Ресурсный файл типа **application class resource** для базового X-Клиента X11 **xcalc.**

```
! $XConsortium: XCalc.ad,v 1.13 94/03/03 19:19:32 converse Exp $
! XCalc application class resource file

XCalc.Title:           Calculator
XCalc.IconName:        Calc
XCalc.IconPixmap:      calculator

XCalc*Cursor:          hand2
XCalc*Font:            8x13
XCalc*ShapeStyle:      rectangle
XCalc*Command.horizDistance:   2
XCalc*Command.vertDistance:    2
XCalc*Command.width:           40
XCalc*Command.height:          26
XCalc*Command.internalWidth:   1

XCalc*bevel.background:                black
XCalc*bevel.horizDistance:     4
XCalc*bevel.vertDistance:      2

XCalc*bevel.screen.horizDistance:      6
XCalc*bevel.screen.vertDistance:       2
XCalc*bevel.screen.defaultDistance:    0

XCalc*bevel.screen.Label.horizDistance:                4
XCalc*bevel.screen.Label.vertDistance:         2
XCalc*bevel.screen.Label.internalHeight:       1
XCalc*bevel.screen.Label.internalWidth:                1
XCalc*bevel.screen.LCD.label:                  88888888888
XCalc*bevel.screen.LCD.fromHoriz:              M
XCalc*bevel.screen.LCD.horizDistance:          4
XCalc*bevel.screen.LCD.vertDistance:           2
XCalc*bevel.screen.INV.fromVert:               LCD
XCalc*bevel.screen.INV.vertDistance:           4
XCalc*bevel.screen.DEG.fromHoriz:              INV
XCalc*bevel.screen.DEG.fromVert:               LCD
XCalc*bevel.screen.DEG.horizDistance:          1
XCalc*bevel.screen.RAD.fromHoriz:              DEG
XCalc*bevel.screen.RAD.fromVert:               LCD
XCalc*bevel.screen.GRAD.fromHoriz:             RAD
XCalc*bevel.screen.GRAD.fromVert:              LCD
XCalc*bevel.screen.P.label:                    ()
XCalc*bevel.screen.P.fromHoriz:                        GRAD
XCalc*bevel.screen.P.fromVert:                 LCD
XCalc*bevel.screen.P.horizDistance:            2

!XCalc*ti.Geometry:    171x252
XCalc*ti.bevel.screen.LCD.width:               186

XCalc*ti.bevel.screen.LCD.translations:        #replace\n\
        Ctrl<Key>c:quit()\n\
        Ctrl<Key>h:clear()\n\
        None<Key>0:digit(0)\n\
        None<Key>1:digit(1)\n\
        None<Key>2:digit(2)\n\
        None<Key>3:digit(3)\n\
        None<Key>4:digit(4)\n\
        None<Key>5:digit(5)\n\
        None<Key>6:digit(6)\n\
        None<Key>7:digit(7)\n\
        None<Key>8:digit(8)\n\
        None<Key>9:digit(9)\n\
```

```
        <Key>KP_0:digit(0)\n\
        <Key>KP_1:digit(1)\n\
        <Key>KP_2:digit(2)\n\
        <Key>KP_3:digit(3)\n\
        <Key>KP_4:digit(4)\n\
        <Key>KP_5:digit(5)\n\
        <Key>KP_6:digit(6)\n\
        <Key>KP_7:digit(7)\n\
        <Key>KP_8:digit(8)\n\
        <Key>KP_9:digit(9)\n\
        <Key>KP_Enter:equal()\n\
        <Key>KP_Equal:equal()\n\
        <Key>KP_Multiply:multiply()\n\
        <Key>KP_Add:add()\n\
        <Key>KP_Subtract:subtract()\n\
        <Key>KP_Decimal:decimal()\n\
        <Key>KP_Divide:divide()\n\
