

Southwest Fox 2010



Southwest Fox 2010

October 14 – 17, 2010
Arizona Golf Resort and Conference Center
Mesa, AZ

Conference Information

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Southwest Fox 2010



The seventh annual Southwest Fox Conference presents the latest in Microsoft Visual FoxPro development techniques and interoperability with other technologies. Sessions are presented by the best and brightest VFP speakers, many of whom are Microsoft Most Valuable Professionals (MVPs).

This highly acclaimed and popular conference is the perfect venue for VFP developers interested in learning more about VFP, further refining their software development skills, learning how to better run a consulting firm or IT department, and being a better software craftsman.

Previous years' attendees had this to say about Southwest Fox:

"Southwest Fox was one of the best (if not THE best) conferences I've been to! I walked away with a ton of ideas and a sense of excitement, and that hasn't happened for me at a conference in years. The speaker selection was excellent. I'm looking forward to next year's conference. (By the way, we saved \$1,100 by buying products at the conference.)"

"I have now attended every Southwest Fox conference and I will continue to set aside October for Southwest Fox. The friendly atmosphere at Southwest Fox promotes the easy exchange of ideas and development of professional relationships. Southwest Fox is of great educational value, friendly and ideal location."

See <http://www.swfox.net/testimonials.aspx> for more testimonials.

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Why Attend a Conference



In an age where so much information is available online—blogs, forums, online articles—and Google is definitely your friend, why attend a conference?

Here's what Cathy Pountney had to say when asked why she attends conferences:

"For the first several years of my FoxPro career I was an independent consultant and I never attended a conference. I always told myself that I couldn't afford it .. the cost of the conference, the travel expenses, the hotel, and of course the lost billable hours. After 10 years I decided to bite the financial bullet and go to a conference. Wow! Was that a wakeup call! I realized how wrong I had been in my thinking. The technology I learned was invaluable but what turned out to be even more valuable were all the contacts I made. Some people pointed me to new technologies. Other people pointed me to news-groups, magazines, books, and user groups. I traded business cards with people who specialized in areas other than mine and I was able make ongoing relationships that helped my business and my career grow. The bottom line ... I learned I couldn't afford NOT to attend a conference."

Conference veteran Ted Neward said this:

"Newbies go to conferences for the technical sessions. Seasoned veterans go to conferences for the people."

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Why Attend Southwest Fox



Here are some great reasons to attend Southwest Fox:

- Great sessions offered by many of the brightest lights in the Fox community.
- 24 regular sessions, three simultaneous tracks, four pre-conference sessions, and a keynote to pack your days with learning opportunities and inspiration.
- A VFP conference run for VFP developers by VFP developers.
- Great place to network with lots of other VFP developers.
- White papers from every session so you can read about sessions you can't fit into your schedule, or review material you saw at the conference when you return home.
- Walk away filled with new ideas and a renewed energy toward developing VFP solutions.
- Solidifying VFP track covers both VFP fundamentals, aimed at those newer to VFP (whether moving up from FP2.x or coming to VFP from other languages), and VFP best practices, aimed at helping all VFP developers improve.
- Highly rated by attendees year after year.
- VFP conference with the most VFP vendors so you can get answers to questions about their products in one place.
- Resort atmosphere without the typical high resort prices.
- Inexpensive flights available from most parts of the US.

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Pre and Post-Conference Training



Want even more training than Southwest Fox provides? Plan on arriving a couple of days early or stay a day later to attend one of both of these additional workshops.

West Wind Web Connection

Rick Strahl is planning to provide West Wind Web Connection training on Wednesday, October 13 and Thursday, October 14, prior to the start of Southwest Fox 2010. Please contact Rick for more information.

VFP to Silverlight Workshop (free)

Uwe Habermann and Venelina Jordanova are presenting a **free** one-day "VFP to Silverlight" workshop on Monday, October 18, the day after Southwest Fox ends. This workshop covers such topics as what is Silverlight, how to create a Silverlight application, and how to migrate VFP applications to Silverlight. For more information, see <http://www.swfox.net/workshops.aspx>.

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Registration



Register for Southwest Fox by downloading the Registration application from <http://www.swfox.net/register.aspx>.

Register before July 1, 2010 for a **\$125 super-saver discount** and **one free half-day pre-conference session**. Register before September 1, 2010 for a **\$50 early-bird discount**.

Main Conference Pricing

Super-saver price (before July 1, 2010): \$620

Early-bird price (before September 1): \$695

Regular price (September 1 and later): \$745

Pre-Conference Pricing

Super-saver price (before July 1, 2010): First one free! Second one is \$99

Regular price (July 1 and later): \$99 per session

User Group Discount

Geek Gatherings is offering a unique discount to user groups. Please see the User Groups page (<http://www.swfox.net/usergroups.aspx>) for details.

White Light Computing offers Southwest Fox Scholarship

Do you want to get part of your conference fee covered by Southwest Fox platinum sponsor White Light Computing? See the White Light Computing Scholarship page (<http://www.swfox.net/scholarship.aspx>) for details.

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Pre-Conference Sessions

Agile and Lean Development Applied to Visual FoxPro

Presenter: Toni M Feltman

Level: Beginner

Agile and Lean Development practices are gaining a lot of traction in the development world at large, but are largely misunderstood and frowned upon by VFP developers. Dismissing these practices is a huge mistake. Agile and Lean practices can be fit into any organization and can boost the productivity and job satisfaction of any developer. In this session we'll discuss the underlying principles of both of these approaches. Many advocates of these approaches take an all-or-nothing approach that smacks of elitism and zealotry. That will not be the case with this session. Instead, we'll look at each of the individual pieces and principles of these approaches from the standpoint of what makes sense for you and your organization - which is the original intent behind all of them.

