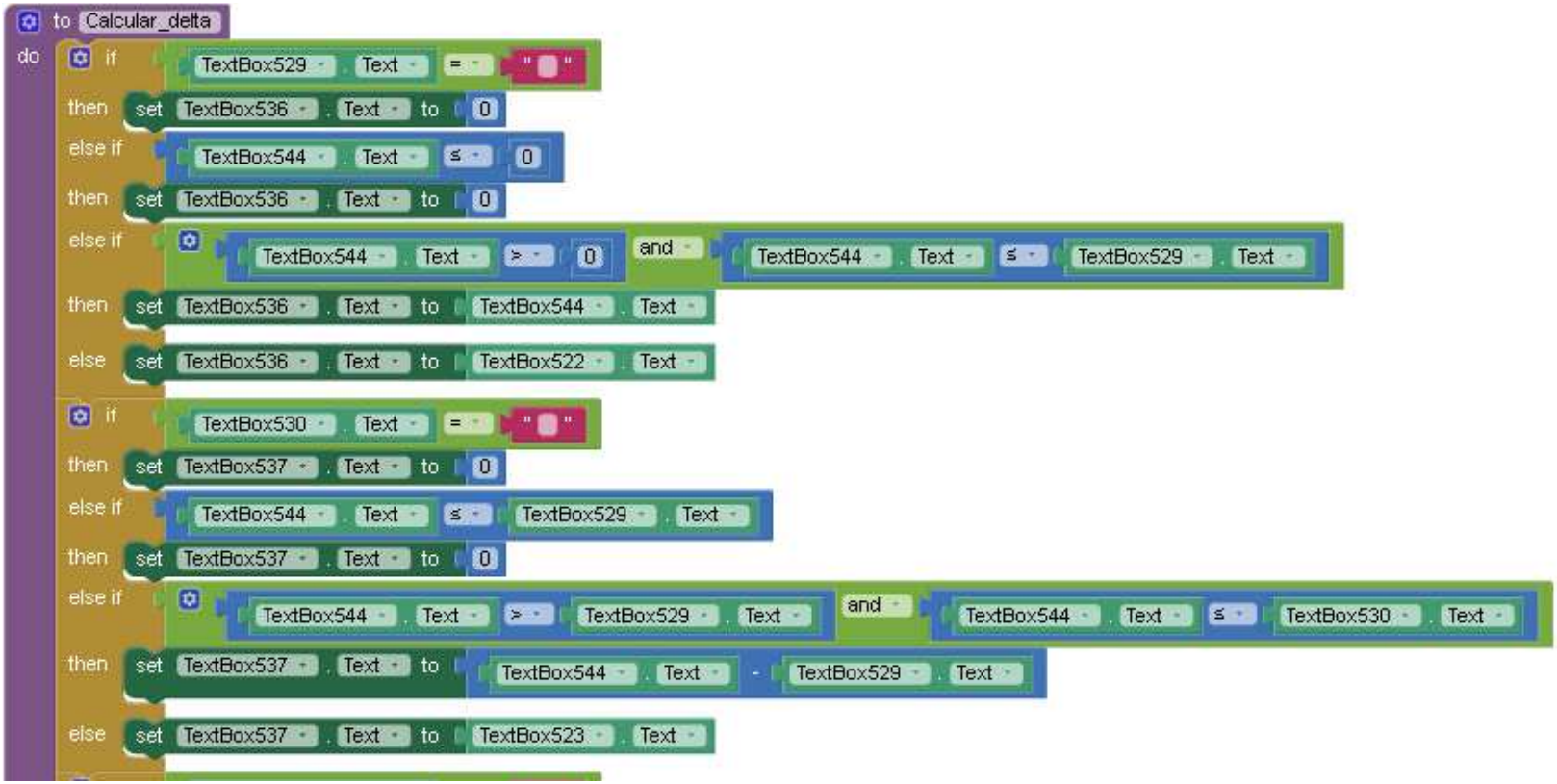

to Calc_rectangular_grupo
do
set TextBox25 . Text to Spinner12 . Selection × Spinner17 . Selection
set TextBox26 . Text to format as decimal number TextBox23 . Text × Spinner12 . Selection - 1 + TextBox14 . Text
places 3
set TextBox27 . Text to format as decimal number TextBox24 . Text × Spinner17 . Selection - 1 + TextBox33 . Text
places 3
if TextBox26 . Text = min TextBox26 . Text TextBox27 . Text
then set Label56 . Text to "
Lado B_g (m) = "
else set Label56 . Text to "
Lado L_g (m) = "
if TextBox27 . Text = min TextBox26 . Text TextBox27 . Text
then set Label57 . Text to "
Lado B_g (m) = "
else set Label57 . Text to "
Lado L_g (m) = "
set TextBox28 . Text to format as decimal number max TextBox26 . Text TextBox27 . Text / min TextBox26 . Text TextBox27 . Text
places 3
set TextBox29 . Text to format as decimal number TextBox13 . Text / min TextBox26 . Text TextBox27 . Text
places 3
set TextBox30 . Text to format as decimal number 2 × TextBox13 . Text / 3
places 3
set TextBox31 . Text to format as decimal number TextBox26 . Text × TextBox27 . Text
places 3
set TextBox32 . Text to format as decimal number 2 × TextBox26 . Text + 2 × TextBox27 . Text
places 3
set TextBox55 . Text to format as decimal number TextBox54 . Text × TextBox25 . Text
places 3

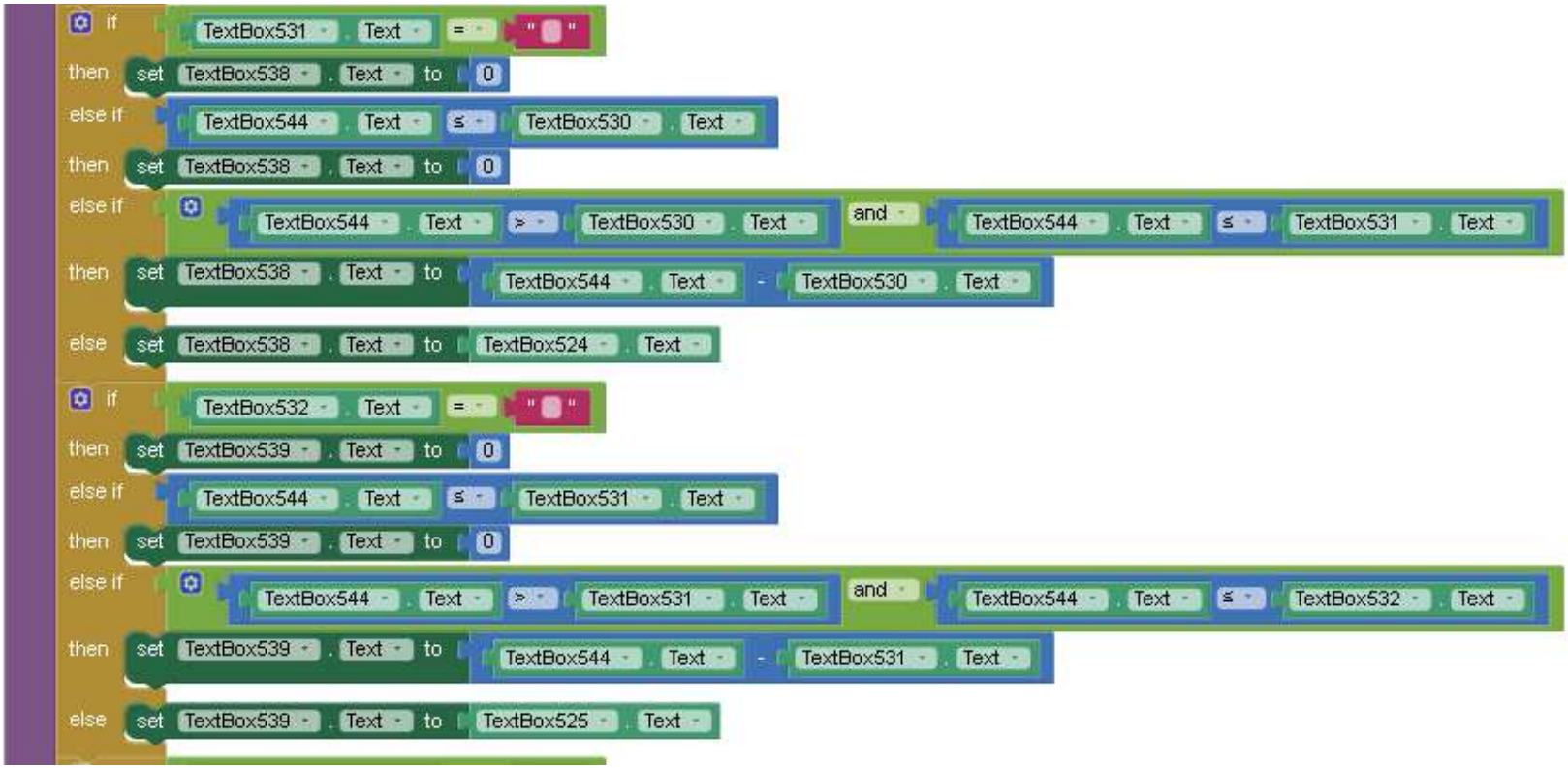

to Calc_tubular_aislado
do
set TextBox37 . Text to format as decimal number TextBox34 . Text / TextBox36 . Text
places 3
set TextBox38 . Text to format as decimal number get global pi × TextBox36 . Text ^ 2 / 4
places 3
if Spinner22 . Selection = " 8 "
then set TextBox56 . Text to " 0.005 "
else if Spinner22 . Selection = " 10 "
then set TextBox56 . Text to " 0.008 "
else if Spinner22 . Selection = " 12 "
then set TextBox56 . Text to " 0.010 "
else if Spinner22 . Selection = " 16 "
then set TextBox56 . Text to " 0.016 "
else if Spinner22 . Selection = " 20 "
then set TextBox56 . Text to " 0.020 "
else if Spinner22 . Selection = " 24 "
then set TextBox56 . Text to " 0.024 "
set TextBox39 . Text to format as decimal number 2 × get global pi × TextBox36 . Text / 2
places 3
set TextBox40 . Text to 210000 × 1000
set TextBox57 . Text to format as decimal number 7850 × 0.00980665
places 3
set TextBox58 . Text to format as decimal number TextBox34 . Text × TextBox56 . Text × TextBox57 . Text
places 3


to Calc_tubular_grupo
do
set TextBox43 . Text to Spinner20 . Selection × Spinner21 . Selection
set TextBox44 . Text to format as decimal number TextBox41 . Text × Spinner20 . Selection - 1 + TextBox36 . Text
places 3
set TextBox45 . Text to format as decimal number TextBox42 . Text × Spinner21 . Selection - 1 + TextBox36 . Text
places 3
if TextBox44 . Text = min TextBox44 . Text TextBox45 . Text
then set Label81 . Text to "
Lado B_g (m) = "
else set Label82 . Text to "
Lado L_g (m) = "
if TextBox45 . Text = min TextBox44 . Text TextBox45 . Text
then set Label82 . Text to "
Lado B_g (m) = "
else set Label82 . Text to "
Lado L_g (m) = "
set TextBox46 . Text to format as decimal number max TextBox44 . Text TextBox45 . Text / min TextBox44 . Text TextBox45 . Text
places 3
set TextBox47 . Text to format as decimal number TextBox34 . Text / min TextBox44 . Text TextBox45 . Text
places 3
set TextBox48 . Text to format as decimal number 2 × TextBox34 . Text / 3
places 3
set TextBox49 . Text to format as decimal number TextBox44 . Text × TextBox45 . Text
places 3
set TextBox50 . Text to format as decimal number 2 × TextBox44 . Text + 2 × TextBox45 . Text
places 3
set TextBox59 . Text to format as decimal number TextBox58 . Text × TextBox43 . Text
places 3

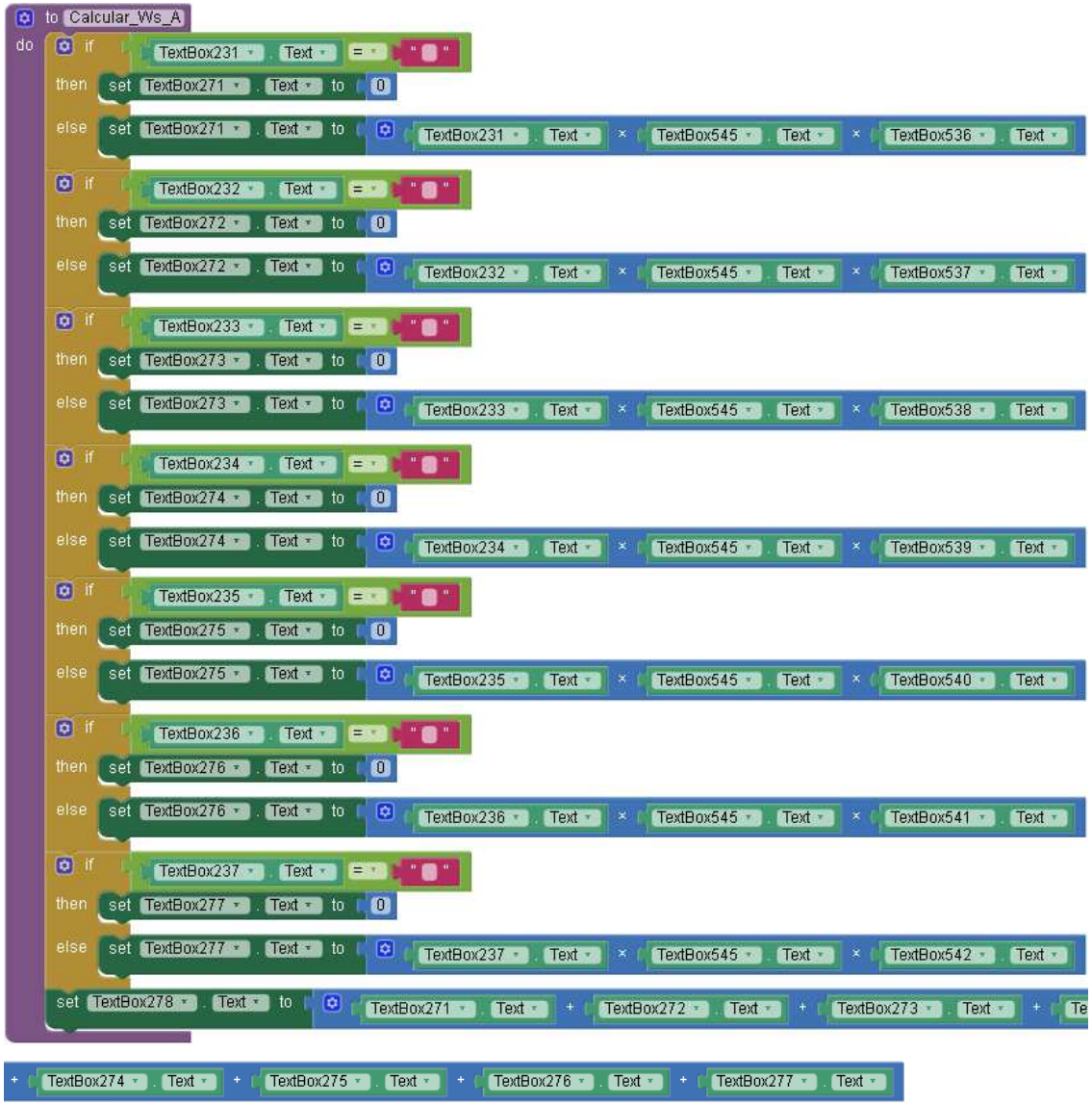

to Calcular
do
call Guardar_Proceso
call Guardar_Material
call Guardar_Lp
call Guardar_Dw
call Guardar_gammaw
call Guardar_Ap
call Guardar_Apg
call Guardar_n
call Guardar_Base
call Guardar_Profundidad
call Guardar_P
call Guardar_Pg
call Asignar_A
call Asignar_L
call Calcular_delta
if
Material_2 . Selection = " Arena "
then
call Guardar_fi
call Guardar_Consistencia
call Guardar_gamma_A
call Calcular_Ws_A
else
call Guardar_cu
call Guardar_gamma_Ar
call Calcular_Ws_Ar

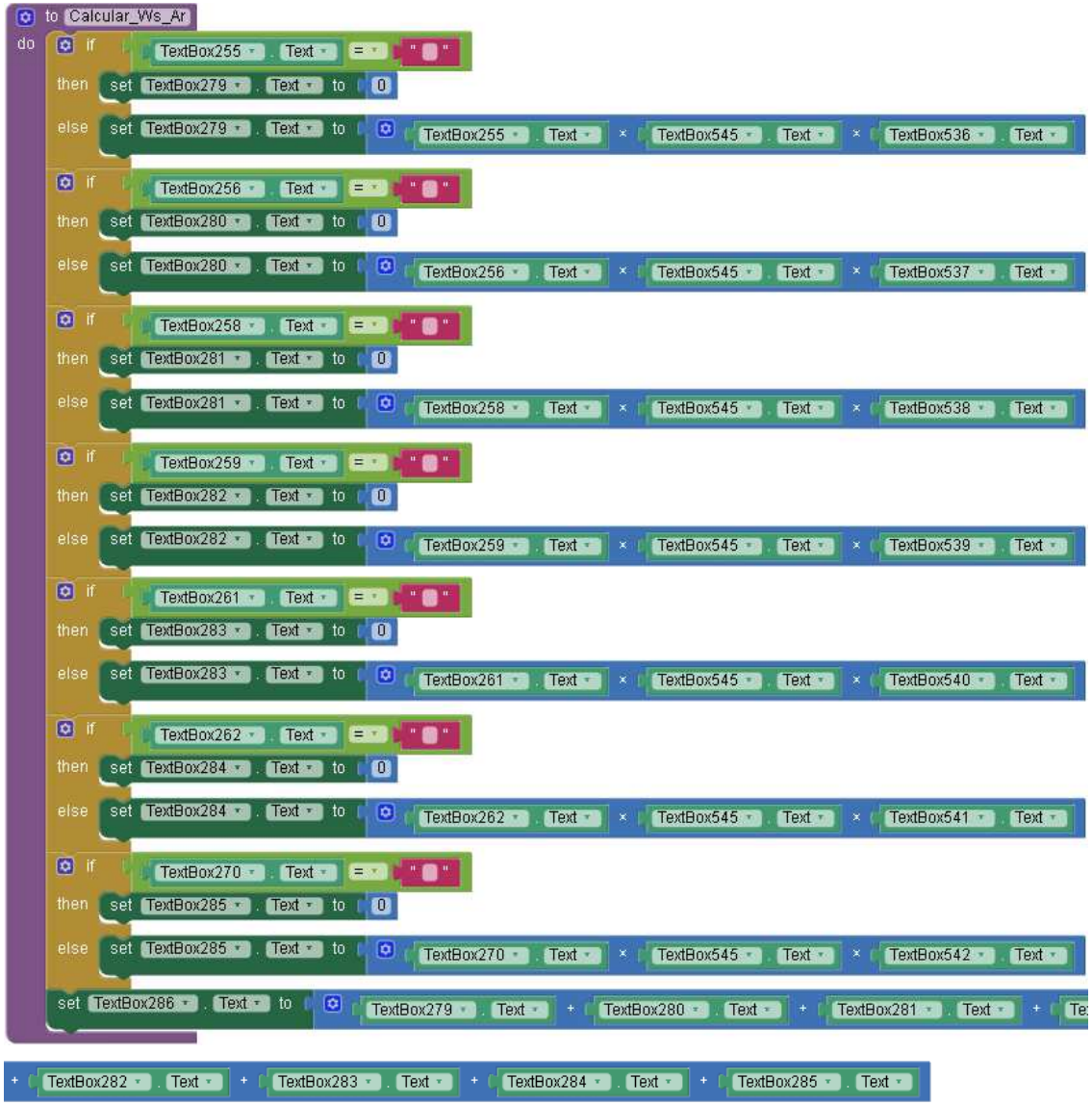

call Guardar_FSp
call Guardar_FSf
call Guardar_W
call Guardar_Wg
call Guardar_DoB
call Guardar_Ws
call Guardar_cochorni
call Guardar_MES
call Guardar_Poisson
call Guardar_L_D_B
call Guardar_Ep
call Guardar_Bg
open another screen screenName " Screen2 "

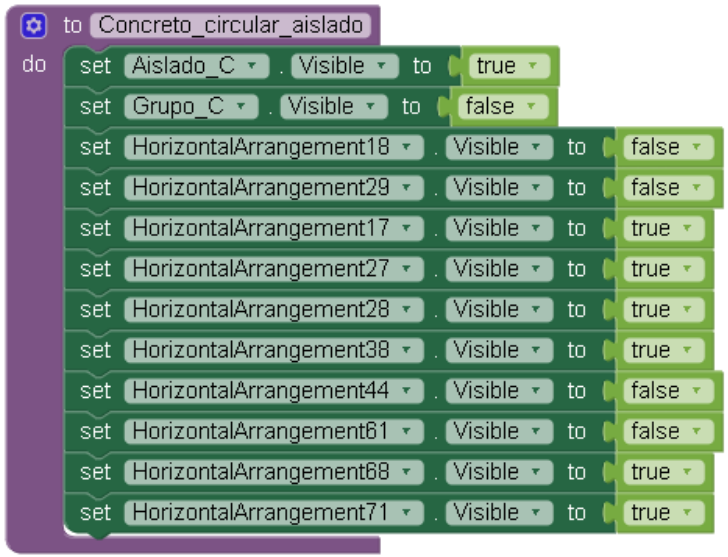

to Calcular_delta
do
if TextBox529 . Text = " "
then set TextBox536 . Text to 0
else if TextBox544 . Text ≤ 0
then set TextBox536 . Text to 0
else if TextBox544 . Text > 0 and TextBox544 . Text ≤ TextBox529 . Text
then set TextBox536 . Text to TextBox544 . Text
else set TextBox536 . Text to TextBox522 . Text
if TextBox530 . Text = " "
then set TextBox537 . Text to 0
else if TextBox544 . Text ≤ TextBox529 . Text
then set TextBox537 . Text to 0
else if TextBox544 . Text > TextBox529 . Text and TextBox544 . Text ≤ TextBox530 . Text
then set TextBox537 . Text to TextBox544 . Text - TextBox529 . Text
else set TextBox537 . Text to TextBox523 . Text


if TextBox531 . Text = " "
then set TextBox538 . Text to 0
else if TextBox544 . Text ≤ TextBox530 . Text
then set TextBox538 . Text to 0
else if TextBox544 . Text > TextBox530 . Text and TextBox544 . Text ≤ TextBox531 . Text
then set TextBox538 . Text to TextBox544 . Text - TextBox530 . Text
else set TextBox538 . Text to TextBox524 . Text
if TextBox532 . Text = " "
then set TextBox539 . Text to 0
else if TextBox544 . Text ≤ TextBox531 . Text
then set TextBox539 . Text to 0
else if TextBox544 . Text > TextBox531 . Text and TextBox544 . Text ≤ TextBox532 . Text
then set TextBox539 . Text to TextBox544 . Text - TextBox531 . Text
else set TextBox539 . Text to TextBox525 . Text

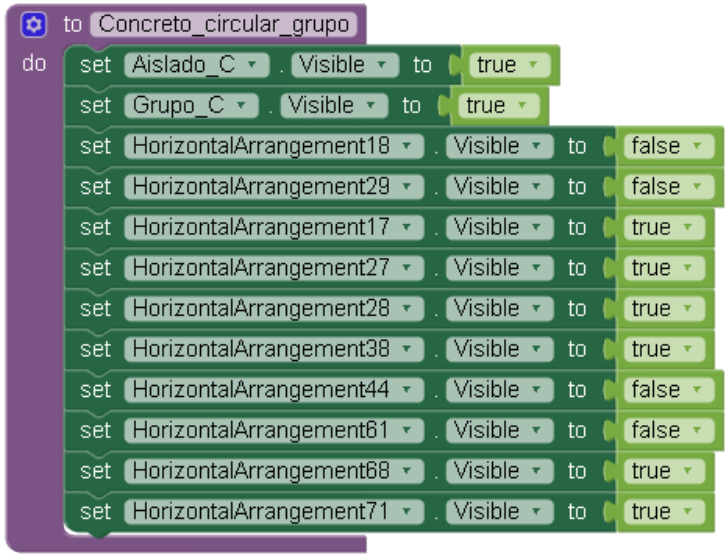

if TextBox533 . Text = " "
then set TextBox540 . Text to 0
else if TextBox544 . Text ≤ TextBox532 . Text
then set TextBox540 . Text to 0
else if TextBox544 . Text > TextBox532 . Text and TextBox544 . Text ≤ TextBox533 . Text
then set TextBox540 . Text to TextBox544 . Text - TextBox532 . Text
else set TextBox540 . Text to TextBox526 . Text
if TextBox534 . Text = " "
then set TextBox541 . Text to 0
else if TextBox544 . Text ≤ TextBox533 . Text
then set TextBox541 . Text to 0
else if TextBox544 . Text > TextBox533 . Text and TextBox544 . Text ≤ TextBox534 . Text
then set TextBox541 . Text to TextBox544 . Text - TextBox533 . Text
else set TextBox541 . Text to TextBox527 . Text
if TextBox535 . Text = " "
then set TextBox542 . Text to 0
else if TextBox544 . Text ≤ TextBox534 . Text
then set TextBox542 . Text to 0
else if TextBox544 . Text > TextBox534 . Text and TextBox544 . Text ≤ TextBox535 . Text
then set TextBox542 . Text to TextBox544 . Text - TextBox534 . Text
else set TextBox542 . Text to TextBox528 . Text


to Calcular_Ws_A
do
if TextBox231 . Text = " "
then set TextBox271 . Text to 0
else set TextBox271 . Text to TextBox231 . Text × TextBox545 . Text × TextBox536 . Text
if TextBox232 . Text = " "
then set TextBox272 . Text to 0
else set TextBox272 . Text to TextBox232 . Text × TextBox545 . Text × TextBox537 . Text
if TextBox233 . Text = " "
then set TextBox273 . Text to 0
else set TextBox273 . Text to TextBox233 . Text × TextBox545 . Text × TextBox538 . Text
if TextBox234 . Text = " "
then set TextBox274 . Text to 0
else set TextBox274 . Text to TextBox234 . Text × TextBox545 . Text × TextBox539 . Text
if TextBox235 . Text = " "
then set TextBox275 . Text to 0
else set TextBox275 . Text to TextBox235 . Text × TextBox545 . Text × TextBox540 . Text
if TextBox236 . Text = " "
then set TextBox276 . Text to 0
else set TextBox276 . Text to TextBox236 . Text × TextBox545 . Text × TextBox541 . Text
if TextBox237 . Text = " "
then set TextBox277 . Text to 0
else set TextBox277 . Text to TextBox237 . Text × TextBox545 . Text × TextBox542 . Text
set TextBox278 . Text to TextBox271 . Text + TextBox272 . Text + TextBox273 . Text +
+ TextBox274 . Text + TextBox275 . Text + TextBox276 . Text + TextBox277 . Text

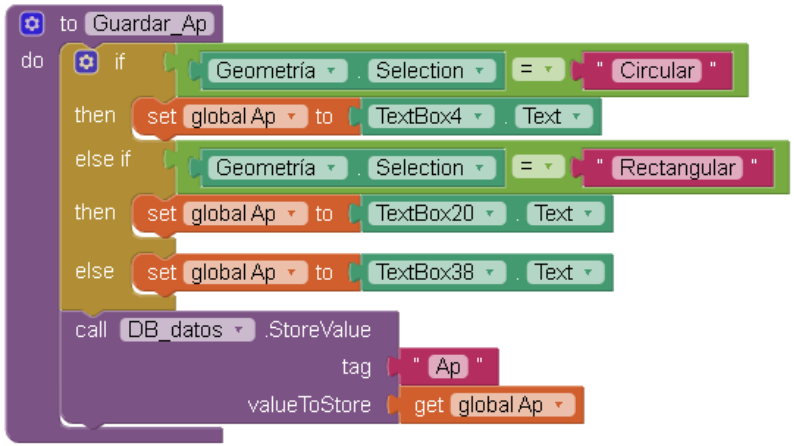

to Calcular_Ws_Ar
do
if TextBox255 . Text = " "
then set TextBox279 . Text to 0
else set TextBox279 . Text to TextBox255 . Text × TextBox545 . Text × TextBox536 . Text
if TextBox256 . Text = " "
then set TextBox280 . Text to 0
else set TextBox280 . Text to TextBox256 . Text × TextBox545 . Text × TextBox537 . Text
if TextBox258 . Text = " "
then set TextBox281 . Text to 0
else set TextBox281 . Text to TextBox258 . Text × TextBox545 . Text × TextBox538 . Text
if TextBox259 . Text = " "
then set TextBox282 . Text to 0
else set TextBox282 . Text to TextBox259 . Text × TextBox545 . Text × TextBox539 . Text
if TextBox261 . Text = " "
then set TextBox283 . Text to 0
else set TextBox283 . Text to TextBox261 . Text × TextBox545 . Text × TextBox540 . Text
if TextBox262 . Text = " "
then set TextBox284 . Text to 0
else set TextBox284 . Text to TextBox262 . Text × TextBox545 . Text × TextBox541 . Text
if TextBox270 . Text = " "
then set TextBox285 . Text to 0
else set TextBox285 . Text to TextBox270 . Text × TextBox545 . Text × TextBox542 . Text
set TextBox286 . Text to TextBox279 . Text + TextBox280 . Text + TextBox281 . Text +
+ TextBox282 . Text + TextBox283 . Text + TextBox284 . Text + TextBox285 . Text

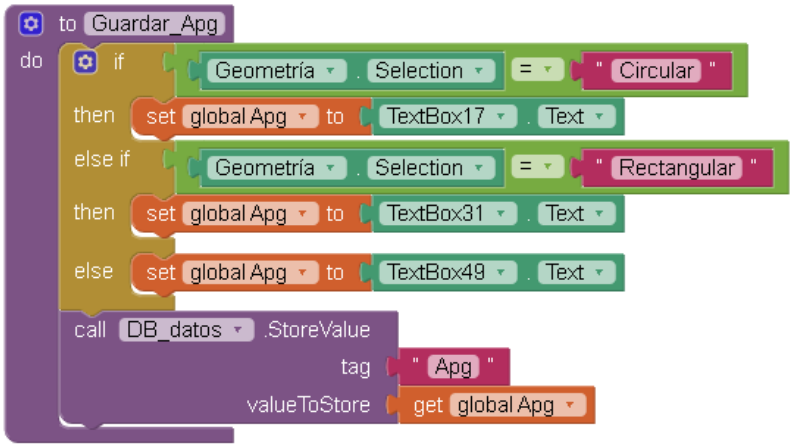

to Concreto_circular_aislado
do
set Aislado_C . Visible to true
set Grupo_C . Visible to false
set HorizontalArrangement18 . Visible to false
set HorizontalArrangement29 . Visible to false
set HorizontalArrangement17 . Visible to true
set HorizontalArrangement27 . Visible to true
set HorizontalArrangement28 . Visible to true
set HorizontalArrangement38 . Visible to true
set HorizontalArrangement44 . Visible to false
set HorizontalArrangement61 . Visible to false
set HorizontalArrangement68 . Visible to true
set HorizontalArrangement71 . Visible to true

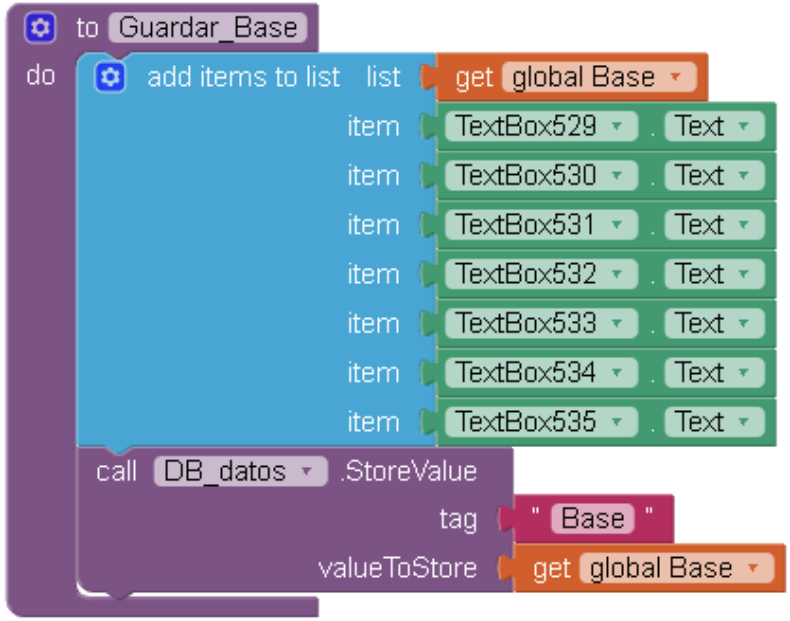

to Concreto_rectangular_aislado
do
set Aislado_R . Visible to true
set Grupo_R . Visible to false
set HorizontalArrangement106 . Visible to true
set HorizontalArrangement114 . Visible to true
set HorizontalArrangement107 . Visible to false
set HorizontalArrangement115 . Visible to false
set HorizontalArrangement165 . Visible to false
set HorizontalArrangement191 . Visible to false
set HorizontalArrangement113 . Visible to true
set HorizontalArrangement121 . Visible to true
set HorizontalArrangement192 . Visible to true
set HorizontalArrangement241 . Visible to true

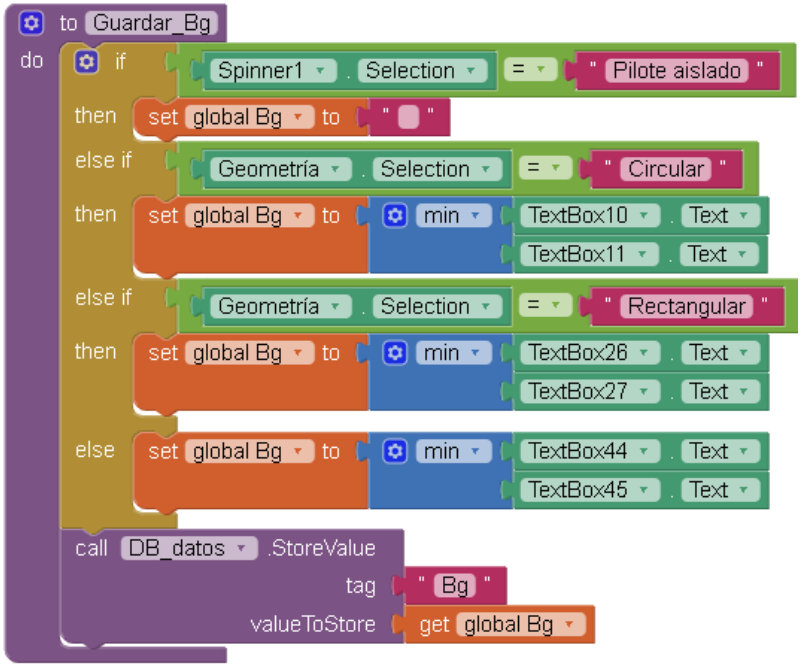

to Concreto_circular_grupo
do
set Aislado_C . Visible to true
set Grupo_C . Visible to true
set HorizontalArrangement18 . Visible to false
set HorizontalArrangement29 . Visible to false
set HorizontalArrangement17 . Visible to true
set HorizontalArrangement27 . Visible to true
set HorizontalArrangement28 . Visible to true
set HorizontalArrangement38 . Visible to true
set HorizontalArrangement44 . Visible to false
set HorizontalArrangement61 . Visible to false
set HorizontalArrangement68 . Visible to true
set HorizontalArrangement71 . Visible to true

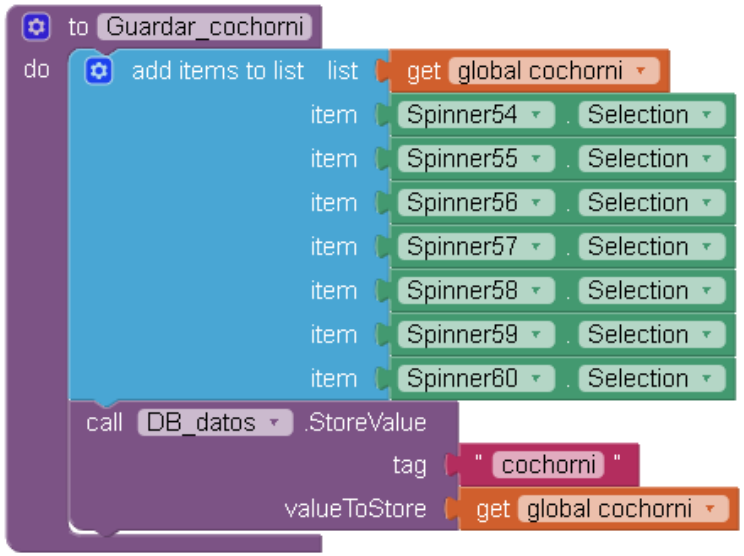

to Concreto_rectangular_grupo
do
set Aislado_R . Visible to true
set Grupo_R . Visible to true
set HorizontalArrangement106 . Visible to true
set HorizontalArrangement114 . Visible to true
set HorizontalArrangement107 . Visible to false
set HorizontalArrangement115 . Visible to false
set HorizontalArrangement165 . Visible to false
set HorizontalArrangement191 . Visible to false
set HorizontalArrangement113 . Visible to true
set HorizontalArrangement121 . Visible to true
set HorizontalArrangement192 . Visible to true
set HorizontalArrangement241 . Visible to true

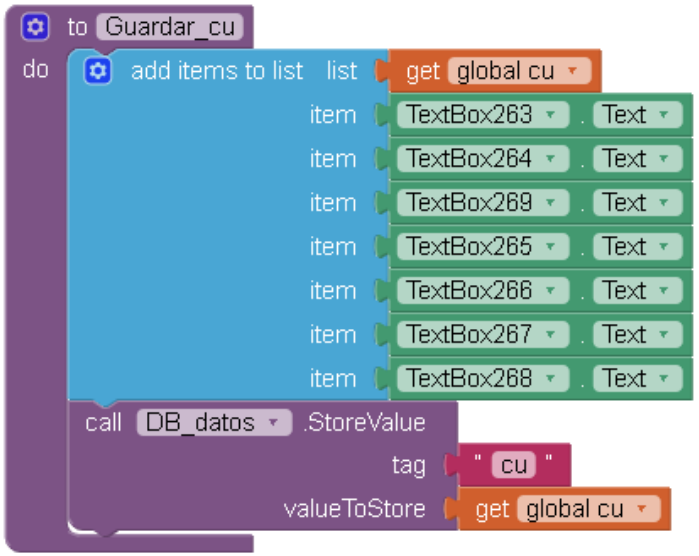

to Guardar_Ap
do
if Geometría . Selection = " Circular "
then set global Ap to TextBox4 . Text
else if Geometría . Selection = " Rectangular "
then set global Ap to TextBox20 . Text
else set global Ap to TextBox38 . Text
call DB_datos .StoreValue
tag " Ap "
valueToStore get global Ap

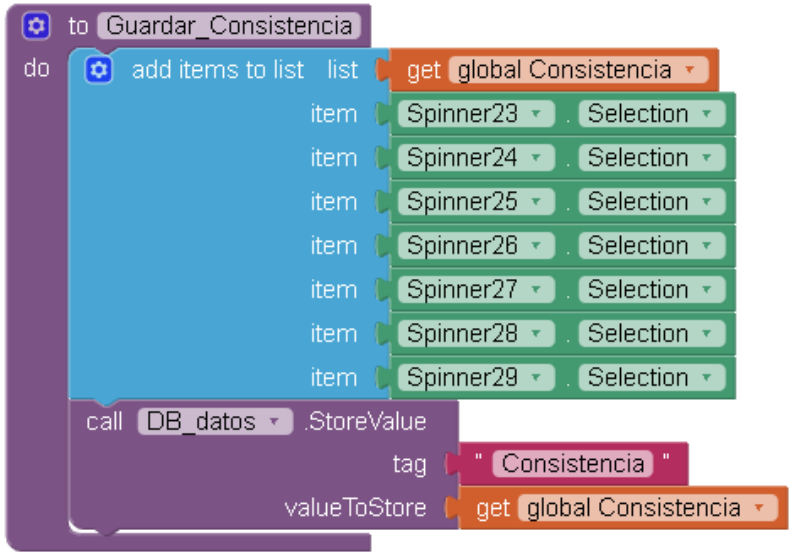

to Guardar_Apg
do
if Geometría . Selection = " Circular "
then set global Apg to TextBox17 . Text
else if Geometría . Selection = " Rectangular "
then set global Apg to TextBox31 . Text
else set global Apg to TextBox49 . Text
call DB_datos .StoreValue
tag " Apg "
valueToStore get global Apg

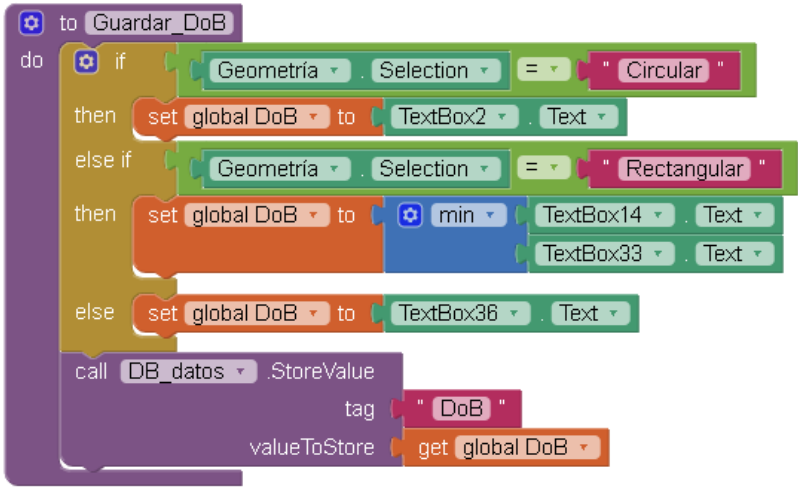

to Guardar_Base
do
add items to list list get global Base
item TextBox529 . Text
item TextBox530 . Text
item TextBox531 . Text
item TextBox532 . Text
item TextBox533 . Text
item TextBox534 . Text
item TextBox535 . Text
call DB_datos .StoreValue
tag " Base "
valueToStore get global Base

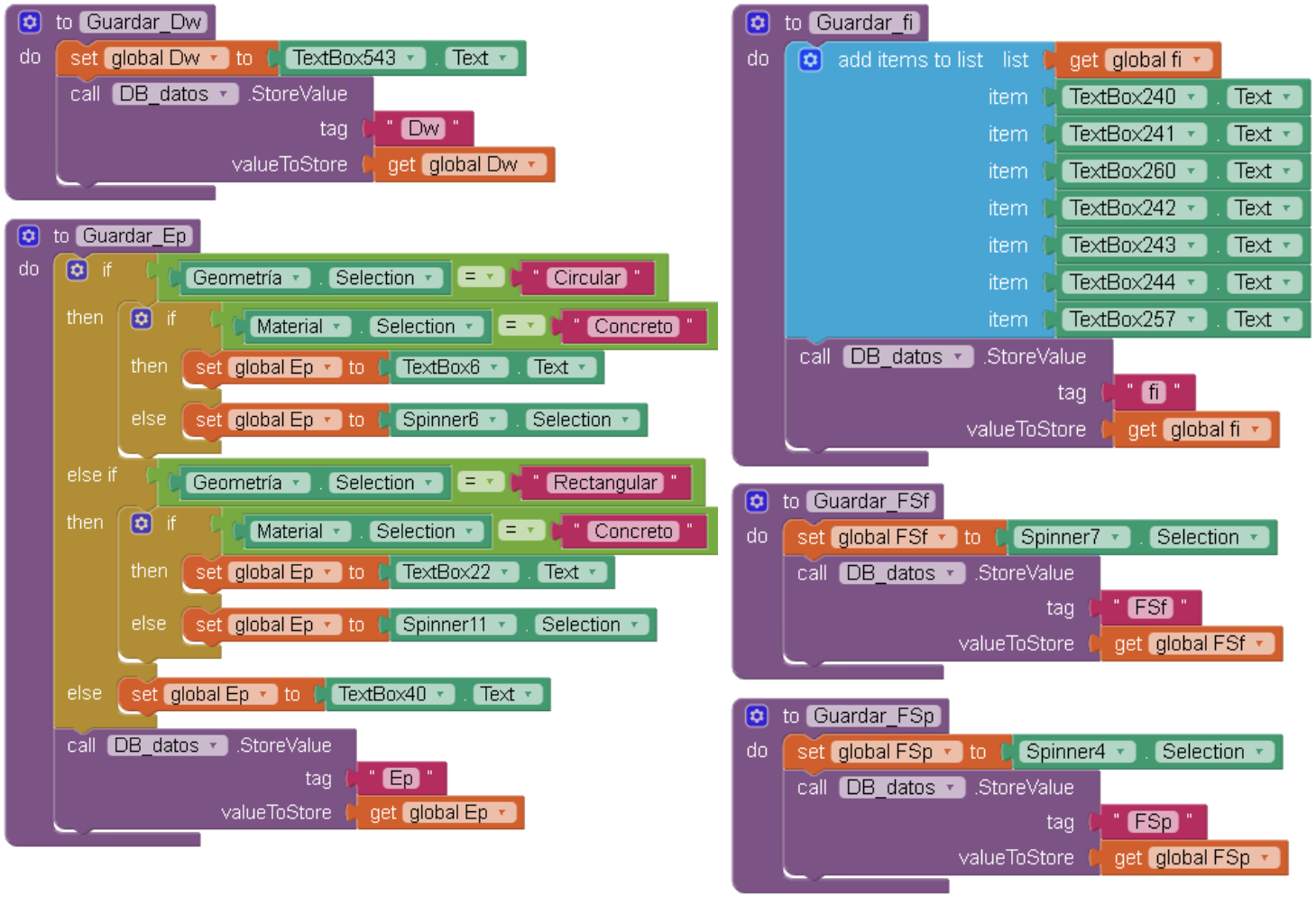

to Guardar_Bg
do
if Spinner1 . Selection = " Pilote aislado "
then set global Bg to " "
else if Geometría . Selection = " Circular "
then set global Bg to min TextBox10 . Text
TextBox11 . Text
else if Geometría . Selection = " Rectangular "
then set global Bg to min TextBox26 . Text
TextBox27 . Text
else set global Bg to min TextBox44 . Text
TextBox45 . Text
call DB_datos .StoreValue
tag " Bg "
valueToStore get global Bg

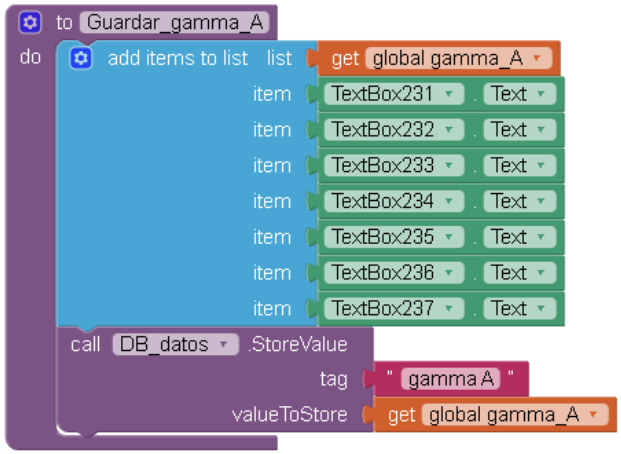

to Guardar_cochorni
do
add items to list list get global cochorni
item Spinner54 . Selection
item Spinner55 . Selection
item Spinner56 . Selection
item Spinner57 . Selection
item Spinner58 . Selection
item Spinner59 . Selection
item Spinner60 . Selection
call DB_datos .StoreValue
tag " cochorni "
valueToStore get global cochorni

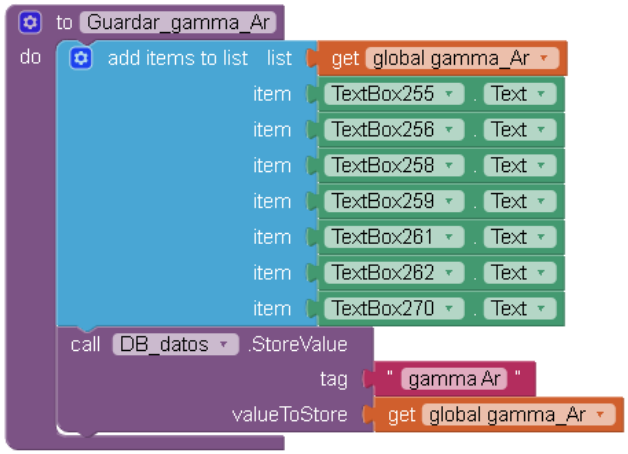

to Guardar_cu
do
add items to list list get global cu
item TextBox263 . Text
item TextBox264 . Text
item TextBox269 . Text
item TextBox265 . Text
item TextBox266 . Text
item TextBox267 . Text
item TextBox268 . Text
call DB_datos .StoreValue
tag " cu "
valueToStore get global cu

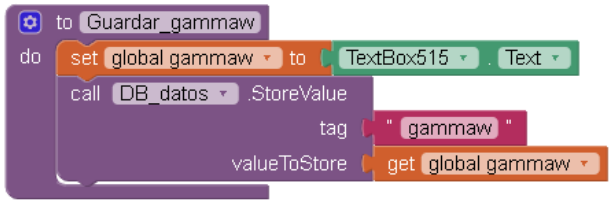

to Guardar_Consistencia
do
add items to list list get global Consistencia
item Spinner23 . Selection
item Spinner24 . Selection
item Spinner25 . Selection
item Spinner26 . Selection
item Spinner27 . Selection
item Spinner28 . Selection
item Spinner29 . Selection
call DB_datos .StoreValue
tag " Consistencia "
valueToStore get global Consistencia

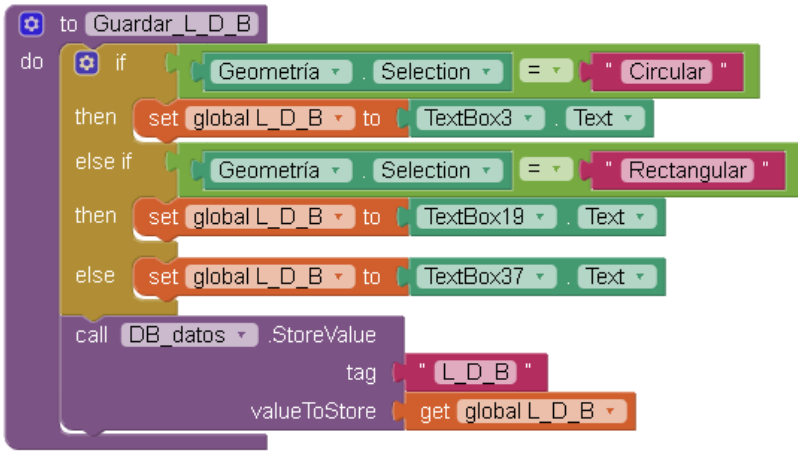

to Guardar_DoB
do
if Geometría . Selection = " Circular "
then set global DoB to TextBox2 . Text
else if Geometría . Selection = " Rectangular "
then set global DoB to min TextBox14 . Text
TextBox33 . Text
else set global DoB to TextBox36 . Text
call DB_datos .StoreValue
tag " DoB "
valueToStore get global DoB

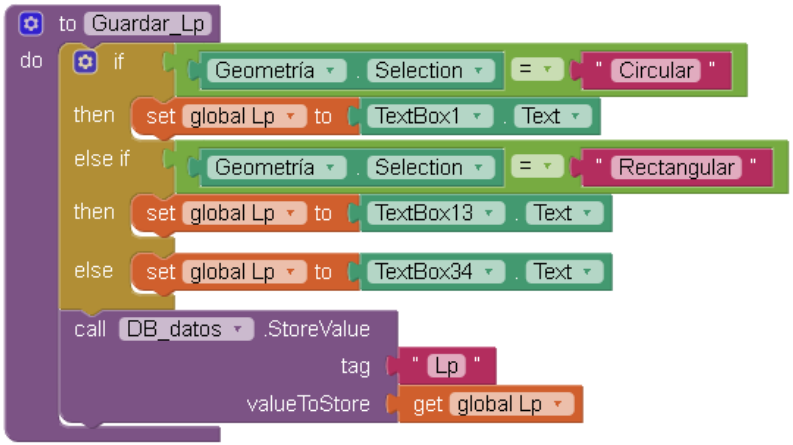

to Guardar_Dw
do
set global Dw to TextBox543 . Text
call DB_datos .StoreValue
tag " Dw "
valueToStore get global Dw
to Guardar_Ep
do
if Geometría . Selection = " Circular "
then
if Material . Selection = " Concreto "
then
set global Ep to TextBox6 . Text
else
set global Ep to Spinner6 . Selection
else if Geometría . Selection = " Rectangular "
then
if Material . Selection = " Concreto "
then
set global Ep to TextBox22 . Text
else
set global Ep to Spinner11 . Selection
else
set global Ep to TextBox40 . Text
call DB_datos .StoreValue
tag " Ep "
valueToStore get global Ep
to Guardar_fi
do
add items to list list get global fi
item TextBox240 . Text
item TextBox241 . Text
item TextBox260 . Text
item TextBox242 . Text
item TextBox243 . Text
item TextBox244 . Text
item TextBox257 . Text
call DB_datos .StoreValue
tag " fi "
valueToStore get global fi
to Guardar_FSf
do
set global FSf to Spinner7 . Selection
call DB_datos .StoreValue
tag " FSf "
valueToStore get global FSf
to Guardar_FSp
do
set global FSp to Spinner4 . Selection
call DB_datos .StoreValue
tag " FSp "
valueToStore get global FSp

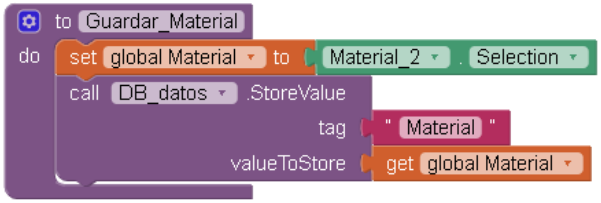

to Guardar_gamma_A
do
add items to list list
get global gamma_A
item TextBox231 . Text
item TextBox232 . Text
item TextBox233 . Text
item TextBox234 . Text
item TextBox235 . Text
item TextBox236 . Text
item TextBox237 . Text
call DB_datos .StoreValue
tag " gamma A "
valueToStore get global gamma_A

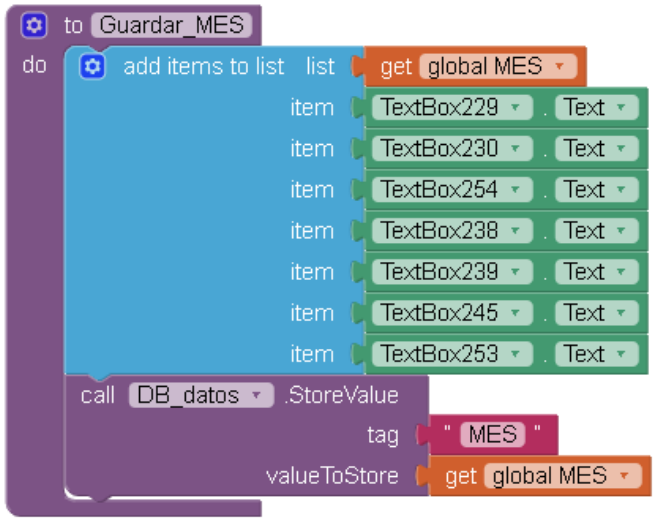

to Guardar_gamma_Ar
do
add items to list list
get global gamma_Ar
item TextBox255 . Text
item TextBox256 . Text
item TextBox258 . Text
item TextBox259 . Text
item TextBox261 . Text
item TextBox262 . Text
item TextBox270 . Text
call DB_datos .StoreValue
tag " gamma Ar "
valueToStore get global gamma_Ar

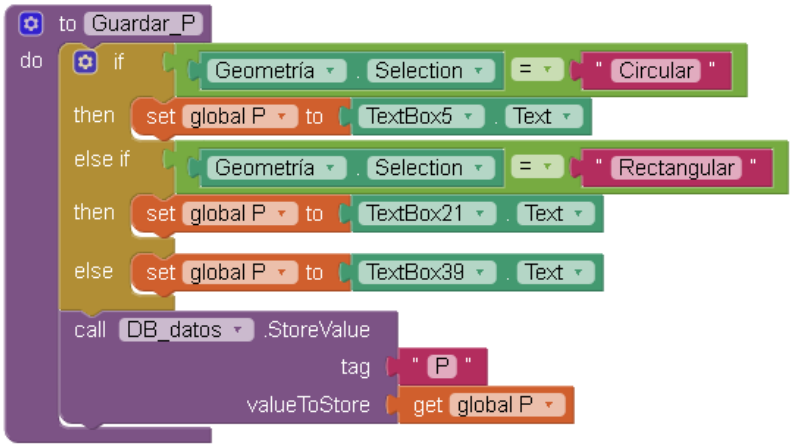

to Guardar_gammaw
do
set global gammaw to TextBox515 . Text
call DB_datos .StoreValue
tag " gammaw "
valueToStore get global gammaw

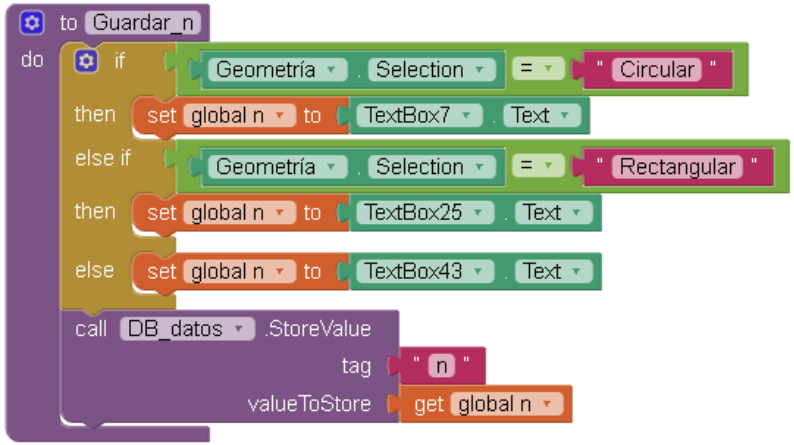

to Guardar_L_D_B
do
if Geometría . Selection = " Circular "
then set global L_D_B to TextBox3 . Text
else if Geometría . Selection = " Rectangular "
then set global L_D_B to TextBox19 . Text
else set global L_D_B to TextBox37 . Text
call DB_datos .StoreValue
tag " L_D_B "
valueToStore get global L_D_B