        <Key>KP_Tab:equal()\n\
        <Key>Clear:clear()\n\
        :<Key>.:decimal()\n\
        :<Key>+:add()\n\
        :<Key>-:subtract()\n\
        :<Key>*:multiply()\n\
        :<Key>/:divide()\n\
        :<Key>(:leftParen()\n\
        :<Key>):rightParen()\n\
        :<Key>!:factorial()\n\
        <Key>e:e()\n\
        :<Key>^:power()\n\
        <Key>p:pi()\n\
        <Key>i:inverse()\n\
        <Key>s:sine()\n\
        <Key>c:cosine()\n\
        <Key>t:tangent()\n\
        <Key>d:degree()\n\
        <Key>l:naturalLog()\n\
        :<Key>=:equal()\n\
        <Key>n:negate()\n\
        <Key>r:squareRoot()\n\
        <Key>space:clear()\n\
        <Key>q:quit()\n\
        <Key>Delete:clear()\n\
        <Key>BackSpace:clear()\n\
        <Btn1Down>,<Btn1Up>:toggle()selection()\n

XCalc*ti.button1.label:                1/x
XCalc*ti.button1.translations:
#override<Btn1Down>,<Btn1Up>:reciprocal()unset()
XCalc*ti.button2.label:                x\262
XCalc*ti.button2.translations: #override<Btn1Down>,<Btn1Up>:square()unset()
XCalc*ti.button3.font:         -adobe-symbol-*-*-*-*-*-120-*-*-*-*-*-*
XCalc*ti.button3.label:                \326\140
XCalc*ti.button3.translations:
#override<Btn1Down>,<Btn1Up>:squareRoot()unset()
XCalc*ti.button4.label:                CE/C
XCalc*ti.button4.translations: #override<Btn1Down>,<Btn1Up>:clear()unset()
XCalc*ti.button5.label:                AC
XCalc*ti.button5.translations: #override<Btn1Down>,<Btn1Up>:off()unset()\n\
        <Btn3Down>,<Btn3Up>:quit()

XCalc*ti.button6.label:                INV
XCalc*ti.button6.translations: #override<Btn1Down>,<Btn1Up>:inverse()unset()
XCalc*ti.button7.label:                sin
XCalc*ti.button7.translations: #override<Btn1Down>,<Btn1Up>:sine()unset()
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```
XCalc*ti.button8.label:                cos
XCalc*ti.button8.translations: #override<Btn1Down>,<Btn1Up>:cosine()unset()
XCalc*ti.button9.label:                tan
XCalc*ti.button9.translations: #override<Btn1Down>,<Btn1Up>:tangent()unset()
XCalc*ti.button10.label:               DRG
XCalc*ti.button10.translations: #override<Btn1Down>,<Btn1Up>:degree()unset()

XCalc*ti.button11.label:       e
XCalc*ti.button11.translations: #override<Btn1Down>,<Btn1Up>:e()unset()
XCalc*ti.button12.label:       EE
XCalc*ti.button12.translations:
#override<Btn1Down>,<Btn1Up>:scientific()unset()
XCalc*ti.button13.label:       log
XCalc*ti.button13.translations:
#override<Btn1Down>,<Btn1Up>:logarithm()unset()
XCalc*ti.button14.label:       ln
XCalc*ti.button14.translations:
#override<Btn1Down>,<Btn1Up>:naturalLog()unset()
XCalc*ti.button15.label:       y^x
XCalc*ti.button15.translations: #override<Btn1Down>,<Btn1Up>:power()unset()

XCalc*ti.button16.font:                -adobe-symbol-*-*-*-*-*-120-*-*-*-*-*-*
XCalc*ti.button16.label:       \160
XCalc*ti.button16.translations: #override<Btn1Down>,<Btn1Up>:pi()unset()
XCalc*ti.button17.label:       x!