You will learn:

- The basics behind Agile Approach to Development
- The basics behind Lean Development
- How to apply Agile and Lean concepts to new VFP Development
- How to apply Agile and Lean concepts to VFP systems currently under development and/or in maintenance mode

An Introduction to Ruby and Rails

Presenter: Rick Borup

Level: Beginner, Intermediate

Ruby is a powerful, object-oriented, open-source language with a clean and easily understandable syntax. Originally released to the public in 1995, widespread interest in the Ruby language really began to take off in 2003 with the release of the Ruby on Rails® framework. Also known as "RoR" or simply "Rails", Ruby on Rails is an open-source Web framework that makes it possible to quickly and easily create data-based Web applications. Together, the Ruby language and the Ruby on Rails framework can become an exciting and powerful addition to any developer's toolbox. This session introduces both the Ruby language and the Rails framework, focusing on their installation and use on a Windows® platform with a perspective geared toward experienced Visual FoxPro developers.

You will learn:

- How to install Ruby and the Rails framework on Windows
- Ruby language essentials
- How Ruby is similar to VFP
- How Ruby differs from VFP
- How Ruby on Rails implements the MVC pattern
- How to build a Web application in Rails

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Pre-Conference Sessions

Get Your VFP App on the Web

Presenter: Paul C Mrozowski **Level:** Beginner

This session will be a fast-paced overview of web development from the perspective of a VFP developer.

Need to get all or part of your VFP application on the web but don't know where to start? In this pre-con session we'll talk about the basics of web development for a VFP developer. Web development has a number of common stumbling blocks for desktop developers so we'll spend some time discussing the differences, see where developers normally go wrong, and cover some of the do's and don'ts. This pre-con session will also cover the basic web development model, then take a look at a few different web development frameworks that can be used to get your app on the web.

The second half of the session will go into more detail about using ASP.NET as your framework of choice. We'll do a quick tour of the Visual Studio IDE, talk about the .NET language (C# in particular), discuss server side controls and then create a simple reporting application that shares data with a VFP app. The goal of this pre-con session isn't to turn you into a web or ASP.NET developer in a few hours (sorry, it's going to take more time than that!), but to show you where to begin.

NOTE: This session will only cover "Classic" ASP.NET, not ASP.NET MVC.

You will learn:

- Basics of web development
- Common stumbling blocks
- How to choose a framework
- Why ASP.NET?
- ASP.NET architecture
- How easy (and how hard) web development can be

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Pre-Conference Sessions

TLAs put into Practice: Object Oriented Principles in VFP

Presenter: Christof Wollenhaupt **Level:** Intermediate

TDD, OCP, LSP, ISP, DIP, DRY, IoC, LOC, SRP, DbC, CDD, DDD: Our world is filled with three letter acronyms that are meant to make our lives easier, if only we could remember what each of them means.

In this pre-conference session we will extend a real-world application with some new features. "Real world" here means a typical, really messy, historically grown application; not a demo application carefully crafted for a session.

During the course we will start by using test-driven development which mainly means unit testing code. However, test-driven development is more than just writing some tests. By strictly limiting additions to whatever is needed to make the test pass, we avoid writing overly complex code.

As we move along with testing we will automatically discover the need for other object oriented design principles and apply them in the VFP world, including:

- Single-Responsibility Principle
- Open Closed Principle
- Liskov-Substitution Principle
- Inversion of Control
- Don't Repeat Yourself

They are one possible way to achieve a solid design and implementation.

There's always more than one way to skin a cat, though. Sometimes you have to violate the principles above on purpose. We will cover situations where either the technology (that is, VFP) doesn't support them, or other limiting factors in the real world prevent us from doing so.

At the end we will apply these principles to some well-established techniques in the VFP community such as the global application object, meta-data driven applications, and other VFP specific solutions. 15 years after their introduction some of them might better be replaced by more current approaches.

You will learn:

- How to use "clean code development" practices
- How to recognize good and bad design
- The concepts and reasons behind the principles

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A Deep Dive into the VFPX ThemedControls

Presenter: Doug Hennig

Level: Beginner, Intermediate

One of the coolest projects in VFPX is ThemedControls by Emerson Santon Reed (the 2009 Southwest Fox Ceil Silver Ambassador). The ThemedControls project consists of eight controls—ThemedButton, ThemedContainer, ThemedExplorerBar, ThemedForm, ThemedOutlookNavBar, ThemedPageFrame, ThemedToolbox, and ThemedZoonNavBar—that allow you to provide the modern interface users expect in today's applications. This session looks at these controls in detail and shows how to use them in your own applications.

You will learn:

- What themed controls are
- How the ThemesManager provides consistent theming to all controls
- How the various themed controls work
- How to add these controls to your own applications

Accessing Visual FoxPro Data from Alternate Platforms

Presenter: Kevin J Cully

Level: Beginner, Intermediate

FoxBase and FoxPro applications have been around for well over 20 years, and many are still in use that contain important business information in FoxPro tables. Visual FoxPro is an excellent tool for accessing and manipulating this data on Windows. Are there options to read, write, update and delete this information using tools that will run natively on the Mac OS X and Linux platforms? We'll be looking at the options that gain you access to the riches of this business information, extending their life if additional and alternative platforms are in your business future.

You will learn:

- How to read, write and query data contained in FoxPro tables natively from the Mac OSX and Linux operating systems
- What the performance numbers are when compared to running from within Visual FoxPro itself, in both local and network environments
- About configuration issues and other "gotchas" when accessing data from Mac and Linux
- About licensing issues when using these technologies in your applications

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Artificial Intelligence, Databases, and Visual FoxPro

Presenter: Kevin J Cully

Level: Beginner, Intermediate

The subject of Artificial Intelligence was huge in the 80s and 90s but what happened? We'll be looking at the current state of artificial intelligence as it applies to business database applications in the modern environment. Using AI techniques we can build expert systems to analyze huge amounts of data, from a greater number of disparate sources, in less time, to make better business decisions that no human could hope to match.

You will learn:

- The fundamental concepts of neural networks compared to expert systems and the benefits to each
- How the lines between Neural Networks and Expert Systems can be blurred with the advance of Deterministically structured databases
- How AI adds knowledge and reasoning to existing applications. to make them friendlier, smarter, more sensitive to user behavior and more adaptive to changes in the business environment
- How the rise of the Internet can be leveraged as a database to build knowledge easily

Code Reviews: Why Real Developers do not Fear Them!