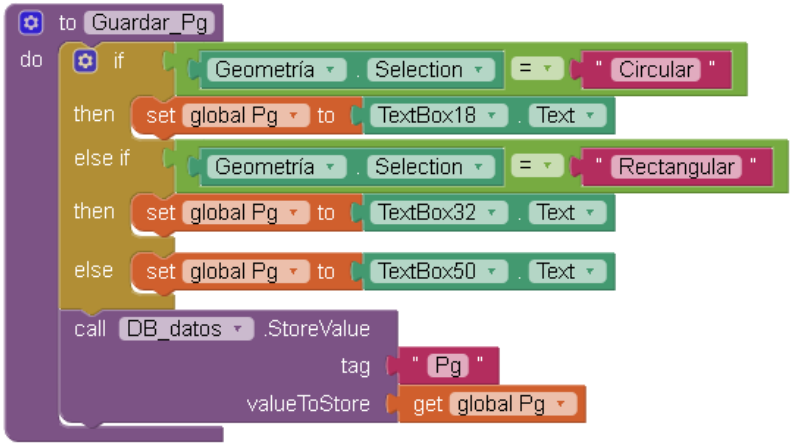

to Guardar_Lp
do
if Geometría . Selection = " Circular "
then set global Lp to TextBox1 . Text
else if Geometría . Selection = " Rectangular "
then set global Lp to TextBox13 . Text
else set global Lp to TextBox34 . Text
call DB_datos .StoreValue
tag " Lp "
valueToStore get global Lp

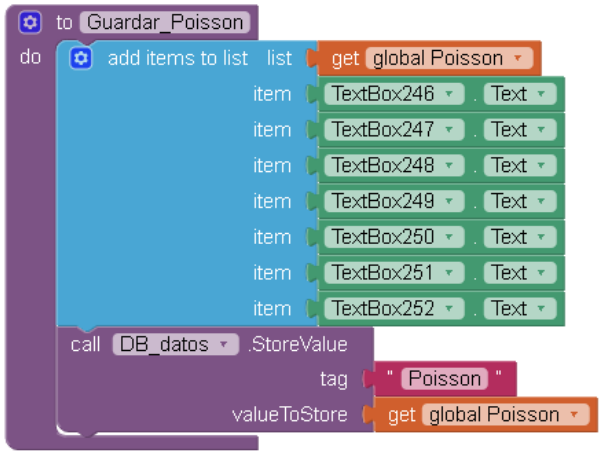

to Guardar_Material
do
set global Material to Material_2 . Selection
call DB_datos .StoreValue
tag " Material "
valueToStore get global Material

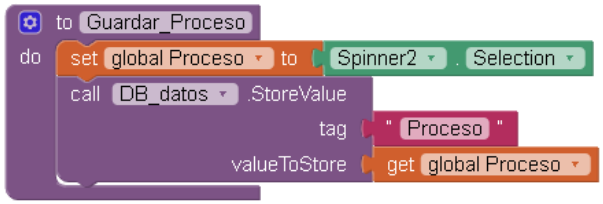

to Guardar_MES
do
add items to list list
get global MES
item TextBox229 . Text
item TextBox230 . Text
item TextBox254 . Text
item TextBox238 . Text
item TextBox239 . Text
item TextBox245 . Text
item TextBox253 . Text
call DB_datos .StoreValue
tag " MES "
valueToStore get global MES

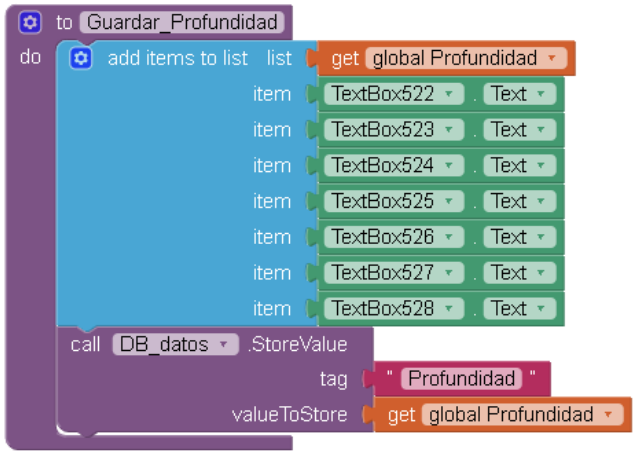

to Guardar_P
do
if Geometría . Selection = " Circular "
then set global P to TextBox5 . Text
else if Geometría . Selection = " Rectangular "
then set global P to TextBox21 . Text
else set global P to TextBox39 . Text
call DB_datos .StoreValue
tag " P "
valueToStore get global P

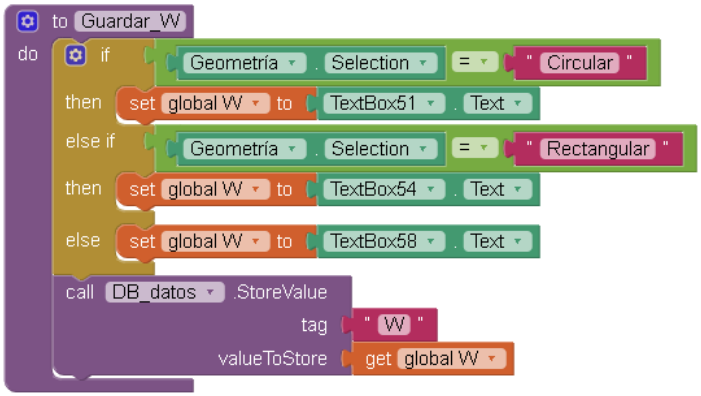

to Guardar_n
do
if Geometría . Selection = " Circular "
then set global n to TextBox7 . Text
else if Geometría . Selection = " Rectangular "
then set global n to TextBox25 . Text
else set global n to TextBox43 . Text
call DB_datos .StoreValue
tag " n "
valueToStore get global n

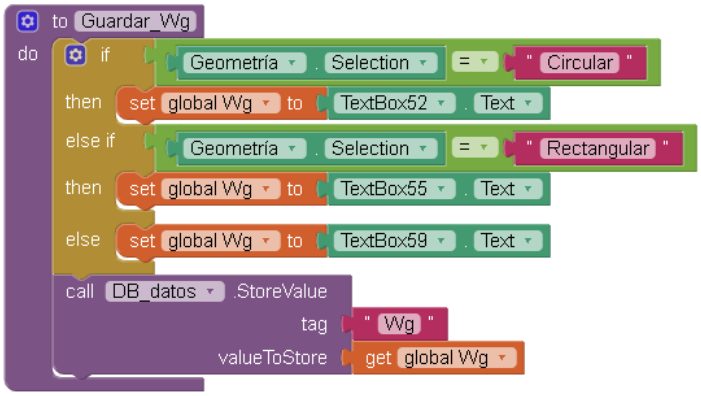

to Guardar_Pg
do
if Geometría . Selection = " Circular "
then set global Pg to TextBox18 . Text
else if Geometría . Selection = " Rectangular "
then set global Pg to TextBox32 . Text
else set global Pg to TextBox50 . Text
call DB_datos .StoreValue
tag " Pg "
valueToStore get global Pg

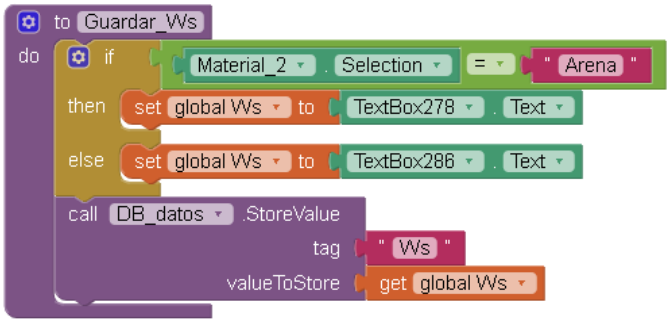

to Guardar_Poisson
do
add items to list list
get global Poisson
item TextBox246 . Text
item TextBox247 . Text
item TextBox248 . Text
item TextBox249 . Text
item TextBox250 . Text
item TextBox251 . Text
item TextBox252 . Text
call DB_datos .StoreValue
tag " Poisson "
valueToStore get global Poisson

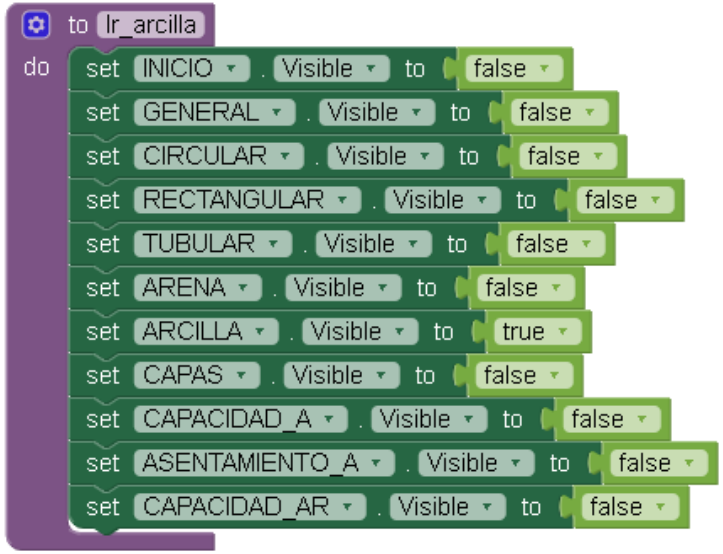

to Guardar_Proceso
do
set global Proceso to Spinner2 . Selection
call DB_datos .StoreValue
tag " Proceso "
valueToStore get global Proceso

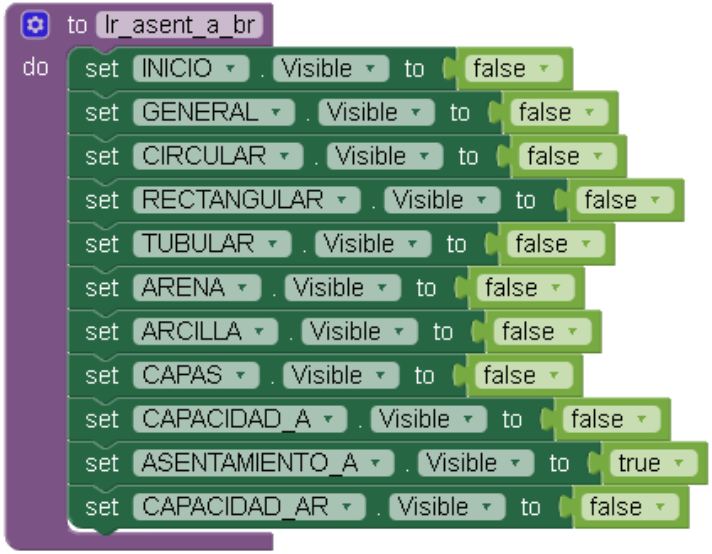

to Guardar_Profundidad
do
add items to list list
get global Profundidad
item TextBox522 . Text
item TextBox523 . Text
item TextBox524 . Text
item TextBox525 . Text
item TextBox526 . Text
item TextBox527 . Text
item TextBox528 . Text
call DB_datos .StoreValue
tag " Profundidad "
valueToStore get global Profundidad

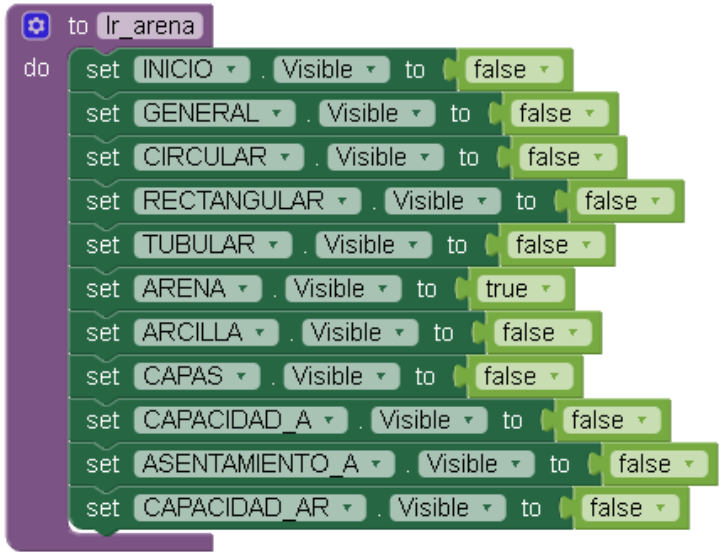

to Guardar_W
do
if Geometría . Selection = " Circular "
then set global W to TextBox51 . Text
else if Geometría . Selection = " Rectangular "
then set global W to TextBox54 . Text
else set global W to TextBox58 . Text
call DB_datos .StoreValue
tag " W "
valueToStore get global W

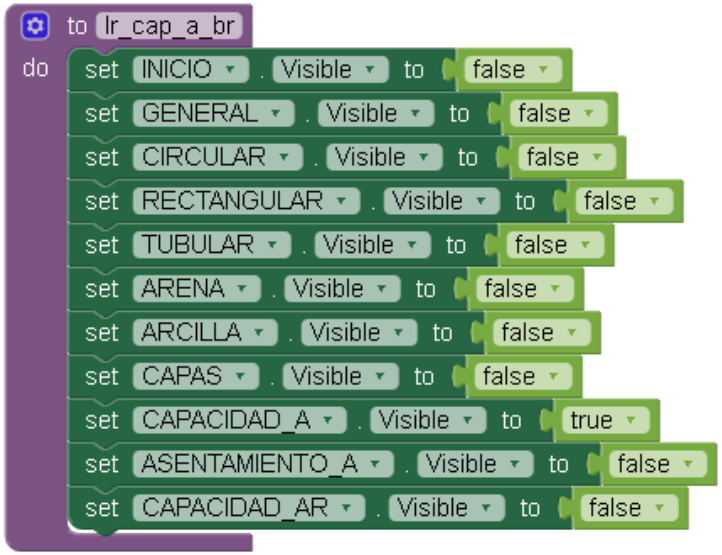

to Guardar_Wg
do
if Geometría . Selection = " Circular "
then set global Wg to TextBox52 . Text
else if Geometría . Selection = " Rectangular "
then set global Wg to TextBox55 . Text
else set global Wg to TextBox59 . Text
call DB_datos .StoreValue
tag " Wg "
valueToStore get global Wg

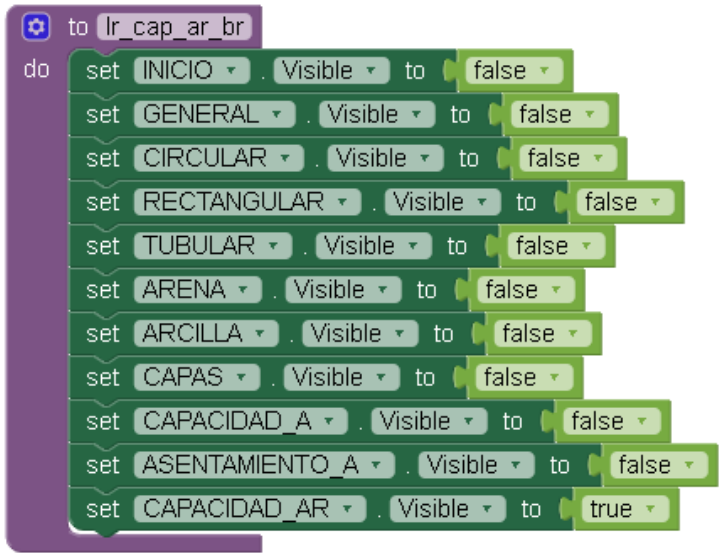

to Guardar_Ws
do
if Material_2 . Selection = " Arena "
then set global Ws to TextBox278 . Text
else set global Ws to TextBox286 . Text
call DB_datos .StoreValue
tag " Ws "
valueToStore get global Ws

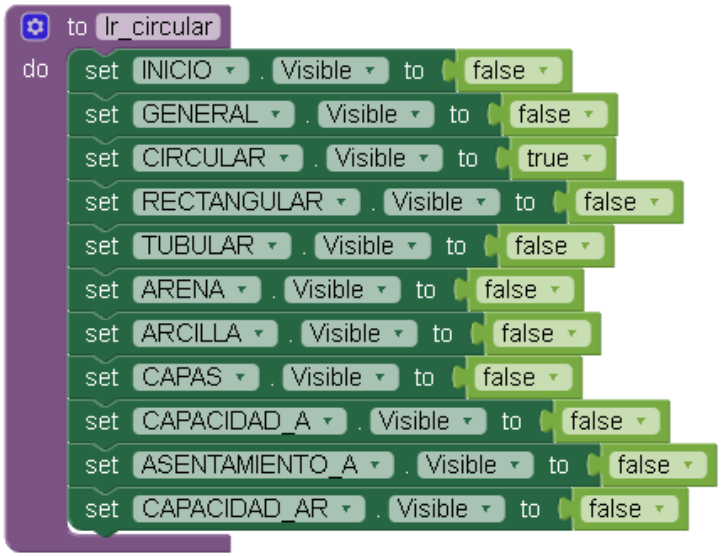

to lr_arcilla
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to true
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false

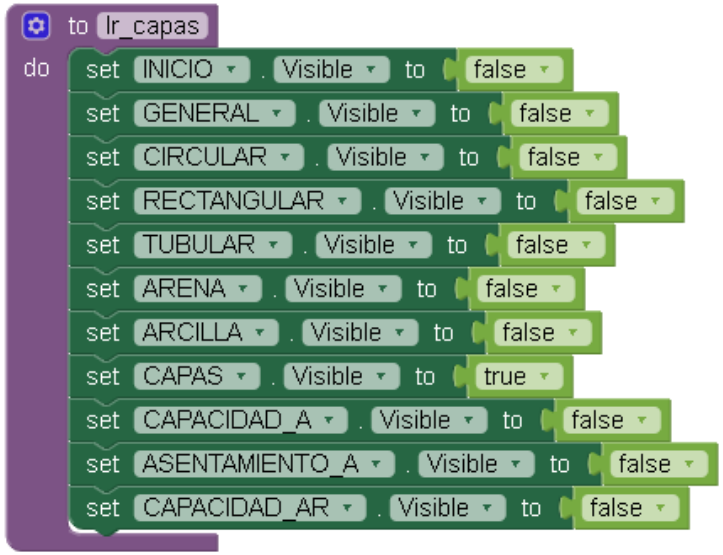

to lr_asent_a_br
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to true
set CAPACIDAD_AR . Visible to false

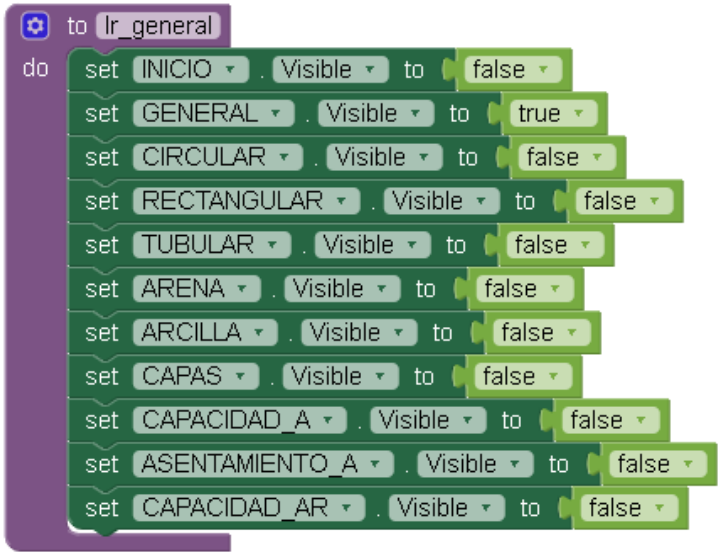

to lr_arena
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to true
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false

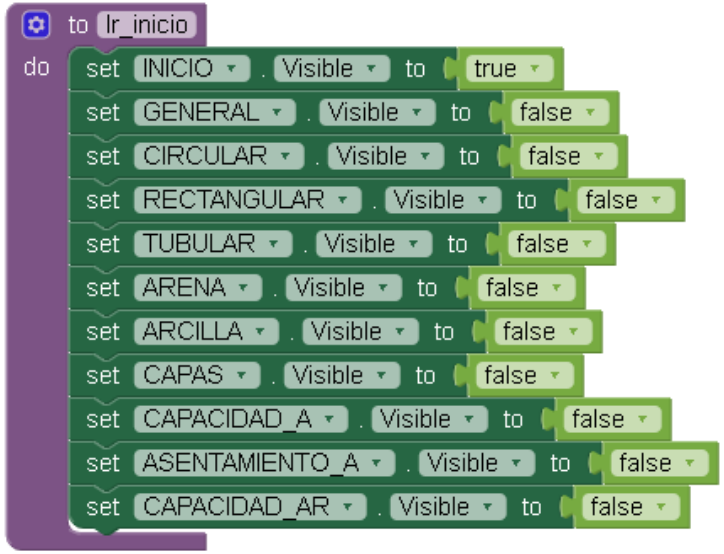

to lr_cap_a_br
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to true
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false


to lr_cap_ar_br
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to true

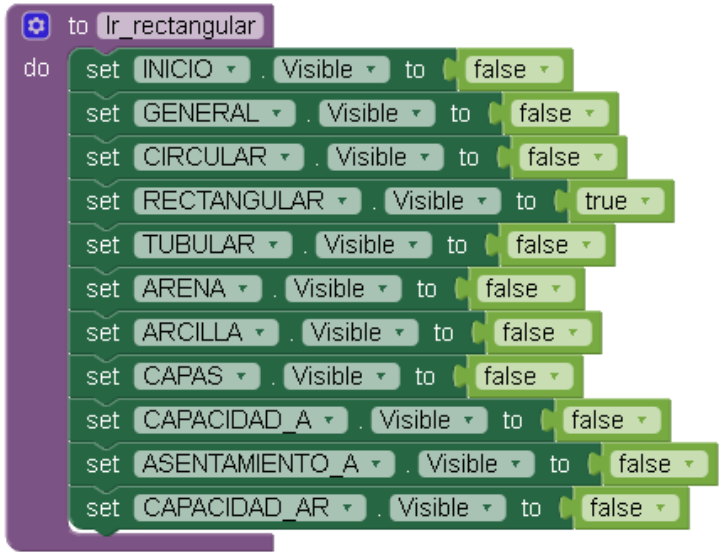

to lr_circular
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to true
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false

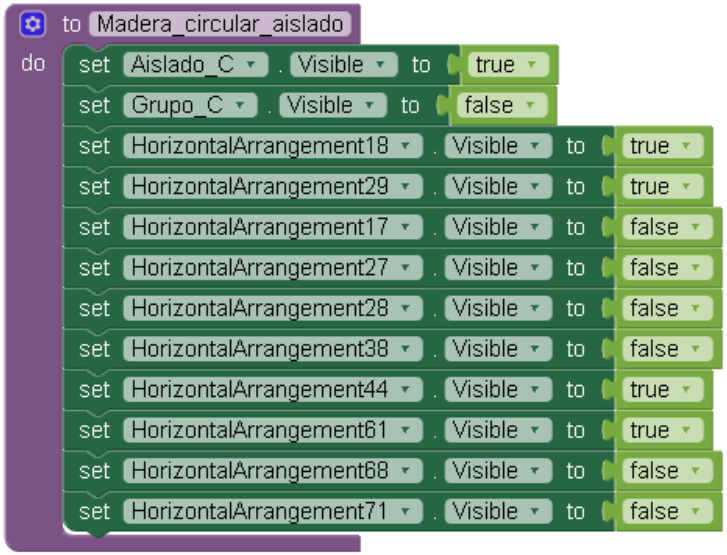

to lr_capas
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to true
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false

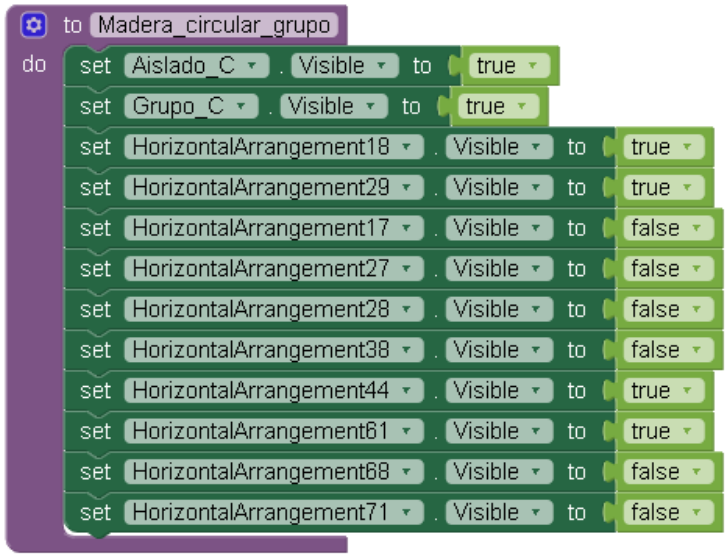

to lr_general
do
set INICIO . Visible to false
set GENERAL . Visible to true
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false


to lr_inicio
do
set INICIO . Visible to true
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false


to lr_tubular
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to false
set TUBULAR . Visible to true
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false

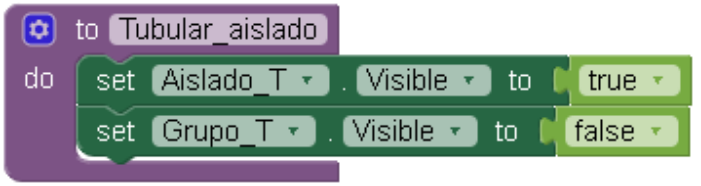

to lr_rectangular
do
set INICIO . Visible to false
set GENERAL . Visible to false
set CIRCULAR . Visible to false
set RECTANGULAR . Visible to true
set TUBULAR . Visible to false
set ARENA . Visible to false
set ARCILLA . Visible to false
set CAPAS . Visible to false
set CAPACIDAD_A . Visible to false
set ASENTAMIENTO_A . Visible to false
set CAPACIDAD_AR . Visible to false

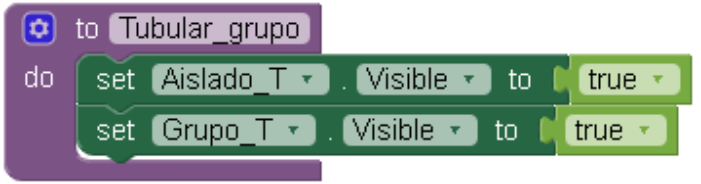

to Madera_circular_aislado
do
set Aislado_C . Visible to true
set Grupo_C . Visible to false
set HorizontalArrangement18 . Visible to true
set HorizontalArrangement29 . Visible to true
set HorizontalArrangement17 . Visible to false
set HorizontalArrangement27 . Visible to false
set HorizontalArrangement28 . Visible to false
set HorizontalArrangement38 . Visible to false
set HorizontalArrangement44 . Visible to true
set HorizontalArrangement61 . Visible to true
set HorizontalArrangement68 . Visible to false
set HorizontalArrangement71 . Visible to false

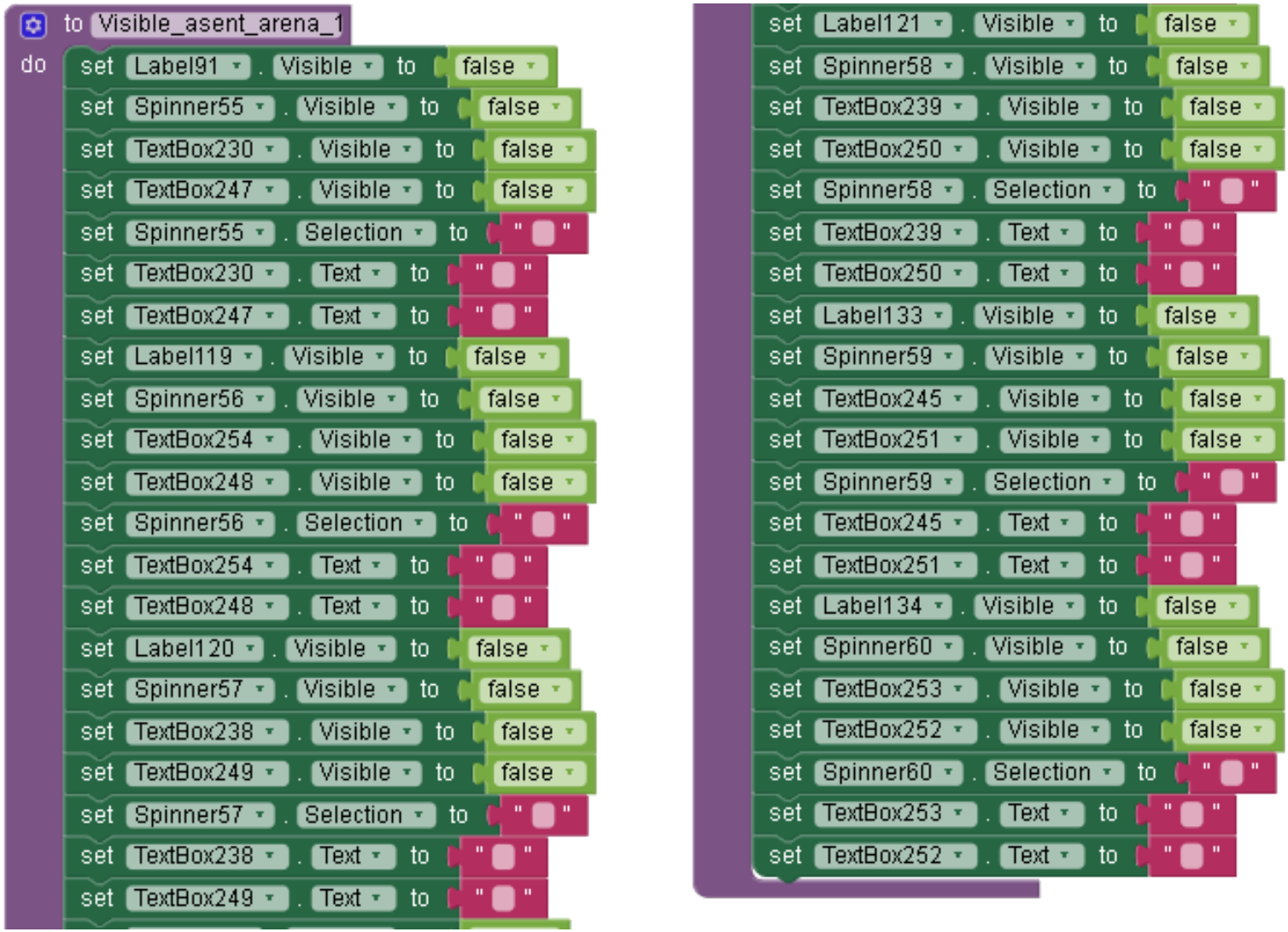

to Madera_circular_grupo
do
set Aislado_C . Visible to true
set Grupo_C . Visible to true
set HorizontalArrangement18 . Visible to true
set HorizontalArrangement29 . Visible to true
set HorizontalArrangement17 . Visible to false
set HorizontalArrangement27 . Visible to false
set HorizontalArrangement28 . Visible to false
set HorizontalArrangement38 . Visible to false
set HorizontalArrangement44 . Visible to true
set HorizontalArrangement61 . Visible to true
set HorizontalArrangement68 . Visible to false
set HorizontalArrangement71 . Visible to false


to Madera_rectangular_grupo
do
set Aislado_R . Visible to true
set Grupo_R . Visible to true
set HorizontalArrangement106 . Visible to false
set HorizontalArrangement114 . Visible to false
set HorizontalArrangement107 . Visible to true
set HorizontalArrangement115 . Visible to true
set HorizontalArrangement165 . Visible to true
set HorizontalArrangement191 . Visible to true
set HorizontalArrangement113 . Visible to false
set HorizontalArrangement121 . Visible to false
set HorizontalArrangement192 . Visible to false
set HorizontalArrangement241 . Visible to false

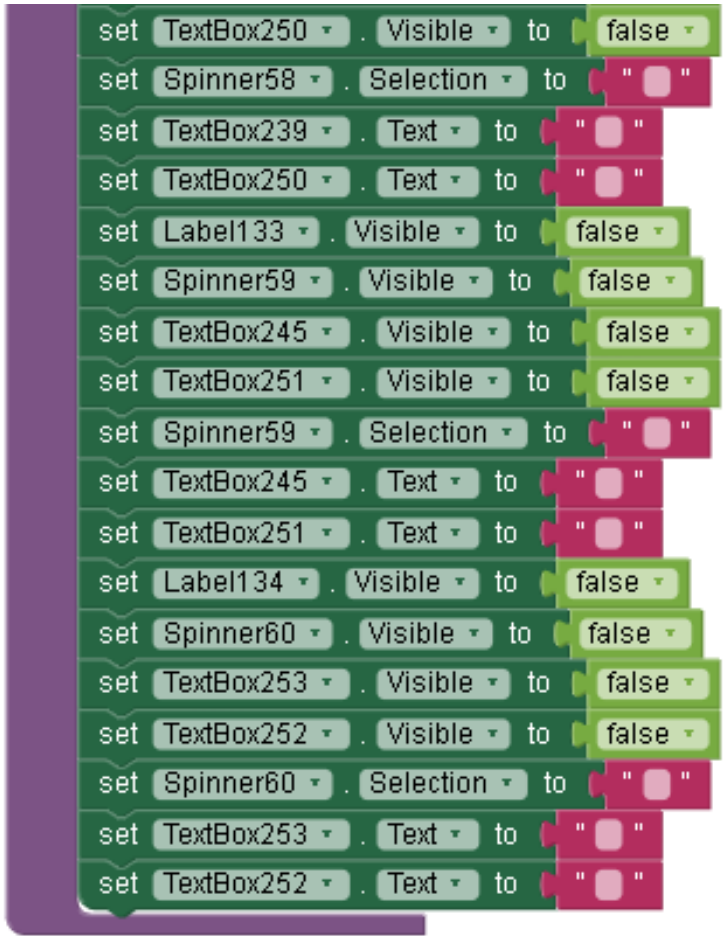

to Madera_rectangular_aislado
do
set Aislado_R . Visible to true
set Grupo_R . Visible to false
set HorizontalArrangement106 . Visible to false
set HorizontalArrangement114 . Visible to false
set HorizontalArrangement107 . Visible to true
set HorizontalArrangement115 . Visible to true
set HorizontalArrangement165 . Visible to true
set HorizontalArrangement191 . Visible to true
set HorizontalArrangement113 . Visible to false
set HorizontalArrangement121 . Visible to false
set HorizontalArrangement192 . Visible to false
set HorizontalArrangement241 . Visible to false


to Tubular_aislado
do
set Aislado_T . Visible to true
set Grupo_T . Visible to false

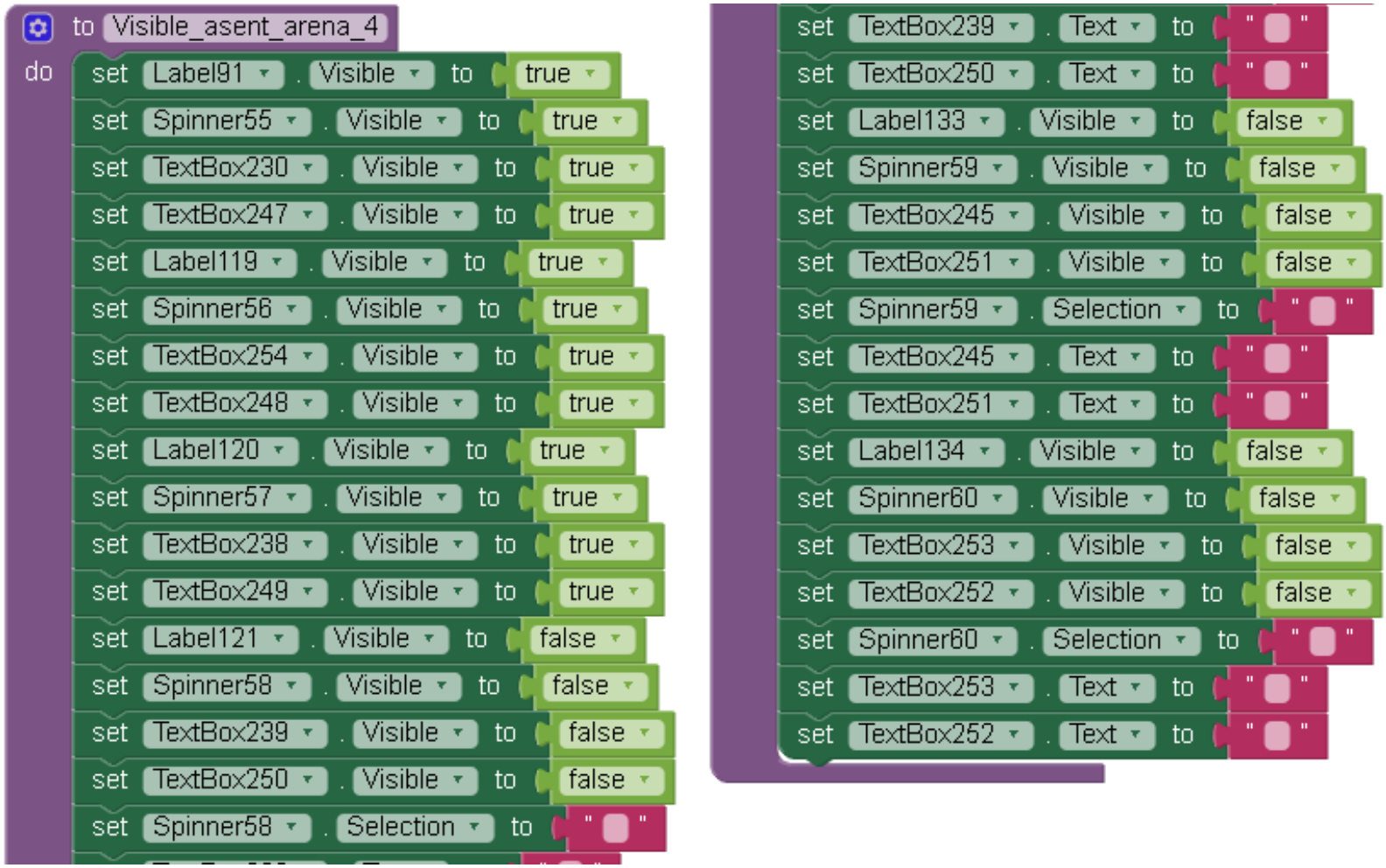

to Tubular_grupo
do
set Aislado_T . Visible to true
set Grupo_T . Visible to true


to Visible_asent_arena_1
do
set Label91 . Visible to false
set Spinner55 . Visible to false
set TextBox230 . Visible to false
set TextBox247 . Visible to false
set Spinner55 . Selection to " "
set TextBox230 . Text to " "
set TextBox247 . Text to " "
set Label119 . Visible to false
set Spinner56 . Visible to false
set TextBox254 . Visible to false
set TextBox248 . Visible to false
set Spinner56 . Selection to " "
set TextBox254 . Text to " "
set TextBox248 . Text to " "
set Label120 . Visible to false
set Spinner57 . Visible to false
set TextBox238 . Visible to false
set TextBox249 . Visible to false
set Spinner57 . Selection to " "
set TextBox238 . Text to " "
set TextBox249 . Text to " "
set Label121 . Visible to false
set Spinner58 . Visible to false
set TextBox239 . Visible to false
set TextBox250 . Visible to false
set Spinner58 . Selection to " "
set TextBox239 . Text to " "
set TextBox250 . Text to " "
set Label133 . Visible to false
set Spinner59 . Visible to false
set TextBox245 . Visible to false
set TextBox251 . Visible to false
set Spinner59 . Selection to " "
set TextBox245 . Text to " "
set TextBox251 . Text to " "
set Label134 . Visible to false
set Spinner60 . Visible to false
set TextBox253 . Visible to false
set TextBox252 . Visible to false
set Spinner60 . Selection to " "
set TextBox253 . Text to " "
set TextBox252 . Text to " "


to Visible_asent_arena_2
do
set Label91 . Visible to true
set Spinner55 . Visible to true
set TextBox230 . Visible to true
set TextBox247 . Visible to true
set Label119 . Visible to false
set Spinner56 . Visible to false
set TextBox254 . Visible to false
set TextBox248 . Visible to false
set Spinner56 . Selection to " "
set TextBox254 . Text to " "
set TextBox248 . Text to " "
set Label120 . Visible to false
set Spinner57 . Visible to false
set TextBox238 . Visible to false
set TextBox249 . Visible to false
set Spinner57 . Selection to " "
set TextBox238 . Text to " "
set TextBox249 . Text to " "
set Label121 . Visible to false
set Spinner58 . Visible to false
set TextBox239 . Visible to false


set TextBox250 . Visible to false
set Spinner58 . Selection to " "
set TextBox239 . Text to " "
set TextBox250 . Text to " "
set Label133 . Visible to false
set Spinner59 . Visible to false
set TextBox245 . Visible to false
set TextBox251 . Visible to false
set Spinner59 . Selection to " "
set TextBox245 . Text to " "
set TextBox251 . Text to " "
set Label134 . Visible to false
set Spinner60 . Visible to false
set TextBox253 . Visible to false
set TextBox252 . Visible to false
set Spinner60 . Selection to " "
set TextBox253 . Text to " "
set TextBox252 . Text to " "

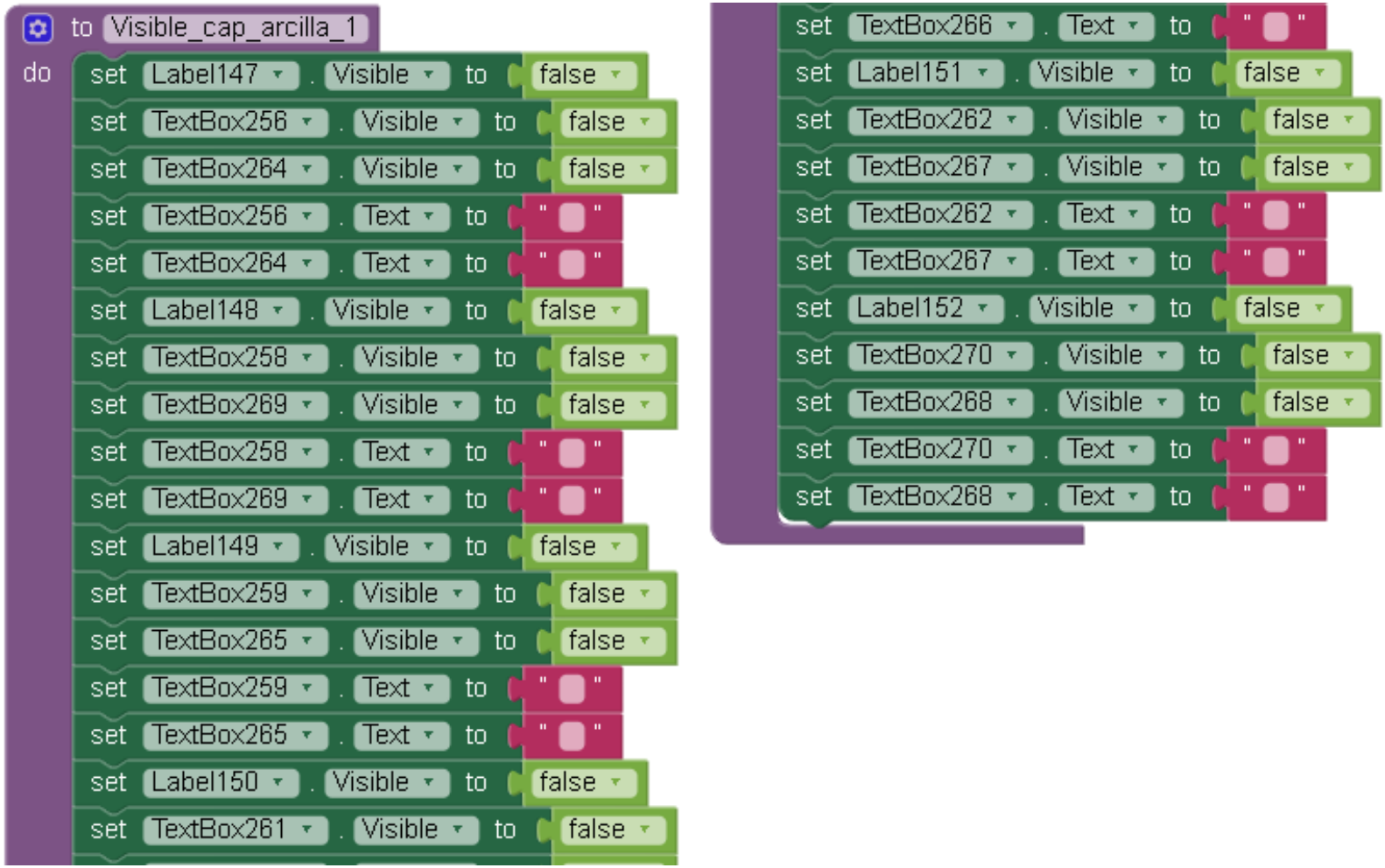

to Visible_asent_arena_3
do
set Label91 . Visible to true
set Spinner55 . Visible to true
set TextBox230 . Visible to true
set TextBox247 . Visible to true
set Label119 . Visible to true
set Spinner56 . Visible to true
set TextBox254 . Visible to true
set TextBox248 . Visible to true
set Label120 . Visible to false
set Spinner57 . Visible to false
set TextBox238 . Visible to false
set TextBox249 . Visible to false
set Spinner57 . Selection to " "
set TextBox238 . Text to " "
set TextBox249 . Text to " "
set Label121 . Visible to false
set Spinner58 . Visible to false
set TextBox239 . Visible to false
set TextBox250 . Visible to false
set Label133 . Visible to false
set Spinner59 . Visible to false
set TextBox245 . Visible to false
set TextBox251 . Visible to false
set Spinner59 . Selection to " "
set TextBox245 . Text to " "
set TextBox251 . Text to " "
set Label134 . Visible to false
set Spinner60 . Visible to false
set TextBox253 . Visible to false
set TextBox252 . Visible to false
set Spinner60 . Selection to " "
set TextBox253 . Text to " "
set TextBox252 . Text to " "


to Visible_asent_arena_4
do
set Label91 . Visible to true
set Spinner55 . Visible to true
set TextBox230 . Visible to true
set TextBox247 . Visible to true
set Label119 . Visible to true
set Spinner56 . Visible to true
set TextBox254 . Visible to true
set TextBox248 . Visible to true
set Label120 . Visible to true
set Spinner57 . Visible to true
set TextBox238 . Visible to true
set TextBox249 . Visible to true
set Label121 . Visible to false
set Spinner58 . Visible to false
set TextBox239 . Visible to false
set TextBox250 . Visible to false
set Spinner58 . Selection to
set TextBox239 . Text to
set TextBox250 . Text to
set Label133 . Visible to false
set Spinner59 . Visible to false
set TextBox245 . Visible to false
set TextBox251 . Visible to false
set Spinner59 . Selection to
set TextBox245 . Text to
set TextBox251 . Text to
set Label134 . Visible to false
set Spinner60 . Visible to false
set TextBox253 . Visible to false
set TextBox252 . Visible to false
set Spinner60 . Selection to
set TextBox253 . Text to
set TextBox252 . Text to


to Visible_asent_arena_5
do
set Label91 . Visible to true
set Spinner55 . Visible to true
set TextBox230 . Visible to true
set TextBox247 . Visible to true
set Label119 . Visible to true
set Spinner56 . Visible to true
set TextBox254 . Visible to true
set TextBox248 . Visible to true
set Label120 . Visible to true
set Spinner57 . Visible to true
set TextBox238 . Visible to true
set TextBox249 . Visible to true
set Label121 . Visible to true
set Spinner58 . Visible to true
set TextBox239 . Visible to true
set TextBox250 . Visible to true
set Label133 . Visible to false
set Spinner59 . Visible to false
set TextBox245 . Visible to false
set TextBox251 . Visible to false
set Spinner59 . Selection to " "
set TextBox245 . Text to " "
set TextBox251 . Text to " "
set Label134 . Visible to false
set Spinner60 . Visible to false
set TextBox253 . Visible to false
set TextBox252 . Visible to false
set Spinner60 . Selection to " "
set TextBox253 . Text to " "
set TextBox252 . Text to " "

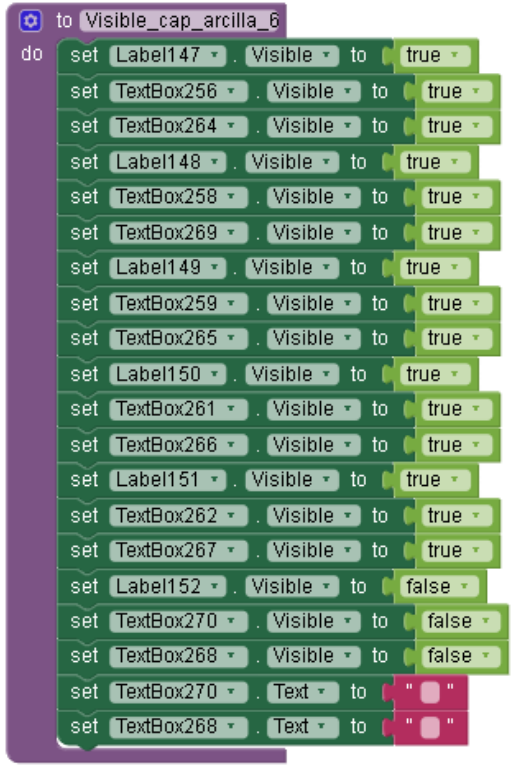

to Visible_asent_arena_6
do
set Label91 . Visible to true
set Spinner55 . Visible to true
set TextBox230 . Visible to true
set TextBox247 . Visible to true
set Label119 . Visible to true
set Spinner56 . Visible to true
set TextBox254 . Visible to true
set TextBox248 . Visible to true
set Label120 . Visible to true
set Spinner57 . Visible to true
set TextBox238 . Visible to true
set TextBox249 . Visible to true
set Label121 . Visible to true
set Spinner58 . Visible to true
set TextBox239 . Visible to true
set TextBox250 . Visible to true
set Label133 . Visible to true
set Spinner59 . Visible to true
set TextBox245 . Visible to true
set TextBox251 . Visible to true
set Label134 . Visible to false
set Spinner60 . Visible to false
set TextBox253 . Visible to false
set TextBox252 . Visible to false
set Spinner60 . Selection to ""
set TextBox253 . Text to ""
set TextBox252 . Text to ""

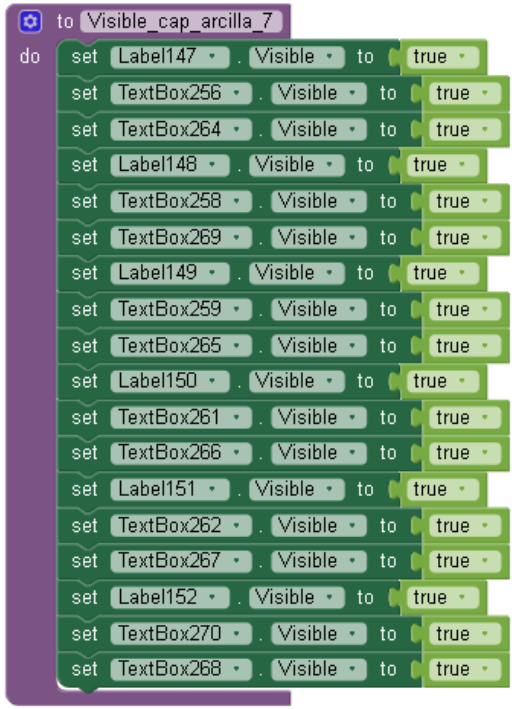

to Visible_asent_arena_7
do
set Label91 . Visible to true
set Spinner55 . Visible to true
set TextBox230 . Visible to true
set TextBox247 . Visible to true
set Label119 . Visible to true
set Spinner56 . Visible to true
set TextBox254 . Visible to true
set TextBox248 . Visible to true
set Label120 . Visible to true
set Spinner57 . Visible to true
set TextBox238 . Visible to true
set TextBox249 . Visible to true
set Label121 . Visible to true
set Spinner58 . Visible to true
set TextBox239 . Visible to true
set TextBox250 . Visible to true
set Label133 . Visible to true
set Spinner59 . Visible to true
set TextBox245 . Visible to true
set TextBox251 . Visible to true
set Label134 . Visible to true
set Spinner60 . Visible to true
set TextBox253 . Visible to true
set TextBox252 . Visible to true

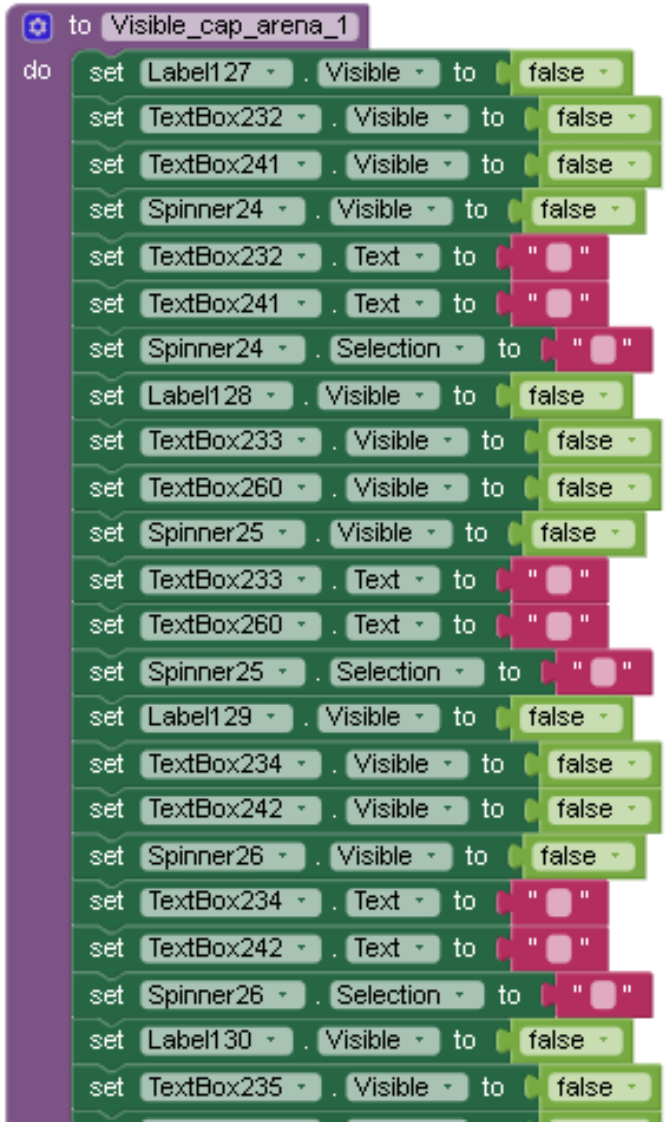

to Visible_cap_arcilla_1
do
set Label147 . Visible to false
set TextBox256 . Visible to false
set TextBox264 . Visible to false
set TextBox256 . Text to " "
set TextBox264 . Text to " "
set Label148 . Visible to false
set TextBox258 . Visible to false
set TextBox269 . Visible to false
set TextBox258 . Text to " "
set TextBox269 . Text to " "
set Label149 . Visible to false
set TextBox259 . Visible to false
set TextBox265 . Visible to false
set TextBox259 . Text to " "
set TextBox265 . Text to " "
set Label150 . Visible to false
set TextBox261 . Visible to false
set TextBox266 . Text to " "
set Label151 . Visible to false
set TextBox262 . Visible to false
set TextBox267 . Visible to false
set TextBox262 . Text to " "
set TextBox267 . Text to " "
set Label152 . Visible to false
set TextBox270 . Visible to false
set TextBox268 . Visible to false
set TextBox270 . Text to " "
set TextBox268 . Text to " "

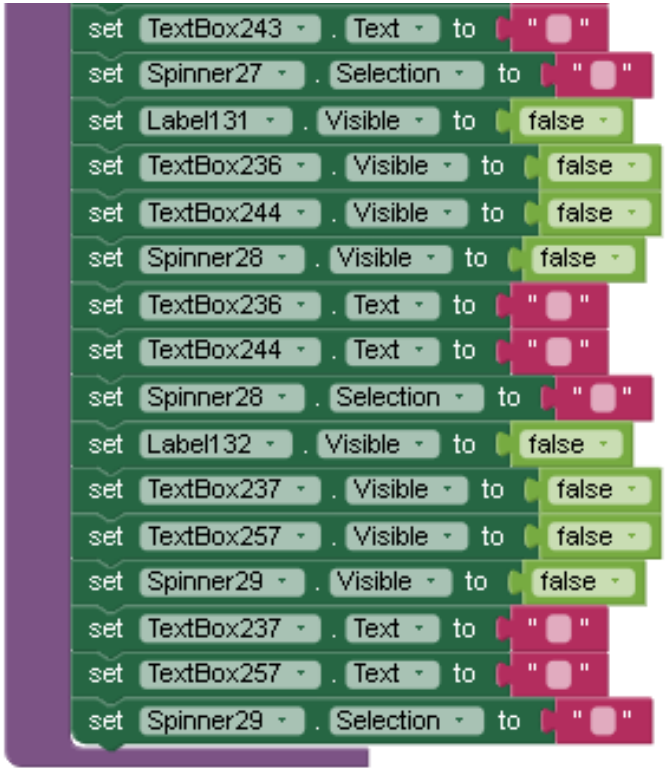

to Visible_cap_arcilla_2
do
set Label147 . Visible to true
set TextBox256 . Visible to true
set TextBox264 . Visible to true
set Label148 . Visible to false
set TextBox258 . Visible to false
set TextBox269 . Visible to false
set TextBox258 . Text to
set TextBox269 . Text to
set Label149 . Visible to false
set TextBox259 . Visible to false
set TextBox265 . Visible to false
set TextBox259 . Text to
set TextBox265 . Text to
set Label150 . Visible to false
set TextBox261 . Visible to false
set TextBox266 . Visible to false
set TextBox261 . Text to
set TextBox266 . Text to
set Label151 . Visible to false
set TextBox262 . Visible to false
set TextBox267 . Visible to false
set TextBox262 . Text to
set TextBox267 . Text to
set Label152 . Visible to false
set TextBox270 . Visible to false
set TextBox268 . Visible to false
set TextBox270 . Text to
set TextBox268 . Text to
to Visible_cap_arcilla_3
do
set Label147 . Visible to true
set TextBox256 . Visible to true
set TextBox264 . Visible to true
set Label148 . Visible to true
set TextBox258 . Visible to true
set TextBox269 . Visible to true
set Label149 . Visible to false
set TextBox259 . Visible to false
set TextBox265 . Visible to false
set TextBox259 . Text to
set TextBox265 . Text to
set Label150 . Visible to false
set TextBox261 . Visible to false
set TextBox266 . Visible to false
set TextBox261 . Text to
set TextBox266 . Text to
set Label151 . Visible to false
set TextBox262 . Visible to false
set TextBox267 . Visible to false
set TextBox262 . Text to
set TextBox267 . Text to
set Label152 . Visible to false
set TextBox270 . Visible to false
set TextBox268 . Visible to false
set TextBox270 . Text to
set TextBox268 . Text to
to Visible_cap_arcilla_4
do
set Label147 . Visible to true
set TextBox256 . Visible to true
set TextBox264 . Visible to true
set Label148 . Visible to true
set TextBox258 . Visible to true
set TextBox269 . Visible to true
set Label149 . Visible to true
set TextBox259 . Visible to true
set TextBox265 . Visible to true
set Label150 . Visible to false
set TextBox261 . Visible to false
set TextBox266 . Visible to false
set TextBox261 . Text to
set TextBox266 . Text to
set Label151 . Visible to false
set TextBox262 . Visible to false
set TextBox267 . Visible to false
set TextBox262 . Text to
set TextBox267 . Text to
set Label152 . Visible to false
set TextBox270 . Visible to false
set TextBox268 . Visible to false
set TextBox270 . Text to
set TextBox268 . Text to