XCalc*ti.button17.translations:
#override<Btn1Down>,<Btn1Up>:factorial()unset()
XCalc*ti.button18.label:       (
XCalc*ti.button18.translations:
#override<Btn1Down>,<Btn1Up>:leftParen()unset()
XCalc*ti.button19.label:       )
XCalc*ti.button19.translations:
#override<Btn1Down>,<Btn1Up>:rightParen()unset()
XCalc*ti.button20.font:                -adobe-symbol-*-*-*-*-*-120-*-*-*-*-*-*
XCalc*ti.button20.label:       \270
XCalc*ti.button20.translations: #override<Btn1Down>,<Btn1Up>:divide()unset()

XCalc*ti.button21.label:       STO
XCalc*ti.button21.translations: #override<Btn1Down>,<Btn1Up>:store()unset()
XCalc*ti.button22.label:       7
XCalc*ti.button22.translations: #override<Btn1Down>,<Btn1Up>:digit(7)unset()
XCalc*ti.button23.label:       8
XCalc*ti.button23.translations: #override<Btn1Down>,<Btn1Up>:digit(8)unset()
XCalc*ti.button24.label:       9
XCalc*ti.button24.translations: #override<Btn1Down>,<Btn1Up>:digit(9)unset()
XCalc*ti.button25.label:       *
XCalc*ti.button25.translations:
#override<Btn1Down>,<Btn1Up>:multiply()unset()

XCalc*ti.button26.label:       RCL
XCalc*ti.button26.translations: #override<Btn1Down>,<Btn1Up>:recall()unset()
XCalc*ti.button27.label:       4
XCalc*ti.button27.translations: #override<Btn1Down>,<Btn1Up>:digit(4)unset()
XCalc*ti.button28.label:       5
XCalc*ti.button28.translations: #override<Btn1Down>,<Btn1Up>:digit(5)unset()
XCalc*ti.button29.label:       6
XCalc*ti.button29.translations: #override<Btn1Down>,<Btn1Up>:digit(6)unset()
XCalc*ti.button30.label:       -
XCalc*ti.button30.translations:
#override<Btn1Down>,<Btn1Up>:subtract()unset()

XCalc*ti.button31.label:       SUM
XCalc*ti.button31.translations: #override<Btn1Down>,<Btn1Up>:sum()unset()
XCalc*ti.button32.label:       1
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XCalc*ti.button32.translations: #override<Btn1Down>,<Btn1Up>:digit(1)unset()
XCalc*ti.button33.label:       2
XCalc*ti.button33.translations: #override<Btn1Down>,<Btn1Up>:digit(2)unset()
XCalc*ti.button34.label:       3
XCalc*ti.button34.translations: #override<Btn1Down>,<Btn1Up>:digit(3)unset()
XCalc*ti.button35.label:       +
XCalc*ti.button35.translations: #override<Btn1Down>,<Btn1Up>:add()unset()

XCalc*ti.button36.label:       EXC
XCalc*ti.button36.translations:
#override<Btn1Down>,<Btn1Up>:exchange()unset()
XCalc*ti.button37.label:       0
XCalc*ti.button37.translations: #override<Btn1Down>,<Btn1Up>:digit(0)unset()
XCalc*ti.button38.label:       .
XCalc*ti.button38.translations: #override<Btn1Down>,<Btn1Up>:decimal()unset()
XCalc*ti.button39.label:       +/-
XCalc*ti.button39.translations: #override<Btn1Down>,<Btn1Up>:negate()unset()
XCalc*ti.button40.label:       =
XCalc*ti.button40.translations: #override<Btn1Down>,<Btn1Up>:equal()unset()

XCalc*ti.button1.horizDistance:       4
XCalc*ti.button1.vertDistance: 12
XCalc*ti.button1.fromVert:     bevel
XCalc*ti.button2.fromHoriz:    button1
XCalc*ti.button2.fromVert:     bevel
XCalc*ti.button2.vertDistance: 12
XCalc*ti.button3.fromHoriz:    button2
XCalc*ti.button3.fromVert:     bevel
XCalc*ti.button3.vertDistance: 12
XCalc*ti.button4.fromHoriz:    button3
XCalc*ti.button4.fromVert:     bevel
XCalc*ti.button4.vertDistance: 12
XCalc*ti.button5.fromHoriz:    button4