Presenter: Rick Schummer

Level: All levels

Code reviews have serious benefits and competitive advantages for those software shops that use them. They uncover bugs, ensure coding standards are enforced, lead to more understandable and maintainable code, mentor teammates on techniques and approaches, and cross-train staff so the company supports their software more efficiently. They provide a competitive advantage. Yet developers shy away from code reviews and often work towards the elimination of them where they work. Why is it that many developers fear code reviews? I believe the reason most developers avoid them is the fear of failure or showing they make mistakes in front of their peers. Other developers will claim there is no time in the project timeline for code reviews. Management will claim this is unbillable time. This session will show you this fear is unnecessary, and when properly approached, code reviews can be a natural part of the development process.

This session should be highly interactive. I will bring lots of ideas and experience as to how code reviews are conducted and how you can derive additional benefits from them, and even make them fun for the development staff. The key should be to understand how code reviews make the software you create better, and over time improve the quality from each developer on the team.

You will learn:

- The benefits are of doing code reviews
- How single developer shops can implement code reviews
- What code should be reviewed
- The Code Review Rules
- What you need to prepare for a code review

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Collections: Managing Information the Object-Oriented Way

Presenter: Tamar E Granor **Level:** Beginner, Intermediate

When the collection base class was added to VFP 8, it gave us the opportunity to make our applications look more like those in other object-oriented languages. Collections let us manage groups of related objects through a straightforward interface, and avoid the peculiarities of working with arrays in VFP.

In this session, we'll cover the basics of using collections, the reasons why they're better than arrays, and show how they improve object models. We'll also consider the weaknesses of collections in VFP and talk about workarounds.

You will learn:

- What collections are and how to work with them
- Why they're easier to use than arrays in VFP
- How they fit naturally into object hierarchies
- How to debug collections

Cool Controls for Your Applications

Presenter: Doug Hennig **Level:** Beginner, Intermediate

This session examines some controls you can add to your applications to provide a cleaner or fresher user interface or to provide features it's otherwise difficult to implement in pure VFP code. Controls include a splitter, a combobox that drops down to a TreeView control, and file selection controls. We will also cover FLLs written by Craig Boyd that provide encryption, compression, emailing, and file upload/download.

You will learn:

- How to use a splitter control to allow users to resize different parts of a form
- How the combotree control allows your users to select from complex information while taking up little screen real estate
- How the file selection control gives you control over file dialogs you only wish GETFILE() and PUTFILE() had
- How to encrypt text and files in VFP
- How to zip and unzip files
- How to email from VFP applications

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Creating Database Abstraction Classes in VFP: Switch your Back-End with Ease

Presenter: Steve Ellenoff

Level: Intermediate, Advanced

Imagine if your database application could switch from using FoxPro tables, to Microsoft SQL Server, MySQL, or to PostgreSQL, by simply changing one line in a configuration file? Imagine further if this change could occur programmatically at run time, without having to write different code to handle each different back-end separately?

If you've ever worked with more than one SQL back-end, you'll appreciate the complexity and difficulty that comes in wanting to support more than one, especially with the same set of code for your VFP applications. At first blush you might think that Remote Views or the Cursor Adaptor can handle this without any additional steps, but as this session will demonstrate, this is not the case.

In this session we will examine a strategy for creating database abstraction classes which hide all the complexities of working with various different SQL back-ends, including FoxPro local data. By using this approach your applications become decoupled from the back-end and can switch easily without recoding, even on the fly. The session will also cover the advantages and disadvantages of this approach, under what circumstances you may wish to use this technique, and how you can easily extend the classes to handle SQL back-ends that do not even exist yet.

You will learn:

- Why it can be difficult to support multiple SQL back-ends
- Why Remote Views and the Cursor Adaptor are not the solution
- How to create a Database Abstraction Class (DAC) to enable supporting and switching between multiple back-ends easily
- The advantages and disadvantages of using a DAC for your VFP projects
- How to extend the DAC classes to support future SQL database back-ends

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Design Patterns in Visual FoxPro

Presenter: Rick Borup

Level: Intermediate, Advanced

Design patterns are abstract solutions that can be applied to solve common programming challenges in object-oriented software systems. Although it's been fifteen years since the seminal book *Design Patterns* was published, many developers are probably still not taking advantage of all that design patterns have to offer. While design patterns may most often be thought of in the context of languages like Java or C#, they are equally applicable and useful in Visual FoxPro. This session explores several common design patterns and shows you how to apply them to your work in Visual FoxPro.

You will learn:

- What design patterns are
- How patterns help solve common object-oriented design problems
- How to recognize opportunities to apply design patterns in your own work
- How common design patterns can be implemented in Visual FoxPro

Extending VFP using the Web Browser Control

Presenter: Bo Durban

Level: Intermediate, Advanced

Enhancing the user experience has become a necessity for new development. Users are demanding easier ways to navigate and view their data. There is a figurative "world" of GUI elements and libraries out there for enhancing the user experience via the web browser. Why not incorporate some of these into your Windows form applications using the Web Browser control? This session will show you how you can significantly enhance the look and feel of your application by creating custom controls based on the Web Browser control. Learn how to seamlessly display data, accept user input, and respond to events and how to hook into a world of cool visual libraries and services using the Web Browser control. Practical examples will demonstrate the benefits the Web Browser control can offer.

You will learn:

- How to maximize the potential of the Web Browser control
- How to accept user input from the Web browser control
- How to respond to events and call backs to and from the Web Browser control

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Extending Visual FoxPro by Calling .NET Components

Presenter: Rick Strahl

Level: Beginner, Intermediate

In this session I'll introduce the concepts behind calling .NET components via COM Interop from Visual FoxPro and demonstrate how to create those components and publish their functionality so they can be accessed by VFP. In addition I'll talk about some helper tools that allow you to access not only COM registered components, but almost all .NET components both in the framework and those from third parties, static members, enumerations, arrays and other types that aren't directly accessible through COM Interop. These tools make it much easier to take advantage of the wealth of functionality of .NET in your FoxPro application. I'll demonstrate several useful examples, including calling Web Services through a .NET Web Service proxy, automating a WinForm application and implementing a multi-threaded application controlled by VFP by using .NET as a thread controller.

