

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: **DFPL{***}{***}**

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

In the Assist Prompts (if you don't already have one) create a new prompt called WIDTH with % in the first code box.

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.

The screenshot shows the 'Amend Stock Item' window with the following details:

- Code: DFPL{***}{***}
- Description: Publok Dancefloor {A}' x {B}'
- Formula:


```
X=0
Y=0
IF B/4>rdown(B/4) THEN X=1
IF A/4>rdown(A/4) THEN Y=1
S=4
IF X+Y==2 THEN S=2
```
- Table of Stock Items:

Code	Qty	Formula	Flag	Error t
DFPPL2X2	2.00	(A*B/8)-rdown(A*B/8)+rdown(B/4)	0	
DFPPL4X2	1.00	rdown(A*B/8)-rdown(B/4)	0	
DFPPL2	1.00	S	0	
DFPPL4	1.00	(2*(A+B)-4-2*S)/4	0	
DFPPLL	2.00		0	
DFPPLR	2.00		0	

- DFPPL2X2 - 2' x 2' publok dancefloor piece
- DFPPL4X2 - 4' x 2' publok dancefloor piece
- DFPPL2 - 2' publok dancefloor edge
- DFPPL4 - 4' publok dancefloor edge
- DFPPLR & DFPPLL - corners

If you use Black and White 2' x 2' publok dancefloor pieces then change the DFPPL2X2 code to White

DFPPL2X2W - Qty 1 - Formula $\text{rup}((A*B/8)-\text{rdown}(A*B/8)+\text{rdown}(B/4))$

Black

DFPPL2X2B - Qty 1 - Formula $\text{rdown}((A*B/8)-\text{rdown}(A*B/8)+\text{rdown}(B/4))$

This will give you 1 Extra Black tile on some instances