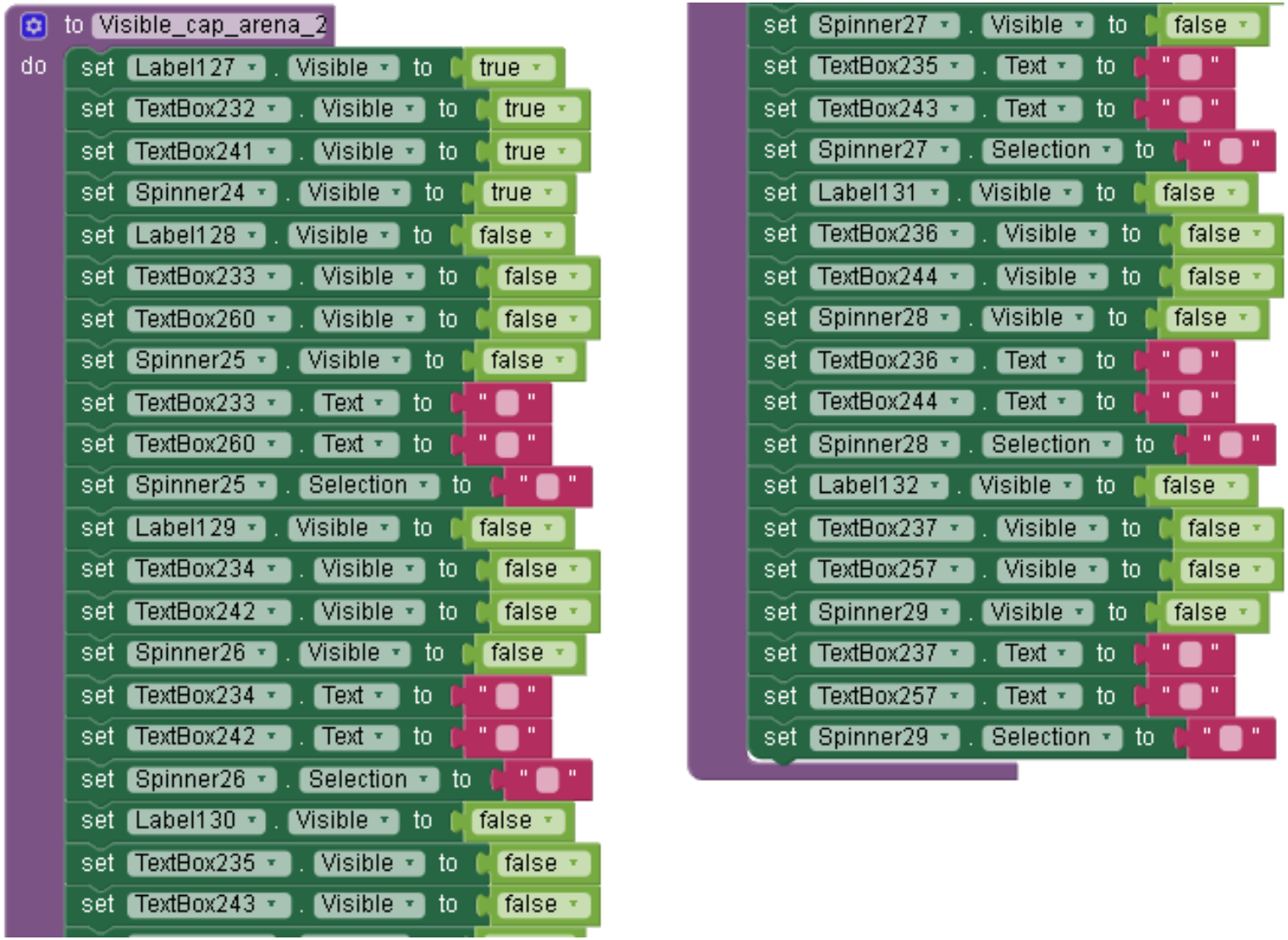

to Visible_cap_arcilla_5
do
set Label147 . Visible to true
set TextBox256 . Visible to true
set TextBox264 . Visible to true
set Label148 . Visible to true
set TextBox258 . Visible to true
set TextBox269 . Visible to true
set Label149 . Visible to true
set TextBox259 . Visible to true
set TextBox265 . Visible to true
set Label150 . Visible to true
set TextBox261 . Visible to true
set TextBox266 . Visible to true
set Label151 . Visible to false
set TextBox262 . Visible to false
set TextBox267 . Visible to false
set TextBox262 . Text to " "
set TextBox267 . Text to " "
set Label152 . Visible to false
set TextBox270 . Visible to false
set TextBox268 . Visible to false
set TextBox270 . Text to " "
set TextBox268 . Text to " "


to Visible_cap_arcilla_6
do
set Label147 . Visible to true
set TextBox256 . Visible to true
set TextBox264 . Visible to true
set Label148 . Visible to true
set TextBox258 . Visible to true
set TextBox269 . Visible to true
set Label149 . Visible to true
set TextBox259 . Visible to true
set TextBox265 . Visible to true
set Label150 . Visible to true
set TextBox261 . Visible to true
set TextBox266 . Visible to true
set Label151 . Visible to true
set TextBox262 . Visible to true
set TextBox267 . Visible to true
set Label152 . Visible to false
set TextBox270 . Visible to false
set TextBox268 . Visible to false
set TextBox270 . Text to " "
set TextBox268 . Text to " "

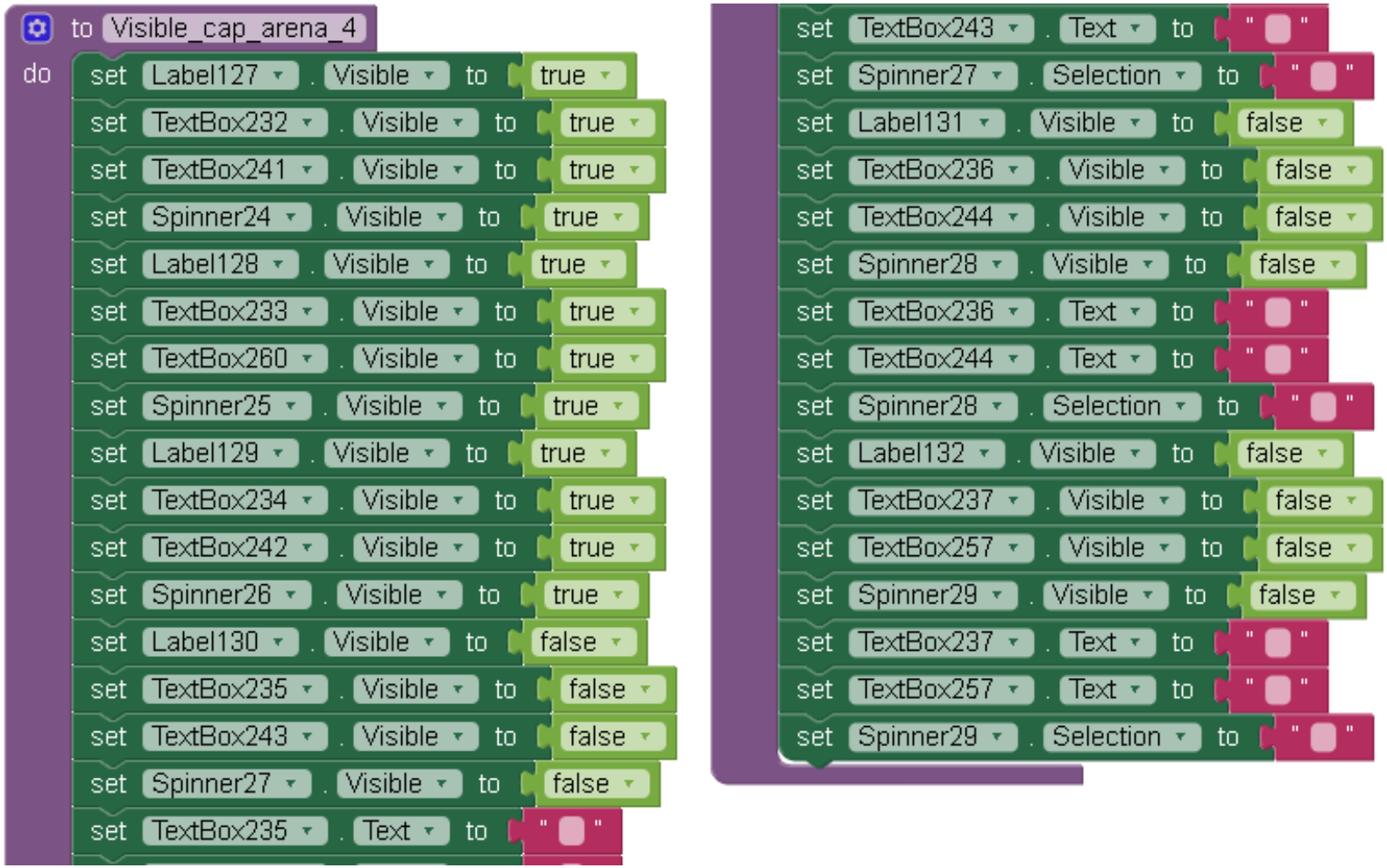

to Visible_cap_arcilla_7
do
set Label147 . Visible to true
set TextBox256 . Visible to true
set TextBox264 . Visible to true
set Label148 . Visible to true
set TextBox258 . Visible to true
set TextBox269 . Visible to true
set Label149 . Visible to true
set TextBox259 . Visible to true
set TextBox265 . Visible to true
set Label150 . Visible to true
set TextBox261 . Visible to true
set TextBox266 . Visible to true
set Label151 . Visible to true
set TextBox262 . Visible to true
set TextBox267 . Visible to true
set Label152 . Visible to true
set TextBox270 . Visible to true
set TextBox268 . Visible to true


to Visible_cap_arena_1
do
set Label127 . Visible to false
set TextBox232 . Visible to false
set TextBox241 . Visible to false
set Spinner24 . Visible to false
set TextBox232 . Text to " "
set TextBox241 . Text to " "
set Spinner24 . Selection to " "
set Label128 . Visible to false
set TextBox233 . Visible to false
set TextBox260 . Visible to false
set Spinner25 . Visible to false
set TextBox233 . Text to " "
set TextBox260 . Text to " "
set Spinner25 . Selection to " "
set Label129 . Visible to false
set TextBox234 . Visible to false
set TextBox242 . Visible to false
set Spinner26 . Visible to false
set TextBox234 . Text to " "
set TextBox242 . Text to " "
set Spinner26 . Selection to " "
set Label130 . Visible to false
set TextBox235 . Visible to false


set TextBox243 . Text to " "
set Spinner27 . Selection to " "
set Label131 . Visible to false
set TextBox236 . Visible to false
set TextBox244 . Visible to false
set Spinner28 . Visible to false
set TextBox236 . Text to " "
set TextBox244 . Text to " "
set Spinner28 . Selection to " "
set Label132 . Visible to false
set TextBox237 . Visible to false
set TextBox257 . Visible to false
set Spinner29 . Visible to false
set TextBox237 . Text to " "
set TextBox257 . Text to " "
set Spinner29 . Selection to " "


to Visible_cap_arena_2
do
set Label127 . Visible to true
set TextBox232 . Visible to true
set TextBox241 . Visible to true
set Spinner24 . Visible to true
set Label128 . Visible to false
set TextBox233 . Visible to false
set TextBox260 . Visible to false
set Spinner25 . Visible to false
set TextBox233 . Text to " "
set TextBox260 . Text to " "
set Spinner25 . Selection to " "
set Label129 . Visible to false
set TextBox234 . Visible to false
set TextBox242 . Visible to false
set Spinner26 . Visible to false
set TextBox234 . Text to " "
set TextBox242 . Text to " "
set Spinner26 . Selection to " "
set Label130 . Visible to false
set TextBox235 . Visible to false
set TextBox243 . Visible to false
set Spinner27 . Visible to false
set TextBox235 . Text to " "
set TextBox243 . Text to " "
set Spinner27 . Selection to " "
set Label131 . Visible to false
set TextBox236 . Visible to false
set TextBox244 . Visible to false
set Spinner28 . Visible to false
set TextBox236 . Text to " "
set TextBox244 . Text to " "
set Spinner28 . Selection to " "
set Label132 . Visible to false
set TextBox237 . Visible to false
set TextBox257 . Visible to false
set Spinner29 . Visible to false
set TextBox237 . Text to " "
set TextBox257 . Text to " "
set Spinner29 . Selection to " "

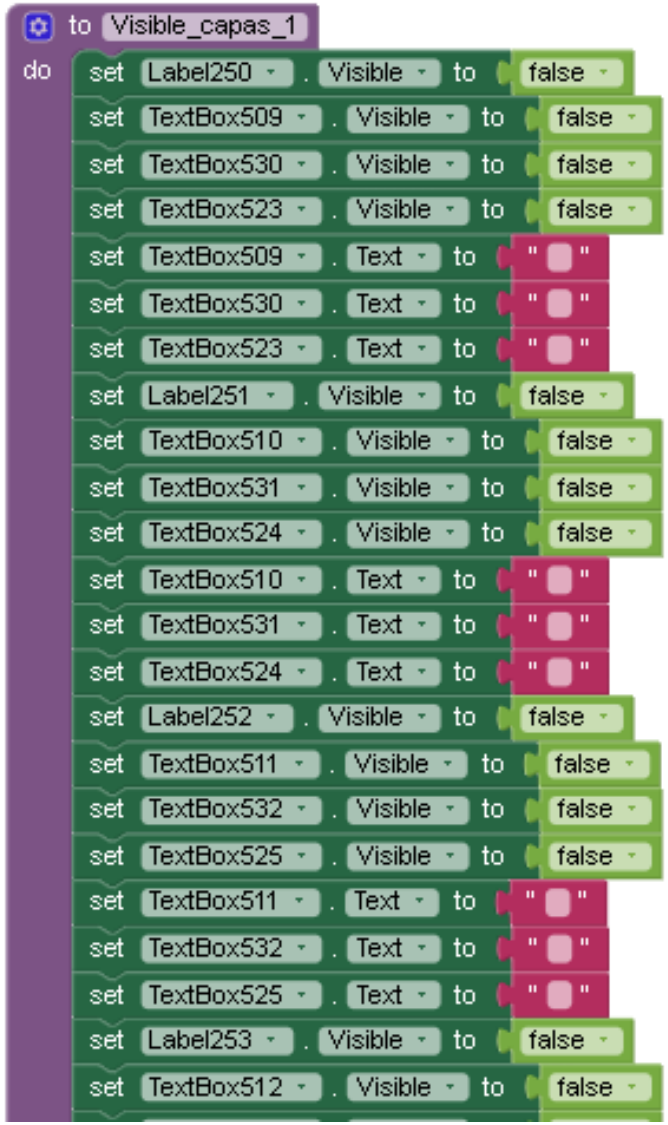

to Visible_cap_arena_3
do
set Label127 . Visible to true
set TextBox232 . Visible to true
set TextBox241 . Visible to true
set Spinner24 . Visible to true
set Label128 . Visible to true
set TextBox233 . Visible to true
set TextBox260 . Visible to true
set Spinner25 . Visible to true
set Label129 . Visible to false
set TextBox234 . Visible to false
set TextBox242 . Visible to false
set Spinner26 . Visible to false
set Label130 . Visible to false
set TextBox234 . Text to " "
set TextBox242 . Text to " "
set Spinner26 . Selection to " "
set TextBox235 . Visible to false
set TextBox243 . Visible to false
set Spinner27 . Visible to false
set Label131 . Visible to false
set TextBox236 . Visible to false
set TextBox244 . Visible to false
set Spinner28 . Visible to false
set TextBox236 . Text to " "
set TextBox244 . Text to " "
set Spinner28 . Selection to " "
set Label132 . Visible to false
set TextBox237 . Visible to false
set TextBox257 . Visible to false
set Spinner29 . Visible to false
set TextBox237 . Text to " "
set TextBox257 . Text to " "
set Spinner29 . Selection to " "

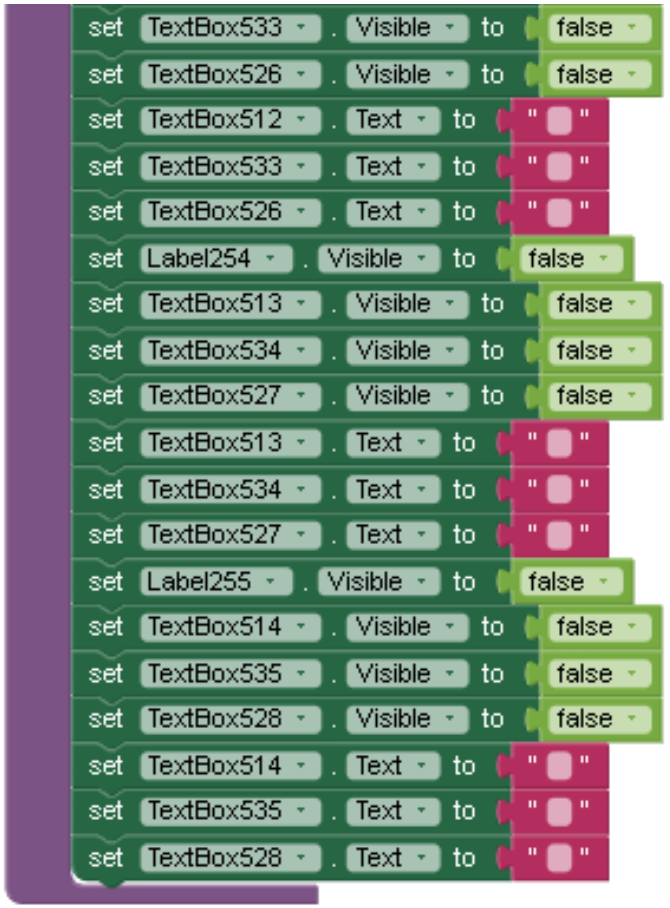

to Visible_cap_arena_4
do
set Label127 . Visible to true
set TextBox232 . Visible to true
set TextBox241 . Visible to true
set Spinner24 . Visible to true
set Label128 . Visible to true
set TextBox233 . Visible to true
set TextBox260 . Visible to true
set Spinner25 . Visible to true
set Label129 . Visible to true
set TextBox234 . Visible to true
set TextBox242 . Visible to true
set Spinner26 . Visible to true
set Label130 . Visible to false
set TextBox235 . Visible to false
set TextBox243 . Visible to false
set Spinner27 . Visible to false
set TextBox235 . Text to " "
set TextBox243 . Text to " "
set Spinner27 . Selection to " "
set Label131 . Visible to false
set TextBox236 . Visible to false
set TextBox244 . Visible to false
set Spinner28 . Visible to false
set TextBox236 . Text to " "
set TextBox244 . Text to " "
set Spinner28 . Selection to " "
set Label132 . Visible to false
set TextBox237 . Visible to false
set TextBox257 . Visible to false
set Spinner29 . Visible to false
set TextBox237 . Text to " "
set TextBox257 . Text to " "
set Spinner29 . Selection to " "

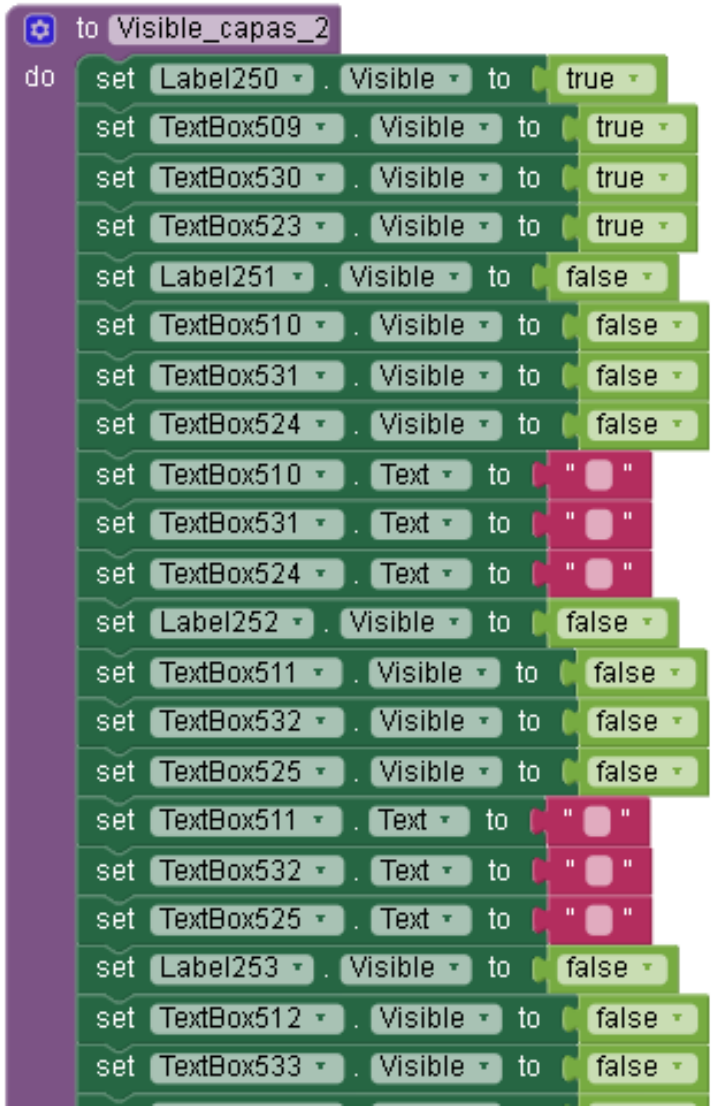

to Visible_cap_arena_5
do
set Label127 . Visible to true
set TextBox232 . Visible to true
set TextBox241 . Visible to true
set Spinner24 . Visible to true
set Label128 . Visible to true
set TextBox233 . Visible to true
set TextBox260 . Visible to true
set Spinner25 . Visible to true
set Label129 . Visible to true
set TextBox234 . Visible to true
set TextBox242 . Visible to true
set Spinner26 . Visible to true
set Label130 . Visible to true
set TextBox235 . Visible to true
set TextBox243 . Visible to true
set Spinner27 . Visible to true
set Label131 . Visible to false
set TextBox236 . Visible to false
set TextBox244 . Visible to false
set Spinner28 . Visible to false
set TextBox236 . Text to " "
set TextBox244 . Text to " "
set Spinner28 . Selection to " "
set Label132 . Visible to false
set TextBox237 . Visible to false
set TextBox257 . Visible to false
set Spinner29 . Visible to false
set TextBox237 . Text to " "
set TextBox257 . Text to " "
set Spinner29 . Selection to " "

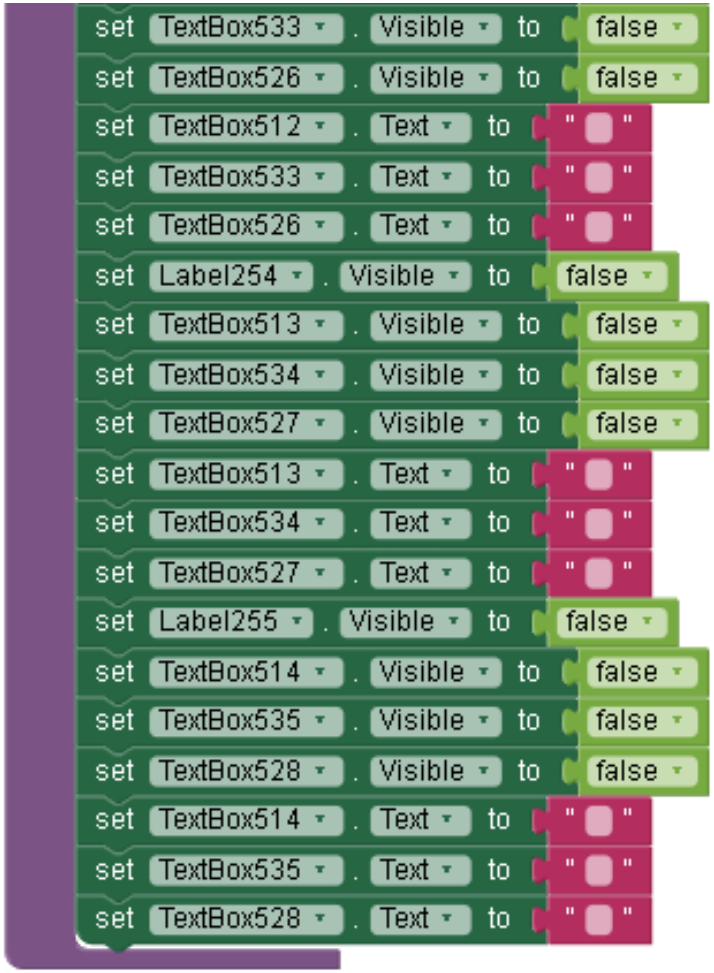

to Visible_cap_arena_6
do
set Label127 . Visible to true
set TextBox232 . Visible to true
set TextBox241 . Visible to true
set Spinner24 . Visible to true
set Label128 . Visible to true
set TextBox233 . Visible to true
set TextBox260 . Visible to true
set Spinner25 . Visible to true
set Label129 . Visible to true
set TextBox234 . Visible to true
set TextBox242 . Visible to true
set Spinner26 . Visible to true
set Label130 . Visible to true
set TextBox235 . Visible to true
set TextBox243 . Visible to true
set Spinner27 . Visible to true
set Label131 . Visible to true
set TextBox236 . Visible to true
set TextBox244 . Visible to true
set Spinner28 . Visible to true
set Label132 . Visible to false
set TextBox237 . Visible to false
set TextBox257 . Visible to false
set Spinner29 . Visible to false
set TextBox237 . Text to ""
set TextBox257 . Text to ""
set Spinner29 . Selection to ""


to Visible_cap_arena_7
do
set Label127 . Visible to true
set TextBox232 . Visible to true
set TextBox241 . Visible to true
set Spinner24 . Visible to true
set Label128 . Visible to true
set TextBox233 . Visible to true
set TextBox260 . Visible to true
set Spinner25 . Visible to true
set Label129 . Visible to true
set TextBox234 . Visible to true
set TextBox242 . Visible to true
set Spinner26 . Visible to true
set Label130 . Visible to true
set TextBox235 . Visible to true
set TextBox243 . Visible to true
set Spinner27 . Visible to true
set Label131 . Visible to true
set TextBox236 . Visible to true
set TextBox244 . Visible to true
set Spinner28 . Visible to true
set Label132 . Visible to true
set TextBox237 . Visible to true
set TextBox257 . Visible to true
set Spinner29 . Visible to true

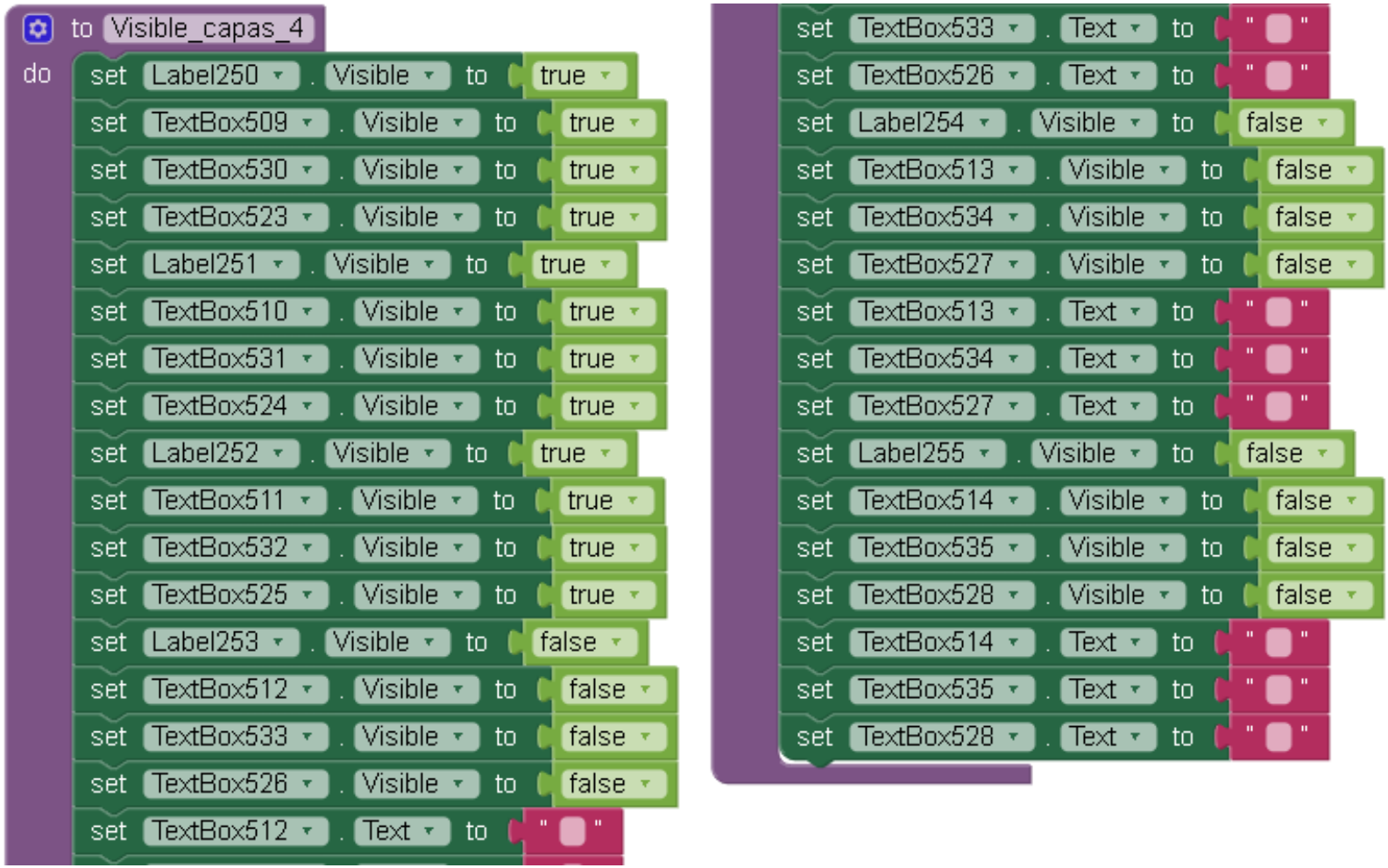

to Visible_capas_1
do
set Label250 . Visible to false
set TextBox509 . Visible to false
set TextBox530 . Visible to false
set TextBox523 . Visible to false
set TextBox509 . Text to " "
set TextBox530 . Text to " "
set TextBox523 . Text to " "
set Label251 . Visible to false
set TextBox510 . Visible to false
set TextBox531 . Visible to false
set TextBox524 . Visible to false
set TextBox510 . Text to " "
set TextBox531 . Text to " "
set TextBox524 . Text to " "
set Label252 . Visible to false
set TextBox511 . Visible to false
set TextBox532 . Visible to false
set TextBox525 . Visible to false
set TextBox511 . Text to " "
set TextBox532 . Text to " "
set TextBox525 . Text to " "
set Label253 . Visible to false
set TextBox512 . Visible to false

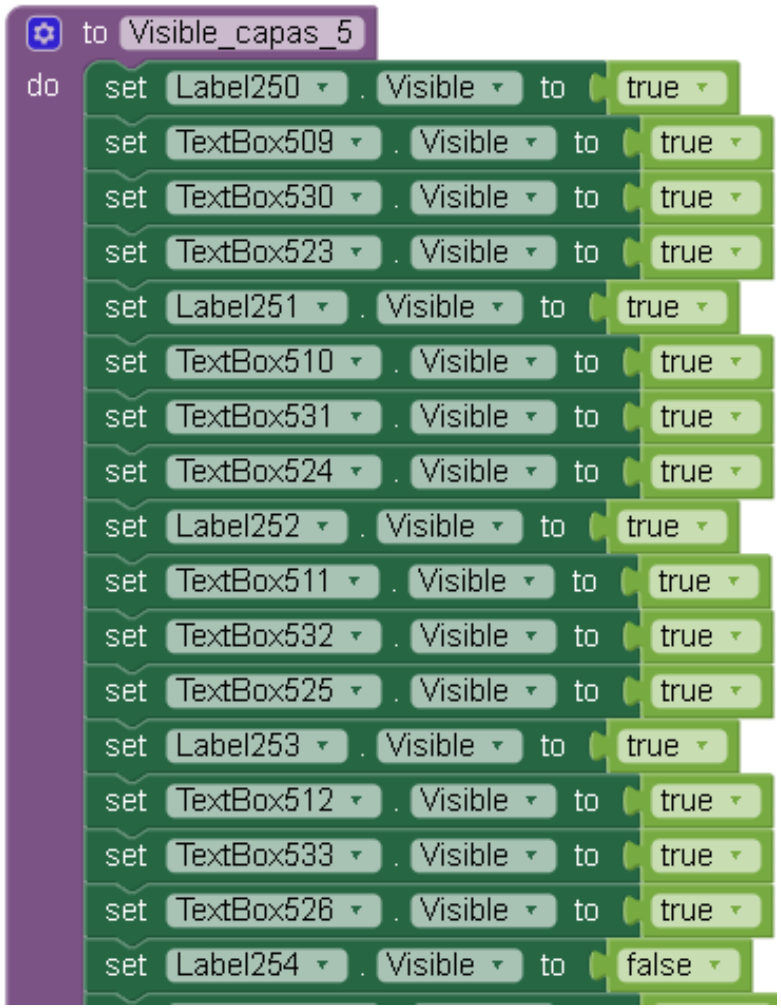

set TextBox533 . Visible to false
set TextBox526 . Visible to false
set TextBox512 . Text to " "
set TextBox533 . Text to " "
set TextBox526 . Text to " "
set Label254 . Visible to false
set TextBox513 . Visible to false
set TextBox534 . Visible to false
set TextBox527 . Visible to false
set TextBox513 . Text to " "
set TextBox534 . Text to " "
set TextBox527 . Text to " "
set Label255 . Visible to false
set TextBox514 . Visible to false
set TextBox535 . Visible to false
set TextBox528 . Visible to false
set TextBox514 . Text to " "
set TextBox535 . Text to " "
set TextBox528 . Text to " "


to Visible_capas_2
do
set Label250 . Visible to true
set TextBox509 . Visible to true
set TextBox530 . Visible to true
set TextBox523 . Visible to true
set Label251 . Visible to false
set TextBox510 . Visible to false
set TextBox531 . Visible to false
set TextBox524 . Visible to false
set TextBox510 . Text to ""
set TextBox531 . Text to ""
set TextBox524 . Text to ""
set Label252 . Visible to false
set TextBox511 . Visible to false
set TextBox532 . Visible to false
set TextBox525 . Visible to false
set TextBox511 . Text to ""
set TextBox532 . Text to ""
set TextBox525 . Text to ""
set Label253 . Visible to false
set TextBox512 . Visible to false
set TextBox533 . Visible to false


set TextBox533 . Visible to false
set TextBox526 . Visible to false
set TextBox512 . Text to ""
set TextBox533 . Text to ""
set TextBox526 . Text to ""
set Label254 . Visible to false
set TextBox513 . Visible to false
set TextBox534 . Visible to false
set TextBox527 . Visible to false
set TextBox513 . Text to ""
set TextBox534 . Text to ""
set TextBox527 . Text to ""
set Label255 . Visible to false
set TextBox514 . Visible to false
set TextBox535 . Visible to false
set TextBox528 . Visible to false
set TextBox514 . Text to ""
set TextBox535 . Text to ""
set TextBox528 . Text to ""

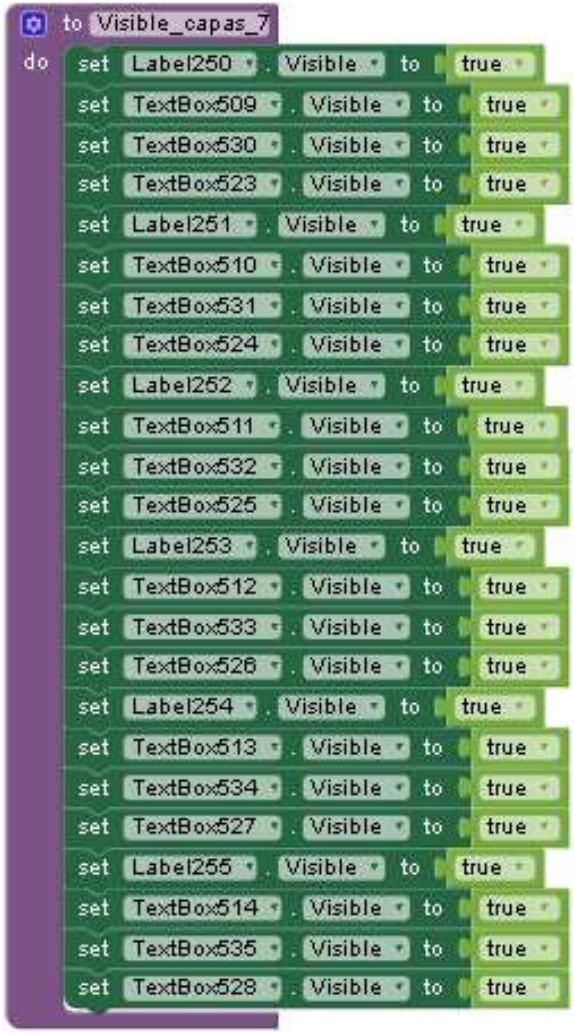

to Visible_capas_3
do
set Label250 . Visible to true
set TextBox509 . Visible to true
set TextBox530 . Visible to true
set TextBox523 . Visible to true
set Label251 . Visible to true
set TextBox510 . Visible to true
set TextBox531 . Visible to true
set TextBox524 . Visible to true
set Label252 . Visible to false
set TextBox511 . Visible to false
set TextBox532 . Visible to false
set TextBox525 . Visible to false
set TextBox511 . Text to " "
set TextBox532 . Text to " "
set TextBox525 . Text to " "
set Label253 . Visible to false
set TextBox512 . Visible to false
set TextBox533 . Visible to false
set TextBox526 . Visible to false
set TextBox512 . Text to " "
set TextBox533 . Text to " "
set TextBox526 . Text to " "
set Label254 . Visible to false
set TextBox513 . Visible to false
set TextBox534 . Visible to false
set TextBox527 . Visible to false
set TextBox513 . Text to " "
set TextBox534 . Text to " "
set TextBox527 . Text to " "
set Label255 . Visible to false
set TextBox514 . Visible to false
set TextBox535 . Visible to false
set TextBox528 . Visible to false
set TextBox514 . Text to " "
set TextBox535 . Text to " "
set TextBox528 . Text to " "

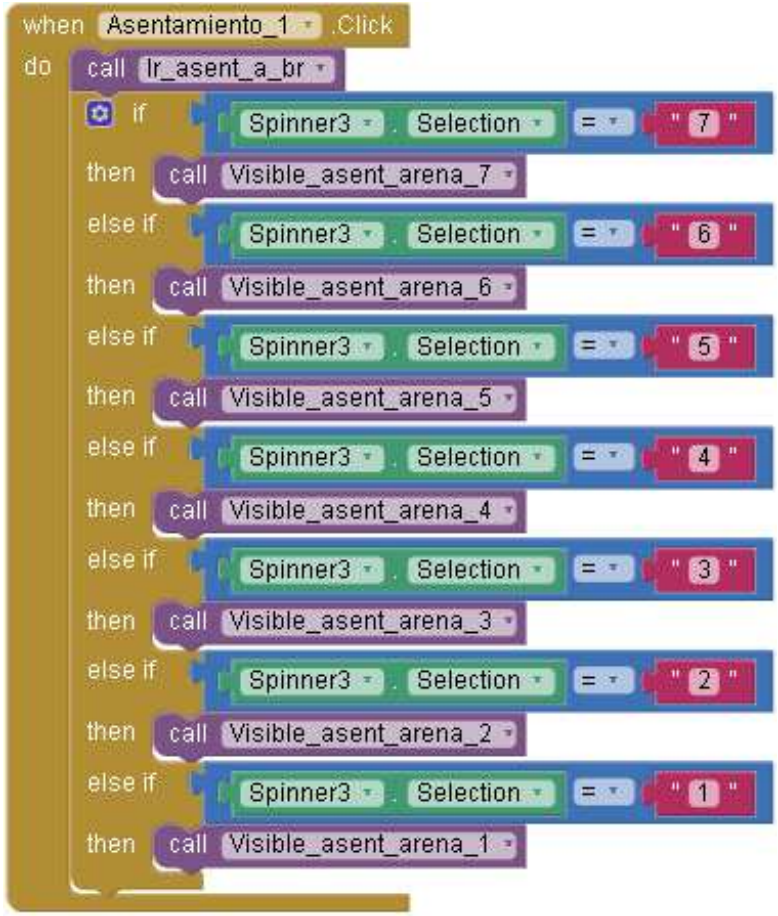

to Visible_capas_4
do
set Label250 . Visible to true
set TextBox509 . Visible to true
set TextBox530 . Visible to true
set TextBox523 . Visible to true
set Label251 . Visible to true
set TextBox510 . Visible to true
set TextBox531 . Visible to true
set TextBox524 . Visible to true
set Label252 . Visible to true
set TextBox511 . Visible to true
set TextBox532 . Visible to true
set TextBox525 . Visible to true
set Label253 . Visible to false
set TextBox512 . Visible to false
set TextBox533 . Visible to false
set TextBox526 . Visible to false
set TextBox512 . Text to " "
set TextBox533 . Text to " "
set TextBox526 . Text to " "
set Label254 . Visible to false
set TextBox513 . Visible to false
set TextBox534 . Visible to false
set TextBox527 . Visible to false
set TextBox513 . Text to " "
set TextBox534 . Text to " "
set TextBox527 . Text to " "
set Label255 . Visible to false
set TextBox514 . Visible to false
set TextBox535 . Visible to false
set TextBox528 . Visible to false
set TextBox514 . Text to " "
set TextBox535 . Text to " "
set TextBox528 . Text to " "

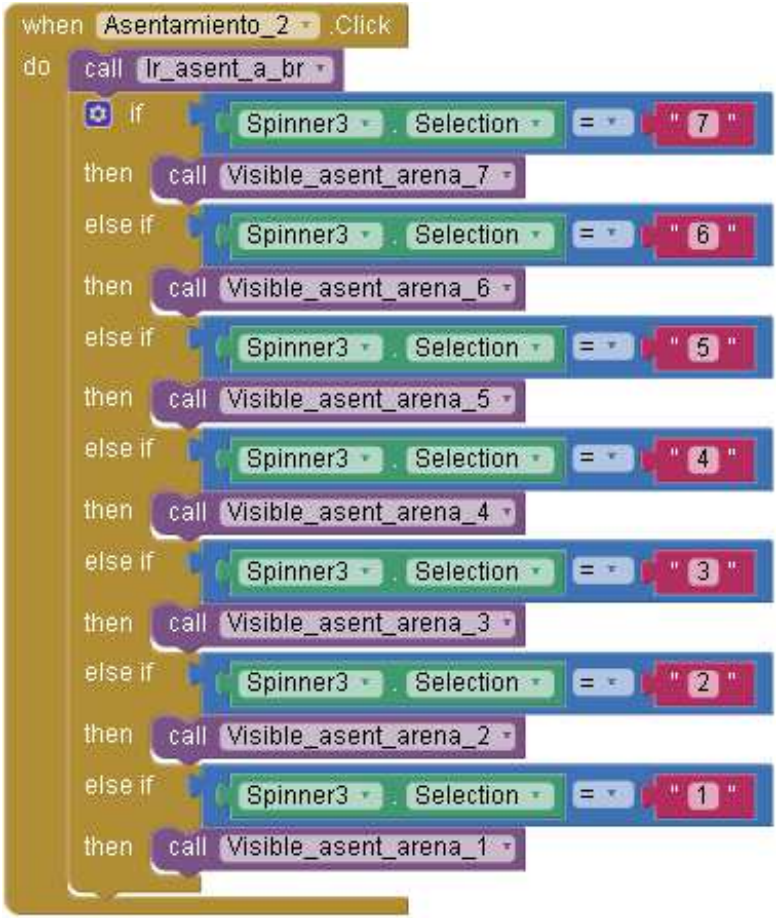

to Visible_capas_5
do
set Label250 . Visible to true
set TextBox509 . Visible to true
set TextBox530 . Visible to true
set TextBox523 . Visible to true
set Label251 . Visible to true
set TextBox510 . Visible to true
set TextBox531 . Visible to true
set TextBox524 . Visible to true
set Label252 . Visible to true
set TextBox511 . Visible to true
set TextBox532 . Visible to true
set TextBox525 . Visible to true
set Label253 . Visible to true
set TextBox512 . Visible to true
set TextBox533 . Visible to true
set TextBox526 . Visible to true
set Label254 . Visible to false

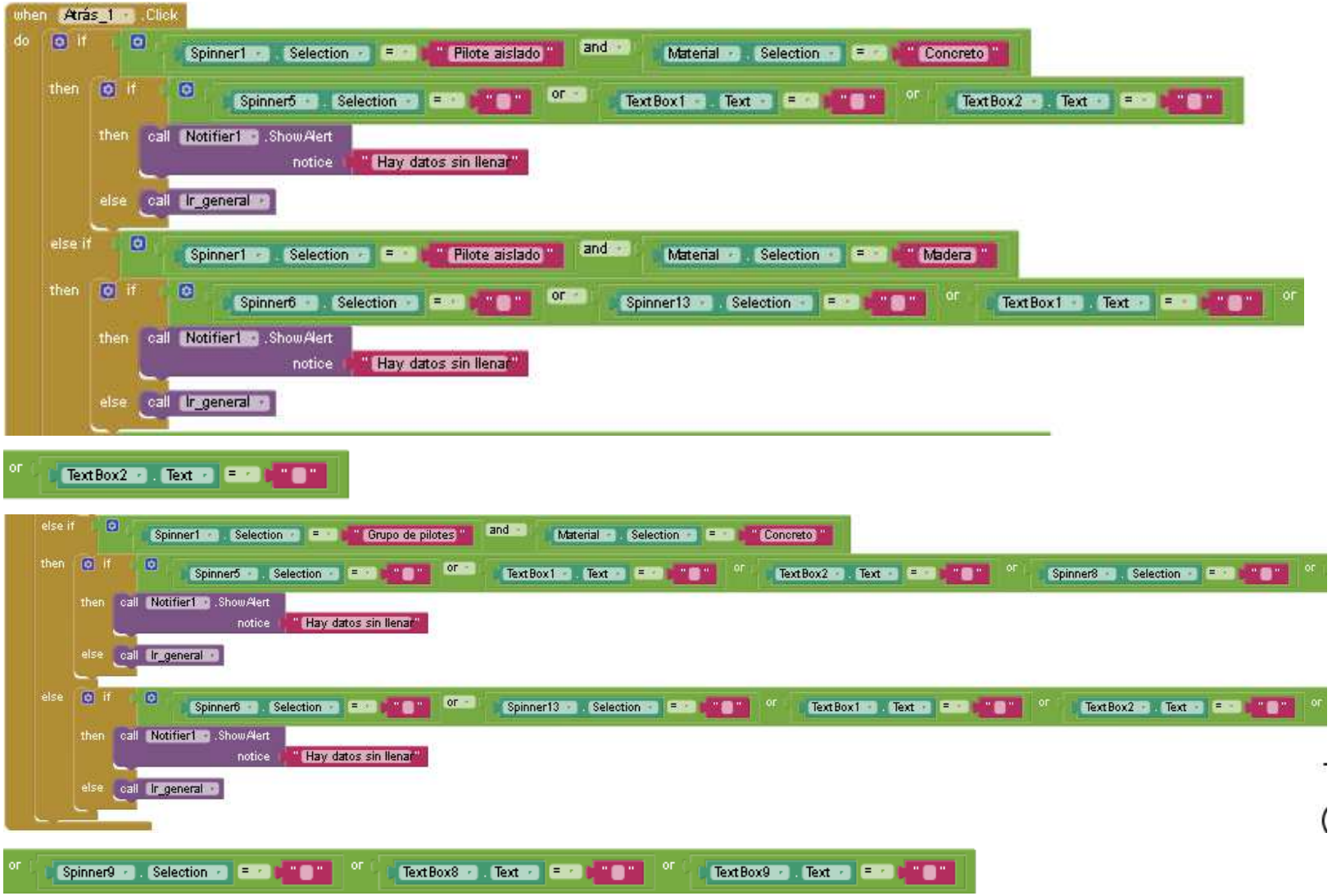

set TextBox513 . Visible to false
set TextBox534 . Visible to false
set TextBox527 . Visible to false
set TextBox513 . Text to " "
set TextBox534 . Text to " "
set TextBox527 . Text to " "
set Label255 . Visible to false
set TextBox514 . Visible to false
set TextBox535 . Visible to false
set TextBox528 . Visible to false
set TextBox514 . Text to " "
set TextBox535 . Text to " "
set TextBox528 . Text to " "

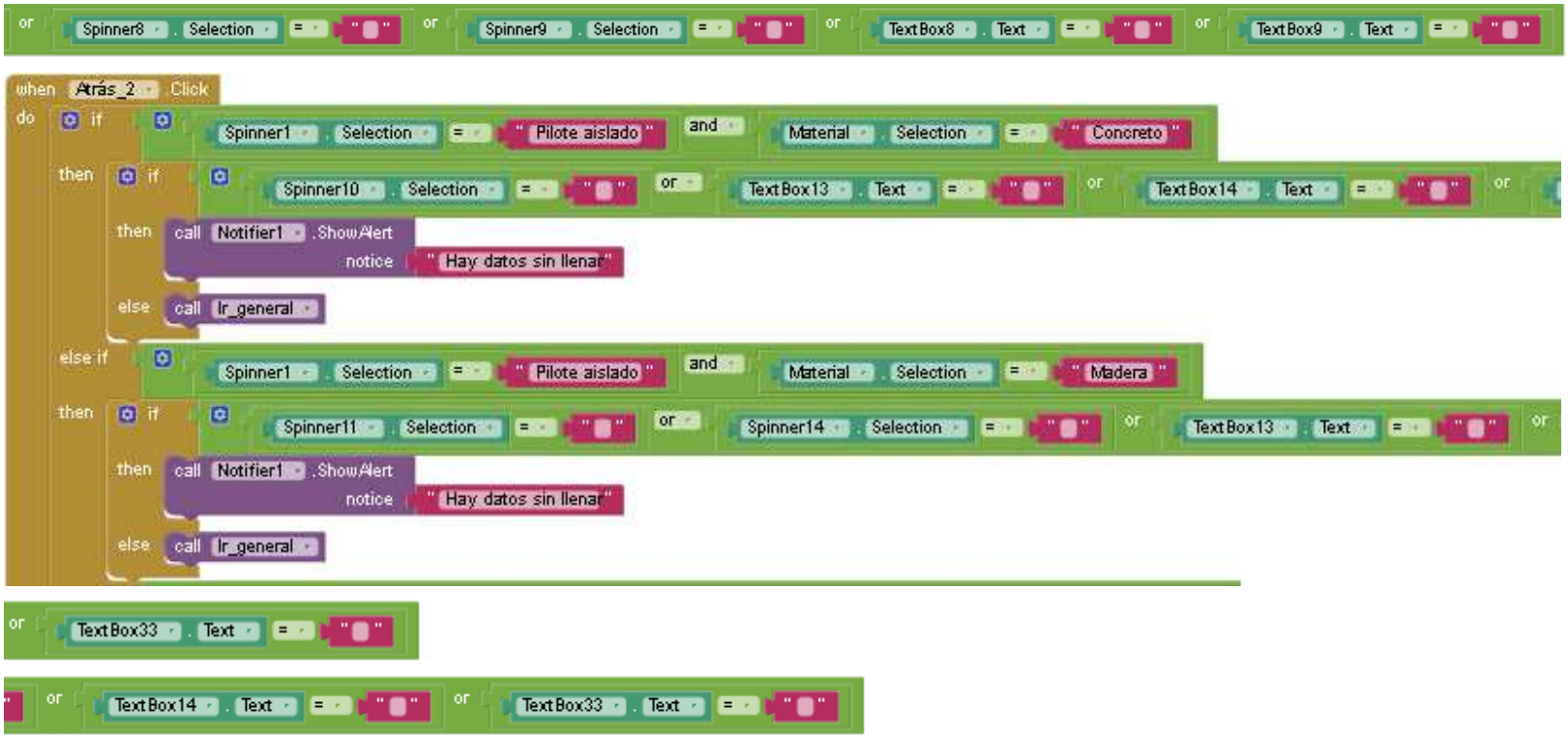

to Visible_capas_6
do
set Label250 . Visible to true
set TextBox509 . Visible to true
set TextBox530 . Visible to true
set TextBox523 . Visible to true
set Label251 . Visible to true
set TextBox510 . Visible to true
set TextBox531 . Visible to true
set TextBox524 . Visible to true
set Label252 . Visible to true
set TextBox511 . Visible to true
set TextBox532 . Visible to true
set TextBox525 . Visible to true
set Label253 . Visible to true
set TextBox512 . Visible to true
set TextBox533 . Visible to true
set TextBox526 . Visible to true
set Label254 . Visible to true
set TextBox513 . Visible to true
set TextBox534 . Visible to true
set TextBox527 . Visible to true
set Label255 . Visible to false
set TextBox514 . Visible to false
set TextBox535 . Visible to false
set TextBox528 . Visible to false
set TextBox514 . Text to ""
set TextBox535 . Text to ""
set TextBox528 . Text to ""


to Visible_capas_7
do
set Label250 . Visible to true
set TextBox509 . Visible to true
set TextBox530 . Visible to true
set TextBox523 . Visible to true
set Label251 . Visible to true
set TextBox510 . Visible to true
set TextBox531 . Visible to true
set TextBox524 . Visible to true
set Label252 . Visible to true
set TextBox511 . Visible to true
set TextBox532 . Visible to true
set TextBox525 . Visible to true
set Label253 . Visible to true
set TextBox512 . Visible to true
set TextBox533 . Visible to true
set TextBox526 . Visible to true
set Label254 . Visible to true
set TextBox513 . Visible to true
set TextBox534 . Visible to true
set TextBox527 . Visible to true
set Label255 . Visible to true
set TextBox514 . Visible to true
set TextBox535 . Visible to true
set TextBox528 . Visible to true

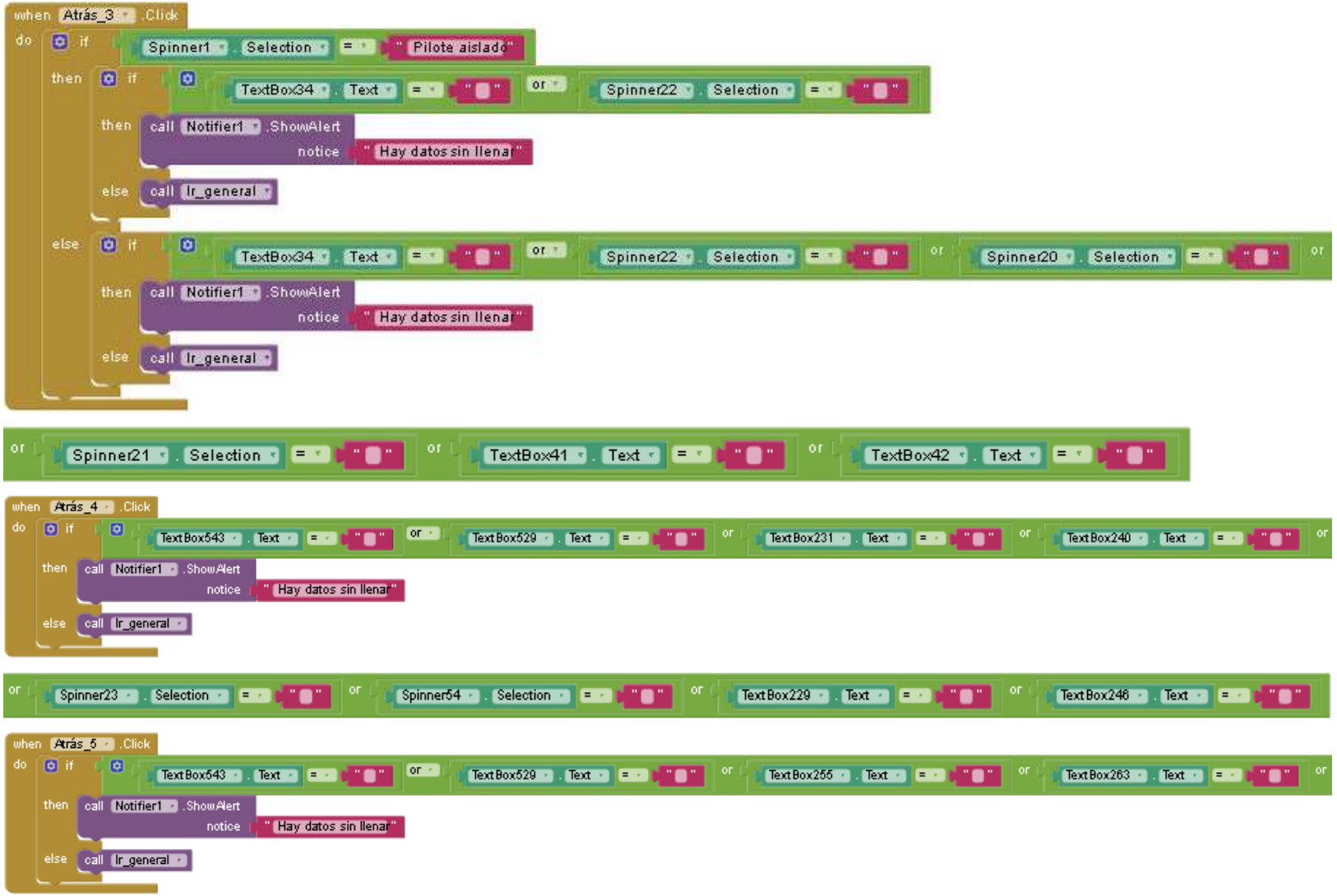

when Asentamiento_1 .Click
do call Ir_asent_a_br
if Spinner3 . Selection = " 7 "
then call Visible_asent_arena_7
else if Spinner3 . Selection = " 6 "
then call Visible_asent_arena_6
else if Spinner3 . Selection = " 5 "
then call Visible_asent_arena_5
else if Spinner3 . Selection = " 4 "
then call Visible_asent_arena_4
else if Spinner3 . Selection = " 3 "
then call Visible_asent_arena_3
else if Spinner3 . Selection = " 2 "
then call Visible_asent_arena_2
else if Spinner3 . Selection = " 1 "
then call Visible_asent_arena_1