You will learn:

- How to call .NET components via COM Interop from Visual FoxPro
- The limitations of plain COM interop
- How to host the .NET runtime inside of Visual FoxPro
- How to work around some of the limitations of FoxPro to .NET COM interop

fxReports - Sharing Custom Report Features

Presenter: Cathy Pountney

Level: Intermediate, Advanced

With the release of SP2, creating reports in VFP 9 became much more powerful. We now have the ability to create custom features that can be used over and over again on numerous reports. For example, would you like the ability to easily add a watermark to reports? How about the ability to dynamically reduce the font on long text so it fits within a narrow column? The possibilities are endless and no one developer can create them all. My new reporting framework and set of utilities allows each of us to create our own custom features as well as share them with the world and lets us all tap into the wealth of ability the FoxPro Community has to offer. This new project will become part of the FoxPro Community effort on VFPX (CodePlex). In this session, we'll walk through the entire concept from both sides. You'll learn how to use features developed by other developers, you'll learn how to create your own features, and you'll also learn how to share those features with other developers.

You will learn:

- About the fxReports project on VFPX (CodePlex)
- How to implement custom report features created by other developers
- How to develop your own custom report features
- How to share your custom report features with other developers

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How the Fox is Different

Presenter: Christof Wollenhaupt **Level:** Beginner

You always knew that FoxPro is different from every other programming language! You had a pretty clear idea that the development environment of Visual FoxPro is far superior to the one found in .NET, Java, and PHP. How else is it possible that those languages exist for years or even more than a decade and still lack features that FoxPro sported for eons? Even the simplest task in any of these languages requires an incredible amount of time. It's certainly not surprising that every single .NET project takes a multitude of times of a comparable VFP project to complete.

Ever thought along these lines? Then this session might have a few surprises for you. There will be a few insights in how FoxPro and other languages (primarily .NET) differ. We will see how even minor differences in the languages lead to vastly different application designs. It shouldn't come as a surprise that many techniques published in books are aimed at C++, .NET and Java developers. Those techniques are good for those languages, but often a sub-optimal choice for VFP. Nonetheless, they were adopted by the VFP community and naturally failed to deliver the promised value.

If you have years of experience with Visual FoxPro, this session will support you in using .NET more efficiently. Yet, at the same time, it should make clear that "knowing OOP" is by far not enough to master .NET. Becoming proficient in .NET isn't the matter of learning a language; it's a matter of learning an idiom.

If you are one of the poor souls that started as a .NET or Java developer and have been forced to work on a VFP project, you'll learn that VFP isn't as awful as you first thought; just very different.

You will learn:

- How to approach other languages without suffering the "nothing is available" syndrome
- How languages differ despite looking similar at first glance
- How .NET and VFP developers think and what their respective approaches are

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Integrating Windows 7 Taskbar Functionality into VFP Applications

Presenter: Steve Ellenoff

Level: All levels

Windows 7 is arguably the best looking version of Windows ever! Although Microsoft's new OS offers many improvements such as improved stability, speed, power management, and support for the latest hardware technologies, most people will notice the User Interface more than anything else. Windows 7's newly designed Taskbar and its many cool features are no doubt the most obvious, and perhaps most praised improvements to the UI. As VFP developers, we have no built-in support to enable us to access most of this great new functionality. In this session we will begin by reviewing all the new functionality offered by the Windows 7 Taskbar such as Jump Lists, Taskbar Toolbars, Custom & Live Thumbnail Previews, Taskbar Progress Meters, and more. We will then explore how to use a new project (recently submitted for inclusion in VFPX), the Windows 7 Taskbar Library (Win7TLib) to allow full integration of these features into your VFP applications with minimal effort. By taking advantage of this functionality, you can really enhance your users' experience in Windows 7.

You will learn:

- The new features available to developers in the Windows 7 Taskbar
- How to integrate these features into your VFP applications using the Win7TLib project
- How the Win7TLib project works under the hood
- How to deploy the Win7TLib project with your VFP applications

jQuery for VFP Developers

Presenter: Paul C Mrozowski

Level: Beginner

jQuery is an open source Javascript library that can be used in your web applications and in desktop applications if you are using the Internet Explorer web control. It greatly simplifies multi-browser web development and provides a simple but powerful interface for client-side scripting.

jQuery currently seems to be all the rage in the web development realm. Wondering what all the fuss is about, or just want to learn the basics so you can get started with it? This is the session for you - we'll talk about what problems jQuery solves, how jQuery can help you enhance your web applications, and the basics of what you need to know to take advantage of it.

While this session isn't intended to be an introduction to Javascript, we'll cover some of the basic syntax as it applies to jQuery so even novice web/Javascript developers should be able to follow along. If you're doing (or thinking about doing) any web development and aren't currently using jQuery, you'll benefit from this session.

You will learn:

- What jQuery is
- The basics of the API
- Enough to be dangerous!

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Mocking Your Customer

Presenter: Rick Schummer

Level: All levels

In the past I have found that customers like to change their mind about what they want. This normally happens once they see the implementation of what they asked for during the first round of requirements discussion. Developers work hard to put together the user interface using the designers, but it is relatively expensive to the customer base if it gets thrown away. Sure there are times when we hit the nail on the head, but normally I find the real solution does not shine until the customer "spits on it."

Balsamiq Mockups is a designer that lets developers and non-developers alike build wireframes/mockups. These are blueprints for how the application user interface can look or work. Developers and users can sit down and flow through the application before hours of development are completed. Balsamiq Mockups facilitates the creation of the wireframes with lots of controls developers are using from the toolboxes provided in the native application designers.

You will learn:

- What the benefits are when you wireframe with your users
- How you can leverage customers and designers/artists to create mockups
- How easy it is to create mockups
- That wireframing actually leads to more business, and doesn't take away revenues from development

Office Automation Tips, Tricks and Traps

Presenter: Tamar E Granor

Level: Intermediate, Advanced

Once you get started automating Microsoft Office, you're likely to find more and more uses for Automation. But you also start running into peculiarities of the individual servers, file format issues, and other complications. In this session, we'll look at a number of issues related to automating the Office servers, including exploring why recording a macro can lead you astray. Most of the topics will apply to multiple Office servers, but we'll also look at the so-called Outlook "hell patch" and how you can automate Outlook email with a minimum of fuss.