XCalc*ti.button5.fromVert:     bevel
XCalc*ti.button5.vertDistance: 12

XCalc*ti.button6.horizDistance:       4
XCalc*ti.button6.fromVert:     button1
XCalc*ti.button7.fromHoriz:    button6
XCalc*ti.button7.fromVert:     button2
XCalc*ti.button8.fromHoriz:    button7
XCalc*ti.button8.fromVert:     button3
XCalc*ti.button9.fromHoriz:    button8
XCalc*ti.button9.fromVert:     button4
XCalc*ti.button10.fromHoriz:   button9
XCalc*ti.button10.fromVert:    button5

XCalc*ti.button11.horizDistance:      4
XCalc*ti.button11.fromVert:           button6
XCalc*ti.button12.fromHoriz:          button11
XCalc*ti.button12.fromVert:           button7
XCalc*ti.button13.fromHoriz:          button12
XCalc*ti.button13.fromVert:           button8
XCalc*ti.button14.fromHoriz:          button13
XCalc*ti.button14.fromVert:           button9
XCalc*ti.button15.fromHoriz:          button14
XCalc*ti.button15.fromVert:           button10

XCalc*ti.button16.horizDistance:      4
XCalc*ti.button16.fromVert:           button11
XCalc*ti.button17.fromHoriz:          button16
XCalc*ti.button17.fromVert:           button12
XCalc*ti.button18.fromHoriz:          button17
XCalc*ti.button18.fromVert:           button13
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XCalc*ti.button19.fromHoriz:          button18
XCalc*ti.button19.fromVert:           button14
XCalc*ti.button20.fromHoriz:          button19
XCalc*ti.button20.fromVert:           button15

XCalc*ti.button21.horizDistance:      4
XCalc*ti.button21.fromVert:           button16
XCalc*ti.button22.fromHoriz:          button21
XCalc*ti.button22.fromVert:           button17
XCalc*ti.button23.fromHoriz:          button22
XCalc*ti.button23.fromVert:           button18
XCalc*ti.button24.fromHoriz:          button23
XCalc*ti.button24.fromVert:           button19
XCalc*ti.button25.fromHoriz:          button24
XCalc*ti.button25.fromVert:           button20

XCalc*ti.button26.horizDistance:      4
XCalc*ti.button26.fromVert:           button21
XCalc*ti.button27.fromHoriz:          button26
XCalc*ti.button27.fromVert:           button22
XCalc*ti.button28.fromHoriz:          button27
XCalc*ti.button28.fromVert:           button23
XCalc*ti.button29.fromHoriz:          button28
XCalc*ti.button29.fromVert:           button24
XCalc*ti.button30.fromHoriz:          button29
XCalc*ti.button30.fromVert:           button25

XCalc*ti.button31.horizDistance:      4
XCalc*ti.button31.fromVert:           button26
XCalc*ti.button32.fromHoriz:          button31
XCalc*ti.button32.fromVert:           button27
XCalc*ti.button33.fromHoriz:          button32
XCalc*ti.button33.fromVert:           button28
XCalc*ti.button34.fromHoriz:          button33
XCalc*ti.button34.fromVert:           button29
XCalc*ti.button35.fromHoriz:          button34
XCalc*ti.button35.fromVert:           button30

XCalc*ti.button36.horizDistance:      4
XCalc*ti.button36.fromVert:           button31
XCalc*ti.button37.fromHoriz:          button36
XCalc*ti.button37.fromVert:           button32
XCalc*ti.button38.fromHoriz:          button37
XCalc*ti.button38.fromVert:           button33
XCalc*ti.button39.fromHoriz:          button38
XCalc*ti.button39.fromVert:           button34
XCalc*ti.button40.fromHoriz:          button39
