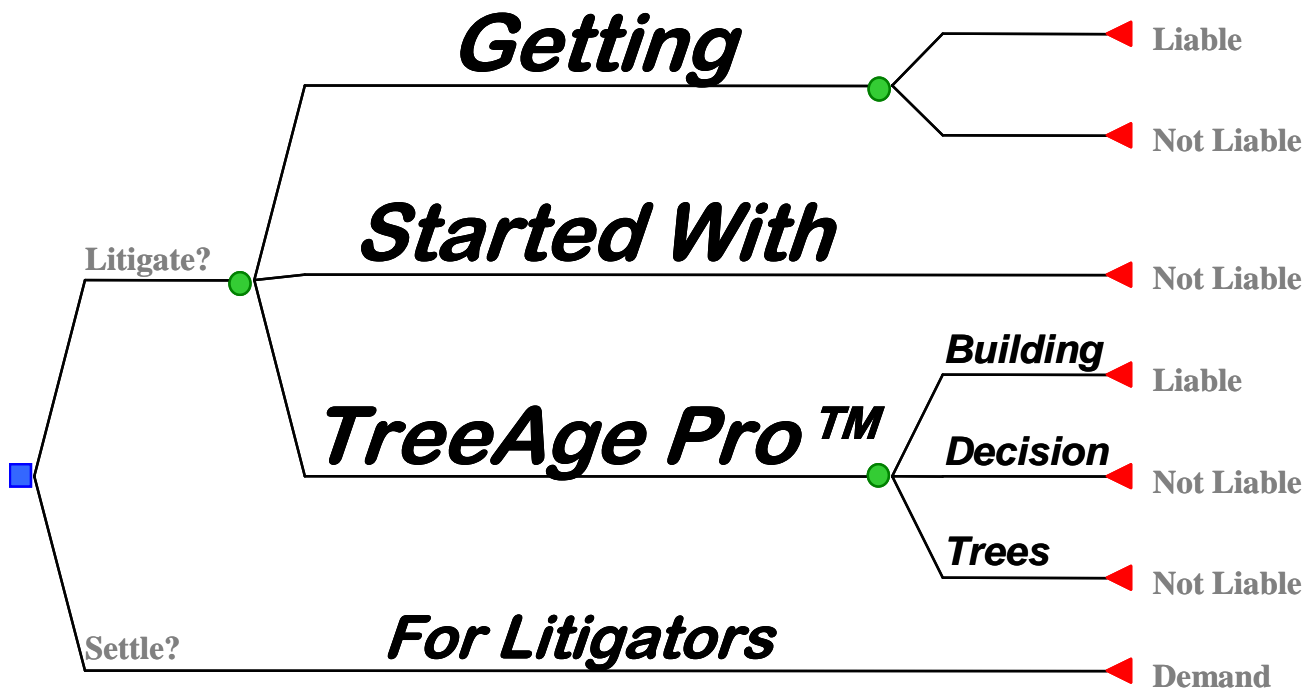


MARC B. VICTOR, ESQ.
AND
LITIGATION RISK ANALYSIS, INC.
PRESENT



Subsequent Changes in TreeAge Pro

707.833.1093
support@litigationrisk.com
www.LitigationRisk.com

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Refer to

Pages 6-8 in full
“Getting Started”
manual.

Toolbar Buttons

When you roll your mouse over an active button, a brief description of that tool now appears just below the toolbar row. As with prior versions, a longer description continues to be displayed in the status bar at the very bottom of your monitor.



The ninth button now accesses a **Variable Definitions** pane that offers considerably more functionality than the Variables window of the original version. In fact, many — though not all — of the functions that can be performed using the tenth button (, see Chapter Three), can now be carried out in this new pane. And some operations can *only* be carried out in this new pane — such as one-step cutting of selected variable definitions at a given node, or copying and pasting of selected variable definitions from one node to another node.



A new twelfth button [or **CTRL+U**] opens the **Formula Editor** dialog box. One application would be when the payoff you wish to enter in the Payoff window (see pages 54-68) requires the use of a built-in function (see pages 70-71).



A new thirteenth button [or **CTRL+SHIFT+E**] is a shortcut to access the **Calculator/ Evaluator** feature described at page 69.

As a result of these new buttons, those labeled as the twelfth and thirteenth in the original version are now the fourteenth and fifteenth.



A new sixteenth button [or **CTRL+M**] opens the **List of Reasons** window — which TreeAge Pro calls **Node Comments**. This feature is described at length at pages 38-39. Before you click this button, be sure you have first highlighted the chance node *to the left of* the set of branches you are about to discuss.

A new seventeenth button (!) *will not be used*.

As a result of these new buttons, those labeled as the fourteenth through twenty-fourth in the original version are now the eighteenth through twenty-eighth.