You will learn:

- How the Office servers are the same and how they differ
- Why recording a macro isn't always the best way to figure out how to automate a process
- How to make your application respond to Office events
- How to work around the Outlook "hell patch"

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Open Data Protocol

Presenter: Craig Boyd

Level: Advanced

A look at Microsoft's Open Data Protocol (OData) from a Visual FoxPro developer's perspective.

You will learn:

- What OData is and isn't
- How to produce/consume OData from VFP

PEM Editor: An Absolute MUST HAVE in Your Development Toolkit

Presenter: Cathy Pountney

Level: All levels

The PEM Editor, available for free on VFPX, is a utility created by the collaborative efforts of several VFP Community members. Its early roots come from Doug Hennig and Marcia Akins as a replacement for a few VFP dialogs. Jim Nelson, with help from Doug Hennig, Matt Slay, Rick Schummer, and many others, has since taken the project over and evolved this utility into a complete replacement for the Edit Property/Method dialog, the New Property dialog, the New Method dialog, the Properties window, and the Document View. Jim suffers from "Scope Creep" and continues to enhance this tool with mind-blowing features on an ongoing basis. Once you start using this utility, you'll find it invaluable. It's become one of my absolute **MUST HAVES** for my development toolbox.

In this session I'll start by showing you the basics of installing, using, and customizing the PEM Editor. Then we'll get into the cool stuff like copying properties and methods (including code) from one class into another. We'll look at all the listings available (code, parentage, and PEM descriptions.) We'll explore the Document TreeView feature which can run as part of the PEM Editor or as a stand-alone utility as well as the many plug-ins available. We'll also explore one of my favorite features; the new design-time event handlers and builders. With this feature you can put code in your classes and the PEM Editor can automatically fire that code at various times. For example, resize a container **at design-time** and objects inside the container can **automatically** resize too! Think of the possibilities! Drop a container on a form, resize it, and everything inside resizes without any additional design work! We'll also spend some time looking at the code behind the scenes to see how all of this magic was created.

Come see why I'm so passionate about this development tool. And knowing how many new features Jim keeps adding, I'm sure they'll be even more new features added between now and the start of Southwest Fox. Don't miss this session. Come see what all the buzz is about!

You will learn:

- How to install and customize the PEM Editor to your preferences
- How to use the basic features of the PEM Editor
- How to use the bells and whistles in the PEM Editor
- How to use the PEM Editor to implement design-time features in your classes

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Professional Windows 7 Development with VFP 9

Presenter: Craig Boyd

Level: Intermediate, Advanced

Don't have the time to wade through the online sales-speak, posing as documentation, regarding desktop applications for Windows 7? Need someone to give you pertinent Windows 7 development information from a VFP 9.0 perspective in plain English? Want some VFP classes, code, and FLLs specifically written to handle Windows 7 issues and take advantage of its new features? Like ice cream?

If you answered YES to any of the preceding questions, you should definitely attend this session.

You will learn:

- What you should consider when installing and using VFP 9.0 on a developer machine (MSXML2, SP2, hotfix, permissions, FLL development issues)
- What you need to know if you're developing VFP 9.0 applications that will be deployed on Windows 7 (UAC and Gotchas)
- How your VFP 9.0 applications can make the most of Windows 7 (New and Improved APIs, Platforms, interface design, Win7 Software Logo Program)
- How many of the concepts and considerations discussed in this session apply to Windows Vista as well

Silverlight for Desktop Applications

Presenter: Venelina Jordanova

Level: Advanced

Silverlight is intended to be a front end for Internet applications. However, Silverlight 4 applications can be "installed" on machines without Internet access. Silverlight 4 applications can communicate with COM servers in the same way VFP applications can. So we have the basis to build Silverlight applications as desktop applications. A Silverlight desktop application can communicate with a COM server build with VFP. This VFP COM server can access a VFP database or a SQL Server database and can contain any business logic.

The Silverlight application will provide only the user interface tier. In this way a VFP application can be equipped with the most modern Silverlight user interface and can run on standalone machines and in local networks.

You will learn:

- How to build a VFP COM server
- How to access databases from COM servers
- How to build a Silverlight front-end application
- How to set up interaction between a Silverlight front-end and a VFP COM server

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Silverlight for Internet Applications

Presenter: Uwe Habermann **Level:** Advanced

Silverlight business applications should communicate with a WCF web service. The web service can connect to a SQL Server database. All needed code can be generated by Visual Studio as long as no business logic is needed. However, the web service can also communicate with a COM server written in VFP. Data access and business logic can be provided by the VFP COM server. Silverlight applications designed in this way can be used over the Internet, or as Intranet applications.

You will learn:

- How to build Silverlight business applications
- How to build a VFP COM server
- How to access databases from COM servers
- How to make a Silverlight frontend and a VFP COM server interact

The Pomodoro Technique - A New Way to Improve your Productivity

Presenter: Toni M Feltman **Level:** Beginner

Most VFP developers wear a number of hats. On many days it feels like we spend more time changing hats than we do getting any real work done. It is often difficult to stay focused on a single task for any amount of time because of both internal and external interruptions. The Pomodoro Technique is a great way to begin: center your energy in 25 minute segments, focus on the task at hand and be more productive. But, the technique is far more than just the timer. It is also a great way to learn to break projects into manageable tasks, sharpen your estimation skills, be more productive and make work more rewarding.