XCalc*ti.button40.fromVert:           button35


!XCalc*hp.Geometry:                   336x164
XCalc*hp.bevel.screen.LCD.width:      186

XCalc*hp.bevel.screen.LCD.translations:       #replace\n\
        Ctrl<Key>c:quit()\n\
        Ctrl<Key>h:back()\n\
        None<Key>0:digit(0)\n\
        None<Key>1:digit(1)\n\
        None<Key>2:digit(2)\n\
        None<Key>3:digit(3)\n\
        None<Key>4:digit(4)\n\
        None<Key>5:digit(5)\n\
        None<Key>6:digit(6)\n\
        None<Key>7:digit(7)\n\
```

```
        None<Key>8:digit(8)\n\
        None<Key>9:digit(9)\n\
        <Key>KP_0:digit(0)\n\
        <Key>KP_1:digit(1)\n\
        <Key>KP_2:digit(2)\n\
        <Key>KP_3:digit(3)\n\
        <Key>KP_4:digit(4)\n\
        <Key>KP_5:digit(5)\n\
        <Key>KP_6:digit(6)\n\
        <Key>KP_7:digit(7)\n\
        <Key>KP_8:digit(8)\n\
        <Key>KP_9:digit(9)\n\
        <Key>KP_Enter:enter()\n\
        <Key>KP_Multiply:multiply()\n\
        <Key>KP_Add:add()\n\
        <Key>KP_Subtract:subtract()\n\
        <Key>KP_Decimal:decimal()\n\
        <Key>KP_Divide:divide()\n\
        :<Key>.:decimal()\n\
        :<Key>+:add()\n\
        :<Key>-:subtract()\n\
        :<Key>*:multiply()\n\
        :<Key>/:divide()\n\
        :<Key>!:factorial()\n\
        <Key>e:e()\n\
        :<Key>^:power()\n\
        <Key>p:pi()\n\
        <Key>i:inverse()\n\
        <Key>s:sine()\n\
        <Key>c:cosine()\n\
        <Key>t:tangent()\n\
        <Key>d:degree()\n\
        <Key>l:naturalLog()\n\
        <Key>n:negate()\n\
        <Key>r:squareRoot()\n\
        <Key>space:clear()\n\
        <Key>q:quit()\n\
        <Key>Delete:back()\n\
        <Key>Return:enter()\n\
        <Key>Linefeed:enter()\n\
        <Key>x:XexchangeY()\n\
        <Key>BackSpace:back()\n\
        <Btn1Down>,<Btn1Up>:toggle()selection()\n

XCalc*hp.button1.font:         -adobe-symbol-*-*-*-*-*-120-*-*-*-*-*-*
XCalc*hp.button1.label:                \326\140
XCalc*hp.button1.translations:
#override<Btn1Down>,<Btn1Up>:squareRoot()unset()
XCalc*hp.button2.label:                e^x
XCalc*hp.button2.translations: #override<Btn1Down>,<Btn1Up>:epower()unset()
XCalc*hp.button3.label:                10^x
XCalc*hp.button3.translations: #override<Btn1Down>,<Btn1Up>:tenpower()unset()
XCalc*hp.button4.label:                y^x
XCalc*hp.button4.translations: #override<Btn1Down>,<Btn1Up>:power()unset()
XCalc*hp.button5.label:                1/x
XCalc*hp.button5.translations:
#override<Btn1Down>,<Btn1Up>:reciprocal()unset()
XCalc*hp.button6.label:                CHS
XCalc*hp.button6.translations: #override<Btn1Down>,<Btn1Up>:negate()unset()
XCalc*hp.button7.label:                7
XCalc*hp.button7.translations: #override<Btn1Down>,<Btn1Up>:digit(7)unset()
XCalc*hp.button8.label:                8
XCalc*hp.button8.translations: #override<Btn1Down>,<Btn1Up>:digit(8)unset()
XCalc*hp.button9.label:                9
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XCalc*hp.button9.translations: #override<Btn1Down>,<Btn1Up>:digit(9)unset()
XCalc*hp.button10.font:                -adobe-symbol-*-*-*-*-*-120-*-*-*-*-*-*
XCalc*hp.button10.label:       \270
XCalc*hp.button10.translations: #override<Btn1Down>,<Btn1Up>:divide()unset()

XCalc*hp.button11.label:       x!