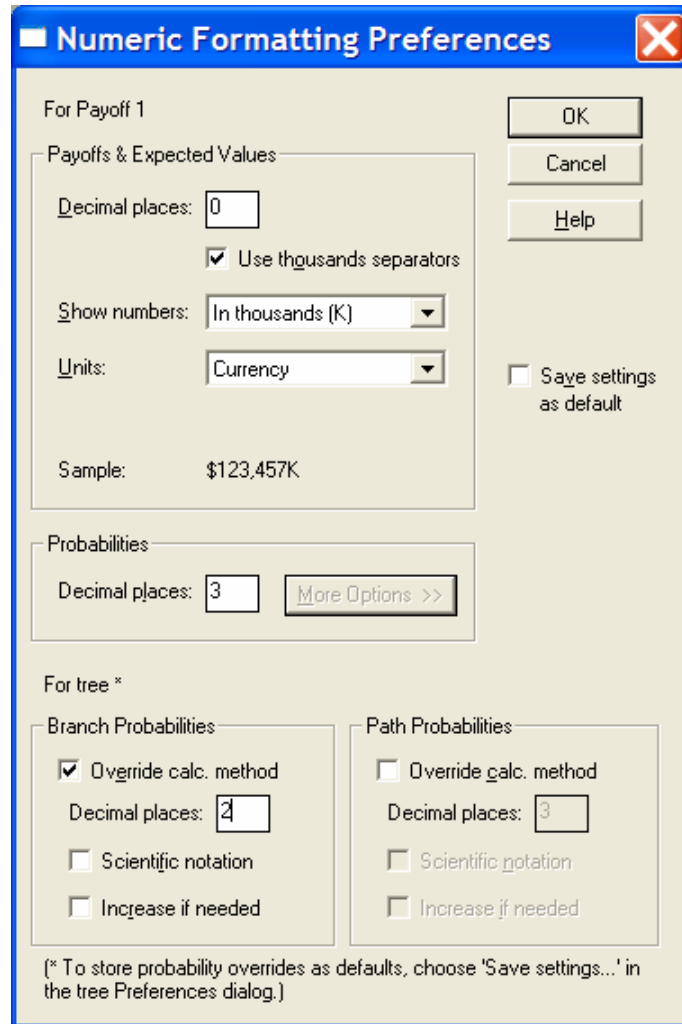
Refer to

Pages 11-22 in full "Getting Started" manual.

Setting Preferences

Although many of the Preferences dialog boxes look somewhat different for 2006 than for 2004 or 2005, only some of the changes are significant for users of "Getting Started."

Numeric Formatting



The **Payoffs & Expected Values** settings originally described on page 13 remain the same. But in the **Probabilities** section originally described on page 14, set the number of **Decimal places** at 3 and click **More Options >>**. Then, under **Branch Probabilities**, check the top box only — **Override calc. method** — and specify 2 decimal places.

Variables/Markov Info

In those trees where you will be using many variables, you may wish to check the two boxes following **Use variables categories**. Then click the **Help** button *on the right side of the Preferences dialog box*, select [Variables Display](#) on the next screen, and finally [categories for variables](#) at the bottom of the next screen. This will lead to a detailed explanation of how to create variable categories — a feature that ties in with Naming Suggestions For Branch Probability Variables (at page 75) and may be useful with Payoff Variables as well (see the discussion beginning at page 54).

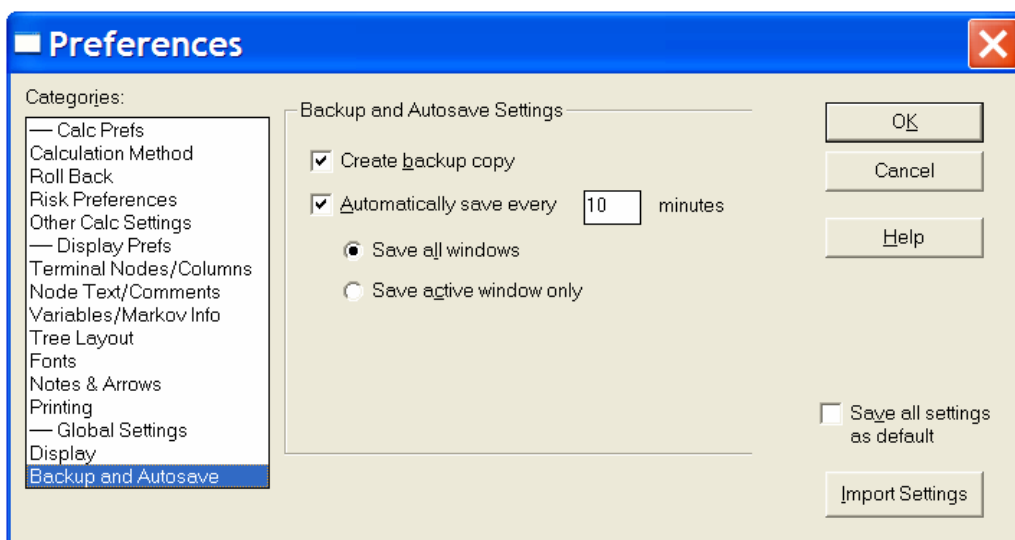
Debugging

Most of the time you will find it best to leave all of these options *un-checked*. [For a description of the various options, click the **Help** button *on the right side of the Preferences dialog box* and select [Debugging](#) on the next screen. Note that the related Debug Output pane can be displayed or hidden by pressing the **F4** key (or by going to the **Display** menu).]