You will learn:

- What the Pomodoro Technique is all about
- What the objectives are for this technique
- How to use the technique
- How to fine tune the task list
- How to build better estimations from historical Pomodoro data
- How to better manage interruptions

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Using Direct2D with Visual FoxPro

Presenter: Bo Durban

Level: Intermediate, Advanced

Direct2D is the latest graphics API for Windows and is designed to offer high-quality and high performance rendering of 2-D graphics. The Direct2D API was designed to interoperate with GDI and GDI+, but because it uses hardware-acceleration, it offers a much faster rendering engine. This makes it ideal for creating controls and libraries for other developers as well as server-side rendering of 2-D graphics. Users have been demanding a richer visual experience from their applications; Direct2D was created to answer this demand as well as provide a scalable API for developers to take advantage of newer, graphics hardware-accelerated computers. Sample code will be provided to help kick-start your Direct2D development experience

You will learn:

- The advantages of using Direct2D instead of GDI and GDI+
- How to implement Direct2D graphics using the updated GDIPlusX library
- The system requirements for Direct2D and how to install it

Using jQuery for Server Callbacks (Intermediate jQuery)

Presenter: Rick Strahl

Level: Beginner, Intermediate

Web development is slipping more heavily into client side development and the jQuery JavaScript library is one of the most popular tools that is used to provide that functionality. In this session I'll demonstrate how jQuery can be used effectively to build client-centric Ajax applications that connect to a Visual FoxPro Web Server application using Web Connection, highlighting both the Ajax features of jQuery as well as some of the helpful tools in the Web Connection framework that greatly facilitate making server callbacks and retrieving data into the client and updating the user interface dynamically.

You will learn:

- How to use jQuery's AJAX features
- How to build a reusable service proxy to simplify callbacks
- How to create server callback handler methods with Web Connection
- How to use tools to create and consume JSON data from FoxPro types and cursors

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Speakers



Rick Borup

Rick Borup is owner and president of Information Technology Associates, a professional software development, computer services, and information systems consulting firm he founded in 1993. Rick spent several years developing software applications for mainframe computers before turning to microcomputer database development tools in the late 1980s. He began working with FoxPro in 1991, and has worked full time in FoxPro and Visual FoxPro since 1993. He is a co-author of the books *Deploying Visual FoxPro Solutions* and *Visual FoxPro Best Practices For The Next Ten Years*. He has written articles for *FoxTalk* and *FoxPro Advisor*, and is a frequent speaker at Visual FoxPro conferences and user groups. Rick is a Microsoft Certified Solution Developer (MCSD) and a Microsoft Certified Professional (MCP) in Visual FoxPro.



Craig Boyd

Craig Boyd is the CEO of Sweet Potato Software, Inc. (SPS) and a Microsoft Visual FoxPro MVP. Probably best known for his posts on the SPS Weblog, Craig has years of experience developing applications for US and International clients. Specializing in helping other software companies meet challenging deadlines, solve complex problems, and upgrade project interfaces, Craig has built a solid reputation for getting jobs done on time and within budget.



Kevin J Cully

[Kevin Cully](#) is owner of [CULLY Technologies, LLC](#) which designs websites, creates database applications, and conducts training and presentations. CULLY Technologies, LLC has been in existence since 2000, and since that time has concentrated on building web sites, web applications, and desktop business applications in a variety of commercial industries.



Bo Durban

Bo Durban is the founder and primary consultant of Moxie Data, Inc. He has been a software developer for over 20 years with an emphasis on reporting and Web development. He is the author of several reporting utilities including Moxie Report Objects for Visual FoxPro.

Bo is the project manager for the GDIPlusX project and the VFP9 Reporting APPs, located on VFPX, a community effort to create open source add-ons for Visual FoxPro 9.0. He has spoken at software developer conferences around the world as well as User Group meetings. Bo also has written technical articles for software development publications such as CoDe and FoxTalk.

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Steve Ellenoff

Steve Ellenoff is the president of SJE Consulting / Custom Technology Solutions (www.sjects.com) founded in 1999. With over 20 years of programming experience, he and his company continue to use Visual FoxPro and other technologies to deliver cost effective, feature rich, database intensive desktop and web solutions for companies small and large. Steve has been working with FoxPro since version 2.6 for Windows, although he considers his many years using Dbase and Clipper to be his unofficial start with FoxPro.

Steve has presented topics on FoxPro at several conferences and user groups, and had numerous tips published by FoxPro Advisor magazine.

Steve has a background in C and C++ development and headed the popular open source pinball project PinMAME (www.pinmame.com) for many years. Additionally he made many contributions to the even more popular open source video game project, MAME (<http://mamedev.org>). Both projects rely heavily on virtualization and emulation which have long been one of Steve's favorite areas of technology.

In 2008 Steve became one of the founding members of Big Guys Pinball, LLC (www.bigguyspinball.com). The company has used his software emulation and reverse engineering skill set to create a product that allows pinball owners to replace their proprietary / no longer available pinball hardware systems with common, off the shelf pc components.

Steve fulfilled a childhood dream in 2009 when he was hired to do contract work to help develop the video game: Williams Pinball Hall of Fame for XBOX360 and Sony Playstation 3 (<http://xbox360.ign.com/objects/143/14307127.html>). As a kid growing up in the 80's video game craze, Steve taught himself how to program computers at a young age for the sole purpose of some day creating a video game. Along the way, the dream somehow got lost as the more practical business side of software development took hold. When video gaming console developer Farsight Studios contacted Steve in 2008, the long forgotten dream suddenly became a very plausible reality. The game was released in September 2009 and was met with rave reviews from the critics and players alike.



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Toni M Feltman

Toni Feltman, a Microsoft Certified Professional, is an experienced software developer, project manager, instructor and speaker. She is Vice President and a Partner at F1 Technologies and is still an integral part of the company. During her 18 years at F1 Technologies she has served as both a developer and project manager on numerous projects and as Product Manager for the highly successful FoxExpress product line.

Toni is a well known contributor to the Visual FoxPro development community. She has spoken at most major FoxPro conferences in North America and Europe. Although Toni has expertise in a number of areas, she generally focuses her presentations on Team Development, XML, n-Tier Development and new features in Visual FoxPro.

Toni has penned several articles for Advisor Guide to Microsoft Visual FoxPro and is co-author of Making Sense of Sedna and SP2 and What's New in Visual FoxPro 9.0 (Hentzenwerke Publishing). Toni also designed and developed Project HookX, a VFPX utility designed to allow developers to manage and use multiple project hooks on a single Visual FoxPro Project. Toni is one of several co-authors of DBCX, a public domain data dictionary tool used or supported by many notable Visual FoxPro products including the Stonefield Data Dictionary, Visual FoxExpress, FoxFire! and Stonefield Query.

