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Firstly you need to create stock codes for all of your individual pieces of dance floor, edging and corners. If you are unsure how to do this see the Creating Stock Items section of the manual.

Then create a **Top Code** as below:

Code: **DFFL{\*\*\*\*\*}{\*\*\*}**

Desc: **Parquet Dance Floor {A}' x {B}'**

In the Assist Prompts (if you don't already have one) create a new prompt called WIDTH1 with %1 in the first code box. (This will allow you to enter a value with a ".5" on it in the width, e.g. 10.5)

Set prompt A to be WIDTH and prompt B to be LENGTH then go into the HIRE PACK CONTENTS Tab.

You then need to enter the information EXACTLY as it is shown in the picture below replacing our codes (see the key) with your own for the relevant piece.

Code	Qty	Formula	Flag	Error
DFPFL3X1.5	2.00	A*B/9-rdown(A*B/9)+rdown(B/6)	0	
DFPFL3X3	1.00	rdown(A*B/9)+rdown(B/6)	0	
DFPFLL	2.00		0	
DFPFLLR	2.00		0	
DFPFLE1.5	1.00	S	0	
DFPFLE3	2.00	(A+B)/3-1-S/4	0	

- **DFPFL3X1.5 3' x 1.5' section**
- **DFPFL3X3 3' x 3' section**
- **DFPFLE1.5 1.5' edge**
- **DFPFLE3 3' edge**
- **DFPFLLR Right Corner**
- **DFPFLL Left Corner**