Notes and Arrows

On page 43 there was a caution against the early/extensive use of arrows, due to the inability to bind them to anything. Now, however, by checking the new option — **Anchor arrow ends to nodes** — arrow heads and tails will move or stretch as the shape of the tree changes.

Backup/Autosave Preference Dialog Box



Checking the first box will create a copy of the file as it exists when it is first opened. That way, should you mistakenly save changes to the file that cannot be undone, you can open the backup copy of the file. Once you close a file *and then reopen it*, however, the backup process is restarted — in other words, TreeAge Pro overwrites the previous backup file with the version of the file as it exists on re-opening.

Checking the second box will save copies of any open documents at the intervals you specify.

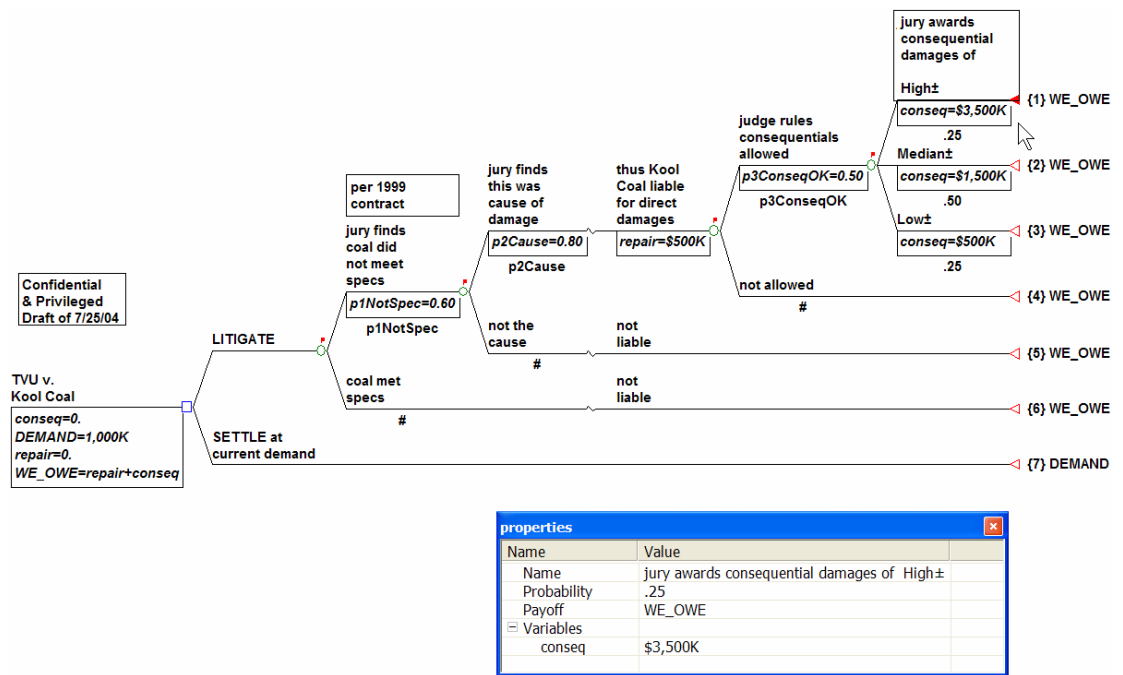
Refer to

Chapter 3 in full "Getting Started" manual.

Properties Grid

This is a very useful feature that, in particular, facilitates re-defining (i.e., modifying) variable values. Beginning with TreeAge Pro 2005, when you open a tree the Properties Grid pane may appear automatically — or can be made to appear by pressing the **F3** key (or by selecting **Display > Show Properties**). Pressing the **F3** key again (or selecting **Display > Hide Properties**) will hide the pane.

The Properties grid will normally open along the left edge of your screen, but — depending on the size of your tree — you may find it more practical to drag and resize it so it floats over some other portion of your tree, as illustrated below:



Especially in trees with values defined for many variables, the fastest way to modify an existing value will now be to edit it *directly in the Properties grid*.

*If you do not see a variable you thought was defined at the selected node, it may be because you had un-checked the **Show in tree** box on the Properties dialog box for the variable, as discussed on page 79.*

Then, as soon as you click anywhere outside of the Value cell you just edited, the change will appear on the tree itself.

*If you do not see any of the variable definitions displayed under the branches of the tree, press **F11**, select the Variables/Markov Info category in the Preferences dialog box, click the **Show definitions** button and check **Expand node to fit variables** — as discussed on page 18.*

Other Changes


Beginner Cues

With this new feature, cues show where to enter branch labels and probabilities. To turn them off, go to the main **Help** menu.

Terminal Columns Dialog Box

The **More** button has been renamed **Add New**. And now, in order to enter the name of the first desired column into the **Header** field (see page 73, step 1), this button must first be clicked.

Inserting Probabilities

When you click under a branch to enter or edit a probability, you will now find a  button to the right. Clicking this button opens a Formula Editor dialog box, from which variables (and/or functions) can be selected. This offers another means of inserting probability variables under branches, in addition to what is described beginning at page 76.