XCalc*hp.button11.translations:
#override<Btn1Down>,<Btn1Up>:factorial()unset()
XCalc*hp.button12.font:                -adobe-symbol-*-*-*-*-*-120-*-*-*-*-*-*
XCalc*hp.button12.label:       \160
XCalc*hp.button12.translations: #override<Btn1Down>,<Btn1Up>:pi()unset()
XCalc*hp.button13.label:       sin
XCalc*hp.button13.translations: #override<Btn1Down>,<Btn1Up>:sine()unset()
XCalc*hp.button14.label:       cos
XCalc*hp.button14.translations: #override<Btn1Down>,<Btn1Up>:cosine()unset()
XCalc*hp.button15.label:       tan
XCalc*hp.button15.translations: #override<Btn1Down>,<Btn1Up>:tangent()unset()
XCalc*hp.button16.label:       EEX
XCalc*hp.button16.translations:
#override<Btn1Down>,<Btn1Up>:scientific()unset()
XCalc*hp.button17.label:       4
XCalc*hp.button17.translations: #override<Btn1Down>,<Btn1Up>:digit(4)unset()
XCalc*hp.button18.label:       5
XCalc*hp.button18.translations: #override<Btn1Down>,<Btn1Up>:digit(5)unset()
XCalc*hp.button19.label:       6
XCalc*hp.button19.translations: #override<Btn1Down>,<Btn1Up>:digit(6)unset()
XCalc*hp.button20.label:       *
XCalc*hp.button20.translations:
#override<Btn1Down>,<Btn1Up>:multiply()unset()

XCalc*hp.button21.mappedWhenManaged: False
XCalc*hp.button22.mappedWhenManaged: False
XCalc*hp.button23.label:       Rv
XCalc*hp.button23.translations: #override<Btn1Down>,<Btn1Up>:roll()unset()
XCalc*hp.button24.label:       x:y
XCalc*hp.button24.translations:
#override<Btn1Down>,<Btn1Up>:XexchangeY()unset()
XCalc*hp.button25.label:       <-
XCalc*hp.button25.translations: #override<Btn1Down>,<Btn1Up>:back()unset()
XCalc*hp.button26.label:       E\nN\nT\nE\nR
XCalc*hp.button26.translations: #override<Btn1Down>,<Btn1Up>:enter()unset()
XCalc*hp.button27.label:       1
XCalc*hp.button27.translations: #override<Btn1Down>,<Btn1Up>:digit(1)unset()
XCalc*hp.button28.label:       2
XCalc*hp.button28.translations: #override<Btn1Down>,<Btn1Up>:digit(2)unset()
XCalc*hp.button29.label:       3
XCalc*hp.button29.translations: #override<Btn1Down>,<Btn1Up>:digit(3)unset()
XCalc*hp.button30.label:       -
XCalc*hp.button30.translations:
#override<Btn1Down>,<Btn1Up>:subtract()unset()

XCalc*hp.button31.label:       ON
XCalc*hp.button31.translations: #override<Btn1Down>,<Btn1Up>:off()unset()\n\
        <Btn3Down>,<Btn3Up>:quit()
XCalc*hp.button32.label:       DRG
XCalc*hp.button32.translations: #override<Btn1Down>,<Btn1Up>:degree()unset()
XCalc*hp.button33.label:       INV
XCalc*hp.button33.translations: #override<Btn1Down>,<Btn1Up>:inverse()unset()
XCalc*hp.button34.label:       STO
XCalc*hp.button34.translations: #override<Btn1Down>,<Btn1Up>:store()unset()
XCalc*hp.button35.label:       RCL
XCalc*hp.button35.translations: #override<Btn1Down>,<Btn1Up>:recall()unset()
XCalc*hp.button36.label:       0
XCalc*hp.button36.translations: #override<Btn1Down>,<Btn1Up>:digit(0)unset()
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```
XCalc*hp.button37.label:       .