Toni taught for several years at the University of Toledo on a wide variety of technologies including Microsoft Office applications, XML, various Internet development technologies and database design and programming. Toni also enjoyed a stint as an instructor for AppDev.

Toni's introduction to the FoxPro community came while she worked in the technical support department at Fox Software. Toni was a senior level support technician and Sysop of the Fox Software Forum on CompuServe.

Toni graduated from Bowling Green State University in 1989 with a BA in Management Information Systems.



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Tamar E Granor

Tamar E. Granor, Ph.D., is the owner of Tomorrow's Solutions, LLC. She has developed and enhanced numerous Visual FoxPro applications for businesses and other organizations. She currently focuses on working with other developers through consulting and subcontracting.

Tamar served as Editor of FoxPro Advisor magazine from 1994 to 2000 and was Technical Editor from 2000 to 2008. She served as co-author of the popular Advisor Answers column from 1993 to 2008. She has also written for FoxTalk and CoDe; she currently writes for [FoxRockX](#).

Tamar is author or co-author of ten books including the award winning Hacker's Guide to Visual FoxPro and Microsoft Office Automation with Visual FoxPro. Her most recent books are Making Sense of Sedna and SP2 and Taming Visual FoxPro's SQL. Her books are available from [Hentzenwerke Publishing](#).

In 2007, Tamar received the Visual FoxPro Community Lifetime Achievement Award. She has received Microsoft Support's Most Valuable Professional award annually since the program's inception in 1993. Tamar speaks frequently about Visual FoxPro at conferences and user groups in North America and Europe and is one of the organizers of the annual Southwest Fox conference.

You can reach her at tamar@tamargranor.com or through www.tomorrowssolutionsllc.com.

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Uwe Habermann

Some readers may associate "Visual Extend" with my name. Here's how I came to VFX and what else there is to tell about me.

In the first semester of my computer sciences study at the Technical University of Berlin, I had to punch punch cards. As you can see the knowledge of that doesn't help very much anymore. During this time I learned dBASE II on an Apple IIe when visiting friends. Shortly thereafter, through my studies I learned dBASE III and dBASE III+. These experiences have shaped my programmer career until today.

During my studies I was able to start working as an independent freelancer and developed custom database applications for small companies. Because more and more customers asked for Windows applications, I came to the first Windows version of FoxPro, version 2.5.

In 1995 I became a member of dFPUG (German speaking FoxPro User Group) and was pleasantly surprised from the extensive offerings and constructive cooperation in the community. In early 1996, I heard about the framework Visual Extend and since then have been an enthusiastic user of this highly successful RAD tool. Very soon the developer of VFX, Arturo Devigus, was convinced of my ideas for further development. As a freelancer for the Devigus Engineering AG, I have worked on the VFX versions 6 and 7, and since November 1998 I do support in the VFX news-group.

In 1999 I founded the Uwe Habermann & Kathrin Leu GbR with a partner. This company mainly deals with the development and distribution of software for dental laboratories. Actually, I do not need to mention that this application is developed with VFX.

In addition, I am still working in the project business and develop customized software for various industries. I support other VFP programmers and in particular, VFX developers, through training and coaching.

In 2000, I became a Microsoft Certified Professional for Visual FoxPro 6 and since that year, have been a speaker at the Visual FoxPro Developer conference in Frankfurt. I have also held sessions at numerous regional meetings and conferences, including those in Vienna, Bucharest, Bunnik and Paris as well as many years at the VFP DevCon in Prague.

Since VFX was bought by dFPUG in early 2003, I have been responsible for the development and support of VFX as Visual Extend product manager. Since that time, the development of VFX is done in Varna, Bulgaria, led by Venelina Jordanova as chief developer. Together with Venelina I wrote the developer manuals for Visual Extend 8.0, 9.0 and 10.0.

Since 2008, I have been based in Varna and together with Venelina working as manager of V&U Ltd. In addition to the Visual Extend development, our focus is development of Visual FoxPro applications. Lately, however, we focus on the rich capabilities of Silverlight. We hope to be able to provide a base for future projects of VFP developers, and especially VFX developers.



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Doug Hennig

Doug Hennig is a partner with Stonefield Systems Group Inc. and Stonefield Software Inc. He is the author of the award-winning Stonefield Database Toolkit (SDT); the award-winning Stonefield Query; the MemberData Editor, Anchor Editor, and CursorAdapter and DataEnvironment builders that come with Microsoft Visual FoxPro; and the My namespace and updated Upsizing Wizard in Sedna.

Doug is co-author of *Making Sense of Sedna and SP2*, *Visual FoxPro Best Practices For The Next Ten Years*, the *What's New in Visual FoxPro* series (the latest being *What's New in Nine*), and *The Hacker's Guide to Visual FoxPro 7.0*. He was the technical editor of *The Hacker's Guide to Visual FoxPro 6.0* and *The Fundamentals*. All of these books are from Hentzenwerke Publishing (<http://www.hentzenwerke.com>). Doug wrote over 100 articles in 10 years for *FoxTalk* and has written numerous articles in *FoxPro Advisor*, *Advisor Guide to Visual FoxPro*, and *CoDe*. He currently writes for *FoxRockX* (<http://www.foxrockx.com>).

He spoke at every Microsoft FoxPro Developers Conference (DevCon) starting in 1997 and at user groups and developer conferences all over the world. He is one of the organizers of the annual Southwest Fox conference. He is one of the administrators for the VFpx VFP community extensions Web site (<http://vfpx.codeplex.com>). He has been a Microsoft Most Valuable Professional (MVP) since 1996. Doug was awarded the 2006 FoxPro Community Lifetime Achievement Award (<http://fox.wikis.com/wc.dll?Wiki~FoxProCommunityLifetimeAchievementAward~VFP>).

Web: <http://www.stonefield.com> and <http://www.stonefieldquery.com>

Blog: <http://doughennig.blogspot.com>

Twitter: <http://twitter.com/DougHennig>

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Venelina Jordanova

I still remember how I felt in 1986, when I needed to memorize and enter a 32 bit binary number indicating the start address of a tape for loading the operating system of ES1020 (IBM 360). This happened during my school time at the Mathematical High-School. It was a real challenge, because I had my summer practice in the regional branch of the Bulgarian National Bank and no mistakes were allowed. That experience taught me that the computer strictly executes commands that humans give, but it cannot read our thoughts. My first programming language was Basic and later in high-school I learned Fortran, too.

