

How to use Tibetan Astrology

After registration all functions of the program are available but you need to know how to use them.

First of all let's do some initialization.

Step 1

Click Countries Cities Time zone's



Default countries, cities and time zone's will be added to the database for your personal use.

Recommended

Read the help file Countries Cities Time zone's how to use and see which countries, cities and time zone's are added for you.

Step 2

Click Persons for horoscope



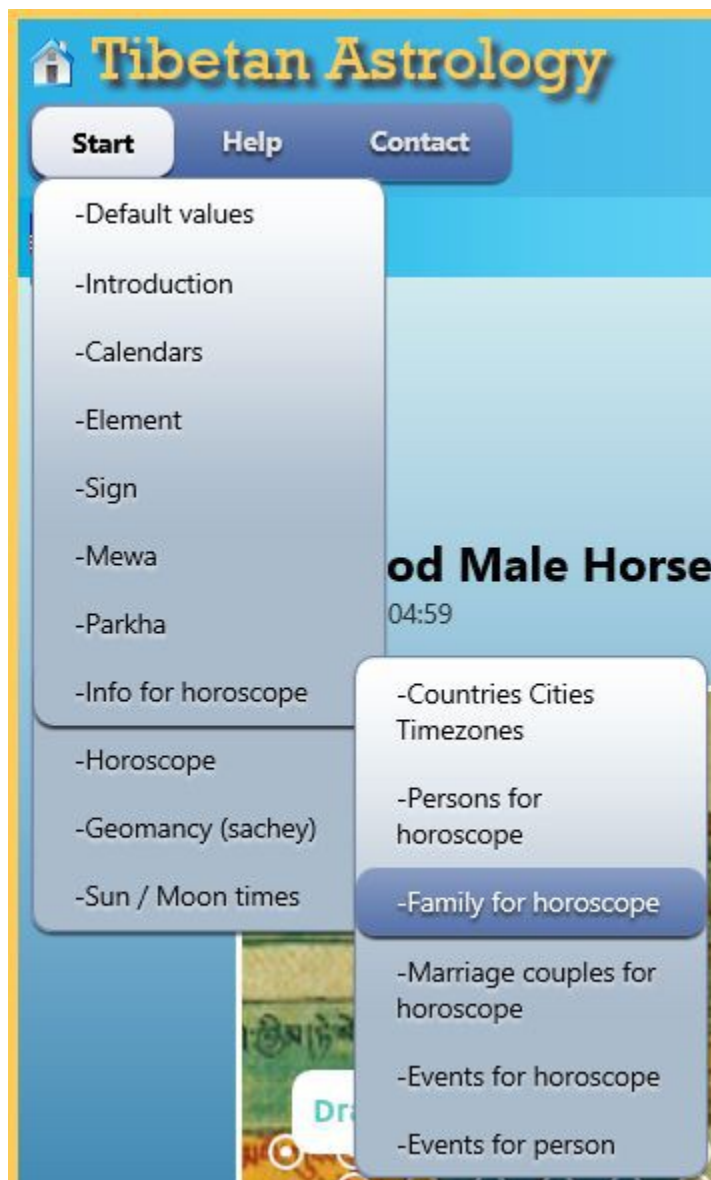
Default family is added to the database for your personal use.

Recommended

Read the help file Persons for Horoscope to see which persons are added for you. This help file also explains how to add persons for your own use.

Step 3

Have a look at Family for horoscope



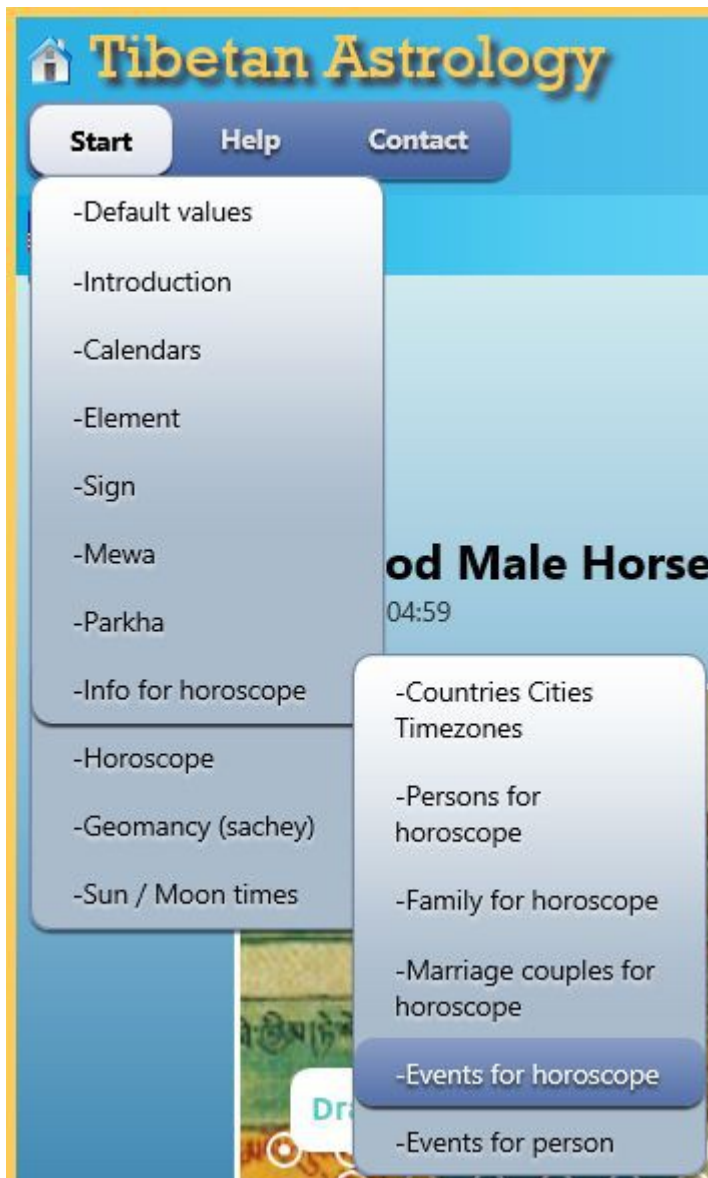
This is where you can see the family which as a default has been added for your personal use.