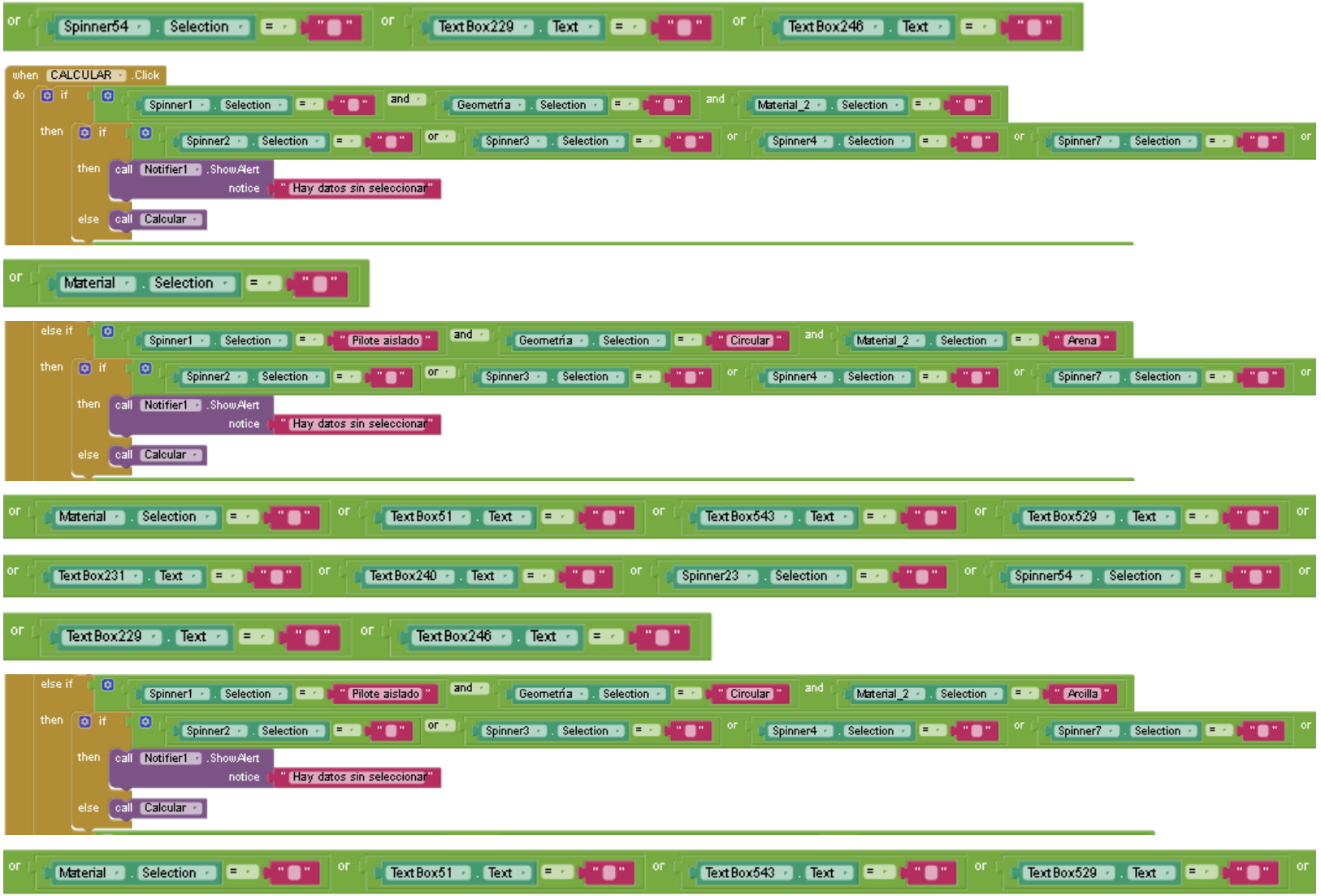

when Asentamiento_2 .Click
do call Ir_asent_a_br
if Spinner3 . Selection = " 7 "
then call Visible_asent_arena_7
else if Spinner3 . Selection = " 6 "
then call Visible_asent_arena_6
else if Spinner3 . Selection = " 5 "
then call Visible_asent_arena_5
else if Spinner3 . Selection = " 4 "
then call Visible_asent_arena_4
else if Spinner3 . Selection = " 3 "
then call Visible_asent_arena_3
else if Spinner3 . Selection = " 2 "
then call Visible_asent_arena_2
else if Spinner3 . Selection = " 1 "
then call Visible_asent_arena_1

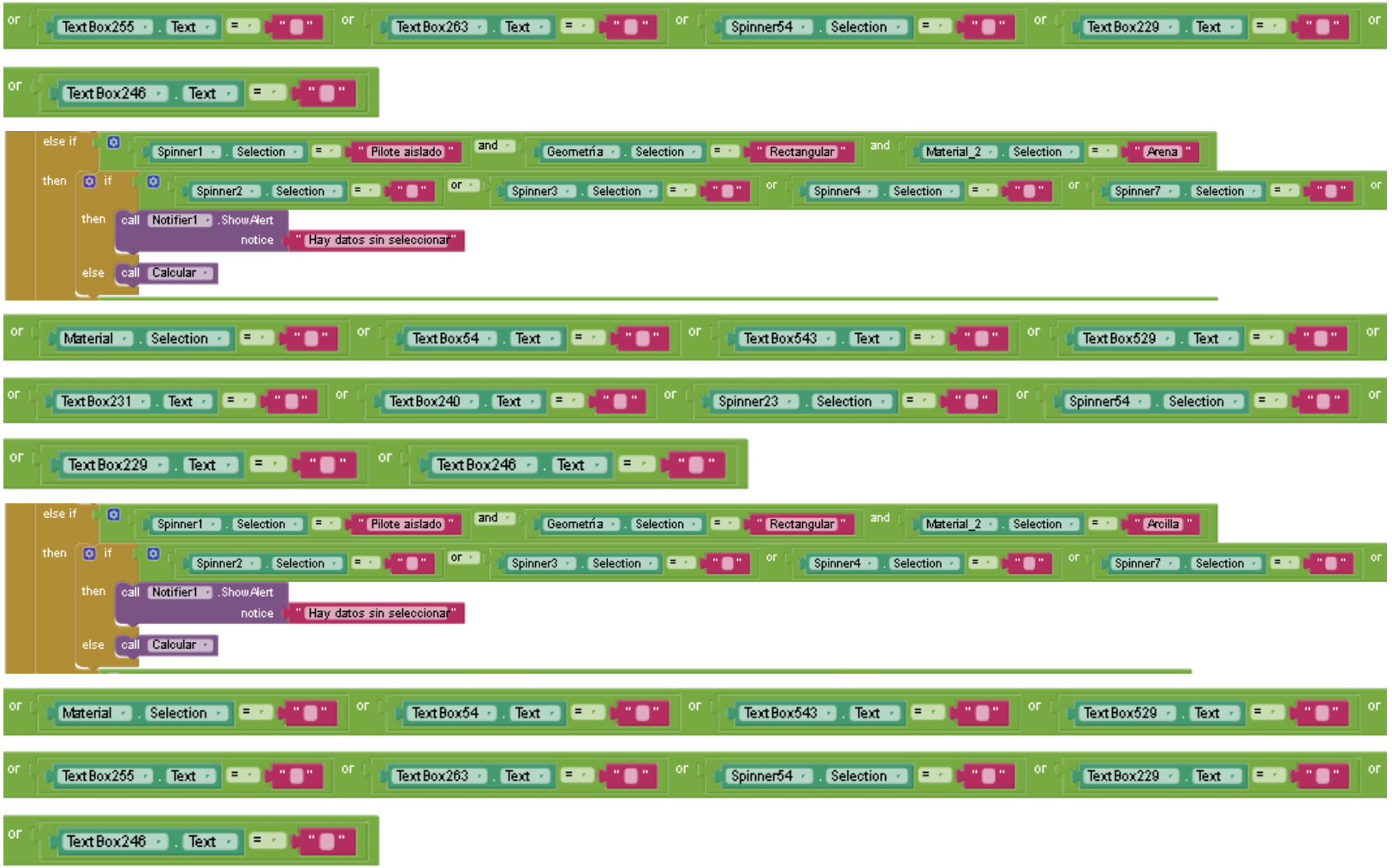

when Atrás_1 .Click
do if Spinner1 . Selection = " Pilote aislado " and Material . Selection = " Concreto "
then if Spinner5 . Selection = " " or TextBox1 . Text = " " or TextBox2 . Text = " "
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general
else if Spinner1 . Selection = " Pilote aislado " and Material . Selection = " Madera "
then if Spinner6 . Selection = " " or Spinner13 . Selection = " " or TextBox1 . Text = " " or
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general
or TextBox2 . Text = " "
else if Spinner1 . Selection = " Grupo de pilotes " and Material . Selection = " Concreto "
then if Spinner5 . Selection = " " or TextBox1 . Text = " " or TextBox2 . Text = " " or Spinner8 . Selection = " " or
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general
else if Spinner6 . Selection = " " or Spinner13 . Selection = " " or TextBox1 . Text = " " or TextBox2 . Text = " " or
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general
or Spinner9 . Selection = " " or TextBox8 . Text = " " or TextBox9 . Text = " "


or Spinner8 . Selection = "" or Spinner9 . Selection = "" or TextBox8 . Text = "" or TextBox9 . Text = ""
when Atrás_2 .Click
do if Spinner1 . Selection = " Pilote aislado " and Material . Selection = " Concreto "
then if Spinner10 . Selection = "" or TextBox13 . Text = "" or TextBox14 . Text = "" or
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_general
else if Spinner1 . Selection = " Pilote aislado " and Material . Selection = " Madera "
then if Spinner11 . Selection = "" or Spinner14 . Selection = "" or TextBox13 . Text = "" or
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_general
or TextBox33 . Text = ""
or TextBox14 . Text = "" or TextBox33 . Text = ""

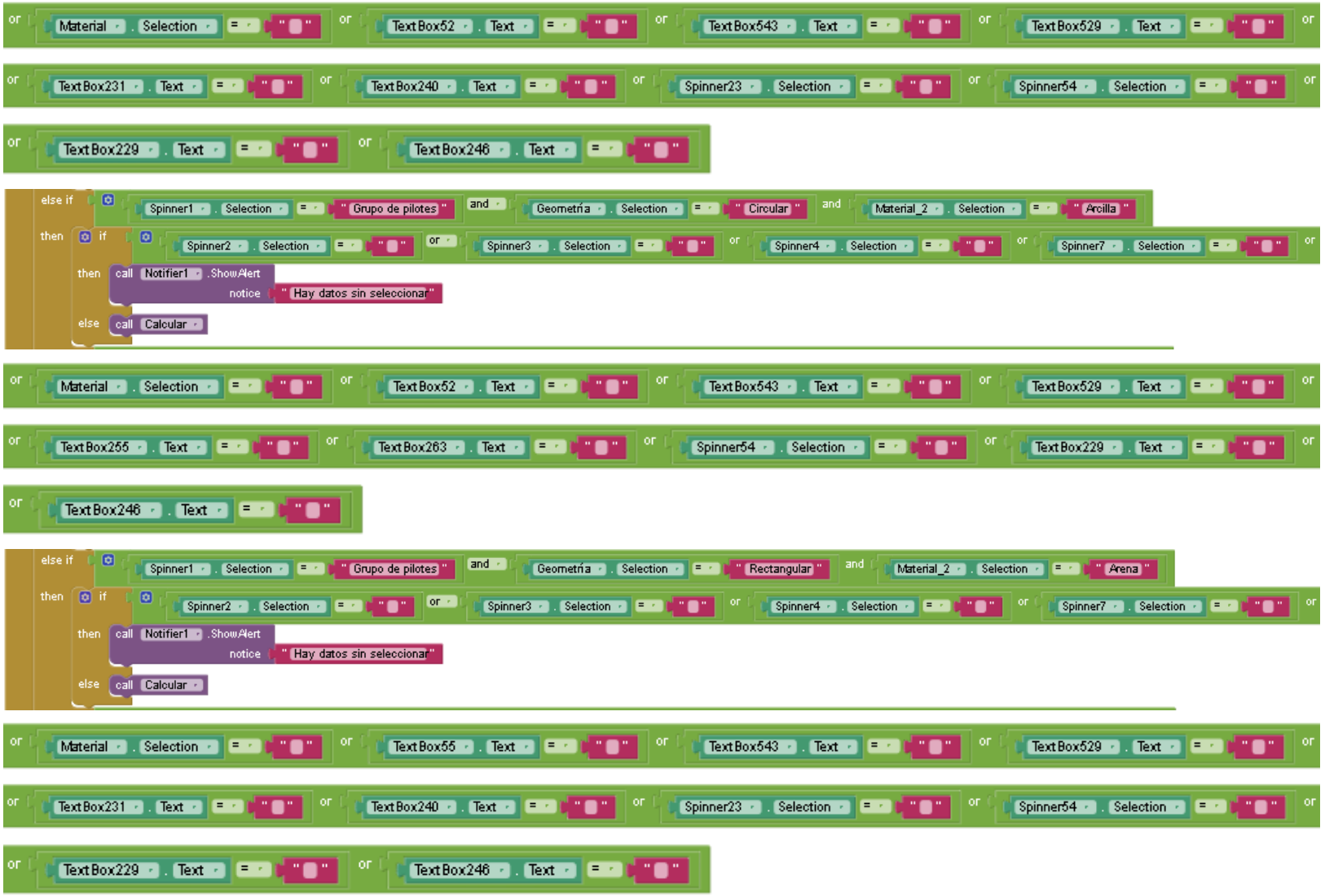

else if
Spinner1 . Selection = " Grupo de pilotes "
and
Material . Selection = " Concreto "
then
if
Spinner10 . Selection = " "
or
TextBox13 . Text = " "
or
TextBox14 . Text = " "
then
call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else
call Ir_general
else
if
Spinner11 . Selection = " "
or
Spinner14 . Selection = " "
or
TextBox13 . Text = " "
then
call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else
call Ir_general
or
TextBox33 . Text = " "
or
Spinner12 . Selection = " "
or
Spinner17 . Selection = " "
or
TextBox23 . Text = " "
or
TextBox14 . Text = " "
or
TextBox33 . Text = " "
or
Spinner12 . Selection = " "
or
Spinner17 . Selection = " "
or
TextBox24 . Text = " "
or
TextBox23 . Text = " "
or
TextBox24 . Text = " "

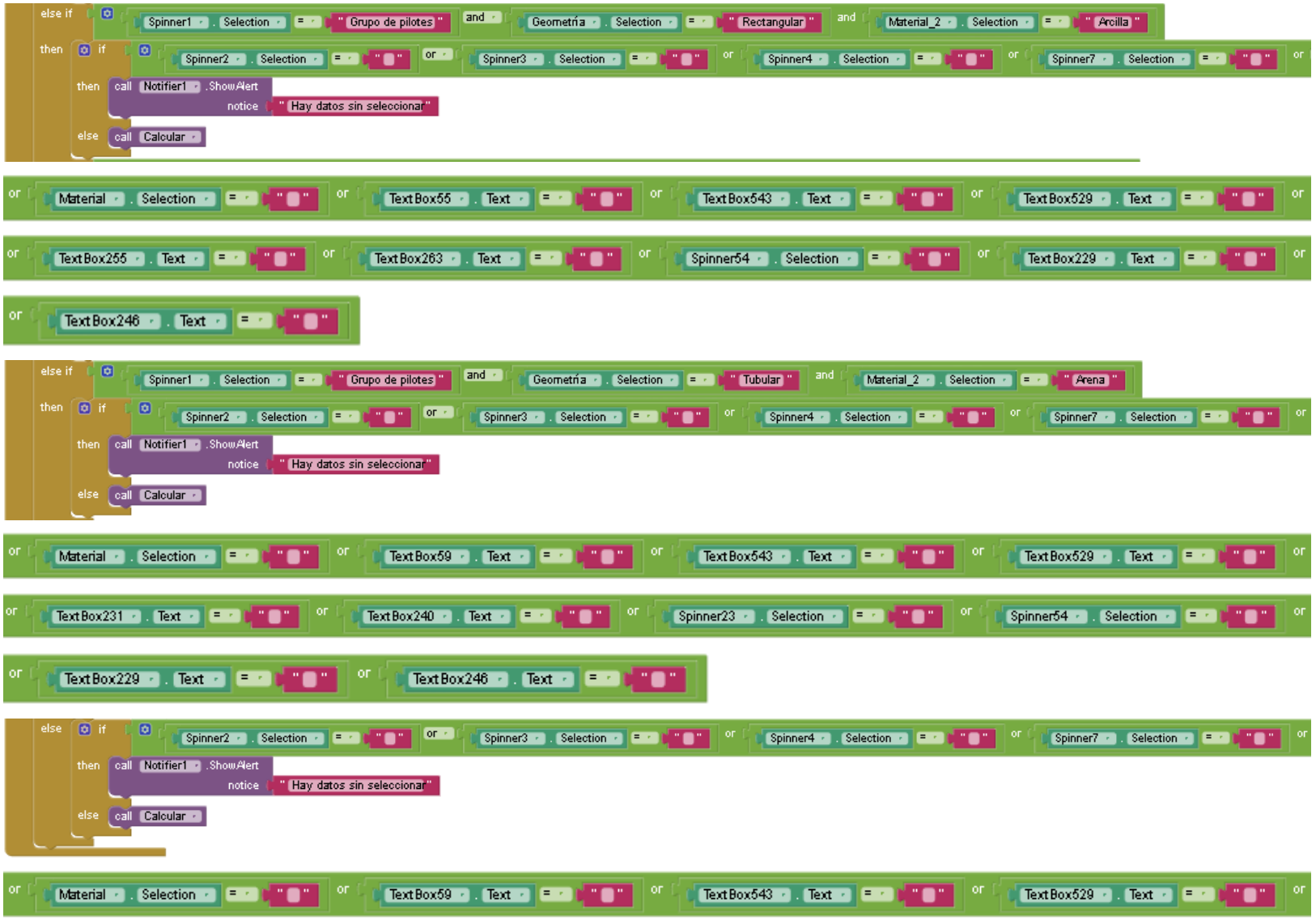

when Atrás_3 .Click
do if Spinner1 . Selection = " Pilote aislado"
then if TextBox34 . Text = "" or Spinner22 . Selection = ""
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general
else if TextBox34 . Text = "" or Spinner22 . Selection = "" or Spinner20 . Selection = "" or
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general
or Spinner21 . Selection = "" or TextBox41 . Text = "" or TextBox42 . Text = ""
when Atrás_4 .Click
do if TextBox543 . Text = "" or TextBox529 . Text = "" or TextBox231 . Text = "" or TextBox240 . Text = "" or
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general
or Spinner23 . Selection = "" or Spinner54 . Selection = "" or TextBox229 . Text = "" or TextBox246 . Text = ""
when Atrás_5 .Click
do if TextBox543 . Text = "" or TextBox529 . Text = "" or TextBox255 . Text = "" or TextBox263 . Text = "" or
then call Notifier1 .ShowAlert notice " Hay datos sin llenar"
else call Ir_general

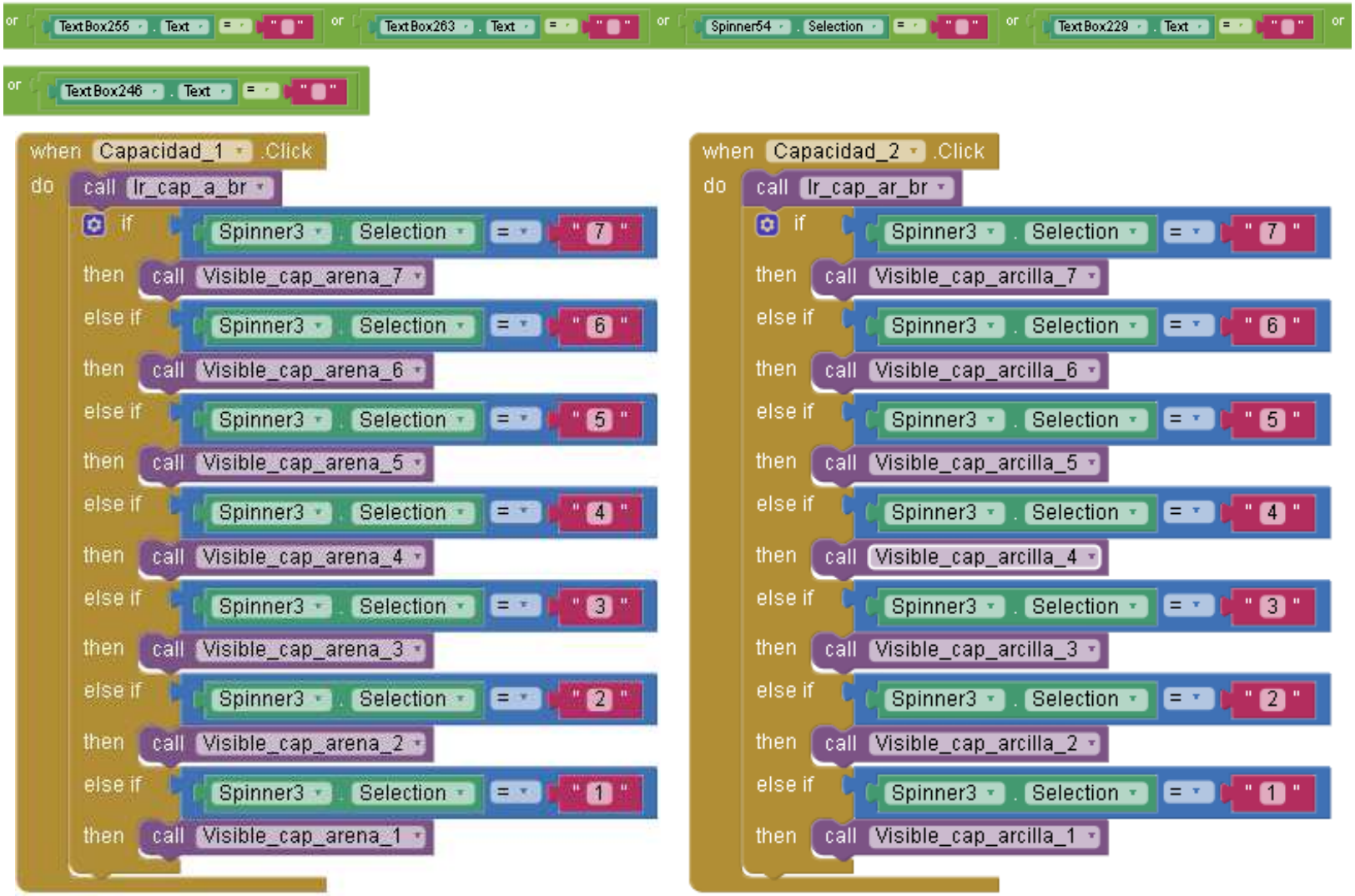

or Spinner54 . Selection = "" or TextBox229 . Text = "" or TextBox246 . Text = ""
when CALCULAR .Click
do if Spinner1 . Selection = "" and Geometría . Selection = "" and Material_2 . Selection = ""
then if Spinner2 . Selection = "" or Spinner3 . Selection = "" or Spinner4 . Selection = "" or Spinner7 . Selection = "" or
then call Notifier1 .ShowAlert
notice "Hay datos sin seleccionar"
else call Calcular
or Material . Selection = ""
else if Spinner1 . Selection = "Pilote aislado" and Geometría . Selection = "Circular" and Material_2 . Selection = "Arena"
then if Spinner2 . Selection = "" or Spinner3 . Selection = "" or Spinner4 . Selection = "" or Spinner7 . Selection = "" or
then call Notifier1 .ShowAlert
notice "Hay datos sin seleccionar"
else call Calcular
or Material . Selection = "" or TextBox51 . Text = "" or TextBox543 . Text = "" or TextBox529 . Text = "" or
or TextBox231 . Text = "" or TextBox240 . Text = "" or Spinner23 . Selection = "" or Spinner54 . Selection = "" or
or TextBox229 . Text = "" or TextBox246 . Text = ""
else if Spinner1 . Selection = "Pilote aislado" and Geometría . Selection = "Circular" and Material_2 . Selection = "Arcilla"
then if Spinner2 . Selection = "" or Spinner3 . Selection = "" or Spinner4 . Selection = "" or Spinner7 . Selection = "" or
then call Notifier1 .ShowAlert
notice "Hay datos sin seleccionar"
else call Calcular
or Material . Selection = "" or TextBox51 . Text = "" or TextBox543 . Text = "" or TextBox529 . Text = "" or

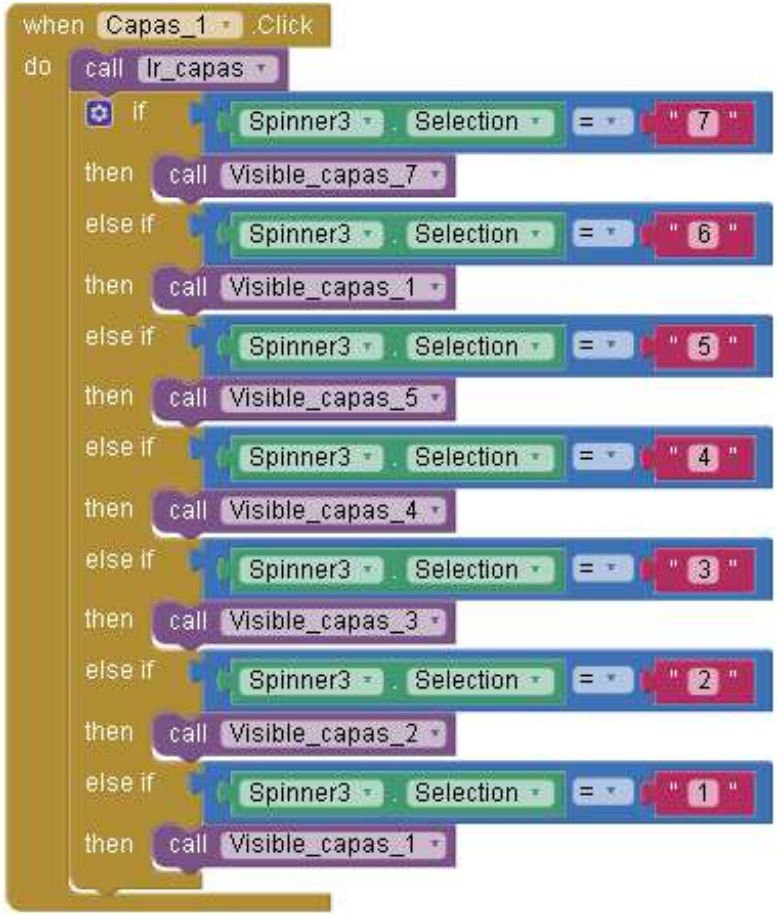

or Text Box255 . Text = "" or Text Box263 . Text = "" or Spinner54 . Selection = "" or Text Box229 . Text = "" or
or Text Box246 . Text = ""
else if Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Rectangular " and Material_2 . Selection = " Arena "
then if Spinner2 . Selection = "" or Spinner3 . Selection = "" or Spinner4 . Selection = "" or Spinner7 . Selection = "" or
then call Notifier1 . ShowAlert notice " Hay datos sin seleccionar "
else call Calcular
or Material . Selection = "" or Text Box54 . Text = "" or Text Box543 . Text = "" or Text Box529 . Text = "" or
or Text Box231 . Text = "" or Text Box240 . Text = "" or Spinner23 . Selection = "" or Spinner54 . Selection = "" or
or Text Box229 . Text = "" or Text Box246 . Text = ""
else if Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Rectangular " and Material_2 . Selection = " Arcilla "
then if Spinner2 . Selection = "" or Spinner3 . Selection = "" or Spinner4 . Selection = "" or Spinner7 . Selection = "" or
then call Notifier1 . ShowAlert notice " Hay datos sin seleccionar "
else call Calcular
or Material . Selection = "" or Text Box54 . Text = "" or Text Box543 . Text = "" or Text Box529 . Text = "" or
or Text Box255 . Text = "" or Text Box263 . Text = "" or Spinner54 . Selection = "" or Text Box229 . Text = "" or
or Text Box246 . Text = ""

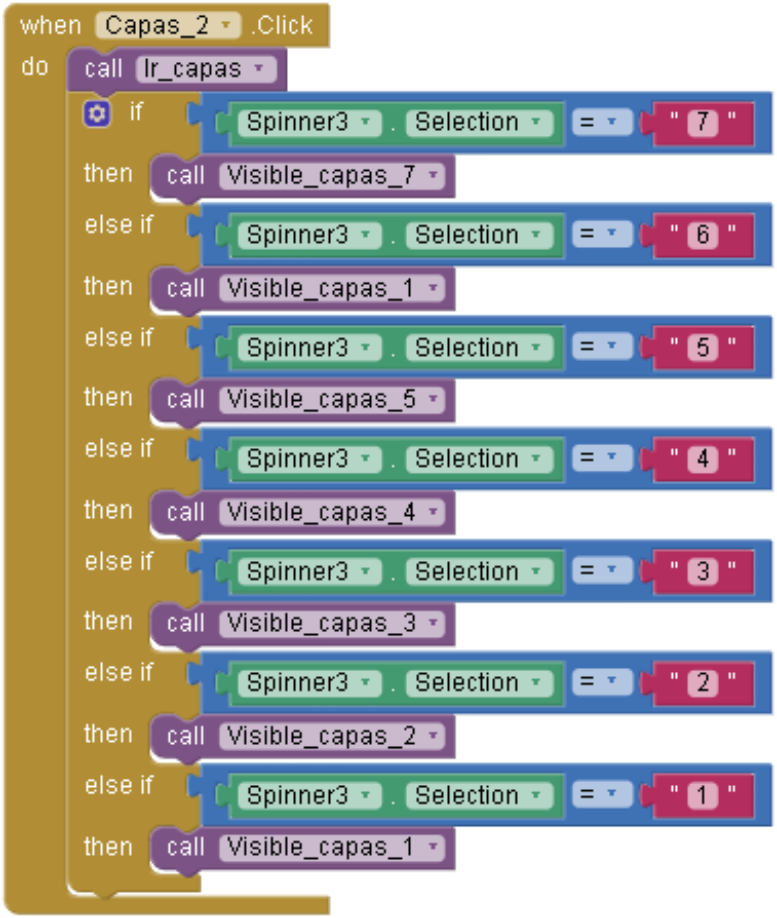

else if
Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Tubular " and Material_2 . Selection = " Arena "
then if
Spinner2 . Selection = " " or Spinner3 . Selection = " " or Spinner4 . Selection = " " or Spinner7 . Selection = " " or
then call Notifier1 .ShowAlert
notice " Hay datos sin seleccionar"
else call Calcular
or Material . Selection = " " or TextBox58 . Text = " " or TextBox543 . Text = " " or TextBox529 . Text = " " or
or TextBox231 . Text = " " or TextBox240 . Text = " " or Spinner23 . Selection = " " or Spinner54 . Selection = " " or
or TextBox246 . Text = " "
else if
Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Tubular " and Material_2 . Selection = " Arcilla "
then if
Spinner2 . Selection = " " or Spinner3 . Selection = " " or Spinner4 . Selection = " " or Spinner7 . Selection = " " or
then call Notifier1 .ShowAlert
notice " Hay datos sin seleccionar"
else call Calcular
or Material . Selection = " " or TextBox58 . Text = " " or TextBox543 . Text = " " or TextBox529 . Text = " " or
or TextBox255 . Text = " " or TextBox263 . Text = " " or Spinner54 . Selection = " " or TextBox229 . Text = " " or
or TextBox246 . Text = " "
else if
Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Circular " and Material_2 . Selection = " Arena "
then if
Spinner2 . Selection = " " or Spinner3 . Selection = " " or Spinner4 . Selection = " " or Spinner7 . Selection = " " or
then call Notifier1 .ShowAlert
notice " Hay datos sin seleccionar"
else call Calcular


or Material . Selection = "" or TextBox52 . Text = "" or TextBox543 . Text = "" or TextBox529 . Text = "" or
or TextBox231 . Text = "" or TextBox240 . Text = "" or Spinner23 . Selection = "" or Spinner54 . Selection = "" or
or TextBox229 . Text = "" or TextBox246 . Text = ""
else if Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Circular " and Material_2 . Selection = " Arcilla "
then if Spinner2 . Selection = "" or Spinner3 . Selection = "" or Spinner4 . Selection = "" or Spinner7 . Selection = "" or
then call Notifier1 .ShowAlert notice " Hay datos sin seleccionar "
else call Calcular
or Material . Selection = "" or TextBox52 . Text = "" or TextBox543 . Text = "" or TextBox529 . Text = "" or
or TextBox255 . Text = "" or TextBox263 . Text = "" or Spinner54 . Selection = "" or TextBox229 . Text = "" or
or TextBox246 . Text = ""
else if Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Rectangular " and Material_2 . Selection = " Arena "
then if Spinner2 . Selection = "" or Spinner3 . Selection = "" or Spinner4 . Selection = "" or Spinner7 . Selection = "" or
then call Notifier1 .ShowAlert notice " Hay datos sin seleccionar "
else call Calcular
or Material . Selection = "" or TextBox55 . Text = "" or TextBox543 . Text = "" or TextBox529 . Text = "" or
or TextBox231 . Text = "" or TextBox240 . Text = "" or Spinner23 . Selection = "" or Spinner54 . Selection = "" or
or TextBox229 . Text = "" or TextBox246 . Text = ""


else if
Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Rectangular " and Material_2 . Selection = " Arcilla "
then if
Spinner2 . Selection = " " or Spinner3 . Selection = " " or Spinner4 . Selection = " " or Spinner7 . Selection = " " or
then call Notifier1 . ShowAlert notice " Hay datos sin seleccionar"
else call Calcular
or Material . Selection = " " or Text Box55 . Text = " " or Text Box543 . Text = " " or Text Box529 . Text = " " or
or Text Box255 . Text = " " or Text Box263 . Text = " " or Spinner54 . Selection = " " or Text Box229 . Text = " " or
or Text Box246 . Text = " "
else if
Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Tubular " and Material_2 . Selection = " Arena "
then if
Spinner2 . Selection = " " or Spinner3 . Selection = " " or Spinner4 . Selection = " " or Spinner7 . Selection = " " or
then call Notifier1 . ShowAlert notice " Hay datos sin seleccionar"
else call Calcular
or Material . Selection = " " or Text Box59 . Text = " " or Text Box543 . Text = " " or Text Box529 . Text = " " or
or Text Box231 . Text = " " or Text Box240 . Text = " " or Spinner23 . Selection = " " or Spinner54 . Selection = " " or
or Text Box229 . Text = " " or Text Box246 . Text = " "
else if
Spinner2 . Selection = " " or Spinner3 . Selection = " " or Spinner4 . Selection = " " or Spinner7 . Selection = " " or
then call Notifier1 . ShowAlert notice " Hay datos sin seleccionar"
else call Calcular
or Material . Selection = " " or Text Box59 . Text = " " or Text Box543 . Text = " " or Text Box529 . Text = " " or

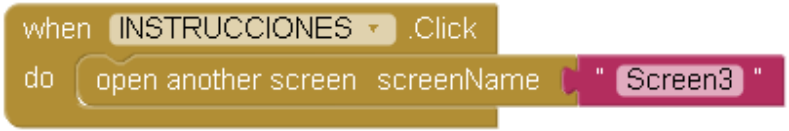

or TextBox255 . Text = " "
or TextBox263 . Text = " "
or Spinner54 . Selection = " "
or TextBox229 . Text = " "
or
or TextBox246 . Text = " "
when Capacidad_1 .Click
do call Ir_cap_a_br
if Spinner3 . Selection = " 7 "
then call Visible_cap_arena_7
else if Spinner3 . Selection = " 6 "
then call Visible_cap_arena_6
else if Spinner3 . Selection = " 5 "
then call Visible_cap_arena_5
else if Spinner3 . Selection = " 4 "
then call Visible_cap_arena_4
else if Spinner3 . Selection = " 3 "
then call Visible_cap_arena_3
else if Spinner3 . Selection = " 2 "
then call Visible_cap_arena_2
else if Spinner3 . Selection = " 1 "
then call Visible_cap_arena_1
when Capacidad_2 .Click
do call Ir_cap_ar_br
if Spinner3 . Selection = " 7 "
then call Visible_cap_arcilla_7
else if Spinner3 . Selection = " 6 "
then call Visible_cap_arcilla_6
else if Spinner3 . Selection = " 5 "
then call Visible_cap_arcilla_5
else if Spinner3 . Selection = " 4 "
then call Visible_cap_arcilla_4
else if Spinner3 . Selection = " 3 "
then call Visible_cap_arcilla_3
else if Spinner3 . Selection = " 2 "
then call Visible_cap_arcilla_2
else if Spinner3 . Selection = " 1 "
then call Visible_cap_arcilla_1

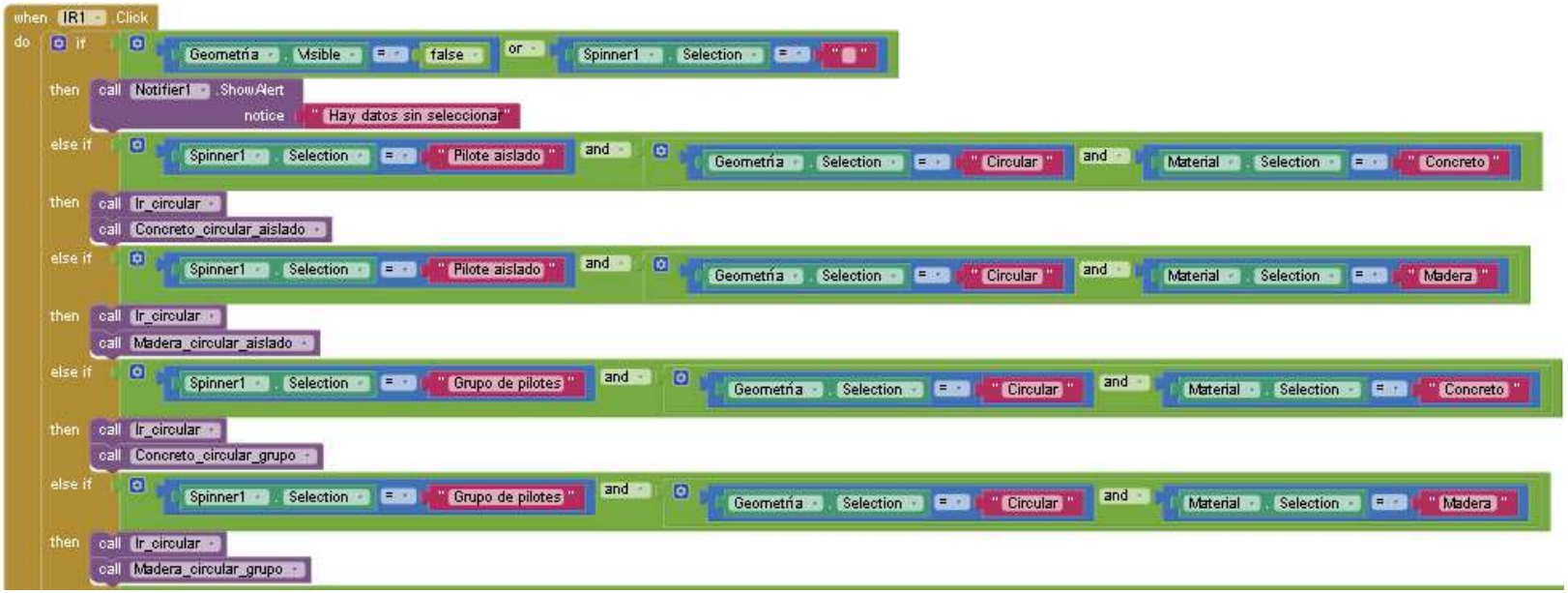

when Capas_1 .Click
do call Ir_capas
if Spinner3 . Selection = " 7 "
then call Visible_capas_7
else if Spinner3 . Selection = " 6 "
then call Visible_capas_1
else if Spinner3 . Selection = " 5 "
then call Visible_capas_5
else if Spinner3 . Selection = " 4 "
then call Visible_capas_4
else if Spinner3 . Selection = " 3 "
then call Visible_capas_3
else if Spinner3 . Selection = " 2 "
then call Visible_capas_2
else if Spinner3 . Selection = " 1 "
then call Visible_capas_1

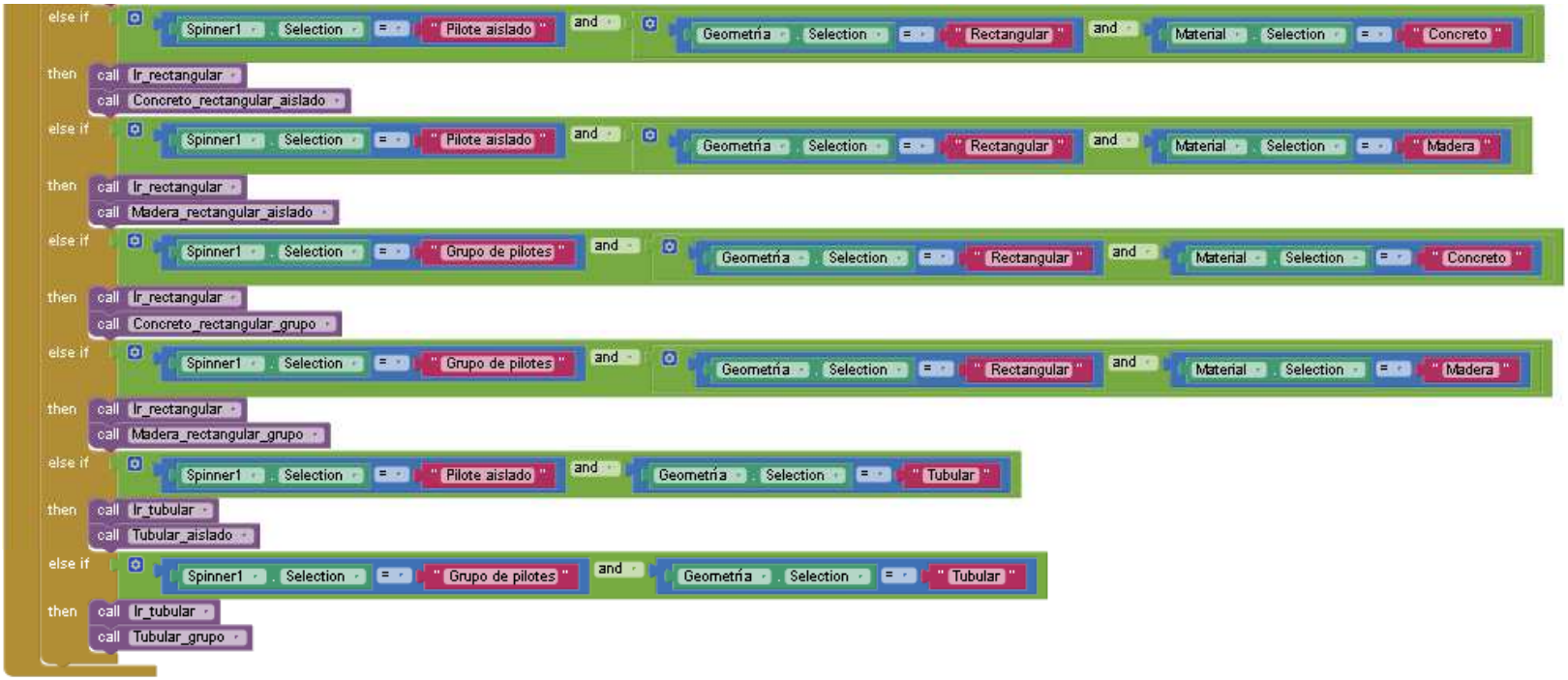

when Capas_2 .Click
do call Ir_capas
if Spinner3 . Selection = " 7 "
then call Visible_capas_7
else if Spinner3 . Selection = " 6 "
then call Visible_capas_1
else if Spinner3 . Selection = " 5 "
then call Visible_capas_5
else if Spinner3 . Selection = " 4 "
then call Visible_capas_4
else if Spinner3 . Selection = " 3 "
then call Visible_capas_3
else if Spinner3 . Selection = " 2 "
then call Visible_capas_2
else if Spinner3 . Selection = " 1 "
then call Visible_capas_1

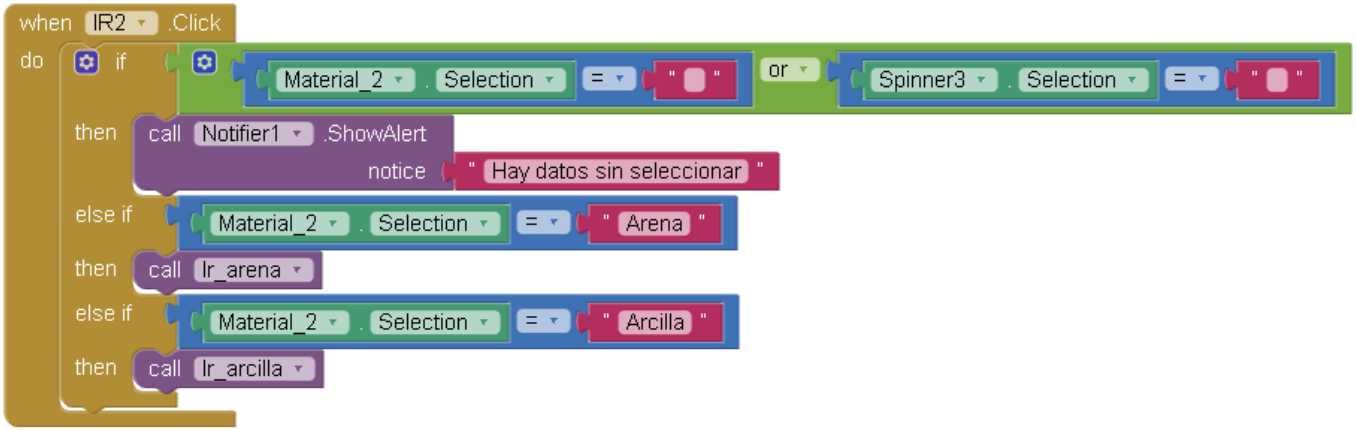

when EMPEZAR .Click
do call Ir_general


when INICIO_1 .Click
do call Ir_inicio

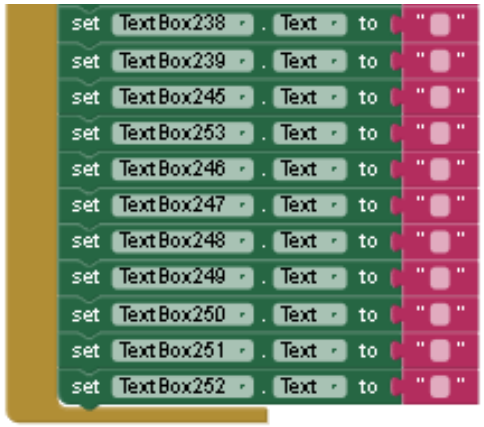

when INSTRUCCIONES .Click
do open another screen screenName " Screen3 "


when IR1 .Click
do if Geometría . Visible = false or Spinner1 . Selection = " "
then call Notifier1 .ShowAlert notice " Hay datos sin seleccionar "
else if Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Circular " and Material . Selection = " Concreto "
then call Ir_circular
call Concreto_circular_aislado
else if Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Circular " and Material . Selection = " Madera "
then call Ir_circular
call Madera_circular_aislado
else if Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Circular " and Material . Selection = " Concreto "
then call Ir_circular
call Concreto_circular_grupo
else if Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Circular " and Material . Selection = " Madera "
then call Ir_circular
call Madera_circular_grupo


else if Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Rectangular " and Material . Selection = " Concreto "
then call Ir_rectangular
call Concreto_rectangular_aislado
else if Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Rectangular " and Material . Selection = " Madera "
then call Ir_rectangular
call Madera_rectangular_aislado
else if Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Rectangular " and Material . Selection = " Concreto "
then call Ir_rectangular
call Concreto_rectangular_grupo
else if Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Rectangular " and Material . Selection = " Madera "
then call Ir_rectangular
call Madera_rectangular_grupo
else if Spinner1 . Selection = " Pilote aislado " and Geometría . Selection = " Tubular "
then call Ir_tubular
call Tubular_aislado
else if Spinner1 . Selection = " Grupo de pilotes " and Geometría . Selection = " Tubular "
then call Ir_tubular
call Tubular_grupo


when IR2 .Click
do if Material_2 . Selection = " " or Spinner3 . Selection = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin seleccionar "
else if Material_2 . Selection = " Arena "
then call Ir_arena
else if Material_2 . Selection = " Arcilla "
then call Ir_arcilla


when LIMPIAR .Click
do
set Spinner1 . Selection to
set Spinner2 . Selection to
set Spinner3 . Selection to
set Spinner4 . Selection to
set Material . Selection to
set Geometria . Selection to
set Material_2 . Selection to
set Spinner5 . Selection to
set Spinner6 . Selection to
set Spinner13 . Selection to
set TextBox1 . Text to
set TextBox2 . Text to
set Spinner8 . Selection to
set Spinner9 . Selection to
set TextBox8 . Text to
set TextBox9 . Text to
set Spinner10 . Selection to
set Spinner11 . Selection to
set Spinner14 . Selection to
set TextBox13 . Text to
set TextBox14 . Text to
set TextBox33 . Text to
set Spinner12 . Selection to
set Spinner17 . Selection to
set TextBox23 . Text to
set TextBox24 . Text to
set TextBox34 . Text to
set Spinner22 . Selection to
set TextBox36 . Text to
set Spinner20 . Selection to
set Spinner21 . Selection to
set TextBox41 . Text to
set TextBox42 . Text to
set TextBox543 . Text to
set TextBox529 . Text to
set TextBox530 . Text to
set TextBox531 . Text to
set TextBox532 . Text to
set TextBox533 . Text to
set TextBox534 . Text to
set TextBox535 . Text to
set TextBox231 . Text to
set TextBox232 . Text to
set TextBox233 . Text to
set TextBox234 . Text to
set TextBox235 . Text to
set TextBox236 . Text to
set TextBox237 . Text to
set TextBox240 . Text to
set TextBox241 . Text to
set TextBox260 . Text to
set TextBox242 . Text to
set TextBox243 . Text to
set TextBox244 . Text to
set TextBox257 . Text to
set Spinner23 . Selection to
set Spinner24 . Selection to
set Spinner25 . Selection to
set Spinner26 . Selection to
set Spinner27 . Selection to
set Spinner28 . Selection to
set Spinner29 . Selection to
set TextBox255 . Text to
set TextBox256 . Text to
set TextBox258 . Text to
set TextBox259 . Text to
set TextBox261 . Text to
set TextBox262 . Text to
set TextBox270 . Text to
set TextBox263 . Text to
set TextBox264 . Text to
set TextBox269 . Text to
set TextBox265 . Text to
set TextBox266 . Text to
set TextBox267 . Text to
set TextBox268 . Text to
set Spinner54 . Selection to
set Spinner55 . Selection to
set Spinner56 . Selection to
set Spinner57 . Selection to
set Spinner58 . Selection to
set Spinner59 . Selection to
set Spinner60 . Selection to
set TextBox229 . Text to
set TextBox230 . Text to
set TextBox254 . Text to


set TextBox238 . Text to ""
set TextBox239 . Text to ""
set TextBox245 . Text to ""
set TextBox253 . Text to ""
set TextBox246 . Text to ""
set TextBox247 . Text to ""
set TextBox248 . Text to ""
set TextBox249 . Text to ""
set TextBox250 . Text to ""
set TextBox251 . Text to ""
set TextBox252 . Text to ""


when Ocultar_detalle_1 .Click
do set C_P_I . Visible to false


when Ocultar_detalle_2 .Click
do set C_P_G_1 . Visible to false
set C_P_G_2 . Visible to false

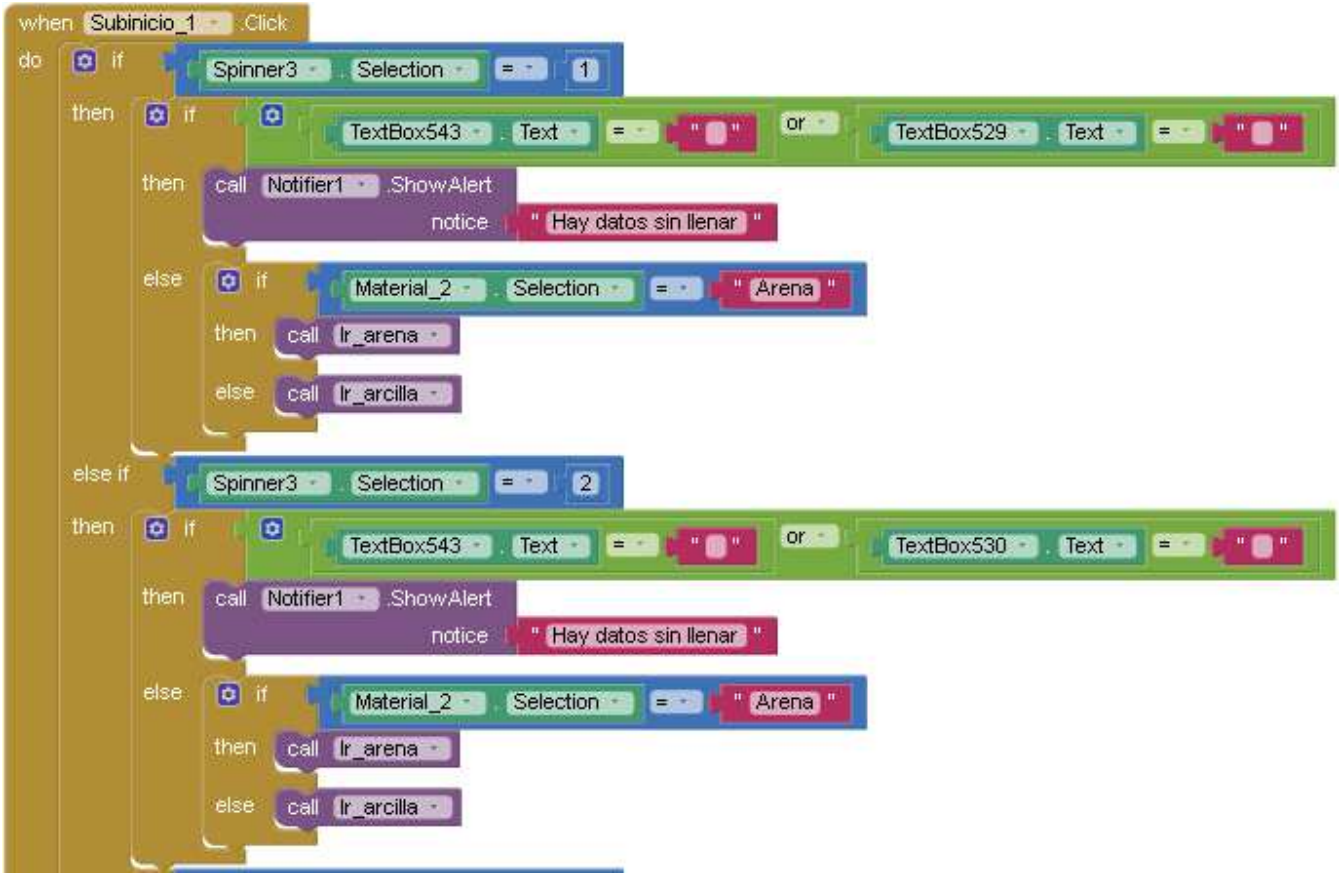

when Ocultar_detalle_3 .Click
do set R_P_I . Visible to false


when Ocultar_detalle_4 .Click
do set R_P_G_1 . Visible to false
set R_P_G_2 . Visible to false

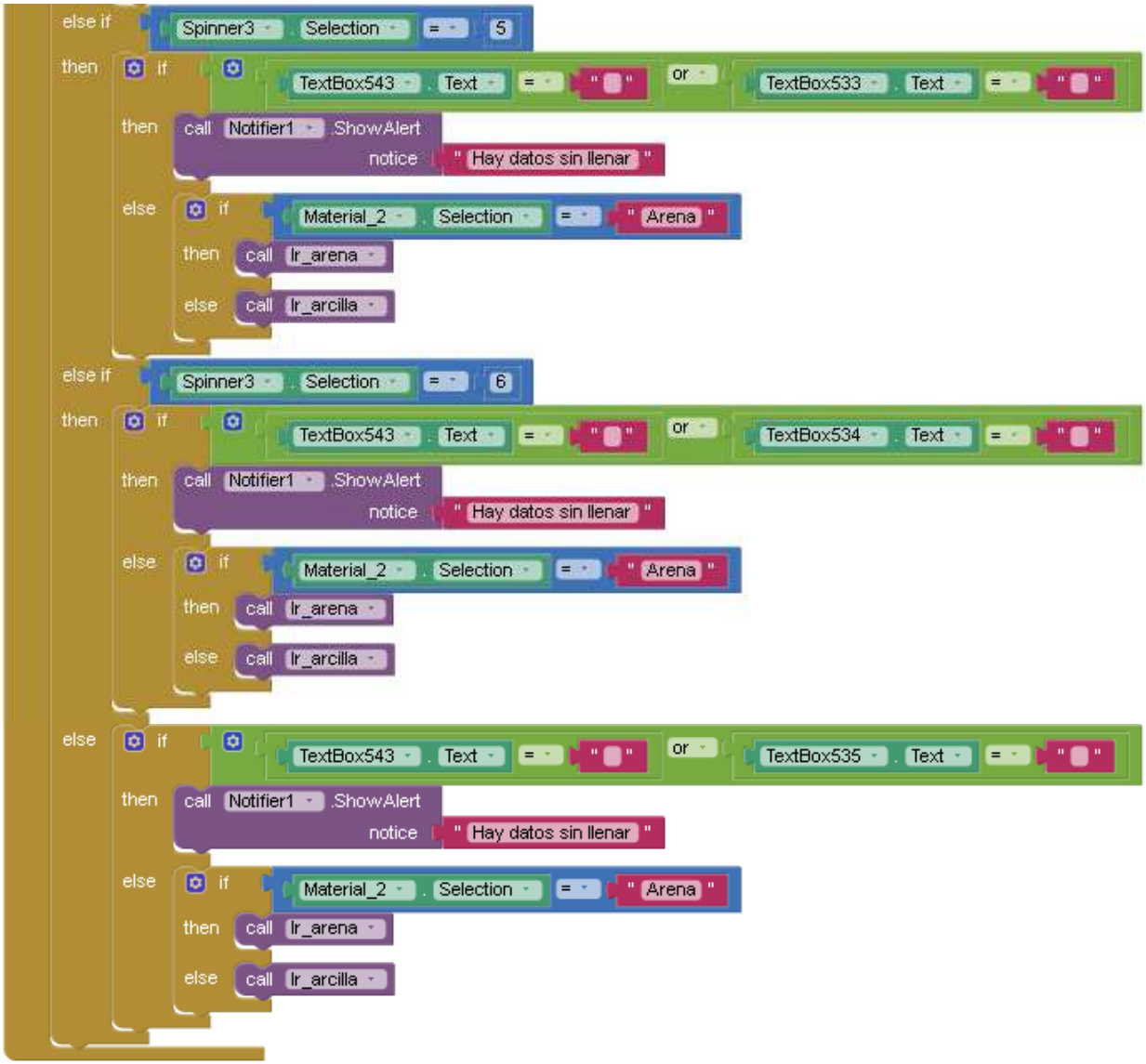

when Ocultar_detalle_5 .Click
do set T_P_I . Visible to false


when Ocultar_detalle_6 .Click
do set T_P_G_1 . Visible to false
set T_P_G_2 . Visible to false