In Varna Technical University, where I studied Computer Sciences, having highest grades, I received a scholarship from a Bulgarian military company. That allowed me during summers to work for them, making programs in Assembler and C. This work helped me later to make my Master degree.

After my graduation I was invited to participate in the development of the Employment Agency information system in Varna. We made a team from different types of specialists, which aimed toward planning and programming an automated information system for all activities of the agency.

The work began with the discussion about a programming language that will be used for development. We were hesitating between Pascal and C++ and then suddenly a colleague recommended us to use FoxPro. After the first few days working with FoxPro, I fell in love with this language which still continues nowadays.

In my list of projects are wide ranges of various applications like banking, insurance and financial operations, petrol station POS software, postal address validation, an ERP system for the Bulgarian market, billing systems for utility companies, a report generating tool and many other tools for VFP. Since the beginning of 2003 I am the team leader for the further Visual Extend framework development.

In 2003 I got the chance to be speaker at the Visual FoxPro DevCon in Frankfurt. Since that year I have been a regular speaker there. I have also held sessions at numerous regional events in Bulgaria, conferences in Bucharest, Bunnik and Paris, as well as many years at the VFP DevCon in Prague.

Since 2008, I am working together with Uwe Habermann as manager of V&U Ltd. In addition to the development of Visual Extend, our focus is the development of various Visual FoxPro applications. Further, we focus on the rich capabilities of Silverlight. We hope to be able to provide a high technology base for future projects of VFP developers, and especially VFX developers.

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Paul C Mrozowski

Paul Mrozowski is currently a developer for White Light Computing. He's been focusing on web-based applications in C#/ASP.NET and SQL Server and desktop applications in VFP. Additionally he has built a number of .NET/Compact Framework applications for mobile devices. He has been a VFP developer for more than 10 years and C#/.NET developer for more than 7.



Cathy Pountney

Cathy Pountney has been developing software for almost three decades and is proud to have earned the Microsoft Visual FoxPro MVP Award seven years in a row. She is equally proud to have had the opportunity to work as a subcontractor onsite in Redmond with the Microsoft Fox Team in 2001. Cathy enjoys writing articles for various Fox magazines as well as writing books. She authored *"The Visual FoxPro Report Writer: Pushing it to the Limit and Beyond"* and co-authored *"Visual FoxPro Best Practices for the Next Ten Years"* and *"Making the Most of Sedna and SP2"*. Cathy participates in her local FoxPro user group (GRAFUG) and speaks at other user groups when time permits. She has spoken at numerous conferences including GLGDW, Essential Fox, Advisor DevCon, DevTeach, and of course, her favorite, Southwest Fox. For the past several years, Cathy has worked for Memorial Business Systems writing software for the cemetery and funeral home industry which proves ... Fox is NOT dead!

Email: Cathy@Frontier2000.com

Twitter: [Frontier2000](https://twitter.com/Frontier2000)

Facebook: [Cathy Pountney](https://www.facebook.com/CathyPountney)

Business: www.MBS-Intl.com

Personal: www.Frontier2000.com

Blog: www.CathyPountney.BlogSpot.com

Linked In: www.Linkedin.com/in/CathyPountney

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Rick Schummer

Rick Schummer is the president and lead geek at White Light Computing, Inc., headquartered in southeast Michigan, USA. He prides himself in guiding his customer's Information Technology investment toward success. He enjoys working with top-notch developers; has a passion for developing software using best practices, and for surpassing customer expectations, not just meeting them. After hours you might find him creating developer tools that improve developer productivity, or writing articles for his favorite Fox periodical: *FoxRockX*.

Rick is a co-author of *Making Sense of Sedna and SP2*, *Visual FoxPro Best Practices for the Next Ten Years*, *What's New In Nine: Visual FoxPro's Latest Hits*, *Deploying Visual FoxPro Solutions*, *MegaFox: 1002 Things You Wanted To Know About Extending Visual FoxPro*, and *1001 Things You Always Wanted to Know About Visual FoxPro*. He is regular presenter at user groups in North America and is founding member and Secretary of the Detroit Area Fox User Group (DAFUG). Rick is one of the organizers of the Southwest Fox Conference, and is a regular presenter at other conferences in North America, Europe, and Australia. He is also an administrator of VFPX, and a Microsoft Visual FoxPro MVP since 2002.

You can contact him via email at raschummer@whitelightcomputing.com, find him on Twitter @rschummer, or via his company Web site: <http://www.whitelightcomputing.com>. Read more of his thoughts on Visual FoxPro in his blog: Shedding Some Light (<http://rickschummer.com/blog2>).



Rick Strahl

Rick Strahl is the big Kahuna and janitor at West Wind Technologies on Maui, Hawaii. The company specializes in Web and distributed application development, develops several commercial and free tools, provides training and mentoring with focus on .NET, IIS and Visual FoxPro. Rick's the author of the popular Web Connection Web development framework for FoxPro, a C# Microsoft MVP, a frequent contributor to magazines and books, and a frequent speaker at developer conferences and user groups. He is also co-publisher of CoDe magazine. For more information please visit: <http://www.west-wind.com/weblog/> or contact Rick at rstrahl@west-wind.com.



Christof Wollenhaupt

Christof Wollenhaupt specializes in FoxPro and .NET development and consulting. Having worked with FoxPro for more than 18 years he now has made every thinkable error in FoxPro personally. Customers around the world rely on his experience to learn from these mistakes. Christof is an international speaker at user group meetings and conferences and the organiser of the Hamburger Stammtisch für Datenbankentwickler, a monthly meeting for Microsoft database developers. Despite spending his time writing way over a hundred articles for various magazines, he was awarded the Microsoft MVP award every year since 1997. Christof authored the Guineu product family, a development environment that moves FoxPro forward to other platforms. For more information please visit <http://www.foxpert.com> and <http://www.guineu.net>.



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