Recommended

Read the help file Family for Horoscope

Step 4

Click on Events for horoscope



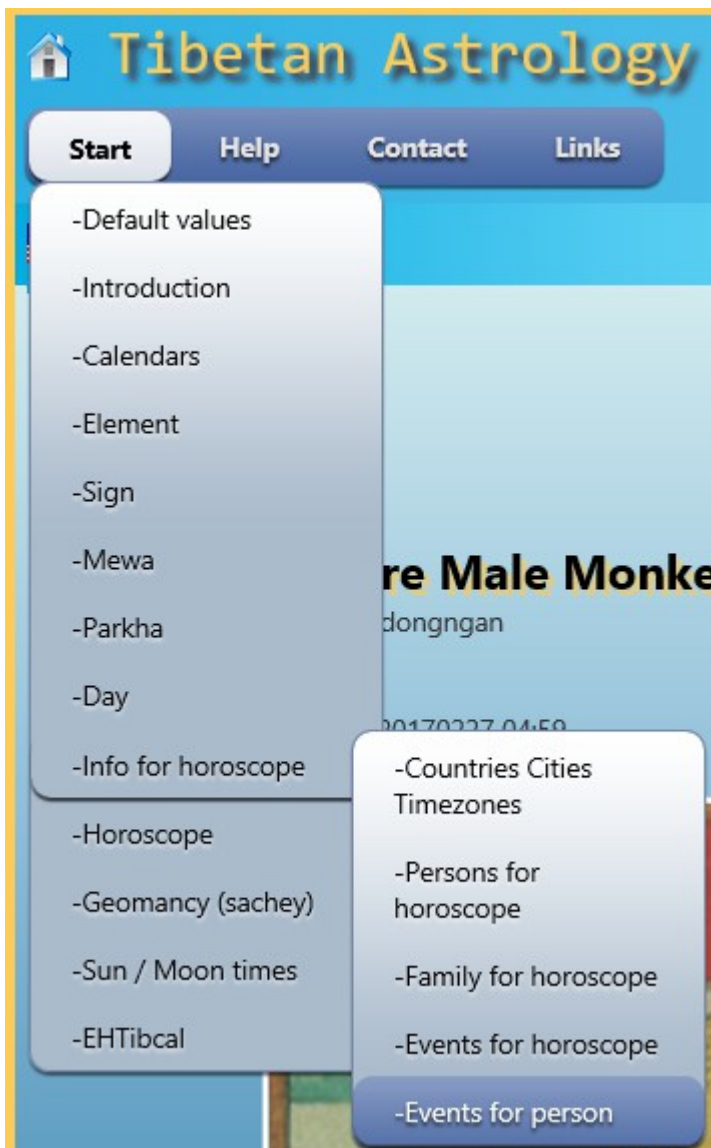
Events are used for all kinds of horoscope.

Recommended

Read the help file Events for horoscope how to add events.

Step 5

Click event for a person.



The very first time you will see a window like

The screenshot shows the 'Tibetan Astrology' website interface. At the top, there is a navigation bar with 'Start', 'Help', 'Contact', and 'Links' buttons. On the right, there is a user greeting 'Hello, demo demodemo' and buttons for 'Change password', 'Change E-mail address', and 'Log off'. Below the navigation bar, the page title is 'Events for person'. A table displays the profile information for a person:

Family name	First name	Birthdate and Time	Gender
Unknown	Unknown	03/25/2016 15:35:34	Unknown

Below the table, there are four expandable menu items: 'Events for person', 'Event type', 'Event', and 'Person'. At the bottom left, the copyright notice reads '© 2009 - 2016 - Karma Deleg Tondrup'.

Where you will see an unknown family.

Recommended

Read the helpfile Events for Person how to add events for persons.