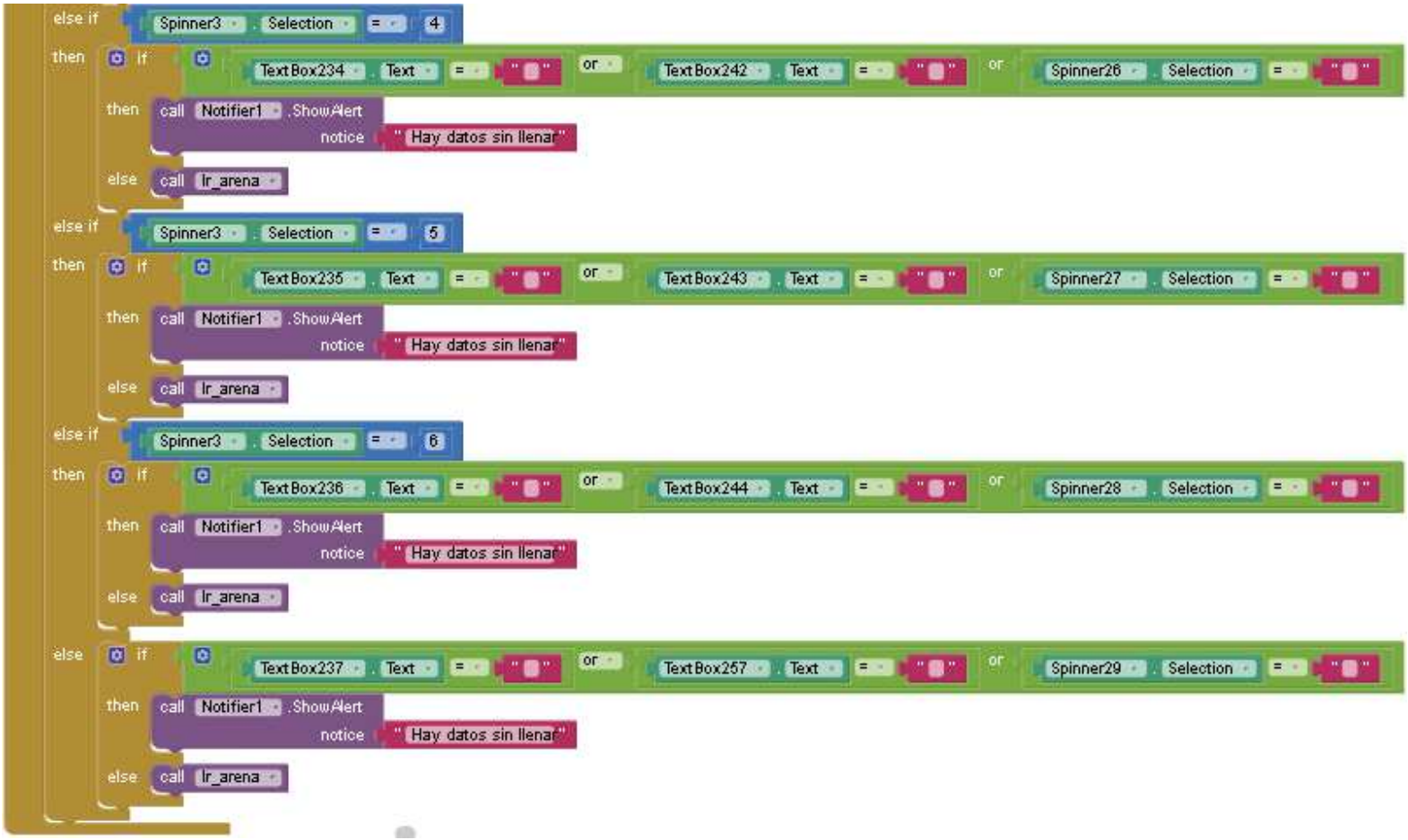

when SALIR .Click
do close application

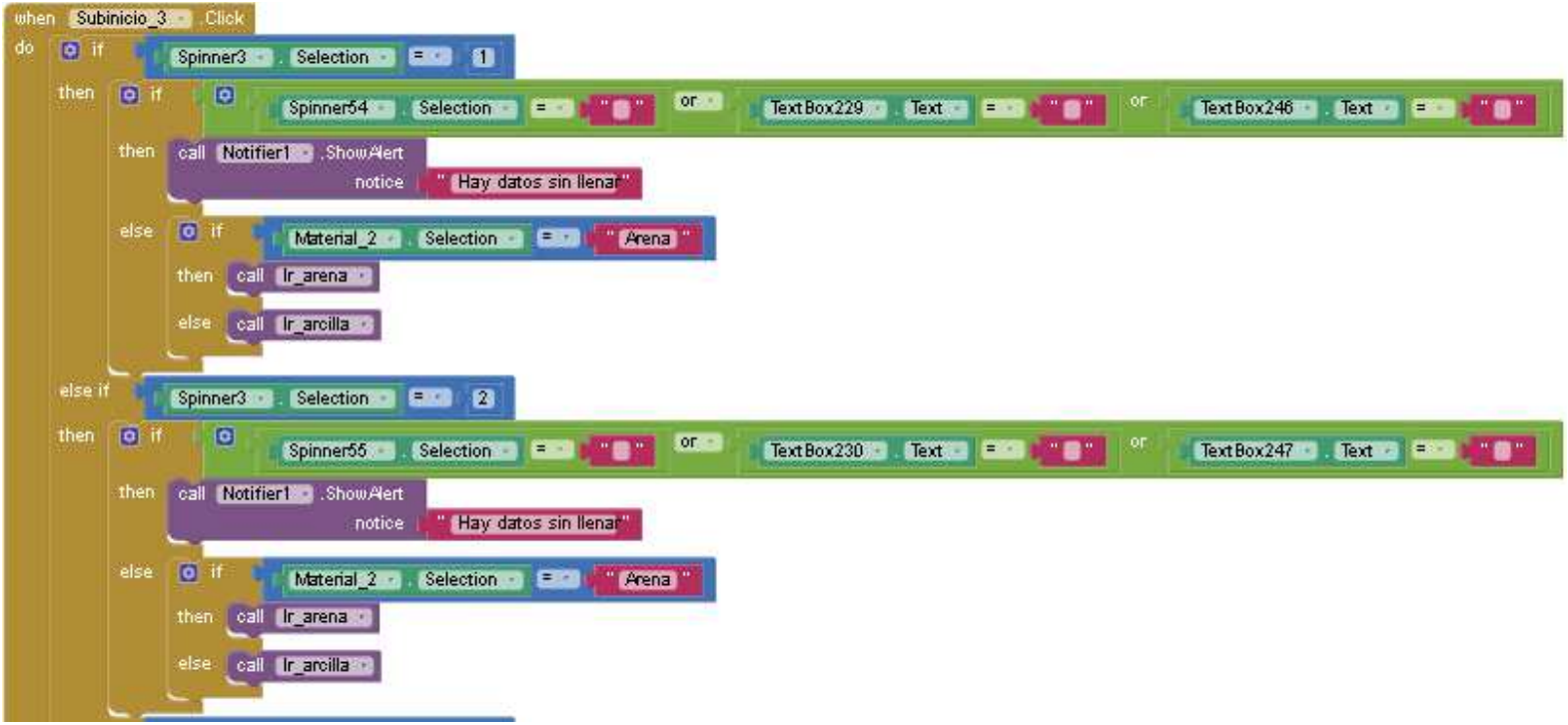

when Subinicio_1 .Click
do if Spinner3 . Selection = 1
then if TextBox543 . Text = " "
or TextBox529 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else if Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla
else if Spinner3 . Selection = 2
then if TextBox543 . Text = " "
or TextBox530 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else if Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla

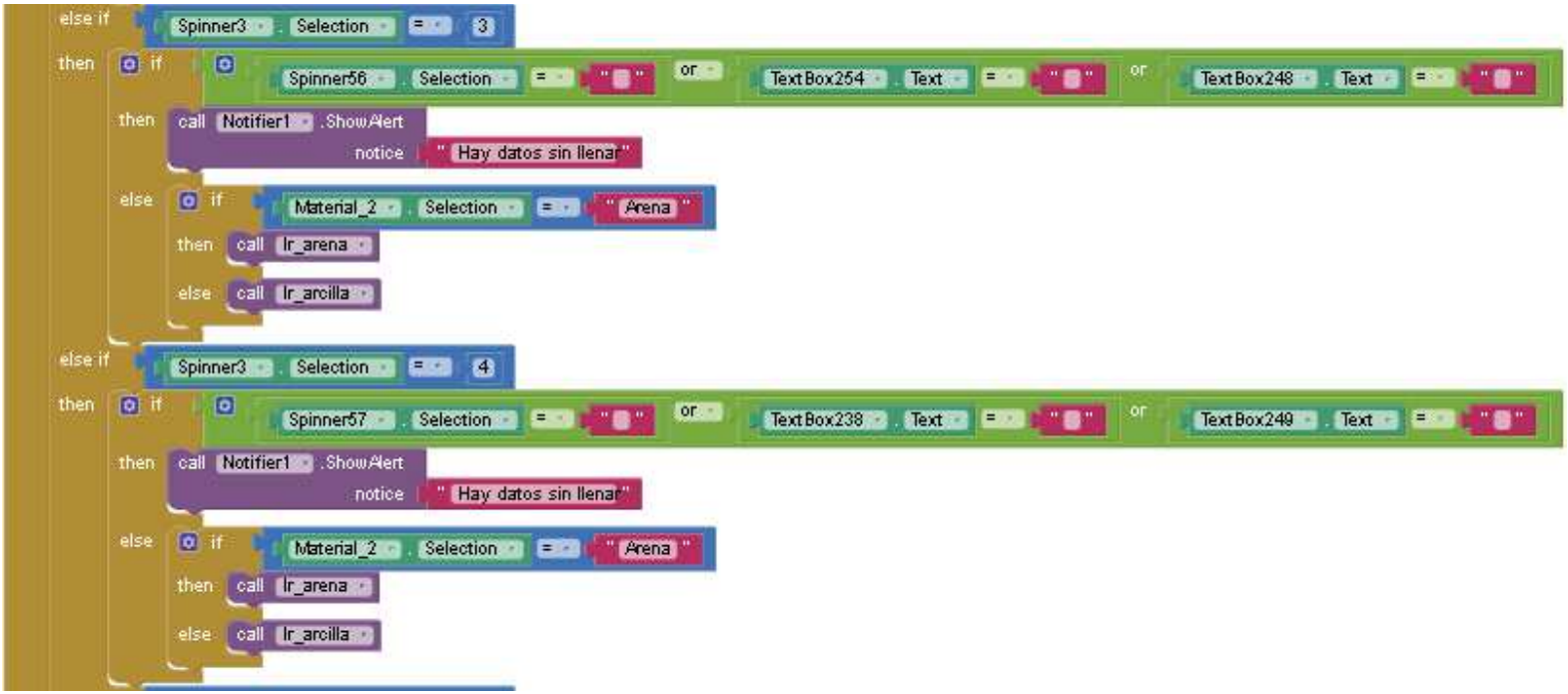

else if
Spinner3 . Selection = 3
then if
TextBox543 . Text = " "
or
TextBox531 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else if
Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla
else if
Spinner3 . Selection = 4
then if
TextBox543 . Text = " "
or
TextBox532 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else if
Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla

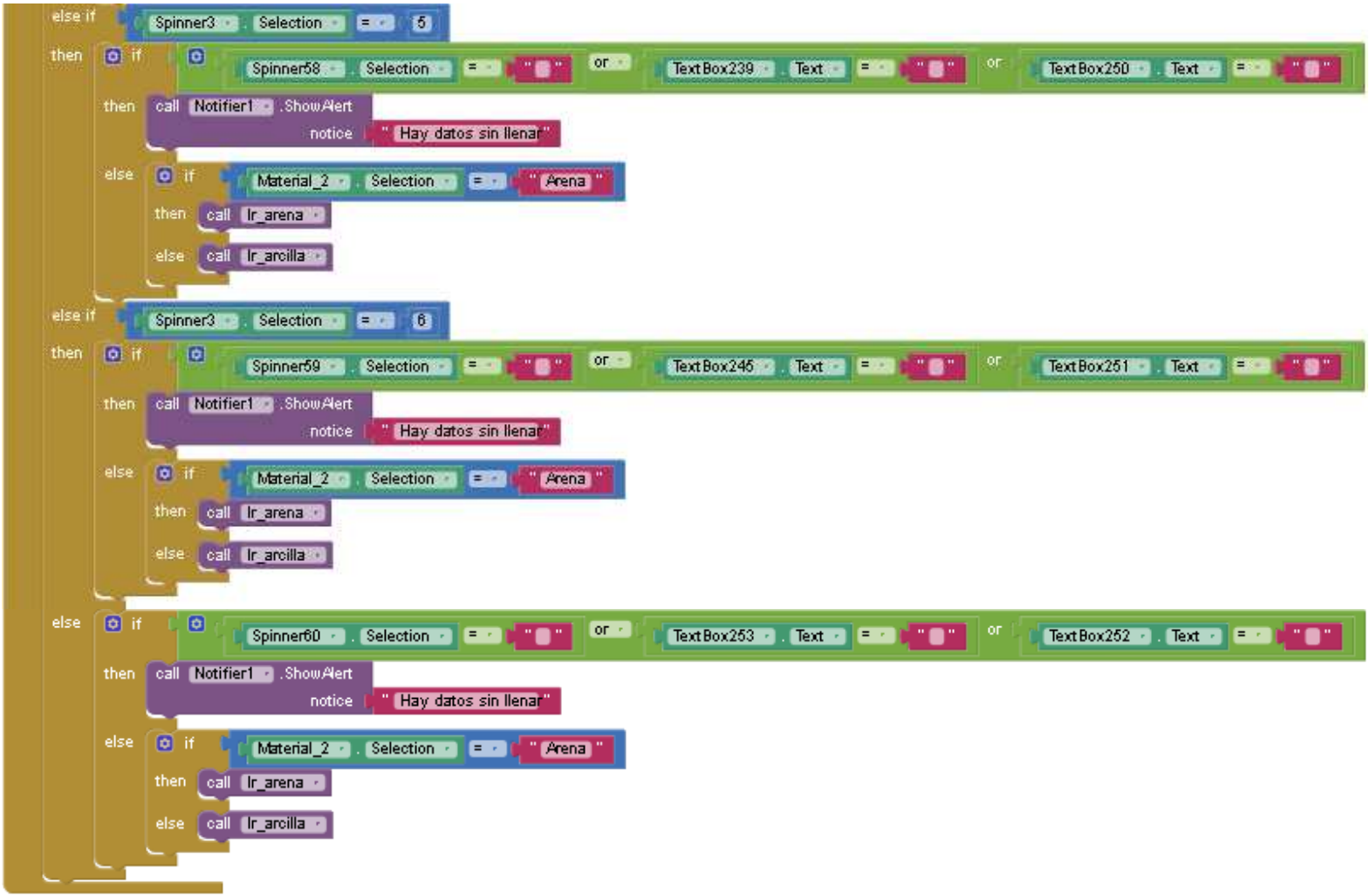

else if
Spinner3 . Selection = 5
then if
TextBox543 . Text = ""
or
TextBox533 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else if
Material_2 . Selection = " Arena "
then call lr_arena
else call lr_arcilla
else if
Spinner3 . Selection = 6
then if
TextBox543 . Text = ""
or
TextBox534 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else if
Material_2 . Selection = " Arena "
then call lr_arena
else call lr_arcilla
else if
TextBox543 . Text = ""
or
TextBox535 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else if
Material_2 . Selection = " Arena "
then call lr_arena
else call lr_arcilla

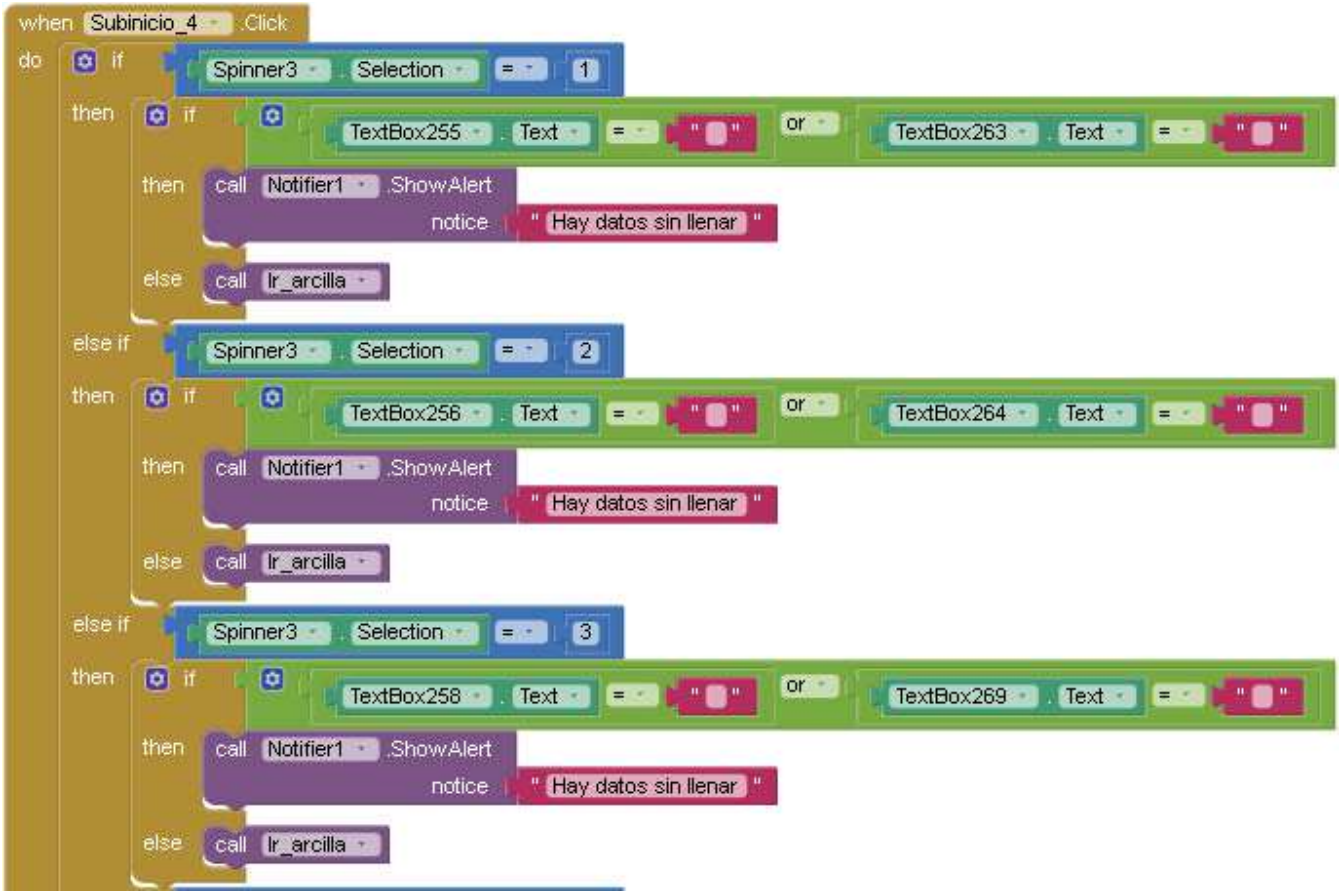

when Subinicio_2 .Click
do if Spinner3 . Selection = 1
then if TextBox231 . Text = "" or TextBox240 . Text = "" or Spinner23 . Selection = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_arena
else if Spinner3 . Selection = 2
then if TextBox232 . Text = "" or TextBox241 . Text = "" or Spinner24 . Selection = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_arena
else if Spinner3 . Selection = 3
then if TextBox233 . Text = "" or TextBox260 . Text = "" or Spinner25 . Selection = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_arena

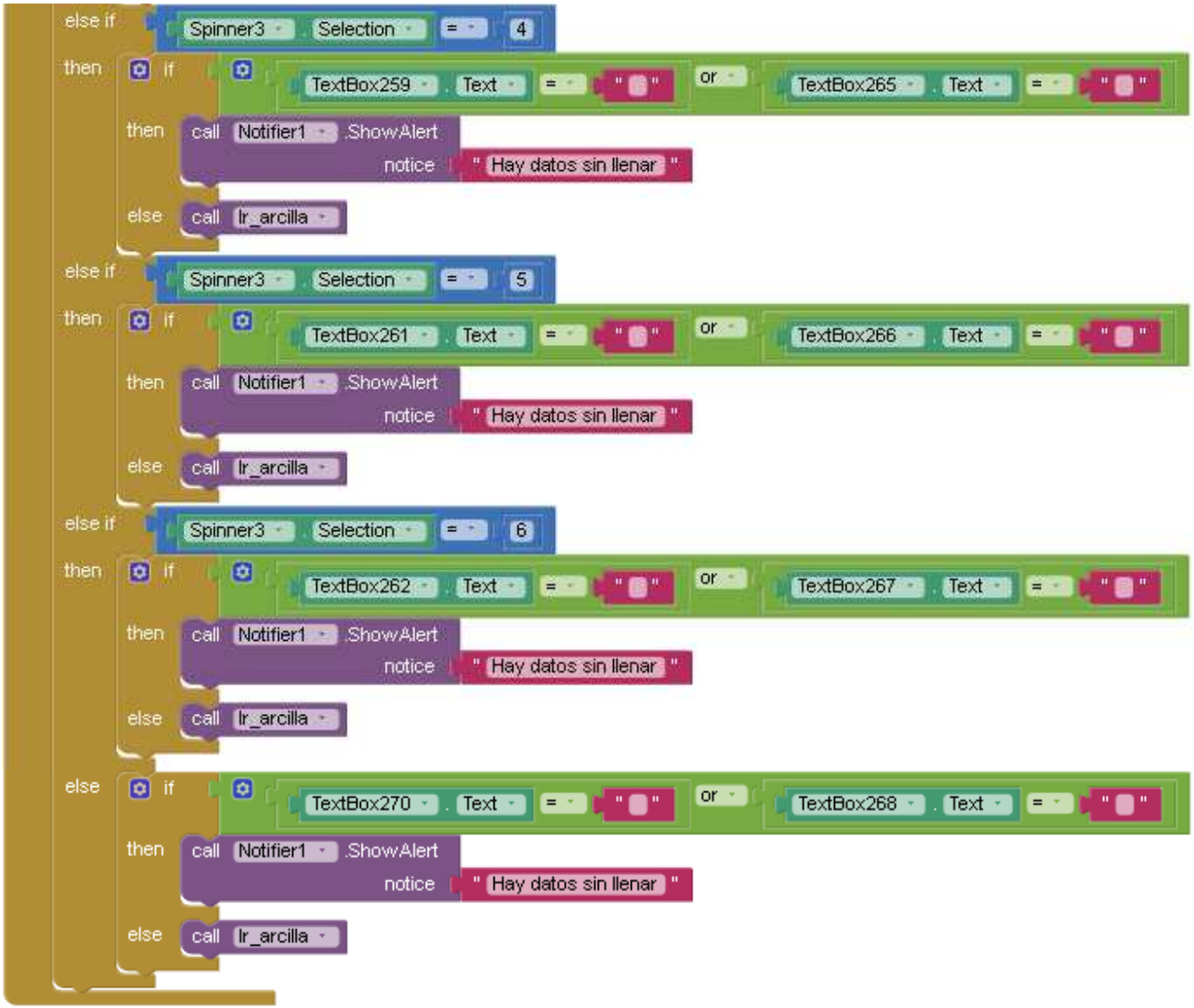

else if
Spinner3 . Selection = 4
then if
TextBox234 . Text = ""
or
TextBox242 . Text = ""
or
Spinner26 . Selection = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_arena
else if
Spinner3 . Selection = 5
then if
TextBox235 . Text = ""
or
TextBox243 . Text = ""
or
Spinner27 . Selection = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_arena
else if
Spinner3 . Selection = 6
then if
TextBox236 . Text = ""
or
TextBox244 . Text = ""
or
Spinner28 . Selection = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_arena
else if
TextBox237 . Text = ""
or
TextBox257 . Text = ""
or
Spinner29 . Selection = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else call Ir_arena

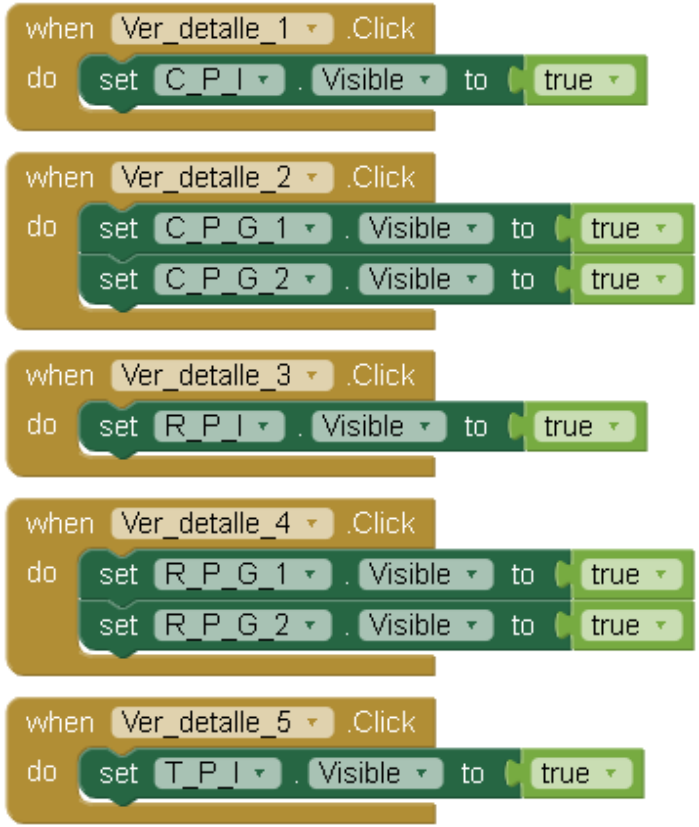

when Subinicio_3 .Click
do if Spinner3 . Selection = 1
then if Spinner54 . Selection = " "
or TextBox229 . Text = " "
or TextBox246 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else if Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla
else if Spinner3 . Selection = 2
then if Spinner55 . Selection = " "
or TextBox230 . Text = " "
or TextBox247 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else if Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla

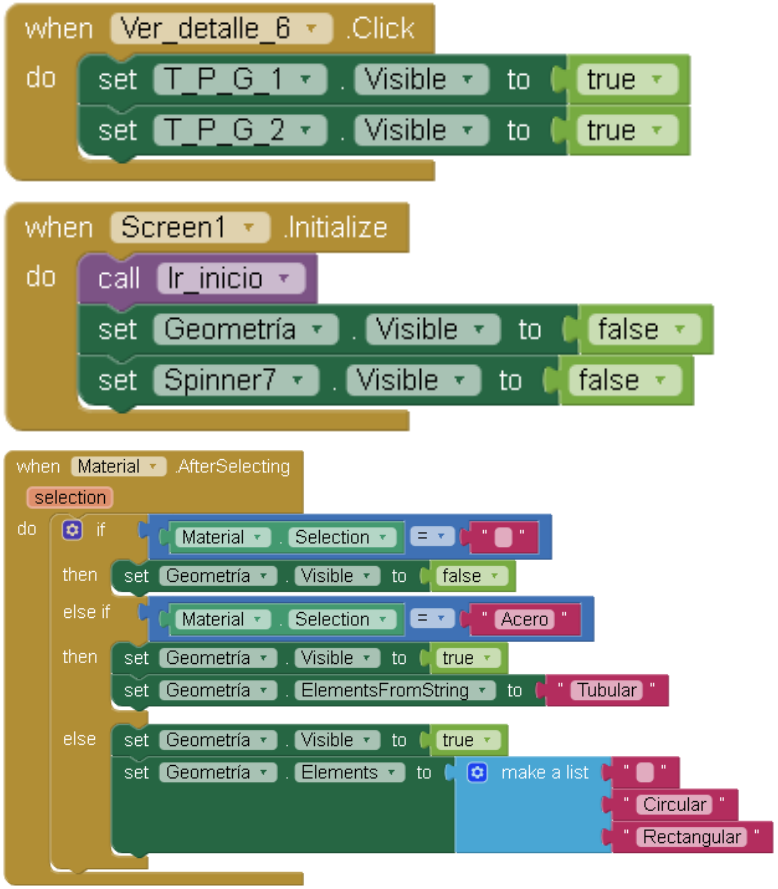

else if
Spinner3 . Selection = 3
then if
Spinner56 . Selection = " "
or
TextBox254 . Text = " "
or
TextBox248 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else if
Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla
else if
Spinner3 . Selection = 4
then if
Spinner57 . Selection = " "
or
TextBox238 . Text = " "
or
TextBox249 . Text = " "
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else if
Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla

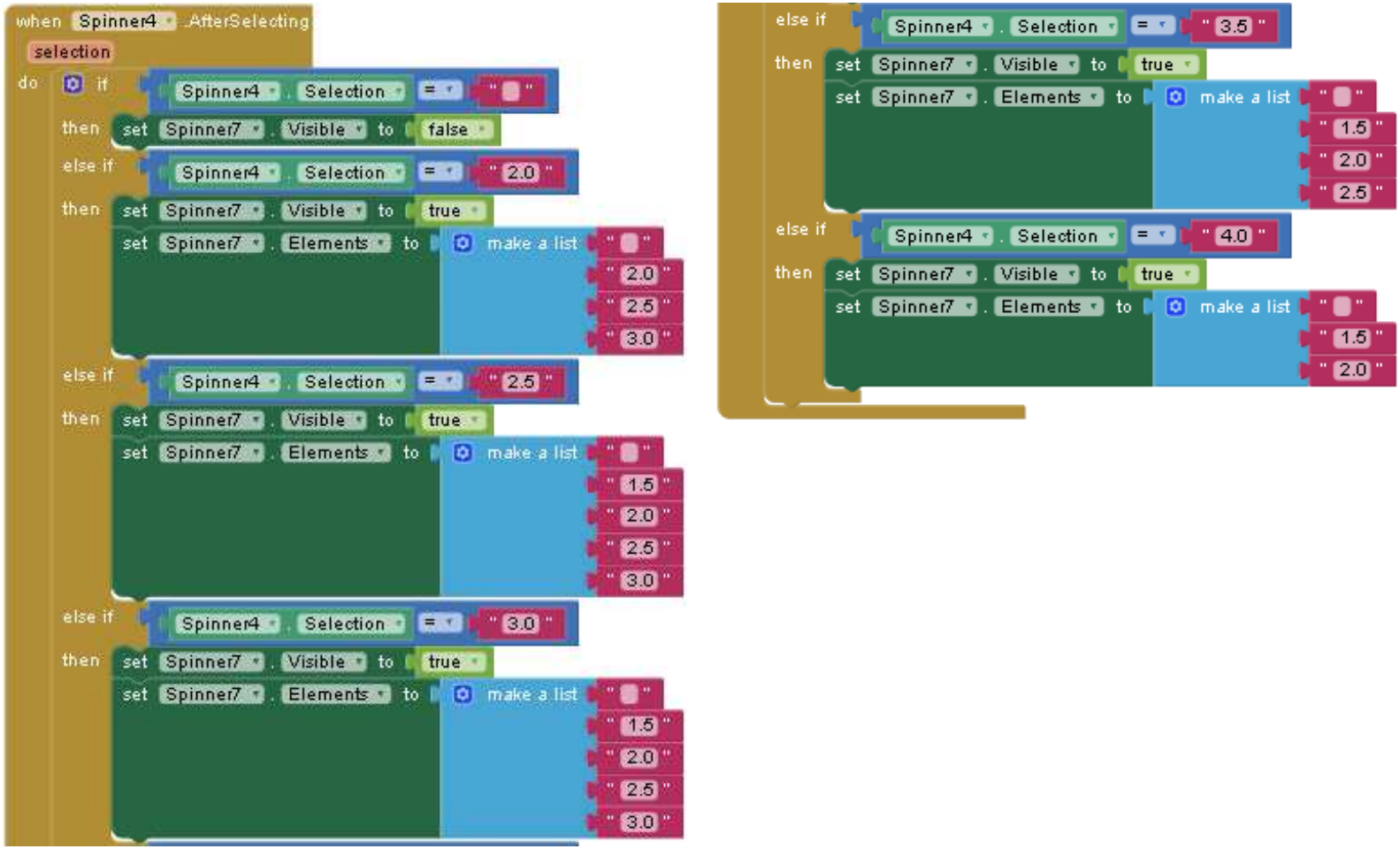

else if
Spinner3 . Selection = 5
then if
Spinner58 . Selection = ""
or
TextBox239 . Text = ""
or
TextBox250 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else if
Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla
else if
Spinner3 . Selection = 6
then if
Spinner59 . Selection = ""
or
TextBox245 . Text = ""
or
TextBox251 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else if
Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla
else if
Spinner60 . Selection = ""
or
TextBox253 . Text = ""
or
TextBox252 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar"
else if
Material_2 . Selection = " Arena "
then call Ir_arena
else call Ir_arcilla

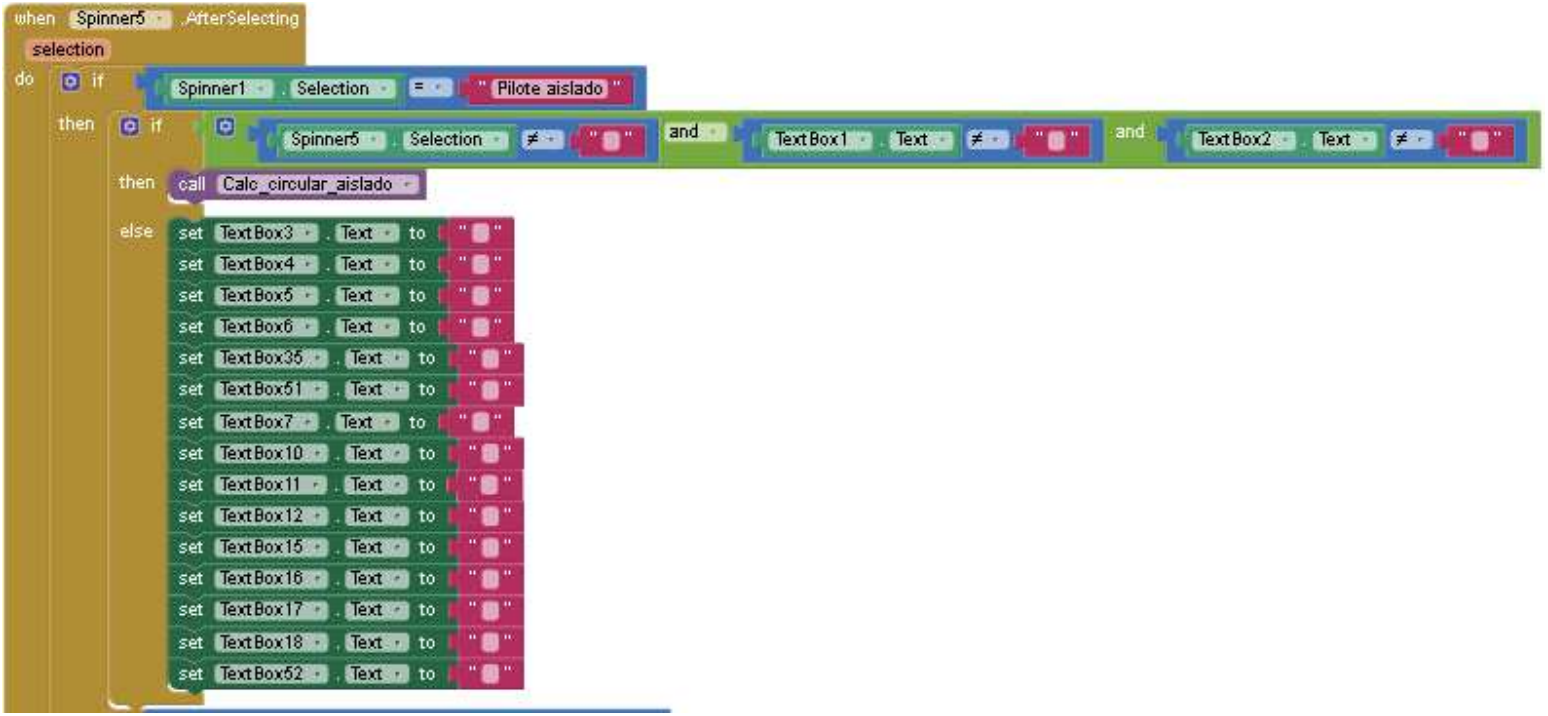

when Subinicio_4 .Click
do if Spinner3 . Selection = 1
then if TextBox255 . Text = "" or TextBox263 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else call Ir_arcilla
else if Spinner3 . Selection = 2
then if TextBox256 . Text = "" or TextBox264 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else call Ir_arcilla
else if Spinner3 . Selection = 3
then if TextBox258 . Text = "" or TextBox269 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else call Ir_arcilla

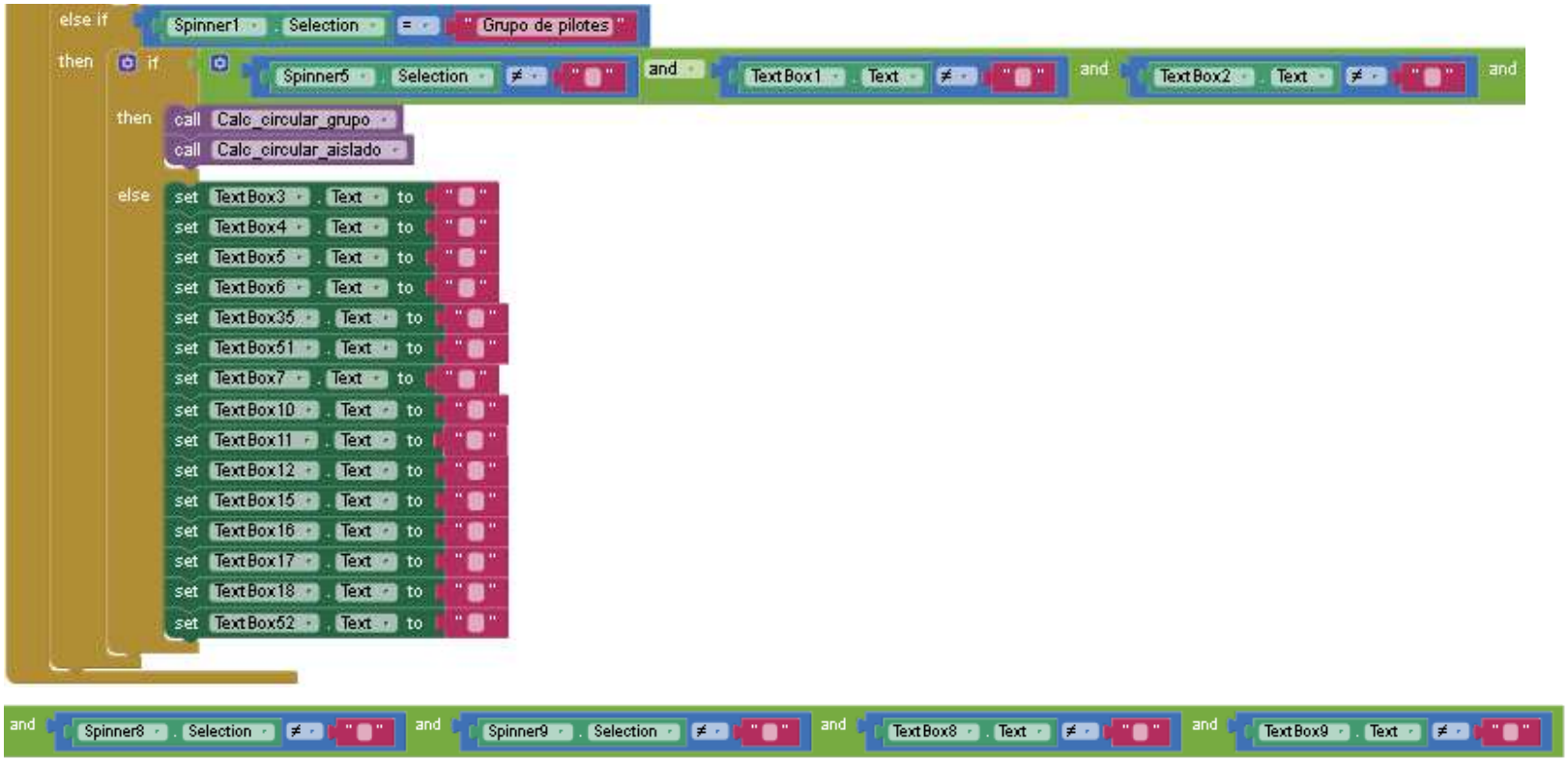

else if
Spinner3 . Selection = 4
then if
TextBox259 . Text = ""
or
TextBox265 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else call Ir_arcilla
else if
Spinner3 . Selection = 5
then if
TextBox261 . Text = ""
or
TextBox266 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else call Ir_arcilla
else if
Spinner3 . Selection = 6
then if
TextBox262 . Text = ""
or
TextBox267 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else call Ir_arcilla
else if
TextBox270 . Text = ""
or
TextBox268 . Text = ""
then call Notifier1 .ShowAlert
notice " Hay datos sin llenar "
else call Ir_arcilla

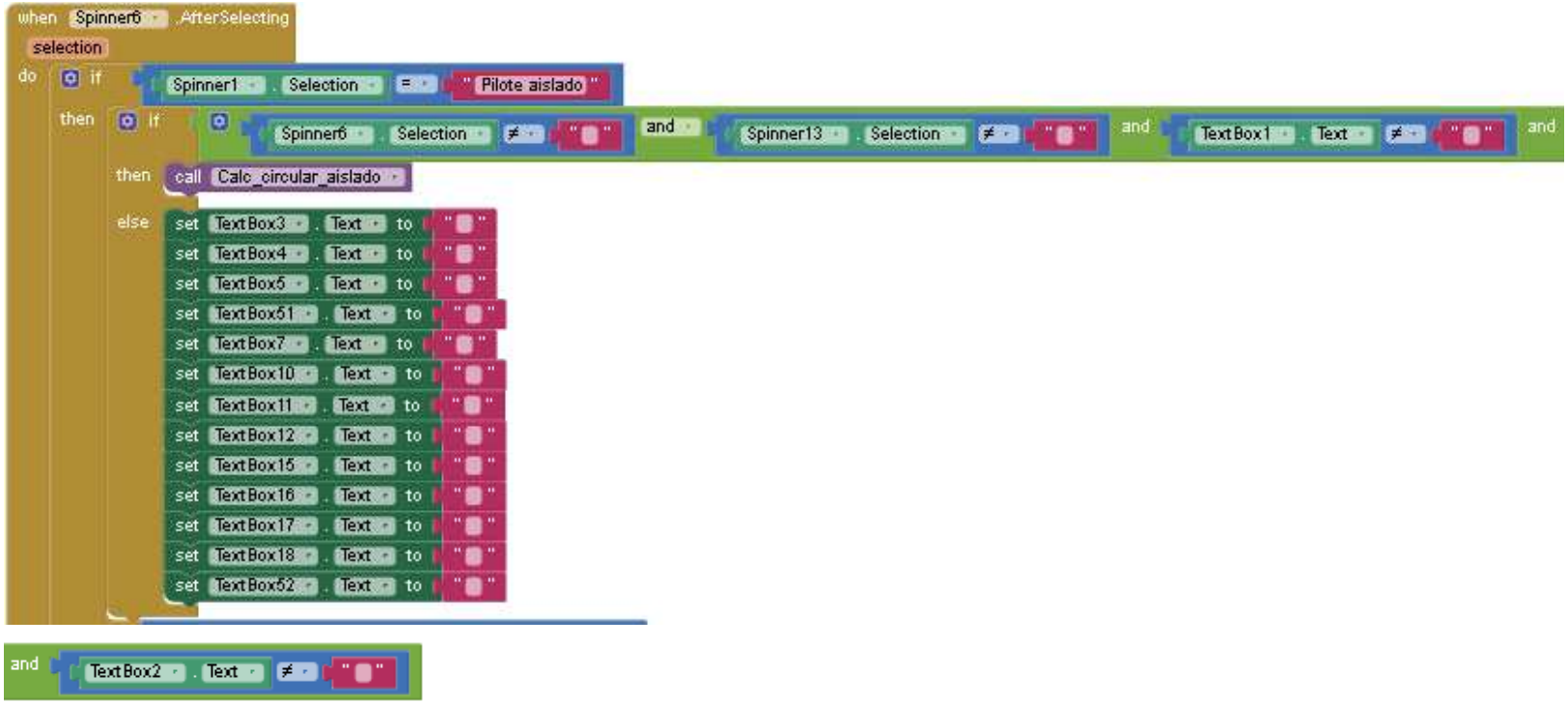

when Ver_detalle_1 .Click
do set C_P_I . Visible to true
when Ver_detalle_2 .Click
do set C_P_G_1 . Visible to true
set C_P_G_2 . Visible to true
when Ver_detalle_3 .Click
do set R_P_I . Visible to true
when Ver_detalle_4 .Click
do set R_P_G_1 . Visible to true
set R_P_G_2 . Visible to true
when Ver_detalle_5 .Click
do set T_P_I . Visible to true

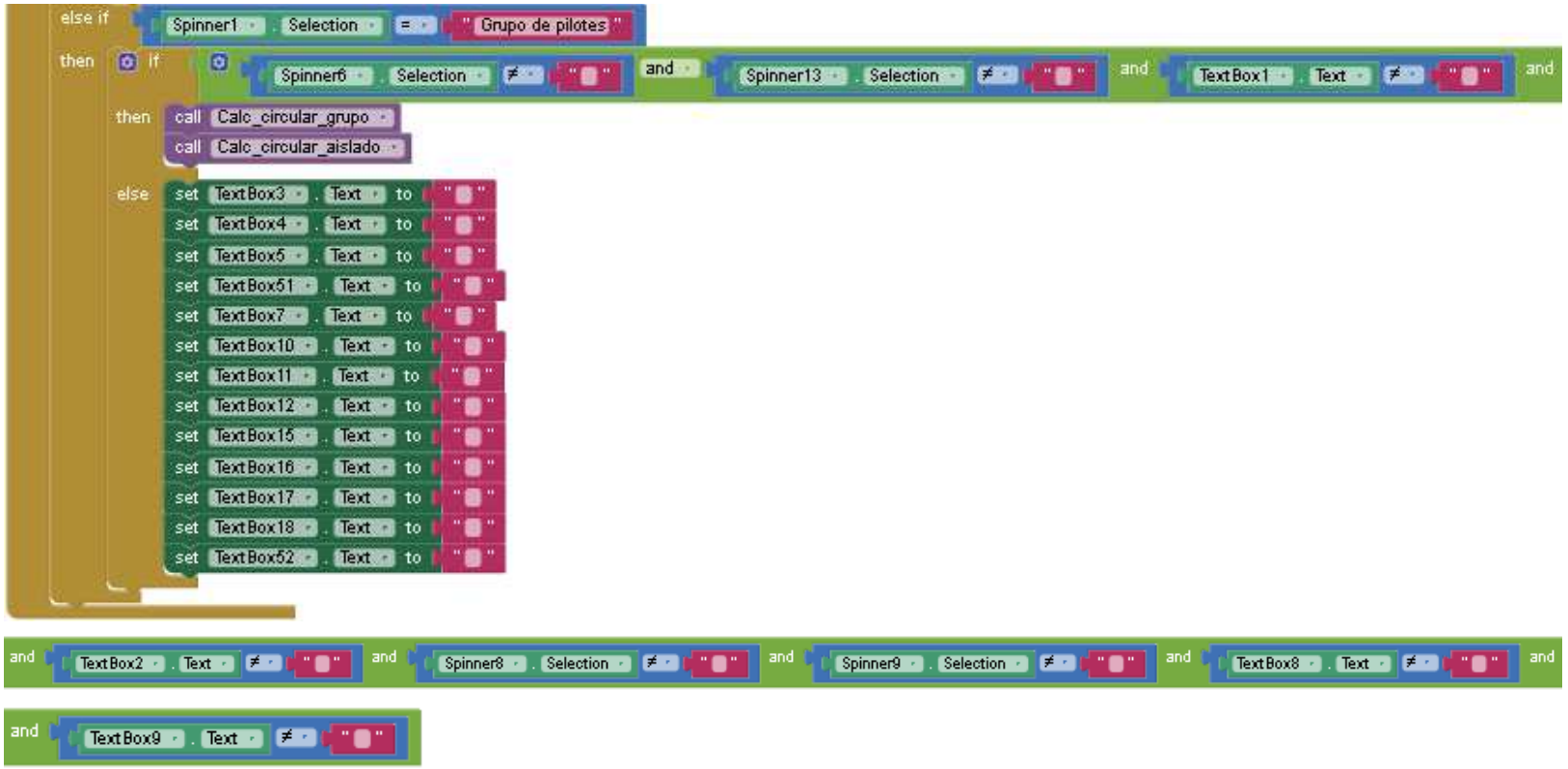

when Ver_detalle_6 .Click
do set T_P_G_1 . Visible to true
set T_P_G_2 . Visible to true
when Screen1 .Initialize
do call Ir_inicio
set Geometría . Visible to false
set Spinner7 . Visible to false
when Material .AfterSelecting
selection
do if Material . Selection = " "
then set Geometría . Visible to false
else if Material . Selection = " Acero "
then set Geometría . Visible to true
set Geometría . ElementsFromString to " Tubular "
else set Geometría . Visible to true
set Geometría . Elements to make a list " "
" Circular "
" Rectangular "

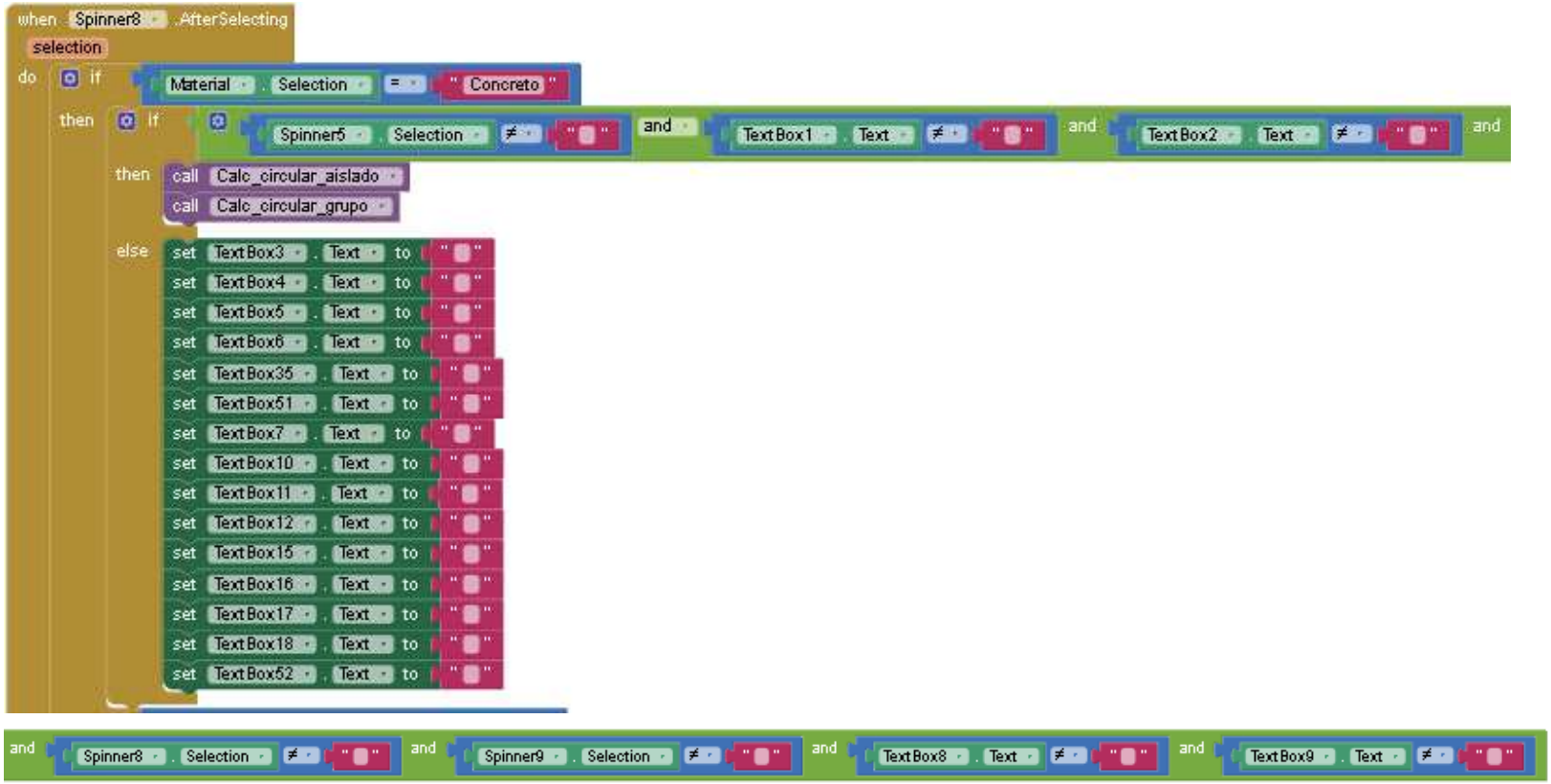

when Spinner4 .AfterSelecting
selection
do if Spinner4 . Selection = " "
then set Spinner7 . Visible to false
else if Spinner4 . Selection = " 2.0 "
then set Spinner7 . Visible to true
set Spinner7 . Elements to make a list " " " 2.0 " " 2.5 " " 3.0 "
else if Spinner4 . Selection = " 2.5 "
then set Spinner7 . Visible to true
set Spinner7 . Elements to make a list " " " 1.5 " " 2.0 " " 2.5 " " 3.0 "
else if Spinner4 . Selection = " 3.0 "
then set Spinner7 . Visible to true
set Spinner7 . Elements to make a list " " " 1.5 " " 2.0 " " 2.5 " " 3.0 "
else if Spinner4 . Selection = " 3.5 "
then set Spinner7 . Visible to true
set Spinner7 . Elements to make a list " " " 1.5 " " 2.0 " " 2.5 "
else if Spinner4 . Selection = " 4.0 "
then set Spinner7 . Visible to true
set Spinner7 . Elements to make a list " " " 1.5 " " 2.0 "

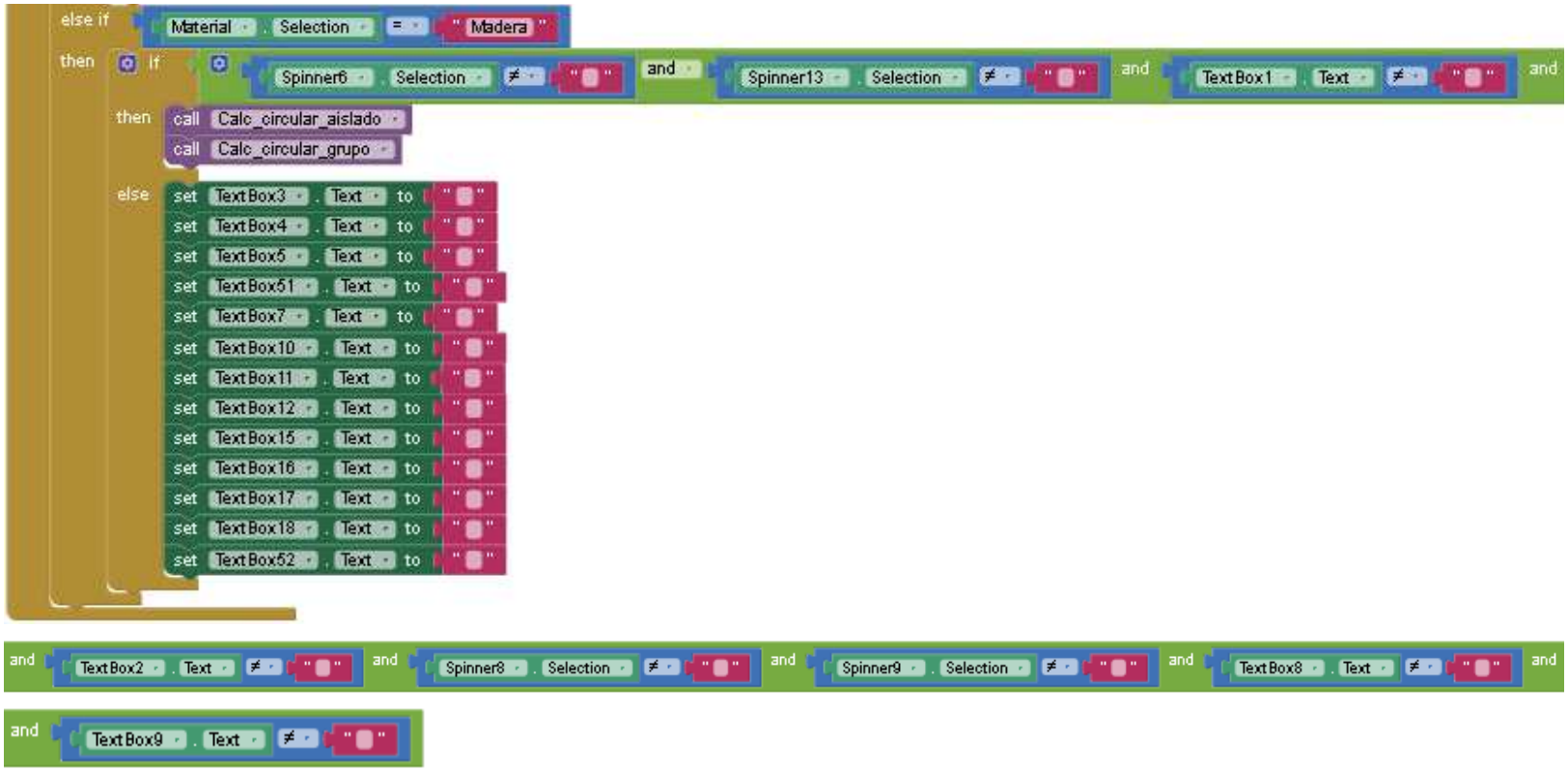

when Spinner5 .AfterSelecting
selection
do if Spinner1 . Selection = " Pilote aislado "
then if Spinner5 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and TextBox2 . Text ≠ " "
then call Calc_circular_aislado
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "

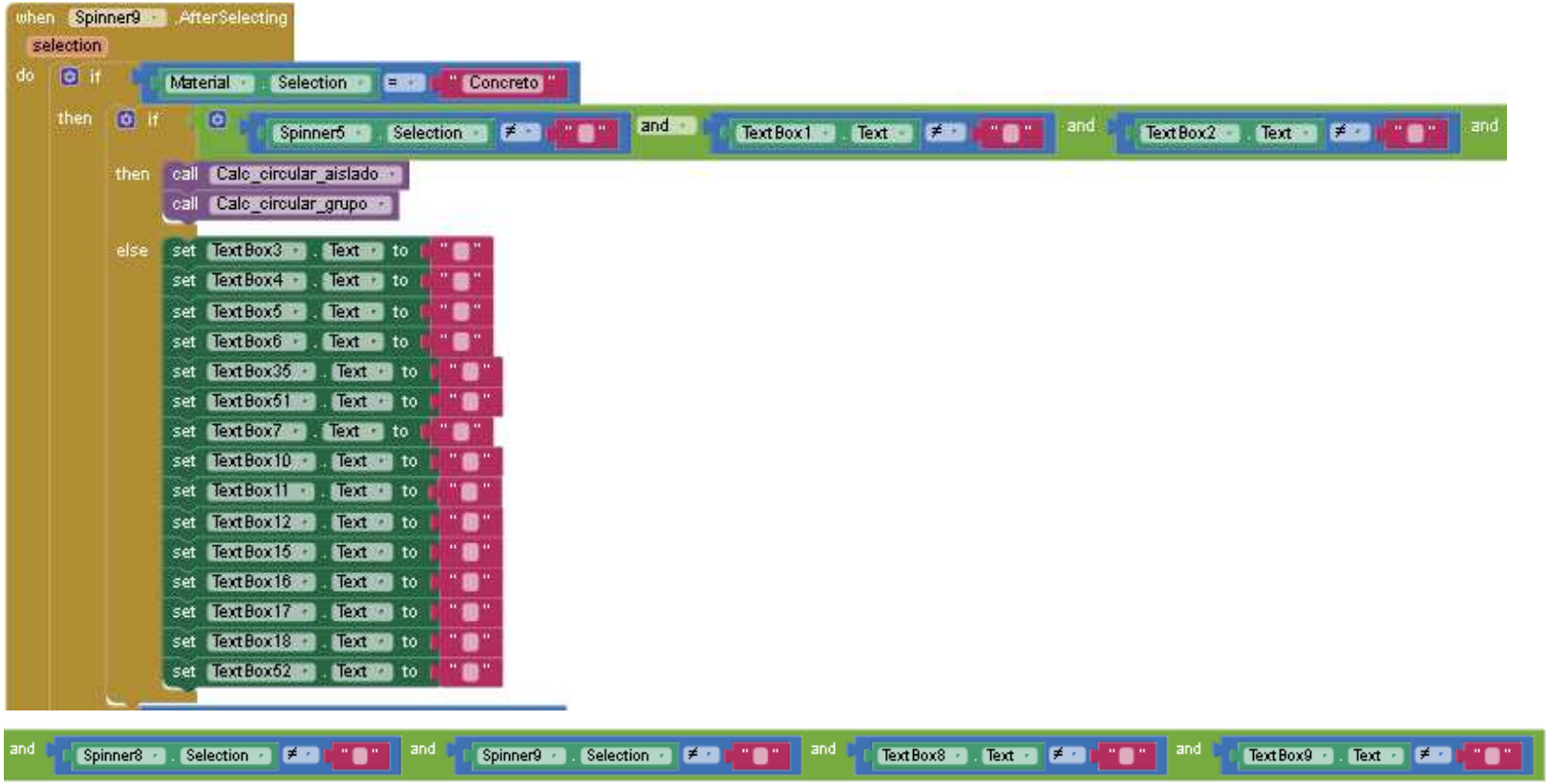

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner5 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
TextBox2 . Text ≠ " "
and
then
call Calc_circular_grupo
call Calc_circular_aislado
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
TextBox9 . Text ≠ " "

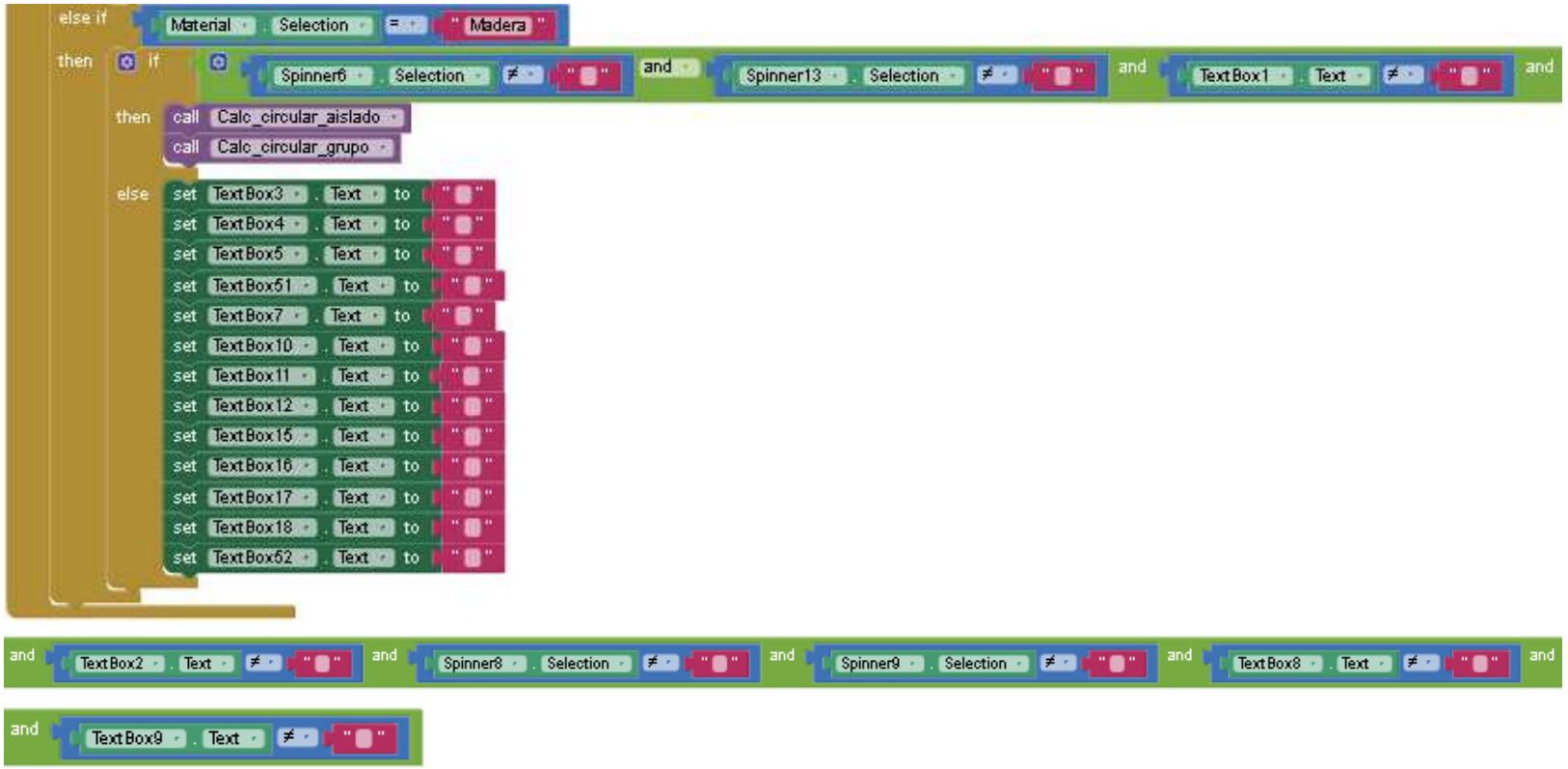

when Spinner6 .AfterSelecting
selection
do if Spinner1 . Selection = " Pilote aislado "
then if Spinner6 . Selection ≠ " "
and Spinner13 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and
then call Calc_circular_aislado
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and TextBox2 . Text ≠ " "

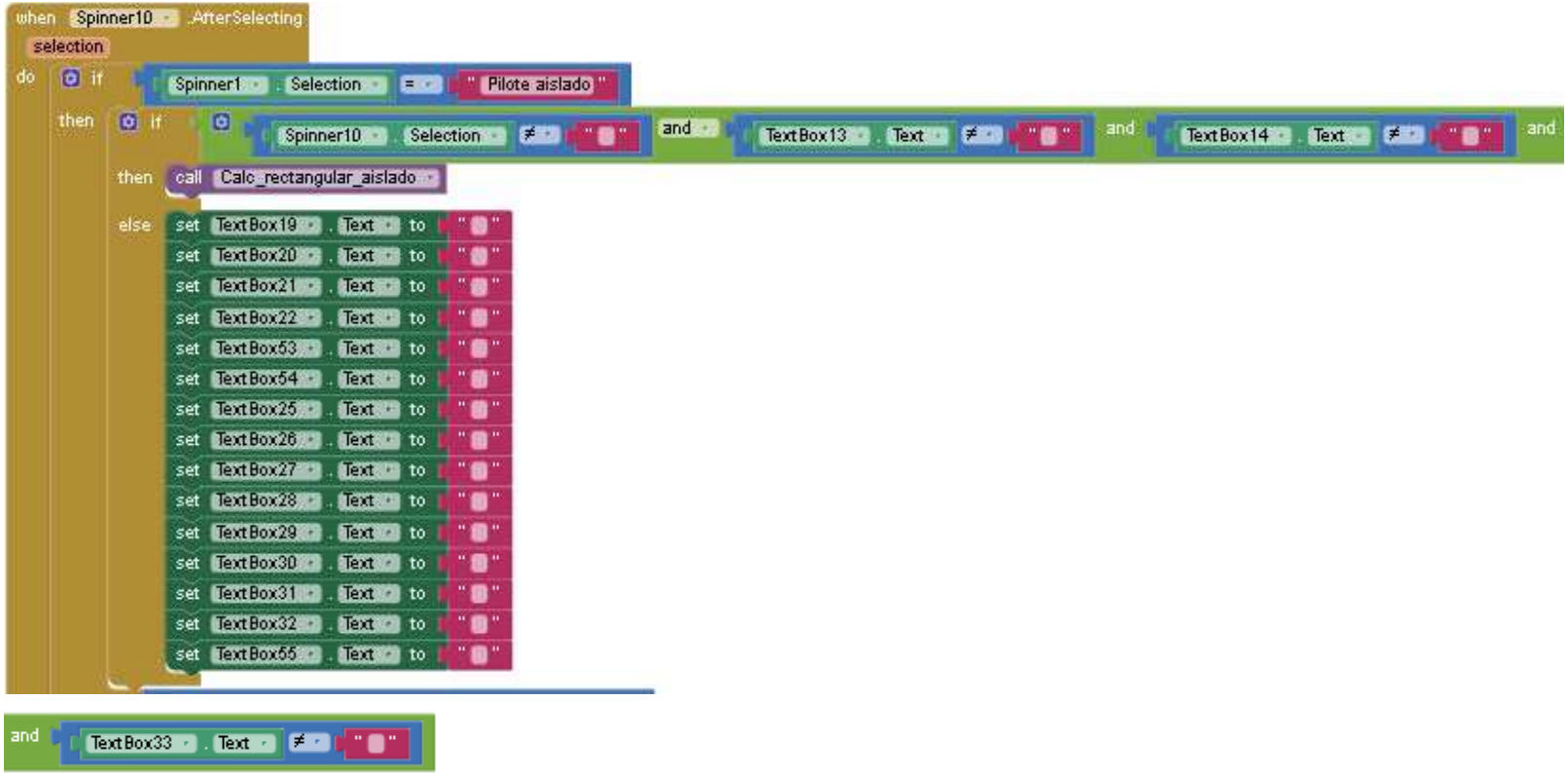

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_grupo
call Calc_circular_aislado
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "


when Spinner8 .AfterSelecting
selection
do if Material . Selection = " Concreto "
then if Spinner5 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and TextBox2 . Text ≠ " "
and
then call Calc_circular_aislado
call Calc_circular_grupo
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and Spinner8 . Selection ≠ " "
and Spinner9 . Selection ≠ " "
and TextBox8 . Text ≠ " "
and TextBox9 . Text ≠ " "

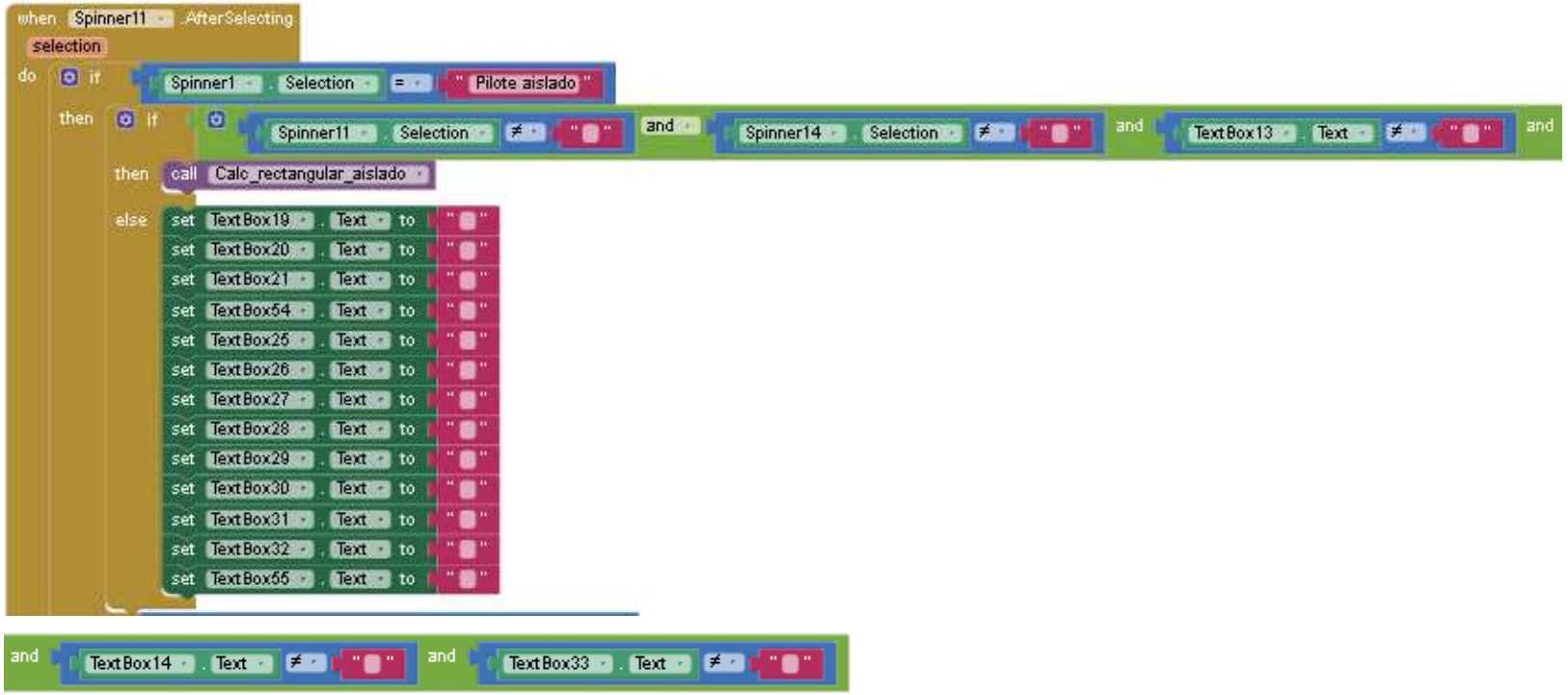

else if
Material . Selection = " Madera "
then
if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_aislado
call Calc_circular_grupo
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "

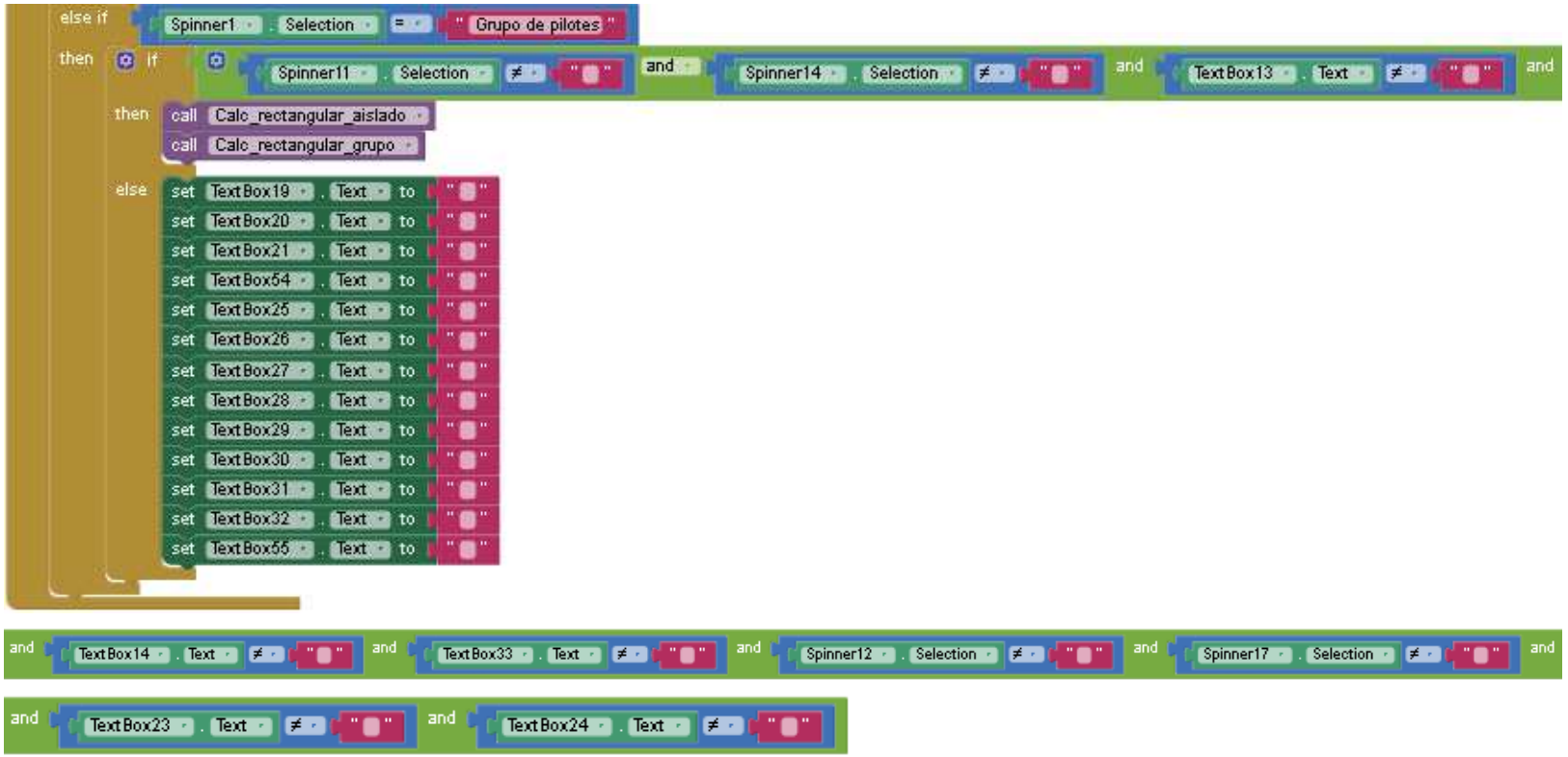

when Spinner9 .AfterSelecting
selection
do if Material . Selection = " Concreto "
then if Spinner5 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and TextBox2 . Text ≠ " "
and
then call Calc_circular_aislado
call Calc_circular_grupo
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox62 . Text to " "
and Spinner8 . Selection ≠ " "
and Spinner9 . Selection ≠ " "
and TextBox8 . Text ≠ " "
and TextBox9 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_aislado
call Calc_circular_grupo
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox62 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "

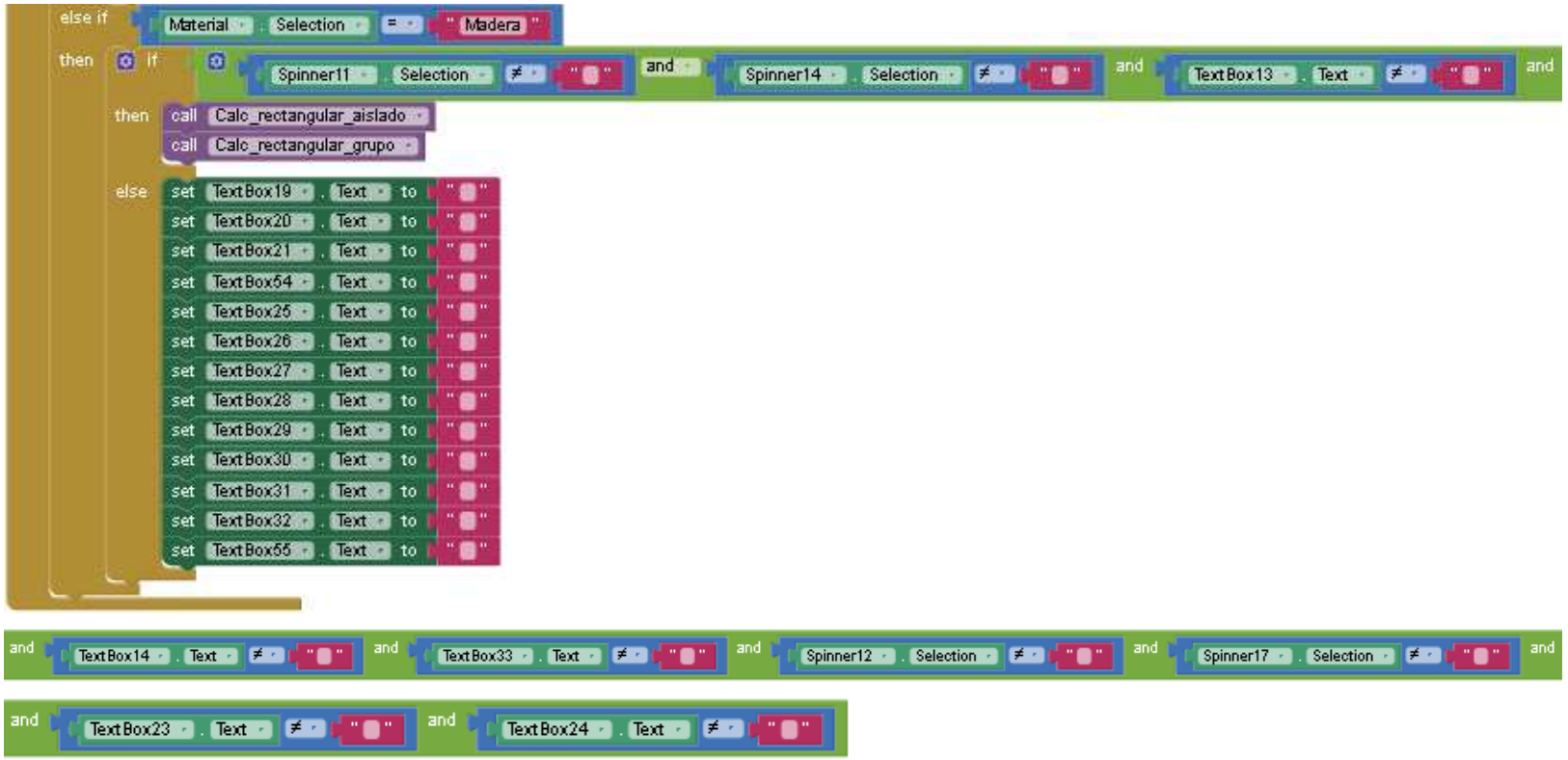

when Spinner10 .AfterSelecting
selection
do if Spinner1 . Selection = " Pilote aislado "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "

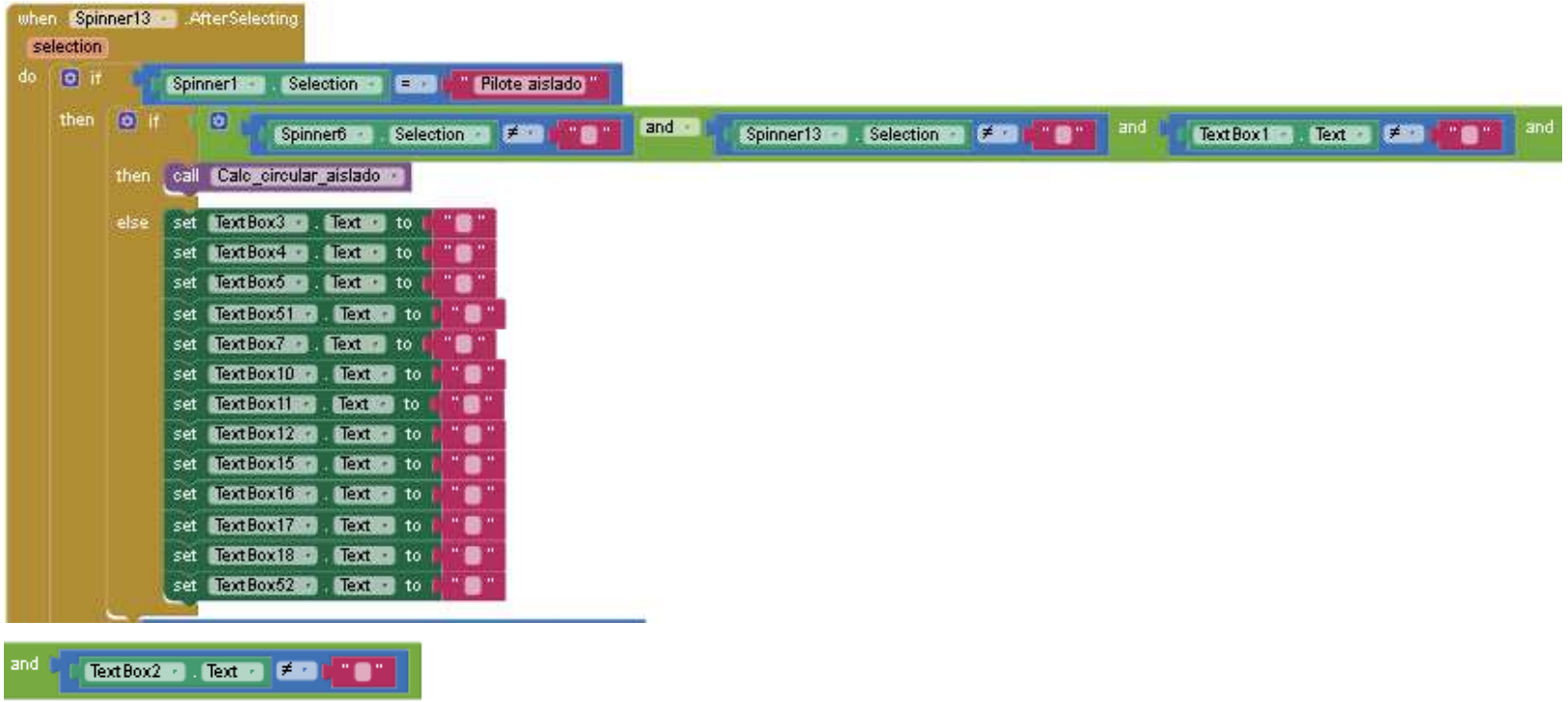

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner10 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
TextBox14 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
TextBox23 . Text ≠ " "
and
and
TextBox24 . Text ≠ " "

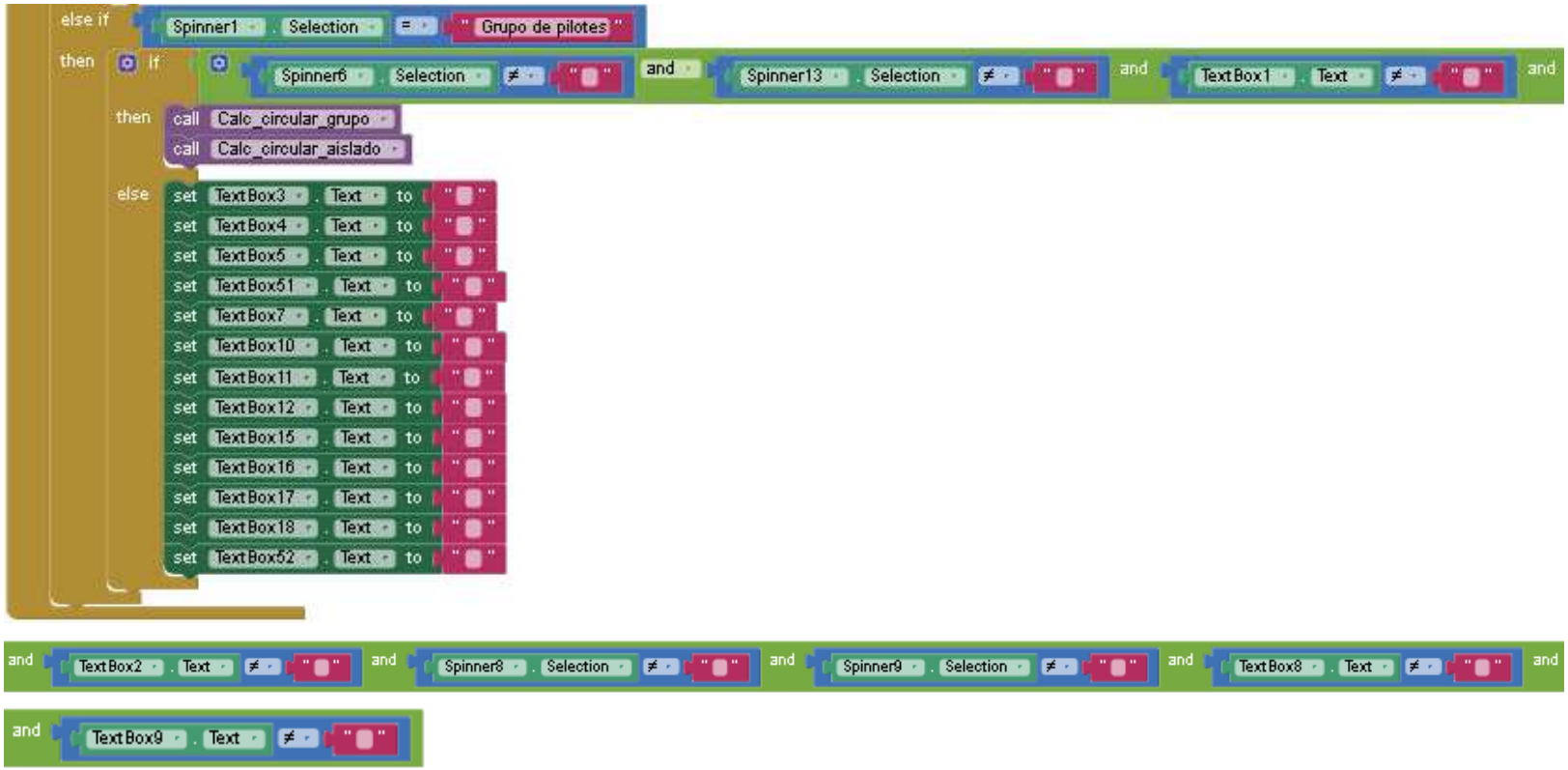

when Spinner11 .AfterSelecting
selection
do if Spinner1 . Selection = " Pilote aislado "
then if Spinner11 . Selection ≠ " "
and Spinner14 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox14 . Text ≠ " "
and TextBox33 . Text ≠ " "

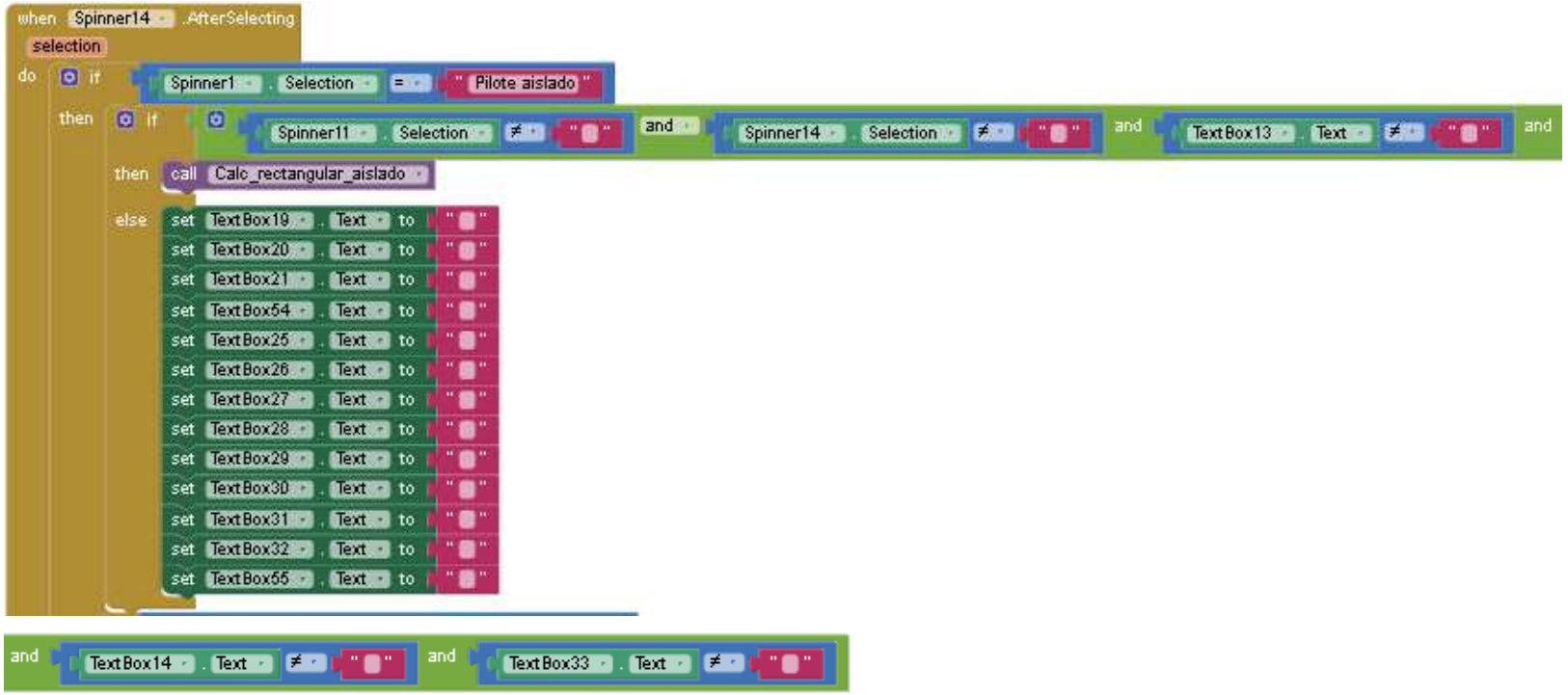

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "

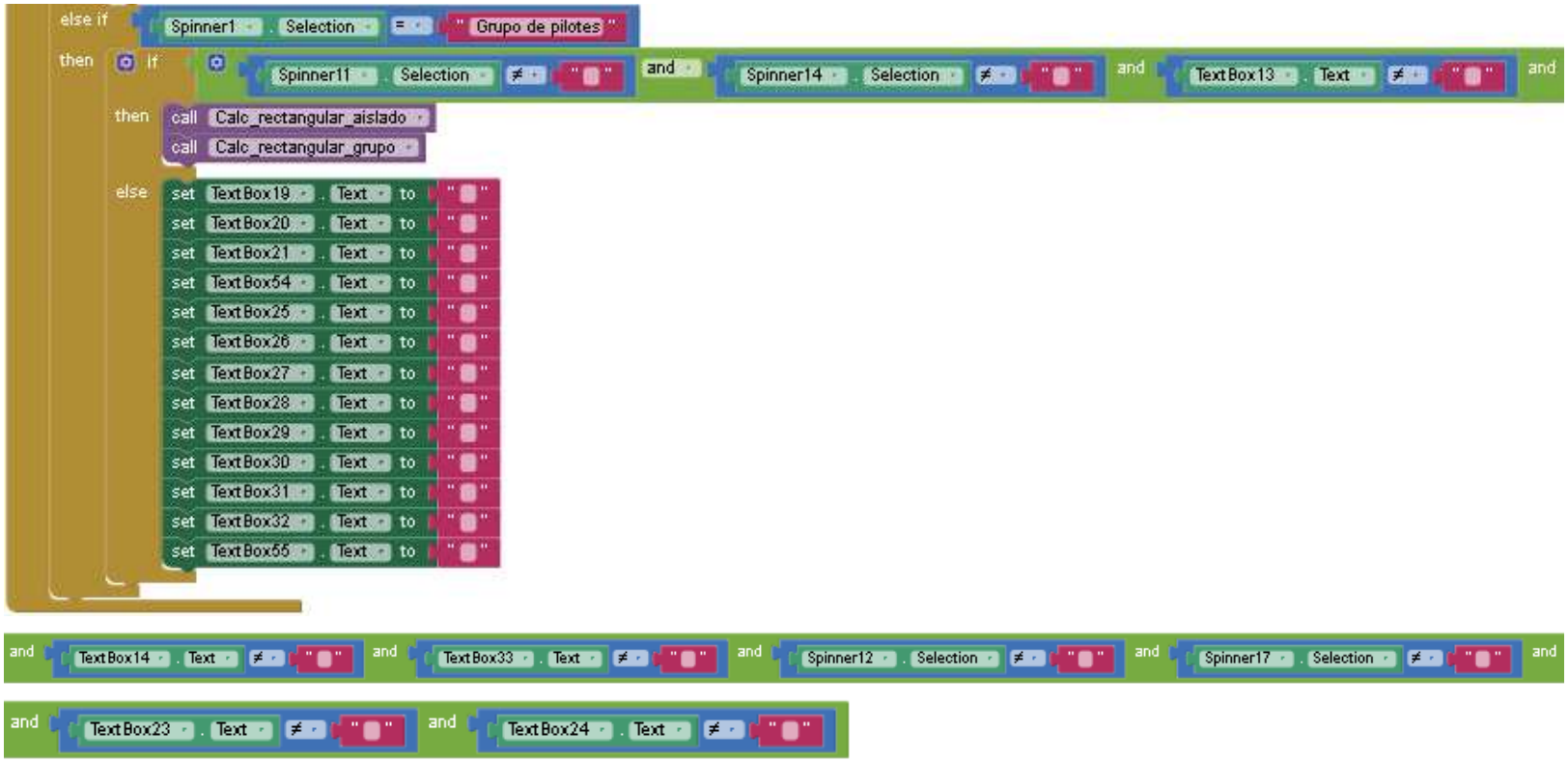

when Spinner12 .AfterSelecting
selection
do if Material . Selection = " Concreto "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
call Calc_rectangular_grupo
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "
and Spinner12 . Selection ≠ " "
and Spinner17 . Selection ≠ " "
and TextBox23 . Text ≠ " "
and
and TextBox24 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then call Calc_rectangular_aislado
call Calc_rectangular_grupo
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox14 . Text ≠ " "
and TextBox33 . Text ≠ " "
and Spinner12 . Selection ≠ " "
and Spinner17 . Selection ≠ " "
and
and TextBox23 . Text ≠ " "
and TextBox24 . Text ≠ " "

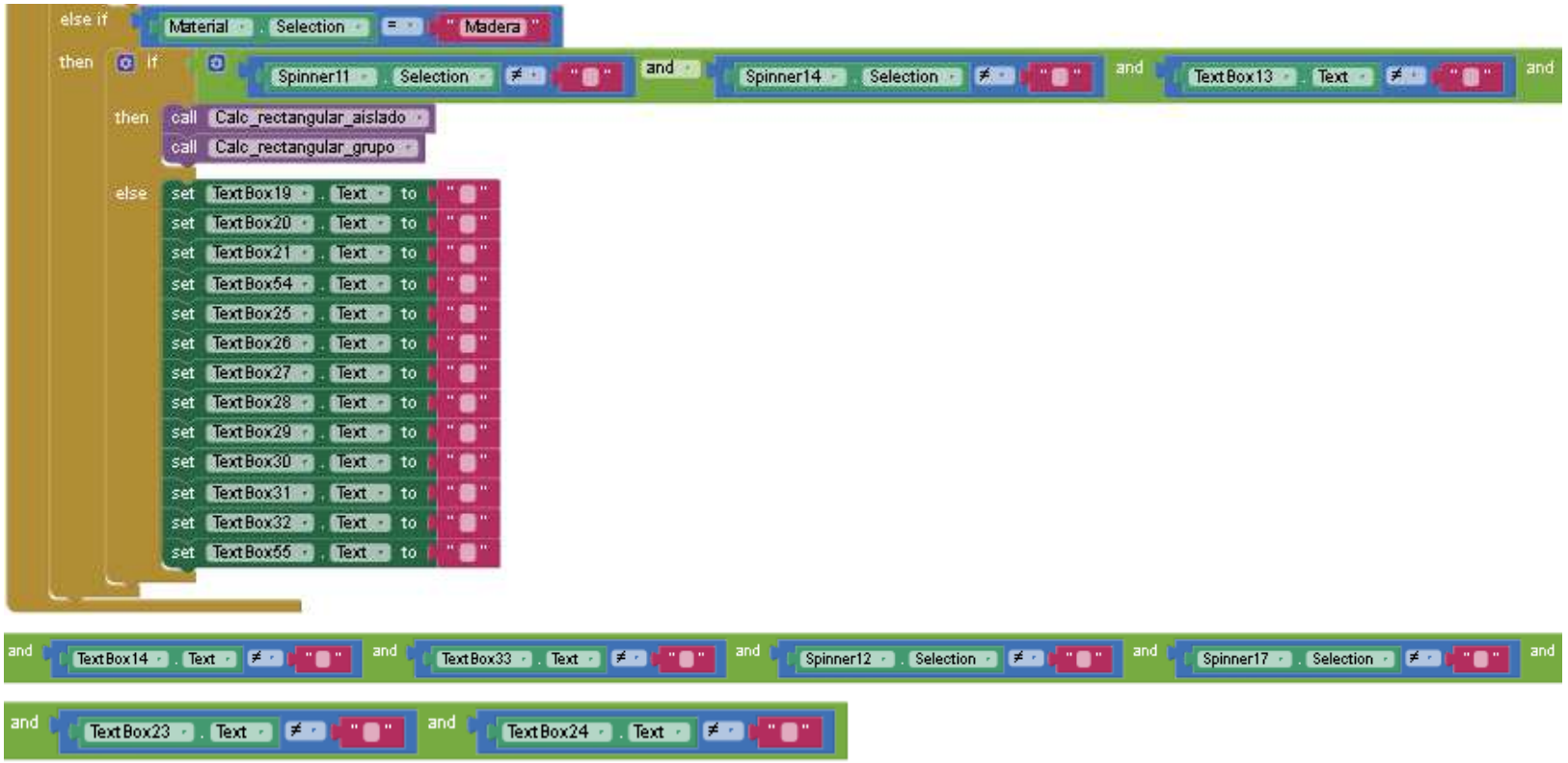

when Spinner13 .AfterSelecting
selection
do if Spinner1 . Selection = " Pilote aislado "
then if Spinner6 . Selection ≠ " "
and Spinner13 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and
then call Calc_circular_aislado
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and TextBox2 . Text ≠ " "

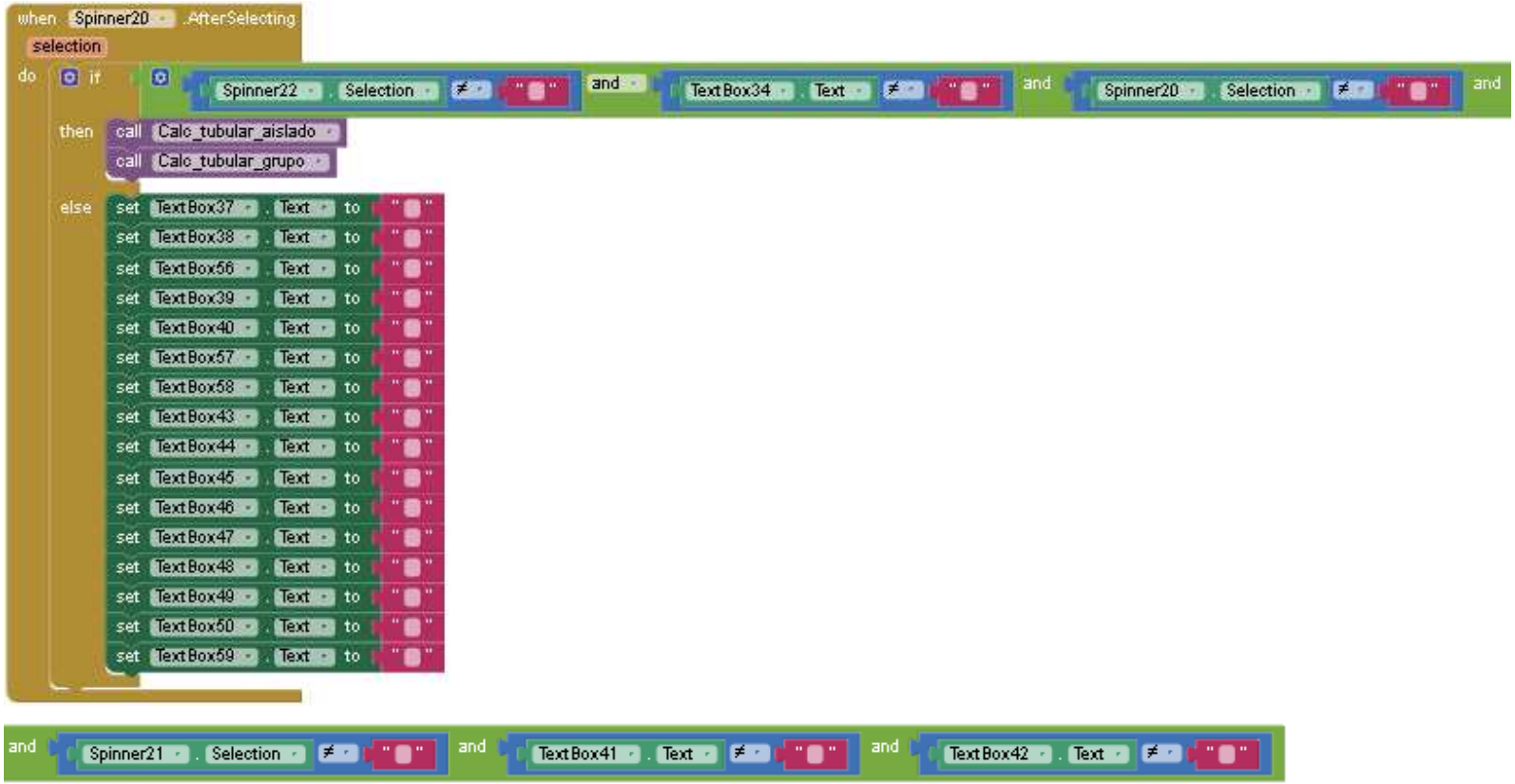

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_grupo
call Calc_circular_aislado
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "

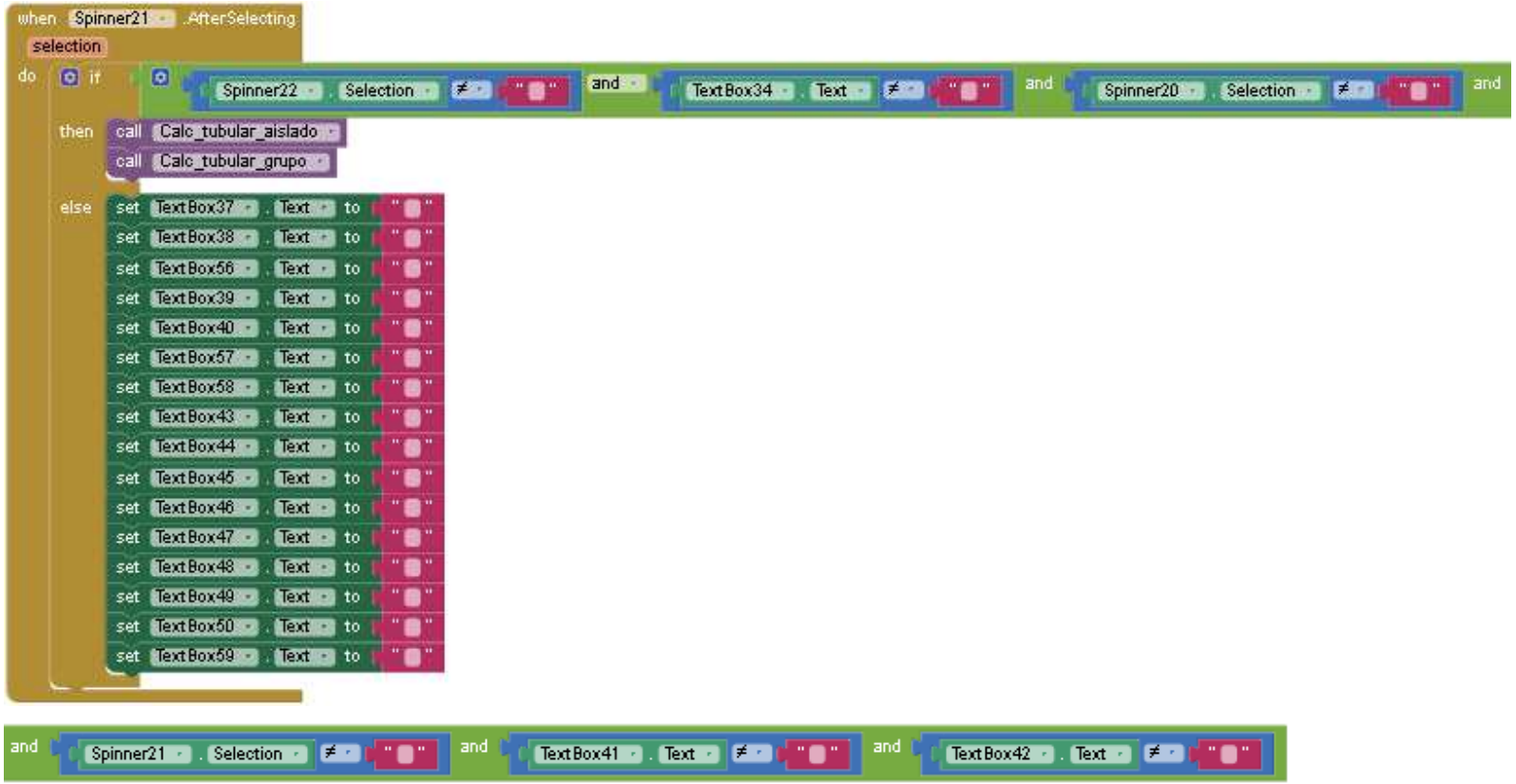

when Spinner14 .AfterSelecting
selection
do if Spinner1 . Selection = " Pilote aislado "
then if Spinner11 . Selection ≠ " "
and Spinner14 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox14 . Text ≠ " "
and TextBox33 . Text ≠ " "

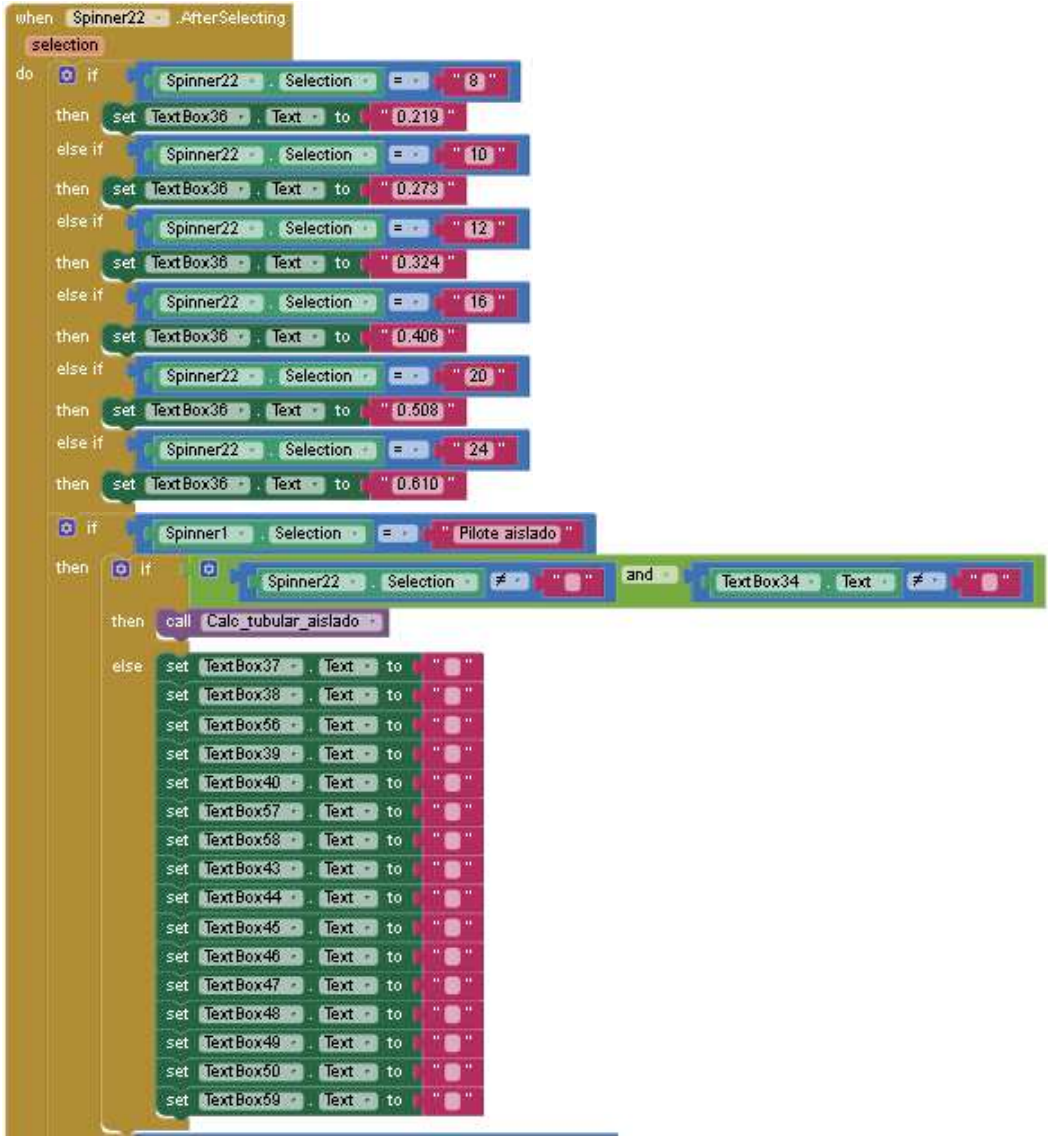

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "

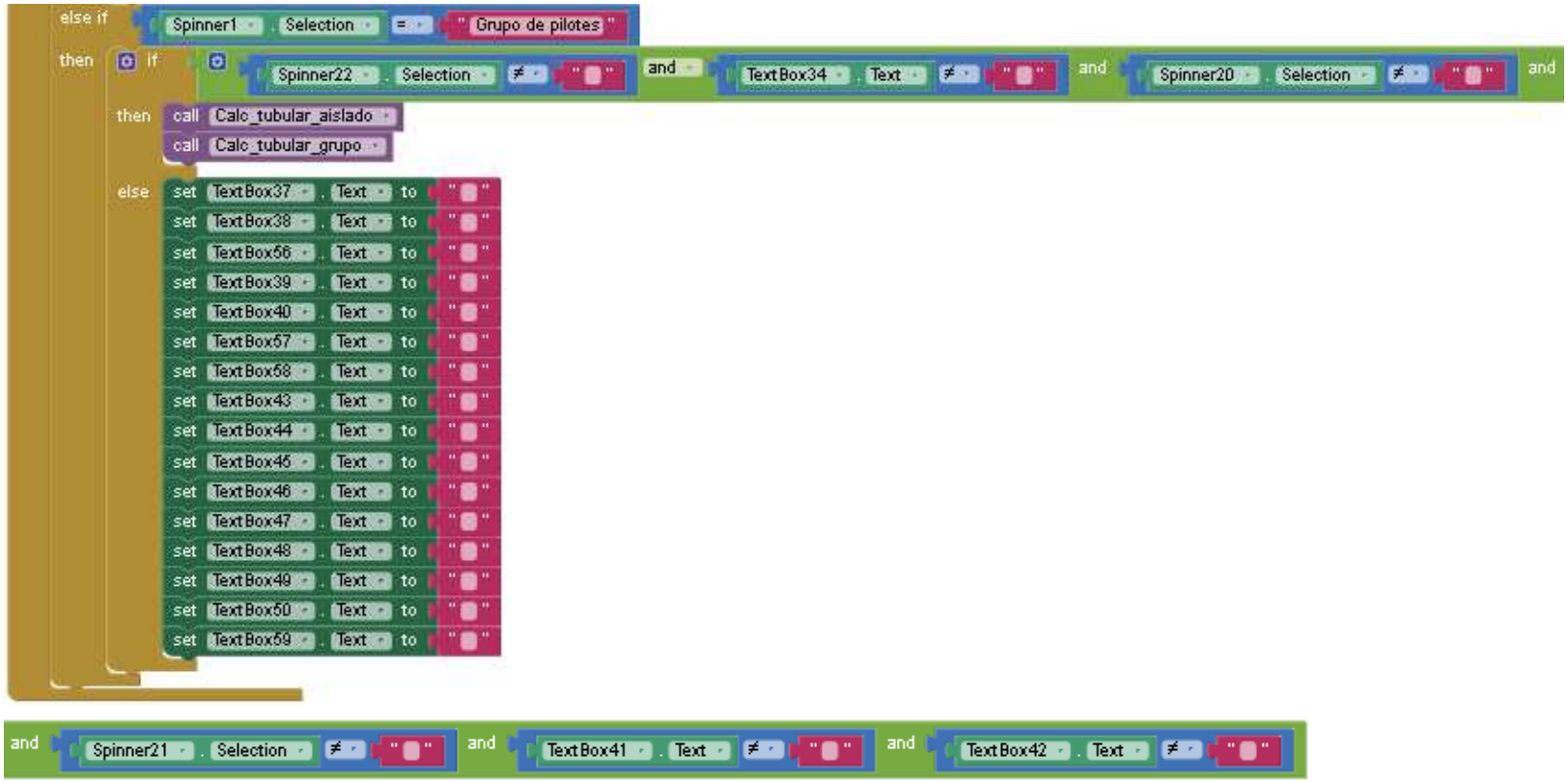

when Spinner17 .AfterSelecting
selection
do if Material . Selection = " Concreto "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
call Calc_rectangular_grupo
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "
and Spinner12 . Selection ≠ " "
and Spinner17 . Selection ≠ " "
and TextBox23 . Text ≠ " "
and
and TextBox24 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then call Calc_rectangular_aislado
call Calc_rectangular_grupo
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "

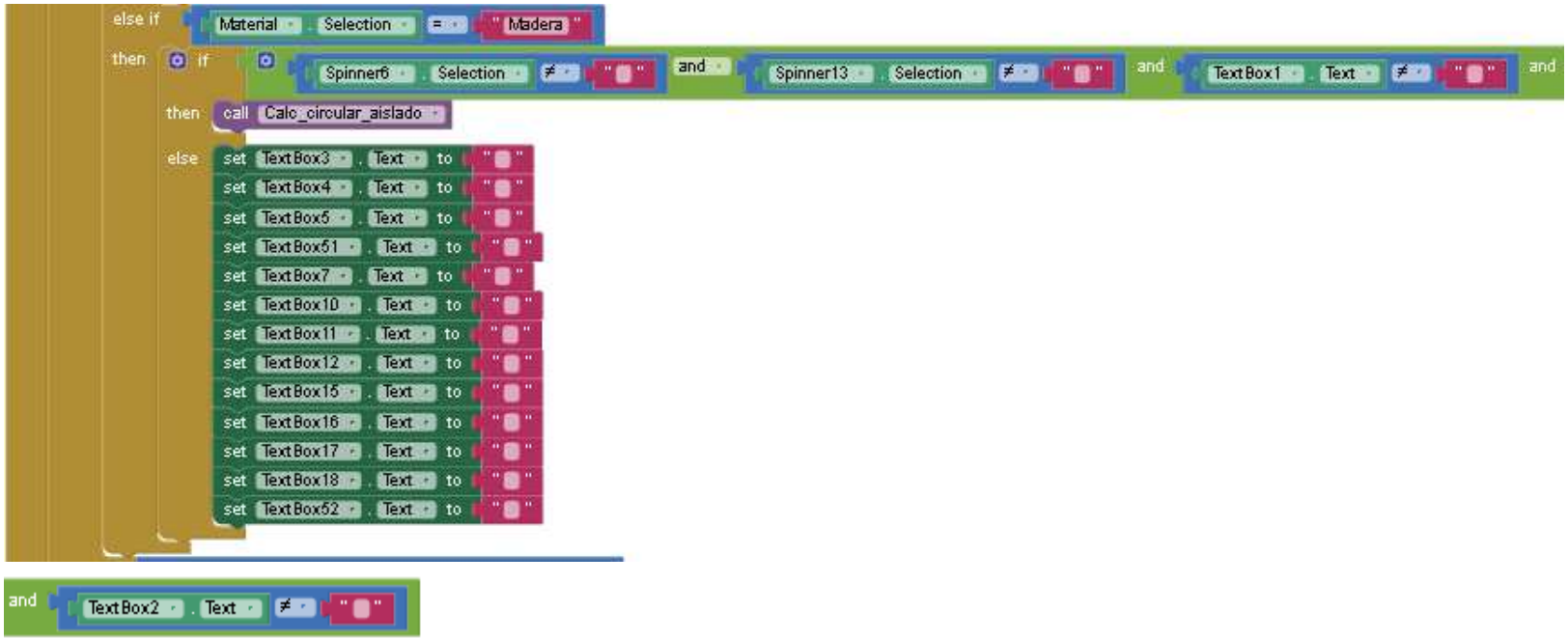

when Spinner20 .AfterSelecting
selection
do if Spinner22 . Selection ≠ ""
and TextBox34 . Text ≠ ""
and Spinner20 . Selection ≠ ""
and
then call Calc_tubular_aislado
call Calc_tubular_grupo
else set TextBox37 . Text to ""
set TextBox38 . Text to ""
set TextBox56 . Text to ""
set TextBox39 . Text to ""
set TextBox40 . Text to ""
set TextBox57 . Text to ""
set TextBox58 . Text to ""
set TextBox43 . Text to ""
set TextBox44 . Text to ""
set TextBox45 . Text to ""
set TextBox46 . Text to ""
set TextBox47 . Text to ""
set TextBox48 . Text to ""
set TextBox49 . Text to ""
set TextBox50 . Text to ""
set TextBox59 . Text to ""
and Spinner21 . Selection ≠ ""
and TextBox41 . Text ≠ ""
and TextBox42 . Text ≠ ""

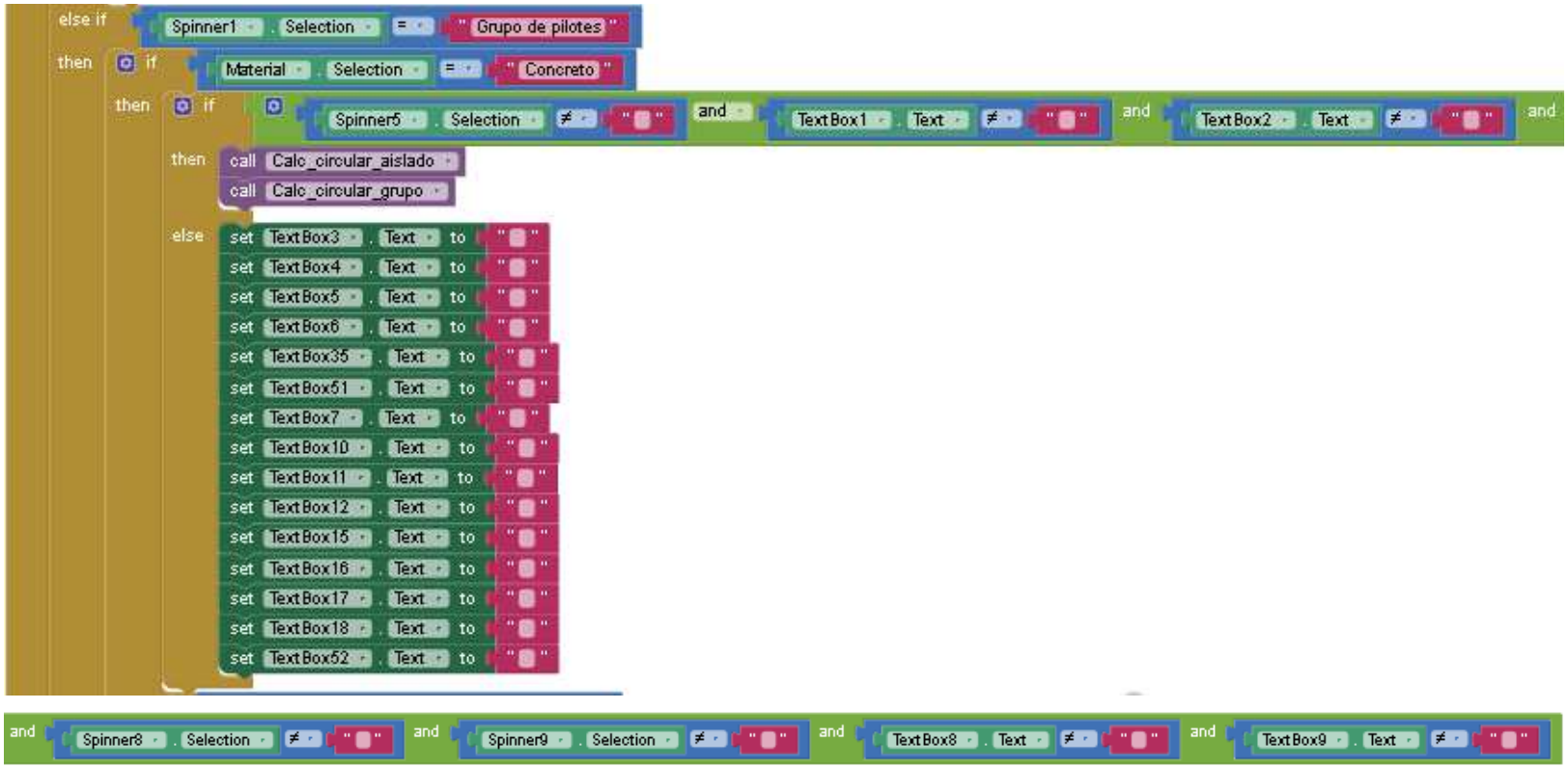

when Spinner21 .AfterSelecting
selection
do if Spinner22 . Selection ≠ ""
and TextBox34 . Text ≠ ""
and Spinner20 . Selection ≠ ""
and
then call Calc_tubular_aislado
call Calc_tubular_grupo
else set TextBox37 . Text to ""
set TextBox38 . Text to ""
set TextBox56 . Text to ""
set TextBox39 . Text to ""
set TextBox40 . Text to ""
set TextBox57 . Text to ""
set TextBox58 . Text to ""
set TextBox43 . Text to ""
set TextBox44 . Text to ""
set TextBox45 . Text to ""
set TextBox46 . Text to ""
set TextBox47 . Text to ""
set TextBox48 . Text to ""
set TextBox49 . Text to ""
set TextBox50 . Text to ""
set TextBox59 . Text to ""
and Spinner21 . Selection ≠ ""
and TextBox41 . Text ≠ ""
and TextBox42 . Text ≠ ""

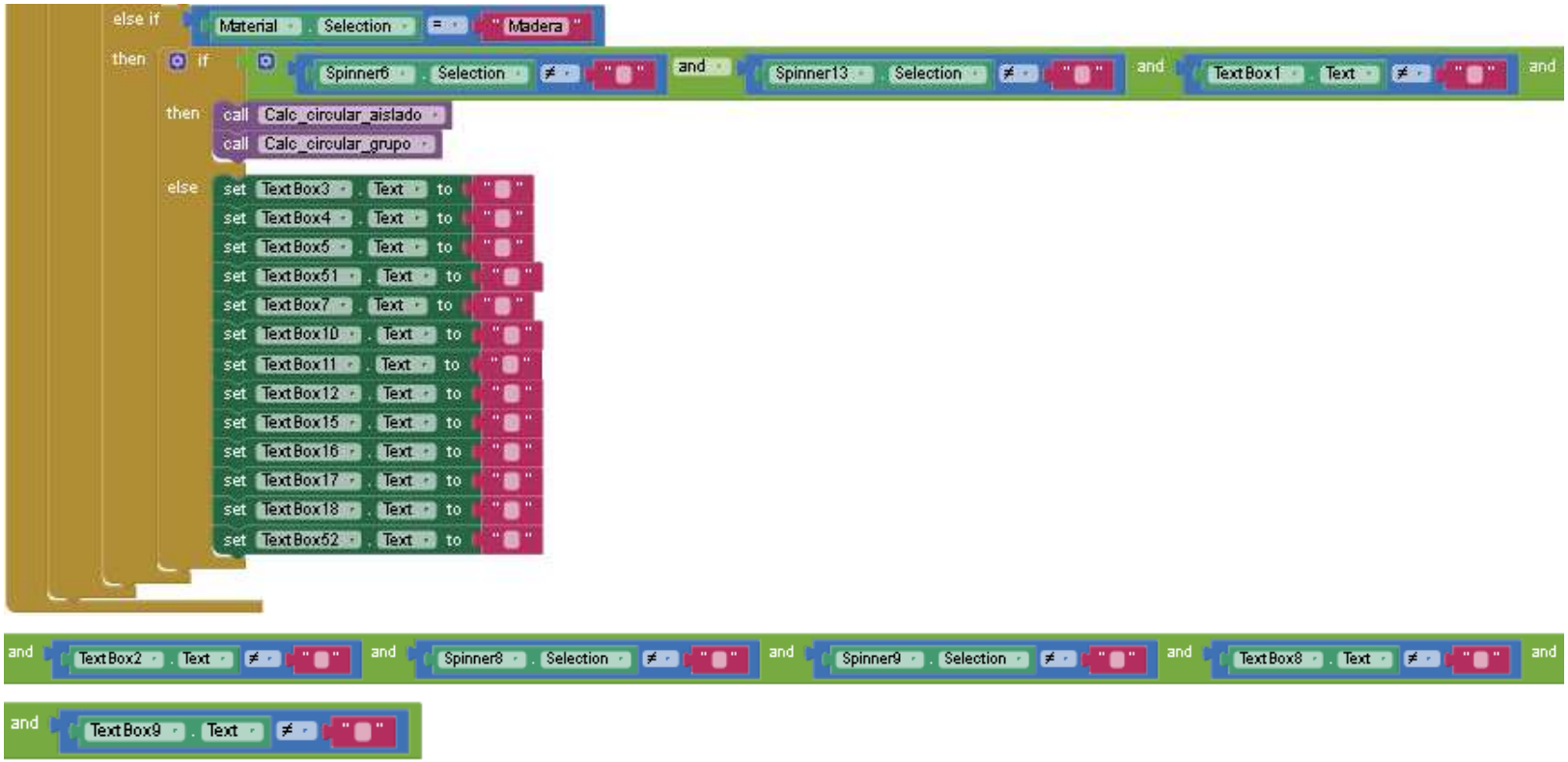

when Spinner22 .AfterSelecting
selection
do if Spinner22 . Selection = " 8 "
then set TextBox36 . Text to " 0.219 "
else if Spinner22 . Selection = " 10 "
then set TextBox36 . Text to " 0.273 "
else if Spinner22 . Selection = " 12 "
then set TextBox36 . Text to " 0.324 "
else if Spinner22 . Selection = " 16 "
then set TextBox36 . Text to " 0.406 "
else if Spinner22 . Selection = " 20 "
then set TextBox36 . Text to " 0.508 "
else if Spinner22 . Selection = " 24 "
then set TextBox36 . Text to " 0.610 "
if Spinner1 . Selection = " Pilote aislado "
then if Spinner22 . Selection ≠ " " and TextBox34 . Text ≠ " "
then call Calc_tubular_aislado
else set TextBox37 . Text to " "
set TextBox38 . Text to " "
set TextBox56 . Text to " "
set TextBox39 . Text to " "
set TextBox40 . Text to " "
set TextBox57 . Text to " "
set TextBox58 . Text to " "
set TextBox43 . Text to " "
set TextBox44 . Text to " "
set TextBox45 . Text to " "
set TextBox46 . Text to " "
set TextBox47 . Text to " "
set TextBox48 . Text to " "
set TextBox49 . Text to " "
set TextBox50 . Text to " "
set TextBox59 . Text to " "

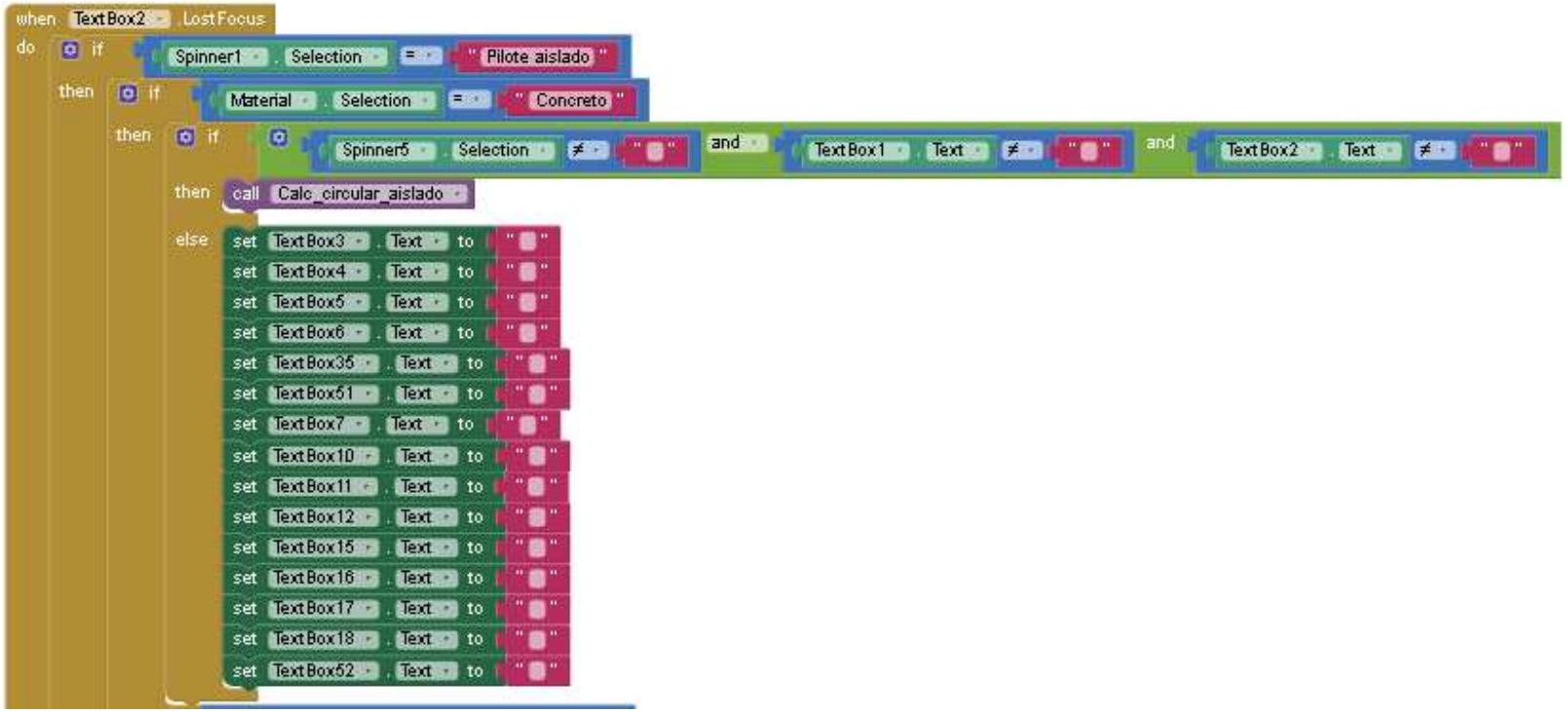

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner22 . Selection ≠ " "
and
TextBox34 . Text ≠ " "
and
Spinner20 . Selection ≠ " "
and
then
call Calc_tubular_aislado
call Calc_tubular_grupo
else
set TextBox37 . Text to " "
set TextBox38 . Text to " "
set TextBox56 . Text to " "
set TextBox39 . Text to " "
set TextBox40 . Text to " "
set TextBox67 . Text to " "
set TextBox68 . Text to " "
set TextBox43 . Text to " "
set TextBox44 . Text to " "
set TextBox45 . Text to " "
set TextBox46 . Text to " "
set TextBox47 . Text to " "
set TextBox48 . Text to " "
set TextBox49 . Text to " "
set TextBox50 . Text to " "
set TextBox59 . Text to " "
and
Spinner21 . Selection ≠ " "
and
TextBox41 . Text ≠ " "
and
TextBox42 . Text ≠ " "

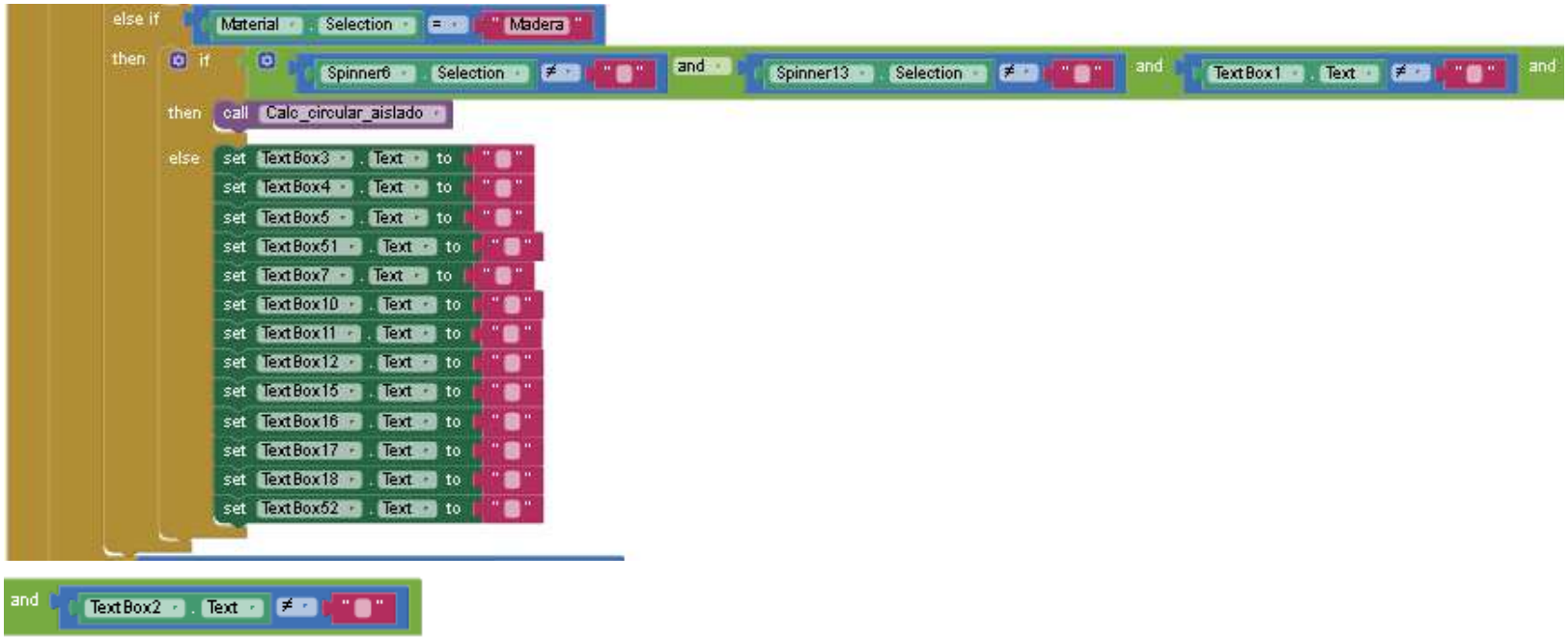

when TextBox1 . LostFocus
do if Spinner1 . Selection = " Pilote aislado "
then if Material . Selection = " Concreto "
then if Spinner5 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and TextBox2 . Text ≠ " "
then call Calc_circular_aislado
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "

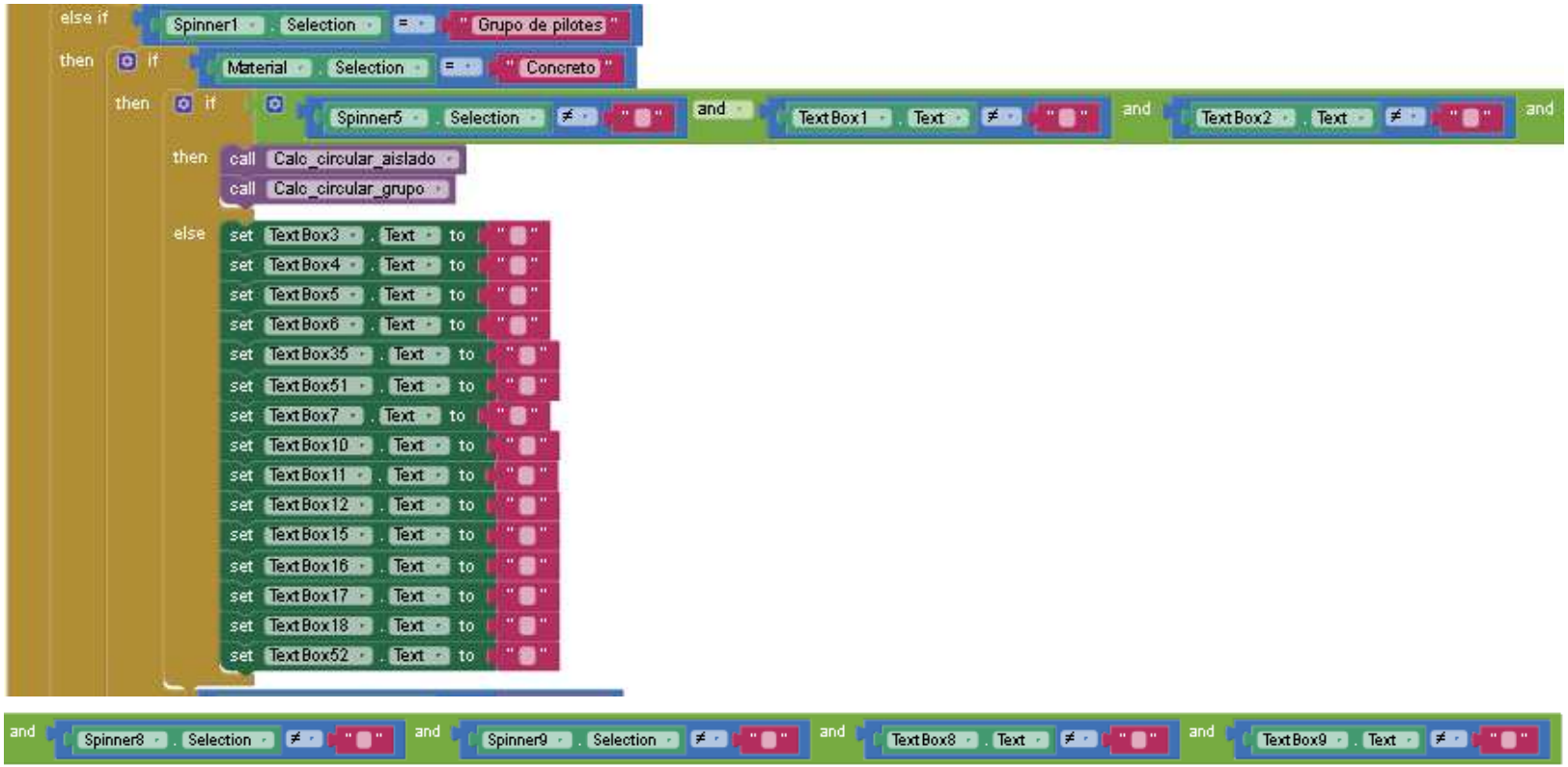

else if
Material . Selection = "Madera"
then if
Spinner6 . Selection ≠ ""
and
Spinner13 . Selection ≠ ""
and
TextBox1 . Text ≠ ""
and
then call Calc_circular_aislado
else set TextBox3 . Text to ""
set TextBox4 . Text to ""
set TextBox5 . Text to ""
set TextBox51 . Text to ""
set TextBox7 . Text to ""
set TextBox10 . Text to ""
set TextBox11 . Text to ""
set TextBox12 . Text to ""
set TextBox15 . Text to ""
set TextBox16 . Text to ""
set TextBox17 . Text to ""
set TextBox18 . Text to ""
set TextBox52 . Text to ""
and
TextBox2 . Text ≠ ""

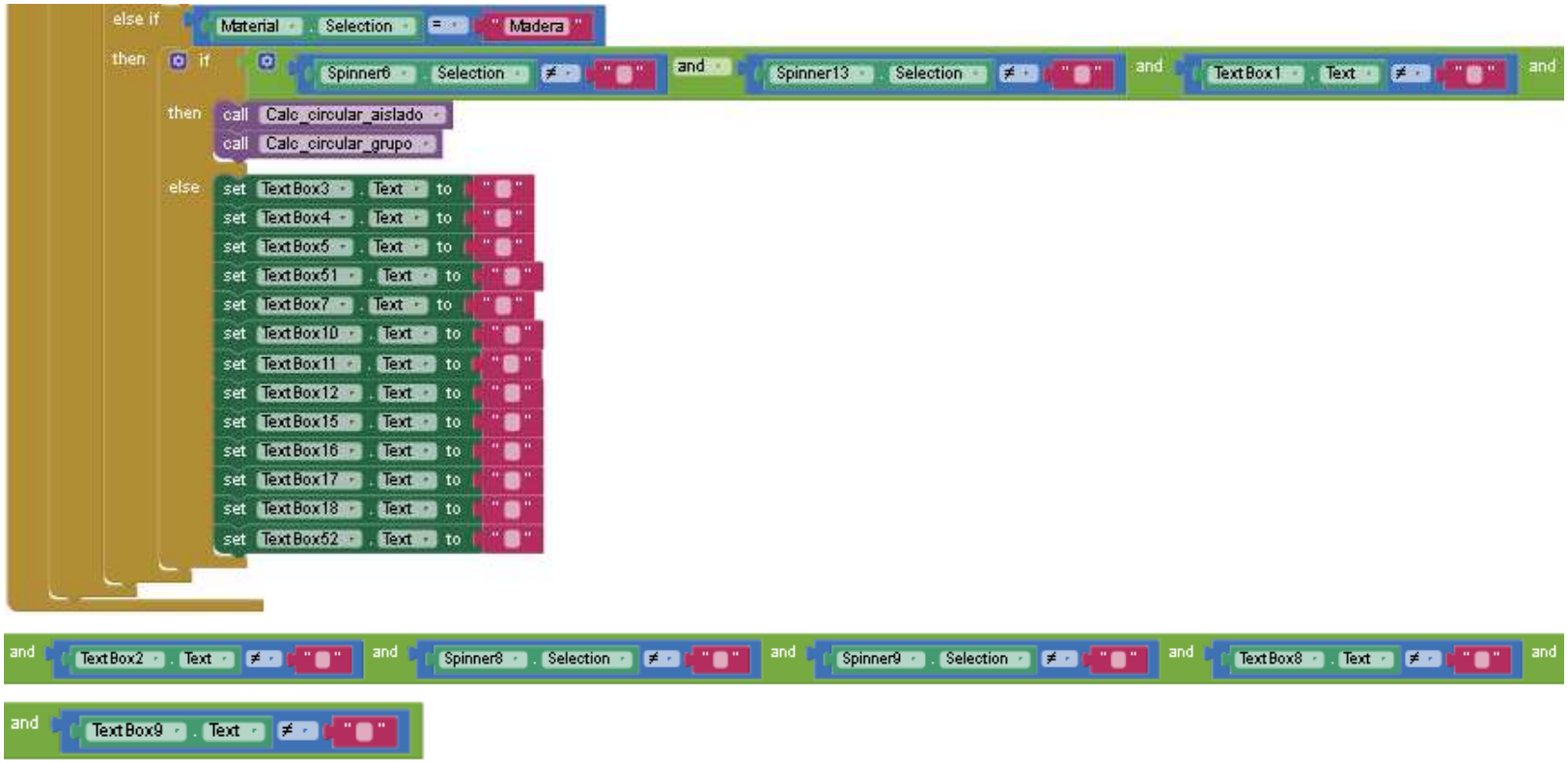

else if
Spinner1 . Selection = " Grupo de pilotes "
then if
Material . Selection = " Concreto "
then if
Spinner5 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
TextBox2 . Text ≠ " "
and
then
call Calc_circular_aislado
call Calc_circular_grupo
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
TextBox9 . Text ≠ " "

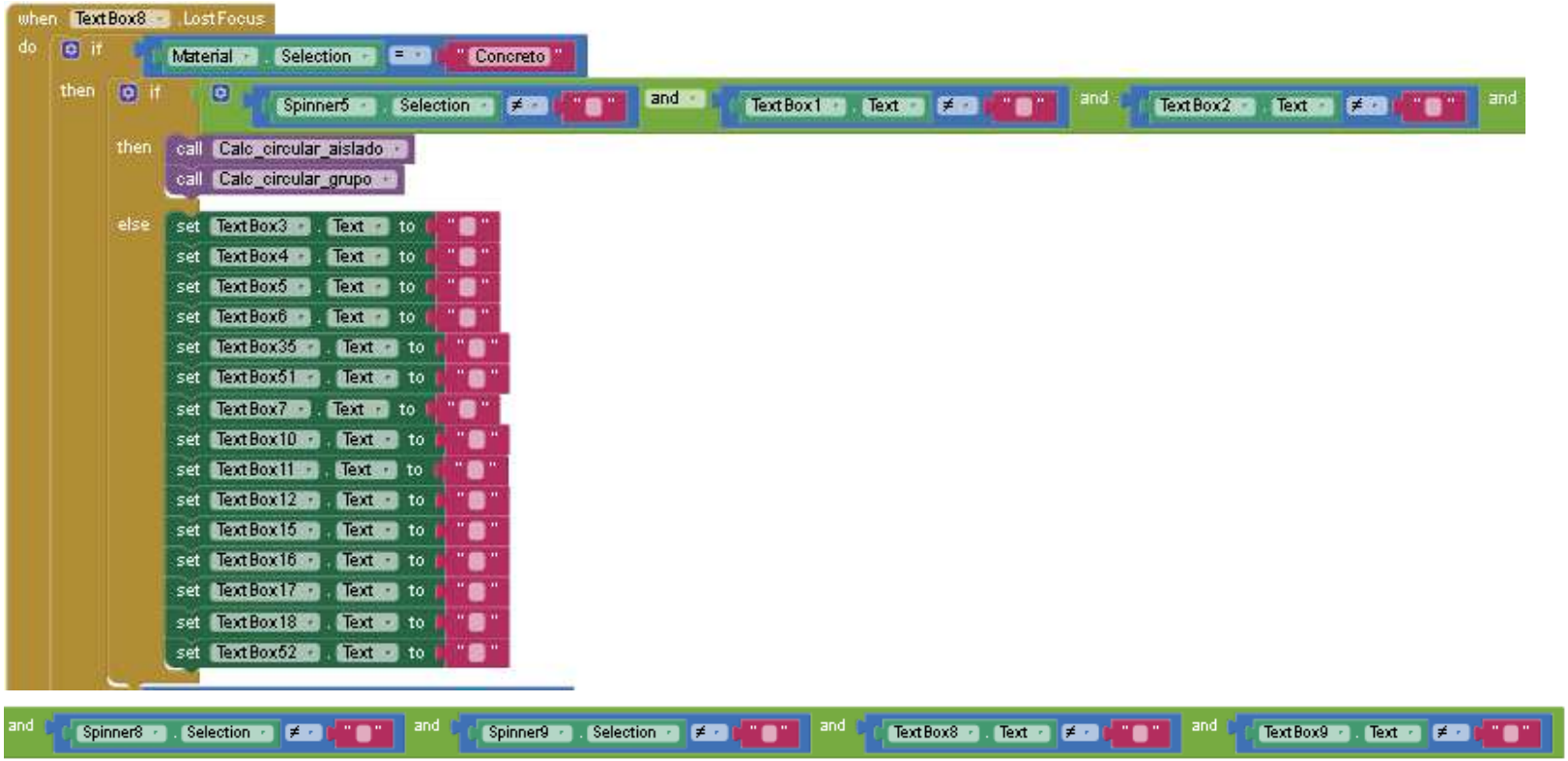

else if
Material . Selection = " Madera "
then
if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_aislado
call Calc_circular_grupo
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "

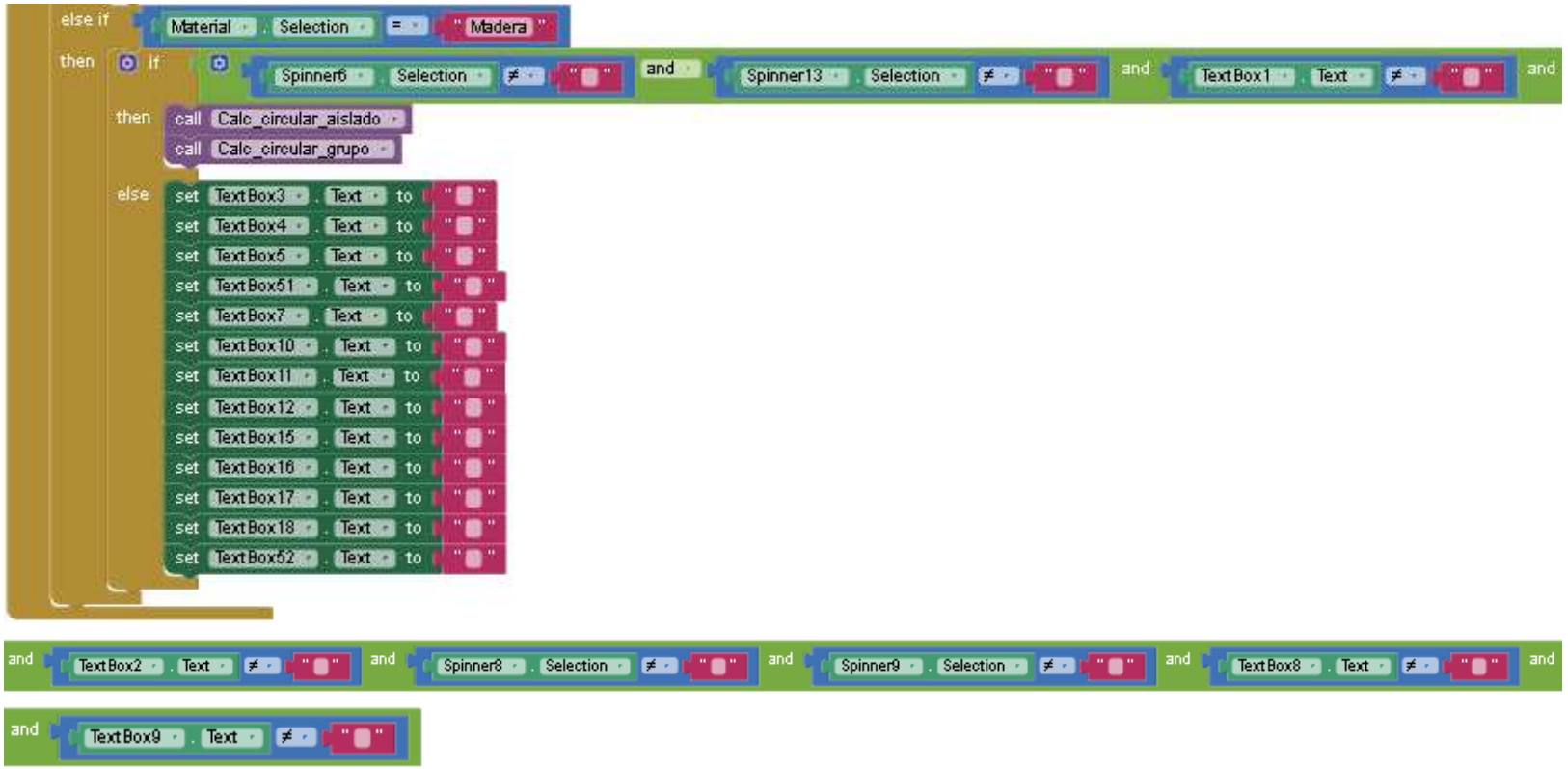

when TextBox2 .LostFocus
do if Spinner1 . Selection = " Pilote aislado "
then if Material . Selection = " Concreto "
then if Spinner5 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and TextBox2 . Text ≠ " "
then call Calc_circular_aislado
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "

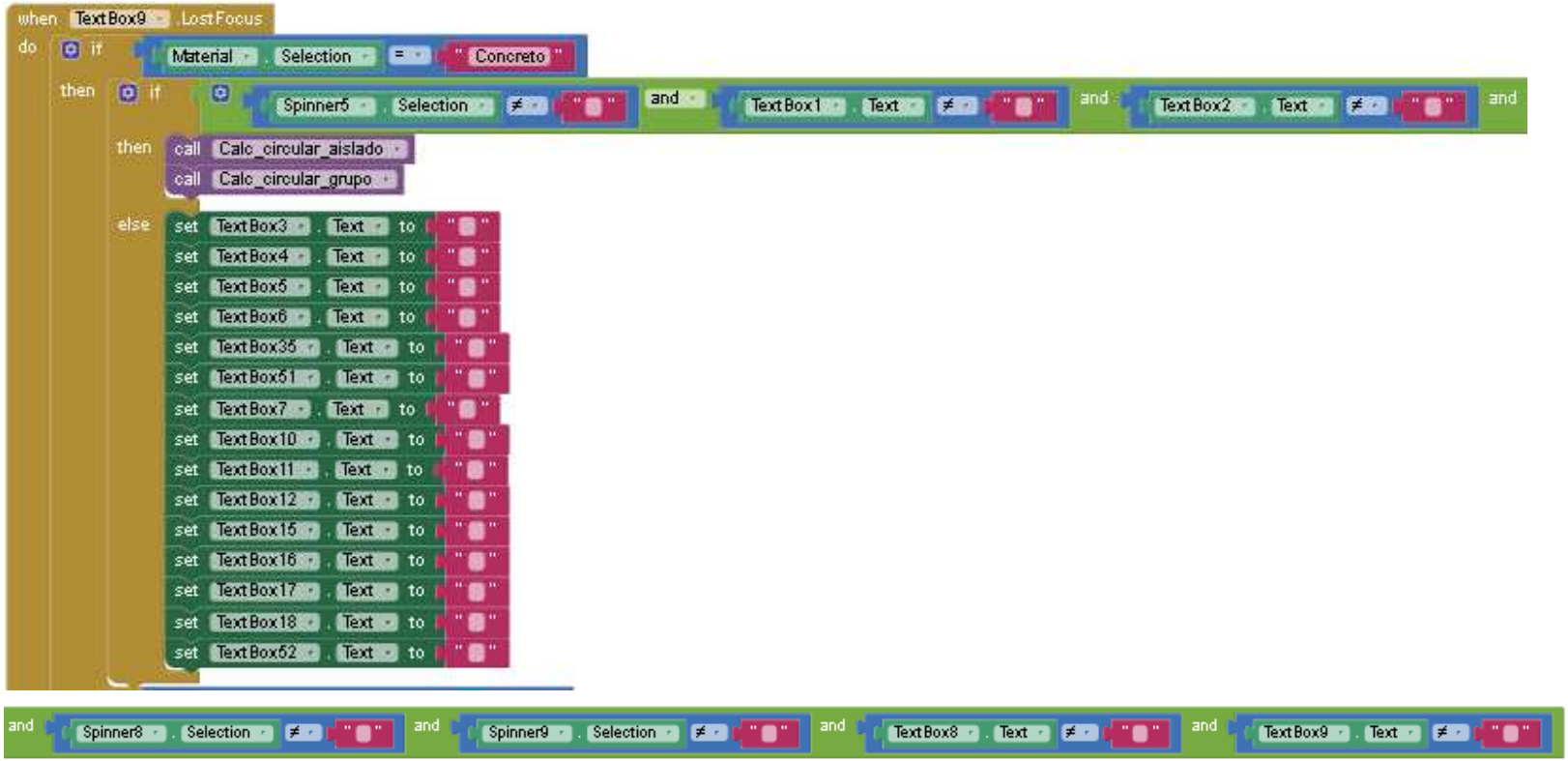

else if
Material . Selection = " Madera "
then if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then call Calc_circular_aislado
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
TextBox2 . Text ≠ " "

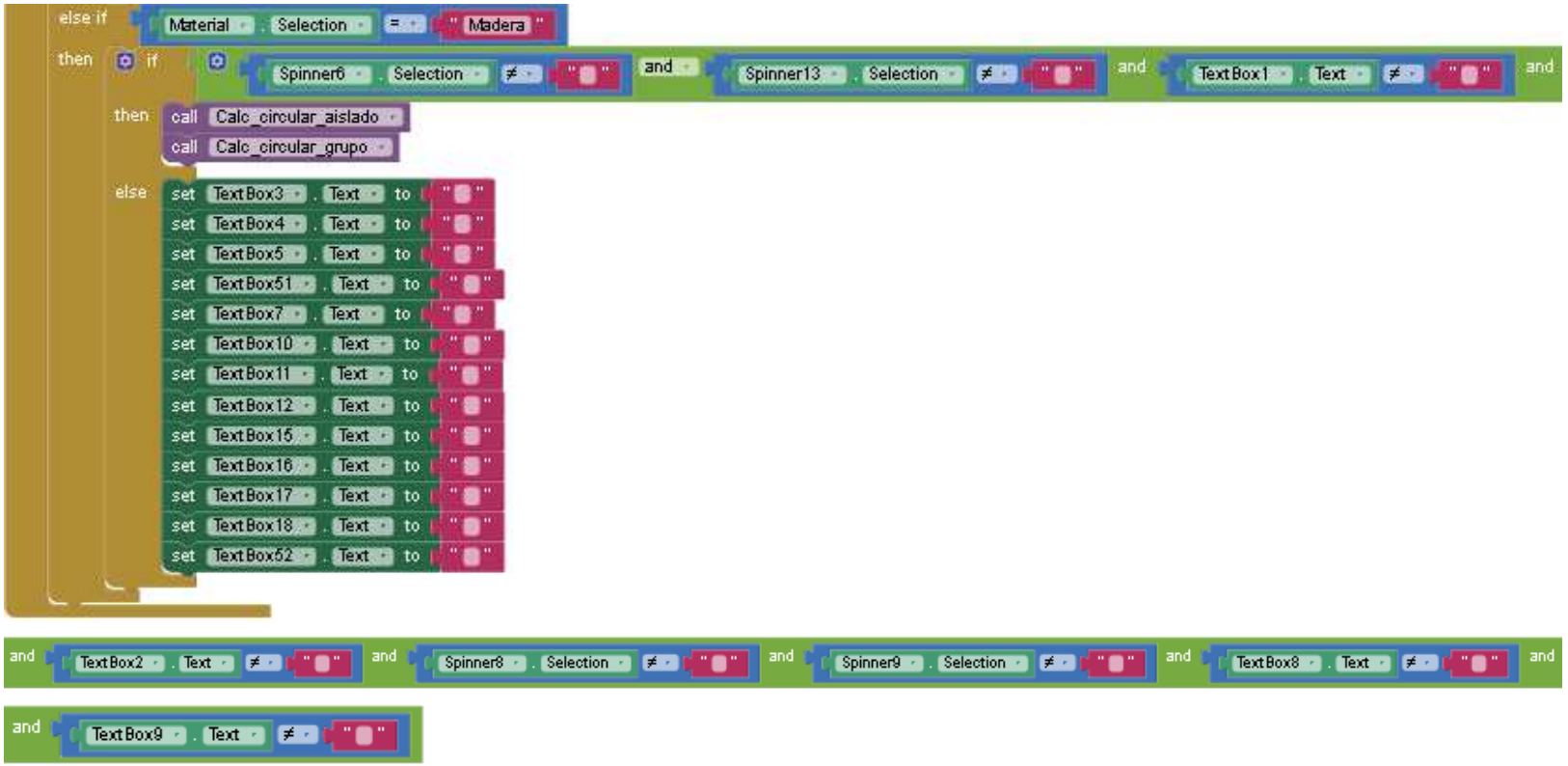

else if
Spinner1 . Selection = " Grupo de pilotes "
then if
Material . Selection = " Concreto "
then if
Spinner5 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
TextBox2 . Text ≠ " "
and
then call Calc_circular_aislado
call Calc_circular_grupo
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and Spinner8 . Selection ≠ " "
and Spinner9 . Selection ≠ " "
and TextBox8 . Text ≠ " "
and TextBox9 . Text ≠ " "

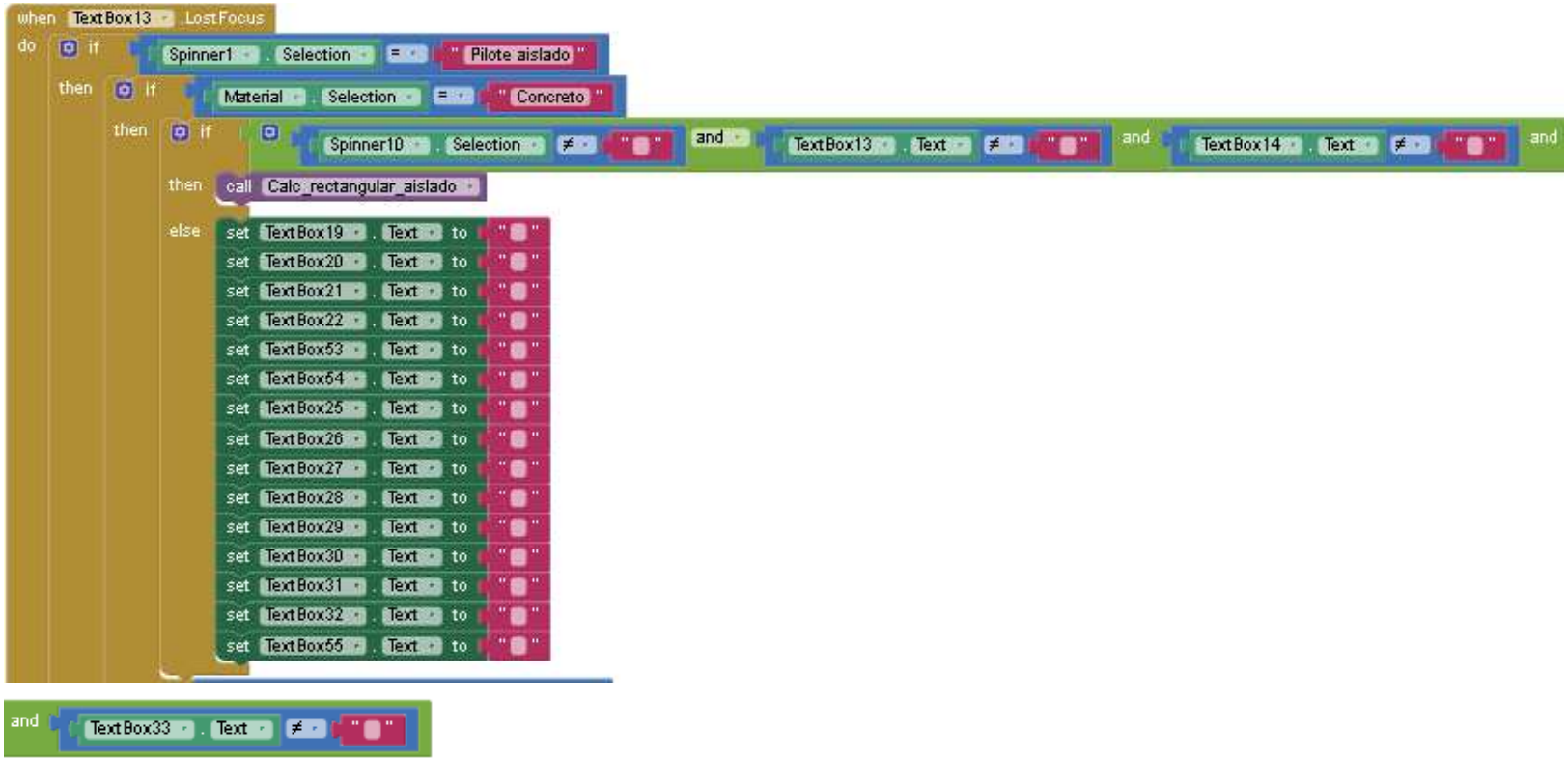

else if
Material . Selection = " Madera "
then
if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_aislado
call Calc_circular_grupo
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "

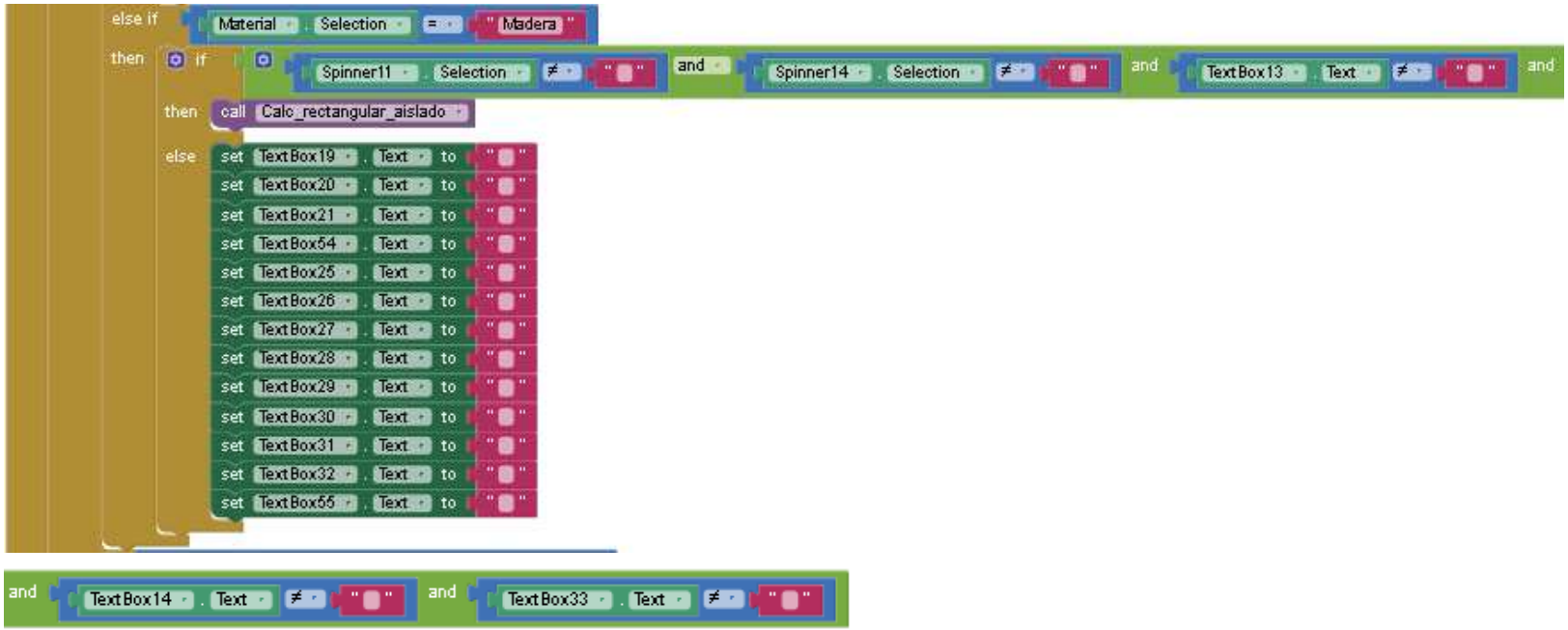

when TextBox8 .LostFocus
do if Material . Selection = " Concreto "
then if Spinner5 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and TextBox2 . Text ≠ " "
and
then call Calc_circular_aislado
call Calc_circular_grupo
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and Spinner8 . Selection ≠ " "
and Spinner9 . Selection ≠ " "
and TextBox8 . Text ≠ " "
and TextBox9 . Text ≠ " "

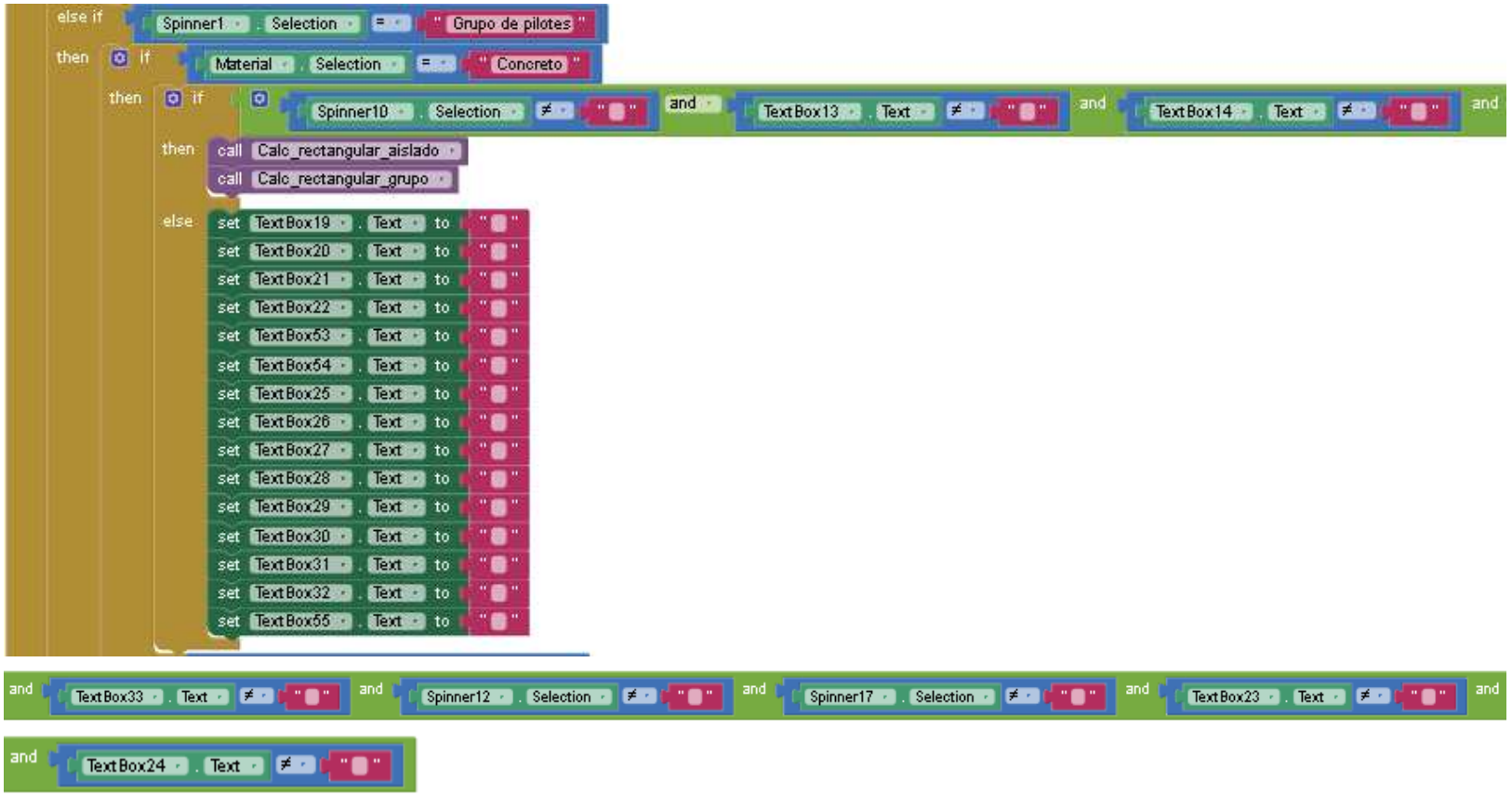

else if
Material . Selection = " Madera "
then
if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_aislado
call Calc_circular_grupo
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "

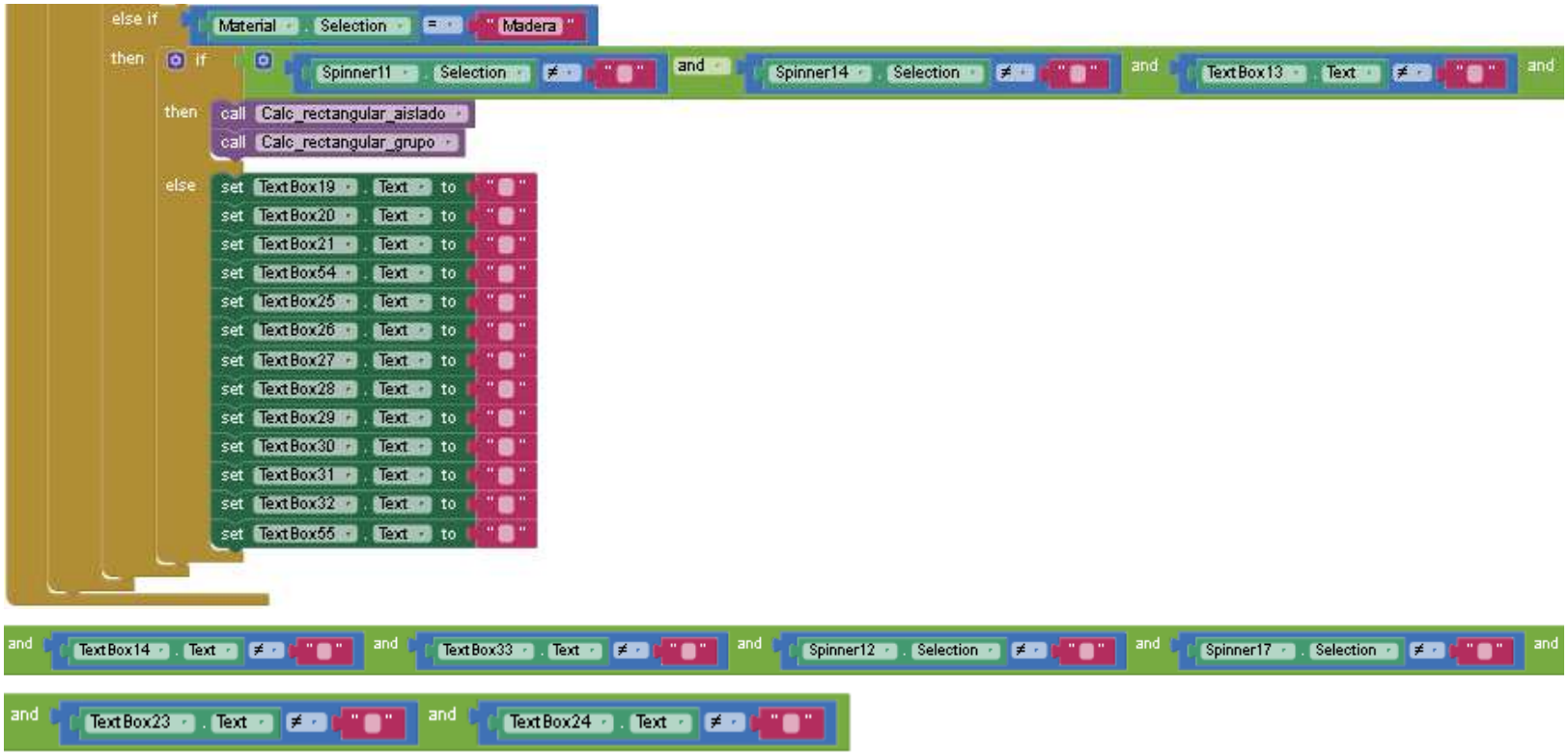

when TextBox9 .LostFocus
do if Material . Selection = " Concreto "
then if Spinner5 . Selection ≠ " "
and TextBox1 . Text ≠ " "
and TextBox2 . Text ≠ " "
and
then call Calc_circular_aislado
call Calc_circular_grupo
else set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox6 . Text to " "
set TextBox35 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox52 . Text to " "
and Spinner8 . Selection ≠ " "
and Spinner9 . Selection ≠ " "
and TextBox8 . Text ≠ " "
and TextBox9 . Text ≠ " "

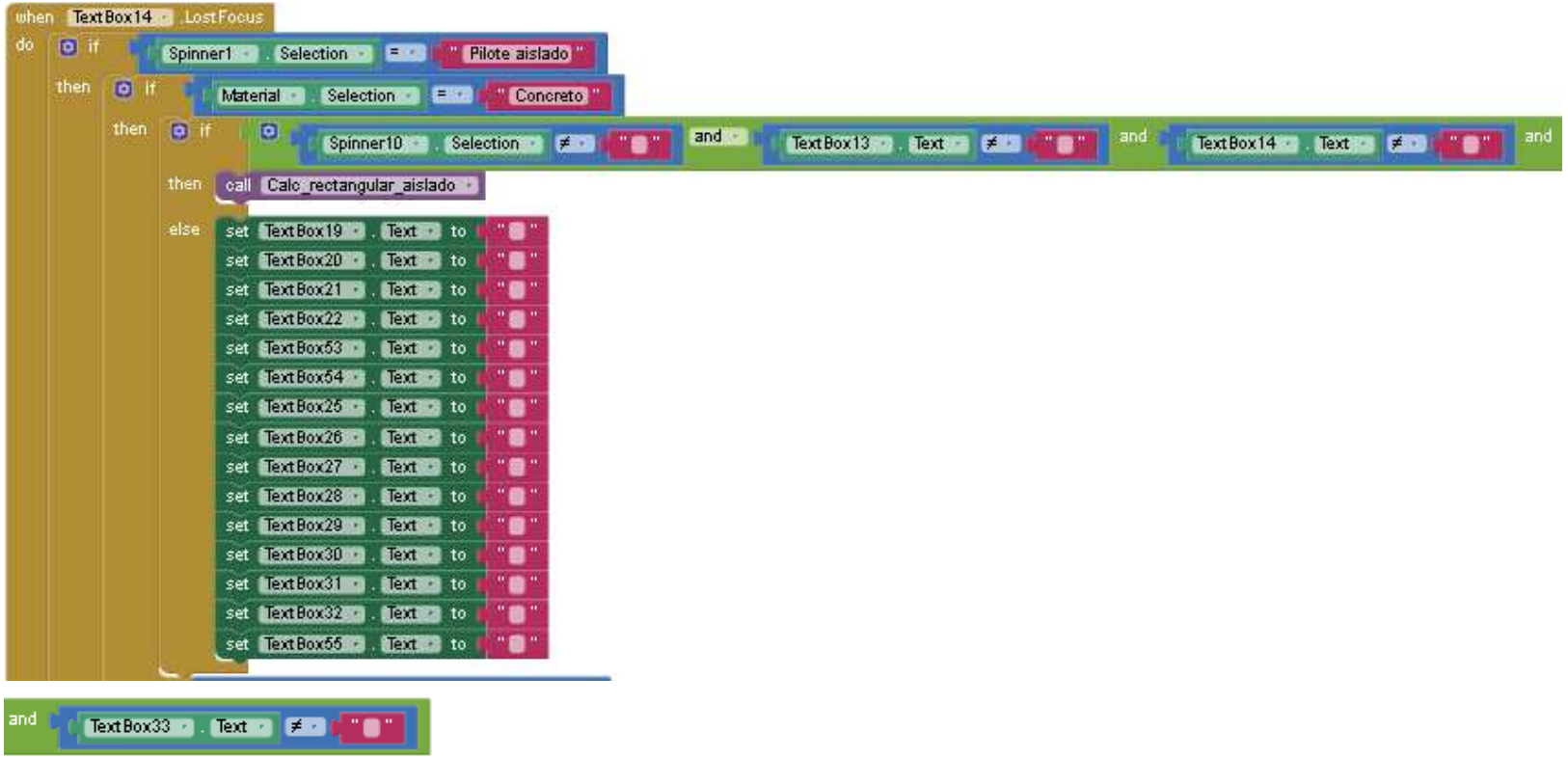

else if
Material . Selection = " Madera "
then if
Spinner6 . Selection ≠ " "
and
Spinner13 . Selection ≠ " "
and
TextBox1 . Text ≠ " "
and
then
call Calc_circular_aislado
call Calc_circular_grupo
else
set TextBox3 . Text to " "
set TextBox4 . Text to " "
set TextBox5 . Text to " "
set TextBox51 . Text to " "
set TextBox7 . Text to " "
set TextBox10 . Text to " "
set TextBox11 . Text to " "
set TextBox12 . Text to " "
set TextBox15 . Text to " "
set TextBox16 . Text to " "
set TextBox17 . Text to " "
set TextBox18 . Text to " "
set TextBox62 . Text to " "
and
TextBox2 . Text ≠ " "
and
Spinner8 . Selection ≠ " "
and
Spinner9 . Selection ≠ " "
and
TextBox8 . Text ≠ " "
and
and
TextBox9 . Text ≠ " "

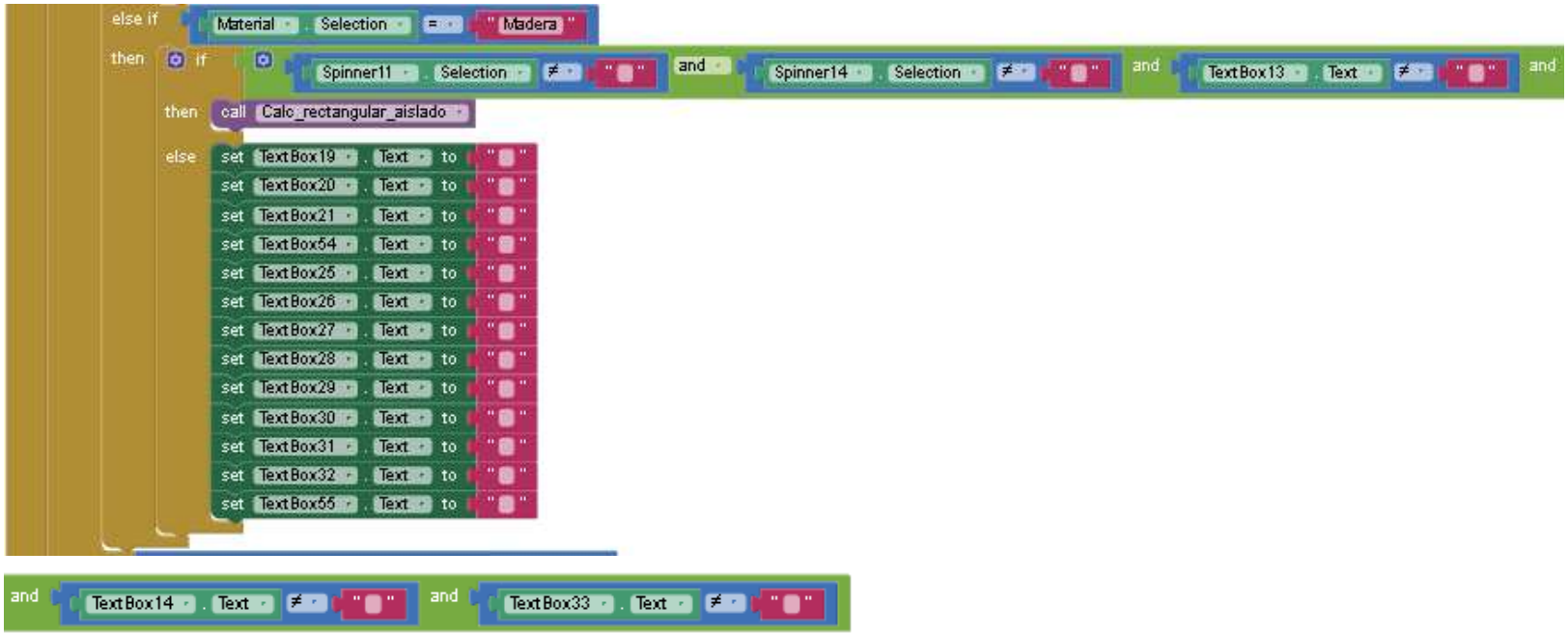

when TextBox13 .LostFocus
do if Spinner1 . Selection = " Pilote aislado "
then if Material . Selection = " Concreto "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "

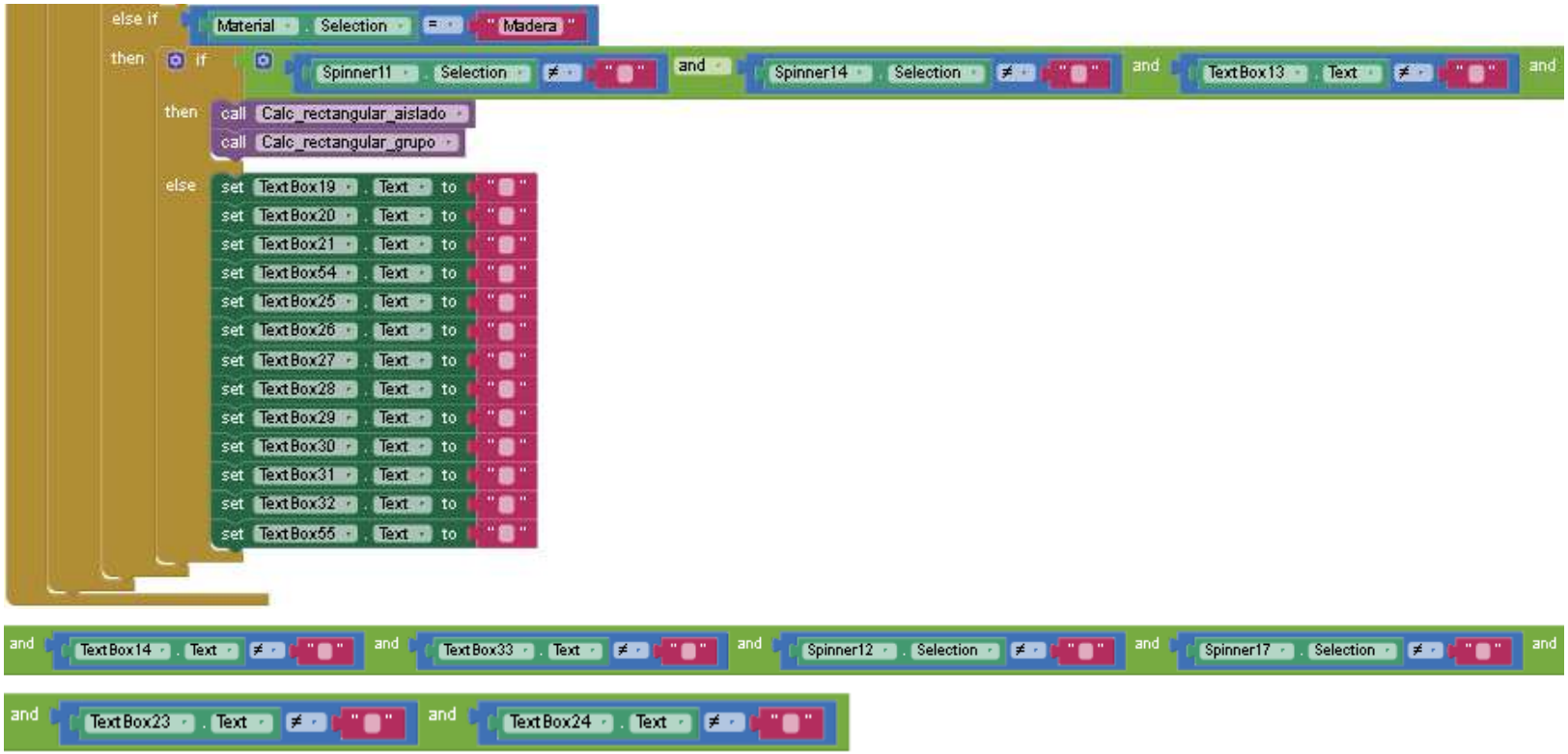

else if
Spinner1 . Selection = " Grupo de pilotes "
then if
Material . Selection = " Concreto "
then if
Spinner10 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
TextBox14 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
TextBox23 . Text ≠ " "
and
and
TextBox24 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "

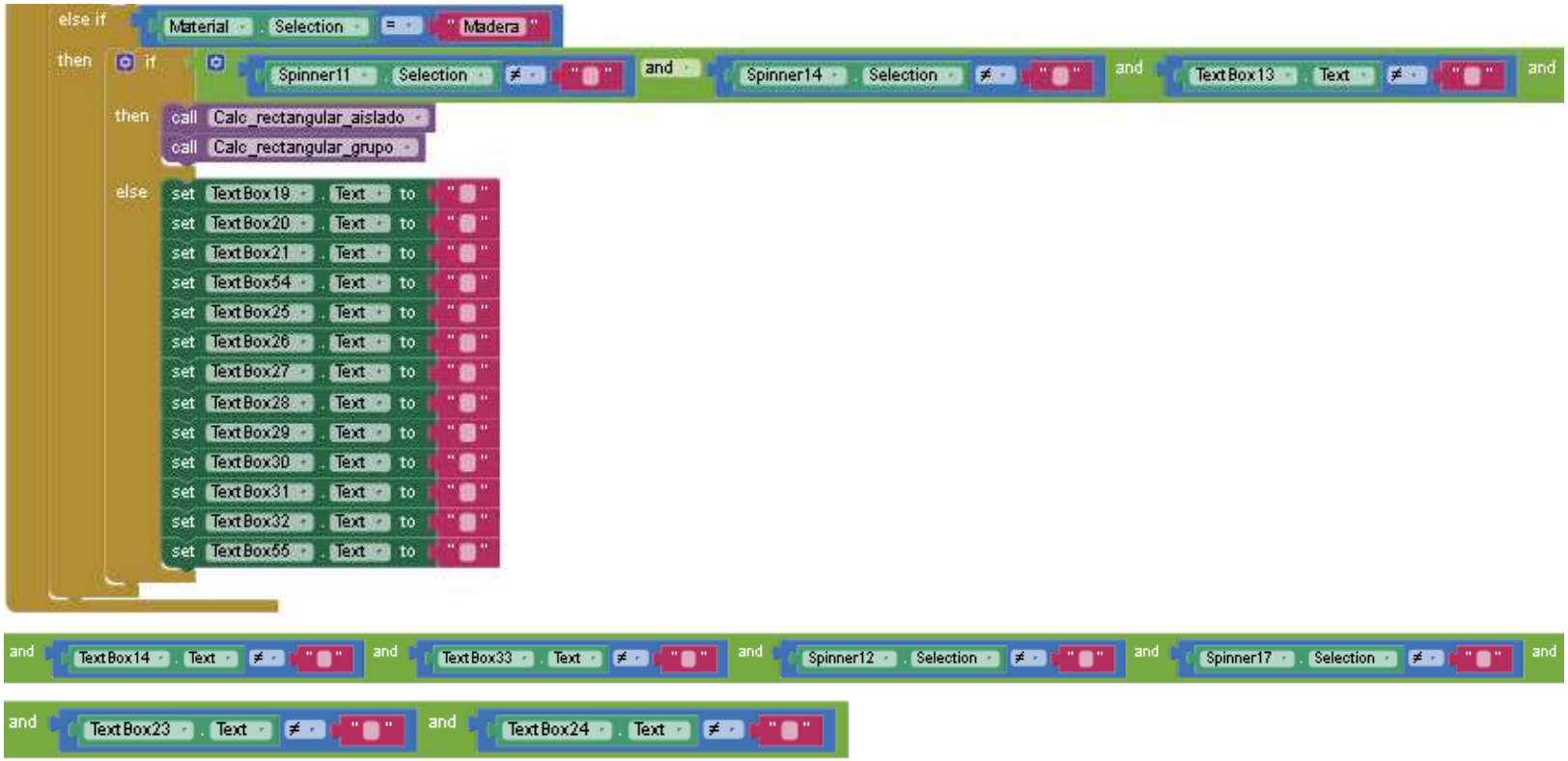

when TextBox14 .LostFocus
do if Spinner1 . Selection = " Pilote aislado "
then if Material . Selection = " Concreto "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "

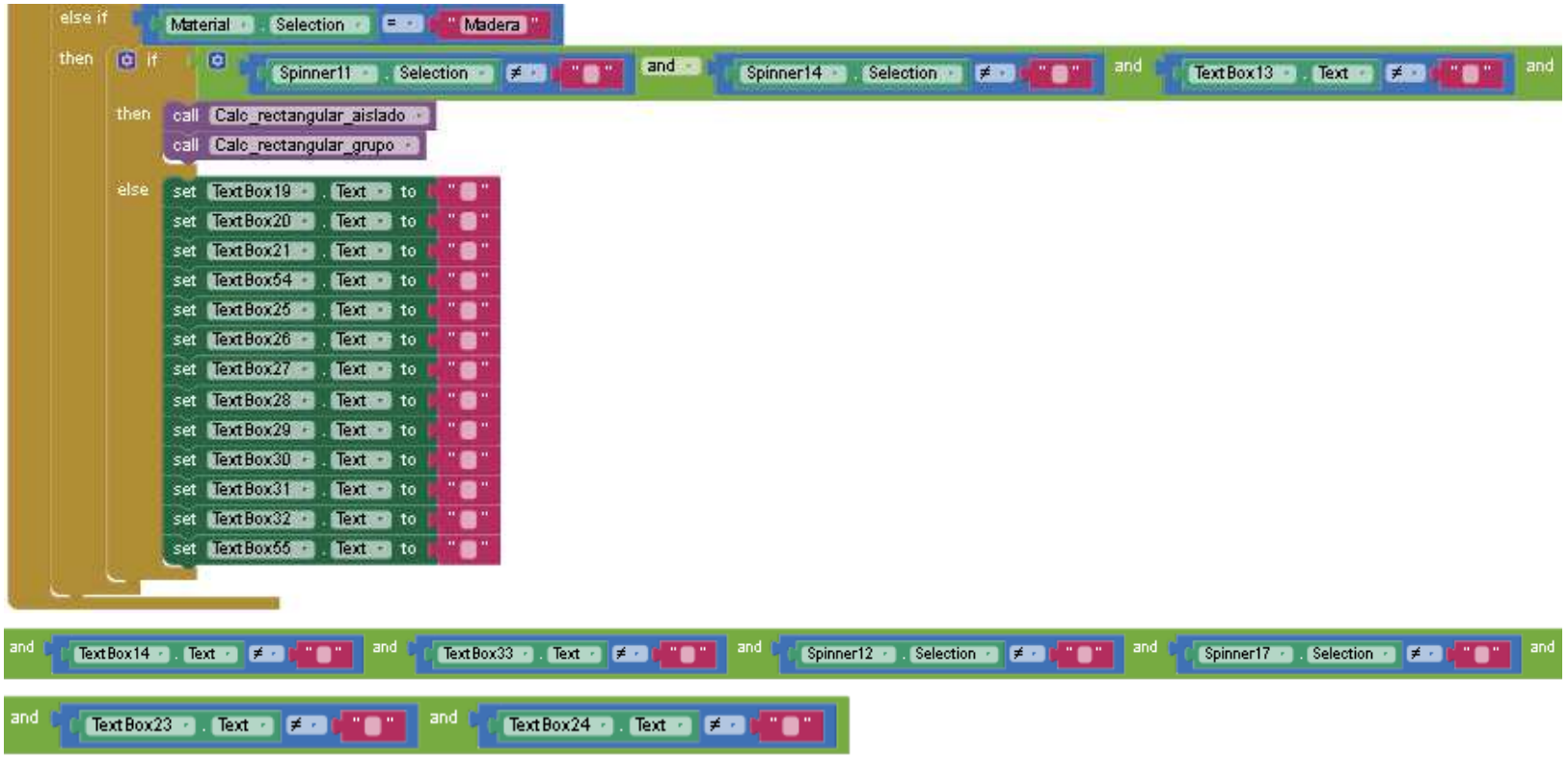

else if
Spinner1 . Selection = " Grupo de pilotes "
then if
Material . Selection = " Concreto "
then if
Spinner10 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
TextBox14 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
TextBox23 . Text ≠ " "
and
and
TextBox24 . Text ≠ " "

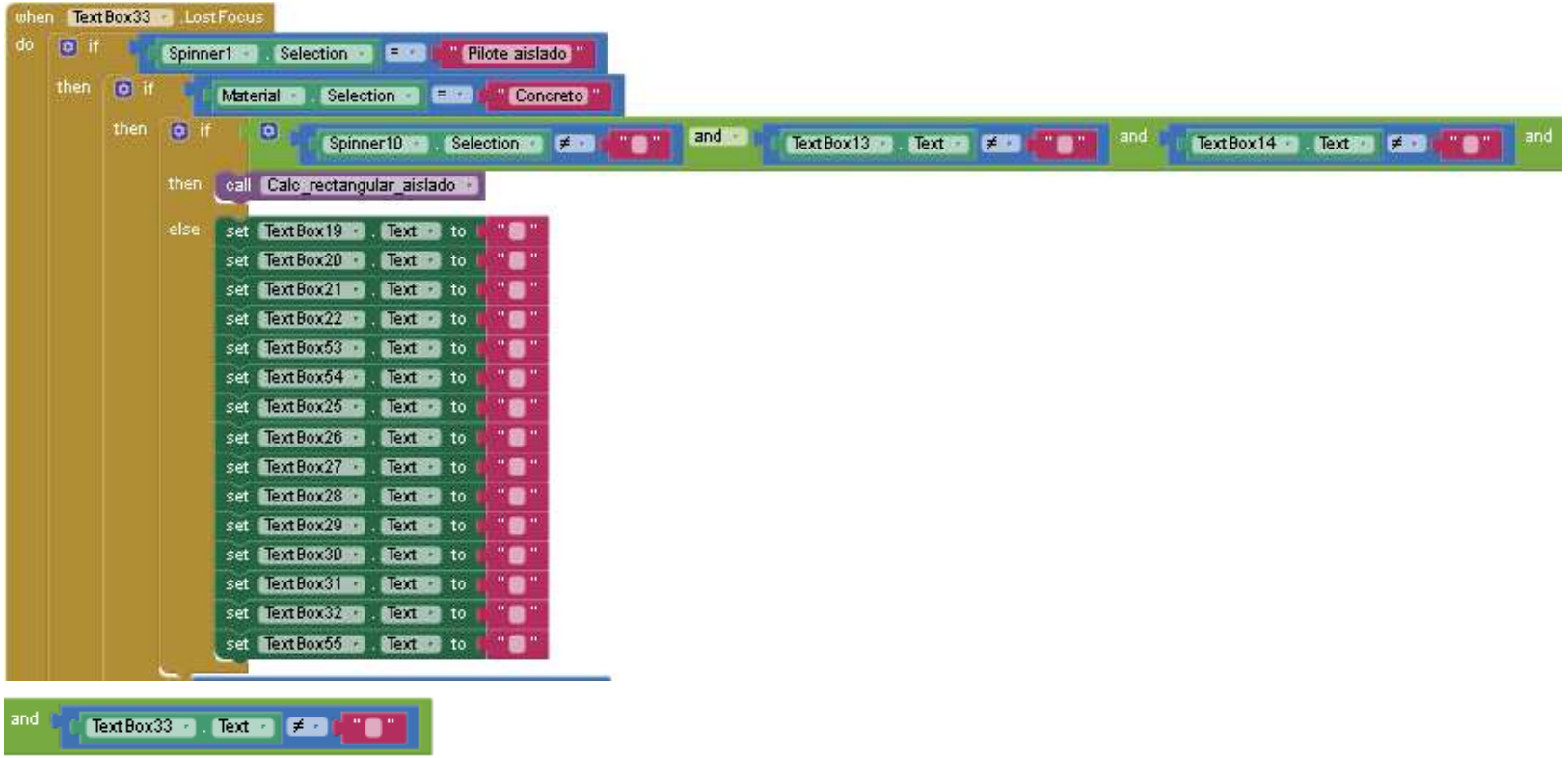

else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "

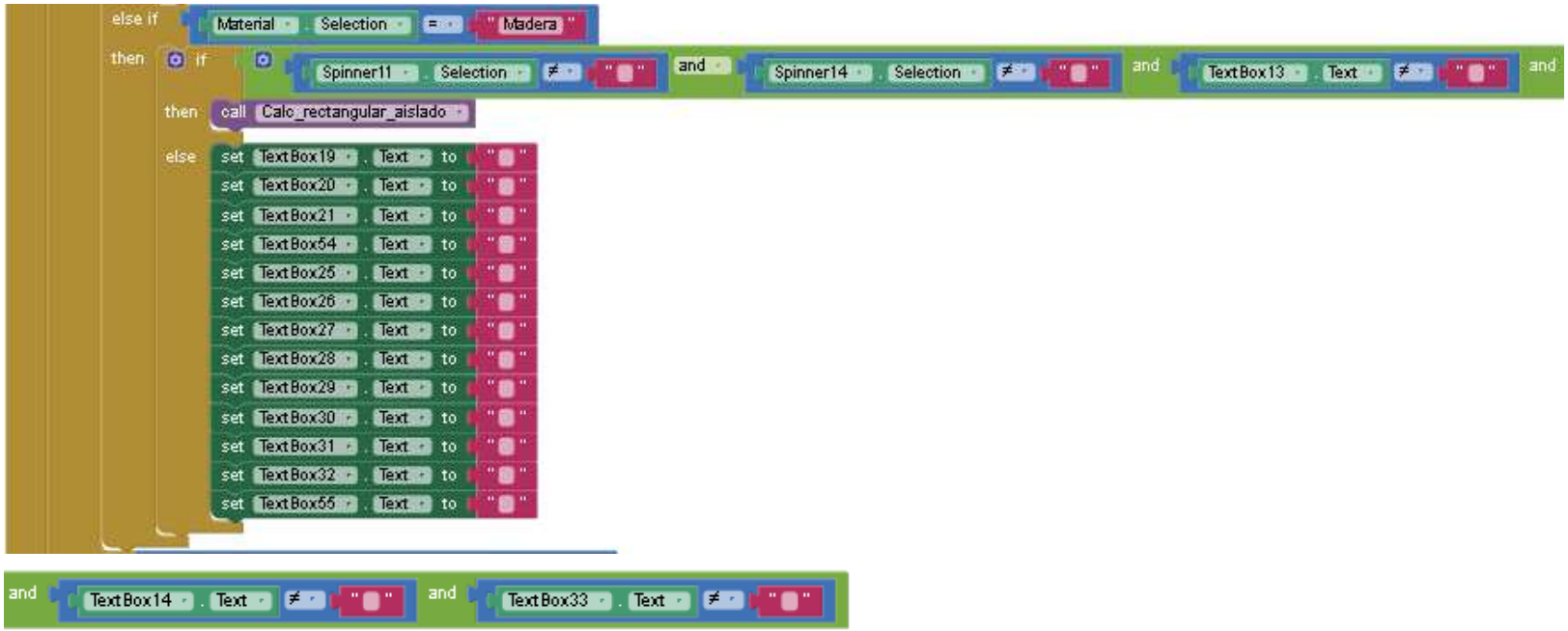

when TextBox23 .LostFocus
do if Material . Selection = " Concreto "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
call Calc_rectangular_grupo
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "
and Spinner12 . Selection ≠ " "
and Spinner17 . Selection ≠ " "
and TextBox23 . Text ≠ " "
and
and TextBox24 . Text ≠ " "


else if
Material . Selection = " Madera "
then
if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "

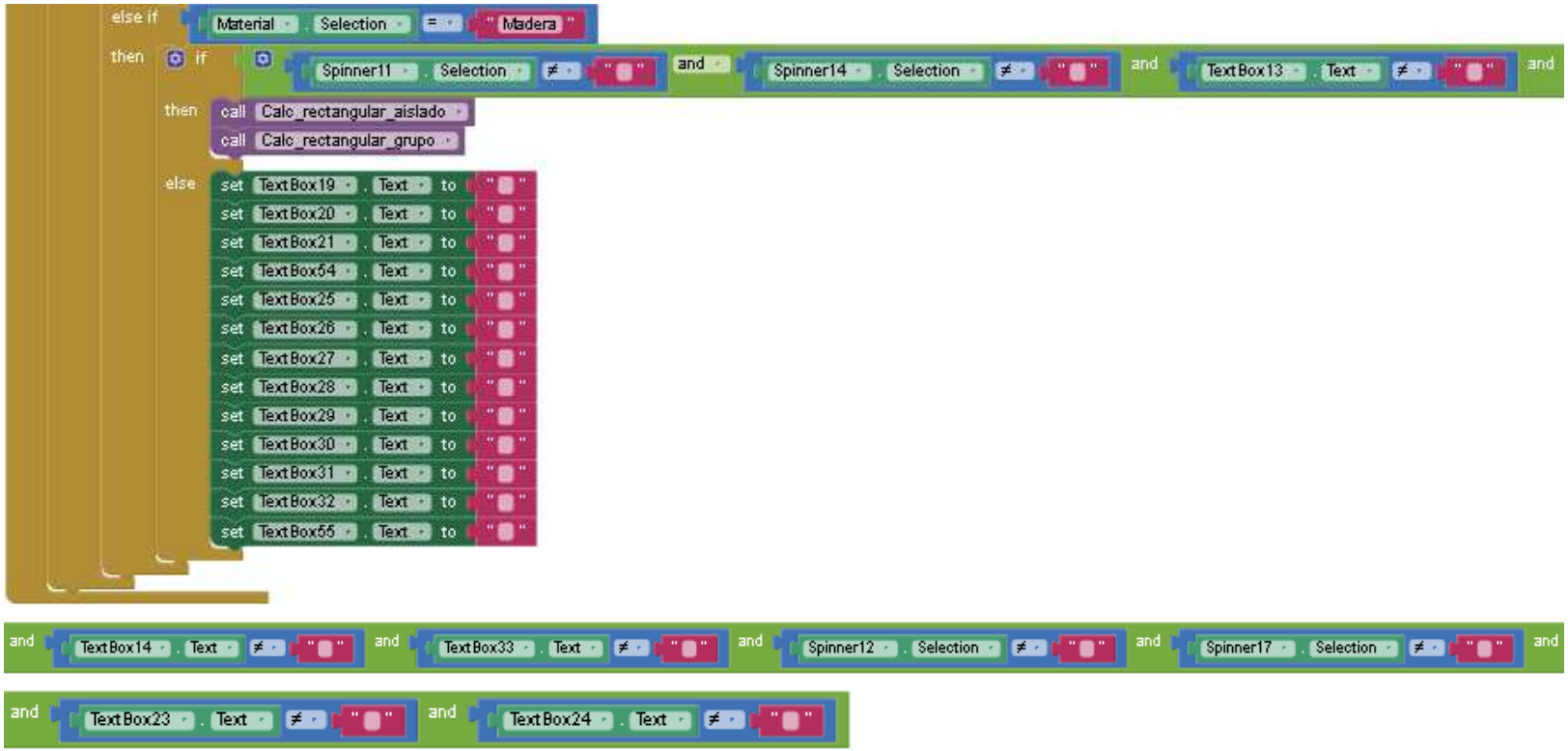

when TextBox24 .LostFocus
do if Material . Selection = " Concreto "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
call Calc_rectangular_grupo
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "
and Spinner12 . Selection ≠ " "
and Spinner17 . Selection ≠ " "
and TextBox23 . Text ≠ " "
and
and TextBox24 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "


when TextBox33 .LostFocus
do if Spinner1 . Selection = " Pilote aislado "
then if Material . Selection = " Concreto "
then if Spinner10 . Selection ≠ " "
and TextBox13 . Text ≠ " "
and TextBox14 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and TextBox33 . Text ≠ " "


else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then call Calc_rectangular_aislado
else set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "

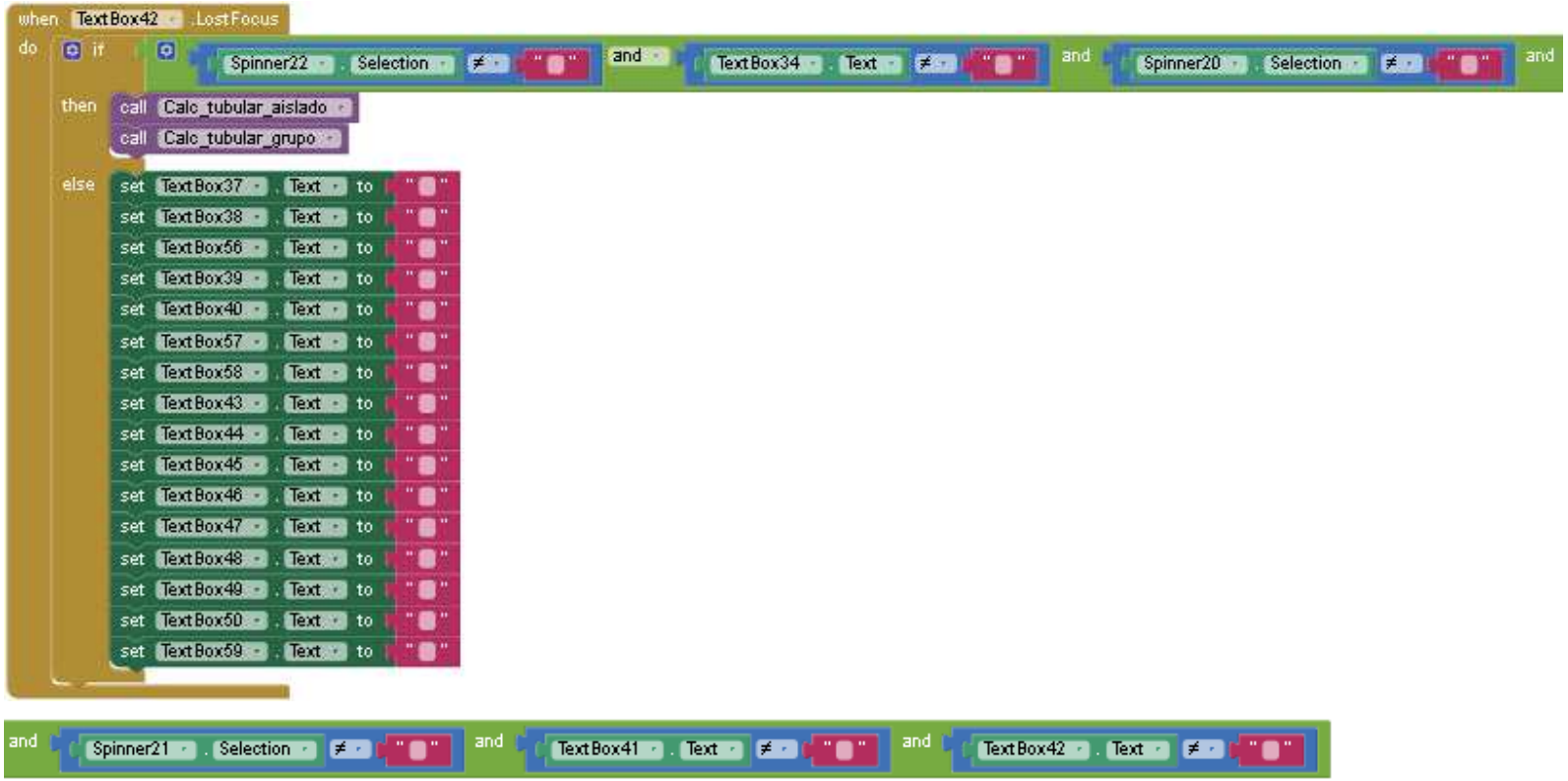

else if
Spinner1 . Selection = " Grupo de pilotes "
then if
Material . Selection = " Concreto "
then if
Spinner10 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
TextBox14 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox22 . Text to " "
set TextBox53 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
TextBox23 . Text ≠ " "
and
and
TextBox24 . Text ≠ " "

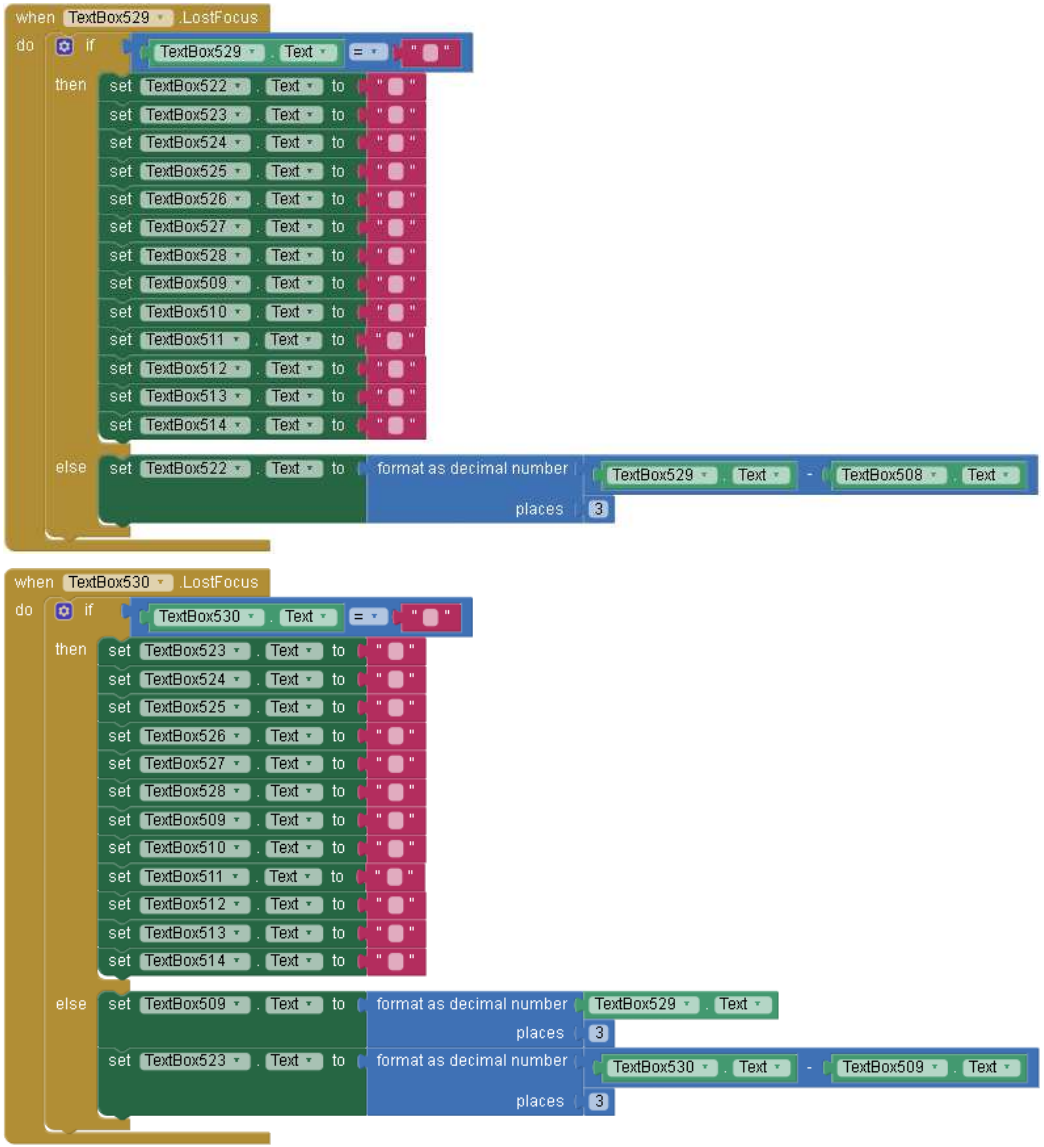

else if
Material . Selection = " Madera "
then if
Spinner11 . Selection ≠ " "
and
Spinner14 . Selection ≠ " "
and
TextBox13 . Text ≠ " "
and
then
call Calc_rectangular_aislado
call Calc_rectangular_grupo
else
set TextBox19 . Text to " "
set TextBox20 . Text to " "
set TextBox21 . Text to " "
set TextBox54 . Text to " "
set TextBox25 . Text to " "
set TextBox26 . Text to " "
set TextBox27 . Text to " "
set TextBox28 . Text to " "
set TextBox29 . Text to " "
set TextBox30 . Text to " "
set TextBox31 . Text to " "
set TextBox32 . Text to " "
set TextBox55 . Text to " "
and
TextBox14 . Text ≠ " "
and
TextBox33 . Text ≠ " "
and
Spinner12 . Selection ≠ " "
and
Spinner17 . Selection ≠ " "
and
and
TextBox23 . Text ≠ " "
and
TextBox24 . Text ≠ " "

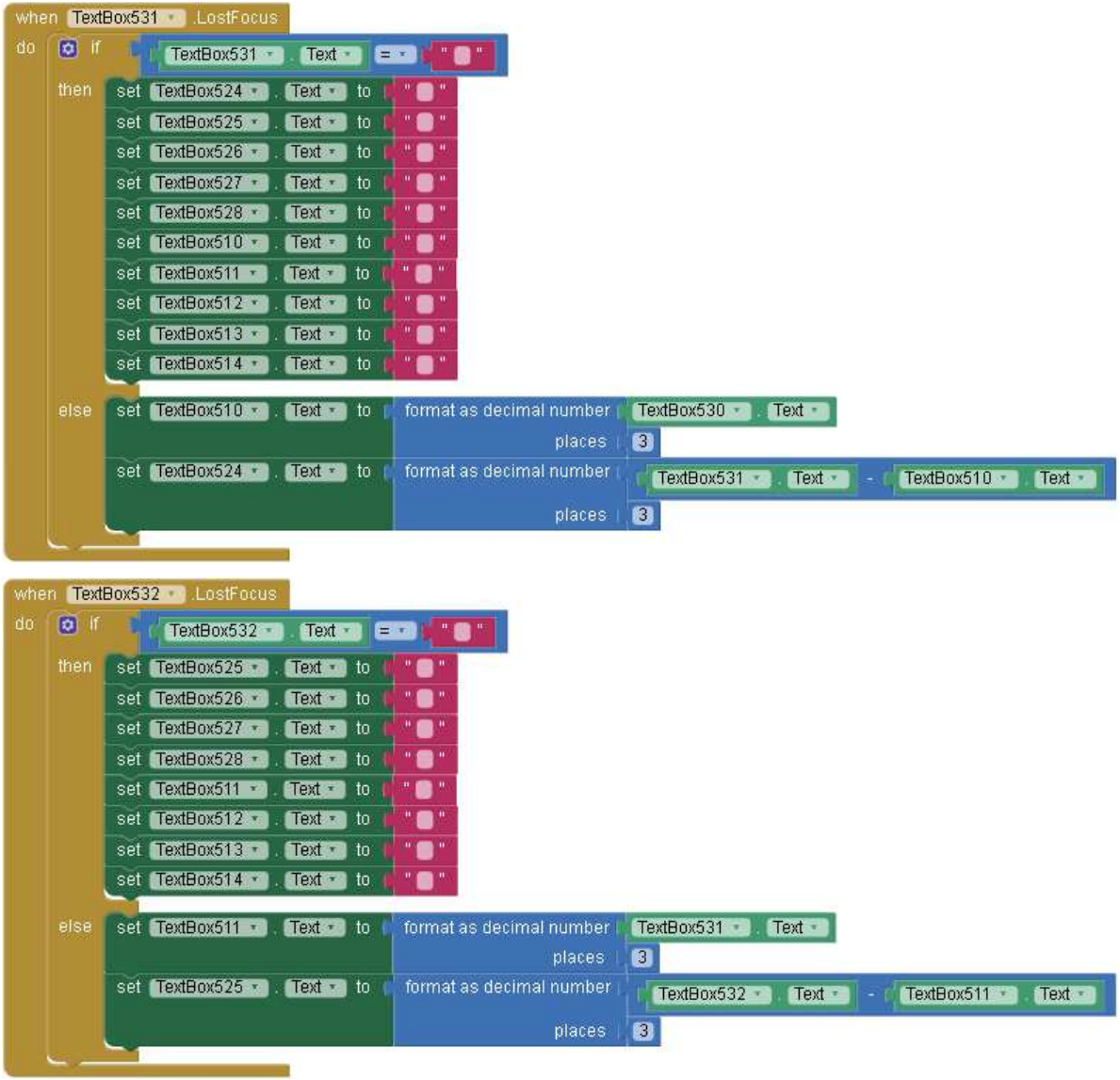

when TextBox34 .LostFocus
do if Spinner1 . Selection = " Pilote aislado "
then if Spinner22 . Selection ≠ " "
and TextBox34 . Text ≠ " "
then call Calc_tubular_aislado
else set TextBox37 . Text to " "
set TextBox38 . Text to " "
set TextBox56 . Text to " "
set TextBox39 . Text to " "
set TextBox40 . Text to " "
set TextBox57 . Text to " "
set TextBox58 . Text to " "
set TextBox43 . Text to " "
set TextBox44 . Text to " "
set TextBox45 . Text to " "
set TextBox46 . Text to " "
set TextBox47 . Text to " "
set TextBox48 . Text to " "
set TextBox49 . Text to " "
set TextBox50 . Text to " "
set TextBox59 . Text to " "

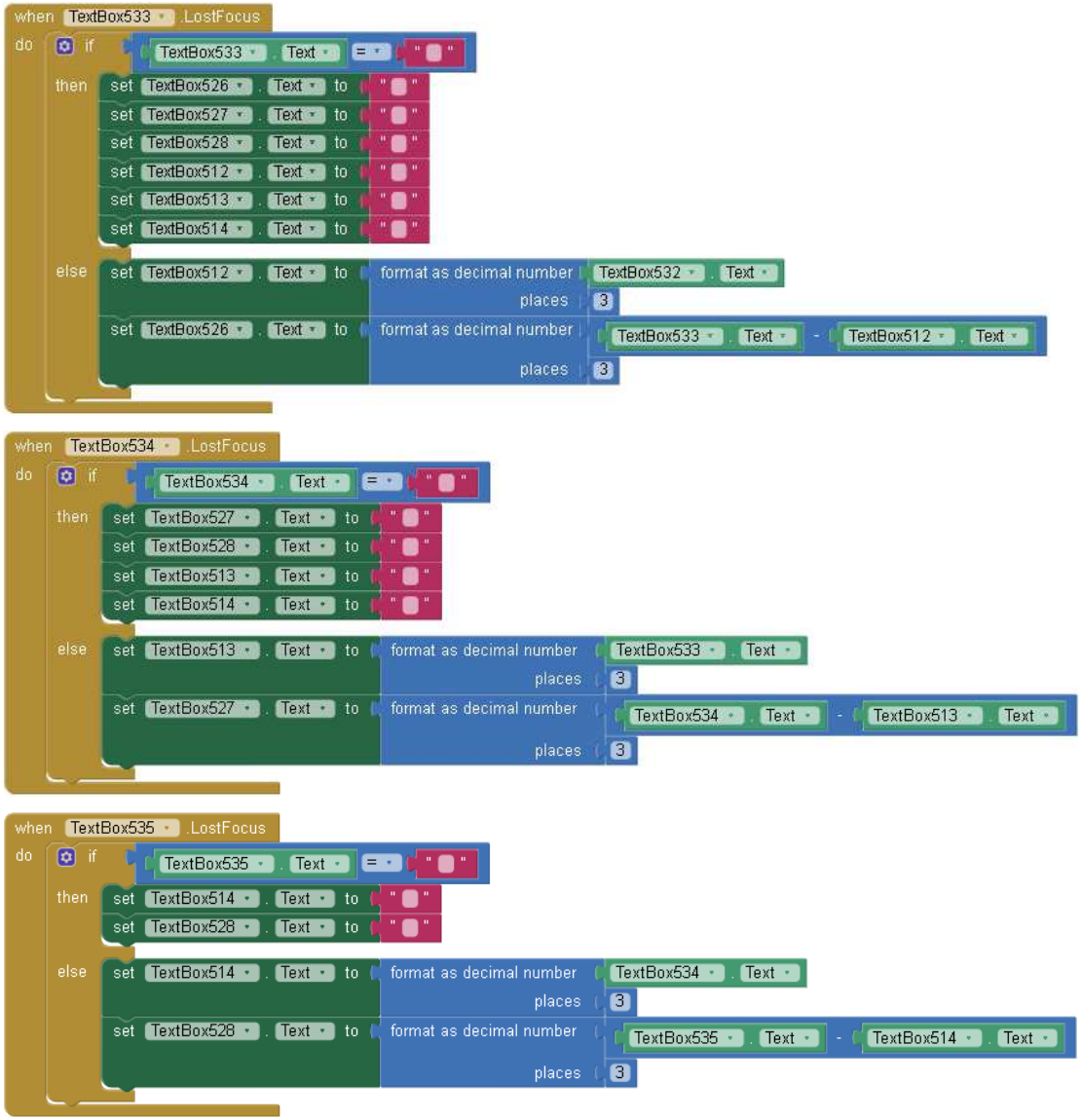

else if
Spinner1 . Selection = " Grupo de pilotes "
then
if
Spinner22 . Selection ≠ " "
and
TextBox34 . Text ≠ " "
and
Spinner20 . Selection ≠ " "
and
then
call Calc_tubular_aislado
call Calc_tubular_grupo
else
set TextBox37 . Text to " "
set TextBox38 . Text to " "
set TextBox56 . Text to " "
set TextBox39 . Text to " "
set TextBox40 . Text to " "
set TextBox57 . Text to " "
set TextBox58 . Text to " "
set TextBox43 . Text to " "
set TextBox44 . Text to " "
set TextBox45 . Text to " "
set TextBox46 . Text to " "
set TextBox47 . Text to " "
set TextBox48 . Text to " "
set TextBox49 . Text to " "
set TextBox50 . Text to " "
set TextBox59 . Text to " "
and
Spinner21 . Selection ≠ " "
and
TextBox41 . Text ≠ " "
and
TextBox42 . Text ≠ " "


when TextBox41 .LostFocus
do if Spinner22 . Selection ≠ "" and TextBox34 . Text ≠ "" and Spinner20 . Selection ≠ "" and
then call Calc_tubular_aislado
call Calc_tubular_grupo
else set TextBox37 . Text to ""
set TextBox38 . Text to ""
set TextBox56 . Text to ""
set TextBox39 . Text to ""
set TextBox40 . Text to ""
set TextBox57 . Text to ""
set TextBox58 . Text to ""
set TextBox43 . Text to ""
set TextBox44 . Text to ""
set TextBox45 . Text to ""
set TextBox46 . Text to ""
set TextBox47 . Text to ""
set TextBox48 . Text to ""
set TextBox49 . Text to ""
set TextBox50 . Text to ""
set TextBox59 . Text to ""
and Spinner21 . Selection ≠ "" and TextBox41 . Text ≠ "" and TextBox42 . Text ≠ ""


when TextBox42 .LostFocus
do if Spinner22 . Selection ≠ ""
and TextBox34 . Text ≠ ""
and Spinner20 . Selection ≠ ""
and
then call Calc_tubular_aislado
call Calc_tubular_grupo
else set TextBox37 . Text to ""
set TextBox38 . Text to ""
set TextBox56 . Text to ""
set TextBox39 . Text to ""
set TextBox40 . Text to ""
set TextBox57 . Text to ""
set TextBox58 . Text to ""
set TextBox43 . Text to ""
set TextBox44 . Text to ""
set TextBox45 . Text to ""
set TextBox46 . Text to ""
set TextBox47 . Text to ""
set TextBox48 . Text to ""
set TextBox49 . Text to ""
set TextBox50 . Text to ""
set TextBox59 . Text to ""
and Spinner21 . Selection ≠ ""
and TextBox41 . Text ≠ ""
and TextBox42 . Text ≠ ""


when TextBox529 .LostFocus
do if TextBox529 . Text = " "
then set TextBox522 . Text to " "
set TextBox523 . Text to " "
set TextBox524 . Text to " "
set TextBox525 . Text to " "
set TextBox526 . Text to " "
set TextBox527 . Text to " "
set TextBox528 . Text to " "
set TextBox509 . Text to " "
set TextBox510 . Text to " "
set TextBox511 . Text to " "
set TextBox512 . Text to " "
set TextBox513 . Text to " "
set TextBox514 . Text to " "
else set TextBox522 . Text to format as decimal number TextBox529 . Text - TextBox508 . Text
places 3
when TextBox530 .LostFocus
do if TextBox530 . Text = " "
then set TextBox523 . Text to " "
set TextBox524 . Text to " "
set TextBox525 . Text to " "
set TextBox526 . Text to " "
set TextBox527 . Text to " "
set TextBox528 . Text to " "
set TextBox509 . Text to " "
set TextBox510 . Text to " "
set TextBox511 . Text to " "
set TextBox512 . Text to " "
set TextBox513 . Text to " "
set TextBox514 . Text to " "
else set TextBox509 . Text to format as decimal number TextBox529 . Text
places 3
set TextBox523 . Text to format as decimal number TextBox530 . Text - TextBox509 . Text
places 3


when TextBox531 .LostFocus
do if TextBox531 . Text = " "
then set TextBox524 . Text to " "
set TextBox525 . Text to " "
set TextBox526 . Text to " "
set TextBox527 . Text to " "
set TextBox528 . Text to " "
set TextBox510 . Text to " "
set TextBox511 . Text to " "
set TextBox512 . Text to " "
set TextBox513 . Text to " "
set TextBox514 . Text to " "
else set TextBox510 . Text to format as decimal number TextBox530 . Text
places 3
set TextBox524 . Text to format as decimal number TextBox531 . Text - TextBox510 . Text
places 3
when TextBox532 .LostFocus
do if TextBox532 . Text = " "
then set TextBox525 . Text to " "
set TextBox526 . Text to " "
set TextBox527 . Text to " "
set TextBox528 . Text to " "
set TextBox511 . Text to " "
set TextBox512 . Text to " "
set TextBox513 . Text to " "
set TextBox514 . Text to " "
else set TextBox511 . Text to format as decimal number TextBox531 . Text
places 3
set TextBox525 . Text to format as decimal number TextBox532 . Text - TextBox511 . Text
places 3


when TextBox533 .LostFocus
do if TextBox533 . Text = " "
then set TextBox526 . Text to " "
set TextBox527 . Text to " "
set TextBox528 . Text to " "
set TextBox512 . Text to " "
set TextBox513 . Text to " "
set TextBox514 . Text to " "
else set TextBox512 . Text to format as decimal number TextBox532 . Text
places 3
set TextBox526 . Text to format as decimal number TextBox533 . Text - TextBox512 . Text
places 3
when TextBox534 .LostFocus
do if TextBox534 . Text = " "
then set TextBox527 . Text to " "
set TextBox528 . Text to " "
set TextBox513 . Text to " "
set TextBox514 . Text to " "
else set TextBox513 . Text to format as decimal number TextBox533 . Text
places 3
set TextBox527 . Text to format as decimal number TextBox534 . Text - TextBox513 . Text
places 3
when TextBox535 .LostFocus
do if TextBox535 . Text = " "
then set TextBox514 . Text to " "
set TextBox528 . Text to " "
else set TextBox514 . Text to format as decimal number TextBox534 . Text
places 3
set TextBox528 . Text to format as decimal number TextBox535 . Text - TextBox514 . Text
places 3