XCalc*hp.button37.translations: #override<Btn1Down>,<Btn1Up>:decimal()unset()
XCalc*hp.button38.label:       SUM
XCalc*hp.button38.translations: #override<Btn1Down>,<Btn1Up>:sum()unset()
XCalc*hp.button39.label:       +
XCalc*hp.button39.translations: #override<Btn1Down>,<Btn1Up>:add()unset()

XCalc*hp.button1.horizDistance:       4
XCalc*hp.button1.vertDistance: 12
XCalc*hp.button1.fromVert:     bevel
XCalc*hp.button2.fromHoriz:    button1
XCalc*hp.button2.fromVert:     bevel
XCalc*hp.button2.vertDistance: 12
XCalc*hp.button3.fromHoriz:    button2
XCalc*hp.button3.fromVert:     bevel
XCalc*hp.button3.vertDistance: 12
XCalc*hp.button4.fromHoriz:    button3
XCalc*hp.button4.fromVert:     bevel
XCalc*hp.button4.vertDistance: 12
XCalc*hp.button5.fromHoriz:    button4
XCalc*hp.button5.fromVert:     bevel
XCalc*hp.button5.vertDistance: 12
XCalc*hp.button6.fromHoriz:    button5
XCalc*hp.button6.fromVert:     bevel
XCalc*hp.button6.vertDistance: 12
XCalc*hp.button7.fromHoriz:    button6
XCalc*hp.button7.fromVert:     bevel
XCalc*hp.button7.vertDistance: 12
XCalc*hp.button8.fromHoriz:    button7
XCalc*hp.button8.fromVert:     bevel
XCalc*hp.button8.vertDistance: 12
XCalc*hp.button9.fromHoriz:    button8
XCalc*hp.button9.fromVert:     bevel
XCalc*hp.button9.vertDistance: 12
XCalc*hp.button10.fromHoriz:   button9
XCalc*hp.button10.fromVert:    bevel
XCalc*hp.button10.vertDistance:       12

XCalc*hp.button11.horizDistance:      4
XCalc*hp.button11.fromVert:           button1
XCalc*hp.button12.fromHoriz:          button11
XCalc*hp.button12.fromVert:           button2
XCalc*hp.button13.fromHoriz:          button12
XCalc*hp.button13.fromVert:           button3
XCalc*hp.button14.fromHoriz:          button13
XCalc*hp.button14.fromVert:           button4
XCalc*hp.button15.fromHoriz:          button14
XCalc*hp.button15.fromVert:           button5
XCalc*hp.button16.fromHoriz:          button15
XCalc*hp.button16.fromVert:           button6
XCalc*hp.button17.fromHoriz:          button16
XCalc*hp.button17.fromVert:           button7
XCalc*hp.button18.fromHoriz:          button17
XCalc*hp.button18.fromVert:           button8
XCalc*hp.button19.fromHoriz:          button18
XCalc*hp.button19.fromVert:           button9
XCalc*hp.button20.fromHoriz:          button19
XCalc*hp.button20.fromVert:           button10

XCalc*hp.button21.horizDistance:      4
XCalc*hp.button21.fromVert:           button11
XCalc*hp.button22.fromHoriz:          button21
XCalc*hp.button22.fromVert:           button12
XCalc*hp.button23.fromHoriz:          button22
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XCalc*hp.button23.fromVert:           button13
XCalc*hp.button24.fromHoriz:          button23
XCalc*hp.button24.fromVert:           button14
XCalc*hp.button25.fromHoriz:          button24
XCalc*hp.button25.fromVert:           button15
XCalc*hp.button26.fromHoriz:          button25
XCalc*hp.button26.fromVert:           button16
XCalc*hp.button26.font:                       6x12
XCalc*hp.button26.height:             56
XCalc*hp.button27.fromHoriz:          button26
XCalc*hp.button27.fromVert:           button17
XCalc*hp.button28.fromHoriz:          button27
XCalc*hp.button28.fromVert:           button18
XCalc*hp.button29.fromHoriz:          button28
XCalc*hp.button29.fromVert:           button19
XCalc*hp.button30.fromHoriz:          button29
XCalc*hp.button30.fromVert:           button20

XCalc*hp.button31.horizDistance:      4
XCalc*hp.button31.fromVert:           button21
XCalc*hp.button32.fromHoriz:          button31
XCalc*hp.button32.fromVert:           button22
XCalc*hp.button33.fromHoriz:          button32
XCalc*hp.button33.fromVert:           button23
XCalc*hp.button34.fromHoriz:          button33
XCalc*hp.button34.fromVert:           button24
XCalc*hp.button35.fromHoriz:          button34
XCalc*hp.button35.fromVert:           button25
XCalc*hp.button36.fromHoriz:          button26
XCalc*hp.button36.fromVert:           button27
XCalc*hp.button37.fromHoriz:          button36
XCalc*hp.button37.fromVert:           button28
XCalc*hp.button38.fromHoriz:          button37
XCalc*hp.button38.fromVert:           button29
XCalc*hp.button39.fromHoriz:          button38
XCalc*hp.button39.fromVert:           button30
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